Cordless Key Telephone

MODEL : CKTU

LG Information & Communications, Ltd.

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The Wanderer

The ***Wanderer*™** is a light-weight, 900-MHz, 40-channel, analog cordless handset for use with your digital key telephone. With a range of 40 to 100 feet and a talk time of 4 hours, it provides **mobility** not available with a wired telephone. Take the Wanderer to a nearby office, a meeting, a conference room or to check inventory... you will still be available through your extension!

Installation

Hardware

Wanderer hardware includes a handset, charging base, power adaptor and modular cable.

Handset

- ❖ Ten feature buttons including Conference, Feature (programmable), Flash, Hold, Mute, ON/OFF, Speed, Transfer, Volume Down and Volume Up
- ❖ 12-button dial pad

- LCD display (2 lines, 12 characters) which displays extension number or status
- Antenna
- Power switch (located on bottom on handset)
- Headset jack
- Hearing-aid compatible receiver

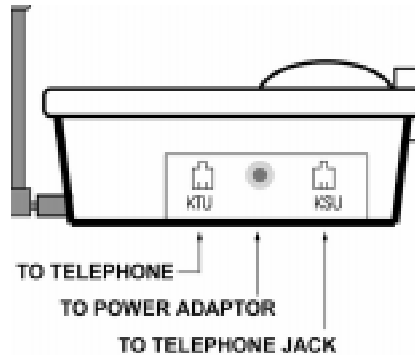## *Charging base*

- RF and voice path circuitry
- Pager Call to locate handset
- LED indicators for Power, Talk, Call and Charger

POWER TALK CALL CHARGER

PAGER CALL

Installing Your New Wanderer

1   Open the box and remove all the contents. The contents consist of the following items:

- Handset
- Desktop charging base
- Power adaptor
- Modular cable

2   Unplug the cable from your existing wired telephone.   Plug this cable into the charger base jack labeled KSU.

KTU   KSU

TO TELEPHONE
TO POWER ADAPTOR
TO TELEPHONE JACK

3   Plug the modular cable supplied with your new Wanderer into the charging base jack labeled KTU. Plug the other end of this cable into your existing wired telephone.

> *Use only the modular cable supplied with your Wanderer to connect the charging base to the existing wired telephone.*

4   Plug the power adaptor into a nearby wall outlet. Plug the other end into the charging base where it is labeled *DC IN 12V*.

5   Turn the switch on the bottom of the Wanderer to the ON position and place the handset in the charging base.

6   Charge your new Wanderer for 12-14 hours.

> *The charger base and handset are a matched set. Other handsets will not operate with your new Wanderer charging base.*

Activating Your New Wanderer

From your Wanderer, perform the following steps:

1   Press [HOLD].

2   Using the Wanderer dial pad, enter a station or intercom number (you may enter up to 4 random digits, but it is recommended that you use the same number as your intercom or extension).

3   Press [HOLD].

Your telephone must now be assigned to the CKTU mode. From your telephone, perform the following steps:

Display telephone

1   Dial [6] + [4] + [8] on the dial pad.

2   Press [✱] repeatedly until *CKTU* appears on the display.

3   Press [HOLD] to save.

Non-display telephone

◆   See your System Administrator.

Using Your New Wanderer

Answering incoming calls

When your Wanderer rings, the LCD indicates ***Ringing***.

1. If the handset is in the charging base and ringing, simply remove it to answer the call. You do not need to press [ON/OFF].
    or
    If you are carrying the handset, press [ON/OFF] to answer the incoming call.
2. Press [ON/OFF] to end the call.

> **The wired telephone may ring 1-2 times before the Wanderer rings. This is normal operation.**

Placing outgoing calls

Intercom Calls

1. Remove the Wanderer from the charger base and press [ON/OFF] to access intercom dial tone.
2. Dial the intercom number.
3. Press [ON/OFF] to end call.

Outside Calls

1. Remove the Wanderer from the charger base and press [ON/OFF] to access a dial tone.
2. Dial 9 to access an outside line dial tone.
3. Dial desired phone number.
4. Press [ON/OFF] to end call.

Conditions

◆ If multiple lines are ringing, the oldest ringing line is answered first.

◆ Outside line calls have priority over intercom calls.

◆ If [ON/OFF] is pressed during a call, that call is terminated.

❖   The Wanderer does NOT make an audible ring if it is in the charging base, or if it is out of the charging base and turned OFF.

❖   Both the telephone and the Wanderer make audible rings if the cordless handset is not in the charging base and is turned ON.

❖   Only one call may be placed on hold at a time on the Wanderer.

❖   Calls may not be placed from your cordless handset while the telephone is active. *Base Busy* appears on the LCD.

Multiple charging units must be placed at least 10 feet apart to avoid RF data interference. See FAQ.

Database information for the System Administrator

To assign the feature button, perform the following steps:

1   Enter the program mode.
2   Go to FLASH 50, Page B, Button 17.
3   Enter a 2-digit number 00-24 (00=disable, 01-24=flexible button 1-24).
4   Press [HOLD].

Battery

Talk time

The length of time you may talk on your Wanderer before it is necessary to recharge it is approximately **4 hours**.

Standby time

The length of time your Wanderer may be idle and out of its base before it is necessary to recharge it is approximately **40 hours**.

Low battery indication

The LCD on the Wanderer indicates a low battery condition when the battery charge falls below 25%.

LOW BATTERY

The Wanderer speaker emits an audible tone at 30-second intervals until it is returned to the charging base. When a low battery condition occurs, as indicated by the LCD, the handset should be charged for **at least 8 hours**.

Button Features

The function of each of the Wanderer's 10 feature buttons -- Conference, Feature (programmable), Flash, Hold, Mute, ON/OFF, Speed, Transfer, Volume Down and Volume Up -- is described as follows:

Conference Button

A conference call supporting up to 8 parties can be initiated from the Wanderer:

1. While on a call, press [CONF] to place the party on hold. Listen for a dial tone.
2. To add outside parties to a conference call, dial [9] + telephone number.
   or
   To add internal parties to a conference call, dial the extension number.
3. When the party answers, press [CONF] to place the party on hold.
4. To add additional parties to the conference call, repeat steps 1 through 3 until all appropriate parties are on hold.
5. Press [CONF] + [CONF] to connect all parties together.

Conditions

◆ The Wanderer is limited by the number of line appearances on the telephone.

◆ Parties may be dropped from the conference call through the telephone only. Parties may not be dropped from your Wanderer.

Feature Button

The Feature Button (FEAT) on the Wanderer may be assigned to function as any one of the 24 flexible buttons on your telephone. To program the FEAT button on the Wanderer:

1   Press [ON/OFF].
2   Press [SPEED] + [SPEED].
3   Press [FEAT].
4   Press the desired flexible button on the telephone.
5   Press [SPEED]. Listen for confirmation tone.
6   Press [ON/OFF].

> *Desired feature must be programmed as a button on the telephone prior to activating the FEAT button on the Wanderer.*

Conditions

◆ The default assignment is NONE.

◆ Not all features may be assigned to the FEAT button on the Wanderer (Answering Machine Emulation, Call Screening, Supervisor Monitor Barge-In, etc.).

Flash Button

The Flash Button can be used to:

◆ Terminate a call and place a new call.

◆ Activate certain features provided by your telephone company.

Conditions

- The Flash feature may be stored as part of a Speed Dial number.
- Pressing [FLASH] while connected to intercom dial tone reinitiates the intercom dial tone.
- Pressing [FLASH] while on an outside call terminates the call and restores dial tone.
- Pressing [FLASH] during an intercom call or page announcement will not terminate the intercom call or page announcement.

Hold Button

This feature enables you to place a call on hold while on your Wanderer.

To place or retrieve a call on hold

1. While on an outside line call, press [HOLD] to place the call on hold.
2. Press [HOLD] again to retrieve the call.

To place an outside call while on hold

1. Press [HOLD].
2. Press [ON/OFF] to enter idle mode.
3. Press [ON/OFF] again, listen for dial tone. Place the outside call.
4. Press [ON/OFF] to end the call and enter idle mode.
5. Press [HOLD] to retrieve the call on hold.

To switch calls from the Wanderer to the telephone

1. Press [HOLD] to place the call on hold.
2. Press [ON/OFF].
3. Pick up the call by pressing the flashing, outside line, loop or intercom button on the telephone.

To switch calls from the telephone to the Wanderer

1   Place the call on hold at the telephone. Make sure the [ON/OFF] button is not lighted and the handset is in the cradle.

2   Press [ON/OFF] on the Wanderer.

3   Press [HOLD] to pick up the call on the Wanderer.

To process multiple calls from your Wanderer

1   Press [HOLD] to place your call on hold. An intercom dial tone is heard.

2   Dial an intercom number or a trunk group access number to be connected to a second call.

3   If [HOLD] is pressed while on the second call, the Hold Button is ignored.

Conditions

◆   Only one call at a time may be placed on hold.

◆   If multiple calls are on hold at the telephone, the Wanderer retrieves the last call put on hold.

◆   Intercom calls may be placed on hold or retrieved provided there are intercom flexible buttons assigned on the telephone.

Mute Button

The Mute Button may be pressed during a conversation to disable the Wanderer microphone. This feature is useful in noisy environments, or when a brief period of private side conversation is desired.

While on an intercom or outside line call:

1   Press [MUTE] to disable the microphone.

2   Press [MUTE] again to enable the microphone.

The LCD indicates *Mute* while the mute function is active.

ON/OFF Button

Use the ON/OFF Button on your Wanderer to answer calls and place calls.
The handset must be turned ON and removed from the charger base. To
activate the handset, press [ON/OFF]. The LCD displays *Search...* Once
the base is located, the display indicates *Talk*. If your Wanderer is unable
to locate the base, 3 short beeps are heard.

> **The Wanderer handset must be within 40-
> 100 feet of the charging base to function
> normally.**

Speed Button

You may assign up to 20 shared (same as telephone) Speed Dial numbers
on your Wanderer to provide speedy access to frequently-used telephone
numbers.

To program a speed dial number

1   Press [ON/OFF].
2   Press [SPEED].
3   Enter the Bin Number (00-19).
4   Dial the telephone number to be stored.
5   Press [SPEED] then [ON/OFF].

To dial a speed dial number

1   Press [ON/OFF].
2   Press [SPEED].
3   Enter the two-digit Bin Number (00-19).

To clear a speed dial number

1   Press [ON/OFF].
2   Press [SPEED] + [SPEED].
3   Enter Bin Number (00-19).

4   Press [SPEED].

5   Press [ON/OFF].

Conditions

◆   A Speed Dial number bin can contain 24 digits including:

  Pause - Press [HOLD]

  Pulse to DTMF switchover - Press [TRANS]

  FLASH commands - Press [FLASH]

  Display Security (conceals dialed numbers on LCD) - Press [TRANS] as the first digit in the bin

◆   If all outside lines are busy when you dial a Speed Dial Number, a busy tone is heard.

◆   Speed Dial Numbers are protected by Battery Backup Memory.

◆   Speed Dial bins access outside lines only and cannot be programmed to access internal numbers.

Transfer Button

External and internal calls may be quickly transferred to idle or busy stations by performing the following steps:

Screened transfer

While on a call:

1   Press [TRANS] + station number.

2   When call is answered, announce the transfer.

3   Press [ON/OFF] to complete the transfer.

Unscreened transfer

While on a call:

1   Press [TRANS] + station number

2   Press [ON/OFF] to complete the transfer.

Volume Buttons

Voice receive volume

To adjust the voice receive volume while on an intercom or outside line call:

1   Press [VOL UP] to increase volume.
2   Press [VOL DOWN] to decrease volume.

Ring volume

To adjust the ring volume while in idle mode:

1   Press [VOL UP] to increase volume.
2   Press [VOL DOWN] to decrease volume.

Conditions

❖   Receive volume and ring volume have 2 positions: *High and Low.*

Other Features and Functions

Pager Call

The Pager Call button is located on the charger base and is used to locate the Wanderer handset.

1   Press [Pager Call] on the charger base. The base sends sends a stuttered tone burst to the handset for 30 seconds, and the LCD on the handset indicates *Paging Call*. Repeat as necessary until your Wanderer is located.
2   Press [ON/OFF] on the handset to stop the ringing.

Conditions

❖   When the Pager Call button is activated, the Call LED pulses.

Redial

To redial an outside call, perform the following step:

1   Press [SPEED] + [#].

For added security, only [#] is displayed on the LCD.

Ringing

The audible ring signal on the Wanderer can identify the type of incoming call as internal or external.

Internal Ring Signal	External Ring Signal
Single ring - repeated	*Double ring - repeated*

Conditions

◆   The telephone associated with the Wanderer may ring 1 or 2 times before the Wanderer rings. This is considered normal operation.

◆   A screened transfer call rings as an internal call until the supervising party hangs up, at which time it changes to an external signal.

LCD Display

Each mode or status description is followed by the appropriate LCD display:

◆   Internal Call Ring - *Ringing*
◆   External Call Ring - *Ringing*
◆   Talking - *Talk*
◆   Call Muted - *Mute*
◆   Telephone in Use - *Base Busy*
◆   Conference Call - *Conference*
◆   Call on Hold - *Holding*

- ◆ Feature Button - *Feature*
- ◆ Transfer Call Ring - *Ringing*

LED Indicators

The LED indicators on the charging base function as follows:

- ◆ Power - lights when the base is properly plugged in
- ◆ Talk - lights during an active call
- ◆ Call - pulses when the Pager Call button is activated
- ◆ Charger - lights when the handset is resting properly in the base

Frequently Asked Questions

Questions	Answers
Why can't I initiate a conference call?	Contact your System Administrator to confirm the conference feature is enabled.
Sometimes I can't make a call from my Wanderer. When I press the ON/OFF button to make a call, the LCD indicates Searching, beeps 3 times and then displays my Station Number.	This means the Wanderer cannot locate its charging base for one of the following reasons: ◆ Out of range ◆ Charging base power unplugged ◆ Incoming call
My Wanderer no longer rings when it is out of the charging base.	There are several reasons why the Wanderer may have stopped ringing. ◆ The handset may be out of range or turned OFF. ◆ Check H-T-P settings on the wired telephone for Hands-Free mode. The telephone must be in Tone Mode for the Wanderer to ring. ◆ If distinctive ringing on the wired telephone is set to Type 36 (no ring), Wanderer LCD displays ringing, but no tone is heard.
When I try to assign my display telephone to the CKTU mode, **CKTU does not appear in the Wanderer display.**	Confirm software version. Version 1.34 or later must be installed to enable CKTU mode and use the Wanderer.

Questions	Answers
When we attempt to place calls from our Wanderers, we hear loud chattering (like a motor boat) or sometimes a steady hum. Our office has two Wanderers whose bases are located on either side of a cubical wall.	There is frequency interference for one of the following reasons: ◆ The charging bases are located too close together. Move the bases at least 10 feet apart. ◆ The handsets and charging bases are mismatched. Make sure each handset is communicating with its own base. Check for matching serial numbers. To confirm serial numbers on the base, look on the bottom of charging base. To confirm serial numbers on the handset, perform the following steps: 1 Turn handset OFF at bottom of unit. 2 Hold down numbers [3] + [6] + [9] simultaneously and turn power ON. 3 Release buttons to enter CKTU test mode. 4 Press [3]. 5 Note serial number on LCD.