Ultra-Lite 2000

User's Manual

MOBICEL
SYSTEMS, INC.

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After power on 10 seconds still without S.S.C. programmed,
Base unit in Out-Of-Service mode

 . Wink - 0.125sec on, 1.875sec off, repeatedly

Base unit but can not find an idle channel, Base unit in
Error mode

.Flick - 0.125sec off, 0.25sec on, 0.125sec off, 0.25sec on, 0.125sec
off, 1.125s on, repeatedly

Both the RF link are busy, Base unit in Busy mode

. Lit - Base unit with S.S.C. programmed, Base unit in Service mode

2.2. Indicators on the Handset Charger unit.

- POWER : indicates the AC power on or not.

3. Installation

3.1 Base unit DIP switch setting

There is a 4 pin DIP switch for base unit ID number and Tone/Pulse
dial mode setting.

1 2 3 4

DIP 1,2,3 : Base ID setting. Must be ID 1.

DIP 4   : Tone/Pulse Setting. Default will be Tone mode.
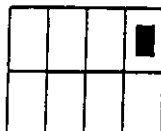
3.1.1 Base unit ID setting

1 2 3 4

Base ID 1

3.1.2 Tone/Pulse mode setting

PULSE :   1 2 3 4   TONE :   1 2 3 4
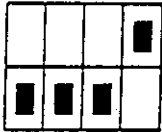   (default)

3.1.3. Reset the Base Unit

You may 'RESET' the base unit by setting the dip switch, and clear all the programming datas back to the defalut setting.

. Set the DIP switch to the special patent

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1 2 3 4
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DIP 1,2,3 : set to off.

DIP 4   : set to on.

. Power on the base unit again, and set the base unit to a proper ID number as paragraph 3.1.1.

3.2. Summary of the Programming and Function Codes

3.2.1. Programming Codes

There are some programming parameters on the handset, and here is the list. For more detail please refer to the paragraphs in in this manual.

. Standby

. Press [MEMO]

. Enter the one digit for programming items,

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[1/2/3/4/5/6/7/8/9/0] for Speed Dailing memory programming,
[ # ]                 for System Security Code programming
[ * ]                 for Handset parameters programming
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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. Caller ID Area Code Programming
6. Handset RESET Programming

3.2.2. Function Codes

There are some function access codes on the handset, here is the summary. For more detail please refer to the paragraphs in follows. Each time you press the [FUNC] will form a function access key by followed function access code [1/2/3/4], [CID].

. Standby

. Press the [FUNC] key

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[ FUNC ] [ CID ] - CID caller list retrive code
[ FUNC ] [ 1 ]   - DELETE code, to delete the last digit in SPD
                   memory programming
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[ FUNC ] [ 2 ]    - PAUSE code, to insert a delay during digits
[ FUNC ] [ 3 ]    - CONFERENCE code, to bridge 3-way conference call
[ FUNC ] [ 4 ]    - DND code, to activate Do Not Disturb feature
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3.3 System Security Code programming

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

3.3.1. Programming the System Security Code on the Handset.

. Standby

. Press [MEMO]

. Press [#], [#] twice for S.S.C. programming mode code

. Enter [1/2/3/4/5/6/7/8/9/0/*/#/PAUSE/FLASH] 6 digits for new S.S.C. code, say 775141.

. Press [MEMO] again, a confirmation signal to indicate the successful programming

3.3.2. Setting the System Security Code by Air Link.

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

. Standby, and move close to the base unit

. Press [MEMO]

. Press [#]

. Press and hold the [*] key

. Until a confirmation is heard, to indicated the S.S.C. is accepted correctly in base unit.

Now, all the handsets in the cordless system will operate by the same sysetm security code. Once you want to change the security code, run the above all steps again.

. After the 7-8 seconds, the handset still can not get the ACK signal from the Base unit, then the handset will get a warning double beeps.

3.4 Handset ID setting

. Standby

. Press the [MEMO] key

. Press the [*] key, to enter the handset parameters programming

3.8 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
- Handset ID   : 00
- CO ring assign : all 4 line will ring
- Ringer volume   : Mid level
- Ring Type   : type 1
- S.S.C.   : empty

. Standby

. Press the [MEMO] key

. Press the [*] key, to enter the handset parameters programming

. Press the [▼]/[▲] to select the RESET programming mode

. Press the [MEMO] again, a confirmation signal to indicate the successful programming

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

4. Making outside line calls

If the user try to request a service from a 'busy' base unit which both the two paths are in-used, then he/she will get a audible warning.

4.1. Making An Outgoing Call by manual dialing

. Standby

. Press an available [COx], where x = 1/2/3/4

. Enter the telephone number

4.2. End An Outgoing Call

. On line, and the conversation is over

. Press [CLR] key, to relase the call

5. Answering calls

You may press any one of the digit keys [1/2/3/4/5/6/7/8/9/0/*/#] to pick up the ringing call.

. Handset in the standby mode, when the handset rings

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

When conversation is over

. Press the [CLR] key, to relase the call

6. Last number redial

6.1. Making An Outgoing Call by LNR

. Standby

. Press an available [COx], where x = 1/2/3/4

. Press the [LNR] to redial the last dailed number

6.2. Making An Outgoing Call by LNR with Pre-dialing

. Standby

. Press the [LNR] key

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

. Press an available [COx], where x = 1/2/3/4, handset will dial out the number as display on the LCD

7. Placing an Outside Call on Hold :

7.1. Placing an Outside Call on Hold :

. On line

. Press the [HOLD] key, the LCD will display

7.2. Hold recall :

. When you held a line over one minute, the system will hold recall to all the handsets to remind there is a line being held too long.

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

8. Release a line on held :

. A CO line being held

. Press the [COx] held line key, where x = 1/2/3/4

9. Making an Intercom Call :

. Standby

. Press the [ICM] key.

. Dial desired intercom number

10. Answering an Incoming Intercom Call

.. Handset rings

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

11. Relase the Intercom Call

   When conversation is over

  . Press [CLR] key, to relase the call

12. Dial Intercom Call and Single Page Call Interchanging :

   Reserve for funture developping.

13. Voice Page All Stations :

   Reserve for-funture developping.

14. Conference Call

   You may make a three-way conference call.

14.1. Two CO line Conference Call

  . On line

  . Press the [HOLD] key to hold the first line

  . Make the second CO line call

  . Press the [FUNC] key, LCD shows

  . Press the [CONF] ([3]) key, to bridge the two lines

14.2. One CO line and two stations Conference Call

  . On line

  . Press the [HOLD] key to hold the first line

  . Make the intercom call to the third internal party

  . Press the [FUNC] key, LCD shows

  . Press the [CONF] ([3]) key, to bridge the line with third internal party

15. Transferring a Call :

 15.1. Transferring a Call :

   . On line

   . Press the [HOLD] key

   . Before the 10 seconds time-out, enter the transfer station number

   . At the transferred handset will heard a transfer ring, and

  15.2. Transferring recall :

   . If the transferred call didn't answer over one minute, the system
     will recall to all the handsets to remind there is a line being
     held too long.

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

16. Speed dialing

    You may program 10 phone numbers in the speed dial memory, each
 up to 16 digits (include digits, PAUSE, FLASH, TONE) long.

 16.1. Programming the speed dial memory

   . Handset standby mode

   . Press [MEMO] key

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

   . Enter max 16 digits [1,2,..,0,*,#, FLASH, PAUSE, TONE] to be stored

     Note. The PAUSE function accessed by two key function [FUNC] [2],
       each time you enter [FUNC] [2] you will get a "P" in memory.
       The FLASH is accessed by press the [FLSH] directly, and the
       TONE is accessed by the [*] digit key.

   . Press the [MEMO] key again, to store the number into memory

   . A confirmation beep will be heard

 16.2. Store the Last number dialed into the speed dial memory

   . Handset standby mode

   . Press [MEMO] key

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

   . Press the [LNR]

. Press the [MEMO] key again, to store the number into memory

. A confirmation beep will be heard

16.3. Erasing the speed dial memory

. Handset standby mode

. Press [MEMO] key

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

. Press the [FUNC] key

. Press the [CLR] key, to erase the memory

. Press the [MEMO] key again, to erase the memory

. A confirmation beep will be heard

16.4. Using the speed dialing

. Pick up a line by press an available [COx], where x = 1/2/3/4

. Press [MEMO] key

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

16.5. Review the speed dialing

. Handset standby mode

. Press [MEMO] key

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

. After speed dialing number reviewed, and you want to dial the number. Press an available [COx] (where x =1/2/3/4)

17. FLASH function

17.1. Use the FLASH key

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

. On line

. Press the [FLSH] key, to make a hookswitch to the line

. Enter new phone number, or service code

17.2. 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 [MEMO]

. Press the [*] key, to enter the handset parameters programming

. Press the [▼]/[▲] to select the FLASH Time programming mode

. Enter 1 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. say we enter [1]

. Press [MEMO] again, a confirmation signal to indicate the successful programming

. A confirmation beep will be heard

18. 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, a 2.5 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

. Press the [FUNC] key

. Press the [PAUSE] ([2]), to insert time delay between digits

. Enter rest digits

19. 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

. Press the [TONE] ([*]), to change the dialing mode to TONE mode

. Enter rest digits which will be dial as TONE signal

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

20. 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.

. Standby

. Press [FUNC] key

. Press [DND] ([4]) key, to activate DND

. Press [FUNC] key

. Press [DND] ([4]) key again, to disable DND

21. 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

. Press the [MUTE] key for privacy

. Press the [MUTE] key again, to resume your conversation

22. Out of range warning

An audible alert will occur each 1 second when the handset is too far from the base unit. You have to move closer to the base unit for clear conversation.

. On line

. Walking out from base unit service area

22.1. Handset walks back to the base unit

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

22.2. Handset keeps walking out from the base unit

If the user keep walking out from the base unit service area, once the system lose the signal for a period of time, say 3 seconds, then the base will hold the cal.

23. Handoff the CO call

Reverve for future developping.

24. Battery low warning

The warning indicator appears when the battery of the handset becomes weak, and an audible warning will be heard for each 15 seconds, you must recharge the handset or change a fully charged battery.

If you are on a call when battery low, end the conversation as soon as possible. Otherwise, you may lose the call.

25. Complete with Headset

The Headset frees your hands so you can keep working. Plug the headset into the headset jack, you're all set.

26. 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 Mid.

26.1. Handset in Standby mode

. Handset in standby mode

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

26.2. Handset in Ringing on CO Line

. Handset with CO ringing, LCD shows

. Press the [▼]/[▲] switch, to select the level you prefer and the ringing level will be changed according to.

26.3. Handset in Intercom Ringing Call

. Handset with intercom ringing

. Press the [▼]/[▲] switch, to select the level you prefer and the ringing level will be changed according to.