HEADSET Jack-

Allows you to add a headset to the handset (not included, but available by order.)

HEAD SET
JACK AVAILABLE
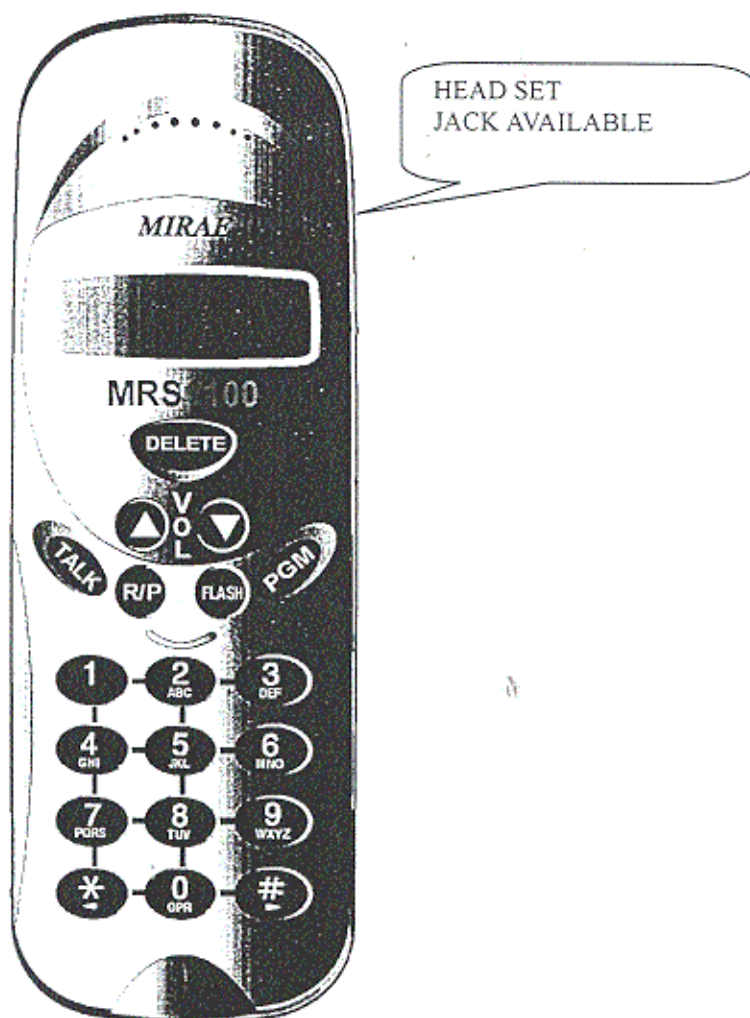
SETTING UP YOUR PHONE

Now that you've checked the contents of the carton, it only takes a few steps
to set up your phone.

STEP   1.   CHOOSE A CENTRAL LOCATION FOR THE BASE UNIT

The base should be away from all other electronic equipment such as a personal computer,
microwave, stereo ,or television. It is also a good idea to place the unit away from
noisy areas, or from heat sources such as a radiator or direct sunlight.

STEP   2.   PLUG IN CORDS

You can set your MRS1100 telephone on a tabletop.
When on a tabletop, you can place the handset with the keys facing forward
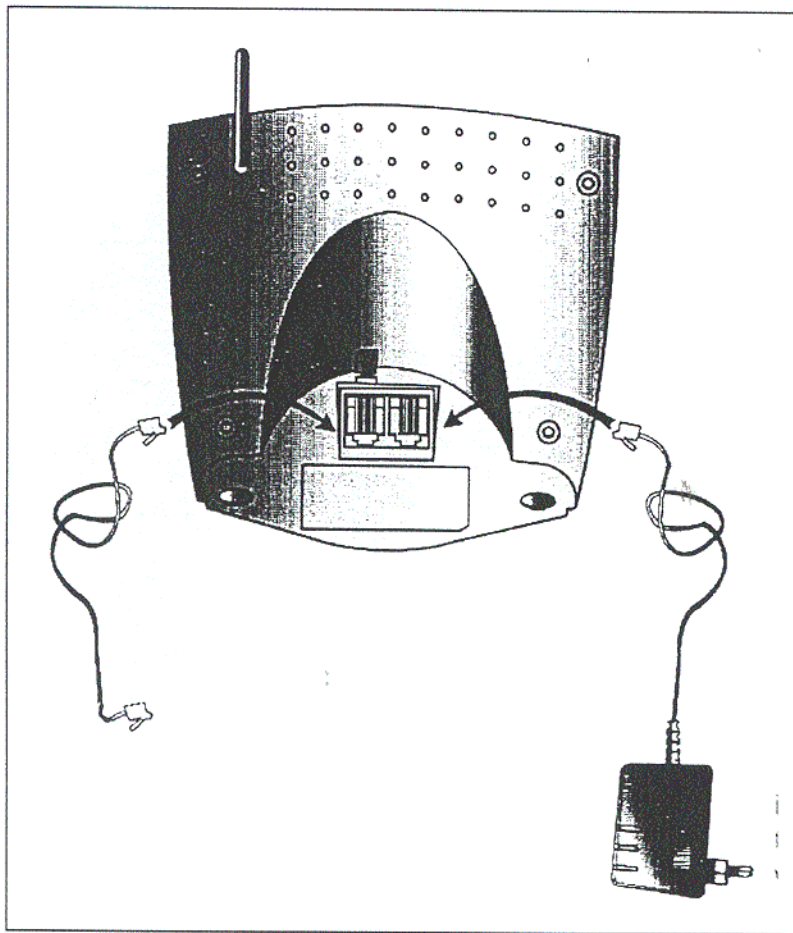
To use on a tabletop or desk:

1.   Take the long telephone line cord that comes with the phone and plug one end into the
     labeled TEL-LINE
2.   Thread the long line cord through the channel in the housing to secure the cord.
3.   Take the remaining end and plug it into the wall jack.
4.   Plug the adapter tips into the adapter jack. Be sure that the tip is all the way into the jack.
5.   Thread the adapter cord through the channel on the left-hand side of the bracl

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STEP   3.   PLUG IN THE ADAPTER

Plug the adapter into an electrical outlet. Without AC power, your phone does not operate.

STEP   4.   ADD THE BATTERY TO THE HANDSET

Use this procedure to install or to replace a "dead" battery.

⚠ CAUTION

Use only Ni-MH AAA   3.6V 550mAH battery in the phone.

1. Press down on the battery cover and slide
    the battery cover down to expose the
    battery well.

2. Locate the battery connectors inside the
    battery well.
    If you are replacing a dead battery, remove
    the old battery by pulling firmly on the
    battery cords.
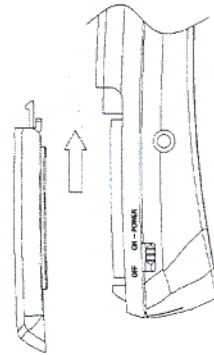
Battery Replacement

3. Insert the battery.   It is polarized and only insert in one direction.

4. Place the battery in the battery well.

5. Replace the battery door.

STEP   5.   TURN THE HANDSET ON

You **MUST** install the battery on the handset to turn on and use your phone.

1. Check the power is on and appears on the display

2. You'll hear the handset's ready tones

STEP   6.   CHARGE THE HANDSET

Before you use the phone for the first time, you need to charge the battery
for at least 6 hours.

Place the handset in the base of the phone.   The charge light the base then comes on.
And then you will see the following display.

❍   How many total calls you have.

❍   How many new calls you have since you
    last reviewed your calls.
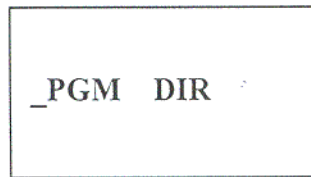
ALL 23   NEW 03

Whenever you need to charge your handset, you will see the " BATT" icon display at the st-by mode and
you will hear short beeps and see the "BATT" icon display message while in use.

Press **TALK** and listen for dial tone to test for a fully charged handset.

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STEP 7. Beginning the programming Sequence

Most of the programming options appear in one screens.

Press **PGM** key, " **PGM, DIR** " appears on the screen.

```
┌─────────────────────────┐
│                         │
│                         │
│  _PGM   DIR             │
│                         │
│                         │
└─────────────────────────┘
```
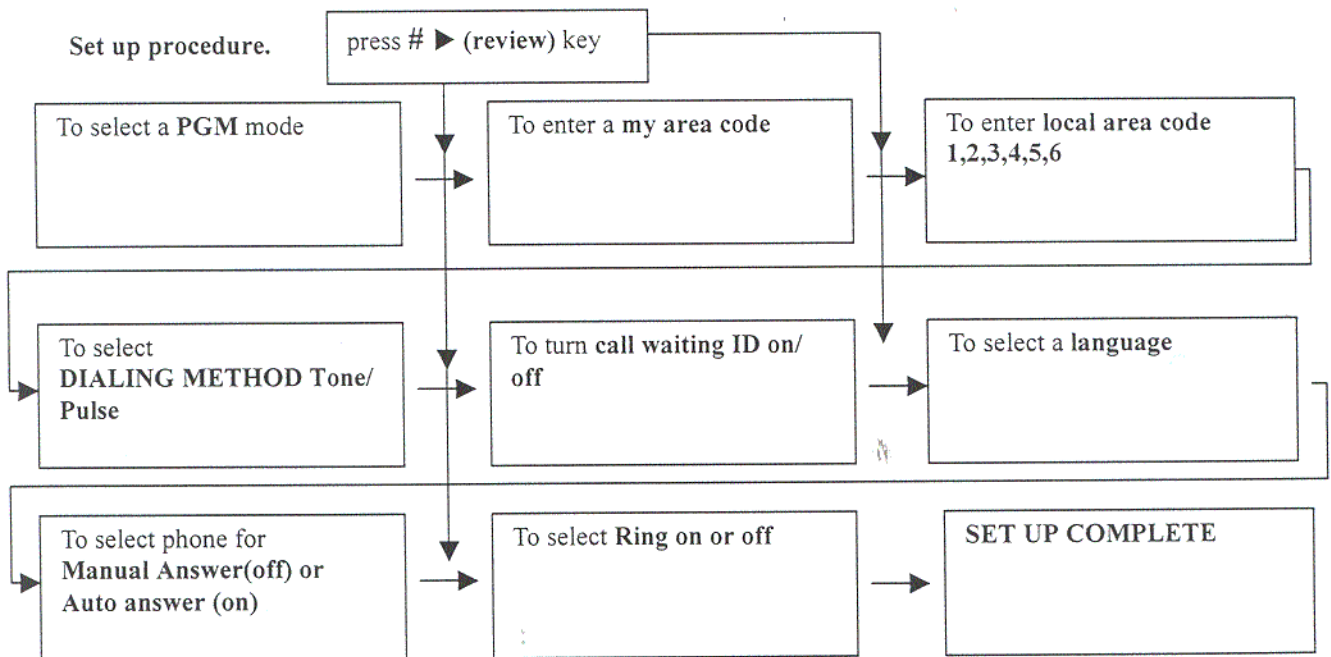
When you make a selection, the check mark, "_" moves to the selection you have made to use ▲ (VOL) ▼ key.

If you make a selection a DIR mode, please see *using speed dialing or creating a speed dialing on page 13*.

After making a selection a PGM mode, press # ▶ (review) key, the next programming screen appears.

If you make a mistake, press ✳◀ (review) key to go back to the previous prompt or start the programming

sequence again.

To **begin the programming sequence**, press **PGM** key and then press # ▶ (review) key.

Set up procedure.	press # ▶ (review) key	
To select a **PGM** mode	To enter a **my area code**	To enter **local area code** 1,2,3,4,5,6
To select **DIALING METHOD Tone/ Pulse**	To turn **call waiting ID on/ off**	To select a **language**
To select phone for **Manual Answer(off) or Auto answer (on)**	To select **Ring on or off**	**SET UP COMPLETE**

STEP 8. Setting area codes

Many regions are changing how customers use their area codes. In order to dial from your call records,

the MRS1100 needs to distinguish between local and long distance numbers.

■ If your region has seven digit dialing (you don't need to dial your area code when

making a local call), enter **your local area code** as described in to set your local

area code below.

■ If your region requires that you always dial ten digits when making local calls,

also follow the procedure under to set **other local area codes**.

If you are unsure on how your region works, please contact your local telephone

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TO ENTER AN AREA CODE, use the keypad.

If you make a mistake, press "**DELETE**" key , retype the area code.

8-1 To set your local area code

If you set your area code, the MRS1100 telephone removes the area code from a call
record within your own area.   You need to program the code in order to dial with call records.

1.   Press   " **PGM** " key

2.   Press   (review) ▶# key.

    The my area code screen displays.

```
+------------------------+
|                        |
|   MY AREA CODE         |
|                        |
|   _                    |
+------------------------+
```

3.   Press ▲ (**VOL**) ▼ key to enter your area code.

    The cursor appears on the display as you press the dial keys.

    If you make a mistake, press "**DELETE**" key, and reenter the area code.

8-2 To set other local area codes

These are area codes also allow the MRS1100 to distinguish between local and long-distance calls.

If you live in an area where you dial ten digits for telephone numbers in other local area codes (without

dialing a "1"), you can program your other local area codes in this section.

After enter your area code, you can enter up to six other local area codes.

1.   Press   "**PGM**" key and . Press (**review**) ▶# key twice to skip a **MY AREA CODE.**

```
+------------------------+      +------------------------+
|                        |      |                        |
|  LOCAL AREA 1          |      |  LOCAL AREA 2          |
|                        |      |                        |
|  _                     |      |  _                     |
+------------------------+      +------------------------+

+------------------------+      +------------------------+
|                        |      |                        |
|  LOCAL AREA 3          |      |  LOCAL AREA 4          |
|                        |      |                        |
|  _                     |      |  _                     |
+------------------------+      +------------------------+

+------------------------+      +------------------------+
|                        |      |                        |
|  LOCAL AREA 5          |      |  LOCAL AREA 6          |
|                        |      |                        |
|  _                     |      |  _                     |
+------------------------+      +------------------------+
```

2.   Press (**review**) ▶# key.   The local area 1 screen displays.

    Press (**review**) ▶# key again.   The local area 2 screen displays.

    Press (**review**) ▶# key again.   The local area 3 screen displays.

    Press (**review**) ▶# key again.   The local area 4 screen displays.

    Press (**review**) ▶# key again.   The local area 5 screen displays.

    Press (**review**) ▶# key again.   The local area 6 screen display

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