



MODEL: PM3375

**2.4 GHz Digital Spread Spectrum Technology
Cordless Caller ID Telephone with
Answering System**

INSTALLATION AND OPERATING GUIDE

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Important Safety Instructions

To reduce the risk of fire, electric shock and/or injury, always follow these basic safety precautions when using your cordless telephone equipment.

1. Read and understand all instructions.
2. Follow all warnings and instructions marked on the telephone.
3. Do not use this telephone near a bathtub, wash bowl, kitchen sink, or laundry tub, in a wet basement, near a swimming pool, or anywhere else where there is water.
4. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
5. Do not use the telephone to report a gas leak in the vicinity of the leak.
6. Use only the power cord and Battery Pack indicated in the Owner's Manual.
7. Operate this telephone using the electrical voltage as stated on the Base Unit or in the Owner's Manual. If you are not sure of the voltage in your home, consult your dealer or local power company.
8. Unplug this telephone from the wall outlet before cleaning or replacing the Battery Pack. Do not use liquid cleaners or aerosol cleaners on the telephone. Use a damp cloth for cleaning.
9. Place this telephone on a stable surface. Serious damage and/or injury may result if the telephone falls.
10. Do not cover the slots and openings on this telephone. This telephone should never be placed near or over a radiator or heat register. This telephone should not be placed in a built-in installation unless proper ventilation is provided.
11. Do not place anything on the power cord. Install the telephone where no one will step or trip on the cord.
12. Do not overload wall outlets or extension cords as this can increase the risk of fire or electric shock.
13. Never push any objects through the slots in the telephone. They could touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill liquid of any kind on the telephone.
14. To reduce the risk of electric shock, do not take this telephone apart. If service or repair work is required on this telephone, take it to a qualified service representative. Opening or removing covers may expose you to dangerous voltage or other risks. Incorrect reassembly can cause electric shock when the appliance is subsequently used.
15. Unplug this telephone from the wall outlet and consult a qualified service representative in any of the following situations.
 - A. When the power supply cord is frayed or damaged.
 - B. If liquid has been spilled into the telephone.
 - C. If the telephone has been exposed to rain or water.
 - D. If the telephone does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions. Improper adjustment may require extensive work by a qualified technician to restore the telephone to normal operation.
 - E. If the telephone has been dropped or the case has been damaged.
 - F. If the telephone exhibits a distinct change in performance.

Important Safety Instructions

16. Never install telephone wiring during a lightning storm.
17. Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.
18. Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.
19. Use caution when installing or modifying telephone lines.

BATTERY CAUTIONARY INSTRUCTIONS

Danger of explosion if Battery Pack is incorrectly replaced. Replace only with the same or equivalent type. To reduce the risk of fire or personal injury, read and follow these instructions:

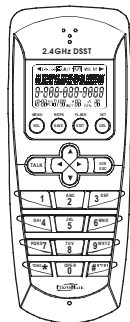
1. Use only the type and size of Batteries specified in the users manual.
2. Do not dispose of the Battery Pack in a fire. It may explode. Check with local codes for possible special disposal instructions.
3. Do not open or mutilate the Battery Pack. Released electrolyte from a Battery Pack is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
4. Exercise care in handling the Battery Pack to prevent shorting the Battery Pack with conductive materials such as rings, bracelets, and keys. The Battery Pack or conductor may overheat and cause burns.
5. Charge the Battery Pack provided with (or identified for use with) this telephone only in accordance with the instructions and limitations specified in this manual.
6. Observe proper polarity orientation between the Battery Pack and Battery Charger.

SAVE THESE INSTRUCTIONS

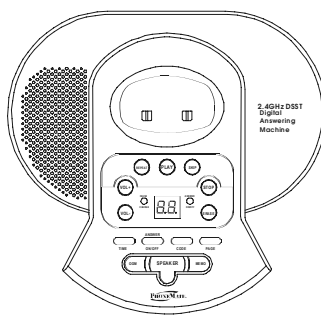
ATTENTION:

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.

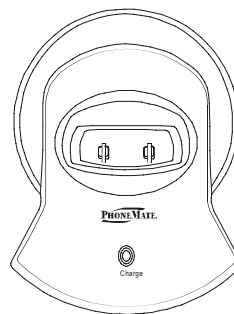
PM3375 Parts Checklist



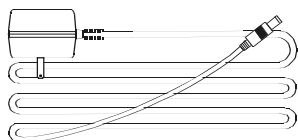
Handset



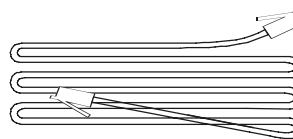
Base



Charger



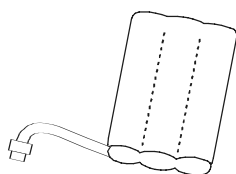
AC Adaptor



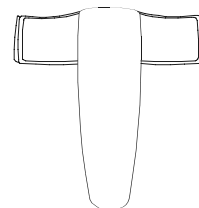
Telephone Line Cord



Short Telephone Line Cord

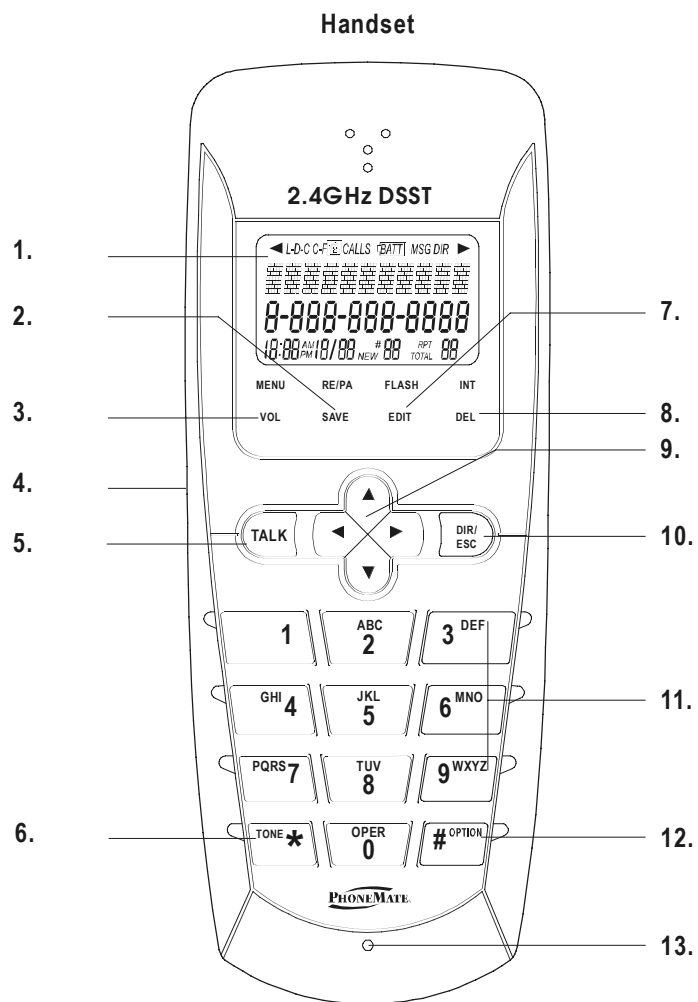


Battery Pack



Belt Clip













Handset Controls



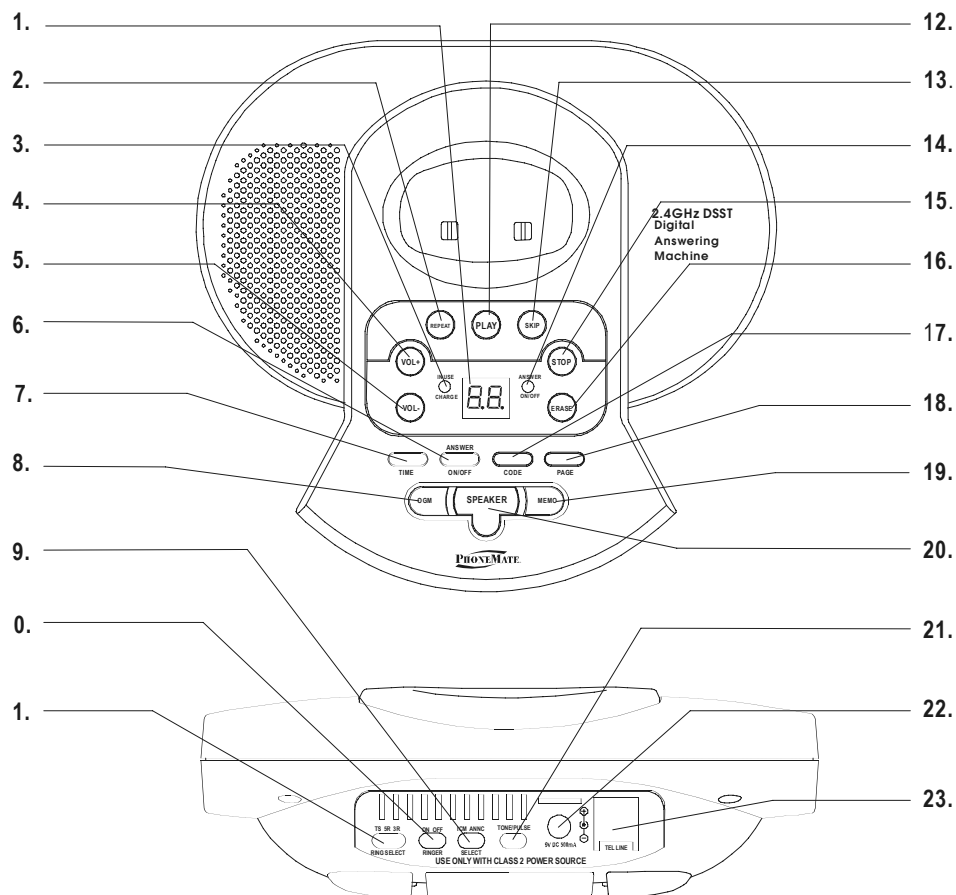
1. LCD Display

- 2. Save/Redial/ Pause Button (SAVE/RE/PA)** - Use to save settings and save numbers into the phone book. Press to redial the last number dialed. Use to insert a programmable pause into a number stored in the phone book.

Handset Controls












3. **Volume/Menu button**  / Menu - During TALK mode, press to adjust the receiver volume to a comfortable listening level. (MENU) Press to access the special functions operation in Standby mode.
4. **Headset Jack** - For connecting your headset plug to enjoy hands-free communication.
5. **Talk button**  - Press to access the telephone line or end a call.
6. **Temporary Tone button**  - If the base is set to pulse dialing, pressing  causes subsequent digits to be dialed out using tone until the line is put back on hook.
7. **Edit/Flash button**  /Flash - Press to edit listed items. (FLASH) Press to answer a call if you have Call Waiting.
8. **Delete/Intercom button**  /INT - Press and hold down to delete items or individual characters. (INTERCOM) Press to make an Intercom Call to another handset.
9. **Scroll Up**  /**Down**  - **Shift Left**  /**Right**  **button** - Up/Down button let you scroll through menus and lists. Also used to access Caller ID information stored in memory. Shift Left/Right button is used to view the left or right part of the display and move the cursor left when editing.
10. **Directory/Escape button**  - Press to access names and numbers stored in the Directory Phone book. (ESCAPE) Press to cancel the ongoing operation and return to Standby mode.
11. **Telephone Keypad** - Numeric keys are used in the conventional manner for dialing.
12. **Option button**  - Press to change the displayed telephone number to 7, 10, or 11 digit dialing mode during Caller ID callback.
13. **Microphone**

Base Unit Controls



1. **LED Indicator** - Indicates the number of memos/message received, status of the system.
2. **Repeat Button** (REPEAT) - Press to repeat messages.
3. **In Use Charge LED Indicator** - (In Use) Lights up to indicate that the Handset is in Talk mode. (Charge) Lights up when the Handset is placed on the Base Unit.
4. **Volume Up Button** (VOL+) - Press repeatedly to increase the speaker volume level of the base unit.
5. **Volume Down Button** (VOL-) - Press repeatedly to decrease the speaker volume level of the base unit.

Base Unit Controls

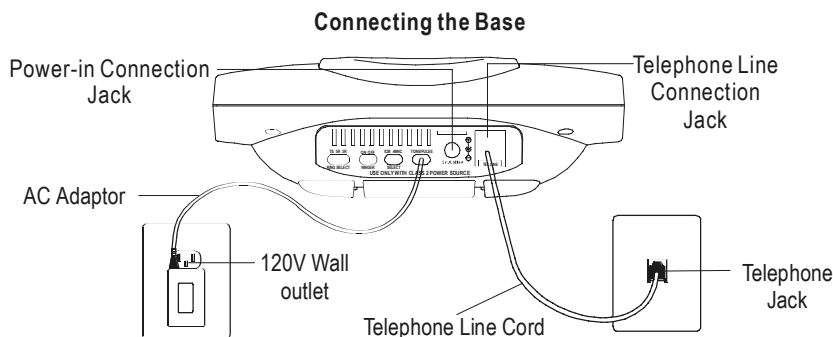
6. **Answer On/Off button**  - Press to activate or deactivate the function.
7. **Time Button**  - Press to Set/Check the day and time.
8. **Outgoing Message button**  - Press and hold to record OGM messages.
9. **Announce Only/Incoming Message Switch:**
ICM - System records the incoming message.
ANNC - System plays your announcement and then hangs up without recording messages.
10. **On/Off Ringer Switch** - Set switch to OFF position to disengage the ringer on the base unit.
11. **Ring Select Switch** - To select the number of rings before the answering system answers a call.
3R - System answers a call after the third ring.
5R - System answers a call after the fifth ring.
TS - (Toll Saver) - System answers after the third ring only if you have new messages.
Otherwise, the system will answer after the fifth ring.
12. **Play button**  - Press to play messages.
13. **Skip button**  - Press to skip messages.
14. **Answer On/Off LED indicator** - Lights up when the answer function is on.
15. **Stop button**  - Press to stop playing a message.
16. **Erase button**  - Press to erase messages.
17. **Code button**  - Press and hold to set the 3-digit Remote Access Code for remote operation.
18. **Page button**  - Press to page the handset. Press again to stop.
19. **Memo button**  - Press and hold down to record memo messages.
20. **Speaker button**  - Press to answer a call using the base unit. Press again to end a call.
21. **Tone/Pulse Switch**
22. **Power-In Connection Jack**
23. **Telephone Line Connection Jack**

Telephone Setup

Connecting the Phone

This section is a reference guide to the basic functions and operations of your cordless telephone. For more detailed descriptions of the operations and features of this telephone, refer to the Contents on page 1.

1. Carefully remove your cordless telephone from its shipping carton. If there is any visible damage, do not attempt to operate this equipment. Return it to the place of purchase.
2. Insert the small plug on the end of the AC Adaptor into the Power-In Connection Jack at the back of the Base Unit.
3. Plug the AC Adaptor into a 120V AC wall outlet.
USE ONLY WITH CLASS 2 POWER SOURCE:
9V DC, 500mA for the BASE UNIT.
9V DC, 150mA for the CHARGER UNIT.
4. Insert one plug of the Telephone Line Cord into the house Telephone Jack and the other end into the Telephone Line Connection Jack at the back of the Base Unit. (If you have an older 4-prong Telephone Jack, you will need an RJ-11C Telephone Jack Adaptor. This adaptor is available at the same place you purchased your telephone.)
5. We recommend not placing this unit next to appliances. Doing so may cause interference.



Tone/Pulse Select Switch

- A. If your home is equipped with a tone dialing system, set the TONE/PULSE Select Switch to the TONE position.
- B. If you have a rotary dialing system, set the TONE/PULSE Select Switch to the PULSE position.
- C. If you are not sure which system you have, set the TONE/PULSE Select Switch to the TONE position. Press the **TALK** button on the Handset to get a dial tone, and press any button on the telephone keypad except the zero. If the dial tone continues, it means that you do not have TONE dialing service. Press the **TALK** button on the Handset to hang up. Set the TONE/PULSE Select Switch to the PULSE mode and then try again.

Telephone Setup

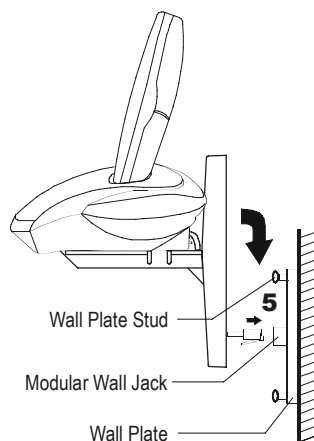
Desk Mounting

For normal position, as shown in figure 1, place the Base Unit on any desired but suitable location.

Normal Position (Mounting Bracket not required).

Wall Mounting Instructions

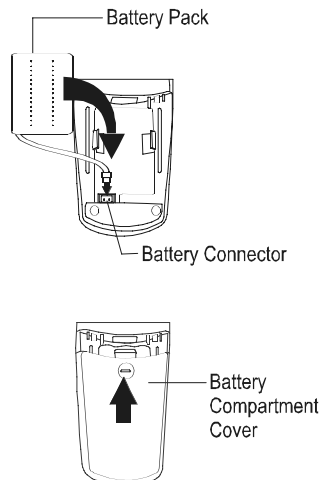
1. Connect the short telephone line cord to the Telephone Line Connection Jack on the back of the Base Unit.
2. Insert the free end of the short line cord through the hole of the mounting bracket.
3. Insert the hooks of the mounting bracket into the matching slots on the back of the unit. Press the two locks located on the side of the mounting bracket until the locking hooks snap into the inner slots of the Base Unit.
4. Press the middle locking hooks of the mounting bracket while pushing the back of the mounting bracket until it snaps to lock.
5. Plug the free end of the short line cord into the modular wall jack.
6. Align the upper keyhole on the mounting bracket with the upper stud of the wall plate, so that the opening end of the mounting bracket matches the lower stud, pull the mounting bracket down until it is securely seated.



Telephone Setup

Battery Installation

1. Install the Handset Battery Pack by plugging it into the Battery connector inside the Battery compartment. Place the Battery Pack inside the Battery Compartment.
2. Slide the Handset Battery compartment cover firmly into place in its closed position
3. Once you have installed the Battery Pack and placed the Handset on the cradle you will hear a tone indicating the Handset has connected with the charging contacts and will successfully charge.
4. **IMPORTANT: Before initial use, charge the Handset for 12 hours.**



Battery Duration

A fully charged battery lasts for approximately:

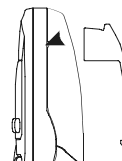
- 4 hours when you use the Handset continuously (talk time).
- 5 days when the Handset is not in use (standby).



Press the **TALK** button to confirm that you have a dial tone. If you still do not have a dial tone, refer to the Trouble shooting section on page 41.

Belt Clip Installation

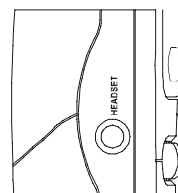
With the back of the Handset facing up, insert one side of the belt clip hook into the matching slot at the top side of the Handset. Press down on the opposite side of the belt clip until the other hook locks into the slot on the side of the Handset.



Using the Headset Feature

The headset jack is located on the side of the Handset and is a standard 2.5mm plug. Simply plug the headset (not included) into the jack and headset will be active.

NOTE: When you plug the headset plug into the Headset Jack it automatically mutes the Microphone and Speaker of the Handset. Unplug the headset to return the Handset to normal use.



Basic Operation

Preparing for Use

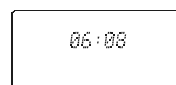
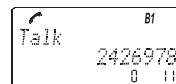
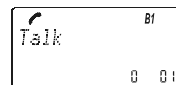
Before you can use your cordless telephone, you must charge the Handset for 12 hours. Failure to do so will require recharging of the Battery Pack more often.

1. Place the Handset on the Base Unit for 12 hours.
2. After 12 hours, remove the Handset from the Base Unit.

NOTE: Depending on the frequency of use, once the Handset is fully charged, it remains functional for approximately 7 hours of continuous use and approximately 10 days when the Handset is off the Base Unit in Standby mode.

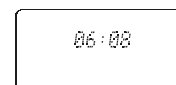
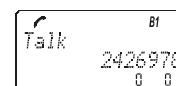
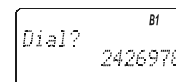
Making Calls

1. Press the **TALK** button. "Talk" will display and the Call Timer starts to count.
2. Wait until you hear a dial tone and then dial the phone number.
3. When you have finished your call, press the **TALK** button again or place the Handset on the Base Unit. The duration of the call will be displayed on the LCD Screen for about 3 seconds.





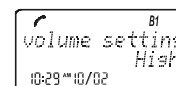
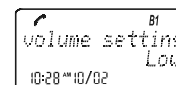
OR

1. Dial the phone number.
2. Press the **TALK** button. The number displayed will be dialed.
3. When you have finished with your call, press the **TALK** button again or place the Handset on the Base Unit. The duration of the call will be displayed on the LCD Screen for about 3 seconds.



Handset Volume Control

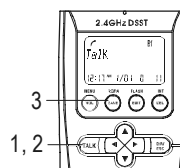
1. To adjust the Handset receiver volume level while having a conversation, press the **VOL** /MENU button. The LCD Screen will display "Volume setting."
2. The default setting is "Low". Press the Scroll Up  or Down  button to select the desired setting of Low, Medium, High or Maximum.



Basic Operation

Redial Feature

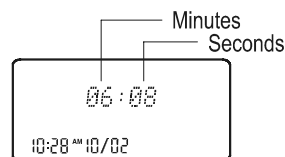
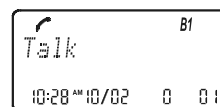
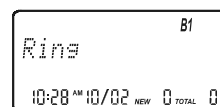
1. If you get a busy tone, press the **TALK** button or place the Handset on the Base Unit to hang up.
2. Later, press the **TALK** button again.
3. Listen for a dial tone and then press **SAVE** /RE/ PA to redial the number last dialed.



Receiving Calls

When a call is received, all of the Handset registered to the system will ring with the ringer level and melody selected by the user. The first Handset to respond will get the call.

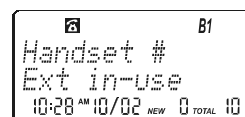
1. When the phone rings, the LCD Screen of all of the Handsets registered to the system will display "Ring." If you have Caller ID, the LCD Screen will display the Caller ID information after the first ring.
2. With the Handset on or off of the Base Unit, press the **TALK** button. "Talk" will be displayed and the Call Timer starts to count. Start your conversation.
3. To end your conversation, either press the **TALK** button or place the Handset on the Base Unit. The duration of the call will be displayed on the LCD Screen for about 3 seconds and then returns the LCD Screen to the standby mode.



NOTE: If you are too far away from the Base Unit, the Handset emits "beep" sounds to warn you that the background noise level is too high for proper communication between the Handset and the Base Unit. When you hear this sound, you should move closer to the Base Unit to reduce the noise level. Otherwise, the call will automatically cut off.


Extension In Use Indicator


This telephone can detect when a Handset is already in use. The LCD Screen of all of the Handsets currently linked to the same Base Unit will display "Ext in-use." This means you will have to wait until the line is free to make a call.








Handset Settings













Handset Settings

You can change the setting on the Handset in the functions menu. Access the functions menu by pressing the  /MENU button.


There are 12 settings in the functions menu which can be changed. You can scroll through the function menu in the listed order by pressing the Down  button.

Settings can be accessed by pressing the corresponding telephone keypad button. To edit a setting, press the  /FLASH button, use the Up  or Down  button to toggle between the setting options, and then press and hold the  /RE/PA button to save the changes. Press the  /MENU button to exit the functions menu.



Keypad Function

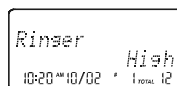
- | | |
|---|---|
|  | Ringer High/Low/Off: Changes the volume of the ringer on the Handset or turn the ringer OFF. |
|  | Ring Melody: Changes the Handset ring melody. |
|  | First Ring On/Off: Turns the first ring of the phone OFF so that it does not ring until Caller ID information has been displayed. Particularly useful when using the preferred and blocked call features or the private and unavailable ring settings. |
|  | Time Set: Changes the time and date. |
|  | Contrast: Adjusts the brightness of the LCD Screen for optimum viewing. |
|  | PBX Number: Inserts if a "PBX Number" before an outgoing number is dialed. Select the number (0-9) which is required to access an outside line when using a switchboard system, and the phone will automatically dial the PBX number and a pause before any speed dial or Caller ID callback number. Factory setting is "OFF." |
|  | Language: Changes the language that appears on the LCD Screen. Choose between English, French, or Spanish. |
|  | User Name: Changes the user name (ID) that appears on the LCD Screen during standby mode. |
|  | MSG Waiting Delete: Clears current message waiting indication. |
|  | Area Code: Adds the local Area Code to numbers that were stored as 7-digits in the phone book and 10-digit dialing is required in the local calling area. |
|  | Register: Initiates the registration of Handsets to the Base Unit. |
|  | Alarm Clock: Sets the Alarm clock time. |






Handset Settings

NOTE: At any time during options programming you can quit and the settings that you have changed will be saved. Press the  /MENU button to quit the options menu or let the options programming time out by not pressing any buttons for 20 seconds.



A. Setting the Ringer Level

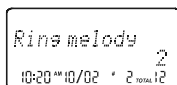
1. Press the  /MENU button to enter the menu.
2. Press the  button to go to the Ringer Level programming option.








3. Press the  /FLASH button to change the setting. "High" will begin flashing.
4. Press the Scroll Up  or Down  button to toggle between High, Low, and Off.
5. When the desired setting is displayed, press and hold the  /RE/PA button to save the setting. A long "beep" will sound to confirm the setting has been saved.
6. Continue with programming or press the  /MENU button to return to standby mode.



B. Setting the Ring Melody

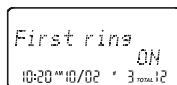
1. Press the  /MENU button to enter the menu.
2. Press the  button to go to the Ring Melody programming option.



3. Press the  /FLASH button to change the setting. "2" will begin flashing.
4. Press the Scroll Up  or Down  button to select 1 of the 10 Ring Melodies available. A ringer sample will be heard for 2 seconds when toggling from one Ring Melody to another. The preset Ring Melody is "2."
5. When the desired setting is displayed, press and hold the  /RE/PA button to save the setting. A long "beep" will sound to confirm the setting has been saved.
6. Continue with programming or press the  /MENU button to return to standby mode.





C. Turning the First Ring On or Off

1. Press the  /MENU button to enter the menu
2. Press the  button to go to the First Ring programming option.





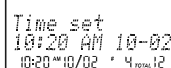
3. Press the  /FLASH button to change the setting. "On" will begin flashing.

Handset Settings














4. Press the Scroll Up  or Down  button to toggle between On and Off.
5. When the desired setting is displayed, press and hold the  /RE/PA button to save the setting. A long “beep” will sound to confirm the setting has been saved.
6. Continue with programming or press the  /MENU button to return to standby mode.

D. Setting the Time and Date



1. Press the  /MENU button to enter the menu.
2. Press the  button to go to the Time Set programming option.

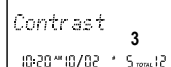


Time set
10:20 AM 10-02
10:20 AM 10/02 * 4 remaining






3. Press the  /FLASH button to change the setting. The hour will begin flashing.
4. Press the keypad  to  button to enter the hour. The minute will begin flashing.
5. Press the keypad  to  button to enter the minutes. “AM” will begin flashing.
6. Press the keypad  button to choose “AM” or press the  button to choose “PM.” The month will begin flashing.
7. Press the keypad  to  button to enter the month. The date will begin flashing.
8. Press the keypad  to  button to enter the date.
9. When the desired setting is displayed, press and hold the  /RE/PA button to save the setting. A long “beep” will sound to confirm the setting has been saved.
10. Continue with programming or press the  /MENU button to return to standby mode.

E. Adjusting the Contrast

1. Press the  /MENU button to enter the menu.
2. Press the  button to go to the Contrast programming option.



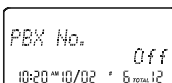
Contrast 3
10:20 AM 10/02 * 5 remaining

3. Press the  /FLASH button to change the setting. “3” will begin flashing.
4. Press the Scroll Up  or Down  button to toggle from level 1 to level 8 of contrast.
5. When the desired setting is displayed, press and hold the  /RE/PA button to save the setting. A long “beep” will sound to confirm the setting has been saved.
6. Continue with programming or press the  /MENU button to return to standby mode.

Handset Settings

F. Setting the PBX Number

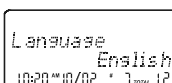
1. Press the **(VOL)**/MENU button to enter the menu.
2. Press the **(MNO 6)** button to go to the PBX Number programming option.



3. Press the **(EDIT)**/FLASH button to change the setting. "Off" will begin flashing.
4. Press the Scroll Up **(▲)** or Down **(▼)** button to customize the digit to match your PBX system. When not connected to a PBX system, the phone PBX Number programming option must be set to "OFF" for the phone to function correctly.
5. When the desired setting is displayed, press and hold the **(SAVE)**/RE/PA button to save the setting. A long "beep" will sound to confirm the setting has been saved.
6. Continue with programming or press the **(VOL)**/MENU button to return to standby mode.

G. Changing the Language

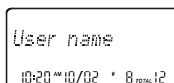
1. Press the **(VOL)**/MENU button to enter the menu.
2. Press the **(PORS 7)** button to go to the Language programming option.



3. Press the **(EDIT)**/FLASH button to change the setting. "English" will begin flashing.
4. Press the Scroll Up **(▲)** or Down **(▼)** button to toggle between English, Espanol, and Francais.
5. When the desired setting is displayed, press and hold the **(SAVE)**/RE/PA button to save the setting. A long "beep" will sound to confirm the setting has been saved.
6. Continue with programming or press the **(VOL)**/MENU button to return to standby mode.

H. Changing the User Name

1. Press the **(VOL)**/MENU button to enter the menu.
2. Press the **(TUV 8)** button to go to the User Name programming option.



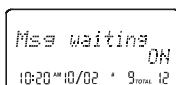
3. Press the **(EDIT)**/FLASH button to change. The entry will display a flashing prompt over the the first character of the present User Name.
4. Enter the desired User Name using the keypad **(ABC 2)** to **(WXYZ 9)** buttons. The User Name can contain a maximum of 12 characters.

Handset Settings

5. Press and hold the **(SAVE)** /RE/PA button to save the setting. A long "beep" will sound to confirm the setting has been saved.
 6. Continue with programming or press the **(VOL)** /MENU button to return to standby mode.
- NOTE:** The User Name will be displayed on the Handset LCD Screen during standby mode.

I. Deleting Message Waiting Indication

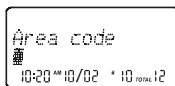
1. Press the **(VOL)** /MENU button to enter the menu.
2. Press the **(WXYZ)** button to go to the Message Waiting programming option.



3. Press the **(EDIT)** /FLASH button to reset the Message Waiting Indication. "Off" will begin flashing.
4. Press and hold the **(SAVE)** /RE/PA button to delete the indication. A long "beep" will sound to confirm the setting has been saved.
5. Continue with programming or press the **(VOL)** /MENU button to return to standby mode.

J. Setting the Area Code

1. Press the **(VOL)** /MENU button to enter the menu.
2. Press the **(OPER)** button to go to the Area Code programming option.



3. Press the **(EDIT)** /FLASH button. The entry will display a flashing prompt at the left side of the number field.
4. Press the keypad **(1)** to **(OPER)** buttons to enter the three digit area code for your phone number.
5. When the desired setting is displayed, press and hold the **(SAVE)** /RE/PA button to save the setting. A long "beep" will sound to confirm the setting has been saved.
6. Continue with programming or press the **(VOL)** /MENU button to return to standby mode.

NOTE: To use the call back function, press the **(#OPTION)** button and then select the 10-digit dialing mode. Press the **(TALK)** button and the unit will automatically dial the stored 7-digit number plus the area code. The LCD Screen will only display the last 7-digits for all 10-digit Incoming calls that matched the Area Code setting.

Handset Settings

K. Registering the Handset(s)

1. Press the **VOL** /MENU button to enter the menu.
2. Press the **TOE *** button to go to the Register programming option.

Register
10:20 AM 10/02 '11 12

Select base:
base1

3. Press the **EDIT** /FLASH button. The LCD Screen will prompt "Select base." The default setting is "Base 1."
4. To confirm, press the **EDIT** /FLASH button again. The LCD Screen will display "Put down H/S". Put the Handset on the Base Unit charge cradle within 6 seconds. A confirmation "beep" tone will be heard.
5. The Base Unit will automatically assign the ID number of the newly registered Handset. The Handset ID # will be displayed on the LCD Screen.
6. To register more Handsets, follow steps 1 to 4.
7. Continue with programming or press the **VOL** /MENU button to return to standby mode.

Put down H/S

Handset #
10:20 AM 10/02

NOTE: To register the Handset(s) to another Base Unit, select the Base 2 option by pressing the Scroll Up **▲** or Down **▼** button. The second Base Unit (B2) must be connected to a separate telephone line.

L. Setting the ALARM CLOCK

1. Press the **VOL** /MENU button to enter the menu.
2. Press the **#OPTION** button to go to the Alarm Clock programming option.

Alarm clock Off
10:20 AM 10/02 '12 12


3. Press the **EDIT** /FLASH button. Set the time by pressing the keypad **1** to **OPER 0** buttons. Press the **1** button to enter AM, or **ABC 2** button to enter PM. The default Alarm Clock setting is "Off."
4. When the desired setting is displayed, press and hold the **SAVE** /RE/PA button to save the setting. A long "beep" will sound to confirm the setting has been saved.
5. Press the **VOL** /MENU button to return to standby mode.

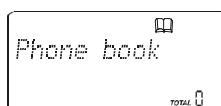
NOTE: To stop the alarm, press any keypad button. The Alarm setting is a one time setting, therefore the alarm must be re-set before the alarm will sound again.





Speed Dialing

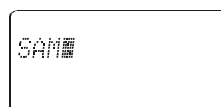
This Directory Phone book lets you scroll through the list to find the person you need for one touch dialing. You can store up to 40 names and telephone numbers in the Memory.

Storing Phone Numbers

1. With the Handset in standby mode, press the  button. The LCD Screen will display "Phone book."







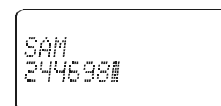
2. Press the  button to create a new Phone book entry.
3. Enter the name you wish to store using the keypad  to  buttons to enter the name, you can store up to 18 letters. To move the cursor to the right, create a space or to enter a new letter, press the Shift Right  button.




Example: For "ANIE" with telephone number "2426978," dial this sequence:




TELEPHONE KEYPAD BUTTON	2	66	444	33
LETTER	A	N	I	E

4. Press the Scroll Down  button, and dial the telephone number you wish to store using the keypad  to  buttons. You can store up to 22 digits. Press the  button to insert a pause into the number.



5. Press and hold the  button to store the number into memory.

NOTES:

1. If there are no memory locations left in the speed dial Directory Phone book the LCD Screen will display "Memory full." To continue with memory programming, you must delete or edit existing speed dial numbers.
2. If you mis-type entering the phone number, you can move through the number and edit it by pressing the Shift Right  or Left  button. To delete a character or number inside the cursor, press the  button.


Speed Dialing

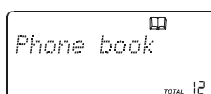
Telephone Keypad Characters





The telephone keypad buttons are used to enter characters when entering names and numbers. Press the appropriate telephone keypad button to get the following characters. You can store a maximum of 18 characters on the letter icon and a maximum of 22 digits on the number icon.

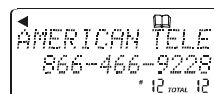
Keypad Buttons	1st Press	2nd Press	3rd Press	4th Press	5th Press	6th Press	7th Press	8th Press	9th Press
1	Space	1	&	'	()	.	Space	1
2	A	B	C	a	b	c	2	A	B
3	D	E	F	d	e	f	3	D	E
4	G	H	I	g	h	i	4	G	H
5	J	K	L	j	k	l	5	J	K
6	M	N	O	m	n	o	6	M	N
7	P	Q	R	S	p	q	r	s	7
8	T	U	V	t	u	v	8	T	U
9	W	X	Y	Z	w	x	y	z	9
0	0	0	0	0	0	0	0	0	0
*	*	*	*	*	*	*	*	*	*
#	#	#	#	#	#	#	#	#	#


Viewing the Directory Phone book

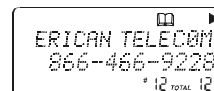
1. Press the  button. The LCD Screen will display "Phone book."



2. Press the keypad  to  button that corresponds to the first letter of a Caller's name (a triple "beep" will sound if no entries are stored under those letters). Press the Scroll  Up or  Down button to find the record you wish to view.



3. If the name has more than 14 characters, the first 14 letters will be displayed first. Press the Shift Left  button to view all the following letters and/or numbers.

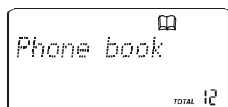


4. Press the  button to exit the Phone book.

Speed Dialing

Making Calls from the Phone book

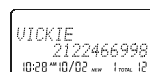
1. Press the **DIR/ESC** button. The LCD Screen will display "Phone book."



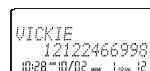
2. Press the Scroll Up **▲** or Down **▼** button to find the record you want to call, or press the telephone keypad that corresponds to the first letter of a name.
3. Press the **#Option** button to change the displayed number to 7, 10, or 11 digits. The first dialing option displayed is the 11 digits for a long distance call.

Press the **#Option** button for the second time, the displayed number will change to 7 digits for a local call.

Press the **#Option** button for the third time, the displayed number will change to 10 digits for a local call with area code.



First press.



Second press.

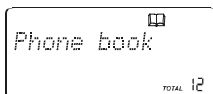


Third press.

4. Press the **TALK** button to dial the displayed number.
5. To end the call, either press the **TALK** button or place the Handset on the Base Unit.

Editing a Stored Number in the Phone book

1. Press the **DIR/ESC** button. The LCD Screen will display "Phone book."



2. Press the Scroll Up **▲** or Down **▼** button to find the record you wish to edit.
3. Press the **EDIT/FLASH** button. The entry will display with a flashing prompt over the first character of the name field.

ALEX BROWING
6622466899

4. Move the cursor to the letter or number you wish to edit by pressing the Scroll Up **▲** or Down, **Shift Right** **▶** or Left **◀** button.





To erase a character or digit, press the **DEL/INT** button.

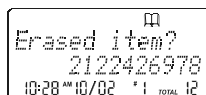
To add a letter or number, use the keypad **1** to **OPER 0** buttons. Characters or numbers will be inserted in front of the cursor.



5. When the entry is edited as you desire, press and hold the **SAVE/RE/PA** button to store the edited record.

Speed Dialing

Deleting a Stored Record in the Phone book


1. Press the  button. The LCD Screen will display "Phone book."
2. Press the Scroll Up  or Down  button to find the record you wish to delete.
3. Press the  /INT button. The LCD screen will display "Erase item?"



4. To delete the record, press the  /INT button again. The LCD Screen will display the preceding Caller ID record.
5. Press the  button to return to standby mode.

PREFERRED CALLS

You can assign stored numbers a Preferred call status. When an incoming call is matched to a stored number designated as Preferred, the phone will generate a special ringer sound or play the ring melody assigned by the user after the Caller ID information is received.

When you are saving the name and number into the Phone book, add a "#" symbol at the beginning of the name by pressing the  button.




To assign a Ring melody, add a "#" symbol followed by the desired Ring melody number (1-0) at the beginning of the name. To hear a sample of the Ring melody sound, see page 22 for details.



BLOCKED CALLS

You can assign stored numbers a Blocked call status. When an incoming call is matched to a stored number designated as blocked, the phone will not ring after the Caller ID information is received.

When you are saving the name and number into the Directory Phone book, add an "*" symbol at the beginning of the name by pressing the  button.



"C-F" (Forwarded Call)

The "CF" icon pops-up on the LCD Screen, when the incoming call has been assigned to your telephone number and the service is provided by your local telephone company.

"L-D-C" (Long Distance Call)

The "LDC" icon pops-up on the LCD Screen, when the incoming call is a long distance call and the service is provided by your local telephone company.


Caller ID System Operation

Caller ID System

This telephone automatically displays an incoming caller's name and telephone number together with the date and time of the call. It records up to 50 calls and stores the data in Memory.

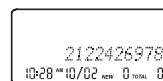
IMPORTANT: You must subscribe to the Caller ID service from your local telephone company to utilize this feature.

Viewing Caller Information During Incoming Calls

When there is an incoming call, the name and the telephone number of the caller will automatically appear after the first ring. If the name has more than 14 characters, the first 14 letters will be displayed first. Press the Shift Left  button to view all the following letters.

OR

"Unavailable" and the caller's telephone number will appear if the caller's name is not available.



2122426978
10:28 AM 10/02 NEW 0 TOTAL 0

OR

"Unavailable" will appear when Caller ID information is not available. The origin of the call does not support the Caller ID system (including international calls).

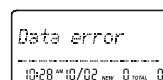


Unavailable
10:28 AM 10/02 NEW 0 TOTAL 0

OR

"Data error" will appear when the Caller ID information was received incorrectly or only part of the data was received.

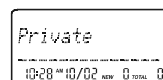
NOTE: When an error is received, none of the data from this call is saved in memory.



Data error
10:28 AM 10/02 NEW 0 TOTAL 0

OR

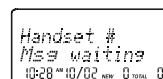
"Private" will appear if the caller's name and/or telephone number is blocked.



Private
10:28 AM 10/02 NEW 0 TOTAL 0

OR

"Msg waiting" will appear when a Voice Mail Message has been received and is stored by the Message Waiting service provided by the telephone company.



Handset #
Msg waiting
10:28 AM 10/02 NEW 0 TOTAL 0

Caller ID System Operation



Caller List

This phone automatically stores the last 50 calls received. It records call information such as the caller's name and telephone number together with the date and time of the call.




The New Call LED indicator will blink red to indicate that you have a new Caller ID call stored in memory. Also, "New call: _ _" will be displayed on the LCD Screen with "_ _" being the number of new calls that have not been reviewed.

Handset #
New call: 03


Viewing the Caller List

1. With the Handset in standby mode, press the Scroll Up  or Down  button. The LCD Screen will display "Incoming call,".

Incoming call
NEW 0 TOTAL 12



2. Any unviewed (new) calls will be displayed first. The information on the call will be displayed with the name, number, date, and time that the call was received.
3. Pressing the Scroll Down  button will go through the calls from the last call received to the first Caller ID record. Pressing the Scroll Up  button will allow you to view the calls from the first call received to the last.
4. If the name has more than 14 characters, the first 14 letters will be displayed first. Press the Shift Left  button to view all the following letters.


AMERICAN TELE
866-466-9228
10:28 AM 10/02 NEW 1 TOTAL 12

5. Press the  button to return to standby mode.

Making a Call from the Caller List


You can place a call from the Caller list by using the Caller ID callback feature.

1. When viewing the Caller ID List, press the Scroll Up  or Down  button to find the record you wish to call back.

2. Press the  button to change the displayed number to 7, 10, or 11 digits. The first dialing option displayed is the 11 digits for a long distance call.


VICKIE
2122466998
10:28 AM 10/02 NEW 1 TOTAL 12

First press.

Press the  button for the second time, the displayed number will change to 7 digits for a local call.

VICKIE
12122466998
10:28 AM 10/02 NEW 1 TOTAL 12

Second press.

Press the  button for the third time, the displayed number will change to 10 digits for a local call with area code.

VICKIE
2466998
10:28 AM 10/02 NEW 1 TOTAL 12




Third press.

Caller ID System Operation

3. Press the **TALK** button to dial the displayed number.
4. To end a call, either press the **TALK** button or place the Handset on the Base Unit.

Outgoing Calls

This telephone remembers the last 8 Outgoing calls. The time, date, and the duration of the call are recorded.

1. With the Handset in standby mode, press the Shift Left  button. The LCD Screen will display "Outgoing call."
2. Pressing the Scroll Down  button will go through the calls from the last to the latest Outgoing call record. Pressing the Scroll Up  button will allow you to view the calls from the latest call to the last.
3. To make a follow-up call, press the **TALK** button to dial the displayed record.

Outgoing call
TOTAL 8

VICKIE 10:08
10:28 AM 10/02 NEW 1 TOTAL 8

Caller ID with Call Waiting

When you subscribe to Call Waiting service from your local telephone company, this telephone will display a flashing name and number of the second caller while you are having a phone conversation with your first caller.

When a new call comes in while you are talking, you will hear a notification beep from the Handset and the volume is momentarily muted. The new caller's name and phone number, if available, appears on the LCD Screen.

BEN BOOTH
2122426868
10:28 AM 10/02 NEW 1 TOTAL 02

Second
Caller

BELLSOUTH PROD
2122426978
0 1 TOTAL 20

First
Caller

1. When you receive a "Call Waiting" call and you want to connect the call, press the **EDIT** / FLASH button and start talking with the second caller. The active call will be placed on hold.
2. Press the **EDIT** / FLASH button to alternate between calls.
3. Press the **TALK** button or place the Handset on the Base Unit to end the call.

"Msg waiting" (Message Waiting)




The Message Waiting LED indicator will blink green when there is a message for you from your telephone company if you have subscribed to Voice Mail message service and if you have requested Visual Message Indication from your local telephone company. "Msg waiting" will appear on the LCD Screen in standby mode. (To remove the MSG Waiting indicator, see page 18.)

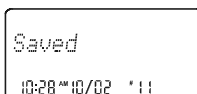
Handset #
Msg waiting
10:28 AM 10/02 NEW 3 TOTAL 10


Caller ID System Operation

Note: This function requires voice mail subscription from the local telephone company. Furthermore, the local phone company must provide a type of voice mail signaling called “FSK” (Frequency Shift Key). Not all telephone companies have the visual message waiting feature available. Please contact your local telephone company to check if this is available in your area.

Storing Caller ID Records into the Phone book.

1. When viewing the Caller ID List, press the Scroll Up  or Down  button to find the record you wish to store into the Directory Phone book.
2. Press and hold the  /RE/PA button.
3. The LCD Screen will display “Saved.”



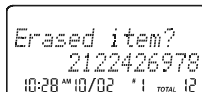
4. If you wish to edit the newly stored number, edit it in the Phone book (see page 23).
5. Press the  button to return to standby mode.



Deleting Caller ID Records

When viewing the Caller ID List you can delete a single call record or all of the call records.




Deleting a Single Record

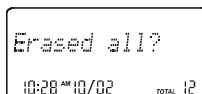
1. Press the Scroll Up  or Down  button to find the record you wish to delete.
2. Press the  /INT button. The LCD Screen will display “Erase item?”




3. To delete the record, press the  /INT button again. The LCD Screen will display the preceding Caller ID record.
4. Press the  button to exit the Caller ID list.

Deleting All Records

1. Press the SCROLL UP  or DOWN  button.
2. Press and hold the  /INT button. The LCD Screen will display “Erase all?”



3. To delete all of the Caller ID records, press the  /INT button again. The LCD Screen will return to standby mode.






NOTE: The user can cancel the deleting step by pressing the  button.

Multi-Handset, Multi-Base Unit Operation

Multi-Handset, Multi-Base Unit System

The system supports the registration of **9** Handsets to a Base Unit. The user can add another Base Unit (**B2**) and register the same Handsets. The Base Units must be connected to separate telephone lines. The Handsets can make Intercom Calls, and Call Transfers to one another provided they are using the same Base Unit at that time.

Intercom Call

1. With the Handset in standby mode, press the  /INT button. The LCD Screen of the initiating Handset will display "Select H/S:."
2. Enter the ID # of the receiving Handset by pressing the keypad  to  buttons.
3. The receiving Handset will receive a page tone and the LCD Screen will display "Handset #, Paging you."
4. The receiving Handset will connect by pressing the  /INT button. Both LCD Screens will display "Intercom with:, Handset #."
5. To end the Intercom Call, press the  /INT button again. The LCD Screen of both Handsets will return to standby mode.

Select H/S:■

Initiating HANDSET

Paging With:
Handset #

Initiating HANDSET



Handset #
Paging you

Receiving HANDSET

Intercom With
Handset #X





Both HANDSET

Receiving a Call while in Intercom Call

1. When an outside call is received, both Handset involved in the Intercom call will emit two short double "beep" sounds. The Caller ID information, if available, will display on the LCD Screens after the alert beeps.
2. Press the  /INT button to terminate the Intercom call.
3. Press the  button to access the outside call.

Multi-Handset, Multi-Base Unit Operation

Transfer Call

1. During a call, press the /INT button. The LCD Screen of the initiating Handset will display "Select H/S:."
2. Enter the ID # of the receiving Handset by pressing the telephone keypad  to  buttons.
3. The initiating Handset will return to standby mode.
4. The receiving Handset will receive a special alerting tone and the LCD Screen will display "Transfer call." If available, the caller's telephone number will be displayed on the LCD Screen after the first ring.
5. The receiving Handset will answer the call by pressing the  button.
6. If the receiving Handset does not answer the call within 30 seconds, the initiating Handset will receive a Ring Back melody.

Select H/S:■

Initiating HANDSET

Transfer call

Receiving HANDSET

BEN BOOTH
12 122426868
10:28 10/02

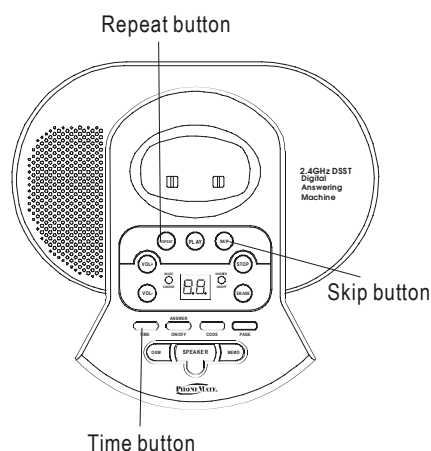
Receiving HANDSET

Answering System Operation

IMPORTANT: To ensure the proper operation of your Answering System:

1. Plug the AC Adaptor into the Power - In Connection Jack.
2. Press and hold down the RESET button for 2 seconds at the back of the Base Unit before initial use.

Setting the Day and Time



1. Day Setting

Press and hold down the **TIME** button for 2 seconds then press the **SKIP** or **REPEAT** button to select the desired day setting. Press the **TIME** button again to accept the setting, and then the LED Screen will display the hour setting.

2. Hour Setting

Press the **SKIP** or **REPEAT** button to select the hour, then press the **TIME** button to accept the setting. The LED Screen will display the minute setting.

3. Minute Setting

Press the **SKIP** or **REPEAT** button to select the desired minute, then press the **TIME** button to accept the setting.

NOTES:

1. The Handset and Base Unit clocks are independent from each other. Set the Handset clock by following the time setting steps on page 17.
2. In case of power failure, reset the time setting on the Base Unit clock.




Recording Your Outgoing Messages

Your answering system provides one Primary mailbox 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 prerecorded system announcement "Please record your message after the beep" is available if you choose not to record your own OGM.

Answering System Operation

Recording your OGM in the primary mailbox

1. Press and hold down the  button to record your message.
2. Begin speaking immediately after you hear, "Please record your announcement after the beep." Continue to depress the  button. One second after completing your OGM, release the  button and the Answering System will announce, "End of Recording." Your recorded message will be played back for your approval.



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.

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.

NOTE: To check your OGM, press the  button. If you did not record an OGM, your answering system will announce, "You have no announcement."

Turning the Answering System

1. Press the  button to turn ON the answering system. You will hear the following message, "answering machine is ON."
2. Press the  button again to turn OFF the answering system. You will now hear the following, "answering machine is OFF."

NOTE: Once turned "OFF", the answer function will answer only after the tenth ring, allowing you to turn the answering system "ON" from a remote location.

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" and hangs up; or if the answering system's memory runs out, the answering system announces, "memory full" and hangs up.

Answering System Operation

Setting to Announce Only

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

1. Set the ANNC/ICM select switch to ANNC. The LED message display shows "Ao."
2. Press and hold down the **OGM** button to record your ANNC.
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.
4. One second after completing your ANNC, release the **OGM** button and you will hear, *"End of recording."* Your recorded ANNC will be played back for your approval.

NOTE: Your OGM must be at least 3 seconds and no more than 30 seconds in length. If you have not recorded an ANNC, the answering system will answer "memory full" and hangs up.

Message Alert

When the message alert switch is "ON," the unit will generate a "beep" sound every 12 seconds after a new message has been recorded. If you do not want to hear the "beep," set the switch to OFF."

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 after 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 then hang up after the fourth ring to avoid paying for the call.

Recording a Memo

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 and you will hear, *"End of recording."* 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.


Answering System Operation

Playing of Messages/Memos



To play messages/memos.

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



To interrupt a message.



1. Press the  button to end the playing of a message. The Answering System will announce, "End of messages."

To repeat a message/memo.

1. Press the  button once while playing a message, the Answering System repeats the current message in its entirety. Press the  button twice to repeat the previous message.

To skip a message/memo.

1. Press the  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  button.

NOTE: While playing a message, press the  button to pause and "PA" will appear on the LED Message Display. Press the  button again to continue playing the current message.


Saving Messages

The answering system saves your messages automatically. After playing all of your messages, the answering system announces, "End of message" and the total number of messages stored in the memory will be indicated on the LED message display.


NOTE: The answering system has a total Memory capacity of 20 minutes or up to 63 messages (OGM/ICM/MEMO). If the recorded messages contain high background noise, the total recording capacity of the unit will be less than 20 minutes.

Erasing Messages

To erase all of the messages

1. Press and hold down the  button until you hear the announcement, "messages erased, you have no new message."

To erase selected messages/memos

1. While the unwanted message is playing, press the  button. The answering system announces erasure of the selected message/memo. After the erasure is complete, the numeric order of the remaining messages will be rearranged.

Answering System Operation

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 messages.

Remote Access Codes

The remote access code preset at the factory as shown below. You can use the preset code or choose your own.

PRIMARY MAILBOX : 999

Changing of the Remote Access Codes

1. Press and hold down the **CODE** button until you hear the announcement.
2. Press the **SKIP** or **REPEAT** to select the first digit, then press the **CODE** button to accept the setting.
3. Press the **SKIP** or **REPEAT** to select the second digit, then press the **CODE** button to accept the setting.
4. Press the **SKIP** or **REPEAT** to select the third digit, then press the **CODE** button to accept the setting, the answering system will automatically announce your new password.

Using the Remote Instruction Code

1. Dial your telephone number.
2. Listen to or bypass the OGM in the primary mailbox.
3. Enter your Remote Access Code. If the announcement does not stop, enter the Remote Access Code again.
4. The answering system will request that you enter the Instruction Code or press the "0" button 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 automatically hang up.

Answering System Operation

The following is the Remote Instruction Code Help Menu:

Instruction Codes

To playback message press “2.”

To repeat message press “1.”

To skip message press “3.”

To stop press “4.”

To playback announcement press “5.”

To record memo press “6.”

To record announcement press “7.”

To turn answering machine OFF or On press “8.”

To erase message press “9.”

Press the corresponding number of the Instruction Code you wish to activate. You don't 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.

Speakerphone Operation

This telephone allows you to answer calls using the base unit speakerphone function.

1. When the phone rings, press the **SPEAKER** button.
2. Start your conversation.
3. To end your conversation, press the **SPEAKER** button again.

Note: Press the **VOL +** or **VOL -** button to adjust the base unit speaker volume to a comfortable listening level.

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 4,000,000 possible combinations.

77 Channel Auto-Hop

Your cordless telephone automatically selects the best channel from the 77 frequencies available to transmit signals between the Base Unit and the Handset. When interference is received from other cordless telephones, your telephone automatically hops to the next clear channel.

Battery Type

Use the following type and size of Battery Pack:

Cordless Telephone Battery Pack

3.6V, 600mAh

Ni-Mh Battery Pack

NOTES: *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 cadmium (Ni-Mh) Batter Pack in the Handset can be recharged many times using the built-in charger in the Base Unit.

When the Battery Charge Indicator appears with two bars blinking 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 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 Battery Charge Indicator appears with two bars blinking on the LCD Screen. When the Battery Charge Indicator appears with two bars blinking on the LCD Screen, then charge the Handset fully for 12 hours.

Changing the Battery Pack

To Replace the 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.

Trouble Shooting

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 33).

Excess static, check the following:

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

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

1. Base Unit is plugged into a power source.

No connection between the Handset and the Base Unit, check the following:

1. Did you register your Handset to the Base Unit? (See page 26 for registering the Handset(s).)

NOTE:

If none of the 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 other cordless telephones, 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.

FCC Requirements

Federal Communications Commission Requirements

This equipment complies with Part 68 of the FCC Rules. A label on the Base Unit of this 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 quantity of devices that you may connect to your telephone line and still allow these devices to ring when your telephone number is called. In most areas, but not all, the sum of the RENs for 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, you should 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 advanced 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 TVs and VCRs. 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.

FCC Requirements

Federal Communications Commission Requirements (continued)

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.

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 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.

1. Reorient or relocate the receiving ANTENNA.
2. Increase the distance between the equipment and the receiver.
3. Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
4. Consult the dealer or an experienced radio/TV technician for help.

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.

EXPOSURE TO RADIO FREQUENCY ENERGY

The design of your Cordless Phone, which generates Radio Frequency (RF) Electromagnetic Energy (EME), complies with the following national and international standards and guidelines.

The Relevant Guidelines and Standards are:

- FCC Report and Order FCC 96-326 (August, 1996)
- American National Standards Institute (C95-1-1992)
- National Council Radiation Protection and Measurements (NCRP-1986)
- International Commission on Non-Ionizing Radiation Protection (ICNIRP-1998)

Special Features

Spe

When examining your new cordless telephone, you will find an array of special features including:

Digital Spread Spectrum Technology - Utilizes a "wider frequency band" for a more secure conversation with a clarity of digital sound, extended range, and minimal interference from other cordless telephones.


77 Channel Auto-hop - When interference is received, the telephone automatically hops to the clearest channel.


Desk or Wall Mount - Use this equipment as a desk phone or as a wall phone.

Tone or Pulse Dialing - Use this phone for either TONE (push-button) or PULSE (rotary) dialing.

Automated Functions - Redial the last number called and automatic standby mode.

Security - Ensures greater privacy because of a built-in security code with 4,000,000 possible combinations that prevents use of your telephone line by another nearby cordless phone.

Special Services - Use the  /FLASH button to access special services such as Call Waiting supplied by your telephone company or company switchboard.


Standby Mode - When in standby mode (On Hook), the phone is capable of receiving a call. When the Handset is on the Base Unit, it is automatically in the standby mode (On Hook). When the Handset is taken off the Base Unit, it remains in the standby mode until you activate the  button.

Battery Power Saver - Recharge your Battery Pack many times with the built-in charger. Once fully charged, in standby mode, the Handset can receive/send calls for a maximum of ten days without the need for recharging. Length of charge depends on frequency of use.

Luminous LCD Screen - The LCD Screen emits light for 5 seconds every time you press any of the telephone keypad buttons.

Handset Ringer Level - Select the ringer sound level (High, Low, Off).

Handset Ring Melody - Select the desired ring melody from the 10 available melodies.

Handset Volume Control - Press the  /MENU button and then select the desired receiver volume setting from Low, Medium, High, or Maximum.

Alarm Clock - The telephone emits a distinctive sound when the Alarm Clock function is activated (See page 26).

Headset Jack - Your telephone can utilize a headset for hands-free communication.

Belt Clip - Use the belt clip to hang your Handset on your belt.

Special Features

CALLER ID SYSTEM

Multi-Function Large LCD Screen - Shows the number you are dialing and, with Caller ID service (available through subscription from your local telephone company), displays information about the caller before you answer the call.

Name and Number Directory Phone book - Stores up to 40 names and numbers so that you can call them with a single key stroke.

Caller List - Available with Caller ID service. Stores up to 50 calls to keep track of everyone you called. The name, phone number, time and date of the call are recorded. Allows you to return their calls with a few key strokes.

Outgoing Call Memory - The telephone stores the last 8 outgoing calls to keep track of the one you called. The phone number, time, date, and the duration of the call are recorded. Allows you to call them again with a single key stroke.

Preferred Calls - You can mark the name and number of a welcome caller in the Directory phone book. When that number calls in, the caller's name will appear on the LCD Screen and a special ring will sound or a selected Preferred ring melody will be heard.

Blocked Calls - You can mark the name and number of an unwelcome caller in the Directory phone book. When that number calls in, the caller's name will appear on the LCD Screen and the ringer will be disabled.

Repeat Call Indicator - Shows if a new incoming call has called more than once.

Out of Area Call Indicator - Advises you that the incoming call is not in a Caller ID service area.

Unavailable Call Indicator - Advises you that the origin of the incoming call does not support the Caller ID system.

Call Waiting Service - Displays the name and number of the second caller, if you have subscribed to Call Waiting service from your local telephone company (see page 13.)

MULTI-HANSET, MULTI-BASE UNIT SYSTEM

Multi-Handset - Registers a total of 9 Handsets into the operating system.

Multi-Base Unit - The user can have the option to add another Base Unit. The system supports 2 Base Units connected to separate telephone lines. Once registered, the Handsets can link to either of the Base Units to make and/or receive a call.

Automatic Linking - All 9 Handsets can register to the two Base Units (B1, B2). When the first Base Unit (B1) is already engaged, the other Handsets can automatically link to the second Base Unit (B2) by pressing the **TALK** button.

Intercom Call - A Handset can make an Intercom call to the other Handsets in the system.

Call Transfer - During a telephone conversation, the call can be transferred from one Handset to another Handset.

Extension Phone Detection - When one Handset is connected to a Base Unit, the LCD Screen of the other Handsets that are linked to the same Base Unit will display "Ext in-use."