motorola

Digital Cordless Telephone
with Answering Machine

Motorola IT6

For IT6 and IT6-2

Warning: Charge the handset for 24 hours before use.

Welcome...

to your new Motorola IT6 Digital Cordless Telephone with Answering Machine!

- Answer machine with 30 minutes digital recording time.

- All handsets fully cordless for locating anywhere within range.

- 100 Name and number phonebook.

- Bright backlit display.

- Speakerphone for hands-free conversations.

- Caller ID shows you who's calling and see details of the last 50 callers in a Calls list.[1]

- Redial up to 10 of the last numbers called.

- Register up to 4 handsets to a single base.

- Make internal calls, transfer external calls, hold 3-way conversation between two internal callers and an external caller.

- Intelligent Charging saving unnecessary power usage.

Need help?

If you have any problems setting up or using your xxx, please contact Customer Services on 1-888-331-3383. Alternatively, you may find the answer in the 'Help' section at the back of this guide.

[1]You must subscribe to your network provider's Caller ID service for this feature to work. A subscription fee may be payable.

Please note that this equipment is not designed for making emergency telephone calls when the power fails. Alternative arrangements should be made for access to emergency services.

This User Guide provides you with all the information you need to get the most from your phone.

Before you make your first call you will need to set up your phone. Follow the simple instructions in 'Getting Started', on the next few pages.

IMPORTANT

Only use the telephone line cord supplied.

Got everything?

- Cordless handset

- Cordless base

- Power adaptor for the base

- Telephone line cord

  If you have purchased an IT6 multiple pack you will also have the following additional items:

- Cordless handset & charger

- Power adaptor for the charger

1. Getting started

IMPORTANT

Do not place your IT6 in the bathroom or other humid areas.

Location

You need to place your IT6 base within 2 metres of the mains power socket and telephone wall socket so that the cables will reach. The socket-outlet shall be installed near the equipment and shall be easily accessible.

Make sure it is at least 1 metre away from other electrical appliances to avoid interference. Your IT6 works by sending radio signals between the handset and base. The strength of the signal depends on where you place the base. Putting it as high as possible ensures the best signal.

HANDSET RANGE

The unit has a range of up to 200 metres outdoors when there is a clear line of sight between the base and handset. Any obstruction between the base and handset will reduce the range significantly. With the base indoors and the handset either indoors or outdoors, the range will normally be up to 30 metres. Thick concrete and stone walls can severely affect the range.

SIGNAL STRENGTH

The **ıl** *icon on your handset indicates that you are within range of the base. When out of range of the base, the* **ıl** *icon disappears. If you are on a call, you will hear a warning beep.*

If you are on a call, the line will hang up if the handset moves out of range of the base. Move back within range. The handset will automatically re-connect to the base.

Setting up

IMPORTANT

The base station must be plugged into the mains power at all times. Do not connect the telephone line cord into the wall socket until the handset is fully charged. Use only the power adaptor and telephone line cord supplied with the product.

Connecting the base
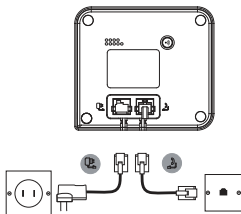
1. Plug the telephone line cord into the socket marked 🕿 on the rear of the base.

2. Plug the power adaptor into the socket marked ⏻ on the rear of the base and plug the other end into the mains power wall socket. Switch on the mains power.

Charging the handset

3. If you are charging the batteries for the first time, place the handset on the base to charge for at least 24 hours continuously.

4. When the handset is fully charged, 📶 icon will appear steady on the display. Plug the other end of the telephone line cord (make sure that one end is already plugged into the base) into the telephone wall socket.

NOTE

*You cannot access the battery in the handset. Do not attempt to remove the battery, as you may damage the phone. If you need to replace the battery, contact customer service helpline found in this user guide.*

Connecting the handset and charger
(for multi-pack only)

If you have purchased a multiple pack, you will need to carry out this process for all the handsets and chargers.
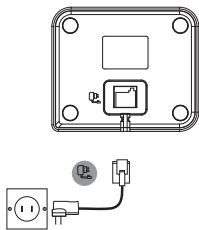
1. Plug the power adaptor into the socket marked ⏻ on the rear of the charger and plug the other end into the mains power wall socket.

2. If you are charging the batteries for the first time, place the handset on the charger to charge for at least 24 hours continuously.

3. When the handset is fully charged, 📶 icon will appear steady on the display. The display will show **Handset** and handset number (e.g. 2) to indicate that it is registered to the base.

BATTERY LOW WARNING

If you hear a warning beep every 2 minutes during a call, you will need to recharge the handset before you can use it again.

When charging, ▥ icon will scroll on the display.

BATTERY PERFORMANCE

In ideal conditions, fully charged batteries should give up to 7 hours talk time or up to 130 hours standby time on a single charge.[1]

Note that new batteries do not reach their full capacity until they have been put to normal use for several days.

To keep your batteries in the best condition, leave the handset off the base for a few hours at a time.

Running the batteries right down at least once a week will help them last as long as possible.

The charge capacity of the rechargeable battery will reduce with time as it wears out, giving the handset less talk / standby time. Eventually it will need to be replaced, please contact customer service helpline found in this user guide.

After charging your handset for the first time, subsequent charging time is about 6–8 hours a day. Batteries and handset may become warm during charging. This is normal.

[1]All talk and standby times are approximate and depend on features selected and usage pattern.

Setting up your IT6

Date and time

If you have subscribed to a Caller ID Service and Auto Clock is set to on (see page 27), the date and time is set automatically for all handsets when you receive your first call. If Auto Clock is set to off the time and date does not set automatically.

If you do not have a Caller ID service, you can set the date and time manually.

1. Press $\frac{MENU}{OK}$, scroll ▼ to **Clock/Alarm** and press $\frac{MENU}{OK}$.

2. **Date & Time** is displayed. Press $\frac{MENU}{OK}$.

3. Enter the date using the format MM/DD e.g. 08/04 for 4 August and press $\frac{MENU}{OK}$.

4. Enter the time using the 12 hour format **HH:MM**, e.g. 02:45.

5. Press ▲ or ▼ to change from **A** (am) to **P** (pm) and press $\frac{MENU}{OK}$.

6. Press ⬚ to return to standby.

Your IT6 is now ready for use.

2. Getting to know your phone

Overview of your handset
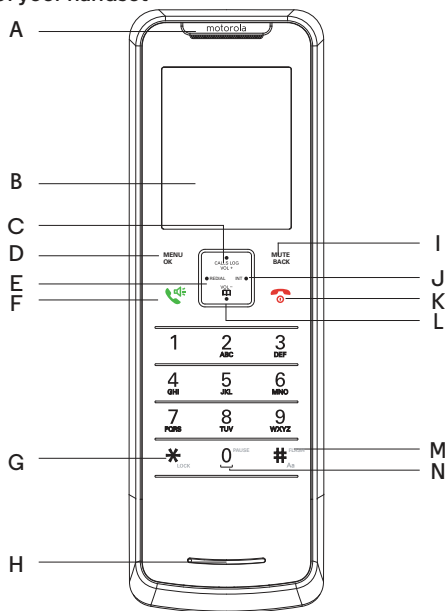
A Earpiece

B Display

See page 12 for display icons.

C Call Log / Scroll Up / Volume up

Open the Call log. Press ▲ to enter Call Log menu and then press ▼ to select **Call List** or **Answ machine** menu.

Scroll up through lists and settings.

D Menu / OK

Enter the main menu.

Select the option displayed on screen.

Confirm menu option – **OK** is displayed on screen.

E Redial
Open the redial list.

F Talk / Hands-free key
Make or answer a call.

Activate and deactivate hands-free during a call.

IMPORTANT

Hands-free activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

G Pulse to Tone Dialling / * / Keypad lock
During a call, press and hold to switch from pulse dialling to tone dialling.

Dial a *.

In standby mode press and hold to lock/unlock the keypad.

H Microphone

I Scroll right / Clear / Mute / Back
Scroll to the right.

Delete characters on screen when entering names and numbers.

Mute / unmute the microphone during a call.

Go back to previous menu level ⬅ is displayed on the screen.

J Intercom
Press to make an internal call.

K End call / Switch handset on/off
End a call.

When in a menu, go back to standby mode.

Press and hold to switch handset off (when in standby) or on.

L Phonebook / Scroll Down / Volume down
Open the phonebook.

Scroll down through lists and menus.

Decrease the earpiece volume.

M Ringer off / Flash / # / Change case
Press and hold to switch handset ringer on or off.

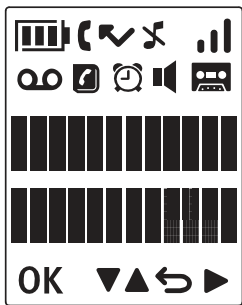Use flash (F) functions.

Dial a #.

When entering letters / editing, short press to change the case from Abc to abc or ABC mode.

N Pulse / Space
When dialling or storing a number, press and hold to enter a pause (P).

Handset display

Display icons

(	On when the line is in use. Flashes when there is an incoming call.
✔	Flashes when you have missed calls and new number(s) are in the Calls list.
✗	Handset ringer is off.
.il	Steady when the handset is registered and within range of the base. Disappears when the handset is out of range and flashes when searching for the base.
⊙⊙	Flashes when you have new voicemail messages. Off when you have no voicemail messages.
🗂	Phonebook is open.
🕐	The alarm clock has been set.
◄	Hands-free mode is activated.
📼	Answering machine is on.

The approximate power levels of your battery are indicated as below:

▥▥▥	Battery is fully charged.
▥▥	Battery is partially charged.
▥	Battery is running low.
☐	Battery is almost empty. The battery icon will flash and emit a warning beep every 2 minutes during a call.

Overview of the base
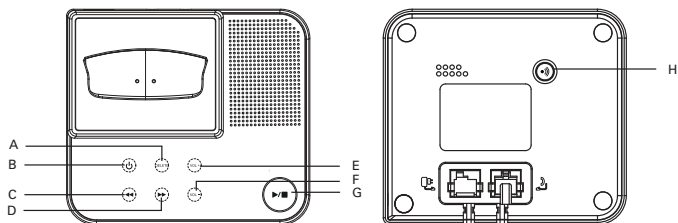
A **Delete**

B **Answer machine On/Off**

C **Skip back**

D **Skip forward**

E **Volume Up**

F **Volume Down**

G **Play / Stop**

H **Paging key**

Paging is a useful way of finding lost handsets.

1. Press 🔊 on the base.
    All handsets ring.

2. Press 🔊 again to cancel the paging call or press any key on the handset to stop the paging call.

Answering machine key illumination

Answering machine on / off - illuminates at all times.

Play - illuminates when the answering machine is on / flashes when there are new messages.

Navigating the menus

The basic steps of navigating through the menu and on-screen options.

1. From the standby screen, press $\overset{\text{MENU}}{\text{OK}}$.
    The main menu is opened.

2. Use the $\boxed{\text{▯}}$ (▲) or $\boxed{\text{(}}$ (▼) keys to scroll through the menu.

3. Soft key options OK and ⬅ are displayed.
    Press $\overset{\text{MENU}}{\text{OK}}$ to select OK and open a sub-menu or validate an option.
    Press ← 🎤 to go back to previous menu level, correct a character or cancel an action.

4. Press $\overset{\frown}{\text{⊙}}$ to return to standby.

NOTE

If you do not press any button on the handset for 30 seconds the display will automatically return to standby. It will also return to standby when the handset is placed on the base or charger.

Menu map

Phonebook

List Entry

When no entry is stored List empty *is shown, if entries are stored scroll to the required entry and press* OK.

Edit
Delete
New Entry
Delete All
Direct Mem

Clock/Alarm

Date & Time
Set Alarm
Alarm Tone
Auto clock

Personal Set

Handset Tone
Ring Volume
Ring Melody
Key Tone
Docking tone
Base Tone
Base Melody
Base Volume
Handset Name
Auto Pick-Up

Auto Hang-Up
Language
Backlight

Advanced Set

Call List
Conference
Area code
Flash Time
Dial Mode
Register
Unregister
PIN
Reset
Call Barring

Answ Machine

Play
Delete All
Record Memo
Answer Mode
Answ On/Off
Answ Setting
Ring delay
Remote Acc.
Hs Screening
Bs Screening
TAM Language

3. Using the phone

3.1   Make a call

1. Press ☎️.

2. Dial the telephone number.

3.2   Pre-dial

1. Enter the phone number (maximum 24 digits). If you make a mistake press ← 🎤.

2. Press ☎️ to dial the phone number entered.

3.3   Dial direct memory numbers 1 to 9

1. Press and hold a key from 1 to 9 until the number is displayed and dialled.

NOTE

To store a direct memory number see page 22.

3.4   Call from the phonebook

1. Press ▼. The first entry in the phonebook is displayed.

2. Scroll ▲ or ▼ to the entry you want.

3. Press ☎️ to dial the number.

NOTE

Instead of scrolling to browse the phonebook entries, press the numeric key corresponding to the first letter of the entry you wish to locate. For example, pressing $\frac{2}{ABC}$ will show the entries starting with A. Pressing $\frac{2}{ABC}$ again will show the entries starting with B, etc...

3.5   Call from the Calls list

NOTE

You need to subscribe to your network's Caller ID service to be able to see the caller's number in the Calls list. See "Calls list" on page 23 for more details.

1. Press ▲ to enter the Call log option menu, then press $\frac{MENU}{OK}$ to enter **Call List**. The most recent call is displayed.

2. Scroll ▲ or ▼ to the entry you want.

3. Press ☎️ to dial the number.

3.6   Answer a call

1. When the phone rings and 📞 flashes in the display, if the handset is off the base press ☎️ to answer the call, or if the handset is on the base simply lift the handset to answer the call.

2. Press ☎️ again to answer the call via hands-free.

3. To switch between hands-free and the earpiece press ☎️.

IMPORTANT

When the phone is ringing, avoid holding the earpiece too close to your ear as it may damage your hearing.

NOTE

If Auto Pick up mode (see page 29) is on, simply lift up the handset from its base to answer the call. The default setting is ON. See all "Default settings" on page 34.

An incoming call has priority over other events. Whenever there is an incoming call, other operations in progress such as phone settings, menu navigation, etc. will be ended.

3.7 Adjust volume

1. During a call, press ▲ or ▼ to adjust the earpiece or hands-free volume. The level is shown in the handset display.

3.8 Mute

Mute the microphone so that you can talk to someone else in the room without your caller hearing you.

1. During a call, press ← 🔇. The microphone is muted.
2. Press ← 🔇 again to turn the microphone back on.

3.9 End a call

1. Press 📞.

After you hang up, the duration the phone is off-hook is displayed for 2 seconds.

NOTE

If auto hang-up is on (see page 30) simply replace the handset on the base to end the call. The default setting is ON.

3.10 Switch handset on/off

1. Press and hold 📞 to switch the handset on or off.

3.11 Intercom

This feature is only available when there are at least 2 registered handsets. It allows you to make internal calls, transfer external calls from one handset to another and use the conference option.

3.11.1 Call another handset

1. Press Int.

   • If you have two handsets, the other handset is called automatically.

   • If more than two handsets are registered to the base, their numbers are displayed, e.g. 2345*. Enter the number of the handset you want to call or press ✱ to ring all handsets.

2. Press 📞 to hang up.

NOTE

If the handset does not belong to IT6 range, this function may not be available.

3.11.2 Transfer an external call to another handset

1. During an external call, press **Int**.
   Your caller is put on hold.

2. Enter the number of the handset you want to call or press **✱** to ring all handsets.
   If there are only two handsets, the other handset is called automatically.

3. When the other handset answers, announce the caller then press **☎** to transfer the
   call. If the other handset does not answer, press **Int** to talk to your caller again.

3.11.3 Three-party conference call

1. During an external call, press **Int**.
   Your caller is put on hold.

2. Enter the number of the handset you want to call or press **✱** to ring all handsets.
   If there are only two handsets, the other handset is called automatically.

3. When the other handset answers, announce the call then press and hold **Int** to
   connect both calls. If the other handset does not answer, press **Int** to talk to your caller
   again.

4. Press **☎** to hang up.

3.12   Voicemail

If you have subscribed to your network's voicemail service (if available), your IT6 displays
☍ when you have a new message.

NOTE

You can turn off the **☍** icon. When viewing the Calls list, press and hold 5 ₍JKL₎.

4. Phonebook

The IT6 handset phonebook can store up to 100 names and numbers.

Numbers can be up to 24 digits long and names up to 12 characters long. Entries are stored in alphabetical order.

4.1   View and dial phonebook entries

1. Press ▼. Display shows the first entry.

2. Scroll ▲ or ▼ to the entry you want.
   Or
   To search alphabetically, press ▼ then press the key with the first letter of the name, e.g. if the name begins with N, press $6\atop{MNO}$ twice.

   The display shows the first entry beginning with N. If required, press ▲ or ▼ to scroll to the exact entry.

3. Press 📞 to dial the entry displayed.

4.2   Store an entry

1. Press $MENU\atop{OK}$. **Phonebook** is displayed.

2. Press $MENU\atop{OK}$. **New Entry** is displayed.

3. Press $MENU\atop{OK}$. **Enter Name** is displayed.

4. Enter a name and press $MENU\atop{OK}$.

5. Enter a number. Press $MENU\atop{OK}$ to save.

6. Press 📵 to return to standby.

NOTE

Cancel storing an entry by pressing 📵 at any time during the process.

4.3   Entering names

Use the alphanumeric keypad to enter names in the phonebook.
For instance to enter the name Paul

P	Press $7\atop{PQRS}$ once
A	Press $2\atop{ABC}$ once
U	Press $8\atop{TUV}$ twice
L	Press $5\atop{JKL}$ three times

To enter a space press $0\atop{ }$.

Press ← 🔇 to delete a character or press and hold ← 🔇 to delete all characters.

4.4 Character map

Use the keypad to enter names and characters.

Key	Case	Assigned characters and symbols
1	L / U	1 @ _ # = ← → ( ) & € £ $ ¥ [ ] { } ¤ § …
2 ABC	L	a b c 2 à â æ á ã ä å ą ā ç č
	U	A B C 2 À Â Æ Á Ã Ä Å Ą Ā Ç Č
3 DEF	L	d e f 3 è é ê ë ė ę ē Δ Φ
	U	D E F 3 È É Ê Ë Ė Ę Ē Δ Φ
4 GHI	L	g h i 4 ğ í ì ï į ī ı Γ
	U	G H I 4 Ğ Í Ì Ï Į Ī İ Γ
5 JKL	L	j k l 5 Λ
	U	J K L 5 Λ
6 MNO	L	m n o 6 ñ ó ô õ ö ò
	U	M N O 6 Ñ Ó Ô Õ Ö
7 PQRS	L	p q r s 7 ß ş š Π Θ Σ
	U	P Q R S 7 Ş Š Π Θ Σ
8 TUV	L	t u v 8 ù ú ü ū ų μ
	U	T U V 8 Ù Ú Ü Ū Ų
9 WXYZ	L	w x y z 9 ø Ω Ξ Ψ ž
	U	W X Y Z 9 Ø Ω Ξ Ψ Ž
0	L / U	Space . 0 , / : ; " ' ! ¡ ? ¿ * + - % \ ^ ~ |
# Aa	L / U	short press to switch between ABC, abc, Abc

4.5 Enter a pause

If your IT6 is connected to a switchboard, you may need to enter a pause in a stored number. This gives the switchboard time to get an outside line. A pause is normally stored after the switchboard access code (e.g. 9)

1. When storing a number, press and hold **0** until the display shows P. You can then continue storing the phone number.

4.6   View an entry

In standby:

1. Press ▼.

2. Enter the first letter of the name to search alphabetically then scroll ▲ or ▼ to the exact entry. The name is displayed.

3. Press ← 🔇 to display the number. If there are more than 12 digits, press ← 🔇 again to see the rest of the number.

4. Press 🔘 to return to standby.

During a call:

1. Press ᴹᴱᴺᵁₒₖ to open the phonebook menu.

2. Enter the first letter of the name you want then scroll ▲ or ▼ if necessary to the exact name. Press ← 🔇 to display the number. If there are more than 12 digits, press ← 🔇 again to see the rest of the number.

3. Press 🔘 to cancel the phonebook display.

4. Press 🔘 again to end the call.

4.7   Edit an entry

1. Press ▼.

2. Scroll ▲ or ▼ to the entry you want to edit and press ᴹᴱᴺᵁₒₖ. **Edit** is displayed. Press ᴹᴱᴺᵁₒₖ again.

3. Edit the name and press ᴹᴱᴺᵁₒₖ to confirm. Use ← 🔇 to delete characters.

4. Edit the number. Press ᴹᴱᴺᵁₒₖ to confirm.

5. Press 🔘 to return to standby.

4.8   Delete an entry

1. Press ▼.

2. Scroll to the entry you want to delete and press ᴹᴱᴺᵁₒₖ.

3. Scroll ▼ to **Delete** and press ᴹᴱᴺᵁₒₖ.

4. Display shows **Confirm?**. Press ᴹᴱᴺᵁₒₖ.

5. Press 🔘 to return to standby.

4.9   List entry

You can also view, edit and delete an entry through the phonebook menu.

1. Press ᴹᴱᴺᵁₒₖ twice to open the phonebook menu.

2. **List Entry** is displayed, press ᴹᴱᴺᵁₒₖ.

3. You can now follow the instructions in sections 4.6, 4.7 and 4.8 from step 2.

Phonebook 21

4.10 Delete all entries

1. Press **OK** **MENU** twice.

2. Scroll ▼ to **Delete All** and press **OK** **MENU**.

3. Display shows **Confirm?**. Press **OK** **MENU**.

4. Press **⌀** to return to standby.

4.11 Store a direct memory number

1. Press **OK** **MENU** twice.

2. Scroll ▼ to **Direct Mem** and press **OK** **MENU**.

3. **Key 1** is displayed. Press **OK** **MENU**.
   If no number is stored **No Entry** is displayed. If a number is stored the name will be displayed.

4. Scroll ▼ to **Key X,** where X is the keypad number where the entry will be stored. Press **OK** **MENU**.

5. **ADD** is displayed. Press **OK** **MENU**.

6. The first phonebook entry is displayed. Enter the first letter of the name to search alphabetically then scroll ▲ or ▼ to the exact entry, then press **OK** **MENU**.

7. Press **⌀** to return to standby.

NOTE

Only numbers that have been stored in the phonebook can then be stored as direct memory numbers.

4.12 Delete a direct memory number

1. Press **OK** **MENU** twice.

2. Scroll ▼ to **Direct Mem** and press **OK** **MENU**.

3. **Key 1** is displayed. Press **OK** **MENU**.
   If no number is stored **No Entry** is displayed. If a number is stored the name will be displayed.

4. Scroll ▼ to **Key X,** where X is the keypad number where the entry is stored. Press **OK** **MENU**.

5. Scroll ▼ to **Delete**. Press **OK** **MENU**.

6. **Confirm?** is displayed. Press **OK** **MENU**.

7. Press **⌀** to return to standby.

5. Caller ID and Calls list

If you have subscribed to Caller ID and provided the identity of the caller is not withheld, the number of the caller will be displayed together with the date and time of the call (if provided by the network).

NOTE

If the caller's number is stored in your phonebook along with a name, the name will also be displayed.

Information about incoming calls will vary by country and network operator. Some operators may charge a subscription for their Caller ID service.

If the number is unavailable, Unavailable will be displayed.

If the caller has withheld their number, Withheld will be displayed.

If the call is from the operator, Operator will be displayed.

If the call is from a payphone, Payphone will be displayed.

If the call is from a ringback request, Ringback will be displayed.

51. Calls list

The Calls list contains details of missed and received call. Details include the date and time of the call. Entries are displayed in chronological order with the most recent call at the top of the list.

NOTE

- *When the Calls list is full, a new call replaces the oldest in the list.*
- *The received and missed Calls list holds details of up to 50 calls.*
- *If you receive more than one call from the same number, only the most recent call is kept in the Calls list.*
- *When you have missed calls (incoming calls that you haven't answered) the* 📞 *icon will be displayed in the display on all handsets registered to the base.*
- *If one handset is used to view the Calls list, the icon on the other handsets will continue to flash (Multipack user only).*

5.1.1   View the Calls list

1. Press ▲ to enter the Call log option menu, then press $\overset{MENU}{OK}$ to enter Call List.

   - The most recent number or name if stored in the phonebook is displayed. New calls are marked with 📞 icon flashing.

2. Scroll ▲ or ▼ through the Calls list.

   - Press ← 🎙 to see the number. If the number has more than 12 digits, press ← 🎙 to see the rest of the number.

3. Press 📞 to return to standby.

Caller ID and Calls list   23

NOTE

The ❤ icon stops flashing once all new calls have been viewed.

5.1.2 Dial from the Calls list

1. Press ▲ to enter the Call log option menu, then press **MENU OK** to enter **Call List**. The most recent call is displayed.

2. Scroll ▲ or ▼ to the entry you want.

3. Press 📞 to dial.

5.1.3 Save a number from the Calls list to the phonebook

1. Press ▲ and then press **MENU OK**. The most recent call is displayed.

2. Scroll ▲ or ▼ to the number you want.

3. Press **MENU OK** then press ▼ until **Save Number** is displayed.

4. Press **MENU OK**. **Enter Name** is displayed. Use the keypad to enter the name.

5. Press **MENU OK** then the number is displayed, the user can then edit the number if required and must press **MENU OK** to save the number (even if has not been edited).

6. Press 📵 to return to standby.

5.1.4 Delete a Calls list entry

1. Press ▲ and then press **MENU OK**. The most recent call is displayed.

2. Scroll ▲ or ▼ to the number you want.

3. Press **MENU OK** then scroll ▼ to **Delete** and press **MENU OK**.

4. Display shows **Confirm?**. Press **MENU OK** to confirm.

5. Press 📵 to return to standby.

5.1.6 Delete entire Calls list

1. Press ▲ and then press **MENU OK**. The most recent call is displayed.

2. Press **MENU OK** then scroll ▼ to **Delete All** and press **MENU OK**.

3. Display shows **Confirm?**. Press **MENU OK** to confirm.

4. Press 📵 to return to standby.

5.2 Redial

The IT6 lets you redial any of the last 10 numbers called. Numbers can be up to 24 digits long.

5.2.1 Redial the last number

1. Press 🔄. The last number dialled is displayed.

   • If the number has more than 12 digits, the display shows ▶ and the cursor blinks. Press ◀🔄 to display the rest. If the number is stored in the Phonebook, the name is displayed.

2. Press 📢 to dial.

5.2.2 View and dial a number in the redial list

1. Press 🖐. The last number dialled is displayed.
   If required, scroll ▲ or ▼ to display the number you want.

2. Press 📢 to dial the number.

5.2.3 Copy a redial number to the phonebook

1. Press 🖐 and scroll ▲ or ▼ to the entry you want and press **OK**.

2. Display shows **Save Number**. Press **OK**.

3. Enter the name and press **OK**.

4. Edit the number if required and press **OK**.

5. Press 📵 to return to standby.

5.2.4 Delete a redial list entry

1. Press 🖐. Scroll ▲ or ▼ to display the number you want.

2. Press **OK** and scroll ▼ to **Delete** then press **OK**.

3. Display shows **Confirm?**. Press **OK** to confirm, then 📵 to return to standby.

5.2.5 Delete entire redial list

1. Press 🖐 then press **OK**.

2. Scroll ▼ to **Delete All** and press **OK**.

3. Display shows **Confirm?**. Press **OK** to confirm. Press 📵 to return to standby.

6.   Clock & Alarm

If you subscribe to your network's Caller ID service and Auto clock is set to on, the time on your IT6 may be set automatically each time you receive a call, depending on your network provider.

You can also set or adjust the time using the **Clock/Alarm** menu.

6.1   Set date and time

1. Press and scroll ▼ to **Clock/Alarm**. Press **MENU OK**. Display shows **Date & Time,** then press **MENU OK**.

2. Enter the date using the format **MM/DD** e.g. 08/04 for 4th August.

3. Enter the time using the 12 hour format **HH:MM**, e.g. 02:45.

4. Press ▲ or ▼ to change from **A** (am) to **P** (pm) and press **MENU OK**.

5. Press ⬛ to return to standby.

6.2   Set alarm

1. Press **MENU OK**, scroll ▼ to **Clock/Alarm** and press **MENU OK**

2. Scroll ▼ to **Set Alarm** and press **MENU OK**.

3. Scroll ▲ or ▼ to **Off, On Once** or **On Daily** and press **MENU OK**.

4. If you select **On Once** or **On Daily,** enter the time using the 12 hour format **HH:MM**, e.g. 02:45.

5. Press ▲ or ▼ to change from **A** (am) to **P** (pm) and press **MENU OK**.

6. Press ⬛ to return to standby. When the alarm goes off, press any key to stop the ring.

NOTE

Once the alarm is set to on, the 🗘 *icon is displayed.*

The alarm will ring at the medium level. **Alarm On** *and the* 🗘 *will flash on the display.*

6.3   Set alarm melody

There are 3 alarm melodies.

1. Press **MENU OK** and scroll ▼ to **Clock/Alarm**.

2. Press **MENU OK**.

3. Scroll ▼ to **Alarm Tone** and press **MENU OK**.
   Melodies are played.

4. Scroll ▲ or ▼ to select a melody.

5. Press **MENU OK** to confirm.

6. Press ⬛ to return to standby.

6.4   Switch auto clock on / off

If you have subscribed to Caller ID Service, the date and time will be set on all your handsets whenever a call is received. This feature can be set to On or Off.

1. Press $_{OK}^{MENU}$, scroll to **Clock/Alarm** and press $_{OK}^{MENU}$.
2. Scroll to **Auto clock** and press $_{OK}^{MENU}$.
3. Scroll to **On** or **Off** then press $_{OK}^{MENU}$ to confirm.
4. Press $\overline{_0}$ to return to standby.

7. Personal settings

7.1 Handset tones

IMPORTANT
When the phone is ringing, avoid holding the earpiece too close to your ear as it may damage your hearing.

7.1.1 Ring volume

Choose from 5 levels and off.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Personal set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. **Handset Tone** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$.

3. **Ring Volume** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$.

4. Scroll ▲ or ▼ to adjust the ringer volume level.

5. Press $\overset{\text{MENU}}{\text{OK}}$ to save the settings.

6. Press $\overset{}{\text{o}}$ to return to standby.

7.1.2 Ring melody

Choose from 10 ringer melodies.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Personal set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. **Handset Tone** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$ and scroll ▼ to **Ring Melody**. Press $\overset{\text{MENU}}{\text{OK}}$.

3. Press ▲ or ▼ to select the melody.
   A sample of the melody is played.

4. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

5. Press $\overset{}{\text{o}}$ to return to standby.

7.1.3 Key tones on/off

When you press a key on the handset you hear a beep. You can switch these beeps on or off.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Personal set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. **Handset Tone** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$ and scroll ▼ to **Key Tone**. Press $\overset{\text{MENU}}{\text{OK}}$.

3. Scroll ▲ or ▼ to select **On** or **Off**.

4. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

5. Press $\overset{}{\text{o}}$ to return to standby.

7.1.4 Docking tones on/off

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Personal set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. **Handset Tone** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$ and scroll ▼ to **Docking tone**. Press $\overset{\text{MENU}}{\text{OK}}$.

3. Scroll ▲ or ▼ to select **On** or **Off**.

4. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

5. Press 📵 to return to standby.

7.2   Base tone

7.2.1   Ring melody

Choose from 5 ringer melodies.

1. Press ᴹᴱᴺᵁₒₖ, scroll ▼ to **Personal Set** and press ᴹᴱᴺᵁₒₖ.

2. Scroll ▼ to **Base Tone**. Press ᴹᴱᴺᵁₒₖ.

3. **Base Melody** is displayed. Press ᴹᴱᴺᵁₒₖ.

4. Scroll ▲ or ▼ to select the melody. A sample of the melody is played.

5. Press ᴹᴱᴺᵁₒₖ to confirm.

6. Press 📵 to return to standby.

7.2.2   Ringer volume

Choose from low, medium, high and off.

1. Press ᴹᴱᴺᵁₒₖ, scroll ▼ to **Personal set** and press ᴹᴱᴺᵁₒₖ.

2. Scroll ▼ to **Base Tone**. Press ᴹᴱᴺᵁₒₖ.

3. Scroll ▼ to **Base Volume**. Press ᴹᴱᴺᵁₒₖ.

4. Press ▲ or ▼ to adjust the ringer volume level.

5. Press ᴹᴱᴺᵁₒₖ to save the settings

6. Press 📵 to return to standby.

7.3   Handset name

Personalise your handset, with a name or location for example Peter or Bedroom.
Maximum 10 characters.

1. Press ᴹᴱᴺᵁₒₖ, scroll ▼ to **Personal set** and press ᴹᴱᴺᵁₒₖ.

2. Scroll ▼ to **Handset Name** and press ᴹᴱᴺᵁₒₖ. The current name is displayed.

3. Press ← 🎤 to delete the current name.

4. Enter the name you want – maximum 10 characters and press ᴹᴱᴺᵁₒₖ to save.

5. Press 📵 to return to standby.

7.4   Auto pick up

With Auto pick up switched on, you can answer a call by simply lifting the handset off the
base or charger. If switched off, you will have to press 📞 to answer a call. The default
setting is ON.

1. Press ᴹᴱᴺᵁₒₖ, scroll ▼ to **Personal set** and press ᴹᴱᴺᵁₒₖ.

2. Scroll ▼ to **Auto Pick-up**. Press ᴹᴱᴺᵁₒₖ.

3. Scroll ▲ or ▼ to select **On** or **Off**.

4. Press **MENU OK** to confirm.

5. Press **🔴** to return to standby.

7.5 Auto hang up

With Auto hang up switched on, you can end a call by simply replacing the handset on the base or charger. If switched off, you have to press **🔴** to hang up. The default setting is **On**.

1. Press **MENU OK**, scroll ▼ to **Personal set** and press **MENU OK**.

2. Scroll ▼ to **Auto Hang-up**. Press **MENU OK**.

3. Scroll ▲ or ▼ to select **On** or **Off**.

4. Press **MENU OK** to confirm.

5. Press **🔴** to return to standby.

7.6 Display language

You can change the display language.

1. Press **MENU OK**, scroll ▼ to **Personal Set** and press **MENU OK**.

2. Scroll ▼ to **Language**. Press **MENU OK**.

3. Scroll ▲ or ▼ to select the language you want.

4. Press **MENU OK** to confirm.

5. Press **🔴** to return to standby.

7.7 Backlight on/off

1. Press **MENU OK**, scroll ▼ to **Personal set** and press **MENU OK**.

2. Scroll ▼ to **Backlight**. Press **MENU OK**.

3. Press ▲ or ▼ to select **On** or **Off**.

4. Press **MENU OK** to confirm.

5. Press **🔴** to return to standby.

7.8 Keypad lock

Prevent accidental dialling while carrying the handset by locking the keypad.
While the keypad is locked, you can answer incoming calls as normal.

1. Press and hold *****.
   The display shows **Keys Locked** .

2. To unlock the handset, press and hold ***** again.

8. Advanced settings

8.1 Call List

You can set Call list type to All calls or Missed calls only. If All calls is selected, press ▲ and $\overset{\text{MENU}}{\text{OK}}$ keys in idle will view all calls lists. If Missed calls is selected, press ▲ and $\overset{\text{MENU}}{\text{OK}}$ keys in idle will view missed call only.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.
2. **Call List** is displayed.Press $\overset{\text{MENU}}{\text{OK}}$.
3. Scroll ▲ or ▼ to **All calls** or **Missed calls**.
4. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.
5. Press $\overset{\frown}{\text{o}}$ to return to standby.

8.2 Conference

When the feature is set to Auto, if handset 1 is on line with an external caller, handset 2 can seize the line and immediately join the call with handset 1 and the external caller.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.
2. Scroll ▼ to **Conference**. Press $\overset{\text{MENU}}{\text{OK}}$.
3. Scroll ▲ or ▼ to **Auto** or **Off**.
4. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.
5. Press $\overset{\frown}{\text{o}}$ to return to standby.

8.3 Area code

You can set your local area code into the phone. When a number from that area code calls only the local number will be displayed and stored. The area code can be up to 5 digits long.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.
2. Scroll ▼ to **Area code** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$.
3. Using the keypad enter the area code and press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

NOTE

If you want to de-activeate the area code feature leave the number empty.

8.4 Flash time

This setting is useful to access certain network and PABX/switchboard services.

The default IT6 flash time is suitable for your country and network operator. It is unlikely that you should need to change this setting unless advised to do so.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.
2. Scroll ▼ to **Flash Time** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$.
3. Press ▲ or ▼ to select the setting you want: **Short, Medium, Long**.

Advanced settings

4. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

5. Press $\overset{\frown}{\textbf{O}}$ to return to standby.

NOTE

The use of your IT6 cannot be guaranteed on all PABX.

8.5 Dial mode

The default IT6 dialling mode is suitable for your country and network operator. It is unlikely that you should need to change this setting unless advised to do so.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Dial Mode.** Press $\overset{\text{MENU}}{\text{OK}}$.

3. Press ▲ or ▼ to select **Tone** or **Pulse.**

4. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

5. Press $\overset{\frown}{\textbf{O}}$ to return to standby.

8.5.1 Temporarily switch from Pulse to Tone dialling

1. In talk mode press and hold $\overset{\textstyle *}{\text{\tiny LOCK}}$ for 2 seconds.

   The dial mode will change from Pulse to Tone for the duration of the call.

8.6 Registration

Up to 4 handsets can be registered to one base station. Additional handsets must be registered to the base before you can use them.

• The Master PIN is required before you can register or unregister handsets. The default PIN is 0000.

8.7 Register a handset

At the base:

1. Press and hold the $\textcircled{\tiny \textbullet}$ button on the base until the base beeps. You have 120 seconds in which to register a handset.

At the handset:

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Register** and press $\overset{\text{MENU}}{\text{OK}}$.

3. When the display shows **PIN,** enter the base PIN and press $\overset{\text{MENU}}{\text{OK}}$.

   When the handset registers with the base, it is assigned a handset number.

8.8 De-register a handset

Use one handset to delete another. You cannot delete the handset that you are using.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Unregister** and press $\overset{\text{MENU}}{\text{OK}}$.

3. Enter the 4 digit master PIN and press $\overset{\text{MENU}}{\text{OK}}$.

Display shows the first registered handset number.

4. Scroll ▲ or ▼ to select the handset you want to delete and press $\overset{\text{MENU}}{\text{OK}}$.
   Unregistered is displayed on the handset screen.

8.9 PIN

The 4-digit master PIN is used when registering or de-registering a handset and when changing some settings on your IT6. The default setting is 0000. You can change this PIN for more security.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **PIN**. Press $\overset{\text{MENU}}{\text{OK}}$.

3. Enter the current 4 digit master PIN and press $\overset{\text{MENU}}{\text{OK}}$. (Default setting 0000).

4. Enter the new PIN and press $\overset{\text{MENU}}{\text{OK}}$.

5. Press $\overset{\frown}{\text{o}}$ to return to standby.

NOTE

Make a note of your PIN. If you forget your PIN you will need to reset your product.

8.10 Reset

This will reset your IT6 to its default settings.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Reset**. Press $\overset{\text{MENU}}{\text{OK}}$.

3. **Confirm?** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$.

NOTE

Entries stored in the phonebook is retained. After reset, depending on your country, the welcome mode setting may be shown on the handset display.

8.11 Call barring

Prevent certain numbers from being dialled from your IT6. Store up to four specific numbers, each up to 4 digits – for example, international or local prefixes.

Bypass Call barring by switching the setting to **Off**.

NOTE

If you switch Call barring on, **Barr Mode On** *will be displayed on your screen in standby mode.*

8.11.1 Switch call barring on/off

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▼ to **Advanced Set** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Call Barring**. Press $\overset{\text{MENU}}{\text{OK}}$.

3. Enter the master PIN (default setting 0000) and press $\overset{\text{MENU}}{\text{OK}}$.

4. **Mode** is displayed. Press $\overset{\text{MENU}}{\text{OK}}$.

5. Press ▲ or ▼ to select **On** or **Off**. Press **OK** to confirm.

6. Press ☎ to return to standby. You can now set the number. (See below)

8.11.2 Set a number to be barred

1. Press **OK**, scroll ▼ to **Advanced Set** and press **OK**.

2. Scroll ▼ to **Call Barring**. Press **OK**.

3. Enter the master PIN (default setting 0000) and press **OK**.

4. Scroll ▼ to **Number**. Press **OK**.

5. If necessary, scroll ▲ or ▼ to the next available slot.

6. Press **OK** and enter the number or prefix you want to bar. Press **OK** to confirm.

7. Press ☎ to return to standby.

8.12 Default settings

Handset name	HANDSET
Key tone	On
Auto pick up	On
Auto hang up	On
Handset ringer melody	Melody 2
Base ringer melody	Melody 1
Handset	High
Base Ringer volume	Low
Earpiece volume	2
Phonebook	Unchanged
Call list	Empty
Redial list	Empty
Master PIN	0000
Keypad lock	Off
Clock	00:00
Alarm	Off
Dial mode	Tone
Answer Machine	On
Answer Mode	Record also
Outgoing message	Pre-defined
Ring delay	4 rings
Remote Access	On
Handset screening	On
Base screening	On

9. Using your Answering Machine

Your IT6 answer machine records unanswered calls when it is activated. It can store up to 59 messages within the maximum recording time of 30 minutes. Each message can be up to 3 minutes long. Your personal outgoing messages can be up to 3 minutes long.

(¹) Press to turn the answer machine on/off

▶/■ Play new messages
     Press to stop playback

▶▶ Skip to the next message during message playback

◀◀ Replay current message
     Press twice to skip back to previous message

DELETE Delete current message during message playback
        Long press to delete all messages when TAM is in standby mode

VOL + Increase speaker volume during message playback

VOL - Decrease speaker volume during message playback

9.2   Switch on/off

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Answ On/Off** and press $\overset{\text{MENU}}{\text{OK}}$.

3. Scroll ▲ or ▼ to display **On** or **Off**.

4. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

5. Press $\overset{\frown}{\text{o}}$ to return to standby.

9.3   Play messages

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{\text{MENU}}{\text{OK}}$. **Play** is displayed.

2. Press $\overset{\text{MENU}}{\text{OK}}$ to play new messages.
   The display shows the number of new messages and the date and time the messages were left. If there are no new messages, all stored messages are played.

3. Press ← ⬤ to display the callers identification.

NOTE

If you have not subscribed to the Caller ID this option is not available. This also applies for memo recordings.

4. During playback press $\overset{\text{MENU}}{\text{OK}}$ to display a list of options.
   Use the ▲ and ▼ keys to change the options:

- **Repeat** - press $\overset{\text{MENU}}{\text{OK}}$ to repeat current message
- **Next** - press $\overset{\text{MENU}}{\text{OK}}$ to play next message
- **Previous** - press $\overset{\text{MENU}}{\text{OK}}$ to play previous message
- **Delete** - press $\overset{\text{MENU}}{\text{OK}}$ to delete the current message.

5. Press $\overset{\frown}{\text{o}}$ to stop playback and return to standby.

9.4 Delete all messages

1. Press $\overset{MENU}{OK}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{MENU}{OK}$.

2. Scroll ▼ to **Delete All** and press $\overset{MENU}{OK}$.

3. Display shows **Confirm?**. Press $\overset{MENU}{OK}$ to confirm.

4. Press $\overset{\frown}{\textcircled{0}}$ to return to standby.

9.5 Record a memo

You can record a memo which is stored on your answer machine and played back like a normal message.

1. Press $\overset{MENU}{OK}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{MENU}{OK}$.

2. Scroll ▼ to **Record Memo** and press $\overset{MENU}{OK}$. Display shows **Recording**.

3. Speak your message. Press $\overset{MENU}{OK}$ to end recording.

4. Press $\overset{\frown}{\textcircled{0}}$ to return to standby.

9.6 Outgoing messages

This is the message your callers hear on the answer machine. There are two pre-recorded outgoing messages, or you can record your own.

9.6.1 Record also

The caller can leave a message. The pre-recorded message is "Hello, your call cannot be taken at the moment, so please leave your message after the tone."

9.6.2 Answer Only

The caller can listen to your announcement but cannot leave a message. The pre-recorded message is "Hello, your call cannot be taken at the moment, and you cannot leave a message, so please call later."

9.6.3 Set answer mode

Set your machine to Answer & Record or Answer Only.

1. Press $\overset{MENU}{OK}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{MENU}{OK}$.

2. Scroll ▼ to **Answer Mode** and press $\overset{MENU}{OK}$.
   - The current answer mode is displayed.

3. Scroll ▲ or ▼ to select **Record also** or **Answer only** and press $\overset{MENU}{OK}$.

4. Scroll ▲ or ▼ to display the message type you want: **Personalized** to set your own recorded message or **Predefined** for the pre-recorded message.

5. Press $\overset{MENU}{OK}$ to confirm.
   If you select **Personalized**, see following paragraph.

9.6.4 Record, play or delete your own outgoing message

Record also invites your callers to leave a message. Answer Only lets callers hear your announcement but they cannot leave a message.

1. Press **MENU OK**, scroll ▲ or ▼ to **Answ Machine** and press **MENU OK**.

2. Scroll ▲ to **Answer Mode** and press **MENU OK**.

3. Scroll ▲ or ▼ to select **Record also** or **Answer only** and press **MENU OK**. Use the ▲ or ▼ key to select **Personalized** then press **MENU OK**.

4. **Play** is displayed.

   • Press **MENU OK** to play the current message.

   • Scroll ▼ to select **Record** - press **MENU OK**. Display shows **Recording** and a beep is emitted. Speak your message. Press **MENU OK** to end recording.

   • Scroll ▼ to select **Delete** - press **MENU OK**. The pre-recorded message will be automatically reinstated.

5. Press **⊙** to return to standby.

9.7 Answer machine settings

9.7.1 Ring delay

Select the duration of rings before your answer machine picks up the call. Choose from 2-9 Rings or Toll Saver.

NOTE

If Toll Saver is selected, then:

• If you have new messages your phone answers after 2 Rings.

• If there are no new messages it will answer after 4 Rings. So you have the option to hang up, saving the time and cost of a call.

• If the memory is full, it will automatically revert to Answer Only mode.

1. Press **MENU OK**, scroll ▲ or ▼ to **Answ Machine** and press **MENU OK**.

2. Scroll ▼ to **Answ Setting** and press **MENU OK**.

3. **Ring delay** is displayed. Press **MENU OK**.

4. Scroll ▲ or ▼ to select **2-9 Rings** or **Toll Saver**.

5. Press **MENU OK** to confirm.

6. Press **⊙** to return to standby.

9.8   Remote access

Remote access allows you to operate your answer machine and listen to your messages by calling your IT6 from another phone.

The default setting is **Activated**.

1. Call your IT6. When you hear your outgoing message, press #.

2. Enter your 4 digit PIN. The default code is 0000.
    - You hear a confirmation beep.

NOTE

Change this code for increased security, see "PIN" on page 33.

3. After entering your PIN as stated above, use the keypad to operate your IT6 answer machine:

Play messages	2
Play previous message	1
Play next message	3
Delete message playing	6
Switch answer machine on	7
Stop playback	8
Switch answer machine off	9

9.8.1   Remote access on/off and change remote PIN

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Answ Setting** and press $\overset{\text{MENU}}{\text{OK}}$.

3. Scroll ▼ to **Remote Acc**. and press $\overset{\text{MENU}}{\text{OK}}$.

4. Scroll ▲ or ▼ to select **Activated, Deactivated** or **Change PIN**.

5. Press 🔲 to confirm.
    If you choose **Change PIN** enter the old PIN and press 🔲.

6. Enter the new PIN and press 🔲.

7. Re-enter the new PIN.

8. Press 🔲 to confirm.

9. Press 📞 to return to standby.

9.9   Call screening

Use your handset or base speaker to hear a caller leaving a message. You can then choose to ignore the caller or pick up the call.

The default settings are:

- Handset call screening: **On**
- Base call screening: **On**

At the handset:

If you want to interrupt and take the call press 📞.

At the base:

1. When a caller is leaving a message, press + or - to adjust the volume to listen to your caller.

2. To interrupt and take the call on the handset, press 📞.

9.9.1 Switch handset call screening on/off

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Answ Setting** and press $\overset{\text{MENU}}{\text{OK}}$.

3. Scroll ▼ to **Hs Screening** and press $\overset{\text{MENU}}{\text{OK}}$.

4. Scroll ▲ or ▼ to select **On** or **Off**.

5. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

6. Press 📵 to return to standby.

9.9.2 Switch base station call screening on/off

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Answ Setting** and press $\overset{\text{MENU}}{\text{OK}}$.

3. Scroll ▼ to **Bs Screening** and press $\overset{\text{MENU}}{\text{OK}}$.

4. Press ▲ or ▼ to select **On** or **Off**.

5. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

6. Press 📵 to return to standby.

9.10 Answer machine language

You can change the language of the pre-recorded outgoing messages.

1. Press $\overset{\text{MENU}}{\text{OK}}$, scroll ▲ or ▼ to **Answ Machine** and press $\overset{\text{MENU}}{\text{OK}}$.

2. Scroll ▼ to **Answ Setting** and press $\overset{\text{MENU}}{\text{OK}}$.

3. Scroll ▼ to **TAM Language** and press $\overset{\text{MENU}}{\text{OK}}$.

4. Scroll ▲ or ▼ to select the language.

5. Press $\overset{\text{MENU}}{\text{OK}}$ to confirm.

6. Press 📵 to return to standby.

9.11 Access answer machine menu via the Calls Log

When the 📧 is flashing to indicate new messages you can see caller details via ▲ or press ▼ again to go to **Answ Machine** to play new messages.

1. Press ▲, **Call List** is displayed.

2. Press ▼, **Answ Machine** is displayed.

Using your Answering Machine 39

3. Press $\overset{\text{MENU}}{\text{OK}}$, **Play** is displayed.

4. Press $\overset{\text{MENU}}{\text{OK}}$, the handset will start the new message playback. Once all messages are played, the handset will return to standby.

NOTE

During message playback, press ⚫ anytime to return to standby.

9.12 Memory full

The memory is full if there is less than 15 seconds of recording time left or if the maximum total of 59 messages has been reached.

When the memory becomes full:

· ▣ flashes quickly on the handset display.

· The machine will automatically switch to Answer Only mode.

If the memory becomes full while a caller is leaving a message, they will hear a beep and the call is ended.

10. Help

The 🔋 icon is not scrolling during charge

- Bad battery contact – move the handset slightly.
- Dirty contact – Clean the battery contact with a cloth moistened with alcohol.
- Battery is full – no need to charge.

No dialling tone

- No power – check the connections. Reset the phone: unplug and plug back in the mains.
- Batteries are empty – charge the batteries for at least 24 hours.
- You are too far from the base – move closer to the base.
- Wrong line cable – use the line cable provided.
- Line adaptor (when needed) is not connected to the line cord – connect the line adaptor (when needed) to the line cord.

Poor audio quality

- The base is too close to electrical appliances, reinforced concrete walls or metal doorframes – move the base at least one metre away from any electrical appliances.

The ‌‌ icon is blinking or has disappeared

- Handset is not registered to the base – register the handset to the base.
- You are too far from the base – move closer to the base.

No ring tone

- The ring tone is deactivated.
- Increase the volume.

Caller ID service does not work

- Check your subscription with your network operator.

A phonebook entry cannot be stored

- The phonebook is full. Delete an entry to free memory.

No display

- Try recharging or replacing the batteries.
- Try disconnecting and connecting the base power supply.
- If LED is not lit up, then try disconnecting and connecting the base power supply.

Unable to register another handset

- Maximum number of 4 handsets has been reached.
- The display shows **Searching**. You must unregister a handset in order to register a new one.

Noise interference on your radio or television

- Your base or charger may be too close. Move it as far away as possible.

Answer machine does not record messages

- Switch the answer machine on.
- The memory may be full. If so, you will need to delete some messages.

Help

- Answer mode may be set to Answer only.
  Change the mode to Record also.

Cannot access messages remotely

- Remote access may be switched off.
- If wrong PIN is entered a beep is played. You can enter the PIN once again.

Cannot record outgoing message

- The memory may be full. If so, you will need to delete some messages.

Answer machine stops automatically

- The memory may be full. If so, you will need to delete some messages.
- The maximum message length is 3 minutes.

11. General information

If your product is not working properly...

1. Read this User's Guide.
2. Visit our website: www.motorola.com
3. Contact Customer Service in the US and Canada at

   1-888-331-3383

   Email: motorola@encompass.com

To order a replacement battery pack contact customer service or visit our website.

Important safety instructions

Follow these safety precautions when using your phone to reduce the risk of fire, electric shock, and injury to persons or property:

1. Keep all vents and openings of the phone unblocked.

   Do not set the phone on a heating register or over a radiator. Ensure that proper ventilation is provided at the installation site.
2. Do not use while wet or while standing in water.
3. Do not use this product near water (for example, near a bath tub, kitchen sink, or swimming pool).
4. Do not allow anything to rest on the power cord. Place the power cord so that it will not be walked on.
5. Never insert objects of any kind into the product vents as that may result in fire or electric shock.
6. Unplug this product from the electrical outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.
7. Do not disassemble this product. If service or repair work is required, contact the customer service helpline found in this User's Guide.
8. Do not overload wall outlets and extension cords.
9. Avoid using during an electrical storm. Use a surge protector to protect the equipment.
10. Do not use this phone to report a gas leak, especially if you are in the vicinity of the gas line.

CAUTION

To reduce the risk of fire, use only No. 26 AWG or larger UL Listed or CSA Certified Telecommunication Line Cord.

Unplug this cordless phone immediately from an outlet if:
- The power cord or plug is damaged or frayed.
- Liquid has been spilled on the product.
- The product has been exposed to rain or water. Do not retrieve the handset or base until after you have unplugged the power and phone from the wall. Then retrieve the

unit by the unplugged cords.
- The product has been dropped or the cabinet has been damaged.
- The product exhibits a distinct change in performance.

Installation Guidelines

1. Read all instructions and save them for future reference.
2. Follow all warnings and instructions marked on the product.
3. Do not install this product near a bath tub, sink, or shower.
4. Operate this phone using only the power source that is indicated on the marking label. If you are unsure of the power supply to your home, consult with your dealer or local power company.
5. Do not place this product on an unstable cart, stand, or table. This product may fall, causing serious damage to the product.
6. Adjust only those controls that are covered by the operating instructions. Improper adjustment of other controls may result in damage and will often require extensive work to restore the product to normal operation.
7. Clean this product with a soft, damp cloth. Do not use chemicals or cleaning agents to clean this phone.
8. Use only the power supply that came with this unit. Using other power supplies may damage the unit.
9. Because this phone operates on electricity, you should have at least one phone in your home that operates without electricity in case of a power outage.
10. To avoid interference to nearby appliances, do not place the base of the phone on or near a TV, microwave oven, or VCR.

CAUTION

To maintain compliance with the FCC's RF exposure guidelines, place the base unit at least 20 cm from nearby persons.

Battery Safety Instructions

- Do not burn, disassemble, mutilate, or puncture the battery. The battery contains toxic materials that could be released, resulting in injury.

CAUTION

There is a risk of explosion if you replace the battery with an incorrect battery type. Use only the battery pack that came

with your phone or an authorized replacement recommended by the manufacturer.

- Keep battery packs out of the reach of children.
- Remove battery packs if storing over 30 days.
- Do not dispose of battery packs in fire, which could result in explosion.
- The rechargeable battery packs that power this product must be disposed of properly and may need to be recycled. Refer to the battery label for battery type. Contact your local recycling center for proper disposal methods.

Consumer Products and Accessories

Limited Warranty ("Warranty")

Thank you for purchasing this Motorola branded product manufactured under license by Binatone Electronics International LTD ("BINATONE").

What Does this Warranty Cover?

Subject to the exclusions contained below, BINATONE warrants that this Motorola branded product ("Product") or certified accessory ("Accessory") sold for use with this product that it manufactured to be free from defects in materials and workmanship under normal consumer usage for the period outlined below. This Warranty is your exclusive warranty and is not transferable.

Who is covered?

This Warranty extends only to the first consumer purchaser, and is not transferable.

SAVE THESE INSTRUCTIONS

What will BINATONE do?

BINATONE or its authorized distributor at its option and within a commercially reasonable time, will at no charge repair or replace any Products or Accessories that does not

conform to this Warranty. We may use functionally equivalent reconditioned/ refurbished/ pre-owned or new Products, Accessories or parts.

What Other Limitations Are There?

ANY IMPLIED WARRANTIES, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED TO THE DURATION OF THIS LIMITED WARRANTY, OTHERWISE THE REPAIR OR REPLACEMENT PROVIDED UNDER THIS EXPRESS LIMITED WARRANTY IS THE EXCLUSIVE REMEDY OF THE CONSUMER, AND IS PROVIDED IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OF IMPLIED. IN NO EVENT SHALL MOTOROLA OR BINATONE BE LIABLE, WHETHER IN CONTRACT OR TORT (INCLUDING

NEGLIGENCE) FOR DAMAGES IN EXCESS OF THE PURCHASE PRICE OF THE PRODUCT OR ACCESSORY, OR FOR ANY INDIRECT, INCIDENTAL, SPECIAL OR

CONSEQUENTIAL DAMAGES OF ANY KIND, OR LOSS OF REVENUE OR PROFITS, LOSS OF BUSINESS, LOSS OF INFORMATION OR OTHER FINANCIAL LOSS ARISING OUT OF OR IN CONNECTION WITH THE ABILITY OR INABILITY TO USE THE PRODUCTS OR ACCESSORIES TO THE FULL EXTENT THESE DAMAGES MAY BE DISCLAIMED BY LAW.

Some jurisdictions do not allow the limitation or exclusion of incidental or consequential damages, or limitation on the length of an implied warranty, so the above limitations or exclusions may not apply to you. This Warranty gives you specific legal rights, and you may also have other rights that vary from one jurisdiction to another.

Products Covered	Length of Coverage
Consumer Products	**One (1) year** from the date of the products original purchase by the first consumer purchaser of the product.
Consumer Accessories	**Ninety (90) days** from the date of the accessories original purchase by the first consumer purchaser of the product.
Consumer Products and Accessories that are Repaired or Replaced	**The balance of the original warranty or for ninety (90) days** from the date returned to the consumer, whichever is longer.

Exclusions

Normal Wear and Tear. Periodic maintenance, repair and replacement of parts due to normal wear and tear are excluded from coverage.

Batteries. Only batteries whose fully charged capacity falls below 80% of their rated capacity and batteries that leak are covered by this Warranty.

Abuse & Misuse. Defects or damage that result from: (a) improper operation, storage, misuse or abuse, accident or neglect, such as physical damage (cracks, scratches, etc.)

to the surface of the product resulting from misuse; (b) contact with liquid, water, rain, extreme humidity or heavy perspiration, sand, dirt or the like, extreme heat, or food; (c)

use of the Products or Accessories for commercial purposes or subjecting the Product or Accessory to abnormal usage or conditions; or (d) other acts which are not the fault of MOTOROLA or BINATONE., are excluded from coverage.

Use of Non-Motorola branded Products and Accessories. Defects or damage that result from the use of Non-Motorola branded or certified Products or Accessories or other peripheral equipment are excluded from coverage. Unauthorized Service or Modification. Defects or damages resulting from service, testing, adjustment, installation, maintenance, alteration, or modification in any way by someone other than MOTOROLA, BINATONE or its authorized service centers, are excluded from coverage.

Altered Products. Products or Accessories with (a) serial numbers or date tags that have been removed, altered or obliterated; (b) broken seals or that show evidence of

tampering; (c) mismatched board serial numbers; or (d) nonconforming or non-Motorola branded housings, or parts, are excluded from coverage.

Communication Services. Defects, damages, or the failure of Products or Accessories due to any communication service or signal you may subscribe to or use with the Products or Accessories is excluded from coverage.

How to Obtain Warranty Service or Other Information?

To obtain service or information, please call:

US and Canada: 1-888-331-3383
Email: motorola@encompass.com

You will receive instructions on how to ship the Products or Accessories at your expense and risk, to a BINATONE Authorized Repair Center.

To obtain service, you must include: (a) the Product or Accessory; (b) the original proof of purchase (receipt) which includes the date, place and seller of the Product; (c) if a warranty card was included in your box, a completed warranty card showing the serial number of the Product; (d) a written description of the problem; and, most importantly; (e) your address and telephone number.

These terms and conditions constitute the complete warranty agreement between you and BINATONE. regarding the Products or Accessories purchased by you, and supersede any prior agreement or representations, including representations made in any literature publications or promotional materials issued by BINATONE. or representations made by any agent employee or staff of BINATONE, that may have been made in connection with the said purchase.

FCC, ACTA and IC regulations
FCC Part 15

This equipment has been tested and found to comply with the requirements for a Class B digital device under Part 15 of the Federal Communications Commission (FCC) rules. These requirements are intended to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate

radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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

This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Privacy of communications may not be ensured when using this telephone.

To ensure safety of users, the FCC has established criteria for the amount of radio frequency energy that can be safely absorbed by a user or bystander according to the intended usage of the product. This product has been tested and found to comply with the FCC criteria. Both the Handset may be safely held against the ear of the user. The telephone base shall be installed and used such that parts of the user's body other than the hands are maintained at a distance of approximately 20 cm (8 inches) or more.

This Class B digital apparatus complies with Canadian ICES-003.

FCC Part 68 and ACTA

This equipment complies with Part 68 of the FCC rules and with technical requirements adopted by the Administrative Council for Terminal Attachments (ACTA). The label on the back or bottom of this equipment contains, among other things, a product identifier in the format US:

AAAEQ##TXXXX. This identifier must be provided to your local telephone company upon request.

The plug and jack used to connect this equipment to premises wiring and the telephone network must comply with applicable Part 68 rules and technical requirements adopted by ACTA. A compliant telephone cord and modular plug is provided with this product. It is designed to be connected to a compatible modular jack that is also compliant. An RJ11 jack should normally be used for connecting to a single line and an RJ14 jack for two lines. See Installation Instructions in the User's Guide.

The Ringer Equivalence Number (REN) is used to determine how many devices you may connect to your telephone line and still have them ring when you are called. The REN for this product is encoded as the 6th and 7th characters following the US: in the product identifier (e.g., if ## is 03, the REN is 0.3). In most, but not all areas, the sum of all RENs should be five (5.0) or less. For more information, please contact your local telephone company.

This equipment may not be used with Party Lines. If you have specially wired alarm dialing equipment connected to your telephone line, ensure the connection of this equipment

does not disable your alarm equipment. If you have questions about what will disable alarm equipment, consult your telephone company or a qualified installer.

If this equipment is malfunctioning, it must be unplugged from the modular jack until the problem has been corrected. Repairs to this telephone equipment can only be made by the manufacturer or its authorized agents. For repair procedures, follow the instructions outlined under the Limited Warranty.

If this equipment is causing harm to the telephone network, the telephone company may temporarily discontinue your telephone service. The telephone company is required to notify you before interrupting service. If advance notice is not practical, you will be notified as soon as possible. You will be given the opportunity to correct the problem and the telephone company is required to inform you of your right to file a complaint with the FCC. Your telephone company may make changes in its facilities, equipment, operation, or procedures that could affect the proper functioning of this product. The telephone company is required to notify you if such changes are planned.

If this product is equipped with a corded or cordless handset, it is hearing aid compatible.

If this product has memory dialing locations, you may choose to store emergency telephone numbers (e.g., police, fire, medical) in these locations. If you do store or test emergency numbers, please:

· Remain on the line and briefly explain the reason for the call before hanging up.

· Perform such activities in off-peak hours, such as early morning or late evening.

Industry Canada

Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference, including interference

that may cause undesired operation.

The term "IC: " before the certification/registration number only signifies that the Industry Canada technical specifications were met.

The Ringer Equivalence Number (REN) for this terminal equipment is 0.0. The REN is an indication of the maximum number of devices allowed to be connected to a telephone interface. The termination on an interface may consist of any combination of devices subject only to the requirement that the sum of the RENs of all the devices does not exceed five.

This product meets the applicable Industry Canada technical specifications.

Technical Information

How many telephones can I have?

All items of telephone equipment have a Ringer Equivalence Number (REN), which is used to calculate the number of items which may be connected to any one telephone line. Your IT6 has a REN of 1. A total REN of 4 is allowed. If the total REN of 4 is exceeded, the telephones may not ring. With different telephone types there is no guarantee of ringing, even when the REN is less than 4.

Any additional handsets and chargers that you register have a REN of 0.

Connecting to a switchboard

This product is intended for use within xxxxx for connection to the public telephone network.

Flash

You may need to use the recall function if you are connected to a switchboard/PABX (Private Automatic Branch Exchange), contact your PABX supplier for further information.