EXHIBIT C

User Manual

DBTEL CORDLESS TELEPHONE

CLT-909 / DB-8220
DETAIL PRODUCT DEFINITION

ISSUE 1.0

APPROVAL	CUSTOMER	DBTEL
Name		
Title		
Signature		
Date		

Revision History

Version	Date	Remarks
ISSUE 1.0	March 8, 1998	Status: Working Sample.

1. General Description

CLT-909 (DB-8220) is a Basic cordless telephone with 1 external line, and single handset embedded for the U.S. market, using DS/SST (Direct Sequence Spread Spectrum Technology) over 902 ~ 928 MHz. It is designed basing on the following standards:

(1) FCC Part 15.31, 15.207, 15.247
(2) FCC Part 68
(3) UL 1950
(4) RS 470B

1.1 Handset

1.1.1 Working condition:

(1) Temperature: 0°c ~ +55°c
(2) Humidity: 15 ~ 90%, Non-condensing

1.1.2 Key:

[1], [2], [3], [4], [5], [6], [7], [8], [9], [*], [0], [#], talk, mute, redial, flash, baby call, memory, volume up, volume down, totally 20 keys.

1.1.3 LED: Talk, low battery, and mute, totally 3 LED's.

1.1.4 Antenna: Rubber antenna.

1.1.5 Headset jack: Headset is not provided.

1.1.6 Switch: Ringer on/off.

1.2 Base station

1.2.1 Working condition:

(1) Temperature : +5°C ~ +45°C
(2) Humidity: 15 ~ 90%

1.2.2 Key:

Page button, 1 key only.

1.2.3 LED: In use, charge, spare battery, totally 3 LED's.

1.2.4 Telephone jack: RJ11, 6p2c15u".

1.2.5 DC power jack.

1.2.6 Switch: Tone/pulse switch.

1.2.7 **Spare battery compartment**: Spare battery is not provided.

1.2.8 **Antenna**: Rubber antenna.

1.3 Accessories

1.3.1 **Gift box**

1.3.2 **User's manual**

1.3.3 **Wall mount bracket**

1.3.4 **Battery**:

A pack of 3 AA size NiCd rechargeable battery with 600mAh.
Cycle life for 500~1000 charge/discharge cycles is expected.

1.3.5 **Adapter:**
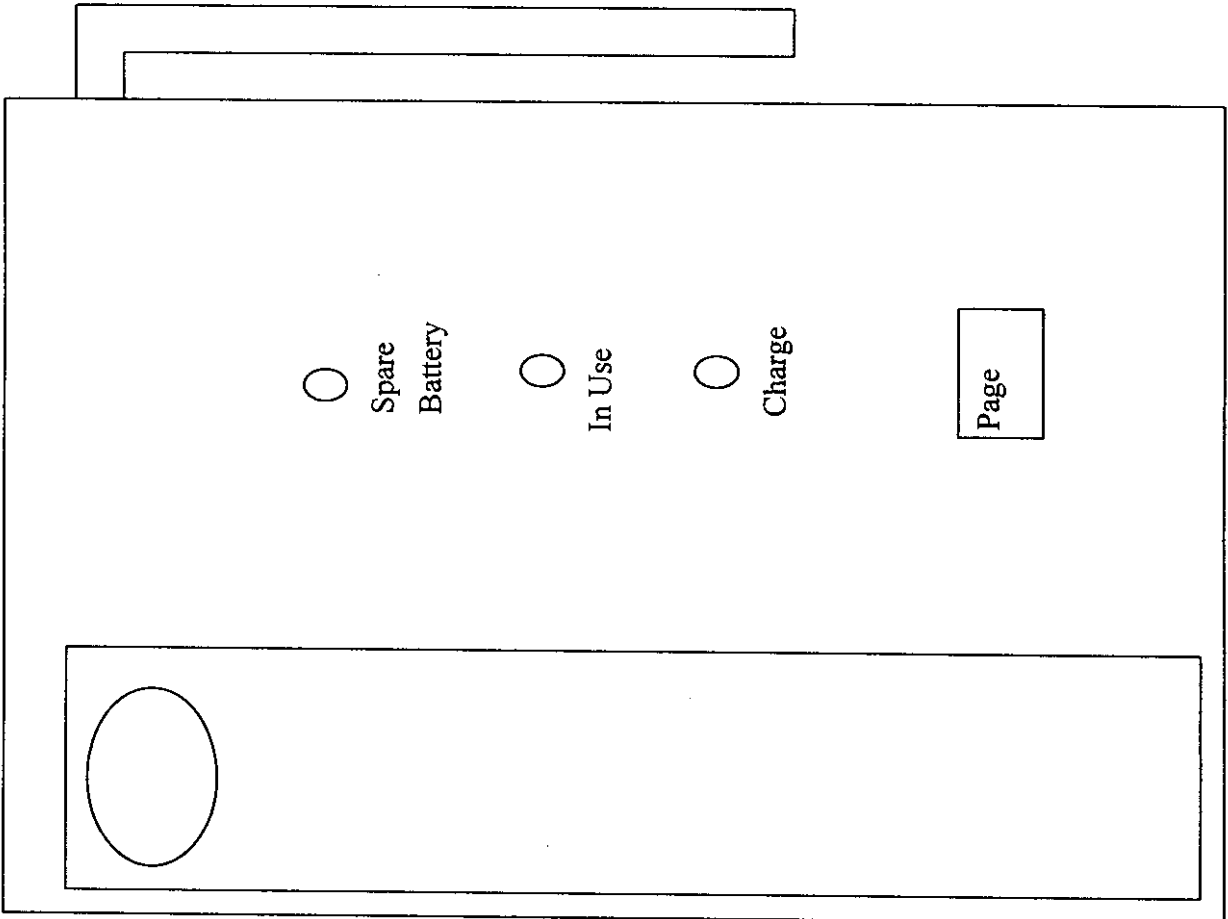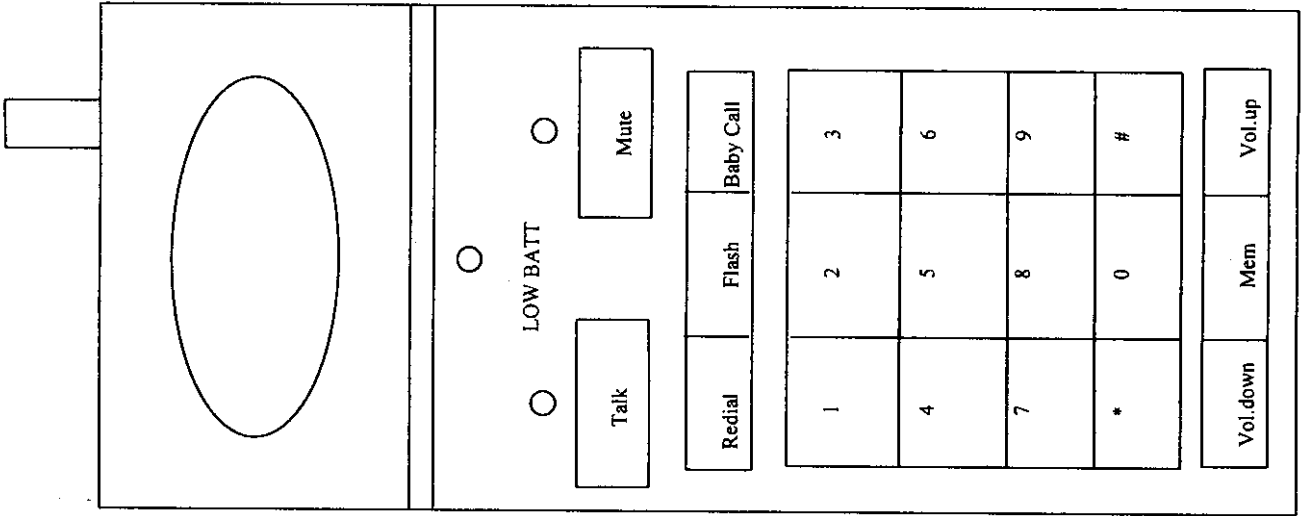
Input: 120VAC, 60Hz.
Output: 9VDC, 500mA.
Length: 180 cm.

1.3.6 **Telephone line:**

Long cord: 6p2c15u", 7 feet.
~~Short cord: 6p2c15u", 7 inches.~~

Mute

LOW BATT

Talk

Baby Call	Flash	Redial
3	2	1
6	5	4
9	8	7
#	0	*
Vol.up	Mem	Vol.down

Spare
Battery

In Use

Charge

Page

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2. Features

2.1 General

- Auto channel selection: 20 channels.
- Walk range: 1200 feet.
- Last number redial: up to 32 digits.
- Memory dial: 20 locations/ up to 16 digits.
- Mute.
- Auto on/off.
- Flash.
- Standby time (ringer on/ ringer off): 7 days/ 21 days.
- Continuous talk time: 4 hours.
- Low battery indication: warning tone and LED.
- Spare battery charger.
- Two-face charging.
- Belt clip capability.
- Headset compatibility.
- Hearing aid compatibility.
- Digital security codes: 16 million sets.
- Voice scrambling.
- Tone/pulse selectable.
- Temporary touch tone during pulse mode: initiated by [*] key.
- Ear piece/ ringer volume adjustable for handset: 4/2 steps
- Paging handset from base.
- Wall mountable.

3. Operation Manual

Making a Call

NOTE: Make sure the base antenna is fully upright.

1. Lift the handset and press $\boxed{\text{TALK}}$, the $\boxed{\text{TALK}}$ led on handset will light and simultaneously the IN USE LED on the base will flash.
2. When you hear a dial tone, dial the desired phone number.
3. If you misdial, simply press the $\boxed{\text{TALK}}$ button to disconnect the line. After waiting for a couple of seconds, press the $\boxed{\text{TALK}}$ button again to get a new dial tone.
4. To end a call, place the handset into the base or press $\boxed{\text{TALK}}$.

Receiving a Call

1. If the handset is out of cradle, press any button on the handset to answer the call. The IN USE led on the handset and the IN USE LED on the base will light accordingly.
2. If the handset is on the cradle, simply lift the handset without pressing any key to answer.

Memory Feature

You can store up to 20 numbers in memory, then dial a stored number by pressing a one-digit memory location number.

A. To Program a Number into Memory

1. Pick up the handset.
2. At standby mode, press and release $\boxed{\text{MEMORY}}$. The IN USE led will flash.
3. Enter telephone number (up to 16 digits). If you accidentally press a 17th digit, or if you pause more than 30 seconds while programming, an error tone will sound and you will have to reprogram the number.
4. Press and release $\boxed{\text{MEMORY}}$ button again, then a two-digit number (1-20) for the memory location where the number is to be stored.

You will hear a beep that confirms the number was stored properly and the IN USE LED will stop blinking.

Repeat the above steps to program another telephone number, assigning each phone number to a different number location.

B. To Dial a Number Stored in Memory

1. Pick up the handset.
2. Press the $\boxed{\text{TALK}}$ button. The IN USE LED on the handset will be lit.
3. Press $\boxed{\text{MEMORY}}$.
4. Press assigned number button from 1 to 20. The number you have stored will be dialed automatically.

C. To Change a Stored Phone Number

1. Pick up the handset.
2. Press MEMORY button at standby mode, the IN USE LED will flash.
3. Dial a desired new telephone number.
4. Press MEMORY button again, then a number button for the memory location (from 1 to 20) where the new phone number is to be stored.

You will hear a beep confirming the new phone number has been stored.

Baby call

A. To Store the Baby Call Number

1. Pick up the handset.
2. At standby mode, press and release MEMORY. The IN USE led will flash.
3. Enter telephone number (up to 16 digits). If you accidentally press a 17th digit, or if you pause more than 30 seconds while programming, an error tone will sound and you will have to reprogram the number.
4. Press and release MEMORY button again, and then BABY CALL button where the number is to be stored.

You will hear a beep that confirms the number was stored properly and the IN USE LED will stop blinking.

B. To dial the Baby Call Number

1. Pick up the handset.
2. Press BABY CALL button. The BABY CALL number you have stored will be dialed automatically.

C. To Change the Baby Call Number

1. Pick up the handset.
2. Press MEMORY button at standby mode, the IN USE LED will flash.
3. Dial a desired new telephone number.
4. Press MEMORY button again, then the BABY CALL button.

You will hear a beep confirming the new phone number has been stored.

Pause

In some circumstance, you need to store a pause when you registering a telephone number in memory. To do so, press REDIAL to enter a 2-second pause.

NOTE: Each pause you store is counted as a digit. You can store up to 16 digits in each memory location.

Last Number Redial

Whenever you make a telephone call, this unit will automatically store the number (up to 32 digits) you just dialed in its memory.

1. Press TALK, and wait for the TALK light to go on. .
2. When you hear a dial tone, press REDIAL instead of entering the telephone number when you want to redial.

The previous number stored in memory will be replaced by a new one whenever you dial a new number.

Flash

Press FLASH to activate custom-calling service such as Call Waiting or 3-way Calling. You may have to press other buttons before or after FLASH as explained in custom-calling instructions provided by your local telephone service company.

Temporary Tone

In pulse-dialing mode, you can access bank facilities, telephone answering machines, etc., by simply pressing * key to get into the tone mode temporary. This phone will automatically return to dial pulse (rotary) dialing when you end the call.

Volume Controls

Follow the instructions below to set the handset volume and/or ringer control:

A. Handset Volume Control

Press the VOL. UP / VOL. DOWN buttons on the handset to adjust the handset volume toward a more comfortable listening level. This will not effect what the other party is hearing.

B. Ringer On/Off Control

You can turn the ringer on the handset on or off. Set RINGER on the side of the handset to the position you want.

Page & Handset Locator

The page feature allows you to signal someone at the handset from the base.
♦ Make sure the handset in use light is not lit on the base.
♦ Press the PAGE button on the base. A 2-part paging tone will sound at the handset.
NOTE: The handset ringer switch must be set to ON to operate the page feature.

To cancel the page function:
1. Press the PAGE button on the base.
2. Press the TALD button on the handset.

LED Indications

A. Handset:

1. TALK LED
   ON: Talk mode
   OFF: Standby mode

FLASHING: Memory/incoming call

2. BATT LOW LED
   FLASHING: Battery is low

3. MUTE LED
   ON: Mute
   FLASHING: Out of range

B. Base Unit:

1. CHARGE LED:
   ON: Handset in charge mode

2. IN USE LED:
   OFF: Standby mode
   FLASHING: Phone ring / Phone on

3. SPARE BATTERY:
   ON: Spare battery charger in use
   OFF: No spare battery is charging

INFORMATION TO THE USER
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This device complies with part 15 of the FCC Rules.
Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device. Pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception. Which can be determined by turning the equipment off and on the user is encouraged to try to correct the interference by one or more of the following measures:

　　--Reorient or relocate the receiving antenna.

　　--Increase the separation between the equipment and receiver.

　　--Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

　　__Consult the dealer or an experienced radio/TV technician for help.

This booklet is available from the US government Printing Office *washington, DC 20402, Stock NC. 004-000-00345-4.

CAUTION: Any changes of modifications not expressly approved by the grantee of this device could void the users authority to operate the equipment.

Cordless telephones operate at frequencies that may cause interference to nearby TVs and VCRs;to minimize or prevent such interference,the base of the cordless telephone should not be placed near of a TV or VCR; and, if interference is experienced,moving the cordless telephone further away from the TV or VCR will often reduce or eliminate the interference.