GH3062 2.4GHz Cordless Speakerphone with CID Type I, Clock and Radio

OPERATION MANUAL

This model is 2.4GHz cordless telephone for USA, which can receive type I of Caller's ID and integrates clock/alarm and radio.

1 FEATURES

1.1 CORDLESS HANDSET FEATURES

- 2.4GHz 40 channels auto scanning operation
- Manual channel selection
- 65536 Random combinations of security code
- Page/Handset locator
- Out of range warning
- Compander
- Ringer On/Off
- Auto Standby feature
- Auto Answer connection
- Any key answer
- Handset ringing
- LCD in HTN for CID and operation prompts
- Back-lighted LCD
- Temporary touch tone (pulse to tone dialing)
- 10 indirect memories (16-digits / phone no.)
- Mixed mode dialing (auto insert of 4 sec. pause when mode change from Pulse to Tone)
- Chained memory dialing of 32 digits max.
- Flash key for call waiting and call transfer (Flash time is 600ms)
- Pause key (pause time is 4 seconds)
- Direct number dial out
- Memory direct dial out
- Last number re-dial (32 digits max.)
- Direct redial
- Redial & CID transfer to in-direct memory (max 16 digits long)
- Receiver volume control (Norm /Mid/ High)
- Low battery warning tone
- Power saving in standby mode (7 days of standby life)
- Hearing Aid compatible

1.2 CALLER ID HANDSET FEATURES

- CID Type I
- 64 name and number caller's ID (max 15 characters of name and 12 digits of number)
- 3-line display
- Total call counter
- New call LED indicator in handset
- Repeat call indication (LCD icon)
- 3-language operation (English, Spanish & French)
- Programmable Area Code (3 digits)
- Scroll review of CID records
- Selective-erase / Erase-all function
- Real time clock (date & time)
- Private/ out-of-area indication
- VIP call icon
- LCD contrast control (software control, 8 levels, default at level 5)
- Call Back (CID dial back)
- Battery low indication ('Battery Low' text display on the 3rd line)

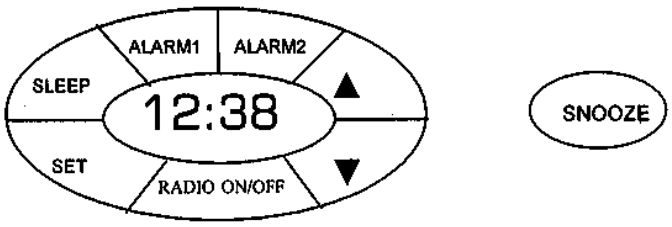
1.3 CLOCK/RADIO BASE FEATURE

- Page to locate the handset (short and long page)
- Tone / Pulse dialing mode selection switch
- Ringer High/Low/Off switch
- Clock
  - Big characteristic real time clock display on oversize Green LED
  - 12hr-Clock with AM indicator
  - Dual alarms (alarm for 15 minutes)
  - Alarm On/Off function with indicators
  - Alarm wake to buzzer or radio selected by switch
  - Oversize snooze control (9 minutes per section, max 1 hour)
  - Sleep control (max 60minutes)
  - Time set and alarm set (Hour and Minute)
- Radio
  - Radio On/Off control
  - Manual tuner mono radio
  - AM/FM band selected by switch
  - Rotary volume control
- DC Battery pack (DC10V 850mA adapter)

1.4 CONTROL BUTTONS

1.4.1 Buttons on BASE

- SET
- RADIO ON/OFF
- ALARM1
- ALARM2
- SLEEP
- UP
- DOWN
- SNOOZE



1.4.2 Switches on BASE
- Buzzer/Radio (Alarm mode selection)
- AM/FM (Radio band selection)
- Tone/Pulse (Dialing mode selection)
- High/Low/Off (Ringer volume selection)
- Norm/Dimm (Display brightness selection)

1.4.3 Jack on BASE
- Power Jack (DC adapter)
- Phone Jack (telephone line)

1.4.4 Keys on HANDSET
- Calls
- Delete
- Talk
- Memory
- Flash
- Digit key pad 3x4 (1, ,2, 3, 4, 5, 6, 7, 8, 9, */up, 0, #/down)
- Redial
- Channel
- Volume / Ringer

1.4.5 Jack on HANDSET
- Headset Jack

1.5 LED IN BASE

1.5.1 3-1/2 digits of 7 segment LED (clock)
1.5.2 "AM" indicator
1.5.3 "ALARM1", "ALARM2" indicators
1.5.4 Charge/In-Use indicator

2 CLOCK / ALARM OPERATION

The Base unit has a clock and two individual alarms. The clock is displayed on the 7-segment LED while the unit is powered with DC adapter.

2.1 Displays on Base

2.1.1 The clock is in 12-hour format with AM indicator.

2.1.2 The colon ":" flashes in 0.5s on/0.5s off

2.1.3 The lights of ALM1/ALM2 indicate Alarm1 and/or Alarm2 on/off.

2.1.4 In-Use/Charge indicator has multi usages:

- Lights when handset is in charging on the base cradle;
- Flashes while telephone rings

2.1.5 During the unit is receiving CID, the 7-segment LED may turn off.

2.2 Power Up

2.2.1 Plug the DC adapter into the base unit, the unit will enter Standby mode. The clock is displayed on the 7-segment LED.

Note: - If the clock is never set or data lost during power failure, the default time "12:00 AM" will flash on the display until the clock is set

- If the clock of handset has been set and that of base has not, the clock of base unit will be updated by handset clock when they setup security code in RF linking.
- The clock of base unit can also be updated by CID date/time

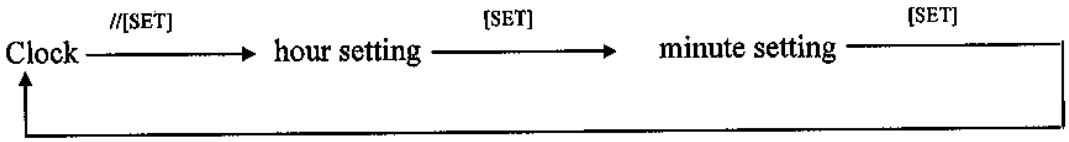
2.2.2 The colon flashes to indicate the clock is running.

2.2.3 The clock accuracy is +/-30 seconds per month.

2.2.4 The clock can be updated by CID information.

2.3 Clock Setting

2.3.1 The clock setting procedure is as following diagram.



Note: If setting is not completed and 20 sec timeout, the unit will return to Standby mode without saving

2.3.2 In Standby mode, press and hold the [SET] button for 2s, the unit enters Clock Setup mode, Hour of the clock will flash.

2.3.3 Press [UP] or [DOWN] buttons to set the hour, the AM indicator will light if the morning time is set.

2.3.4 Press [SET] button to confirm the setting. Then the Minute of the clock will flash for setting.

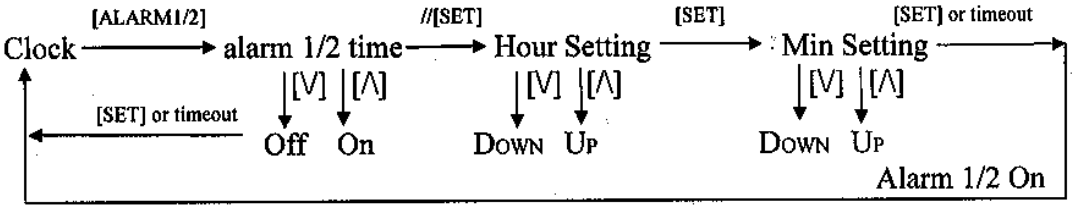
2.3.5 Press [UP] or [DOWN] buttons to set the minute.

2.3.6 Press [SET] button to confirm the setting. Then the clock setting finishes and the unit returns to Standby mode.

Note: During setting the clock, press and hold [UP] or [DOWN] buttons over 1s, the time value will fast increase or decrease continuously.

2.4 Alarm Setting

2.4.1 The clock setting procedure is as following diagram.



Note: If setting is not completed and 20 sec timeout, the unit will return to Standby mode without saving

2.4.2 In Standby mode, press [ALARM1] button once the Alarm1 will be displayed; press of [ALARM2] is to display Alarm2.

2.4.3 While Alarm1 is displaying, press and hold the [SET] button for 2s to start Alarm1 time setting, the indicator Alarm1 starts to flash.

2.4.4 The Hour of the alarm flashes for setting. Press [UP] or [DOWN] buttons to set the hour, the AM indicator will light if the morning time is set.

2.4.5 Press [SET] button to confirm the setting. Then the Minute of the alarm will flash for setting.

2.4.6 Press [UP] or [DOWN] buttons to set the minute.

2.4.7 Press [SET] button to confirm the setting. The indicator "ALARM1" stays lit to indicate Alarm1 has been on. The unit returns to Standby mode.

2.4.8 Similar to the steps above to set the Alarm2. After the Alarm2 time setting finishes, the unit returns to Standby mode. The indicator ALARM2 lights to indicate Alarm2 has been on.

Note: During setting the Alarm, press and hold [UP] or [DOWN] buttons over 1s, the time value will fast increase or decrease continuously.

2.5 Alarm On/Off

2.5.1 Alarm1 and Alarm2 can be turned on /off individually

2.5.2 Press [ALARM1] to review the time of Alarm1

2.5.3 Press [DOWN] button to turn Alarm1 off and [UP] button to turn it on

2.5.4 Press [SET] to confirm the setting. Then the unit returns to Standby mode.

Note: The unit will return to Standby mode without change after 20-second timeout

2.5.5 Similar to the steps above to switch the Alarm2 on/off.

Note: After setting alarm time, the alarm should be turned on.

2.6 Wake Up to Buzzer / Radio

2.6.1 Once alarm is set to on, the alarm will activate at same time of everyday.

2.6.2 Two alarm modes - "alarm to radio" and "alarm to buzzer" can be selected with the RADIO/BUZZER switch.

Note: Both ALARM 1 and ALARM 2 are set in same mode, i.e. either both in "alarm to radio" mode or both in "alarm to buzzer" mode.

2.6.3 While alarm activates, the unit will turn on the radio or buzzer for 15 minutes and then turn them off.

2.6.4 The indicators Alarm1 and/or Alarm2 will flash during the alarm activates.

2.6.5 If radio has been on, the alarm will act as following:

- In "Alarm to Radio" mode, the alarm will not cause any volume change, only the indicators Alarm1 and/or Alarm2 flash. But the radio will be turned off if press buttons to stop the alarm or the 15 minutes of alarm time runs out.
- In "Alarm to Buzzer" mode, the radio will be turned off and the buzzer sounds.

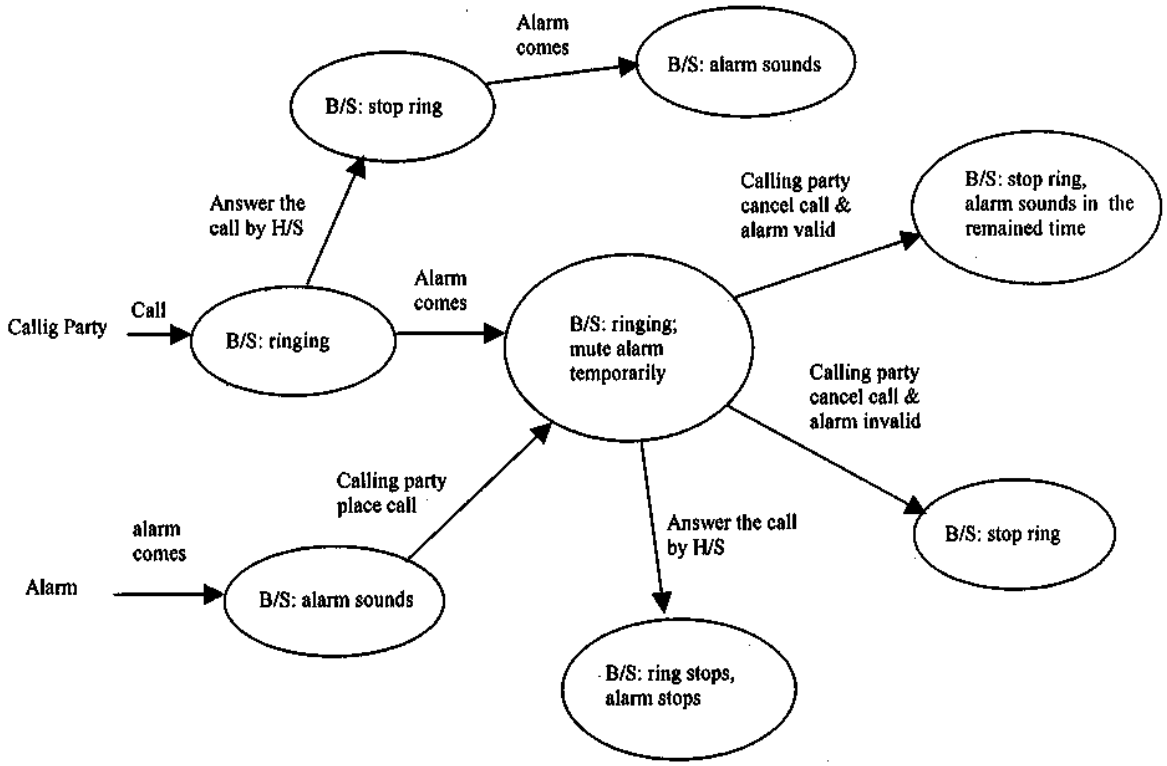
2.6.6 While alarm activates, pressing [SNOOZE] button can stop alarming for 9 minutes, and then it will alarm again until the 1-hour timeout.

2.6.7 Pressing [RADIO ON/OFF] can stop the alarm and turn off the radio.
Note: if "alarm to radio" has turned on the radio, pressing [RADIO ON/OFF] will release the 15-minute limit of alarm time and turn off the radio.

2.6.8 Pressing other buttons can terminate the alarm immediately. The indicators of Alarm1 and/or Alarm 2 will stop flashing. The unit will turn off radio power and return to Standby mode.

2.6.9 The alarm can activate even if the telephone function is used.

2.6.10 When both alarm and telephone ringing tone activate, ringing tone will be arranged as 1st priority. Following diagram is for interaction of Alarm and Ringing



2.7 Snooze

2.7.1 When alarm activates, press the [SNOOZE], the alarm will stop and come again after 9 minutes. Total snooze time is 1 hour.

Note: If both Alarm 1 and Alarm 2 are set within 9 minutes of each other, the last alarm overrides the previous one.
E.g. Alarm 1 set at 11:15am, Alarm 2 set at 11:19am
- Alarm 1 wake up and snooze at Alarm 1.
- After 4 minutes, Alarm 2 wakes up.
- Discard Alarm 1 and only work for Alarm 2 until next Alarm 1 time arrival.
- In this case, the last alarm (Alarm 2) overrides the previous one (Alarm 1).

2.7.2 Snooze will end by following operations
- Press some buttons to stop the alarm
- 15 minutes of alarm completed
- 1 hour snooze time over

3 RADIO OPERATION

The radio can only operate with DC power supply.

3.1 Radio Tuning

3.1.1 Press [RADIO ON/OFF] button to turn on the radio.
3.1.2 Select band with AM/FM switch.
3.1.3 Tune the radio with rotary tuning knob.
3.1.4 Adjust the volume with rotary volume knob
3.1.5 While the telephone is used, the radio will be muted and when the telephone hangs up, it will be unmated automatically.
3.1.6 Press [RADIO ON/OFF] button again to turn off the radio.
Note: - When radio on, the alarm to buzzer/radio function still work.

3.2 Sleep Function

The radio can turn off automatically after playing a period. This is Sleep function.
3.2.1 Press [SLEEP] button once, the unit will turn on the radio for the period set by the sleep timer. The sleep timer counts down from setting value to "0", then the radio will turn off. The default of the setting value is 59.
3.2.2 Each time to press [SLEEP] button, the display will show the sleep timer for 5s and then return to the clock. During the timer is displaying, pressing [UP] or [DOWN] can increase or reduce the timer setting in range 90 to 1. Then the sleep timer will count from the new setting to 0.
Note: - Holding [UP]/[DOWN] will fast change the timer value in about 5 minutes per second.
- The new setting will be saved for next use.
3.2.3 Pressing [SET] or [RADIO ON/OFF] buttons can terminate the sleep timer counting, and the radio will be turned off immediately.

Note: - During sleep mode, the alarm to buzzer/radio function still work.
- Sleep function is one-time activated, once the radio power off, it is canceled.

3.3 Adjusting Volume of Radio

3.3.1 A rotary knob is used for volume control.
3.3.2 Radio will be muted while the telephone is working.

4 BASE POWER MANAGEMENT

4.1 Battery Backup

4.1.1 If full capacity battery is installed, real time clock shall keep running for 24 hours at least when DC adapter is off.

Note: clock and snooze timer will keep running when DC power failure. Besides, the battery in the base unit should backup following items:

- Alarm1 and Alarm2 time settings
- Alarm1 and Alarm2 On/Off settings
- Sleep timer setting

4.1.2 The battery backup operates above 7.0 volt. for 9V battery.

4.1.3 When power is restored within the 24 hours, right time and alarm time shall be retained and all functions shall work properly.

4.1.4 If both DC adaptor and the battery are removed, the settings should be kept at least 1 minute.

5 CORDLESS OPERATION

6.1. Power Up

6.1.1. After power up, the handset should place on the cradle of the base unit for setting a new security code for communication.

6.1.2. Each time when the handset place on the cradle of the base unit, the base unit will generate and transmit a new security code to the handset unit through the RF Link. (The both unit will use the 1st channel for the security code transfer operation)
Note: After this action, the clock of base will be updated by that of handset.

6.1.3. A successful security code transfer operation will be indicated by a beep sound on handset.
Note: In case, the Transfer operation is not successful, please try again.

6.2. Answering Call

6.2.1. While ringing, if the handset is on the cradle, simply pick up the handset unit from the cradle of the base. Handset will answer the call at once. The [TALK] button will be disabled for 4 seconds.
Note: While the handset is on the cradle and incoming call arrive, only the base rings.

6.2.2. If the handset is not on the cradle, pressing any key of handset can make handset to answer the incoming call.

Items	Event	Handset display
1.	While Ringing	RINGING
2.	Press any key in handset or pick up handset from cradle.	TALK 0:00

6.3. Make Call

6.3.1. Press [TALK] key in handset, the handset will enter Talk mode - link with base and base seizes line. Then dial the number to make a call.

Items	Event	Handset display
1.	Press [TALK] key in handset to make a call.	TALK 0:00

6.3.2. Another way to make a call is dialing digit keys before pressing [TALK] key, and then pressing the [CALLS] key of handset. The pre-dial number will be dialing out and the handset enters Talk mode.

6.4. Terminate Call

6.4.1. Press [TALK] key in handset or put it back to cradle, the call will be terminated.

Items	Event	Handset display
1.	Press [TALK] key in handset to terminate the call.	3:10 (freeze for 5 sec)
2.	Put handset back to cradle to terminate the call.	3:10 (freeze for 2 sec)

6.4.2. When handset returns to Standby mode, the call timer will be freeze on the

LCD for a moment and then show real time clock.

6.5. Short Paging (to locate the handset)

6.5.1. Press the [PAGE] button of the base unit. The handset will display 'PAGING' on its LCD and outputs beep about 3 seconds.

6.5.2. No stop action at short paging.

6.6. Long Paging (to find the handset)

6.6.1. Press and hold the PAGE button of the base unit for 3s. The handset will display 'PAGING' on its LCD and outputs the beep for 60sec.

6.6.2. Press any key on handset to stop paging.

Ringing Sound related to Charge/ Ringer Switch condition:

CHARGE	- RINGER SWITCH -		- RING SOUND -	
	BASE	HANDSET	BASE	HANDSET
Off	Hi/Lo	Off	On	Off
Off	Hi/Lo	On	On	On
Off	Off	Off	Off	Off
Off	Off	On	Off	On
On	Hi/Lo	Off *	On	Off
On	Hi/Lo	On *	On	Off
On	Off	Off *	Off	Off
On	Off	On *	On	Off

Note: Each time when user put the handset on charge cradle, the handset ringer switch status will be send to base once.

6.7. Dialing Digits

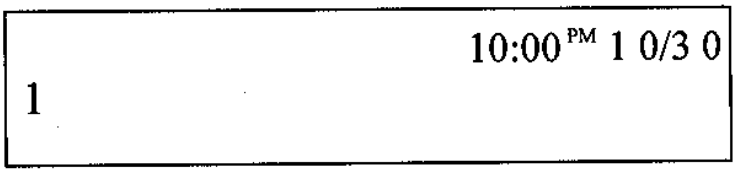
Digits which can be dialed out are : 0,1,2,3,4,5,6,7,8,9,*,#,PAUSE.

- '#' will be displayed as '□' in line2, '#' in line3
- '*' will be displayed as '□' in line2, '*' in line3
- PAUSE will be displayed as 'P', when PAUSE is encountered during dialing, a pause of 4 seconds will be generated.

6.8. Direct Number Dialing (TALK OFF)

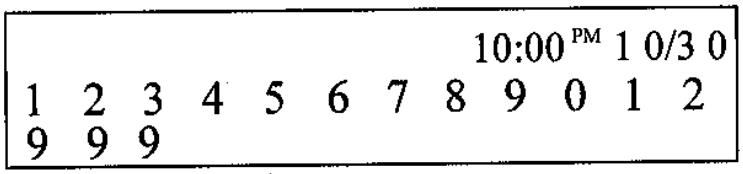
6.8.1. Input number in Standby mode same as memory editor. The maximum length of the number is 24 digits. If over 24 digits are input, error tone will sound.

Eg. Input digit 1:



Input digit 2:

Input digits 3456789012999



6.8.2. Press [DEL] button to delete last input digit. If all digits are deleted, it will return to Standby mode.
6.8.3. Press [FLASH] button to clear all input digits and it will return to Standby mode.
6.8.4. Press [CALL] button, the unit will enter TALK-ON mode automatically. The number will scroll across the screen from right to left-hand side as it is dialed.

6.9. Direct Redial (TALK OFF)

6.9.1. Press [REDIAL] button in Standby mode. The display will show redial number. If redial number is larger than 24 digits, only the last 24 digits are shown on the display.
6.9.2. Press digit button to enter new digit to redial number.
6.9.3. Press [DEL] button to delete last entered digit. If all digits are deleted, it will return to Standby.
6.9.4. Press [FLASH] button to clear all entered digits and it will return to stand-by.
6.9.5. Press [CALLS] button, the unit will enter TALK-ON mode automatically. The number will scroll across the screen from right to left-hand side as it is dialed.
6.9.6. After the redialing, pressing [MEM] button can save last 16 digits of redial number to indirect memory. The unit will assign a free memory. The display will show 'LOCATION? X', then press [MEM] button to confirm saving redial number or press digit button to select a memory location to saving. The display shows 'MEM x STORED' for 5s.

6.10. Save Direct Number to Indirect Memory

6.10.1. Input number in Standby mode. The maximum length of the number is 24 digits. If over 24 digits are input, error tone will sound.
6.10.2. Press [MEM] button to save last 16 digits of direct number to indirect memory. The unit will assign a free memory. The display will show 'LOCATION? X', then press [MEM] button to confirm saving redial number or press digit button to select a memory location to saving. The display shows 'MEMx STORED' for 5s.

Note: - Press [CH] button to return to Standby mode.
- Button idle for 20 seconds, handset will returns to Standby mode.

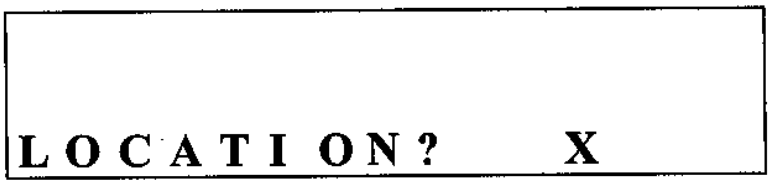
6.11. Save Redial Number to Indirect Memory

6.11.1. In Standby mode press [REDIAL] button and then press [MEM] button, the last 16 digits of direct number can be save to indirect memory. The unit will assign a free memory. The display will show 'LOCATION? X', then press [MEM] button to confirm saving redial number or press digit button to select a memory location to saving. The display shows 'MEMx STORED' for 5s.

Note: - Press [CH] button to return to Standby mode.
- Button idle for 20 seconds, handset will returns to Standby mode.

6.12. Save CID to Indirect Memory

6.12.1. Press [*▲] or [#▼] buttons to select the Caller ID number that you want to save.
6.12.2. Press [MEM] button to show "LOCATION ? X".



6.12.3. Press [MEM] button to confirm saving Caller ID number to indirect memory. The unit will assign a free memory for CID ID number. The display will show 'LOCATION? X', you can press [MEM] button to confirm saving CID number to assign memory or press digit button to select a memory location to saving. The display show 'MEMx STORED' for 5s.

Note: - only number can be saved to indirect memory.
- Press [CH] button to return to Standby mode.
- Button idle for 20 seconds, handset will returns to Standby mode.

6.13. Indirect Memories Browser

The handset has 10 indirect dialing memories (MEMO...MEM9), each of which can store up to 16 digits

6.13.1. Enter Memory Browser mode by pressing [MEM] button. The display will show 'MEM 0'

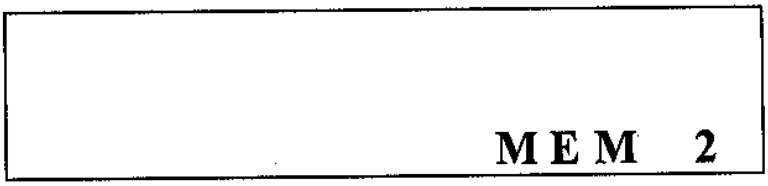
6.13.2. Press [*▲] or [#▼] buttons to browser indirect memories one by one.

6.13.3. Press [MEM] button to return to Standby mode.

6.14. Indirect Memories Editing

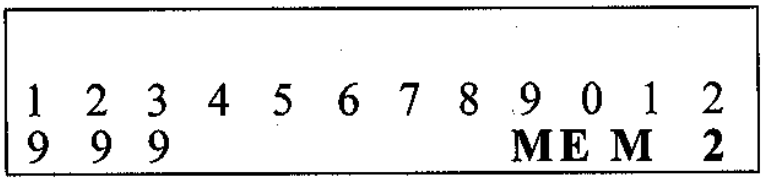
6.14.1. Enter Memory Browser mode by pressing [MEM] button. The display will show 'MEM 0'

6.14.2. Press [*▲] or [#▼] buttons to select memory to which you want to edit.

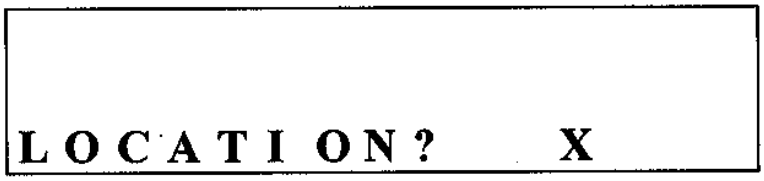


6.14.3. Enter number, the display will shift entered digits from right to left-hand side until the number reach to 16 digits. If the number is larger than 16 digits, error tone will be generated.
Eg. Enter the digit '1'

Continue to enter the digits '23456789012999'



6.14.4. Pressing [DEL] button can delete the last entered digit. The display will shift entered digits from left to right-hand side.
6.14.5. Pressing [FLASH] button can clear all entered digits.
6.14.6. Press [MEM] button to save entered number. The display will show 'LOCATION? X'.



6.14.7. Press [MEM] button to confirm saving number to MEM2 or press digit button to save number to other indirect memory. The display will show 'MEMx STORED' for 5 seconds.

6.15. Delete Individual Memory

6.15.1. Enter Memory Browser mode by pressing [MEM] button.
6.15.2. Press [*▲] or [#▼] button to select memory to which you want to delete.
6.15.3. Press [DEL] button to delete the memory. The display will show 'ERASE ?'.

6.15.4. Press [DEL] button to confirm delete the memory or press any key to abort.

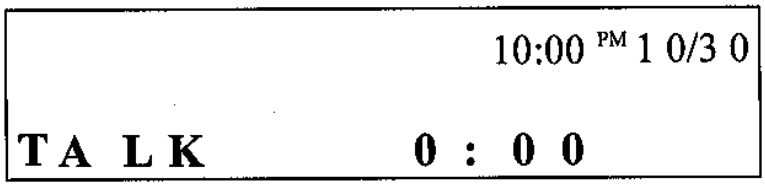
6.16. Dial Indirect Memory (TALK OFF)

6.16.1. Enter Memory Browser mode by pressing [MEM] button.
6.16.2. Press [*▲] or [#▼] button to select memory to which you want to redial.
6.16.3. Press [CALLS] button. The unit will enter TALK-ON mode automatically. The number will scroll across the screen from right to left-hand side as it is dialed.

Note: - Press [CH] button to return to Standby mode.
- Button idle for 20 seconds, handset will returns to Standby mode.

6.17. Dial Indirect Memory (TALK ON)

6.17.1. Press [TALK] button to enter TALK-ON mode. The display will show 'TALK 0:00'.

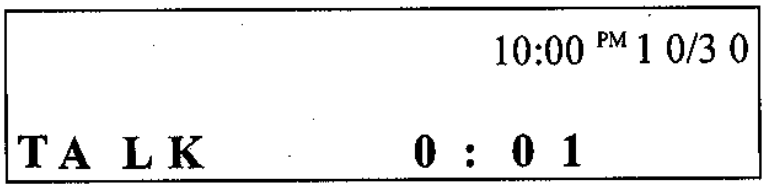


6.17.2. Press [MEM] button and then press digit button to dial the memory. The display will scroll across the screen from right to left-hand side as it is dialed.

6.17.3. If the memory is empty, error tone will be generated.

6.18. Call Timer

6.18.1. The call timer comes up automatically at the line seizes on TALK ON mode and shows on the 3rd line of the display. After 10 seconds the call timer will appear as dialing activities finishing.



6.18.2. The call timer counts up to 999 minutes and 59 seconds. After that, the timer will show '00:01'.

6.18.3. When handset goes back to TALK-OFF, the call timer will remain on the display for 5 seconds.

6.19. Battery/Voltage Low Detection

6.19.1. Battery detection will perform all the time except during charge mode.

6.19.2. If battery low condition is detected, the handset will enter battery low condition. The buzzer will beep for 10 seconds interval i.e. 400ms ON, 10sec OFF. Handset will enter to 'Halt' mode immediately. If the handset is in TALK mode, keeps beeping after TALK OFF. The display will show 'BATTERY LOW'.

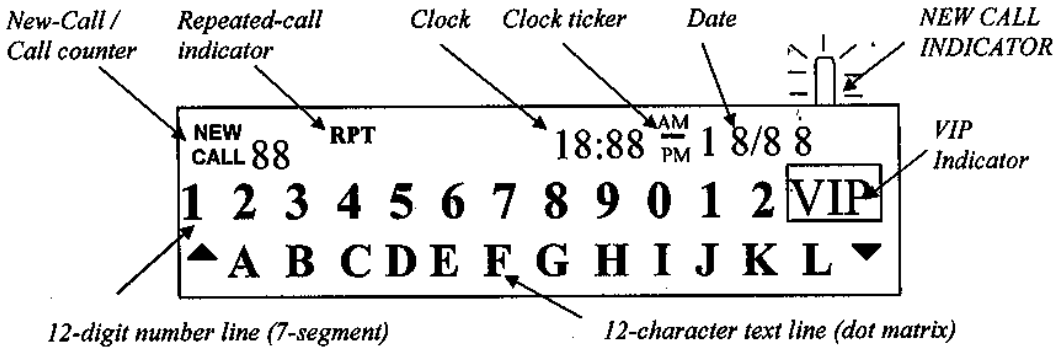
6.19.3. If battery low condition is restored, the handset needs to be placed onto the cradle to resume normal mode.

6.20. Volume Adjustment

While Talk mode, press # key can adjust the handset receiver volume. The LCD shows "VOL: LOW" for min volume; "VOL: MID" for mid one and "VOL: NORMAL" for normal one.

7. CALLER ID OPERATION (handset)

7.1. Display



Display	Descriptions	Remarks
12-character text line	For display of callers' name, system prompts (CID and phone), call timer, dial number.	Dot-matrix (5 x 5)
12-digit number line	1, Display caller number (CID), or 2, Display dialed digits (phone).	7-segment
New-call / Call counter	Shows the amount of calls / new calls in standby mode Exp: to show # of old calls: CALL 18 to show # of new calls: NEW CALL 9 (The numbers are displayed at the left hand side of the 12-digit number line)	CID only
Repeated-call icon	Lights on to indicate that the displayed call arrived more than once.	CID only
Clock	1, Shows the real time clock (AM/PM format), or, 2, the time stamp of a CID record.	
Clock ticker	Blinks when real time clock is being displayed. (Frequency: 0.5sec. On / 0.5 sec. off)	
Date	1, Shows the date (month/date format), or, 2, the date stamp of a CID record.	

7.2. CID Related Keys

CID buttons	Descriptions	Remarks
[DEL]	1) Erase a single CID record in CID browser. 2) Erase all CID records in stand-by.	
[#▼]	1) Scroll-down CID records.	
[*▲]	1) Scroll-up CID records.	
[Calls]	1) Redial CID number in CID browser.	

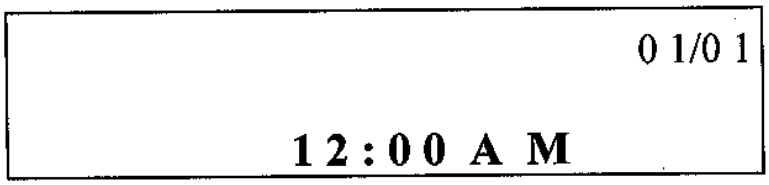
7.3. NEW CALL Indicator

A LED to indicate that there are new calls stored in memory. The duty cycle of the NEW CALL indicator is about 50ms on / 2950ms off

7.4. Standby Mode

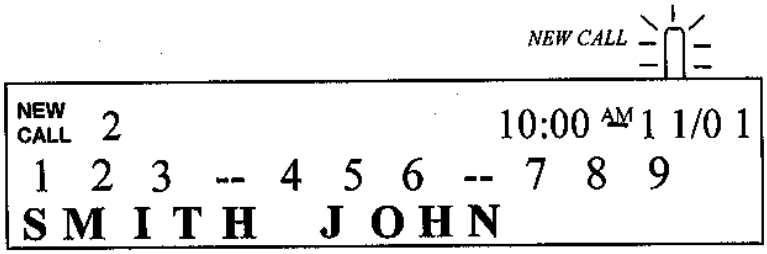
After power up, the handset should stay in Standby mode. The LCD will display the date/ time. The default is 12:00 AM, JAN/01.

Note: - If the clock of base unit has been set and that of handset has not, the clock of handset will be updated by base unit clock when they setup security code in RF linking.
- The clock of handset can also be updated by CID date/time

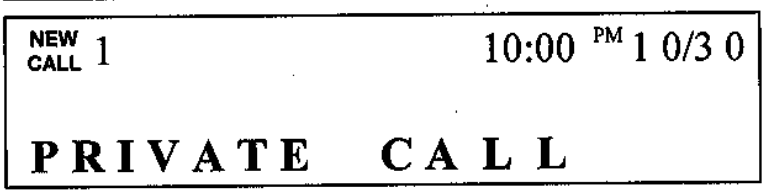


7.5. Receiving Calls

7.5.1. When Caller ID is activated, the Telephone Company sends the caller telephone number (and name, if available) and the call date and time between the first and second rings. The device receives and displays this information for each call and updates the display with the current date and time. The NEWCALL indicator will be flashed.



7.5.2. The display also indicates if caller information is not available or if the sender intentionally blocks the number.



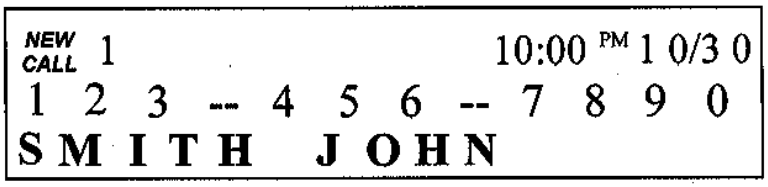
Note: - If the CID data has checksum error, the unit will ignore the CID.
- If the CID has wrong date/time or no date/time, the display will show "---ERROR---".

7.5.3. After 15 seconds, the display will return to standby mode and shows "NEW CALL XX" where XX is the number of new calls. NEW CALL LED blinks until the user retrieves all new messages.

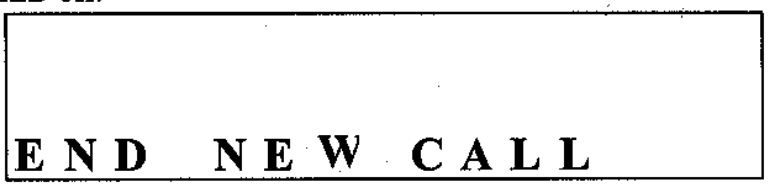
Note: If the received CID number is 10-digit long and the first three digits match with the area code set by user, the LCD shows the last 7 digits only (area code will be omitted).

7.6. Reviewing New Calls

7.6.1. In stand-by mode, NEW LED flashing, pressing [*▲] or [#▼] button, the LCD displays the last new call information.

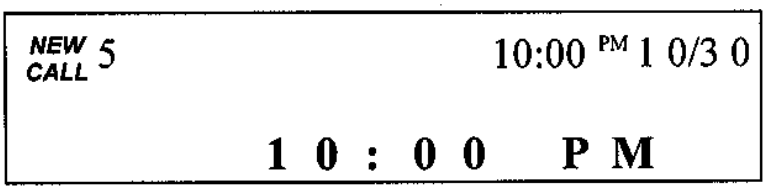


7.6.2. Repeatedly press [*▲] or [#▼] button to review all new call information in the order of receiving until the LCD displays "END NEW CALL" and the NEW LED off.



7.6.3. If the received call information is same as any of the existing new calls, the 'RPT' icon will be on to indicate REPEAT CALL. The most recently arrived CID will be saved attached with a new date / time stamp. The previously arrived record will be deleted. After you review this call, the "RPT" icon will be off.

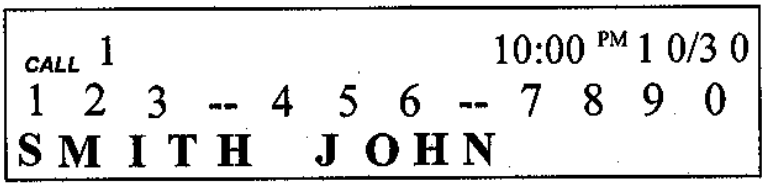
7.6.4. If not review over all new calls, after 20 seconds the Time of Day will display and the new call counter will show the total number of new calls including those already reviewed.



Note: - Press [CH] button to return to Standby mode.
- Button idle for 20 seconds, handset will returns to Standby mode.

7.7. Reviewing Old Calls

7.7.1. In stand-by mode, NEW LED is not flashing, pressing [*▲] or [#▼] button to review old call information from the oldest to the newest ([*▲]) or from the newest to oldest ([#▼]).



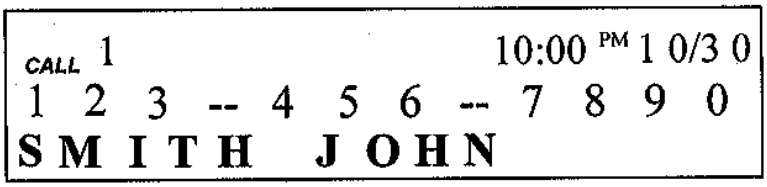
7.7.2. When finish reviewing all calls, the "-END-" is displayed.

7.7.3. If there is no calls, the display shows "-NO CALLS-"

Note: - Press [CH] button to return to Standby mode.
- Button idle for 20 seconds, handset will returns to Standby mode.

7.8. Delete Individual Call

7.8.1. When you review the call information, you can delete it from the display. Press [*▲] or [#▼] button until the call record you want to delete.



7.8.2. Press [DEL] button, the LCD display "ERASE ?".
7.8.3. Press [DEL] button again to confirm deletion.
7.8.4. If the deleted message is last one, it will go back to Standby mode.
7.8.5. VIP call can't be deleted.

Note: - Press [CH] button to return to Standby mode.
- Press any button to abort the deletion
- Button idle for 20 seconds, handset will returns to Standby mode.

7.9. Delete All Call

7.9.1. When the new call information has been reviewed, the all of old messages can be erased in one operation. If there are any new calls in call list, "Erase All" will not work.
7.9.2. Press and hold [DEL] button for 2 seconds in Standby mode. The LCD displays "ERASE ALL? ".

7.9.3. Press [DEL] button again to confirm deletion, and the handset returns to Standby mode.
7.9.4. VIP call can't be deleted.

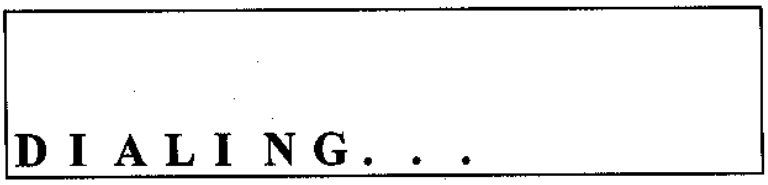
Note: - Press [CH] button to return to Standby mode.
- Press any button to abort the deletion
- Button idle for 20 seconds, handset will returns to Standby mode.

7.10. Caller ID Redial

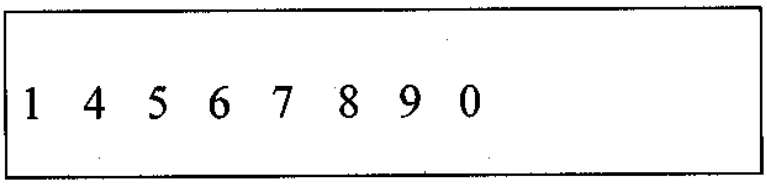
The unit allows user to redial a phone number stored in the Caller ID memory. If the local area code was programmed, only the 7-digit number will be displayed and dialed. If the area code is different than the one you have programmed, the full 10

digit number is displayed and a "1" will automatically be added to the dialing sequence. To skip the digit "1", press "Calls" button twice within 2 second to begin dialing out number.

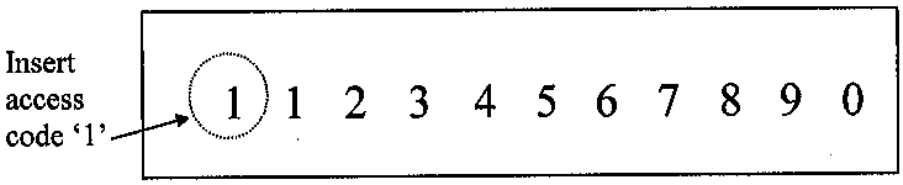
7.10.1. Press [*▲] or [#▼] button to select the Caller to which you want to dial.
7.10.2. Press [CALLS] button once. The display will show 'DIALING...'.



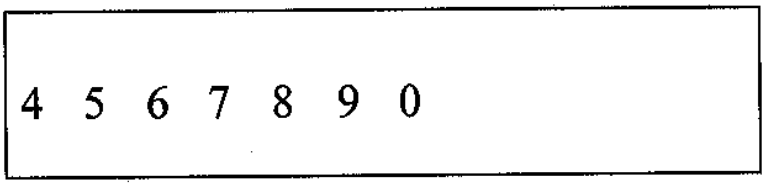
7.10.3. After 2 seconds of delay, the unit will enter TALK-ON mode automatically. Dialed digits shift to the display from left to right-hand side as line seize.



7.10.4. Note that if a CID number to be dialed is 10 digits long, an access code '1' will be automatically inserted before the 1st digit by press "call" button once. The insertion of such access code can nevertheless be suppressed by activating CID-redial function differently, i.e. by press & release "Calls" button twice within 2 seconds.



7.10.5. If a 10 digits long CID number (123-456-7890), the first 3 digits of the number matches local area code, the area code will be skipped and only the last 7 digits will be dialed out in the re-dialing.



7.10.6. It is also possible to insert an access code '1' in front of 7-digit numbers. Press and release CID "Calls" button twice within 2 seconds to do so.

Note: - Press [CH] button to return to Standby mode.
- Button idle for 20 seconds, handset will returns to Standby mode.

7.11. Set VIP Calls

The user can create VIP call records. When a VIP call is received, 4 beeps will be heard and VIP icon will be on after the ring. Besides, VIP call records can not be erased as common records.

7.11.1. Press [*▲] or [#▼] button to select the caller to which you want to assign a VIP.

7.11.2. Press and hold [CALLS] button for 2 seconds, the VIP icon is on. Then the call becomes VIP call.

7.11.3. Press and hold [CALLS] button for 2 seconds, the VIP icon will disappear. Then the VIP call becomes common call.

Note: - Press [CH] button to return to Standby mode.
- Button idle for 20 seconds, handset will returns to Standby mode.

7.12. Selecting System Language

Note: The Setup procedure is available for handset only. It can occur in this stage and also after handset power-up.

7.12.1. Press the [CH] key in Standby mode, the handset enters Setup mode.

7.12.2. Setup mode begins with language selection. The handset offers 3 languages - English, French and Spanish.

7.12.3. Press [*▲] or [#▼] keys to choose the desired language and then press the [MEM] key to confirm.

7.13. Setting Local Area Code

7.13.1. The next setting is to set local area code. 3 digits should be input from number pad. The three digits will be shift to left one by one.
E.g. Press digit [1], display " 001" → Press [2], display "012" → Press [3], display "123", Press [4] → display "234"

7.13.2. Press [MEM] key to confirm the setting.

7.14. Setting LCD Contrast

7.14.1. The next setting is to set the LCD contrast

7.14.2. Press [*▲] or [#▼] button to set the desired contrast.

7.14.3. Press [MEM] key to confirm. After confirmation, the handset returns to Standby.

Note: - Pressing [FLASH] button in Standby mode, handset can also start the LCD contrast setting.
- Press [CH] button in Setup mode, handset can return to Standby.

GH3062 Channel frequencies

CH.	BASE TX	H/S TX	CH.	BASE TX	HS/TX
1	2400.25	2470	21	2405.25	2475
2	2400.5	2470.25	22	2405.5	2475.25
3	2400.75	2470.5	23	2405.75	2475.5
4	2401	2470.75	24	2406	2475.75
5	2401.25	2471	25	2406.25	2476
6	2401.5	2471.25	26	2406.5	2476.25
7	2401.75	2471.5	27	2406.75	2476.5
8	2402	2471.75	28	2407	2476.75
9	2402.25	2472	29	2407.25	2477
10	2402.5	2472.25	30	2407.5	2477.25
11	2402.75	2472.5	31	2407.75	2477.5
12	2403	2472.75	32	2408	2477.75
13	2403.25	2473	33	2408.25	2478
14	2403.5	2473.25	34	2408.5	2478.25
15	2403.75	2473.5	35	2408.75	2478.5
16	2404	2473.75	36	2409	2478.75
17	2404.25	2474	37	2409.25	2479
18	2404.5	2474.25	38	2409.5	2479.25
19	2404.75	2474.5	39	2409.75	2479.5
20	2405	2474.75	40	2410	2479.75

TRANSLATION TABLE (RF handset)

	DESCRIPTION	ENGLISH	SPANISH	FRENCH
1	"Out of Area" call	OUT OF AREA	FUERA AREA	HORS ZONE
2	"Private" call	PRIVATE CALL	LLAM PRIVADA	APPEL PRIVE
3	End of call list	-- END --	-- FIN --	-- FIN --
4	End of new call list	END NEW CALL	FIN LLAM NVA	FIN D PPEL
5	Ask confirm erase single call	ERASE ?	BORRAR ?	EFFACE ?
6	Ask confirm erase all calls	ERASE ALL ?	BORRAR TODO?	EFFACE TOUS?
7	Date/time Error (note1)	-- ERROR --	-- ERROR --	-- ERREUR --
8	No FSK after ring	-NO CALLS-	NO LLAMADAS	AUCUN APPELS
9	Dialing	DIALING ...	MARCANDO	NUMEROTATION
10	Set language	SET LANGUAGE	---	---
11	Set Area Code	AREA CODE ?	COD AREA ?	INDICATIF ?
12	Contrast adjustment	CONTRAST ▲▼	CONTRASTE ▲▼	CONTRASTE ▲▼
13	Battery low indication	BATTERY LOW	BATERIA BAJA	BAT FAIBLE
14	Enter memory location	LOCATION ?	INTROD LUGAR	ENTRER SITUA
15	Memory 3 stored	MEM3 STORED	MEM3 GUARD	MEM3 GARDE
16	While Paging	PAGING	LOCALIZAR	PRE ENIR
17	While Ringing	RINGING	TIMBRAR	SONNER
18	While linking with Base unit	TALK	HABLAR	PARLER
19	Volume Selection	VOL: NORMAL	VOL: NORMAL	VOL: NORMAL
20	Volume Selection	VOL: MID	VOL: MEDIO	VOL: MOYEN
21	Volume Selection	VOL: HIGH	VOL: BAJO	VOL: BAS

Note1: This model should display nothing for checksum error.

Document history

Revision: 0	**Date :** 9/24/2003	**RELEASED TO :** ISO
Change Note	1st release	
Revision: 1	**Date :** 10/22/2003	**RELEASED TO :** ISO
Change Note	1. Add – Pressing and holding UP / DOWN will change the setting value continuously (§2.3, 2.4) 2. Change – Battery low detection is option function (§2.1.4, 4.1.4) 3. Change - Clock of base unit can be updated by CID (§2.2.1) 4. Correct – H/s clock will update b/s clock after RF Link (§2.2.1, 6.1.2) 5. Correct – freezing time (§6.4.2) 6. Correct – paging display on handset only (§6.5, 6.6) 7. Correct – the display of "O" /"P" calls (§7.5.2) 8. Correct – CID display duration is 15s (§7.5.3)	
Revision: 2	**Date :** 10/29/2003	**RELEASED TO :** ISO
Change Note	1. Delete – description about CID type II (§1.2) 2. Correct – base clock can be updated by handset clock (§2. 2. 1) 3. Change – Alarm on/off will not be changed after 20s timeout (§2.5.4) 4. Change – pressing [RADIO ON/OFF] can stop alarm and turn off radio (§2. 6. 7) 5. Add – handset clock can be updated by base unit or CID time (§7. 4)	

NOTE: THE MANUFACTURER IS NOT RESPONSIBLE FOR ANY RADIO OR TV INTERFERENCE CAUSED BY UNAUTHORIZED MODIFICATIONS TO THIS EQUIPMENT. SUCH MODIFICATIONS COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.