Exhibit E .... User's Manual

Smith Corona

9421 H/B/C

USER'S MANUAL

WARNING

MobiCel Systems. Inc. doesn't represent this unit to be waterproof. To reduce the risk of fire. electrical shock. or damage to the unit. do not expose this unit to rain or moisture.

NICKEL METAL HYDRIDE BATTERY WARNING

One Nickel Metal Hydride battery is provided with each handset. This battery may not be fully charged when received. Charge the battery before using the wireless handset. Refer to "Charging the Handset Battery" in the Installation section of this manual. The charging time is approximately one (1) hour.

TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THE UNIT TO RAIN OR MOISTURE.

IMPORTANT SAFETY INSTRUCTIONS

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

1. Read and understand all instructions.
2. Follow all warnings and instructions marked on the product.
3. Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a dry cloth for cleaning.
4. Do not use this product near water: for example. near a sink or in a wet area.
5. Do not place this product on an unstable cart. stand. or table. The telephone may fall. causing serious damage to the unit.
6. To protect the product from overheating. do not block or cover any slots or openings in the cell unit. This product should never be

placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.

7. This product should be operated only from the type of power source indicated on the marking label.

8. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be damaged by persons walking on it.

9. Do not overload wall outlets and extension cords. as this can result in the risk of fire or electrical shock.

10. Never push objects of any kind into this product through the cell unit slots. as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock.

11. To reduce the risk of electric shock. do not disassemble this product. Contact qualified service personnel when some service or repair work is required. Opening or removing covers may expose you to dangerous voltages or other risks. Incorrect reassembly can cause electric shock when the product is subsequently used.

12. Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:

    a. When the power supply cord is damaged or frayed.

    b. If liquid has been spilled into the product.

    c. If the product has been exposed to rain or water.

    d. If the product does not operate normally when following the operating instructions. Adjust only those controls that are covered by the operating instructions. Improper adjustment of other controls may result in damage and will often require extensive work by a

qualified technician to restore the
product to normal operation.

e. If the product has been dropped
or the cabinet has been damaged.

f. If the product exhibits a distinct
change in performance.

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

CAUTION

To reduce the risk of fire or injury to persons by
the battery, read and follow these instructions:

1. Use only the appropriate type and size
battery pack specified in this manual.

2. Do not dispose of the battery pack in a fire.
Refer to the Installation section concerning
proper battery disposal.

3. Do not open or mutilate the battery pack.
Released electrolyte is corrosive and may
cause damage to the eyes or skin. It may be
toxic if swallowed.

4. Exercise care in handling the battery in
order not to short out the battery with
conducting materials such as rings.
bracelets. and keys. The battery or
conductor may overheat and cause burns.

5. Charge the battery pack provided with or
identified for use with this product only in
accordance with the instructions and
limitations specified in the instruction
manual provided for this product.

6. Observe proper polarity orientation
between the battery pack and battery
charger.

SAVE THESE INSTRUCTIONS

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Approved By: Jesse CHI

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Version and Amendment Records

Version#	Description	Date
0.0	The draft originated by Gene SUN.	02/24/1998
0.1	1. Add the function of Auto-Attendant. (requested by marketing people) 2. Add the function of Microphone. (requested by marketing people)	02/27/1998
0.2	1. Some typing errors and mistakes. 2. Some changes suggested by marketing people	03/03/1998
1.0	1. Preliminary Operation Manual	05/22/1998
1.01	1. Add more detail information for the operation & update some error. 2. Make a mark "%" for modification	06/03/1998

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I. INTRODUCTION

1. Becoming Familiar with Your Wireless System

The system consists of one base unit and up to sixty wireless handsets. The base unit provides two voice (RF) channels for Intercom or outside calling by any wireless handset.

2. The Features

The system provides many features such as:

2 CO line Capacity.

12 * 2 LCD with icons

Tone/Pulse Dialing.

Speed Dialing (10 numbers).

Last Number Redial (LNR).

Intercom calling.

Conference.

Call Transfer.

Hold.

Flash.

Pause.

Do Not Disturb (DND).

Ringer On/Off control.

Ringer Level Control.

Volume Level Control.

Headset Compatibility.

Caller ID.

Paging.

D-TAD (Digit Telephone Answering Device).

AA(Auto-Attendant).

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II. INDICATIONS

1. Indicator(s) on the Base unit

— POWER: indicates the AC power and the Base unit status.

Dark:	The AC power lost.
Solid:	Base unit functions.
Slow:	1sec on, 1sec off, repeatedly.
	Within power on 10 seconds, waiting to receive the new S.S.C. period,
	Base unit in S.S.C. Programming mode.
Fast:	0.125sec on, 0.125sec off, repeatedly.
	The S.S.C. is empty in the Base unit.

— Two 7-segment LEDs:

Two 7-segment LEDs indicates the number of new messages in the D-TAD (Digital Telephone Answering Device).

2. Icons on the Handset unit.

NA.

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III. PROGRAMMING

1. Summary of the Programming and Function Codes

1.1 Programming Codes

There are some programming parameters on the handset, and here are the operation and the list.

. Standby, the LCD displays:

```
R  i  n  g  :  M  i  d
I  D  :  1  1
         <  i  c  o  n  s  >
```

Note: 1. "Ring":   Ringer volume that may be Low, Mid, Hi or DND.
         2. "ID":   Identification Number of the handset.
         3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [MEM]

. Enter the one digit for programming items,

         [1/2/3/4/5/6/7/8/9/0]   for Speed Dialing memory programming
         [#]   for System Security Code programming
         [*]   for Handset parameters programming

and in the [*] handset parameters programming mode, you may press the [▲]/[▼] to select
the item you want to change

1.   Handset ID Programming.
2.   CO Line Ring Programming.
3.   Handset Ring Type Programming.
4.   FLASH Time Programming.
5.   Tone/Pulse Mode Programming.
6.   Hold-Reminder Time Programming.
7.   CO Line Enable Programming.
8.   D-TAD Ring Time Programming.
9.   D-TAD Recording Time Programming.
10.   D-TAD Remote Code Programming.
11.   D-TAD Time Programming.
12.   AA(Auto-Attendant) Programming.
13.   Caller ID Area Code Programming.
14.   Handset RESET Programming.

1.2 Function Codes

There are some function access codes on the handset, here is the summary. For more details, please refer to the paragraphs
following. Each time you press the [FNC] will form a function access key by followed function access code [1/4/7/0/*/#],
[CID], [CLR].

. Standby.
. Press [FNC]

```
R  i  n  g  :  M  i  d
I  D  :  1  1                        ↑
         <  i  c  o  n  s  >
```

```
←  1  4  1  P  *  2  5  8  0  F
         <  i  c  o  n  s  >
```

```
S  P  D     1
(  e  m  p  t  y  )
         <  i  c  o  n  s  >
```

Or

```
S  P  D     1
0  3  5  7  7  5  1  4  1
         <  i  c  o  n  s  >
```

    1. SPD 1 :   Speed Dial Memory location.
    2. (empty) :   Memory empty prompt.
    3. 035775141 :   Programmed memory content.

. Press [LNR], and the LCD displays:

```
S  P  D     1
7  7  9  3  1  9
         <  i  c  o  n  s  >
```

    1. SPD 1 :   Memory location.
    2. 779319 :   The last dialed number content.

. Press [MEM] again to store the number into memory, and a confirmation beep will be heard.   The LCD will display:

```
S  P  D     1     O  K  !
7  7  9  3  1  9
         <  i  c  o  n  s  >
```

    1. SPD 1 OK! :   Memory location & programming OK.
    2. 779319 :   The last dialed number content.

2.3 Erasing the Speed Dial Memory

    . Standby
    . Press [MEM]
    . Enter the memory location number [1/2/3/4/5/6/7/8/9/0], or use the [▲]/[▼] to scroll the memory location.
    The LCD will display:

```
S  P  D     1
0  3  5  7  7  5  1  4  1
         <  i  c  o  n  s  >
```

    1. SPD 1 :   Speed Dial Memory location.
    2. 035775141 :   The previous programmed memory content.

. Press [FNC] and then press [DEL] (same as [1]) to erase the memory. The LCD will display:

```
S  P  D     1
D  e  l  e  t  e     ?
         <  i  c  o  n  s  >
```

    -- "Delete ?":   The prompt to ask confirmation.

. Press [MEM] again to erase the memory, and a confirmation beep will be heard. The LCD will display:

```
S  P  D     1     O  K  !
(  e  m  p  t  y  )
         <  i  c  o  n  s  >
```

    1. SPD 1 OK! :   Memory location & programming OK.
    2. (empty) :   The indication for the erased Memory location.

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2.2 Store the Last Number dialed into the Speed Dial Memory

. Standby
. Press [MEM]
. Enter the memory location number [1/2/3/4/5/6/7/8/9/0], or use the [▲]/[▼] to scroll the memory location.
The LCD will display:

```
S  P  D     1
(  e  m  p  t  y  )
      <  i  c  o  n  s  >
```
Or
```
S  P  D     1
0  3  5  7  7  5  1  4  1
      <  i  c  o  n  s  >
```

1. SPD 1 :   Speed Dial Memory location.
2. (empty) :   Memory empty prompt.
3. 035775141 :   Programmed memory content.

. Press [LNR], and the LCD displays:

```
S  P  D     1
7  7  9  3  1  9
      <  i  c  o  n  s  >
```

1. SPD 1 :   Memory location.
2. 779319 :   The last dialed number content.

. Press [MEM] again to store the number into memory, and a confirmation beep will be heard.   The LCD will display:

```
S  P  D     1      O  K  !
7  7  9  3  1  9
      <  i  c  o  n  s  >
```

1. SPD 1 OK! :   Memory location & programming OK.
2. 779319 :   The last dialed number content.

2.3 Erasing the Speed Dial Memory

. Standby
. Press [MEM]
. Enter the memory location number [1/2/3/4/5/6/7/8/9/0], or use the [▲]/[▼] to scroll the memory location.
The LCD will display:

```
S  P  D     1
0  3  5  7  7  5  1  4  1
      <  i  c  o  n  s  >
```

1. SPD 1 :   Speed Dial Memory location.
2. 035775141 :   The previous programmed memory content.

%   . Press [FNC] and then press [DEL] (same as [1]) to erase the memory. The LCD will display:

```
S  P  D     1
D  e  l  e  t  e      ?
      <  i  c  o  n  s  >
```

-"Delete ?":   The prompt to ask confirmation.

. Press [MEM] again to erase the memory, and a confirmation beep will be heard. The LCD will display:

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```
S  P  D     1     O  K  !
(  e  m  p  t  y  )
        <  i  c  o  n  s  >
```

1. SPD 1 OK! :   Memory location & programming OK.
2. (empty) :   The indication for the erased Memory location.

3. Programming the System Security Code on the Handset

. Standby.
. Press [MEM]
. Press [#], [#] twice for S.S.C. programming mode code. The LCD will display:

```
S  .  S  .  C  o  d  e
(  e  m  p  t  y  )
        <  i  c  o  n  s  >
```
Or
```
S  .  S  .  C  o  d  e
X  X  X  X  X
        <  i  c  o  n  s  >
```

1. MEM :   Programming start prompt
2. S.S.Code :   S.S.Code programming mode prompt
3. (empty) :   S.S.Code is not programmed
4. XXXXXX :   The S.S.C code already exists.

. Enter [1/2/3/4/5/6/7/8/9/0/*/#/PAUSE/FLASH] 6 digits for new S.S.Code, say 775141. The LCD will display:

```
S  .  S  .  C  o  d  e
7  7  5  1  4  1
        <  i  c  o  n  s  >
```

. Press [MEM] again, a confirmation signal to indicate the successful programming. The LCD will display "OK!" as below:

```
M  E  M     O  K  !
7  7  5  1  4  1
        <  i  c  o  n  s  >
```

. After the 7-8 seconds, the display will back to Standby mode

```
R  i  n  g  :  M  i  d
I  D  :  1  1
        <  i  c  o  n  s  >
```

4. Handset ID Setting

. Standby
. Press [MEM] and the LCD displays:
. Press [*] key to enter the handset parameters programming and the LCD will display:

```
H  a  n  d  s  e  t     I  D
1  1
        <  i  c  o  n  s  >
```
Or
```
H  a  n  d  s  e  t     I  D
1  5
        <  i  c  o  n  s  >
```

1. Handset ID :   Programming handheld ID mode
2. ID:11 :   The default handset ID number
3. ID:15 :   The original handset ID number

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. Enter [11 - 70] 2 digits intercom station number.   Default '11'.
For example: we enter the new [1] [2] handset ID number

```
H  a  n  d  s  e  t     I  D
1  2
      <  i  c  o  n  s  >
```

. Press [MEM] again and a confirmation signal to indicate the successful programming. The LCD will display:

```
M  E  M     O  K  !
1  2
      <  i  c  o  n  s  >
```

5. CO Line Ring Programming

You may program each the CO line incoming call will ring or not on your handset. Default all the 2 CO lines will ring.

. Standby
. Press [MEM].
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the item to select the line you want to program, say CO1

```
C  O  1     R  i  n  g
O  n
      <  i  c  o  n  s  >
```
or
```
C  O  1     R  i  n  g
O  f  f
      <  i  c  o  n  s  >
```

    1. CO1 Ring :   You are programming CO line#1 ring On/Off.
    2. On/Off :   The current setting is On/Off.

. Press any one of the digits [1/2/3/4/5/6/7/8/9/0/*/#] to toggle the CO line ringing On/Off status. The LCD will display:

```
C  O  1   · R  i  n  g
O  f  f
      <  i  c  o  n  s  >
```
or
```
C  O  1     R  i  n  g
O  n
      <  i  c  o  n  s  >
```

    1. CO1 Ring :   You are programming CO line#1 ring On/Off.
    2. Off/On :   Disable/Enable CO1 ring.

. Press [MEM] again, a confirmation signal to indicate the successful programming. The LCD will display:

```
M  E  M     O  K  !
O  f  f
      <  i  c  o  n  s  >
```
or
```
M  E  M     O  K  !
O  n
      <  i  c  o  n  s  >
```

6. Ringer Type Programming

You may select one of the four types ringer sound on your handset. Default is the type 1.

. Standby

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. Press [MEM].
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the ringer type programming mode. The LCD will display:

```
R  i  n  g      T  y  p  e
1
      <  i  c  o  n  s  >
```

    1. Ring Type :   Ringer type.
    2. 1 :   The old programmed type

. Press one of the digits [1/2/3/4] to select other new ringer type you prefer. Each time you change, there is a new ringer type sounds for your reference.   For example, if we enter [2], the LCD will display:

```
R  i  n  g      T  y  p  e
2
      <  i  c  o  n  s  >
```

    1. Ring Type :   Ringer type.
    2. 2 :   Type 2

. Press [MEM] again, and a confirmation signal to indicate the successful programming. The LCD will display:

```
M  E  M      O  K  !
2
      <  i  c  o  n  s  >
```

    1. MEM OK! :   Programming end & OK prompt
    2. 2 :   New selected type 2

7. Programming the FLASH Time

You may program the FLASH time duration as your service need, from 100ms up to 2sec.
Default is 0.6 second.

. Standby
. Press [MEM] and the LCD displays:
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the FLASH Time programming mode. The LCD will display:

```
F  l  a  s  h      T  i  m  e
0  .  6      S  e  c  .
      <  i  c  o  n  s  >
```

    1. Flash Time :   Flash time programming mode
    2. 0.6 Sec. :   Programmed FLASH time

. Enter digit [1/2/3/4/5/6/7/8/9/0/*/#] for new FLASH time selection: [1] for 0.1sec, [2] for 0.2sec, ..., [0] for 1.0sec, [*] for 1.5sec, [#] for 2.0sec. For example, if we enter [1], the LCD will display:

```
F  l  a  s  h      T  i  m  e
0  .  1      S  e  c  .
      <  i  c  o  n  s  >
```

. Press [MEM] again, and a confirmation signal to indicate the successful programming. The LCD will display:

```
M  E  M      O  K  !
0  .  1      S  e  c  .
      <  i  c  o  n  s  >
```

    1. MEM OK! :   Programming end & OK prompt.
    2. 0.1 Sec. :   The new programming FLASH time.

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Note: When any handset changes its Flash Time, the other handsets are automatically changed to the same universal Flash time

setting.

8. Tone/Pulse Mode Programming

You may program your phone to be a Tone or Pulse dialing phone.

. Standby
. Press [MEM] and the LCD displays:
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the Tone/Pulse programming mode.

```
T  o  n  e  /  P  u  l  s  e
T  o  n  e
       <  i  c  o  n  s  >
```
or
```
T  o  n  e  /  P  u  l  s  e
P  u  l  s  e
       <  i  c  o  n  s  >
```

1. Tone/Pulse :   You are programming Tone/Pulse.
3. Tone or Pulse: The current setting is Tone/Pulse.

. Press any one of the digits [1/2/3/4/5/6/7/8/9/0/*/#] to toggle between the Tone and Pulse modes. The LCD will display:

```
T  o  n  e  /  P  u  l  s  e
P  u  l  s  e
       <  i  c  o  n  s  >
```
or
```
T  o  n  e  /  P  u  l  s  e
T  o  n  e
       <  i  c  o  n  s  >
```

1. Tone/Pulse :   You are programming Tone/Pulse mode.
3. Pulse or Tone: Changed to Pulse/Tone Mode.

. Press [MEM] again, a confirmation signal to indicate the successful programming. The LCD will display:

```
M  E  M     O  K  !
P  u  l  s  e
       <  i  c  o  n  s  >
```
or
```
M  E  M     O  K  !
T  o  n  e
       <  i  c  o  n  s  >
```


9. Programming Hold Reminder Time

Default: 30 seconds.

. Standby
. Press [MEM], and the LCD displays:
. Press [*] to enter the handset parameters programming.:
. Press [▲]/[▼] to select the Hold Reminder Time programming mode. The LCD will display:

```
H  o  l  d     R  e  m  i  n  d
3  0     S  e  c  .
       <  i  c  o  n  s  >
```

1. Hold Remind :   Hold Reminder Time programming mode

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3. 30 Sec. :   Programmed Reminder Time.

. Enter one digit [0/1/2/3/4/] for Hold Reminder Time setting.
        0 for Off,   1 for 15 seconds,   2 for 30 seconds,   3 for 45 seconds,   4 for 60 seconds.
        For example, to disable the function of Hold Reminder, you can press [0].   The LCD will display:

```
H  o  l  d      R  e  m  i  n  d
O  f  f
        <  i  c  o  n  s  >
```

. Press [MEM] again, and a confirmation signal to indicate the successful programming. The LCD will display:

```
M  E  M      O  K  !
O  f  f
        <  i  c  o  n  s  >
```

    1. MEM OK! :   Programming end & OK prompt.
    2. Off :   The function of Hold Reminder is disabled.

10. CO Line Connection Programming

You may program each the CO line connection or not on your system. Default all the 2 CO lines will be connection.

. Standby
. Press [MEM].
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the item to select the line you want to program, say CO1

```
C  O  1      C  o  n  n  e  c  t
O  n
        <  i  c  o  n  s  >
```
or
```
C  O  1      C  o  n  n  e  c  t
O  f  f
        <  i  c  o  n  s  >
```

    1. CO1 Connect : You are programming CO line#1 Connect On/Off.
    2. On/Off :   The current setting is On/Off.

. Press any one of the digits [1/2/3/4/5/6/7/8/9/0/*/#] to toggle the CO line connection On/Off status. The LCD will display:

```
C  O  1      C  o  n  n  e  c  t
O  f  f
        <  i  c  o  n  s  >
```
or
```
C  O  1      C  o  n  n  e  c  t
O  n
        <  i  c  o  n  s  >
```

    1. CO1 Connect : You are programming CO line#1 connect On/Off.
    2. Off/On :   Disable/Enable CO1 connection.

. Press [MEM] again, a confirmation signal to indicate the successful programming. The LCD will display:

```
M  E  M      O  K  !
O  f  f
        <  i  c  o  n  s  >
```
Or
```
M  E  M      O  K  !
O  n _
        <  i  c  o  n  s  >
```

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11. Handset Reset programming

You may RESET the handset and clear all the programmed data, all the parameters will back to the default values.

- SPD Memory: Empty
- S.S.Code: Empty
- Ringer Volume: Middle level
- Handset ID: 11
- CO Ring Assign: Both 2 lines will ring
- Ring Type: Type 1
- Hold-Reminder Time: 30 seconds

. Standby
. Press [MEM].
. Press [*] to enter the handset parameters programming.
. Press the [▲]/[▼] to select the RESET programming mode. The LCD will display:

```
R  e  s  e  t      ?

      <  i  c  o  n  s  >
```

— "Reset ?" :   Handset RESET prompt.

. Press [MEM] again, and a confirmation signal to indicate the successful programming.   The LCD will display:

```
M  E  M      O  K  !
R  e  s  e  t
      <  i  c  o  n  s  >
```

1. MEM OK! :   Programming end & OK prompt.
2. Reset: Reset programming mode prompt.

. After 7-8 seconds, the handset will back to standby mode automatically, and the display shows:

```
R  i  n  g  :  M  i  d
I  D  :  1  1
      <  i  c  o  n  s  >
```

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IV. INSTALLATION

1. Configuration

The system consists of a base unit and wireless handsets.
The base unit provides 2 voice (RF) channels for Intercom or outside calls.

2. System Security Code Programming

The S.S.C. (System Security Code) prevents your cordless system from being used by other cordless telephone users.

Power-up the base unit, and be sure the S.S.C. has been programmed in the handset.

. Standby, and move the handset close to the base unit
. Press [MEM].
. Press [#]
. Press and **HOLD** the [*] key, and the LCD displays

```
M  E  M
S  S  C     T  o     B  a  s  e
       <  i  c  o  n  s  >
```

1. MEM :	Programming start prompt
2. SSC :	S.S.Code programming mode prompt
3. To Base :	Air link programming prompt

. Keep holding [*] until a confirmation beep is heard to indicated the S.S.C. is accepted correctly in base unit.
 The LCD will display :

```
M  E  M     O  K  !
S  S  C     T  o     B  a  s  e
       <  i  c  o  n  s  >
```

1. MEM OK! :	Programming end and OK prompt
2. SSC :	S.S.Code programming mode prompt
3. To Base :	Air link programming prompt

. After the about 10 seconds, if you still do not get the confirmation, then it means that the programming failed. When you release the [*] key, the handset will show 'ERR' on LCD. You may try to program again.   The LCD will display:

```
M  E  M     E  R  R  !
S  S  C     T  o     B  a  s  e
       <  i  c  o  n  s  >
```

1. MEM ERR! :	Programming end and fail prompt
2. SSC :	S.S.Code programming mode prompt
3. To Base :	Air link programming prompt

Once you want to change the security code, run the above all steps again.

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V.   BASIC OPERATION

1. Standby Mode

The handset will automatically be in the battery saver mode, when the handset in standby mode.

1.1 Handset Link with the "Idle" Base Unit

```
R  i  n  g  :  L  o  w
I  D  :  1  2
         <  i  c  o  n  s  >
```

1."Ring":	Ringer volume that may be Low, Mid, Hi or DND.
2."ID":	Identification Number of the handset.
3.<icons>:	Icons for the status of CO lines, D-TAD and battery.

1.2 Handset Link with the "Busy" Base Unit, Which Both Paths are In-Use

```
R  i  n  g  :  L  o  w
I  D  :  1  2        B  u  s  y
         <  i  c  o  n  s  >
```

1."Ring":	Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :	Identification Number of the handset.
3. Busy :	Two voice channels of the Base Unit are both busy.
4. <icons>:	Icons for the status of CO lines, D-TAD and battery.

1.3 Handset Can Not Link with the Base Unit

```
R  i  n  g  :  L  o  w
I  D  :  1  2        N  o  S  v  c
         <  i  c  o  n  s  >
```

1."Ring":	Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :	Identification Number of the handset.
3. NoSvc :	Handset fails to link with the base unit.
4. <icons>:	Icons for the status of CO lines, D-TAD and battery.

Note: 1.   In this case, the handset maybe have the wrong S.S.C., or if the local power is OFF at the Base Unit, or the handset is out of the system service areas.
2.   If trying to request a service from the 'Busy' base unit which both the two path are in use, you will get a audible warning tone.

2. Power Key

You may turn on/off the handset by the POWER (same as [CLR]) key.

2.1 Power-Off Mode

. Press and hold [CLR] for 2-4 seconds in power-on mode. The power will be turned off.   In the power-off mode, you will not hear any ringing when a call is received, and the display will show nothing.

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2.2 Power-On Mode

. Press and hold [CLR] for 2-4 seconds in power-off mode.   The power will be turned on, and the LCD will display again.

3. Making Outside Line Call

If trying to request a service from the 'busy' base unit which both the two paths are in use, you will get an audible warning tone and LCD will show as follows:

R	i	n	g	:	L	o	w		
I	D	:	1	2			B	u	s	y
		<	i	c	o	n	s	>	

1."Ring":　　　　Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :　　　　Identification Number of the handset.
3. Busy :　　　　Two voice channels of the Base Unit are both busy.
4. <icons>:　　　Icons for the status of CO lines, D-TAD and battery.

3.1 Making An Outgoing Call by Manual Dialing

. Standby
. Press an available [Lx], where x = 1/2.   For example, press [L2].   The LCD displays:

L	2					m	m	:	s	s
		<	i	c	o	n	s	>		

1. L2 :　　　　The CO line number you are using.
1. mm:ss :　　　Talk time, count by second
2. <icons> :　　Icons for the status of CO lines, D-TAD and battery.

. Enter the telephone number, for example: "035775141, [PAUSE] "

L	2						m	m	:	s	s
0	3	5	7	7	5	1	4	1	P	■	
		<	i	c	o	n	s	>			

1. 035775141P■ : Dialed digits, ■ - cursor for next digit
2. L2 :　　　　The CO line number you are using.
3. mm:ss :　　　Talk time, count by second
4. <icons> :　　Icons for the status of CO lines, D-TAD and battery.

Then, enter "2581" and some leading digits will be shifted away. The LCD displays:

L	2						m	m	:	s	s
←	5	1	4	1	P	2	5	8	1	■	
		<	i	c	o	n	s	>			

— The symbol "←" means that some leading digits are shifted away.

3.2 End An Outgoing Call

. On line, and the conversation is over, the LCD will display : (outgoing call)

L	2						m	m	:	s	s
←	5	1	4	1	P	2	5	8	1	■	
		<	i	c	o	n	s	>			

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% . Press [CLR] to release the call, or put the handset to the charger to release the call automatically.

```
R  i  n  g  :  L  o  w
I  D  :  1  2
         <  i  c  o  n  s  >
```

1. "Ring":   Ringer volume that may be Low, Mid, Hi or DND.
2. "ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

4. Answering Call

%   You may press any one of the digit keys [1/2/3/4/5/6/7/8/9/0/*/#] or take the handset from the charger to pick up the ringing
%   call, and the answer priority is Ringing Intercom Call, Transfer Calls, Hold Recall Calls, Ringing CO Line Calls.
%   But, you may override the priority, by press the [Lx] or [ICM] directly.

%   . Handset in the standby mode, when the handset rings,
%   . Press [any one of the digit] key, or take the handset from the charger, or you may press the ringing [Lx]
%   to pick up the CO ringing line, the LCD will display   (For example, if you pick up Line 2)

```
L  2                    m  m  :  s  s
         <  i  c  o  n  s  >
```

. If you want to release the call, press [CLR]. The LCD will return to the idle status.

```
R  i  n  g  :  L  o  w
I  D  :  1  2
         <  i  c  o  n  s  >
```

5. Last Number Redial (LNR)

5.1 Making An Outgoing Call by LNR

.Standby :
. Press an available [Lx], where x = 1/2.
  For example, if you press [L2], the LCD will display:

```
L  2                    m  m  :  s  s
         <  i  c  o  n  s  >
```

. Press [LNR] to redial the last dialed number. The LCD will display:

```
L  2                    m  m  :  s  s
0  3  5  7  7  5  1  4  1  ■
         <  i  c  o  n  s  >
```

1. 035775141 :   Last dialed digits, ■ - cursor for next digit
2. L2 :   The CO line number you are using.
3. mm:ss :   Talk time, count by second
4. <icons> :   Icons for the status of CO lines, D-TAD and battery.

5.2 Making An Outgoing Call by LNR with Pre-Dialing

. Standby
. Press [LNR] and the LCD displays:

```
L  N  R
0  3  5  7  7  5  1  4  1
```

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```
┌──────────────────────────┐
│     <  i  c  o  n  s  >   │
└──────────────────────────┘
```

1. LNR :	LNR review mode prompt.
2.035775141 :	Last Number Redial digits.
3. <icons>:	Icons for the status of CO lines, D-TAD and battery.

After Last dialing number reviewed, and you want to dial the number

. Press an available [Lx], where x = 1/2, handset will automatically pick up an idle CO line and dial out the number as display on the LCD :

```
┌──────────────────────────┐
│ L  1           m  m  :  s  s │
│ 0  3  5  7  7  5  1  4  1 │
│       <  i  c  o  n  s  > │
└──────────────────────────┘
```

1. L1 :	The CO line number you are using.
2. mm:ss :	Talk time, count by second
3.035775141 :	Last Number Redial digits.
4. <icons>:	Icons for the status of CO lines, D-TAD and battery.

6. Placing an Outside Call on Hold

6.1 Placing an Outside Call on Hold

. On line

```
┌──────────────────────────┐
│ L  1           m  m  :  s  s │
│ 0  3  5  7  7  5  1  4  1  ■ │
│       <  i  c  o  n  s  > │
└──────────────────────────┘
          or
┌──────────────────────────┐
│ L  1           m  m  :  s  s │
│                           │
│       <  i  c  o  n  s  > │
└──────────────────────────┘
          (incoming call)
```

1. L1 :	The CO line number you are using.
2. mm:ss :	Talk time, count by second
3.035775141 :	Dialed digits, ■ - cursor for next digit.
4. <icons>:	Icons for the status of CO lines, D-TAD and battery.

. Press [HLD], and the LCD will display:

```
┌──────────────────────────┐
│ T  R  N  F     T  o       │
│ I  D  :  1  2             │
│       <  i  c  o  n  s  > │
└──────────────────────────┘
```

1. TRNF To :	Transfer call prompt
2. (blank) :	Waiting the station number
3."ID" :	Identification Number of the handset.
4. <icons>:	Icons for the status of CO lines, D-TAD and battery.

. After the 10 seconds time-out, the display will revert to the final idle display if nothing is dialed.

```
┌──────────────────────────┐
│ R  i  n  g  :  L  o  w    │
│ I  D  :  1  2             │
│       <  i  c  o  n  s  > │
└──────────────────────────┘
```

1."Ring":	Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :	Identification Number of the handset.
3. <icons>:	Icons for the status of CO lines, D-TAD and battery.

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6.2 Hold Reminder

. If the Hold Reminder Time is not disabled, when you held a CO line over a programmed period of time, a triple beep will be heard to remind you that the line is still held. The related icons will be changed.

6.3 Hold Recall Ring

. If the held CO line is not picked up for 3 minutes, all handset units will start to ring (i.e., Recall Ring) to remind all of the users. The related icons will be changed.

. Press [any one of the digit] key, or you may press the ringing [Lx] to pick up the CO hold recall ringing line

7. Retrieve a Line on Held

. A CO line being held
. Press the [Lx] held line key, where x = 1/2, the LCD will display

```
L  2              m  m  :  s  s
      <  i  c  o  n  s  >
```

1. L2 :   The CO line number you are using.
2. mm:ss :   Talk time, count by second
3. <icons> :   Icons for the status of CO lines, D-TAD and battery.

8. Making an Intercom Call

. Standby
. Press the [ICM] key. The LCD will display

```
I  C  M     T  o
I  D  :  1  2
      <  i  c  o  n  s  >
```

1. ICM To :   Intercom call prompt, and wait for user to enter the called party ID number
2. "ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Dial desired intercom number, say station 12 calls station 15, the LCD will display

```
I  C  M     T  o     1  5
I  D  :  1  2
      <  i  c  o  n  s  >
```

1. ICM To 15:   Intercom call station 15
2. "ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

8.1 If the Called Party is Idle and Access-able

Note: Access-able means the called party is linked with the base unit, or the called party is busy by using one of these path. The calling party station 12 will display :

```
I  C  M     T  o     1  5
I  D  :  1  2        R  i  n  g
      <  i  c  o  n  s  >
```

1. ICM To 15:   Intercom call station 15

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2."ID" :   Identification Number of the handset.
3. Ring :   Intercom ringing prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

The called party station 15 will get an intercom ring and display :

```
I  C  M     B  y     1  2
I  D  :  1  5        R  i  n  g
      <  i  c  o  n  s  >
```

1. ICM By 12:   Intercom call from station 12
2."ID" :   Identification Number of the handset.
3. Ring :   Intercom ringing prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

8.2 If the Called Party is Busy and Access-able

The calling party station 12 will display :

```
I  C  M     T  o     1  5
I  D  :  1  2        B  u  s  y
      <  i  c  o  n  s  >
```

1. ICM To 15:   Intercom call station 15
2."ID" :   Identification Number of the handset.
3. Busy :   Called party busy prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

Note: The called party station 15 will remain UN-changed. and WON'T hear a call waiting triple beep for intercom call.

8.3 If the Called Party is in DND (Ringer Off) Mode and Access-able

The calling party station 12 will display :

```
I  C  M     T  o     1  5
I  D  :  1  2        D  N  D
      <  i  c  o  n  s  >
```

1. ICM To 15:   Intercom call station 15
2."ID" :   Identification Number of the handset.
3. DND :   Called party DND prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

The called party station 15 will remain UN-changed.

8.4 If the Called Party is UN-Accessible by Intercom Path Busy

The calling party station 12 will display :

```
I  C  M     T  o     1  5
I  D  :  1  2        B  u  s  y
      <  i  c  o  n  s  >
```

1. ICM To 15:   Intercom call station 15.
2."ID" :   Identification Number of the handset.
3. Busy :   Called party busy prompt.
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

The called party station 15 will remain UN-changed.

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8.5 If the Called Party is an Illegal Number

Note: Illegal means the called party is non-existing or loses the link with this system.
The calling party station 12 will display :

```
I C M   T o   1 5
I D : 1 2     N o F n d
      < i c o n s >
```

1. ICM To 15:   Intercom call station 15.
2. "ID" :   Identification Number of the handset.
3. NoFnd :   UN-reachable called party prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

9. Answering an Incoming Intercom Call

. Handset is ringing.

```
I C M   B y   1 2
I D : 1 5     R i n g
      < i c o n s >
```

1. ICM By 12:   Intercom call from station 12
2. "ID" :   Identification Number of the handset.
3. Ring :   Intercom ringing prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [any one of the digit] key, or you may press the [ICM] to pick up the ringing intercom call, the LCD will display:

```
I C M   B y   1 2
I D : 1 5     T a l k
      < i c o n s >
```

1. ICM By 12:   Intercom call from station 12
2. "ID" :   Identification Number of the handset.
3. Talk :   Intercom talk mode prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. And the calling party station 12 shows

```
I C M   T o   1 5
I D : 1 2     T a l k
      < i c o n s >
```

1. ICM To 15   Intercom called party ID=15
2. "ID" :   Identification Number of the handset.
3. Talk :   Intercom talk mode prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

When conversation is over.
. Press [CLR] to release the call

```
R i n g : L o w
I D : 1 2
      < i c o n s >
```

1. "Ring":   Ringer volume that may be Low, Mid, Hi or DND.
2. "ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

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10. Voice Page the Base Unit

. Press [ICM], and the LCD displays.

```
I  C  M     T  o
I  D  :  1  2
         <  i  c  o  n  s  >
```

1. ICM To   Intercom call prompt, and wait for user to enter the called party ID number
2. "ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [0]. If the intercom path is idle, your voice can be heard from the speaker on the base unit.
The LCD on the handset will display

```
P  a  g  e     B  a  s  e
I  D  :  1  2        T  a  l  k
         <  i  c  o  n  s  >
```

1. Page Base :   Voice Page the base unit.
2. "ID" :   Identification Number of the handset.
3. Talk :   Intercom talk mode prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

If the intercom path is busy, the handset LCD will display

```
P  a  g  e     B  a  s  e
I  D  :  1  2        B  u  s  y
         <  i  c  o  n  s  >
```

1. Page Base: Voice Page the base unit.
2. "ID" :   Identification Number of the handset.
3. Busy :   Intercom path busy prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

11. Conference Call

You may make a three-way conference call.

11.1 Two CO Lines Conference Call

. On line

```
L  2                 m  m  :  s  s
0  3  5  7  7  5  1  4  1  ■
         <  i  c  o  n  s  >
```

1. 035775141■ :   Dialed digits, ■ - cursor for next digit
2. L2 :   The CO line number you are using.
3. mm:ss :   Talk time, count by second
4. <icons> :   Icons for the status of CO lines, D-TAD and battery.

. Press [HLD] and make the second CO line call

```
L  1                 m  m  :  s  s
0  3  5  7  6  5  4  3  2  ■
         <  i  c  o  n  s  >
```

1. 035765432■ :   Dialed digits, ■ - cursor for next digit
2. L1 :   Another CO line number you are using.

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3. mm:ss :   Talk time, count by second
4. <icons> :   Icons for the status of CO lines, D-TAD and battery.

. Press [FNC]
. Press [CONF] (same as [*]) to bridge the two CO lines

```
L  1  ,  L  2        m  m  :  s  s
0  3  5  7  6  5  4  3  2  ■
      <  i  c  o  n  s  >
```

1. 035765432■ :   Dialed digits, ■ - cursor for next digit
2. L1,L2 :   You are using both CO lines.
3. mm:ss :   Talk time, count by second
4. <icons> :   Icons for the status of CO lines, D-TAD and battery.

11.2 One CO Line and Two Stations Conference Call

. On line

```
L  2                 m  m  :  s  s
0  3  5  7  7  5  1  4  1  ■
      <  i  c  o  n  s  >
```

1. 035775141■ :   Dialed digits, ■ - cursor for next digit
2. L2 :   The CO line number you are using.
3. mm:ss :   Talk time, count by second
4. <icons> :   Icons for the status of CO lines, D-TAD and battery.

. Press [HLD] and make the intercom call to the third internal party

```
I  C  M     T  o     1  5
I  D  :  1  2        T  a  l  k
      <  i  c  o  n  s  >
```

1. ICM To 15   Intercom called party ID=15
2. "ID" :   Identification Number of the handset.
3. Talk :   Intercom talk mode prompt
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [FNC]
. Press [CONF] (same as [*]) to bridge the CO line to the 2 handsets

```
L  2                 m  m  :  s  s

      <  i  c  o  n  s  >
```

1. L2 :   The CO line number you are using.
2. mm:ss :   Talk time, count by second
3. <icons> :   Icons for the status of CO lines, D-TAD and battery.

12. Transferring CO Call

12.1 Transferring a Call

. On line

```
L  L_                m  m  :  s  s
0  3  5  7  7  5  1  4  1  ■
      <  i  c  o  n  s  >
```

or

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```
L  1                    m  m  :  s  s

        <  i  c  o  n  s  >
```
(incoming call)

1. L1 :   The CO line number you are using.
2. mm:ss :   Talk time, count by second
3.035775141 :   Dialed digits, ■ - cursor for next digit.
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [HLD], and the LCD will display:

```
T  R  N  F     T  o
I  D  :  1  2
        <  i  c  o  n  s  >
```

1. TRNF To :   Transfer call prompt
2. (blank) :   Waiting the station number
3."ID" :   Identification Number of the handset.
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. After the 10 seconds time-out, the display will revert to the final idle display if nothing is dialed.   If you enter the transfer station number in time, say station 12 transfer a call to station 15.

```
T  R  N  F     T  o     1  5
I  D  :  1  2
        <  i  c. o  n  s  >
```

1. TRNF To :   Transfer call prompt
2. 15 :   The transfer station number
3."ID" :   Identification Number of the handset.
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. A transfer ring will be heard at station 15.   The icon below the LCD will indicate the transferred line.

Note: You will hear a call waiting triple beep when you are on the other line and receive a transfer ring.

12.2 Transferring Recall :

. If the transferred call didn't answer over 3 minute, the system will recall to all the handsets to remind there is a line has been unanswered and in holding state for too long. The icon below the LCD will indicate the transferred line.

. Press [any one of the digit] key, or you may press the recalling [Lx] to pick up the CO ringing line.   The LCD will display:

```
L  1                    m  m  :  s  s

        <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.
2. mm:ss :   Talk time, count by second
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

13. Speed Dialing

You may program 10 phone numbers in the speed dial memory, each up to 32 digits (including digits, PAUSE, FLASH, TONE) long.

13.1 Using the Speed Dialing

. Pick up a line by pressing an available [Lx], where x = 1/2. The LCD will display

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```
L  1                   m  m   :   s   s

      <  i  c  o  n  s  >
```

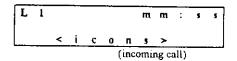|		
1. L1 :		The CO line number you are using.
2. mm:ss :		Talk time, count by second
3. <icons>:		Icons for the status of CO lines, D-TAD and battery.

. Press [MEM]. The LCD will display

```
S  P  D                m  m   :   s   s

      <  i  c  o  n  s  >
```

1. SPD :	Speed dialing access prompt
2. mm:ss :	Talk time, count by second
3. <icons>:	Icons for the status of CO lines, D-TAD and battery.

. Enter the memory location number [1/2/3/4/5/6/7/8/9/0]. The LCD will display

```
L  1                   m  m   :   s   s
0  3  5  7  7  5  1  4  1  ■
      <  i  c  o  n  s  >
```

1. L1 :	The CO line number you are using.
2. 035775141■ :	Dialed digits, ■ - cursor for next digit
3. mm:ss :	Talk time, count by second
4. <icons>:	Icons for the status of CO lines, D-TAD and battery.

13.2 Review the Speed Dialing

. Handset standby mode
. Press [MEM].
. Enter the memory location number [1/2/3/4/5/6/7/8/9/0], or use the [▲]/[▼] to scroll the memory location.
The LCD will display:

```
S  P  D     1
(  e  m  p  t  y  )
      <  i  c  o  n  s  >
```

or

```
S  P  D     1
0  3  5  7  7  5  1  4  1
      <  i  c  o  n  s  >
```

1. SPD 1 :	Memory location
2. (empty) :	Memory empty prompt
3. 035775141:	Programmed memory content
4. <icons>:	Icons for the status of CO lines, D-TAD and battery.

. After speed dialing number is reviewed, and you want to dial the number. Press an available [Lx] (where x =1/2)

```
L  1                   m  m   :   s   s
0  3  5  7  7  5  1  4  1  ■
      <  i  c  o  n  s  >
```

1. L1 :	The CO line number you are using.
2. 035775141■ :	Dialed digits, ■ - cursor for next digit
3. mm:ss :	Talk time, count by second
4. <icons>:	Icons for the status of CO lines, D-TAD and battery.

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14. FLASH Function

You may press the FLASH function key instead of pressing the hook switch to activate services such as call waiting, 3-way calling, etc.

. On line

```
+------------------------------------------+
| L  1                 m  m  :  s  s       |
| 0  3  5  7  7  5  1  4  1  ■              |
|           <  i  c  o  n  s  >            |
+------------------------------------------+
```

1. L1 :   The CO line number you are using.
2. 035775141■ :   Dialed digits, ■ - cursor for next digit
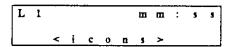3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [FLS] to make a hook switch to the line. The LCD will display:

```
+------------------------------------------+
| L  1                 m  m  :  s  s       |
|           <  i  c  o  n  s  >            |
+------------------------------------------+
```

1. L1 :   The CO line number you are using.
2. (Blank) :   Blank the digit field, wait the new digits
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Enter new phone number, or service code

```
+------------------------------------------+
| L  1                 m  m  :  s  s       |
| 0  3  5  7  6  5  4  3  2  ■              |
|           <  i  c  o  n  s  >            |
+------------------------------------------+
```

1. L1 :   The CO line number you are using.
2. 035765432■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

15. PAUSE Function

You may use the PAUSE function to make a dialing delay between digits during a call, or program the PAUSE in the speed dialing numbers for certain banking and long distance service. Each time you press PAUSE key, about a 3 seconds delay occurs in the dialing sequence.   You may press more than one PAUSE to get a longer delay for you need.

. On line, and dialed some digits

```
+------------------------------------------+
| L  1                 m  m  :  s  s       |
| 7  7  5  1  4  1  ■                       |
|           <  i  c  o  n  s  >            |
+------------------------------------------+
```

1. L1 :   The CO line number you are using.
2. 775141■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [FNC].
. Press [PAUSE] (same as [7]) to insert time delay between digits. The LCD will display:

```
+------------------------------------------+
| L  1                 m  m  :  s  s       |
| 7  7  5  1  4  1  P  ■                    |
|           <  i  c  o  n  s  >            |
+------------------------------------------+
```

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1. L1 :   The CO line number you are using.
2. 775141P■:   Dialed digits, ■ - cursor for next digit
3. "P" :   Pause key
4. mm:ss :   Talk time, count by second
5. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Enter the rest digits.   The LCD will display:

```
L  1                  m  m  :  s  s
7  7  5  1  4  1  P  2  5  ■
      <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.
2. 775141P■25:   Dialed digits, ■ - cursor for next digit
3. "P" :   Pause key
4. mm:ss :   Talk time, count by second
5. <icons>:   Icons for the status of CO lines, D-TAD and battery.

16. TONE Function

If you have pulse service and wish to access a computer or calling service that use tone.
On line, and dialed digits in pulse.   The LCD will display

```
L  1                  m  m  :  s  s
7  7  5  1  4  1  ■
      <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.
2. 775141■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [TONE] (same as [*]) to change the dialing mode to TONE mode. And then enter the rest digits which will be dialed as
TONE signal.

```
L  1                  m  m  :  s  s
7  7  5  1  4  1  *  2  5  ■
      <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.
2. 775141*25■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. When you release the line, the dial mode will change to the pulse mode again automatically.

17. DND Function

The Do Not Disturb feature is useful to temporarily prevent interruptions during meetings or telephone conversations.
When you activate the DND feature, you will not hear incoming call rings.

17.1 Setting DND Mode

. Standby
. Press [FNC].
. Press [DND] (same as [4]) to activate DND

```
R  i  n  g  :  D  N  D
I  D  :  1  2
      <  i  c  o  n  s  >
```

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1."Ring":   Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

17.2 Canceling the DND Mode.

. Press [FNC] and then press [DND] (same as [4]) again to disable DND mode.

```
R  i  n  g  :  L  o  w
I  D  :  1  2
        <  i  c  o  n  s  >
```

1."Ring":   Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

18. MUTE Function

The Mute feature turns off the microphone so the person at the other phone cannot hear you.
The Mute feature automatically cancels when you hang up, change lines.

. On line

```
L  1                m  m  :  s  s
7  7  5  1  4  1  *  2  5  ■
        <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.
2. 775141*25■ : Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press and **HOLD** the [MUTE] key for privacy, the LCD will display

```
M  u  t  e            m  m  :  s  s
7  7  5  1  4  1  *  2  5  ■
        <  i  c  o  n  s  >
```

1. Mute :   Mute function activate
2. 775141*25■ : Dialed digits, ■ - cursor for next digit
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. To resume your conversation, release the [MUTE] key.

```
L  1                m  m  :  s  s
7  7  5  1  4  1  *  2  5  ■
        <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.
2. 775141*25■ : Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

19. Out Of Range Warning

An audible alert will occur each 2 seconds when the handset is too far from the base unit.
You have to move closer to the base unit for clear conversation.

. On line

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```
┌─────────────────────────────┐
│ L  1              m  m  :  s  s │
│ 7  7  5  1  4  1  *  2  5  ■    │
│        <  i  c  o  n  s  >      │
└─────────────────────────────┘
```

1. L1 :   The CO line number you are using.
2. 775141*25■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Walking out from base unit service area

```
┌─────────────────────────────┐
│ O  u  t     O  f     R  a  n  g  e │
│ 7  7  5  1  4  1  *  2  5       │
│        <  i  c  o  n  s  >      │
└─────────────────────────────┘
```

1. Out Of Range — Out Of Range warning prompt

19.1 Handset Walks Back to the Base Unit

If the user walks back to the base unit after the he/she receive the Out Of Range warning, the handset will stop the O.O.R. warning.

```
┌─────────────────────────────┐
│ L  1              m  m  :  s  s │
│ 7  7  5  1  4  1  *  2  5  ■    │
│        <  i  c  o  n  s  >      │
└─────────────────────────────┘
```

1. L1 :   The CO line number you are using.
2. 775141*25■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

19.2 Handset Keeps Walking Out From the Base Unit

If the user keeps walking away from the base unit service area, once the system lose the signal for a period of time, say 10 seconds, then the base will hold the call.

. Either the handset links with the base unit,

```
┌─────────────────────────────┐
│ L  1              m  m  :  s  s │
│                                 │
│        <  i  c  o  n  s  >      │
└─────────────────────────────┘
```

1. L1 :   The CO line number you are using.
2. (Blank) :   Blank the digit field, wait the new digits
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Or the handset loses the link with the system.

```
┌─────────────────────────────┐
│ R  i  n  g  :  L  o  w         │
│ I  D  :  1  2     N  o  S  v  c │
│        <  i  c  o  n  s  >      │
└─────────────────────────────┘
```

1."Ring":   Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :   Identification Number of the handset.
3. NoSvc :   Handset fails to link with any base unit
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

20. Battery Low Warning

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The warning indicator appears when the battery of the handset becomes weak. If you are on a call when battery low, end the conversation as soon as possible. Otherwise, you may lose the call. The icon will tell you about the battery

21. Complete with Headset

The Headset frees your hands so you can keep working. Plug the headset into the headset jack.
The handset mic will be disable when turn on the headset.

21.1 Turn on Headset

. Press [FNC] and then press [HEADSET] (same as [#]) to activate Headset.   The LCD will display:

```
H  e  a  d  s  e  t     O  n
I  D  :  1  2
         <  i  c  o  n  s  >
```

1."Headset On":   For HEADSET unit on
2."ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

21.2 Turn off Headset

. Press [FNC] and then press [HEADSET] (same as [#]) to disable the Headset function. The LCD will display:

```
R  i  n  g  :  L  o  w
I  D  :  1  2
         <  i  c  o  n  s  >
```

1."Ring":   Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

22. Ringer Volume Programming

You may adjust the ringer level of the handset to one of the three levels (Low/Mid/Hi), each time you change it you will hear the ringer level setting for your reference. Default is the level Middle.

22.1 Handset in Standby Mode

. Handset in standby mode, LCD shows

```
R  i  n  g  :  L  o  w
I  D  :  1  2
         <  i  c  o  n  s  >
```

1."Ring:Low":   Ringer volume is set to "Low".
2."ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [▲]/[▼] to select the level you prefer. Each time you change the volume, there is a ringer sound generated.

For example, you press [▲] and the LCD becomes:.

```
R  i  n  g  :  M  i  d
I  D  :  1  2
       <  i  c  o  n  s  >
```

1."Ring:Mid":   Ringer volume is set to "Mid".

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2. "ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

22.2 Handset in Ringing on CO Line

. Handset with ICM/CO ringing.
. Press [▲]/[▼] to select the level you prefer and the ringing level will be changed accordingly.

23. Paging Handsets from the Base Unit

Using this feature, you can locate handsets if misplaced.

. Press [PAGE] on the base unit.   The handsets found will generate 12 beeps.

24. Speaker Volume Adjustment on Base Unit

. Press [UP] or [DOWN] to adjust the speaker volume.

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VI   CALLER ID OPERATION

1. Setting the Area Code for Caller ID

The CID area code can be up to three digits, and the default is empty. You can set different area codes up to 5 groups. If a call from the same CID area code, then the area code will be deleted automatically, and won't be stored in the CID database.   So the call can be dial back in the future as a local call without the leading area code.

1.1 Programming the Area Code

. Standby
. Press [MEM].
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the item to select the Area Code Group you want to program, say Group#2

```
A  r  e  a     C  o  d  e  #  2
(  e  m  p  t  y  )
      <  i  c  o  n  s  >
```
or
```
A  r  e  a     C  o  d  e  #  2
0  3  5
      <  i  c  o  n  s  >
```

1. Area Code#2 :   You are programming Area Code Group #2.
2. (empty) :   The current setting is "empty".
3. 035 :   The current setting is "035".
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Enter [1/2/3/4/5/6/7/8/9/0] 3 digit for new Area Code, say 027, the LCD will display

```
A  r  e  a     C  o  d  e  #  2
0  2  7
      <  i  c  o  n  s  >
```

1. Area Code#2 :   You are programming Area Code Group #2.
3. 027 :   The new setting is "027".
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [MEM] again, and a confirmation signal to indicate the successful programming.   The LCD will display:

```
M  E  M     O  K  !
0  2  7
      <  i  c  o  n  s  >
```

1. MEM OK! :   Programming end & OK prompt.
2. 027 :   The new setting is "027".
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. After 7-8 seconds, the handset will back to standby mode automatically.

1.2 Erasing the Area Code

. Standby
. Press [MEM].
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the item to select the Area Code Group you want to program, say Group#2

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```
A  r  e  a        C  o  d  e  #  2
0  2  7
        <  i  c  o  n  s  >
```

1. Area Code#2 :   You are programming Area Code Group #2.
2. 027 :   The current setting is "027".

%   . Press [FNC] and then press [DEL] (same as [1]) to erase the CID Area code.   The LCD will display:

```
A  r  e  a        C  o  d  e  #  2
D  e  l  e  t  e        ?
        <  i  c  o  n  s  >
```

1. Area Code#2 :   You are programming Area Code Group #2.
2. Delete ? :   Prompt to ask confirmation

. Press [MEM] again, and a confirmation signal to indicate the successful programming.   The LCD will display:

```
M  E  M        O  K        !
(  e  m  p  t  y  )
        <  i  c  o  n  s  >
```

1. MEM OK! :   Programming end & OK prompt.
2. Area Code#2 :   You are programming Area Code Group #2.
3. (empty) :   Area Code is erased.

2. Ringing Line Caller ID Function

If the Caller ID service is available from your telephone company, and your have requested this feature, the LCD will show the telephone name and number of the incoming calls, and the date and time the call is received.

By press [CID], you can change the view between Number and Name displays or change to the other CO line caller ID.

When you receive a call, the caller's Name is displayed as :   (This is the 1st Page for the caller's ID.)

```
T  O  M  M  Y        S  M  I  T  H
T  E  C  O  M                 L  1
        <  i  c  o  n  s  >
```
or
```
N  o        N  a  m  e
                             L  1
        <  i  c  o  n  s  >
```
or
```
P  r  i  v  a  t  e
                             L  1
        <  i  c  o  n  s  >
```
or
```
O  u  t        O  f        A  r  e  a
                             L  1
        <  i  c  o  n  s  >
```

1. L1 :   The Caller's ID is for Line#1.
2. TOMMY SMITH TECOM :   Incoming caller's name.
3. "No Name" :   The Name is not sent from your telephone company.
4. "Private" :   Incoming caller's Name Private indicator.
5. "Out Of Area" :   Incoming caller's Name Out-Of-Area. indicator.

. Press [CID] to see the part of Phone Number.   (This is the 2nd Page for the caller's ID.)

```
0  3  5  7  7  5  1  4  1
                             L  1
        <  i  c  o  n  s  >
```

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or

```
N  O      N  u  m  b  e  r
                           L  1
        <  i  c  o  n  s  >
```

or

```
P  r  i  v  a  t  e
                           L  1
        <  i  c  o  n  s  >
```

or

```
O  u  t      O  f      A  r  e  a
                           L  1
        <  i  c  o  n  s  >
```

1. L1 :   The Caller's ID is for Line#1.
2. 035775141 :   Incoming caller's phone number.
3. "No Number" :   The Number is not sent from your telephone company.
4. "Private" :   Incoming caller's Number Private indicator.

2.1 View the Caller ID Information Between Ringing Calls

If you get more than one line ringing at the same time, you can check the caller from these different lines to decide which line should be answered with higher priority.

. Handset in standby mode.
. Line 1 and line 2 ringing, the LCD shows line 1 caller information

```
T  O  M  M  Y      S  M  I  T  H
T  E  C  O  M              L  1
        <  i  c  o  n  s  >
```

1. L1 :   The Caller's ID is for Line#1.
2. TOMMY SMITH TECOM :   Incoming caller's name.

. Press [CID] to see the part of Phone Number.   (This is the 2nd Page for the Line 1 caller's ID.)

```
0  3  5  7  7  5  1  4  1
                           L  1
        <  i  c  o  n  s  >
```

. Press [CID] again to check the Line 2 caller information.

```
S  H  E  R  R  Y      C  H  E  N
S  O  H  O                  L  2
        <  i  c  o  n  s  >
```

1. L2 :   The Caller's ID is for Line#2.
2. SHERRY CHEN SOHO :   Incoming caller's name.

. Press [CID] to see the part of Phone Number.   (This is the 2nd Page for the Line2 caller's ID.)

```
0  3  5  7  7  9  3  1  9
                           L  2
        <  i  c  o  n  s  >
```

. Press [CID] again, back to the LCD normal mode

```
R  i  n  G  :  L  o  w
I  D  :  1  2
        <  i  c  o  n  s  >
```

1. "Ring":   Ringer volume that may be Low, Mid, Hi or DND.
2. "ID" :   Identification Number of the handset.

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3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [CID] again, back to the line 1 caller information. And so on...

```
T  O  M  M  Y     S  M  I  T  H
T  E  C  O  M              L  1
        <  i  c  o  n  s  >
```

1. L1 :   The Caller's ID is for Line#1.
2. TOMMY SMITH TECOM :   Incoming caller's name.

3. Caller ID Data Base Function

Up to 30 caller's information can be stored in the Database of the base unit on a numbered list.   This list can be reviewed at any time. If more than 30 calls are received, the earliest received numbers are deleted to maintain a total of 30 calls.

Because of the system limitation, only one of the handsets can operate the Database at a time.

3.1 Enter the CID Data Base Retrieve Mode

You may enter the CID Database which stored the latest 30 calls and you may use some very useful features during the view of the data base.   Because of the system limitation, only one of the handsets can operate the Database at a time.

. Standby.
, the LCD display
. Press [FNC] and then press [CID] to enter CID database retrieve mode. The LCD will display:

```
A  l  l     C  I  D  :  X  X
N  e  w     C  I  D  :  Y  Y
        <  i  c  o  n  s  >
```

1. "All CID:XX" :   The all CID number XX.
2. "New CID:YY":   The new CID number YY.

Note: In the CID caller retrieve mode, if you keep stay on one of the caller list and do nothing, after about 10 seconds, the handset will leave the CID Retrieve and return to the standby mode, and display will shows:

3.2 Delete All Callers from the Caller Data Base

%   You may delete all caller information easily from the caller database after you have returned the call
%   or you have reviewed the caller list.

%   . LCD shows the all caller information, and you want to delete it from the caller list.

```
A  l  l     C  I  D  :  X  X
N  e  w     C  I  D  :  Y  Y
        <  i  c  o  n  s  >
```

%   1. "All CID:XX" :   The all CID number XX.
%   2. "New CID:YY":   The new CID number YY.

%   . Press [FNC] and then press [DEL] (same as [1]) to delete the all caller data. The LCD displays:

```
A  l  l     C  I  D  :  0  0
N  e  w     C  I  D  :  0  0
        <  i  c  o  n  s  >
```

%   1. "All CID:00" :   The all CID are deleted.
%   2. "New CID:00":   The new CID are deleted.

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3.3 Scroll the Calls in the CID Data Base

. In CID database retrieve mode, current caller index number is 11

```
T  O  M  M  Y      S  M  I  T  H
S  O  H  O             #  1  1
      <  i  c  o  n  s  >
```

1. #11 :   The newest CID list index number.
2. TOMMY SMITH TECOM :   Incoming caller's name.

. Press [▲]/[▼] to scroll the CID data base between calls.   For example,

– If pressing [▲] (FORWARD), you will see the caller#12 :

```
S  H  E  R  R  Y      C  H  E  N
S  O  H  O             #  1  2
      <  i  c  o  n  s  >
```

1. #12 :   The CID list index number.
2. SHERRY CHEN SOHO : Incoming caller's name.

– Or if pressing [▼] (BACKWARD) instead, you will see the caller#10

```
S  A  N  D  E  R  S     L  E  E
X  Y  Z                 #  1  0
      <  i  c  o  n  s  >
```

1. #10 :   The CID list index number.
2. SANDERS LEE XYZ :   Incoming caller's name.

3.4 View the Completed Caller Information

Since the caller information include the name, number, date and time. So there are two pages for each caller list, the 1st page with caller list index number and name of caller, the 2nd page includes the caller phone number, call retrieved date and time.

. LCD shows the 1st page

```
T  O  M  M  Y      S  M  I  T  H
T  E  C  O  M          #  1  1
      <  i  c  o  n  s  >
```

1. #11 :   The CID list index number.
2. TOMMY SMITH TECOM :   Incoming caller's name.

. Press [MUTE] to change the LCD to shows the caller 2nd page for the phone number, date and time information.

```
0  3  5  7  7  5  1  4  1
A  U  G  2  7      2  0  :  1  0
      <  i  c  o  n  s  >
```

1. 035775141 :   The Caller ID phone number
2. AUG27 20:10 :   Date and Time call received

. Press [MUTE] again, and you can change the CID pages back and forth for the completed caller information.

```
T  O  M  M  Y      S  M  I  T  H
T  E  C  O  M          #  1  1
      <  i  c  o  n  s  >
```

1. #11 :   The CID list index number.

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2. TOMMY SMITH TECOM :   Incoming caller's name.

3.5 Dial Back for the Caller on the Display

You may answer the call easily while you are reviewing the caller ID database.

3.5.1 Dial Back the Phone Number with No Change on the Display

. LCD shows the caller information, and you want to return the call

```
T  O  M  M  Y     S  M  I  T  H
T  E  C  O  M           #  1  1
      <  i  c  o  n  s  >
```

    1. #11 :   The CID list index number.
    2. TOMMY SMITH TECOM :   Incoming caller's name.

Or

```
0  3  5  7  7  5  1  4  1
A  U  G  2  7     2  0  :  1  0
      <  i  c  o  n  s  >
```

    1. 035775141 :   The Caller ID phone number
    2. AUG27 20:10 : Date and Time call received

. Press an available [Lx] (where x = 1/2) to pick up the CO line
. Press [FNC] and then press [CID] to dial the caller number automatically.

```
L  1              m  m  :  s  s
0  3  5  7  7  5  1  4  1  ■
      <  i  c  o  n  s  >
```

    1. L1 :   The CO line number you are using.
    2. 035775141■ :   Dialed digits, ■ - cursor for next digit
    3. mm:ss :   Talk time, count by second
    4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

3.5.2 Dial Back the Phone Number with Manual Insert digits

You may want to insert a "1" or other digits necessary for long distance call or special service functions, in front of the stored caller number.

. LCD shows the caller information, and you want to return the call

```
T  O  M  M  Y     S  M  I  T  H
T  E  C  O  M           #  1  1
      <  i  c  o  n  s  >
```

    1. #11 :   The CID list index number.
    2. TOMMY SMITH TECOM :   Incoming caller's name.

Or

```
0  3  5  7  7  5  1  4  1
A  U  G  2  7     2  0  :  1  0
      <  i  c  o  n  s  >
```

    1. 035775141 :   The Caller ID phone number
    2. AUG27 20:10 : Date and Time call received

. Press an available [Lx] (where x = 1/2) to pick up the CO line, and then dial the [1] for long distance call.

```
L  1              m  m  :  s  s
1  ■
      <  i  c  o  n  s  >
```

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1. L1 :   The CO line number you are using.
2. 1■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [FNC] and then press [CID] to dial the caller number automatically.

```
L  1              m  m  :  s  s
1  0  3  5  7  7  5  1  4  1  ■
      <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.
2. 1035775141■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

3.6 Delete a Caller from the Caller Data Base

You may delete a caller information easily from the caller database after you have returned the call or you have reviewed the caller list.

. LCD shows the caller information, and you want to delete it from the caller list.

```
T  O  M  M  Y  S  M  I  T  H
T  E  C  O  M           #  1  1
      <  i  c  o  n  s  >
```

1. #11 :   The CID list index number.
2. TOMMY SMITH TECOM :   Incoming caller's name.

Or

```
0  3  5  7  7  5  1  4  1
A  U  G  2  7     2  0  :  1  0
      <  i  c  o  n  s  >
```

1. 035775141 :   The Caller ID phone number
2. AUG27 20:10 : Date and Time call received

%   . Press [FNC] and then press [DEL] (same as [1]) to delete the caller data. The LCD displays:

```
D  e  l  e  t  e  d
                  #  1  1
      <  i  c  o  n  s  >
```

1. #11 :   The CID list index number.
2. (empty) :   The prompt for confirmation.

3.7 Store a Caller Number into the Speed Dial Memory

You may store a caller phone number from the caller list, into your speed dial memory.
. The LCD shows the caller information, and you want to store it

```
T  O  M  M  Y     S  M  I  T  H
T  E  C  O  M           #  1  1
      <  i  c  o  n  s  >
```

1. #11 :   The CID list index number.
2. TOMMY SMITH TECOM :   Incoming caller's name.

Or

```
0  3  5  7  7  5  1  4  1
A  U  G  2  7     2  0  :  1  0
      <  i  c  o  n  s  >
```

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1. 035775141 :   The Caller ID phone number
2. AUG27 20:10 :   Date and Time call received

. Press [MEM].

. Enter the memory location number [1/2/3/4/5/6/7/8/9/0], or use [▲]/[▼] to scroll the memory location. The LCD will display

```
S  P  D     1
(  e  m  p  t  y  )
      <  i  c  o  n  s  >
```
Or
```
S  P  D     1
1  2  3
      <  i  c  o  n  s  >
```

1. SPD 1 :   Speed Dial Memory location.
2. (empty) :   Memory empty prompt.
3. 123 :   Programmed memory content.

. Press [FNC] and then press [CID].   The LCD will display

```
S  P  D     1
0  3  5  7  7  5  1  4  1
      <  i  c  o  n  s  >
```

1. SPD 1 :   Memory location.
2. 035775141 :   The CID caller ID number.

. Press [MEM] again to store the number into memory, a confirmation beep will be heard.   The LCD will display:

```
S  P  D     1     O  K  !
0  3  5  7  7  5  1  4  1
      <  i  c  o  n  s  >
```

1. SPD1 OK! :   Memory location & programming OK
2. 035775141 :   The CID caller ID number

3.8 Leave the CID Data Base Retrieve Mode

You may leave the CID data base whenever you are in any CID data base access features, and back to the standby mode.

. . The LCD shows the caller information, and you want to leave

```
T  O  M  M  Y     S  M  I  T  H
T  E  C  O  M        #  1  1
      <  i  c  O  n  s  >
```

1. #11 :   The CID list index number.
2. TOMMY SMITH TECOM :   Incoming caller's name.

Or
```
0  3  5  7  7  5  1  4  1
A  U  G  2  7     2  0  :  1  0
      <  i  c  O  n  s  >
```

1. 035775141 :   The Caller ID phone number
2. AUG27 20:10 :   Date and Time call received

. Press [CLR] to leave the caller data base and the LCD goes back to the normal standby mode.

4. Caller ID Message Waiting

Your telephone company may send a "Message Waiting" signal to you.   You can then retrieve the messages through your

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telephone company.   The LCD will display:

```
L  1      M  s  g  W  a  i  t
I  D  :  1  2
         <  i  c  o  n  s  >
```

1."L# MsgWait":   Someone left messages to you through the Central Office on Line1 or/and 2.
2."ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. To delete the display of the Message Waiting, press [FNC] and then press [DEL] (same as [1]).   The LCD will display:

```
R  i  n  g  :  L  o  w
I  D  :  1  2
         <  i  c  o  n  s  >
```

1."Ring":   Ringer volume that may be Low, Mid, Hi or DND.
2."ID" :   Identification Number of the handset.
3. <icons>:   Icons for the status of CO lines, D-TAD and battery.

5. Caller ID on Call Waiting (Type II Call ID)

This is a telephone service which identifies a waiting caller without interrupting your current call. This feature gives you the informed choice of whether or not to take the incoming call.   The operation is the same as the normal operation. Please see the

example below:

. Suppose that you are talking on Line#1. The LCD displays:

```
L  1               m  m  :  s  s
7  7  5  1  4  1  ■
         <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.
2. 775141■ :   Dialed digits, ■ - cursor for next digit
3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. After hearing a short CPE Alert Signal (CAS), if you want to view the new incoming Call ID of this line,
press [CID] and see the Caller ID of the waiting caller:

```
T  O  M  M  Y     S  M  I  T  H
T  E  C  O  M            L  1
         <  i  c  o  n  s  >
```

1. TOMMY SMITH TECOM :   Incoming caller's name.
2. L1 :   The Caller's ID is for Line#1.

. Press [CID] to see the part of Phone Number. (This is the 2nd Page for the Line 1 caller's ID.)

```
0  3  5  7  7  5  1  4  1
                     L  1
         <  I  c  o  n  s  >
```

. Press [CID] again to return the original line#1 talking mode

```
L  1               m  m  :  s  s
7  T  5  1  4  1  ■
      ‘  <  i  c  o  n  s  >
```

1. L1 :   The CO line number you are using.

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2. 775141■ :   Dialed digits, ■ - cursor for next digit

3. mm:ss :   Talk time, count by second
4. <icons>:   Icons for the status of CO lines, D-TAD and battery.

. Press [CID] again, back to the line 1 caller information. And so on...

```
┌─────────────────────────┐
│ T  O  M  M  Y    S  M  I  T  H │
│ T  E  C  O  M            L  1 │
│      <  i  c  o  n  s  > │
└─────────────────────────┘
```

1. TOMMY SMITH TECOM :   Incoming caller's name.
2. L1 :   The Caller's ID is for Line#1.

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VII. D-TAD OPERATION

1. Setting the unit to answer calls

. Pressing [D-TAD] can make a handset enter the D-TAD mode. The icon below the LCD will indicate the status.

The definitions of some keys are then changed.

[2] is for [STOP].	[3] is for [PLAY].	[4] is for [GREETING].	[5] is for [OFF].
[6] is for [ON].	[8] is for [REPEAT].	[9] is for [SKIP].	[#] is for [MEMO].

2. To check the greeting message

. Make sure that the handset is in the D-TAD mode.
. Press [GREETING] and [0] to check the previous recorded greeting message.

3. To record a D-TAD greeting message

. Make sure that the handset is in the D-TAD mode.
. Press [GREETING] and then press [0] within 3 seconds to start the greeting recording mode.
  You can also check the previous recorded greeting using this way.
. Within 6 seconds, press [GREETING] again to record your greeting.
. After the beep, speak clearly for your greeting message.
. When finished, press [STOP].

4. To erase the recorded D-TAD greeting message

. Press [GREETING], and then press [0] within 3 seconds.
. While the message is played, press [FNC] and then press [DEL] (same as [1]).

5. Enabling/Disabling the base unit answering function

. For the base unit:
  — Press [ANSWER ON/OFF] to toggle the D-TAD on/off.

. For handsets:
  Make sure that the handset is in the D-TAD mode.
  — Press [On] to enable the base unit D-TAD function.
  — Press [Off] to disable the base unit D-TAD function.

6. Listening to new messages only

. For the base unit:
  — Press [PLAY/STOP].   The voice is played
  — To stop playing, press [PLAY/STOP] again.

. For handsets:
  Make sure that the handset is in the D-TAD mode.
  — Press [PLAY].
  — To stop playing, press [STOP].

7. Listening to all of the recorded messages

. For the base unit:
  — Press [PLAY/STOP] and then press [UP].
  — To stop playing, press [PLAY/STOP] again.

. For handsets:
  Make sure that the handset is in the D-TAD mode.
%   — Press [PLAY] twice during 3 seconds.
  — To stop playing, press [STOP].

8. Using [REPEAT]

. Press [REPEAT] to repeat the message during playback.

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9. Using [SKIP]

. Press [SKIP] to skip the message during playback. The next message is played.

10. Erasing messages

. Erasing a specific message

. For the base unit:
-- Press [ERASE] while the message you want to erase is being played through
the speaker.   A beep will sound and the base unit continues to play the
next message.

. For handsets:
Make sure that the handset is in the D-TAD mode.
-- Press [FNC] and then press [DEL](same as [1]) while the message you want to erase is
being played. A beep will sound and the base unit continues to play the next
message.

. Erasing all of the messages

. For the base unit:
%   -- Press [ERASE] and then press [UP]. A beep will sound.

. For handsets:
Make sure that the handset is in the D-TAD mode.
%   -- Press [FNC] and then press [DEL ALL] (same as [CLR]). A beep will sound.

11. Monitoring incoming calls

. While a call is being recorded, you can monitor it through the speaker. To answer the call, just
pick up the CO line.   The D-TAD stops recording.
. You can see the total number of newly recorded messages on the 7-segment LEDs.

12. Using [MEMO]

. Make sure that you are in the D-TAD mode.
. Press [MEMO].
. After a beep sounds, the D-TAD starts to record your message.
. Press [STOP] to end the operation.

13. Using [REC]   (2-way Recording)

. Talking on a CO line.
. Press [REC] ([FNC] + [0])   and the D-TAD will start to record your conversation.
. The operation will stop after you release the CO line up or press [STOP].

14. Remote operation

You can operate the D-TAD from any touch tone phone.

-- Call your phone from some touch tone phone.
-- Enter your remote security code during the greeting message playback.
-- Enter the direct remote commands. (see next paragraph)
-- To end the remote operation, hang up.

14.1 Direct remote commands

Press [1]:   (During playback)
                    Case1:   Then press [*] within 2 seconds, and the current message is erased.
                             A confirmation beep will be heard.
                    Case2:   Then press [#] within 2 seconds, and all of the recorded messages
                             are erased.   A confirmation beep will be heard.

Press [2]:   Stop the current operation (e.g., recording, playback)

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| Press [3]: | Case1: | Then press [#] within 2 seconds, and all of the messages are played back. |
| | Case2: | Only new messages are played back. |

Press [4]:	Case1: Start to play the Greeting message.
	Case2: Press [0] within 2 seconds to start to record the new Greeting message.
	Press [2] to stop recording.

Press [5]:   Turn off the D-TAD.

Press [8]:   (During playback) The current message is repeated.

Press [9]:   (During playback) The current message is skipped. The next message is played.

Turn on the D-TAD: Call your unit and wait for about 55 seconds.

15. The D-TAD programming

15.1 Programming the Ring Time

After CO or Transfer ringing, you may select the time before the D-TAD answers a call. The
time can be set from 10 seconds to 60 seconds.
Default: 15 seconds.

. Standby
. Press [MEM]
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the Ring Time programming mode. The LCD will display:

```
R  i  n  g     T  i  m  e
X  X     S  e  c  .
         <  i  c  o  n  s  >
```

| 1. Ring Time : | Ring Time programming mode. |
| 2. xx : | 2 digits is needed for Ring Time programming mode. |

. Enter 2 digit for the Ring Time.

For example, to set 20 seconds, we need to enter 20

```
R  i  n  g     T  i  m  e
2  0     S  e  c  .
         <  i  c  o  n  s  >
```

. Press [MEM] again, and a confirmation signal to indicate the successful programming.
The LCD will display:

```
M  E  M     O  K  !
2  0     S  e  c  .
         <  i  c  o  n  s  >
```

| 1. MEM OK! : | Programming end & OK prompt. |
| 2. 20 : | The new programmed value is 20 seconds. |

15.2 Programming the Caller's Recording Time

You may select the caller's recording time as either "unlimited", "1 minute" or "greeting only".
Default: "unlimited".

. Standby
. Press [MEM]
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the Recording Time programming mode. The LCD will display:

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```
R  e  c  o  r  d     T  i  m  e
U  n  l  i  m  i  t  e  d
         <  i  c  o  n  s  >
```

1. Record Time: Recording Time programming mode
2. Unlimited :   Unlimited the recording time (original value).

. Enter 1 digit [0/1/#] for the Recording Time.   — If you press [#], the LCD will display:

```
R  e  c  o  r  d     T  i  m  e
U  n  l  i  m  i  t  e  d
         <  i  c  o  n  s  >
```

1. Record Time :   Recording Time programming mode
2. Unlimited: The current choice for recording time is "unlimited".

— If you press [1], the LCD will display:

```
R  e  c  o  r  d     T  i  m  e
1     M  i  n  u  t  e
         <  i  c  o  n  s  >
```

1. Record Time :   Recording Time programming mode
2. 1 Minute: The current choice for recording time is "1 minute".

— If you press [0], the LCD will display:

```
R  e  c  o  r  d     T  i  m  e
G  r  e  e  t     O  n  l  y
         <  i  c  o  n  s  >
```

1. Record Time :   Recording Time programming mode
2. Greet Only: The current choice for recording time is "greeting only".

. Press [MEM] again, and a confirmation signal to indicate the successful programming.   The LCD will display:

```
M  E  M     O  K  !
G  r  e  e  t     O  n  l  y
         <  i  c  o  n  s  >
```

1. MEM OK! :   Programming end & OK prompt.
2. Greet Only: The current choice for recording time is "greeting only".

15.3 Programming D-TAD Remote Code

The remote code prevents unauthorized persons from accessing your unit and listening to your messages.
Choose any 2-digit number (00-99). Default is 11.

. Standby, and press [MEM]
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the Remote Code programming mode. The LCD will display:

```
R  e  m  o  t  e     C  o  d  e
x  x
         <  i  c  o  n  s  >
```

1. Remote Code :   Remote Code programming mode
2. xx :   2 digits is needed for Programmed Remote Code

. Enter digit [1/2/3/4/5/6/7/8/9/0] for new Remote Code selection. For example, if we enter 99, the LCD will display:

```
R  e  m  o  t  e     C  o  d  e
9  9
         <  i  c  o  n  s  >
```

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VIII. AA(AUTO-ATTENDANT) OPERATION

1. To record a Auto-attendant Greeting Message

. Make sure that the handset is in the D-TAD mode.
. Press [GREETING] and then press [1] within 3 seconds to start the auto-attendant greeting recording mode.
   You can also check the previous auto-attendant recorded greeting using this way.
. Within 6 seconds, press [GREETING] again to record your auto-attendant greeting.
. After the beep, speak clearly for your auto-attendant greeting message.
. When finished, press [STOP].

Sample of auto-attendant greeting message
"Hello, This is TECOM, please dial extension number. Thanks"

2. To erase the recorded Auto-Attendant greeting message

. Press [GREETING], and then press [1] within 3 seconds.
. While the message is played, press [FNC] and then press [DEL] (same as [1]).

3. Auto-attendant Action

%   If you enable the function of Auto-attendant in the base unit, 6 seconds after the CO line start to ring, the base unit will pick up the ringing CO line automatically and then play the AA greeting message to the caller. After the caller enters an extension number, the auto-attendant will transfer the call to the destination phone.   If the call is unable to be picked up within some period of time (programmable, please see D-TAD Ring Time Programming), the D-TAD will answer the call.

4. AA (Auto-Attendant) On/Off Programming

You may turn on/off the auto-attendant function of the base unit.   Default: Off.

. Standby
. Press [MEM]
. *Press [*] to enter the handset parameters programming.*
. Press [▲]/[▼] to select the AA programming mode.

```
A  u  t  o     A  t  t  e  n  d
O  f  f
         <  i  c  o  n  s  >
```

1. Auto Attend: :   You are programming Auto-Attendant On/Off.
2. Off: The original value

. Press any digit [1/2/3/4/5/6/7/8/9/0] to toggle between the Off and On modes. The LCD will display:

```
A  u  t  o     A  t  t  e  n  d
O  n
         <  i  c  o  n  s  >
```

1. Auto Attend: :   You are programming Auto-Attendant On/Off.
2. On: Your current choice.

. Press [MEM] again, a confirmation signal to indicate the successful programming. The LCD will display:

```
M  E  M     O  K  !
O  n
         <  i  c  o  n  s  >
```

1. MEM OK! :   Programming end & OK prompt.
2. On/Off: Your current setting.

----- **END** -----

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. Press [MEM] again, and a confirmation signal to indicate the successful programming. The LCD will display:

```
M E M    O K !
9 9
      <  i  c  o  n  s  >
```

1. MEM OK! :   Programming end & OK prompt.
2. 99 :   The new programming Remote Code.

15.4 Programming D-TAD Time

During playback a synthesized voice will announce the week and time when each was recorded.
Default: 010001 (01:00AM, Sunday)

. Standby
. Press [MEM]
. Press [*] to enter the handset parameters programming.
. Press [▲]/[▼] to select the D-TAD Time programming mode. The LCD will display:

```
T  i  m  e    &    W  e  e  k
x  x  x  x  x  x
      <  i  c  o  n  s  >
```

1. Time & Week :   D-TAD Time programming mode
3. xxxxxx :   6 digits is needed for D-TAD Time programming mode.

. Enter 6 digits [1/2/3/4/5/6/7/8/9/0] for D-TAD Time setting.

1st and 2nd digits: the Hour (01-12),		3rd and 4th digits: the Minute (00-59)	
5th digit: 0:AM, 1:PM.			
6th digit: 1: Sunday,	2: Monday,	3: Tuesday,	4: Wednesday,
	5: Thursday,	6: Friday,	7: Saturday.

For example, to set "11:45 PM, Friday", we need to enter "114516"

```
T  i  m  e    &    W  e  e  k
1  1  4  5  1  6
      <  i  c  o  n  s  >
```

. Press [MEM] again, and a confirmation signal to indicate the successful programming. The LCD will display:

```
M E M    O K !
1  1  4  5  1  6
      <  i  c  o  n  s  >
```

1. MEM OK! :   Programming end & OK prompt.
2. 114516 :   The new programming D-TAD Time, "11:45 PM, Friday".

16. Toll Saver

When you call unit from a touch tone telephone:
If the unit answers on the 8 seconds, there is at least one new message.
If the unit answers on the ring time (user programming time, 10-60 seconds), there are no new messages.
Hang up when you hear over 8 seconds. This will save you the toll charge for the call.