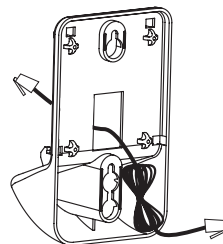


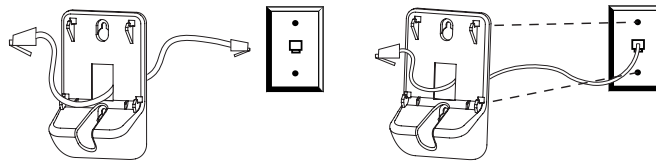
Installing the MA360 Series Cordless Phone On a Wall

- ❶ Remove the twist-tie from the phone cord. Do not unfold the cord.
- ❷ Untuck both ends of the cord.
- ❸ Hold the folded cord at the center and insert it into the back of the bracket.

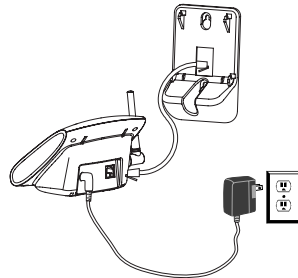


Getting Started

- ④ Plug the phone cord into the phone jack on the wall.
- ⑤ Hang the bracket on the phone wall plate.



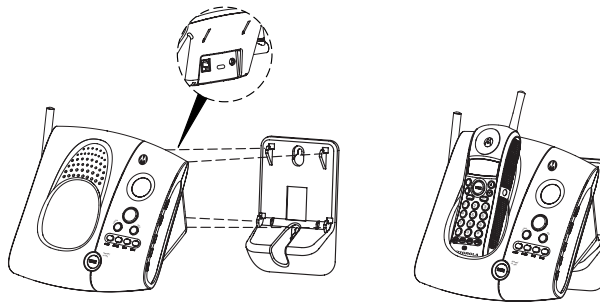
- ⑥ Plug the other end of the phone cord into the jack on the back of the base.
- ⑦ Plug the power cord into a power outlet if it is not already plugged in.



Getting Started

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- ⑧ Insert the four tabs on the wall mount into the four slots on the back of the base and push down.



Setting Up the Phone

- ❶ Press **flash**.
- ❷ Set the language:
 - ❶ English
 - ❷ French
 - ❸ Spanish
- ❸ Press **flash**.
- ❹ If you live in an area with 7-digit dialing:
enter your 3-digit area code and press **flash**.
If you live in an area with 10-digit dialing (area
code + 7-digit telephone number):
press **flash** to go to the next prompt (do not enter your
area code).

Getting Started

5 Set the ringer tone:

- ① Ring tone 1
- ② Ring tone 2
- ③ Musical

Tip: Each tone plays as you press the number key.

6 Press **flash**.

- 7 Press: ① for tone operation or
② for pulse operation

8 Press **flash**.

Tip: If you select pulse, you can still use touch tone menu systems. To activate touch tone temporarily for one call, press *.

9 At the **Set to Default?** prompt, press:

- 2 (no) to save the settings you just entered. Your settings will be retained after you turn the phone off
- 1 (yes) to restore the factory default settings.

10 Press **flash**.

Now that you have set up your phone, read the next section of this guide for information on how to use your phone and answering machine.

Getting Started

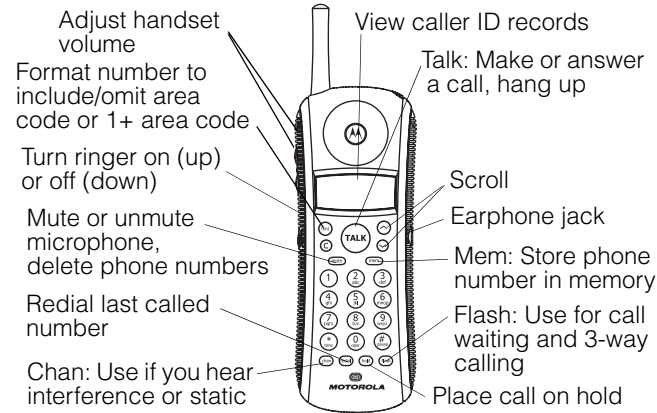
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CAUTION

The long-term characteristics or the possible physiological effects of Radio Frequency (RF) electromagnetic fields have not been evaluated by UL.

If you are concerned with the risk of RF exposure, you may want to limit the duration of your calls and position the antenna as far away from your body as is practical.

Basic Functions: Phone

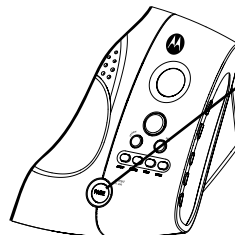


How to Locate a Lost Handset

- ❶ Press **page**.
- ❷ Follow the sound to locate the lost handset.

Tip: No need to hurry. The handset will beep for 2 minutes.

- ❸ Press **page** again to stop the beeping.



Press to page the person carrying the handset or to locate a lost handset. Press again to cancel the page (or press Talk on the handset).

Storing a Number into Memory

You can store 10 phone numbers into memory with up to 20 digits each.

- ❶ Turn the phone off.
- ❷ Press **mem**.
- ❸ Press any number key (❶ through ❹) to select the memory location.
- ❹ Press **mem**.
- ❺ Enter the name you want to store. Use the letters on the keypad to write the name. For example, to create a letter "E", press ❸ twice.

Tip: Press ❶ for a space. Also, most keys have a punctuation mark as the fourth press.

- ❻ Press **mem**.

How to Use

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- ⑦ Enter the phone number you want to store, or press **redial** to store the last number you dialed.




- ⑧ Press **mem**.

Tip: To insert a pause in the dial sequence (for example, if you have to dial “9” then wait for a dial tone), press the # key twice (a “P” appears).

Storing a Caller ID Number into Memory

- ① Using ⏮ and ⏭, scroll to the record you want to store.
- ② Press **mem**.
- ③ Press any number key (0 through 9) to select the memory location.
- ④ If there was already a number in that memory location, press **mem** to replace the old number with the new number. If the memory location was empty, this step is not needed.

Dialing a Number from Memory

- ❶ Press .
- ❷ Press **mem**.
- ❸ Press the number key ( through ) to select the memory location of the phone number you want to call.

Tip: You can use memory numbers to simplify calling card calls and other calls that require multiple strings of numbers.

For example, if you stored your calling card number in memory location 1, your calling card password in location 2, and the phone number you want to call in location 3, you would press the following keys to call the number in location 3:

 **mem**  **mem**  **mem** 

Storing and Calling Emergency Numbers

When storing an emergency number (such as 911) into memory or making a test call to an emergency number stored in memory, remain on the line and briefly explain to the dispatcher the reason for the call. Only do this, if necessary, in off-peak hours such as early morning or late evening.

Reviewing and Deleting Numbers from Memory

- ❶ Press **mem**.
- ❷ Using \odot and \ominus , scroll to the number you want to delete.
- ❸ Press **mute**.
- ❹ When **DELETE ENTRY?** is displayed, press **mute** to delete the entry or \odot to keep the entry.


Reviewing Caller ID Records

When you receive a call, the caller ID screen shows one of these messages:




- NEW: You received a new call that has not been reviewed.
- REPT: You received a call that you have received on caller ID before.

To scroll through caller ID calls, press ⏮ or ⏭.




Dialing a Number from Caller ID

- 1 Turn the phone off.
- 2 Using ⏮ and ⏭, scroll to the number you want to dial.
- 3 To change from 7-digit dialing to 10-digit dialing or long distance format, press the **frmt** key until the desired format is displayed (7, 10, or 11).
- 4 Press .

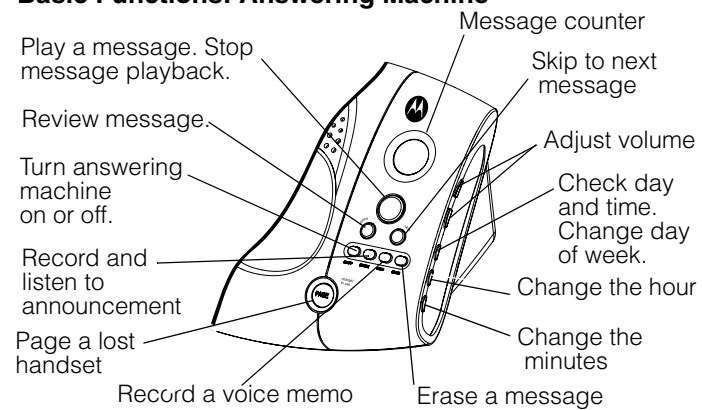
Deleting Caller ID Records

- ❶ Using  and , scroll to the call you want to delete.
- ❷ Press **mute**.
- ❸ When **Delete Call ID?** is displayed, press **mute** to delete the entry or  to keep the entry.

To delete all caller ID records:

- ❶ Using  and , scroll a caller ID record.
- ❷ Press and hold **mute** until **Delete All?** is displayed.
- ❸ Press **mute** to delete all caller ID records or  to keep them.

Basic Functions: Answering Machine



How to Use

Recording an Outgoing Announcement

- 1 Press and hold **annce**. The base beeps and the display flashes.
- 2 Record the message you want callers to hear.
- 3 Release **annce**. The message replays.

To return to the default announcement, briefly press **annce**. As your recorded message plays, press **erase** to delete it.



Tip: You can review your announcement by briefly pressing **annce**.

Setting the Day and Time

- ❶ Press and hold **day/check**. The base announces the days of the week.
- ❷ Release **day/check** when you hear the current day. The base repeats the day and time.
- ❸ Press and hold **hour**. The base announces the hours of the day.
- ❹ Release **hour** when you hear the current hour. The base repeats the day and time.
- ❺ Press and hold **min**. The base announces the minutes of the hour, first in one-minute increments then quicker in five-minute increments.
- ❻ Release **min** when you hear the current minute. The base repeats the day and time.

How to Use

Changing Your Security Code

- ❶ Make sure the phone is off.
- ❷ Press **chan** on the handset.
- ❸ Press  followed by the three-digit security code you want to enter.
- ❹ Press  again. The base announces the new code.

Note: The default security code is 123.

Recording a Voice Memo

- ❶ Press and hold **memo**. The base beeps.
- ❷ While still holding down the **memo** button, record your memo.
- ❸ Release **memo** when you are finished recording. The answering machine saves the memo as a message, then beeps.


Checking Messages from the Handset

- ❶ Make sure the handset is off.
- ❷ Press **chan**. The phone plays a voice menu.
- ❸ Press the button for the action you want to perform:
 - ① Erase message.
 - ① Review message.
 - ② Play or stop playing message.
 - ③ Skip message.
 - ④ Turn the answering machine on or off.
 - ⑦ Repeat the voice menu.

How to Use

Checking Messages from Another Phone


- ❶ Dial the phone number of this phone.
- ❷ When you hear the announcement, press the security code (the default security code is 123).

Tip: If you are using pulse dialing, press  first, then press the security code.

If someone uses the phone while you are checking your messages from another number, remote answering machine functions are canceled.

Screening Messages

You can listen to a message while a caller is leaving the message on your answering machine.

- ❶ While the caller is leaving the message, press **chan** on the handset.
- ❷ To interrupt the message and talk to the caller, press .

Erasing Messages

To erase a message, press **erase** while listening to the message.

To erase all messages after you have listened to them, press and hold **erase** for two seconds. The base beeps and erases all messages.

Troubleshooting

Troubleshooting *What to do if...*

The phone doesn't work at all (no lights, no dial tone)	<ul style="list-style-type: none">• Check the power and phone connections. Is the power cable plugged in at both ends? Phone cable?• Check the battery. Is it charged? Does it fit properly?
No dial tone	<ul style="list-style-type: none">• Check the items listed above.• Move closer to the base.• Verify dial tone using another phone. If you have no dial tone on that phone, contact your phone company.• Disconnect the phone and reconnect it at a different phone and power outlet.

You can't
receive calls

- Check the battery. Is it charged? Does it fit properly?
- Verify that the handset ringer is turned on.
- Move closer to the base.
- Unplug other phones. You may have too many phones on your telephone line to allow all of them to ring.

Troubleshooting

Troubleshooting

The signal is weak or has noise or static	<ul style="list-style-type: none">• Press chan to select a different channel.• Check the battery and power.• Move closer to the base.• Move the base to a different power outlet (especially if the phone is sharing an outlet with an appliance).
You hear other calls on your line	<ul style="list-style-type: none">• Press chan to select a different channel.• Hang up. Place the handset into the base. Wait 30 seconds then try again.• Disconnect the base from power and phone.

The battery won't charge

- Check the base. Is it properly connected? Are its contacts clean and dry?
- Check the battery contacts. Make sure the battery is connected properly.
- Is it an old battery? Replace the battery.

The battery loses charge faster than normal

- Is it a new battery? A new battery needs to be charged at least 12 hours before use to maintain normal talk time.
- Is it an old battery? Replace the battery.

Troubleshooting

Warranty

**Motorola Limited Warranty
for Consumer Products, Accessories, and Software
Purchased in the United States or Canada**

What Does this Warranty Cover?

Subject to the exclusions contained below, Motorola, Inc. warrants its telephones and consumer two-way radios that operate via Family Radio Service or General Mobile Radio Service ("Products"), Motorola-branded or certified accessories sold for use with these Products ("Accessories") and Motorola software contained on CD-Roms or other tangible media and sold for use with these Products ("Software") to be free from defects in materials and workmanship under normal consumer usage for the period(s) outlined below. This limited warranty is a consumer's exclusive remedy, and applies as follows to new Motorola Products, Accessories and Software purchased by consumers in the United States or Canada, which are accompanied by this written warranty:

Products and Accessories as defined above, unless otherwise provided for below. Length of coverage: one (1) year from the date of purchase by the first consumer purchaser of the product unless otherwise provided for below.

- **Decorative Accessories and Cases.** Decorative covers, bezels, PhoneWrap™ covers and cases. Length of coverage: limited lifetime warranty for the lifetime of ownership by the first consumer purchaser of the product.
- **Monaural Headsets.** Ear buds and boom headsets that transmit mono sound through a wired connection. Length of coverage: limited lifetime warranty for the lifetime of ownership by the first consumer purchaser of the product.
- **Consumer Two-Way Radio Accessories.** Length of coverage: Ninety (90) days from the date of purchase by the first consumer purchaser of the product.

Warranty

- **Products and Accessories that are Repaired or Replaced.**

Length of coverage: The balance of the original warranty or for ninety (90) days from the date returned to the consumer, whichever is longer.

Software. Applies only to physical defects in the media that embodies the copy of the software (e.g. CD-ROM, or floppy disk). Length of coverage: ninety (90) days from the date of purchase.

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 limited 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, are excluded from coverage.

Use of Non-Motorola Products and Accessories. Defects or damage that result from the use of Non-Motorola branded or certified Products, Accessories, Software or other peripheral equipment are excluded from coverage.

Unauthorized Service or Modification. Defects or damages resulting from service, testing, adjustment, installation, maintenance,

Warranty

Warranty

alteration, or modification in any way by someone other than Motorola, 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 housings, or parts, are excluded from coverage.

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Software Embodied in Physical Media. No warranty is made that the software will meet your requirements or will work in combination with any hardware or software applications provided by third parties, that the operation of the software products will be uninterrupted or error free, or that all defects in the software products will be corrected.

Software NOT Embodied in Physical Media. Software that is not embodied in physical media (e.g. software that is downloaded from the internet), is provided **“as is” and without warranty.**

Who is Covered

This warranty extends to the first end-user purchaser, only.

What will Motorola Do?

Motorola, at its option, will at no charge repair, replace or refund the purchase price of any Products, Accessories or Software that does not conform to this warranty. We may use functionally equivalent reconditioned/refurbished/pre-owned or new Products, Accessories or parts. No data, software or applications added to your Product, Accessory or Software, including but not limited to personal contacts, games and ringer tones, will be reinstalled. To avoid losing such data, software and applications please create a back up prior to requesting service.

Warranty

Warranty

How to Get Warranty Service or Other Information

In the USA, call:

1-800-353-2729

TTY 1-888-390-6456

In Canada, call:

1-800-461-4575

TTY 1-888-390-6456

For accessories and software, please call the telephone number designated above for the product with which they are used. You will receive instructions on how to ship the Products, Accessories or Software, at your expense, to a Motorola Authorized Repair Center.

To obtain service, you must include: (a) a copy of your receipt, bill of sale or other comparable proof of purchase; (b) a written description of the problem; (c) the name of your service provider, if applicable; (d) the name and location of the installation facility (if applicable) and, most importantly; (e) your address and telephone number.

What Other Limitations Are There?

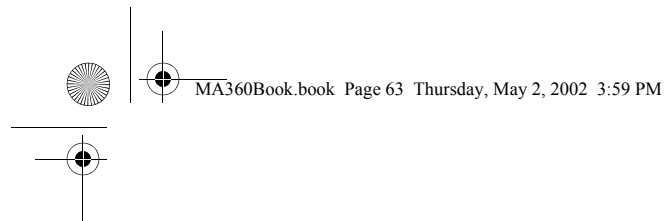
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Warranty

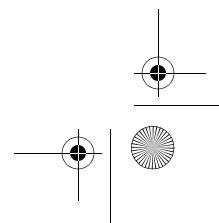
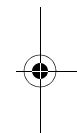
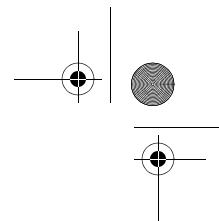
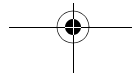
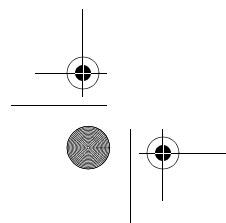
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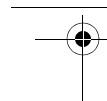
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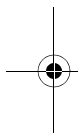


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