





Caller ID System Operation

L. RESET

When you feel there is interference while you use this telephone, you can reset your cordless telephone to factory pre-set value but gain a new security code for your telephone. The name and telephone number in the Caller List and Directory memory will not lose while doing this reset operation.

1. Press the  button.
2. Press the TELEPHONE KEYPAD  button.
3. The "RESET" will appear on the LCD Screen.
4. Press the  button.
5. The "CONFIRM" will appear on the LCD Screen.
6. Press and hold down the  button to confirm the reset. The "WAIT REG." will appear on the LCD Screen to ask you to register your **HANDSET**.
7. After registering your **HANDSET**, follow the Function Operation in page 25~28 to set the other function of the **HANDSET**.

IMPORTANT: When you are a multiple **HANDSET** user, please ask the user of the other **HANDSET** to register his **HANDSET** again to set up a new link to **BASE UNIT**; otherwise, his **HANDSET** will not work properly.

Multiple Handsets Feature







Telephone Keypad Characters

The TELEPHONE KEYPAD  ~  buttons are used to enter characters when entering names. Press the appropriate TELEPHONE KEYPAD button to get the following characters.





KEYPAD BUTTONS	CHARACTERS
1	SPACE & '()' * . 1
2	A B C 2
3	D E F 3
4	G H I 4
5	J K L 5
6	M N O 6
7	P Q R S 7
8	T U V 8
9	W X Y Z 9
*	*
0	0
#	#

EXAMPLE:

If you want to enter the characters "ACE" on the HANDSET LCD Screen.

1. Press the  button.
2. Press the  button.
3. Press the TELEPHONE KEYPAD  button, "A" will be displayed. Press the SHIFT RIGHT  button to move the cursor to the right to enter the next character (See NOTES below.).
4. Press the TELEPHONE KEYPAD  button three times to display "C".
5. Press the TELEPHONE KEYPAD  button two times to display "E".

NOTES:

1. To enter the next character, press the appropriate button. If, however, the next character is on the same button as the previous character, you will first need to press the SHIFT RIGHT  button. Pressing the SHIFT RIGHT  button a second time will produce a space.
2. If you want to change any character, you can go back to the incorrect character by pressing the SHIFT LEFT  button. To delete the character inside the cursor "█", press the  button.
3. You can store a maximum of 15 characters on the letter icon.
4. You can store a maximum of 16 digits on the number icon.

Multiple Handsets Feature

Multiple Handsets Feature

After two or more **HANDETS** are registered with a **BASE** unit, and different extension number is assigned to each **HANDETS**, you get the advanced multiple handset features. The following paragraphs tell you how to use these advanced features.

How to Receive Calls

When there is an incoming call, all **HANDETS** will ring, and the name and telephone number of the caller will appear on the LCD Screen provided that you have subscribed to the Caller ID service. Any **HANDETS** can press the **talk** button to answer the call.

How to Place Calls

Press the **talk** button on any **HANDETS** to get a dial tone, and then follow the Placing Calls in page 12 for the number dialing.

NOTE: If the line is used by other **HANDETS**, "LINE IN USE" will be displayed.

Privacy Feature

While a **HANDETS** is talking over the line, the other **HANDETS** can not connected to their conversation by pressing the **talk** button on his own **HANDETS**. Meanwhile the other **HANDETS** can not make a call at this moment, but the other **HANDETS** can make intercom call to each other.

Handset to Handset Intercom Call

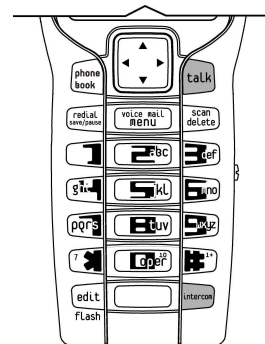
You can make an intercom call to any **HANDETS** which is registered to the same **BASE** unit.

1. Press the **intercom** button. The "EXT NO." and "- -" appear on LCD Screen for you to enter the desired 2-digit extension number.
2. The called **HANDETS** rings. If the called **HANDETS** is in use, you will hear the busy tone, and "HS - - IN USE" will be displayed.

HS12 IN USE

the called handset (ext no.=12) is in use

3. The user of the called **HANDETS** can press his **talk** button to answer the intercom call.
4. Before the called **HANDETS** answers you call, you can press the **intercom** button again to cancel your intercom operation.
5. When you finish with the intercom call, press the **talk** button.



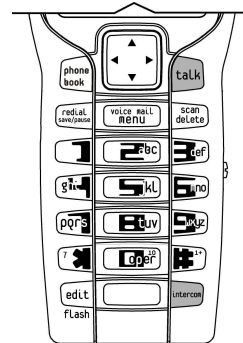
Multiple Handsets Feature

Transfer a Call to Other Extension Handset

While you are talking over the line, you can transfer the talking (far-end) party to the other **HANDSET** user.

Transfer the call to a **HANDSET** without notify:

1. Press the **intercom** button. The line is put on hold, and your **HANDSET** displays "EXT NO." and "- _" appear on LCD Screen for you to enter the 2-digit extension number you want to transfer the call.
2. The called **HANDSET** will ring. Press the **talk** button on your **HANDSET**. The call is transfered, and you own **HANDSET** goes to Stand-By.
3. The user of called **HANDSET** can press the **talk** button on his **HANDSET** to answer the transfered call.
4. If the called **HANDSET** user did not answer the transfered call within 30 seconds, Your **HANDSET** will ring alarming you to receive the returned call. You can press the **talk** button to get back with the talking party.



Transfer the call to a **HANDSET** with notify:

1. Press the **intercom** button. The line is put on hold, and your **HANDSET** displays "EXT NO." and "- _" appear on LCD Screen for you to enter the 2-digit extension number you want to transfer the call.
2. The called **HANDSET** will ring.
3. Converse with the user of the called **HANDSET** When he press the **talk** button on his **HANDSET** to answer.
4. Press the **talk** button on your **HANDSET** to complete the call transfer.

Answering System Operation

Resetting the Answering System

After connecting your phone, press and hold down the **stop** button for at least 3 seconds. Release the button and the unit will “beep”. Your unit will now reset itself. Then your unit will announce, “Please enter new time and record your announcement.” You can now set the day/time and record your new announcement. See the details in following paragraphs.

NOTE: In the use of this Answering System, if the machine freezes or acts abnormally, unplug and plug the AC adapter. Then follow the same procedure to re-initiate your Answering System.

Setting the Day/Time Stamp

Press and hold down the **set** button until you hear the announcement “Time is off, please enter new time.” Then enter the current day and time.

1. Day Setting

Press and hold down the **day** button. Release the button when the desired day is announced.

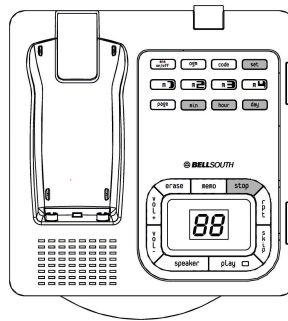
2. Hour Setting

Press and hold down the **hour** button. Release the button when the desired hour is announced.

3. Minute Setting

Press and hold down the **min** button. Release the button when the desired minute is announced.

Press the **set** button to confirm the selected day and time. The system will announce the day and time.



You must set the Day and Time in order to have correct Day/Time stamp at the end of each incoming message. Anytime you have a power failure or power interruption, you must set the Day and Time again.

Answering System Operation

Recording Your Outgoing Messages

Your Answering System provides one PRIMARY MAILBOX and four individual MAILBOXES (1, 2, 3, 4) which can receive their own Incoming Messages (ICM). Before using your Answering System, it is suggested that you record an Outgoing Message (OGM). This is the announcement callers will hear when the system answers a call.

A pre-recorded system announcement "Please record your message after the beep" is available if you choose not to record your own OGM.

A. Recording your OGM in the PRIMARY MAILBOX

1. Press and hold down the **ogm** button to record your message.
2. Begin speaking immediately after you hear, "Please record your announcement after the beep". Continue to depress the **ogm** button. One second after completing your OGM, release the **ogm** button. Your recorded message will be played after releasing the **ogm** button.

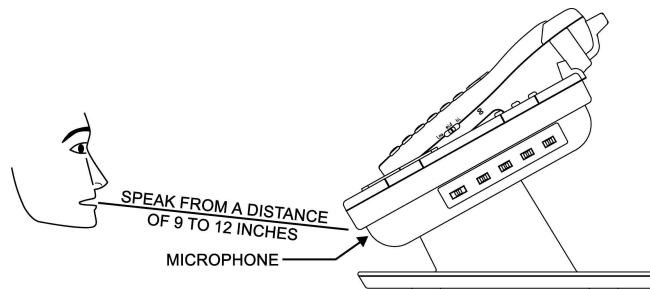
NOTE: Your OGM must be at least 3 seconds and no more than 30 seconds in length.

If you wish to change your OGM, repeat steps 1 through 2.

After an OGM is recorded, you can do as below to use the pre-recorded announcement for your Answering System.

1. Press the **ogm** button, while the OGM is playing, press the **erase** button.
2. "You have no announcement" will be playing. Now the pre-recorded announcement "Please record your message after the beep" is used for your system.

NOTE: To obtain a better sound quality for locally recorded (OGMs and Memos) messages, speak directly into the MICROPHONE from a distance of 9 to 12 inches.



It is recommended that you record an OGM on your PRIMARY MAILBOX instructing a caller to leave an ICM in one of the four mailboxes. If the caller is using a Touchtone telephone, this will enable the caller to record an ICM directly into one of the four mailboxes by dialing "11" for MAILBOX 1, "22" for MAILBOX 2, "33" for MAILBOX 3, "44" for MAILBOX 4.

Example of a Primary OGM: "Hello, please leave a message after the tone, or if you are using

Answering System Operation

a Touchtone telephone, please Dial 11 for Beth, Dial 22 for Jenny, Dial 33 for Jonathan, Dial 44 for Esson.”

NOTE: To check your OGM, press the **ogm** button. If you did not record an OGM, your Answering System will announce, “You have no announcement.”

B. Recording your OGM to Individual MAILBOX 1, 2, 3 or 4

1. Press a mailbox button, the corresponding MAILBOX LED indicator will blink.
2. Press and hold down the **ogm** button to record your message.
3. Begin speaking immediately after you hear, “Please record your announcement after the beep”. Continue to press the **ogm** button.

One second after completing your OGM, release the **ogm** button. Your recorded message will be played after releasing the **ogm** button.

NOTE: Your OGM must be at least 3 seconds and no more than 30 seconds in length. If you wish to change your OGM, repeat steps 1 through 3.

NOTE: To check your OGM in a mailbox, press a mailbox button and then press the **ogm** button. If you do not have an OGM in a mailbox, it will announce “MAILBOX#, you have no announcement.” Once a mailbox is activated, its corresponding MAILBOX LED indicator blinks slowly to show that the mailbox is active. If you do not press a button to activate another function within 12 seconds, the Answering System will return to the PRIMARY MAILBOX. You may return to the PRIMARY MAILBOX at anytime by pressing the **stop** button.

Adjusting the Speaker Volume

While the Answering System plays back your message, the speaker volume can be adjusted by pressing the **vol +** and **vol -** button. The LED Message Display will display the selected volume level:

“0” - Speaker off

“1-8” - Volume from low to high

Turning the Answering System ON/OFF

1. Press the **ans on/off** button to turn ON the Answering System. You will hear the following message, “Answering machine is ON.”
2. Press the **ans on/off** button again to turn OFF the Answering System. You will now hear the following message, “Answering machine is OFF.”

NOTE: Once turned OFF, the Answer function will answer only on the tenth ring, allowing you to turn the Answering System ON from a remote location.

Answering System Operation

Setting to Answer Calls

The ANSWER ON/OFF LED indicator must be ON for the Answering System to answer calls. Depending on the setting of the ANNC/ICM switch, the Answering System will either hang up after your announcement (ANNC) or begin to record your caller's messages (ICM). After the caller leaves an ICM, the time and day will be stamped at the end of each recorded ICM. The ICM is stored in the MEMORY and the LED Message Display shows the total number of ICMs currently stored.

NOTE: ICMs are limited to a maximum of 2 minutes. If the ICM is more than 2 minutes, the system "beeps" twice and hangs up; or if the Answering System's memory runs out, the Answering System announces, "Memory full," and hangs up.

Setting to Announce Only

During ANNC (Announce) mode, your system answers incoming calls with your recorded announcement but will not record any ICMs.

1. Set the ANNC/ICM select switch to ANNC.
2. Press and hold down the **ogm** button to record your announcement.
3. Begin speaking after you hear, "Please record your announcement after the beep." Do not release the **ogm** button until you have completed your announcement OGM.

NOTE: Your OGM must be at least 3 seconds and no more than 30 seconds in length.

4. Release the **ogm** button one second after your announcement is completed, and the LED Message Display will show "AO".

NOTE: If you have not recorded an announcement for ANNC mode, even if the switch is set to ANNC mode, the Answering System will automatically operate in ICM mode and will record all ICMs.

Screening Incoming Calls

The Answering System allows you to listen to a caller leaving an ICM. Once the Answering System starts answering a call, press the **talk** button (or pick up any extension telephone on the same line), the Answering System will stop recording and you may converse with your caller.

Message Alert

When the message alert switch is "ON," the unit will generate a "beep" sound every 15 seconds after a new message has been recorded. If you do not want to hear the "beep," set the switch to the OFF position.

Setting Ring Select

To choose the number of times the phone rings before the Answering System responds, set the Ring Select switch to 3R, 5R, or TS (TOLL SAVER).

Set to 3R -System answers call after the third ring.

Set to 5R -System answers call after the fifth ring.

Set to TS - Use "TOLL SAVER" (TS) when you will be checking your system for messages from a remote location using long distance services or from a pay phone. The Answering System responds on the third ring only if you have a new message waiting. If there are no new messages, the phone will answer after the fifth ring. You can hang up on the fourth ring to avoid paying for the call.

Answering System Operation

Recording a Memo

A. To record a Memo in the PRIMARY MAILBOX

1. Press and hold down the **memo** button to record your Memo.
2. Begin speaking immediately after you hear, "Please record your message after the beep."
Continue to depress the **memo** button. One second after completing your Memo, release the **memo** button. Day and time are automatically stamped at the end of the message.

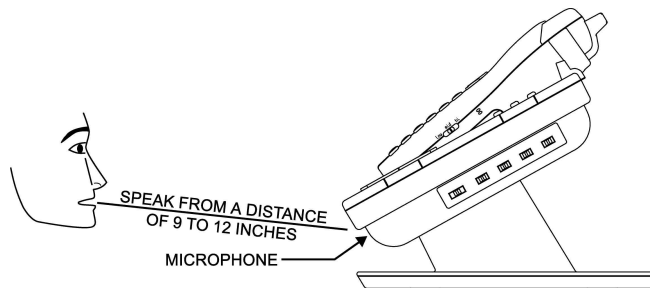
NOTE: The Answering System advances the message count automatically after the actual message is recorded.

B. To record a Memo in an individual MAILBOX (1, 2, 3, 4)

1. Press a mailbox button, the corresponding MAILBOX LED indicator will blink.
2. Press and hold down the **memo** button to record your Memo.
3. Begin speaking immediately after you hear, "Please record your message after the beep."
Continue to depress the **memo** button. One second after completing your Memo, release the **memo** button. Day and time are automatically stamped at the end of the message.

NOTE: The Answering System advances the message count automatically after the actual message is recorded.

NOTE: To obtain a better sound quality for locally recorded (OGMs and Memos) messages, speak directly into the MICROPHONE from a distance of 9 to 12 inches.



Playing of Messages/Memos

A. To play messages/memos in the PRIMARY MAILBOX

1. Press the **play** button, the system will play all NEW messages/memos.
2. After playing all NEW messages/memos, press the **play** button again, the system will play all of its messages.

Answering System Operation

B. To play messages/memos in an individual MAILBOX (1, 2, 3, 4)

1. Press a mailbox button, the corresponding MAILBOX LED indicator starts to blink.
2. Press the **play** button. The system will play all NEW messages/memos.
3. After playing all NEW messages/memos, press the **play** button again, the system will play all of its messages/memos.

NOTE: When the MAILBOX LED indicators are lit, messages are present.

C. To interrupt a message

1. Press the **stop** button once to pause a message while it is being played, "PA" will be displayed.
2. Press the **play** button to continue playing the current message.
3. Press the **stop** button twice to end the playing of a message.

D. To repeat a message/memo

1. Press the **rpt** button while playing a message. The system repeats the current message in its entirety.

E. To skip message/memo

1. Press the **skip** button once. The Answering System stops playing, moves to the next message/memo and resumes playback. The system advances one message/memo each time you press the **skip** button.

Saving Messages

The Answering System saves your messages automatically. After playing all of your messages, the Answering System announces, "End of messages" and the total number of messages stored in the memory will be indicated on the LED Message Display.

Answering System Operation

Erasing Messages

A. To erase all of the messages in the PRIMARY MAILBOX

1. Press and hold down the **erase** button until you hear the announcement, "Messages erased, you have no messages." If you have a new message in the PRIMARY MAILBOX, you will hear, "You have # new messages."

B. To erase all of the messages in an individual MAILBOX (1, 2, 3, 4)

1. If you want to erase all of the messages in a mailbox, activate the desired mailbox.
2. Press and hold down the **erase** button until you hear the announcement, "Mailbox #, messages erased. You have no messages." If you have a new message in the MAILBOX #, you will hear, "You have # new messages."

C. To erase selected messages/memos

1. While the unwanted message is playing, press the **erase** button. The Answering System announces erasure of the selected message/memo, and the LED Message Display shows the symbol of "Ea." After the erasure is complete, the numeric order of the remaining messages will be rearranged.

When the Memory is Full

When there is no memory available for additional messages, the Answering System will announce, "Memory full," but will not save any new messages.

NOTE: When the Answering System memory is full, previously reviewed messages must be deleted so that the system can record new messages.

NOTE: You must enter your Remote Access Code within 10 seconds of activating the Remote Control function to maintain your connection with the Answering System. (Refer to Remote Control Operation on page 41.)

Two-Way Recording

Two-way recording allows you to record your conversation with another caller.

In order to have 2-way recording, you must use the cordless **HANDSET** of the Answering Machine during recording time.

1. During conversation, press a mailbox button (MAILBOX 1, 2, 3, or 4) where you want to record your conversation. The corresponding MAILBOX LED indicator will blink.
2. Press and hold down the **memo** button. The LED Message Display will show "2r" to indicate the RECORDING mode.
3. Release the **memo** button to end your conversation recording.
4. Also you can record on the PRIMARY MAILBOX, just follow steps 2 and 3.

NOTE: Recording two-way conversations may be subject to local, state or federal laws and regulations. Consent of both parties is required when a conversation will be recorded.

Remote Control Operation

Remote Operation through a Tone Telephone

You can use many Answering System features when you are away from home. To protect your privacy, most of the features can be used only after you enter the three-digit Remote Access Code.

Remote Access Codes

The Remote Access Codes are preset at the factory as below. You can use the preset codes or choose your own.

PRIMARY MAILBOX:	999
MAILBOX 1:	555
MAILBOX 2:	666
MAILBOX 3:	777
MAILBOX 4:	888

NOTE: If there is a power failure of the **BASE UNIT**, the Remote Access Codes return to the factory preset codes.

Changing of the Remote Access Codes

All of the digits of the Remote Access Codes are a combination of the numbers 5, 6, 7, 8, 9, and 0.

IMPORTANT: Digits 1, 2, 3, and 4 cannot be used when changing the Remote Access Codes for any mailbox (including the PRIMARY MAILBOX).

1. Press a mailbox button for MAILBOX 1, 2, 3, or 4. For the PRIMARY MAILBOX, follow steps 2 to 6.
2. Press and hold down the **code** button until you hear the announcement, "Please enter new password."
3. Press and hold down the **day** button. Release the button when you hear the desired first digit of the code.
4. Press and hold down the **hour** button. Release the button when you hear the desired second digit of the code.
5. Press and hold down the **min** button. Release the button when you hear the desired third digit of the code.
6. Press the **code** button, the 3-digits you have selected will be announced.
7. If your new Remote Access Code is the same as that of another mailbox, the Answering System will not record your password and will announce, "Please try again."

Remote Control Operation

Using the Remote Instruction Code

1. Dial your telephone number.
2. Listen to or bypass the OGM in the PRIMARY MAILBOX by entering your Remote Access Code.
3. A "beep" will sound when your Remote Access Code is correctly accepted by your Answering System.
4. If the announcement does not stop, enter the Remote Access Code again.
5. The Answering System will request that you enter the Instruction Code or press "0" for help.
 - A. If you do not know the Instruction Code, press the "0" button immediately. The Answering System will announce the Instruction Codes. Otherwise, if a command is not received by the Answering System within 10 seconds, it will signal 3 "beeps" and hang up.

The following is the Remote Instruction Code Help Menu:

Instruction Codes

To playback announcement press "5."

To record memo press "6." (Press "0" for PRIMARY MAILBOX, Press "1" for MAILBOX 1, Press "2" for MAILBOX 2, Press "3." for MAILBOX 3, and Press "4." for MAILBOX 4.)

To record announcement press "7."

To turn answering machine OFF or ON press "8."

To change mailbox press " * (star)."

To playback message press "2."

While message playback:

To repeat message press "1."

To skip message press "3."

To stop press "4."

To erase message press "9."

- B. Press the corresponding number of the Instruction Code you wish to activate. You do not have to listen to the entire Instruction Code Help Menu before giving a command. You may enter the desired Instruction Code Number at any given time.
- C. After accessing the Answering System, you must enter the next command within 10 seconds after the end of each operation. Otherwise, your Answering System will hang up the phone automatically.

Security

Security System


Your cordless telephone uses a digital coding security system to prevent unauthorized use of your telephone line by another nearby cordless telephone. The system has its own identifying signal created by microcomputers in both the **BASE UNIT** and the **HANDSET**.

Security Code

This telephone has an internal security code with 65,536 possible combinations. After doing the **HANDSET** registration, the security code is stored in the non-volatile memory of **HANDSET** and **BASE UNIT**; therefore, the security code will not be lost caused by:

1. A power failure on the **BASE UNIT**.
The communication between the **HANDSET** to the **BASE UNIT**, or **HANDSET** to **HANDSET** will be linked right after the power comes in.
2. After replacing the **HANDSET BATTERY PACK**.
The **HANDSET** can be used right after the BATTERY PACK replaced.

Multi-Channel Access

Your cordless telephone lets you select a channel from the 40 frequencies available to transmit signals between the **BASE UNIT** and **HANDSET**. When you notice interference from other cordless telephones, change to another channel by pressing the  button on the **HANDSET**.

Recharging the BATTERY PACK

Battery Type

Use the following type and size of BATTERY PACK:

Cordless Telephone BATTERY PACK

3.6V, 750mAh

U.S. Electronics Inc.

Ni-MH Battery Pack: model B660

This BATTERY PACK is available through:

U.S. Electronics Service Center

105 Madison Avenue

New York, NY 10016

1-800-825-5208

NOTE: 1. During a power interruption, the BASE UNIT does not operate, and a phone conversation cannot be made on the HANDSET.

Recharging the Battery Pack

The nickel metal hydride (Ni-MH) BATTERY PACK in the **HANDSET** can be recharged many times using the built-in charger in the **BASE UNIT**.

When the BATT LOW symbol appears on the LCD Screen, a "beep" sound will be heard every 10 seconds. This indicates that the BATTERY PACK needs to be recharged.

Charge the BATTERY PACK at least once every 90 days of non-use to avoid battery failure. When the BATTERY PACK can no longer be charged, replacement of the BATTERY PACK will be necessary.

The BATTERY PACK used in your telephone may develop a condition known as "MEMORY". Once subjected to a regular short discharging routine, the BATTERY PACK assumes the discharging pattern it was subjected to. This is known as a "MEMORY" condition which causes rapid discharging thereby shortening the BATTERY PACK charge span. If you believe your BATTERY PACK has developed a "MEMORY" condition, do not charge the **HANDSET** until the BATT LOW symbol appears on the LCD Screen. When the BATT LOW symbol appears on the LCD Screen, charge the **HANDSET** fully for 12 hours.

IMPORTANT

In order to get maximum life from the HANDSET BATTERY PACK, be sure to charge the HANDSET for 12 hours before initial use.

Changing the BATTERY PACK

Changing the Battery Pack

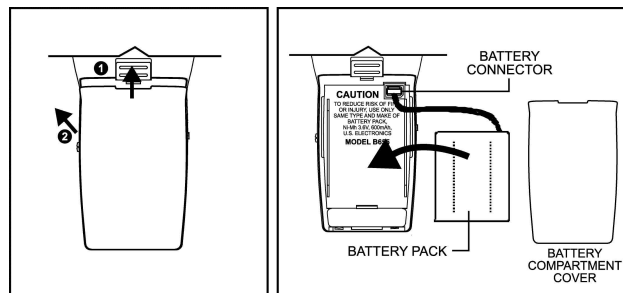
The BATTERY PACK provides power for the **HANDSET** of your cordless telephone.

To Replace BATTERY PACK:

1. Remove the **HANDSET BATTERY COMPARTMENT COVER** by sliding it down.
2. Pull out the BATTERY PACK PLUG and remove the BATTERY PACK.
3. Plug the new BATTERY PACK into the BATTERY CONNECTOR.
4. Slide the **HANDSET BATTERY COMPARTMENT COVER** firmly into place in its closed position.
5. Before use, charge the new BATTERY PACK for 12 hours.

ATTENTION:

The telephone that you have purchased contains a rechargeable BATTERY PACK. The BATTERY PACK is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this BATTERY PACK into the municipal waste stream. Check with your local solid waste officials for details in your area for recycling options or proper disposal.



1. Remove the BELT CLIP.
2. Slide up the LOCK TAB.
3. Pull out the HANDSETS BATTERY COMPARTMENT COVER.

IMPORTANT

In order to get maximum life from the **HANDSET BATTERY PACK**, be sure to charge the **HANDSET** for 12 hours before initial use.

Problem Solving

Problem Solving Section

For your assistance, we have listed below a few common problems.

Phone does not work, check the following:

1. **BASE UNIT** is plugged into a power source.
2. **HANDSET** is charged.
3. TONE/PULSE Select switch is in the right position.
4. TELEPHONE LINE CORD is plugged into the TELEPHONE JACK.

Range of phone limited, check the following:

1. **BASE UNIT** is centrally located in your residence.
2. **BASE UNIT** is not located near appliances.


No dial tone, check the following:

1. TELEPHONE LINE CORD plugs are connected to the TELEPHONE JACK and TELEPHONE LINE CONNECTION JACK.
2. **BASE UNIT** is plugged into a power source.

Received signal flutters or fades, check the following:

1. BATTERY PACK in the **HANDSET** is fully charged.
2. **HANDSET** is not too far from the **BASE UNIT**.

Interference on reception, check the following:

1. Noise may be picked up from electrical products in the home or electrical storms. Generally, this noise is a minor annoyance and should not be interpreted as a defect in your system. (See Technical Information on page 48.)
2. Choose an alternate channel using the  button on the **HANDSET**.
3. Do not use this telephone within 20 ft. of a microwave oven while it is working, as you may experience interference. This is a normal occurrence with 2.4 GHz phones and should not be interpreted as a defect in the product.

Long Distance "L-D-C" indicator is not ON when receiving a long distance call, check the following:

1. Your local telephone company can provide the Area Code on an incoming long distance call.

Excess static, check the following:

1. Check to see that the ANTENNA is not touching another metal object.

If after pressing the button, you receive three "beeps" and no dial tone, check the following:

1. **BASE UNIT** is plugged into a power source.

Problem Solving

Answering System does not work, check the following:

1. **BASE UNIT** is plugged into a power source.

Answering System does not answer calls, check the following:

1. ANSWER ON/OFF LED indicator is lit.

Answers calls only after 10 rings, check the following:

1. ANSWER ON/OFF LED indicator is lit.
2. Message Memory is not full.

Does not respond to remote commands, ensure the following:

1. Correct Remote Access Code is entered.
2. ATONE telephone is being used.

Message are incomplete, ensure the following:

1. Message Memory is not full.
2. Caller may be hesitating and pausing for more than 7 seconds.

Answer calls but not record messages, check the following:

1. ANNC/ICM switch is set to ICM.
2. Memory is not full.
3. Extension telephone was not picked up.

Answering System announce "Time is off" at the end of each message, check the following:

1. Have you set the Day/Time?
2. Was there a power interruption?

No Sounds on the BASE UNIT:

1. Adjust the volume by using **vol +** and **vol -** button and make sure the volume level is not "0".

Reset your cordless telephone:

1. You can reset your unit if the unit is not working properly. Unplug and then plug the AC ADAPTER into its power source then press and hold down the **stop** button for at least 3 seconds, then release the button and the unit will "beep". (See detail operations in page 34.)

NOTE: If none of telephones in the house are working, disconnect one set at a time to verify that none of the phones are causing the problem. If you still have a problem after doing this, and your telephone still does not work, please contact your local phone company.



Technical Information

Technical Information

This cordless telephone uses radio frequencies to allow mobility. There are certain difficulties in using radio frequencies with a cordless telephone. While these are normal, the following could affect the operation of your system.

Noise

Electrical pulse noise is present in most homes at one time or another. This noise is most intense during electrical storms. Certain kinds of electrical equipment such as light dimmers, fluorescent bulbs, motors, and fans also generate noise pulses. Because radio frequencies are susceptible to these noise pulses, you may occasionally hear them in your **HANDSET**. Generally they are a minor annoyance and should not be interpreted as a defect in your system.

Range

Because radio frequency is used, the location of the **BASE UNIT** can affect the operating range. Try several locations in your home or office and pick the one that gives you the clearest signal to the **HANDSET**.


Interference

Electronic circuits activate a relay to connect the cordless telephone to your telephone line. These electronic circuits operate in the radio frequency spectrum. While several protection circuits are used to prevent unwanted signals, there may be periods when these unwanted signals enter the **BASE UNIT**. You may hear clicks or hear the relay activate while you are not using the **HANDSET**. If the interference occurs frequently, it can be minimized or eliminated by relocating the **BASE UNIT**. You can check for interference before selecting the final **BASE UNIT** location by plugging in the telephone.

NOTICE:

This cordless telephone uses radio communication between the **HANDSET** and the **BASE UNIT** and may not ensure privacy of communication. Other devices, including another cordless telephone, may interfere with the operation of this cordless telephone or cause noise during operation. Units not containing coded access may be accessed by other radio communication systems. Cordless telephones must not cause interference to any licensed radio service.

IMPORTANT

When you hear interference, press the  button to change the operating channel.

FCC Requirements

Federal Communications Commission Requirements

This equipment complies with Part 68 of the FCC rules. A label on the **BASE UNIT** of the equipment contains, among other information, the ACTA Product Number and the Ringer Equivalence Number (REN) for this equipment. You must, upon request, provide this information to your telephone company.

The REN is also useful in determining the number of devices that you may connect to your telephone line and still allow all of these devices to ring when your telephone number is called. In most, but not all areas, the sum of the RENs of all devices connected to one line should not exceed five (5.0). To be certain of the number of devices that you may connect to your line, contact your local telephone company.

If your equipment should cause harm to the telephone network, the telephone company may temporarily disconnect your service. If possible, they will notify you in advance that temporary discontinuance of service may be required.

However, when advance written notice is not possible, the telephone company may temporarily discontinue service without notice if such action is necessary under the circumstances. The telephone company may make changes in its communication facilities, equipment, operations, or procedures where such action is reasonably required in the operation of its business and is not inconsistent with the rules and regulations of the Federal Communications Commission.

Do not attempt to repair or modify this equipment.

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

Some cordless telephones operate at frequencies that may cause interference to nearby TV's and VCR's. To minimize or prevent such interference, the **BASE UNIT** of the cordless telephone should not be placed on or near a TV or VCR. If interference is experienced, moving the cordless telephone farther away from the TV or VCR will often reduce or eliminate the interference.

This equipment should not be used on coin telephone lines. Connection to party line service is subject to state tariffs. If trouble is experienced, disconnect this equipment from the telephone line to determine if it is causing the malfunction. If the equipment is determined to be malfunctioning, its use should be discontinued until the problem has been corrected.

IMPORTANT
Placing your BASE UNIT near appliances such as
televisions, refrigerators, radios, or microwave ovens
may cause interference.