EXHIBIT C

User Manual

SONY.

Cordless Telephone
with Answering System

Operating Instructions

High Power **2.4** GHz

CALLERID
with call waiting

SPP-A2470

Owner's Record

The model and the serial numbers are
located at the bottom of the unit. Record
the serial number in the space provided
below. Refer to these numbers
whenever you call upon your Sony
dealer regarding this product.

Model No. SPP-A2470

Serial No. _____

IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.

2. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.

3. Do not use the telephone to report a gas leak in the vicinity of the leak.

4. Use only the power cord and batteries indicated in this manual. Do not dispose of batteries in a fire. They may explode. Check with local codes for possible special disposal instructions.

SAVE THESE INSTRUCTIONS

INFORMATION FOR GENERAL TELEPHONES

1. This equipment complies with Part 68 of the FCC rules. On the bottom of this equipment is a label that contains, among other information, the FCC certification number and ringer equivalence number (REN) for this equipment. If requested, this information must be provided to the telephone company.

2. The applicable certification jack (connector) USOC-RJ11C is used for this equipment.

3. This equipment is designed to be connected to the telephone network or premises wiring using a compatible modular jack that is Part 68 compliant.

   The FCC compliant telephone cord and modular plug is provided with this equipment.

4. The REN is used to determine the quantity of devices that may be connected to the telephone line. Excessive RENs on the telephone line may result in the devices not ringing in response to an incoming call. Typically, the sum of the RENs should not exceed five (5.0).To be certain of the number of devices that may be connected to a line, as determined by the total RENs, contact the local telephone company.

5. If this equipment (SPP-A2470) causes harm to the telephone network, the telephone company will notify you in advance that temporary discontinuance of service may be required. But if advance notice isn't practical, the telephone company will notify the customer as soon as possible. Also, you will be advised of your right to file a complaint with the FCC if you believe it is necessary.

6. The telephone company may make changes in its facilities, equipment, operations or procedures that could affect the operation of the equipment. If this happens the telephone company will provide advance notice so you can make necessary modifications to maintain uninterrupted service.

7. If trouble is experienced with this equipment (SPP-A2470), for repair or warranty information, please contact Sony Direct Response Center: Tel 1-800-222-7669. If the equipment is causing harm to the telephone network, the telephone company may request that you disconnect the equipment until the problem is resolved.

8. All repairs will be performed in an authorized Sony service station.

9. This equipment cannot be used to party lines or coin lines.

10. This equipment is hearing aid compatible.

If your telephone is equipped with automatic dialers

When programming emergency numbers and (or) making test calls to emergency numbers:

1. Remain on the line and briefly explain to the dispatcher the reason for the call.

2. Perform such activities in the off-peak hours, such as early morning or late evenings.

Caution

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

Note

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

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
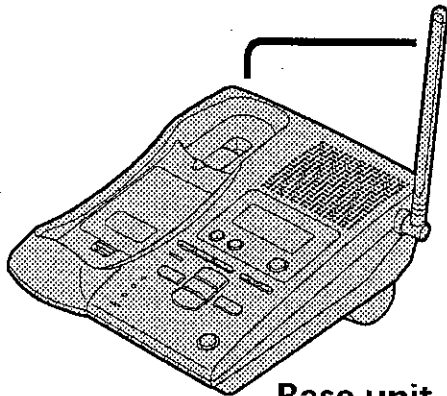- Consult the dealer or an experienced radio/ TV technician for help.

Table of contents

Read this first

Before you use your phone, you must set it up. Here's a quick way to set up your phone: Steps 1, 2, 3 and 4.
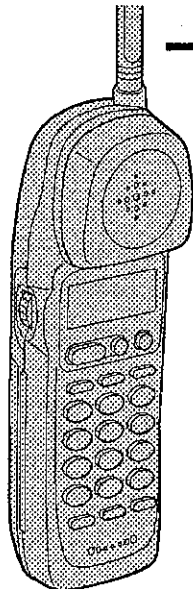
Step 1 (page 7)

First, unpack the phone and the supplied accessories.

Step 2 (pages 8 to 10)

Next, you need to do three things to set up the base unit, including finding the best location for the base unit.

Base unit

Step 3 (pages 11 to 12)

Then, you need to insert the battery pack into the handset and charge it for more than 12 hours.

Step 4 (pages 14 to 16)

Finally, you need to enter the area code to use the Caller ID service.
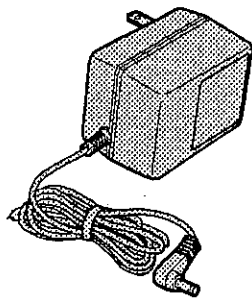
Handset

That's it!

If you want to change the language of the display and the voice guidance, follow the procedure in "Changing the language of the display and the voice guidance" on page 17.
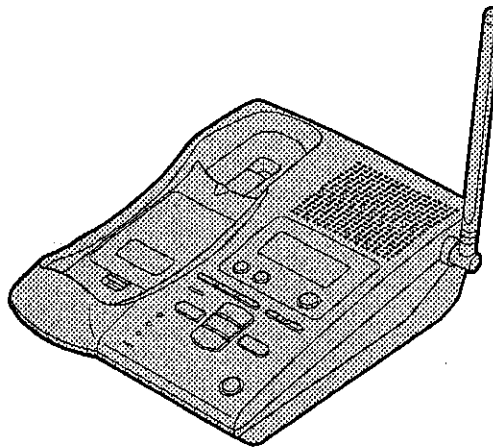
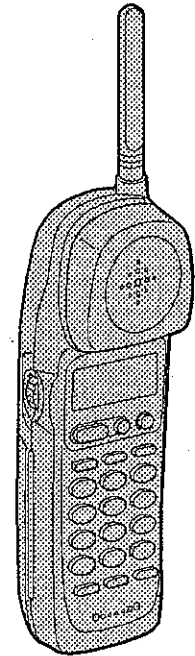## Step 1

Checking the package contents

Make sure you have received the following items in the package.
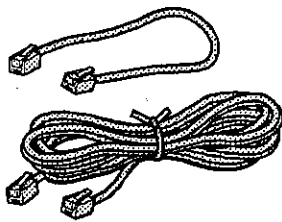If anything is missing, contact your local Sony dealer.
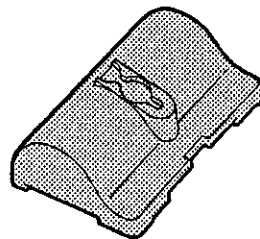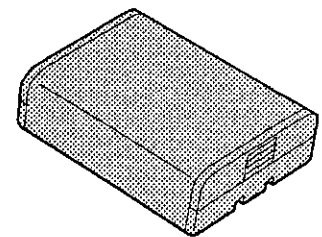
AC power adaptor (AC-T46)   Base unit   Handset

Telephone line cords (2)   Wall bracket/stand   Rechargeable battery
                             for base unit   pack (BP-T31)

Setting up the base unit

Do the following steps:
* Choose the best location
* Connect the base unit
* Choose the dialing mode

Choose the best location

Where you place the base unit affects the reception quality of the handset.

Away from noise sources such as a window by a street with heavy traffic

Away from television sets and other electronic equipment

Away from heat sources, such as radiators, airducts, and sunlight

Away from a microwave oven

Away from excessive moisture, extremely low temperatures, dust, mechanical vibration, or shock

Away from a personal computer

Near a central location and on a level surface

Away from another cordless telephone

CAUTION: • Should you experience intermittent loss of audio during a conversation, try moving closer to the base or move base unit away from other noise sources.
• The cordless telephone operates at a frequency that may cause interference to nearby TVs and VCRs; the base unit should not be placed near or on the top of a TV or VCR; and, if interference is experienced, moving the cordless telephone farther away from the TV or VCR will often reduce or eliminate the interference.

Connect the base unit

If you want to hang the base unit on the wall, see page 60.

Hook the cord.

To AC outlet

Display

4

To DC IN 9V

3 AC power adaptor
(supplied AC-T46)

1
Align the △
marks.

To LINE

To
telephone
outlet

2 Telephone line cord
(supplied)
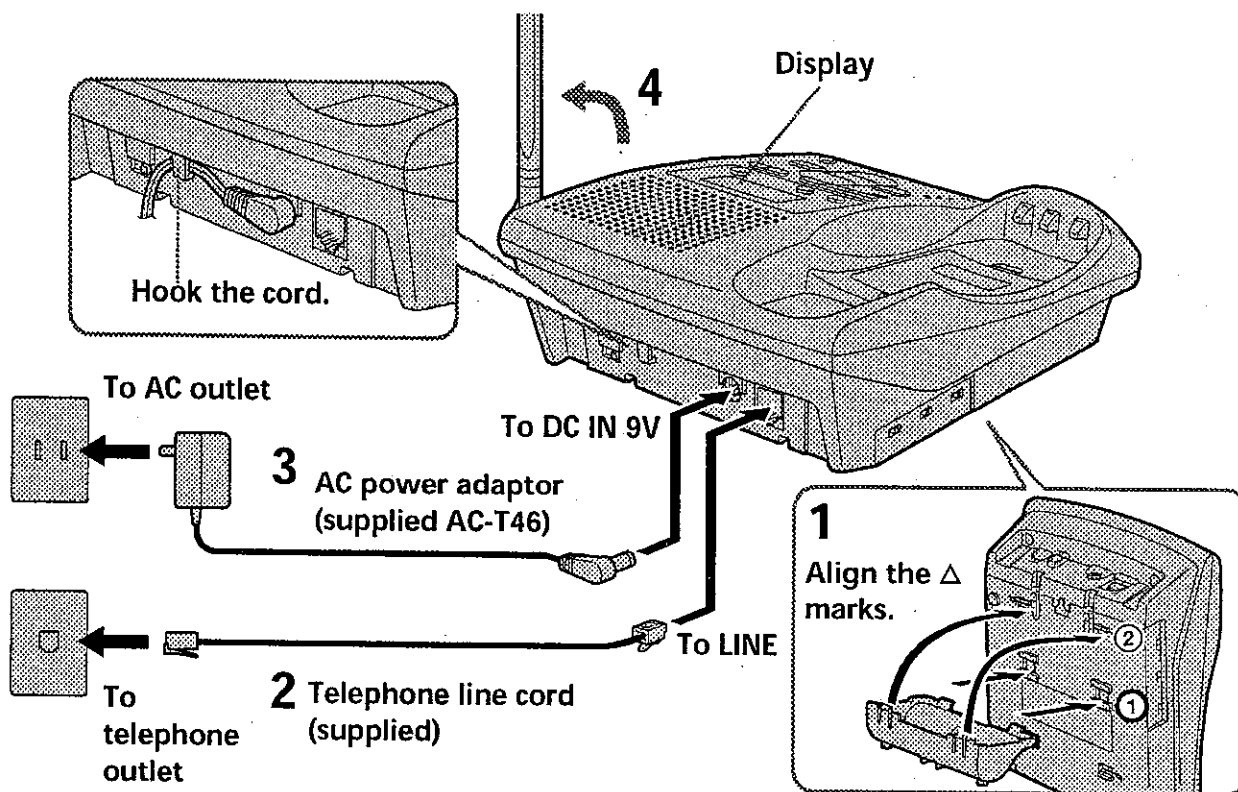
1 Attach the wall bracket to the bottom of the base unit as illustrated to use it as a stand.

2 Connect the telephone line cord to the LINE jack and to a telephone outlet.

3 Connect the AC power adaptor to the DC IN 9V jack and to an AC outlet.

"P" flashes on the display.

4 Raise the antenna. Make sure it points toward the ceiling.

Step 2: Setting up the base unit (continued)

Notes

- Use only the supplied AC-T46 AC power adaptor. Do not use any other AC power adaptor.
- Connect the AC power adaptor to a continuous power supply.
- Place the base unit close to the AC outlet so that you can unplug the AC power adaptor easily.
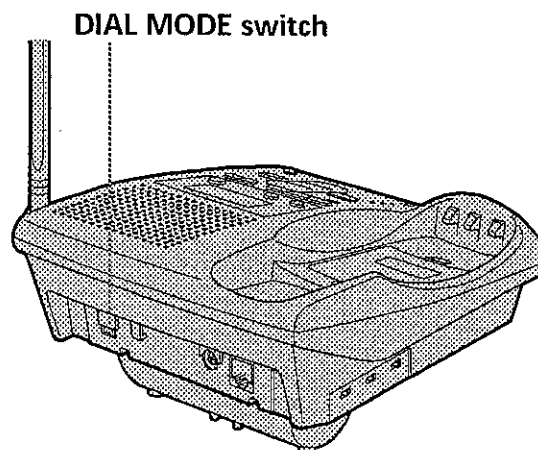
Polarity of the plug

Tip

If your telephone outlet is not modular, contact your telephone service company for assistance.

Modular

Choose the dialing mode

For the telephone to work properly, select an appropriate dialing mode (tone or pulse).

DIAL MODE switch

Depending on your dialing system, set the DIAL MODE switch as follows:

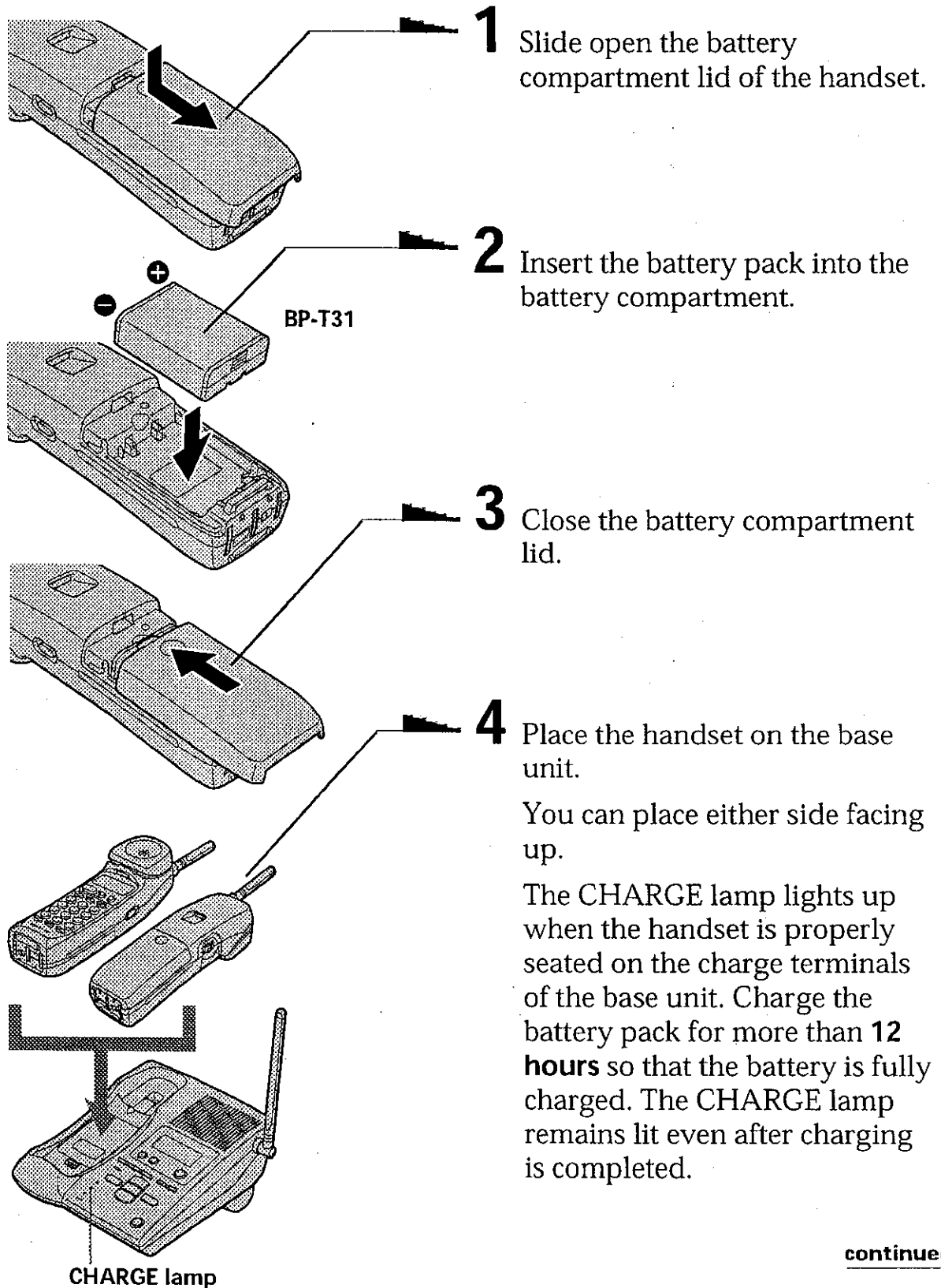| If your dialing system is	Set the switch to
Tone	T
Pulse	P

If you aren't sure of your dialing system

Make a trial call with the DIAL MODE switch set to T.
If the call connects, leave the switch as is; otherwise, set to P.

Preparing the battery pack

Charge the battery pack for more than **12 hours** before you start using your phone.

1 Slide open the battery compartment lid of the handset.

2 Insert the battery pack into the battery compartment.

BP-T31

3 Close the battery compartment lid.

4 Place the handset on the base unit.

You can place either side facing up.

The CHARGE lamp lights up when the handset is properly seated on the charge terminals of the base unit. Charge the battery pack for more than **12 hours** so that the battery is fully charged. The CHARGE lamp remains lit even after charging is completed.

CHARGE lamp

Step 3: Preparing the battery pack (continued)

Battery duration

A fully charged battery pack lasts for about:

- Approx. 3 hours when you use the handset continuously
- Approx. 13 days when the handset is in standby mode.

Notes

- The battery pack will gradually discharge over a long period of time, even if not in use.
- If you leave the battery pack in the handset without charging it, the battery pack will be completely discharged.
  It may require several times of charging to recover to its full capacity.
- While charging, the battery pack warms up. This is not a malfunction.

To obtain the best performance from the battery

Do not place the handset on the base unit after each call. The battery works best if the handset is returned to the base unit after two or three calls. However, do not leave the handset off the base unit for a long period of time as this will completely discharge the battery pack.
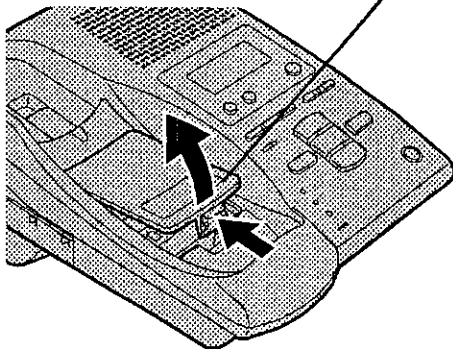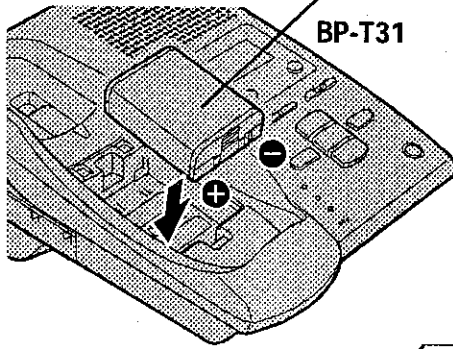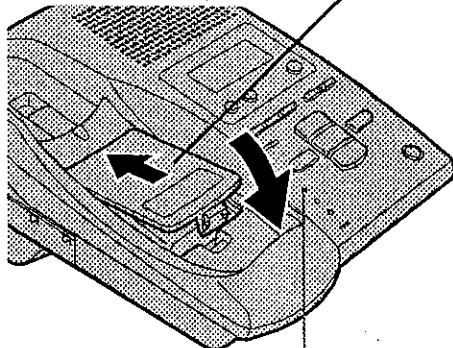
When to purchase a new battery pack

If the battery lasts only a few minutes even after **12 hours** of charging, the usable life of the battery has expired and needs replacement. Contact your local Sony authorized dealer or service center, and ask for Sony **BP-T31** rechargeable battery pack.

Note

Battery life may vary depending on usage condition and ambient temperature.

Handset spare battery usage

As only one battery pack is supplied with this unit, it is necessary to purchase an additional battery pack (optional) for use as a handset spare battery pack.

1 Open the battery compartment lid of the base unit.

BP-T31

2 Insert the battery pack (optional) into the battery compartment.

3 Close the battery compartment lid.

The SPARE BATTERY lamp lights up. Charge the battery pack for more than 24 hours so that the battery is fully charged. The SPARE BATTERY lamp remains lit even after charging is completed.

SPARE BATTERY lamp

Entering the area code

When you use this phone for the first time, or move to an area that has a different area code, you must enter the area code. Otherwise, you cannot use some functions of this phone and the Caller ID functions.

This is also necessary because the phone must be able to select an area code to properly dial call from the Caller ID list.

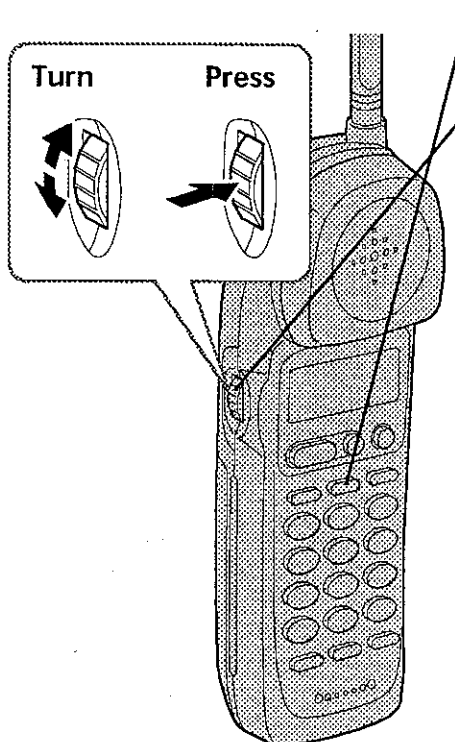Depending on your region, enter 3-digit area code as follows:

Case 1.

If 7-digit dialing (no area code) is accepted for local calls in your area, see "To enter your home area code" below.
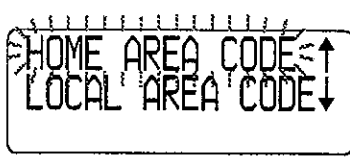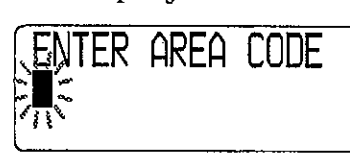
If you live in an area where calls from or to other local areas can also be made by 10-digit dialing (area code + number), you can register up to 5 local area codes with this telephone to take advantage of this system. See "To enter the local area code (For 10 digits phone number users)" on page 15.

Case 2.

If 10-digit dialing (area code + number) is required for **all** local calls in your area, see "To enter the local area code (For 10 digits phone number users)" on page 15.

To enter your home area code

1 Press (PGM).

2 Turn Jog Dial down to make "HOME AREA CODE" flash.

```
HOME AREA CODE ↑
LOCAL AREA CODE ↓
```

3 Press Jog Dial.

"ENTER AREA CODE" appears on the display.

```
ENTER AREA CODE
```

4 Enter the three digits of your home area code using the dialing keys.

5 Press (PGM).

- If the home area code is already entered, it appears on the display in step 3. To enter a different home area code, see "To change the home area code" below.
- Do not allow more than 20 seconds to elapse during the operation procedure.
- If the area code has not been entered, calling back from the Caller ID list and storing the Caller ID data into the Phone Directory cannot be performed.

Tips

- You may press Jog Dial instead of (PGM) in step 5.
- To check the current home area code, perform steps 1 to 3. The home area code appears on the display for about 20 seconds.

To change the home area code

1 Perform steps 1 to 3 on page 14.

The current home area code appears on the display.

2 Turn Jog Dial down to erase the current home area code.

3 Enter a new home area code using the dialing keys.

4 Press (PGM).

You hear a long confirmation beep.

To erase the home area code

You can erase the home area code. Perform steps 1 and 2 above, then press (PGM).

The home area code will be erased, and you hear a long confirmation beep.

To enter the local area code (For 10 digits phone numbers users)

If a call matches one of the local area codes you entered, the phone number will be registered with 10 digits in the Caller ID list (area code + number). If a call does not match one of the local area codes you entered, the phone number will be registered with 11 digits in the Caller ID list (1 + area code + number). Some regions of the country allow you to have more than one local area code. (Up to five local area codes can be entered in this phone.)

1 Press (PGM).

2 Turn Jog Dial down to make "LOCAL AREA CODE" flash.

3 Press Jog Dial.
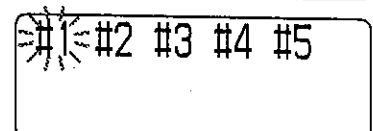
4 Select the number (″#1″ to ″#5″) to enter the local area code by turning Jog Dial.

5 Press Jog Dial.

″ENTER AREA CODE″ appears on the display.

6 Enter the three digits of the local area code using the dialing keys.

7 Press (PGM).

You hear a long confirmation beep.

Notes
• If the local area code is already entered, it appears on the display in step 4. To enter a different local area code, see "To change the local area code" below.
• Do not allow more than 20 seconds to elapse during the operation procedure.

Tips
• You may press Jog Dial instead of (PGM) in step 7.
• To check the current local area code, perform steps 1 to 4. The local area code appears on the display for about 20 seconds.

To change the local area code

1 Perform steps 1 to 5 on pages 15 to 16.

The current local area code appears on the display.

2 Turn Jog Dial down to erase the current local area code.

3 Enter a new local area code using the dialing keys.

4 Press (PGM).

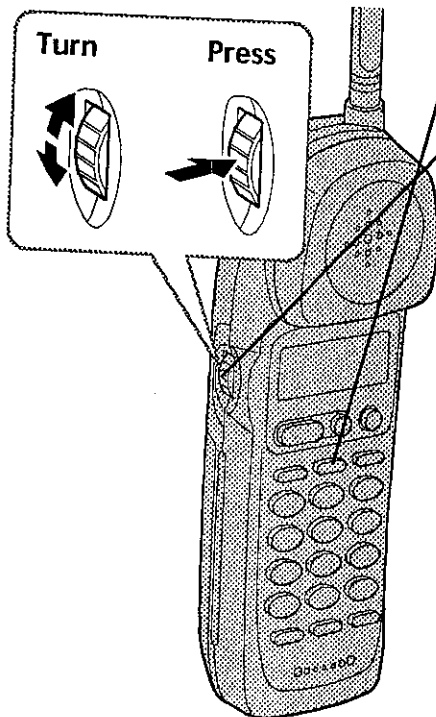You hear a long confirmation beep.

To erase the local area code

You can erase the local area code. Perform steps 1 and 2 above, then press (PGM).

The local area code will be erased, and you hear a long confirmation beep.

Changing the language of the display and the voice guidance

You can choose English or Spanish as the display and the voice guidance language by following the procedure below.
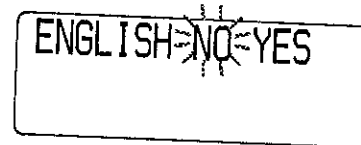
To change the language from Spanish to English

Turn   **Press**

1 Press (PGM).

2 Turn Jog Dial down to make "ELEGIR IDIOMA" flash, and then press Jog Dial.

> ENGLISH ESPAÑOL

3 Press Jog Dial.

> ENGLISH NO YES

4 Select "YES" by turning Jog Dial to change the language, and then press Jog Dial.

You will hear a long confirmation beep.

5 Replace the handset on the base unit.

To change the language from English to Spanish
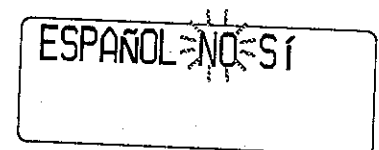
1 Press (PGM).

2 Turn Jog Dial down to make "LANGUAGE SELECT" flash, and then press Jog Dial.

3 Select "ESPAÑOL" by turning Jog Dial, and then press Jog Dial.

> ESPAÑOL NO SÍ

4 Select "SÍ" by turning Jog Dial to change the language, and then press Jog Dial.

You will hear a long confirmation beep.
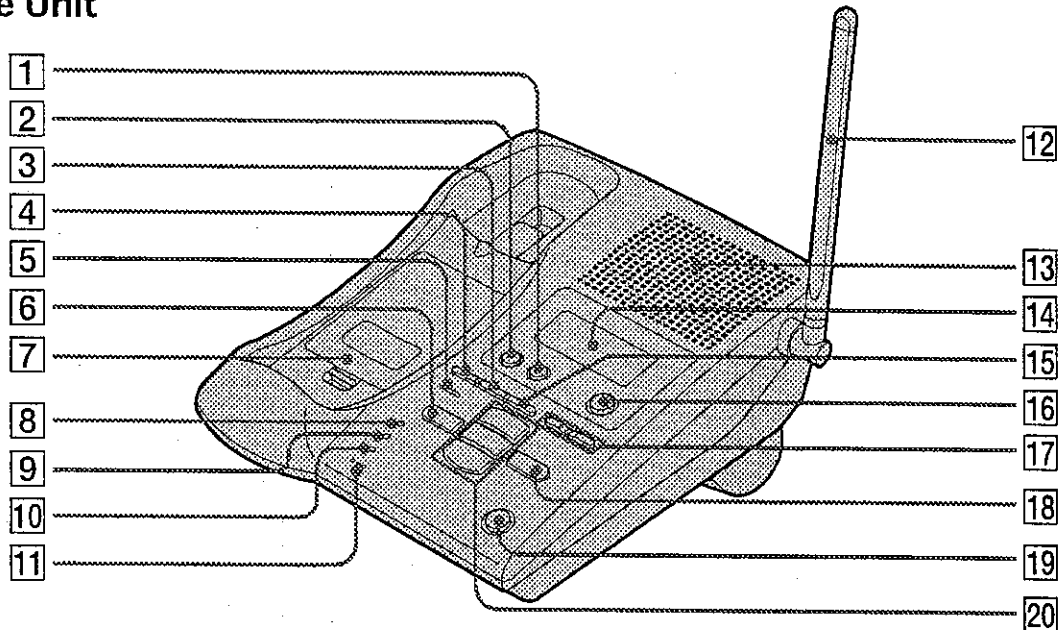
5 Replace the handset on the base unit.

Note

Do not allow more than 20 seconds to elapse during the operation procedure.

Identifying the parts

Refer to the pages indicated in parentheses for details.

Base Unit

1 ERASE button (p. 37, 45)

Erases the recorded greeting or messages.

2 MEMO button (p. 47)

Records a memo message.

3 GREETING REC button (p. 35)

Press to record a greeting.

4 GREETING PLAY button (p. 37)

Plays back the greeting message.

5 NEW CALL lamp (p. 52)

Flashes when there is a "NEW" data in the Caller ID list.

6 ◀◀ REPEAT/REVIEW button (p. 44)

Press to repeat the current message or go back to the previous message. Keep the button pressed for a playback review of the current message.

7 Battery compartment (p. 13)

8 SPARE BATTERY lamp (p. 13)

Lights while the spare battery is being charged.

9 CHARGE lamp (p. 11)

Lights while the battery is being charged.

10 IN USE lamp (p. 22)

Lights when the handset is in use.

11 MIC (microphone) (p. 35, 47)

12 Antenna (p. 9, 60)

13 Speaker

14 Display (p. 19, 43)

15 TIME button (p. 34)

Press to check the current time.

16 ANSWER ON/OFF button (p. 41)

Turns the answering function on or off. Lights when the answering function is on, and flashes when a new message is recorded.

17 VOLUME +/− buttons (p. 44)

Adjusts the speaker volume.

18 ▶▶ SKIP/QUICK button (p. 44)

Press to skip to the next message. Keep the button pressed for quick playback of messages.
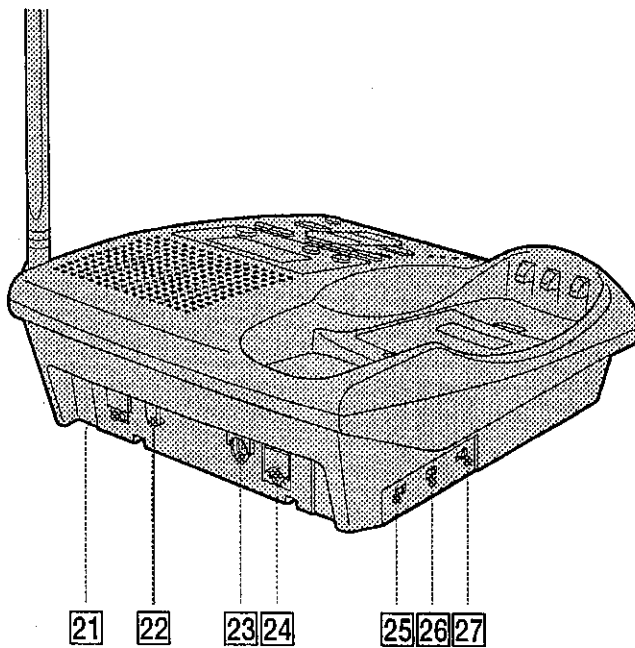
Display

The display on the base unit shows the answering machine operation.
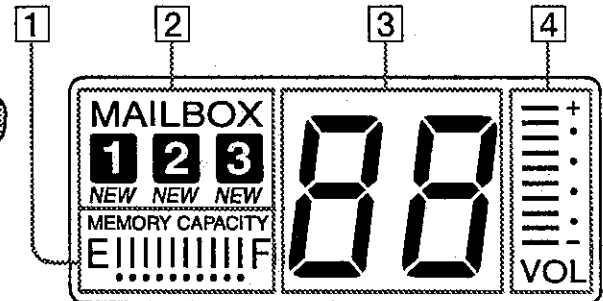
19 HANDSET LOCATOR button
(p. 32)

Allows you to page the handset.

20 PLAY/STOP (MAILBOX 1, 2, 3) buttons (p. 43)

Plays back the messages in each mail box.

21 DIAL MODE switch (p. 10)

Selects pulse or tone dialing.

22 Hook for AC power adaptor cord (p. 9)

23 DC IN 9V jack (p. 9)

24 LINE (telephone line) jack (p. 9)

25 AUDIBLE INDICATOR switch (p. 40)

Selects the answering mode.

26 REC. QUALITY switch (p. 39)

Selects the recording quality.

27 RINGER SELECT switch (p. 38)

Selects the ring time.

1 Memory capacity indicator (p. 40)

Indicates the available memory capacity, fromE (Empty) to F (Full), for recording. The bars increase as the available memory capacity decreases.

2 MAILBOX indicator (p. 43)

Displayed when there are messages recorded and when the messages are being played back.

"NEW" flashes when there are new messages recorded.

3 Message counter (p. 43)

Indicates the number of new messages recorded. "A" appears in the announcement only mode. "F" appears when there is no space to record messages. "P" appears when the power is turned on.
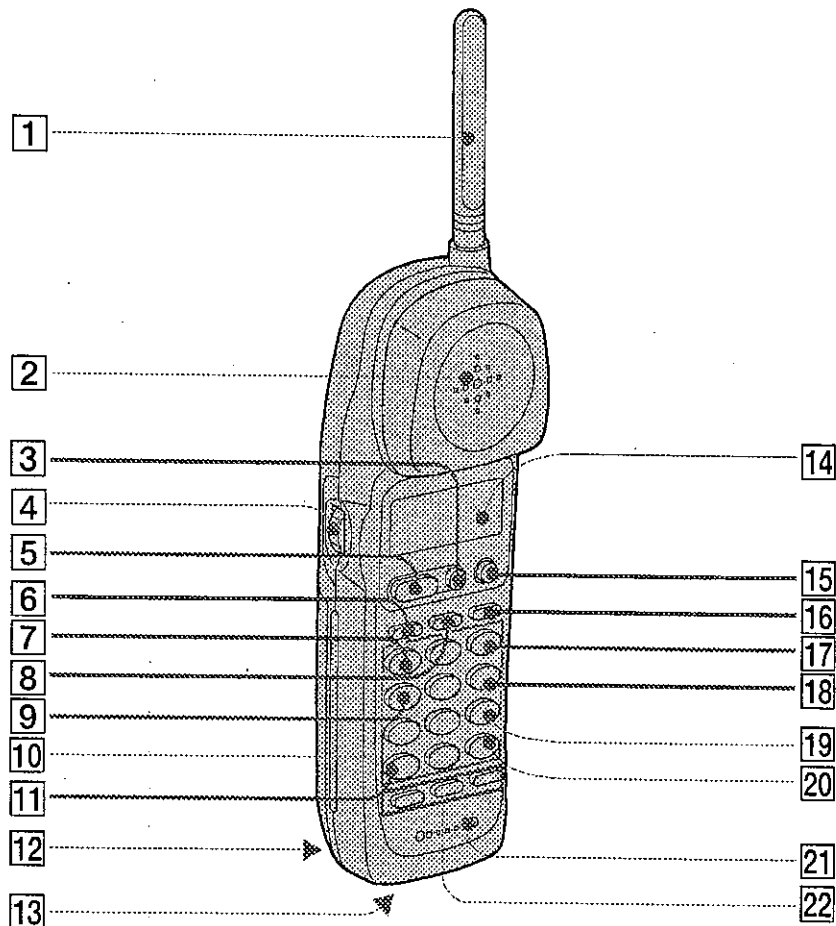
4 VOL (volume) indicator

Indicates the speaker volume. The bars increase as the volume is turned up.

continued

Handset

|1| **Antenna**

|2| **Speaker [EZfit]** (p. 23)

|3| **OFF button** (p. 22)

Allows you to disconnect the call.

|4| **Jog Dial** (p. 14, 26, 52)

|5| **TALK button** (p. 22)

Lets you make or receive a call.

|6| **REMOTE button** (p. 33)

Used to display the answering machine function menu.

|7| **I◀◀ REPEAT button** (p. 44)

Press to repeat the current message or go back to the previous message.

|8| **PGM (Program) button** (p. 14, 26, 28)

Used to store numbers for one-touch dialing or in Phone Directory.

|9| **REVIEW button** (p. 44)

Keep the button pressed for a playback review of the current message.

|10| **Dialing keys** (p. 22)

|11| **✳ TONE button** (p. 22)

Allows you to switch temporarily to tone dialing.

|12| **Battery compartment** (p. 11)

|13| **RING switch** (p. 25)

Switches the ringer to on/off.

|14| **Display** (p. 51)

23

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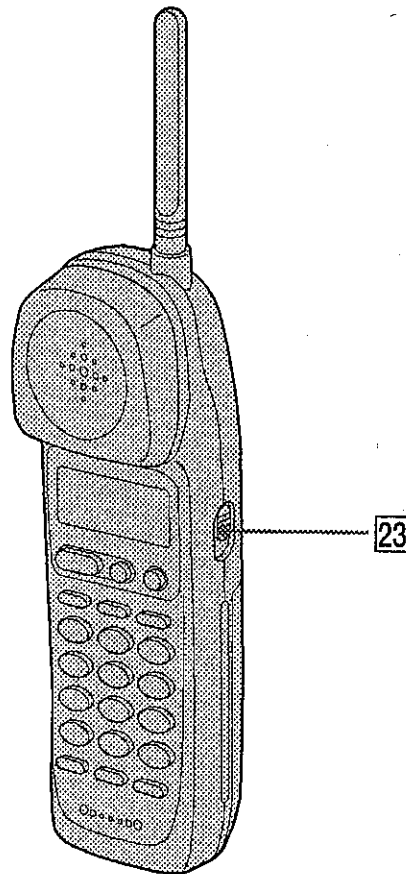
15 **CALL WAITING/FLASH button**
(p. 22, 25, 59)

Switches to a second call if you
have "call waiting" service, or lets
you make a new call.

16 **REDIAL/PAUSE button**
(p. 24, 27)

Redials the last number called/
inserts a pause in the dialing
sequence.

17 ►►I **SKIP button** (p. 44)

Press to skip to the next message.

18 **QUICK button** (p. 44)

Keep the button pressed for quick
playback of messages.

19 **ERASE button** (p. 37, 45)

Erases the recorded greeting or
messages.

20 **# button** (p. 57)

Used to change the number of
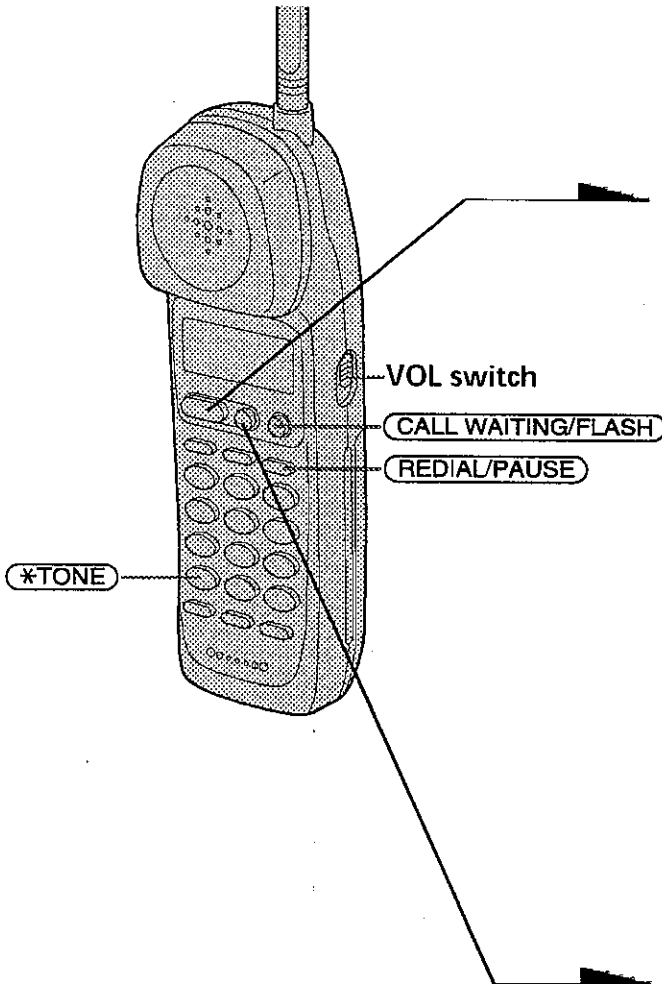digits of the phone number in the
Caller ID list.

21 **Microphone**

22 **ONE-TOUCH DIAL (A, B, C)
buttons** (p. 27)

23 **VOL (volume) switch** (p. 25)

Adjust the handset volume.

Basics

Making calls

1 Pick up the handset from the base unit.

2 Press (TALK) and wait until "TALK" appears on the display. The display also shows the talk time in hours, minutes and seconds.

The dialing keys light up.

The IN USE lamp on the base unit lights up.

You then hear a dial tone. If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.

3 Dial the phone number.

4 When you're done talking, press (OFF) or replace the handset on the base unit.

The display turns off.

—VOL switch

(CALL WAITING/FLASH)

(REDIAL/PAUSE)

(*TONE)

Additional tasks

| To	Do this
Adjust the handset volume	Set the VOL switch to H (high), M (middle) or L (low).
Switch to tone dialing temporarily	Press (*TONE) after you're connected. The line will remain in tone dialing until disconnected.
Switch to another call ("call waiting" service*)	Press (CALL WAITING/FLASH). Press (CALL WAITING/FLASH) again to return to the first caller.

* You need to subscribe to this service from your telephone company.

Notes

- When you increase the sound volume, in some cases the background noise may be increased as well. You should adjust the volume accordingly.
- If the handset beeps every second during conversation and "OUT OF RANGE" appears on the display, move closer to the base unit; otherwise, the call will be disconnected after one minute.
- While the base unit is in use, you cannot make a call with the handset. If you press (TALK), "BASE UNIT IN USE" appears on the display and you will hear a busy tone.

EZfit

The "EZfit" adjusts to fit any shape ear, thereby ensure clear voice reception.
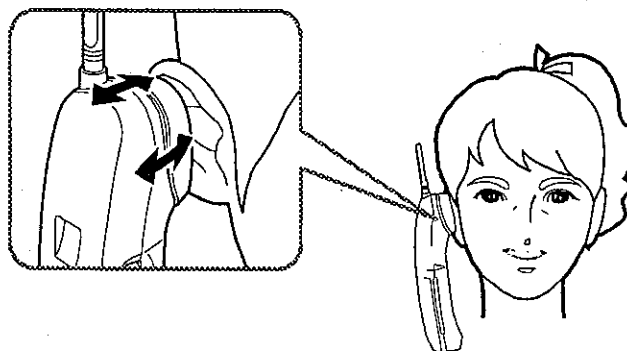
If the battery becomes weak during a call

The handset will beep twice per second, ⏚ and "BATTERY LOW" appear on the display. Finish your call and charge the battery pack.

For optimum performance, charge the battery for a full 12 hours.

Note that during the initial charge time (approx. 10 minutes), ⏚ and "BATTERY LOW" appear on the display and the phone cannot be used.

After ⏚ and "BATTERY LOW" go off, you **may** be able to use the phone, but the battery duration will be **very short**; thus it is recommended that you **fully charge** the battery before next use.

Redialing

1 Press (TALK) and wait until "TALK" appears on the display.

2 Press (REDIAL/PAUSE) to redial the number last dialed.

Note

If the number exceeds 32 digits, five short error beeps will alert you that the number cannot be dialed.

To check the phone number before redialing

While the handset is not in use, press (REDIAL/PAUSE).

The number last dialed is displayed for 20 seconds.

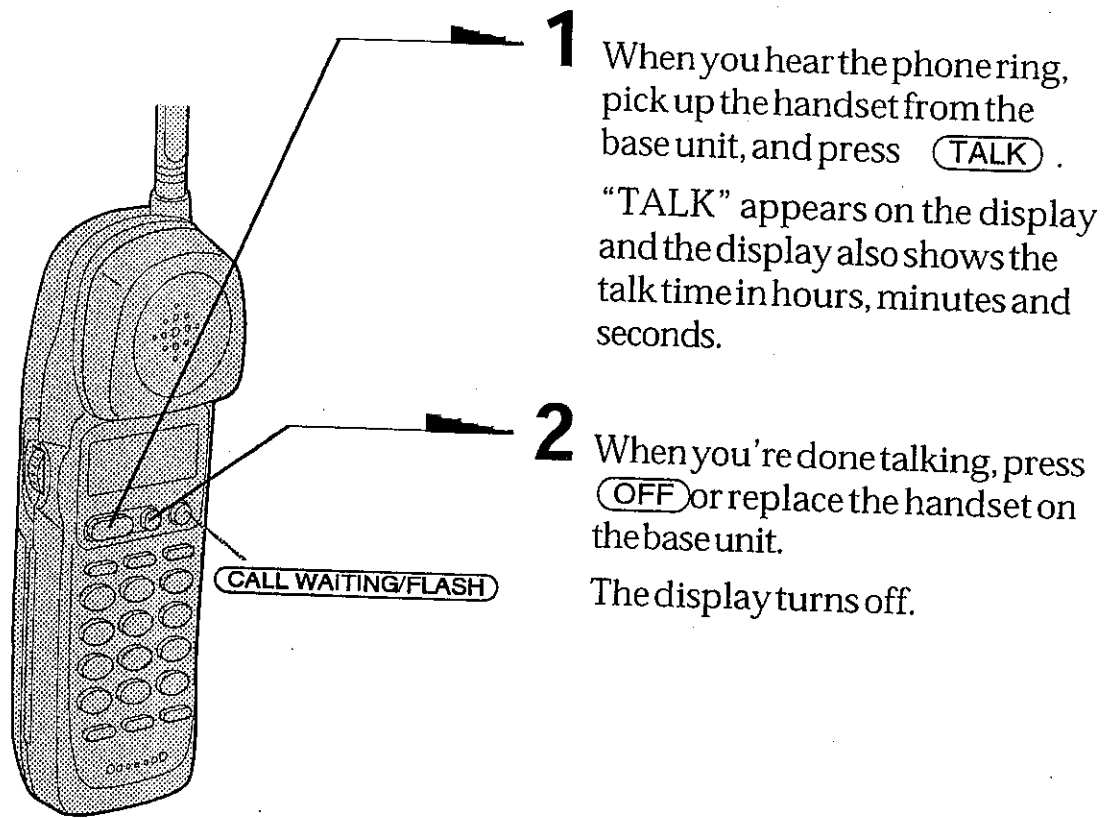To dial the number, press (TALK) while the number is displayed.

Note

The number will not be displayed if the last dialed number exceeds 32 digits or if it is erased.

To erase the last phone number dialed

While the handset is not in use, press (REDIAL/PAUSE) twice.

The number will be erased from the memory, and you will hear a long confirmation beep.

Receiving calls

1 When you hear the phone ring, pick up the handset from the base unit, and press (TALK).

"TALK" appears on the display and the display also shows the talk time in hours, minutes and seconds.

(CALL WAITING/FLASH)

2 When you're done talking, press (OFF) or replace the handset on the base unit.

The display turns off.

Tip
If you have subscribed to the Caller ID service:
- the caller's number and/or name appears on the display when you receive a call (see page 51)
- the ringer sound changes to a higher tone if the call matches the number stored on ONE-TOUCH DIAL buttons or in the Phone Directory (memory match function; see page 51).

To switch to another call ("call waiting" service*)
Press (CALL WAITING/FLASH).

Press the button again to get back to the first caller.

* You need to subscribe to the service from your telephone company.

To turn the ringer off
Set the RING switch on the bottom to OFF.

The handset won't ring. You can still make calls, and also receive calls if another telephone connected to the same line rings to inform you on incoming calls. You can also page the handset from the base unit.
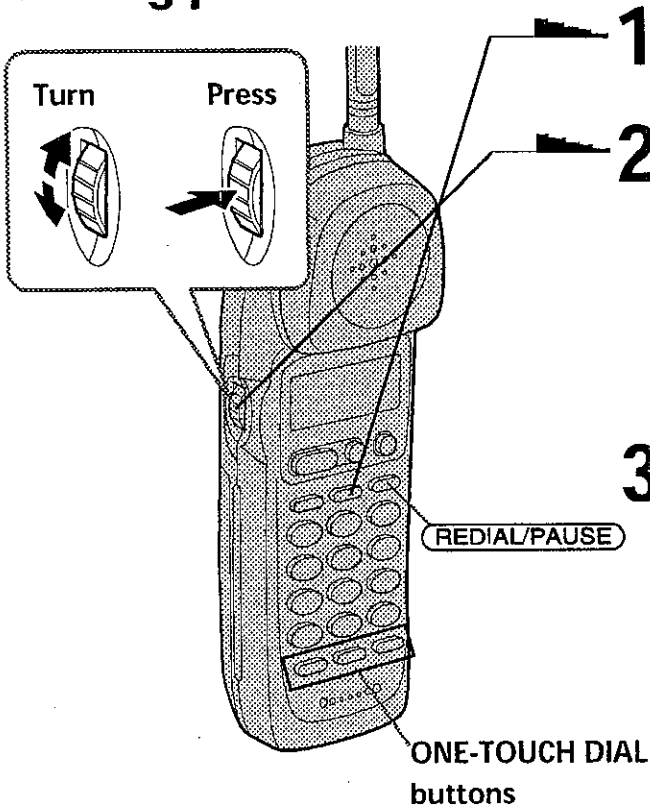
RING switch
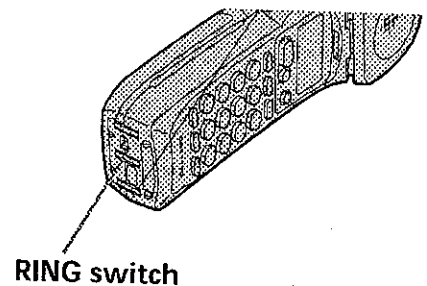
One-touch dialing

You can dial with one touch of a key by storing a phone number on a one-touch dialing button.

Storing phone numbers

Turn   Press

REDIAL/PAUSE

ONE-TOUCH DIAL
buttons

1 Press (PGM).

2 Turn Jog Dial down to make "ONE-TOUCH A" to "ONE-TOUCH C" flash.

```
ONE-TOUCH A    ↑
ONE-TOUCH B    ↓
```

3 Press Jog Dial.

You hear a confirmation beep.

```
A=
```

If a number is stored, it appears on the display. To store a new number, turn Jog Dial down to erase it.

4 Enter the phone number you want to store.

You can enter up to 20 digits, including a tone and a pause, each of which is counted as one digit.

When the phone number of 17 digits or more has been entered, the phone number appears in two lines.

```
1234567890123456
2
```
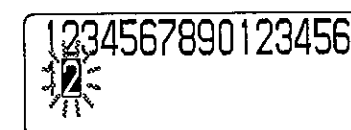
5 Press (PGM).

You hear a long confirmation beep, and the number is stored.

The display turns off.

Note

Do not allow more than 20 seconds to elapse during the operation procedure.

Tips

• When the phone number of 17 digits or more has been entered, "–" is displayed next to 15th digit in step 5.
• If you have entered a wrong number in step 4 and have not pressed (PGM) (step 5) yet, just turn Jog Dial down to erase it. Then enter the correct number.
• You may press Jog Dial instead of (PGM) in step 5.

To store a number to be dialed via Private Branch Exchange (PBX)

Before entering a phone number in step 4 on page 26, do as follows:

1 Enter the outside line access digit (e.g., 9).

2 Press (REDIAL/PAUSE).

To change a stored number

1 Perform steps 1 to 3 on page 26.

The current number appears on the display.

2 Turn Jog Dial down to erase the current number.

3 Enter a new number.

4 Press (PGM).

Note

You can replace the stored number with a new number, but you cannot just erase it.

Making calls with one-touch dialing

1 Press (TALK) and wait until "TALK" appears on the display.

2 Press one of the ONE-TOUCH DIAL buttons ((A) to (C)).

The phone number stored on the one-touch dialing button will appear on the display and will be dialed.

To check the phone number before one-touch dialing

While the handset is not in use, press one of the ONE-TOUCH DIAL buttons ((A) to (C)).

The number stored on the button appears on the display for 20 seconds. To dial the number, press (TALK) while the number is displayed.
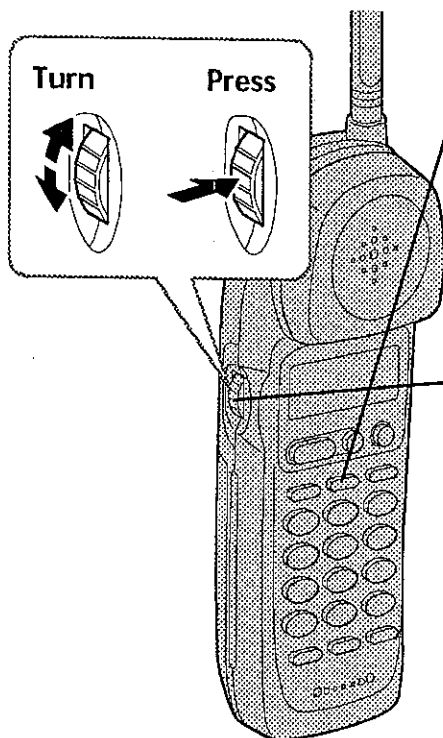
Tip

When the phone number of 17 digits or more has been entered, "–" is displayed next to 15th digit and then the all digits are displayed in two lines after about two seconds.
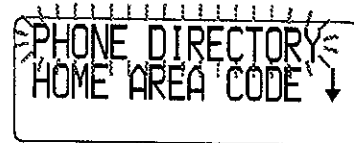
Phone Directory

You can dial a number by scrolling through the Phone Directory.
You can store up to 100 numbers.

Storing phone numbers and names

Turn   Press

Example: to store "SONY" "123-4567".

1 Press (PGM).

PHONE DIRECTORY
HOME AREA CODE ↓

2 Press Jog Dial.

"ENTER NAME" appears.

3 Enter the name using the dialing keys. You can enter up to 15 characters.

Press a dialing key until the desired character appears. (See the character table for details.)

Enter successive characters in the same way.

To enter two characters assigned to the same key, or to enter a "space", turn Jog Dial up to move the cursor to the right.

Example: to enter "SONY", press ⑦ four times (S), press ⑥ three times (O), turn Jog Dial up to move the cursor, press ⑥ twice (N), and press ⑨ three times (Y).
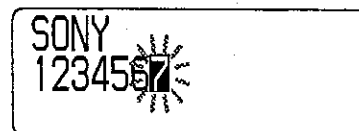
SONY
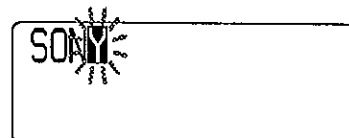
Character table

Key	Character
①	1
②	A → B → C → 2
③	D → E → F → 3
④	G → H → I → 4
⑤	J → K → L → 5
⑥	M → N → O → 6
⑦	P → Q → R → S → 7
⑧	T → U → V → 8
⑨	W → X → Y → Z → 9
⓪	0
✳	*
#	& → ' → , → - → . → #

4 Press (PGM).

"ENTER NUMBER" appears.

5 Enter the phone number.

You can enter up to 20 digits, including a tone
and a pause, each of which is counted as one
digit.

When the phone number of 17 digits or more
has been entered, the phone number appears in
two lines.

```
SONY
123456⎯
```

```
1234567890123456
12⎯
```
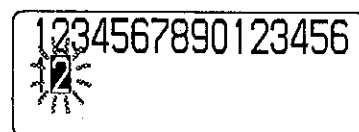
6 Press (PGM).

You hear a long confirmation beep, and the
name and the number are stored. The display
turns off.

Notes
• If you try to save a 101st phone number, you will hear five short error beeps
  and "MEMORY FULL" will be displayed. You cannot store the phone
  number. To store another phone number, erase one of the stored phone
  numbers (see page 30).
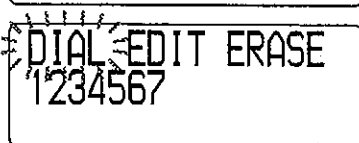• Do not allow more than 20 seconds to elapse during the operation procedure.

Tips
• When the phone number of 17 digits or more has been entered, "–" is
  displayed next to 15th digit in step 6.
• If you have entered a wrong name or number in step 3 or 5, turn Jog Dial
  down to erase it. Then enter the correct name or number.
• You may press Jog Dial instead of (PGM) in steps 4 and 6.
• To store a number to be dialed via PBX, follow the steps on page 27 when
  entering a phone number.

Changing a stored name and/or phone number

1 Display the name and phone number you want
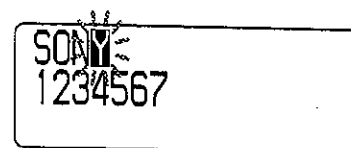to change by doing steps 1 and 2 on page 31.

```
SONY
1234567
```

2 Press Jog Dial.

```
DIAL EDIT ERASE
1234567
```
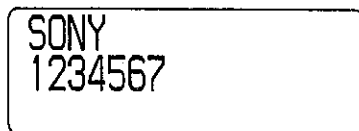
3 Turn Jog Dial up to make "EDIT" flash and press Jog Dial.
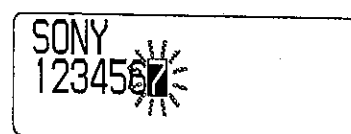
The cursor flashes at the last character of the name.

4 Turn Jog Dial down to erase the characters and enter the new name.

If you want to change only the number, skip this step.

5 Press Jog Dial.

The cursor flashes at the last digit of the phone number.

6 Turn Jog Dial down to erase the number and enter the new number.

If you don't want to change the number, skip this step.

7 Press Jog Dial.

You hear a long confirmation beep and the name and/or the number is changed.
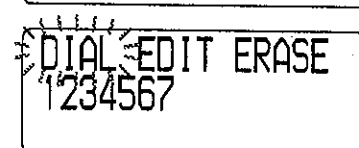
Tip

When the phone number of 17 digits or more has been entered, "–" is displayed next to 15th digit and then the all digits are displayed in two lines after about two seconds.
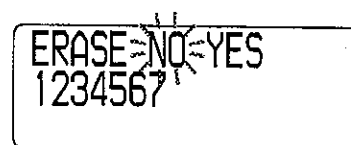
Erasing a memory location

1 Display the name and phone number you want to erase by doing steps 1 and 2 on page 31.
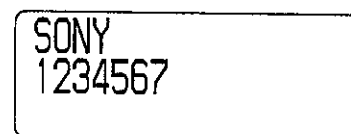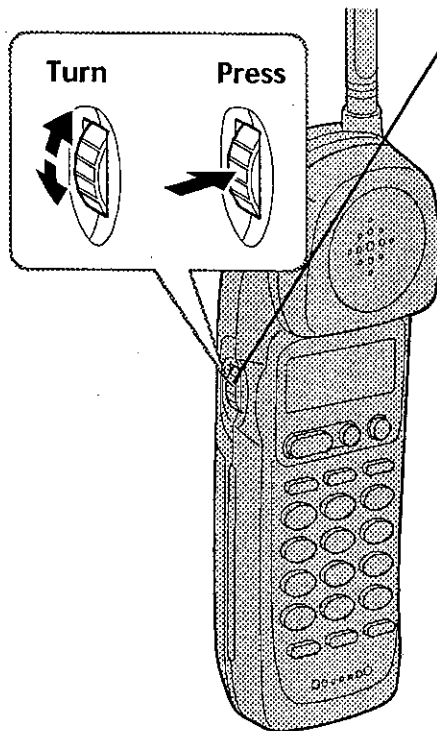
2 Press Jog Dial.

3 Turn Jog Dial up to make "ERASE" flash and press Jog Dial.

4 Turn Jog Dial up to make "YES" flash, then press Jog Dial.

You hear a long confirmation beep and the memory location is erased.

## Making calls from the Phone Directory

1 Press Jog Dial.

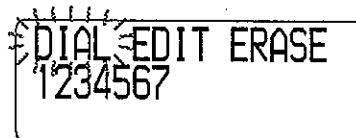"PHONE DIRECTORY" appears on the display.

2 Display the name and phone number you want to call.

To search in alphabetical order: Turn Jog Dial up or down.

To search by entering the initial character: Press the dialing key of the desired character, then turn Jog Dial.

```
SONY
1234567
```

3 Press Jog Dial.

```
DIAL EDIT ERASE
1234567
```
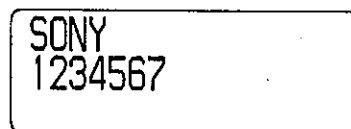
4 Press Jog Dial again.

The phone number will be dialed.

Tips
• You may press (TALK) to make a call instead of doing steps 3 and 4.
• When the phone number of 17 digits or more has been entered, "-" is displayed next to 15th digit and then the all digits are displayed in two lines after about two seconds.

About the search order

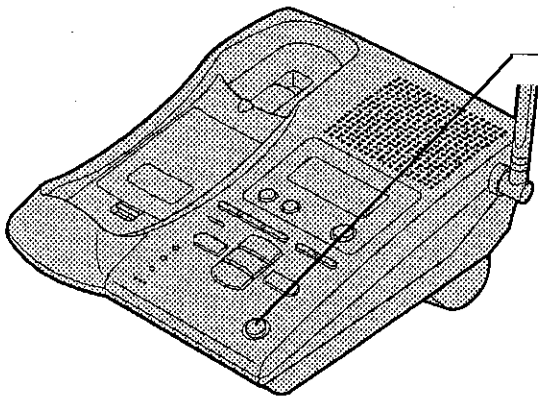The names appear in the following order when you turn Jog Dial up or down.

• Alphabetical order: ABC...XYZ ⟷ symbols ⟷ ✳ ⟷ ♯ ⟷ 0 - 9

• Initial character: To search for "SONY" for example, press ⑦ and then turn Jog Dial to search through the names starting with P, Q, R, S or 7.

Paging

You can page the handset from the base unit.

Note that you cannot page if the handset is in use.

To Page

Press (HANDSET LOCATOR).

The handset rings for about one minute.

To stop ringing, press (TALK) or (OFF) on the handset.

Tip
You can page the handset even when its RING switch is set to OFF.