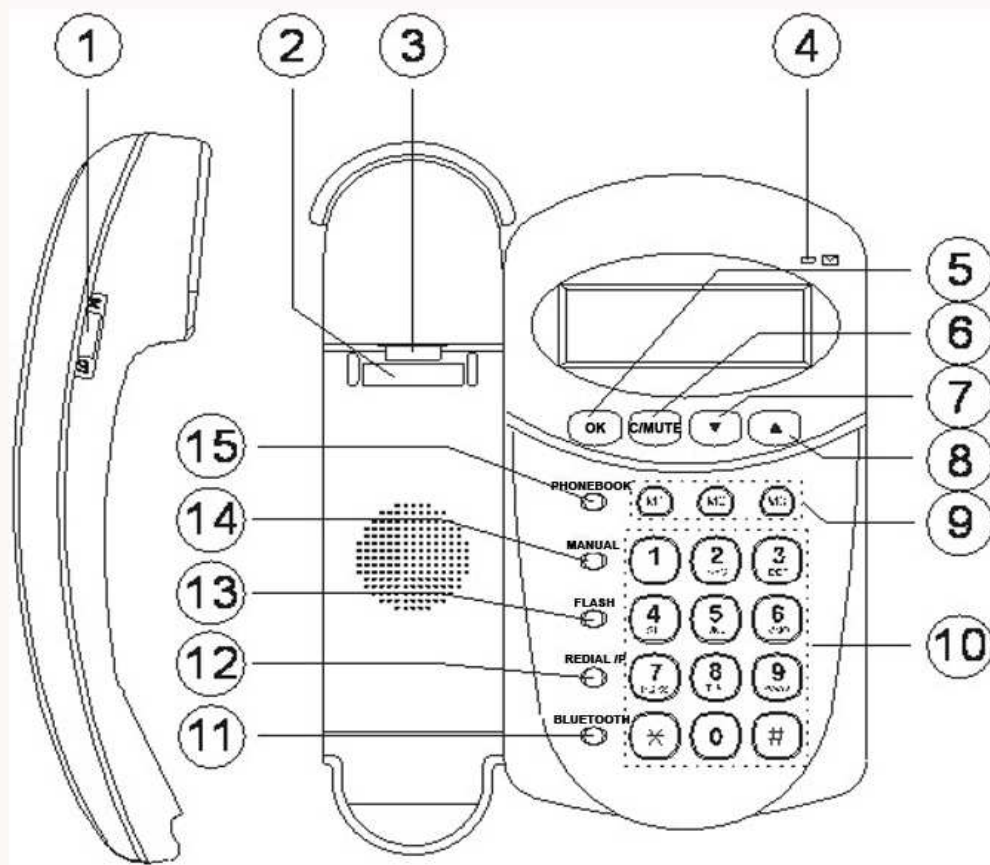


BT-G300 Bluetooth Phone Manual



1. Handset Volume Control
2. Hook switch
3. Hanger Hook for Wall Mounting
4. New Caller ID & Message Waiting LED
5. OK Button
6. C /Mute Button
7. Scroll Button(Down)
8. Scroll Button(Up)
9. M1~M3 three direct memory button
10. Number Button
11. Bluetooth button
12. Redial /Pause Button
13. Flash Button
14. Manual Button
15. Phone Book Button

NOTE:

The changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

To comply with the FCC RF exposure compliance requirements, this device and its antenna must not be co-located or operating to conjunction with any other antenna or transmitter.

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

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

Installation

HAC Volume Control (Hearing Aid Compatibility)

HAC switch is specially designed for deaf person, HAC switch located in side of battery box at the bottom of telephone. Before turn it on please open the cover of battery box. To turn it on please set the switch to “H” position, and to turn it off please set the switch to “L” position!

Adapter

To ensure that the memory and announcement message are retained during Adapter must be installed.

If adapter not installed, the  symbol will be visible in the display.

※Bluetooth key can be functioned when the adapter is connected.

Connection

Once the Adapter have been installed:

1. Connect the curly cord to the handset and to the socket left side of the telephone.
2. Connect the telephone line cord to the socket on the back of the telephone and then to a telephone network wall socket.
3. A click will be heard when the modular plug is correctly in place.
4. Position the cables in the grooves underneath the telephone.
5. Lift the handset and listen for the dial tone.

Your telephone is now operational.

Wall Mounting

1. Press the wall mount adapter in the base and slide it toward the rear until it locks in place.
2. Secure two screws, vertically positioned 83 mm apart.
3. The screws should locate into the two ‘keyholes’ on the back of the telephone.
4. Remove the hanging peg (located by the hook switch) by pushing it upwards.
5. Rotate the hanging peg 180 degrees, and then replace it.

The Display

In the standby mode (handset down, no dial tone) the display will show the time, total number of new phone calls and the total number of telephone numbers (30/60 maximum) that have been stored in the Caller ID memory.

※ Choose either 30 Caller ID with name or 60 Caller ID memory without name.

Handset Volume Control

The handset earpiece volume may be adjusted during a call, use switch on the handset right side to increase or decrease the volume.

Ringer

On the right side of the telephone there are switches to adjust the ringing tone and volume.

There are three choices for ringer volume: high, low and off.

Setting the Time and Date

1. Press **MANUAL**, “MEMORY” will be displayed.
2. Scroll until “SETTINGS” is displayed using \triangle/∇ Press **OK**
3. “TIME/DATE” will be displayed. Press **OK**.
4. The hour digits will now flash. Scroll until the desired hour (24-hour format) is displayed using \triangle/∇ . Press **OK**.
5. The minute digits will now flash. Scroll until the desired minutes are displayed using \triangle/∇ . Press **OK**.
6. The date digits will now flash. Scroll until the desired date is displayed using \triangle/∇ . Press **OK**.
7. The month digits will now flash. Scroll until the desired month is displayed using \triangle/∇ . Press **OK**.
8. Confirm the programmed settings by pressing **C**.

Language

The display messages can be shown more than one languages

1. Press **MANUAL**, “MEMORY” will be displayed.
2. Scroll until “SETTINGS” is displayed using \triangle/∇ . Press **OK**.
3. Scroll until “LANGUAGE” is displayed using \triangle/∇ . Press **OK**.
4. Scroll until the desired language you require is shown using \triangle/∇ . Press **OK**.
5. Confirm the programmed settings by pressing **C**.

Operation

Mute Button

The handset microphone can be disabled during a call by pressing **C/MUTE**.

Press **C/MUTE** once more to reactivate the microphone.

The display will show “MUTE” for as long as the function is active.

Redial Button

The five most recently Called numbers can redial using **REDIAL/P** button.

1. Press **REDIAL/P** repeatedly to scroll through the numbers.
2. Press **OK**, the selected number will now be dialed.

Flash Button

Press the **FLASH** button flash followed by the extension number to transfer calls when connected to a PBX .Access to additional network services can be gained by using the **FLASH** button, Contact your network operator for more information.

Bluetooth Button

Pairing

When Bluetooth earphone is in the pairing mode, press and hold **BLUETOOTH** key over 2 seconds , the Red LED would be bright and then flash alternately. LCD show ”BT PAIRING...” .

When the connected is made, LCD will show ”PAIRING OK”.

When the connection is failed, LCD show ”PAIRING FAIL”.

Calling

LCD will display “CALLING” when press the key of Bluetooth, you may make outgoing calls by pressing “connect” key on Bluetooth earphone.

Using earphone

Answering a call :


You will hear ringing tone through the hands free when there is an incoming call.

You either press the“**connect**”button to accept the call.

Bluetooth Dialing

1. Press the “**BLUETOOTH**” key, the LCD will display “CALLING...” meanwhile, you

will hear ringing sound from Bluetooth earphone.

Then you may make outgoing calls by pressing “CONNECT” key on Bluetooth earphone while the LCD display “”.

2. Press Bluetooth earphone “**last numbers redial**” function key. You can make outgoing calls while the LCD display “”.

※ Bluetooth key can be functioned when BT-G300 is plugged in.

Display Contrast

There are 7 different settings being available for the displays contrast.

1. Press **MENU**.
2. Scroll using \triangle/∇ until “SETTINGS” is displayed. Press **OK**.
3. Scroll using \triangle/∇ until “LCD” is displayed. Press **OK**.
4. Scroll using \triangle/∇ to the display contrast required (1 light > 7 dark).
5. Confirm the programmed settings by pressing **C**.

Timer

Approximately 6 seconds after dialing a timer will be shown on the display. The timer helps you keep track of how long the call lasts.

Explanation of Caller ID

Caller ID allows you to see who is calling before you answer a call, and to see who has called in your absence. If the number received is stored in the phone book, that corresponding entry is shown as well.

Numbers received are logged with date and time, and can easily be retrieved for review or dialing. The call log will store up to 30/60 telephone numbers.

New calls are indicated by the message waiting indicator light flashing and an envelope symbol in the display. The display will also indicate the number of calls both new and total received. The indicator and the envelope will stop flashing as soon as the new number(s) are reviewed.

When the log is full, the oldest number will be deleted automatically, as a new call is logged.

Calls from the same telephone number will only be saved in one location. The symbols x 0-9 state the number of calls received from that particular telephone number.

Please note!

In order for numbers to be shown, the Caller ID service must be provided by your network operator and a current subscription in place. Contact your operator for more information.

Retrieving CID phone Numbers

Press \triangle/∇ to review phone numbers that have been stored in the CID memory. The telephone will automatically return to standby mode.

Dial a number from CID

This function allows the telephone number currently shown on the display to be dialed.

1. Scroll to the desired telephone number using \triangle/∇ .
2. Pick up handset.
3. Press **OK**. The displayed telephone number will now be dialed.

Messages

Besides showing telephone numbers, the display may also show a number of text messages.

UNAVAILABLE	It is an International call or a call from a PBX (no information received)
SECRET	Information on the number is blocked. The call could also be from a PBX.
MESS WAITING	Indicated when a message has been received to a message service with your network operator. The message waiting light will flash, and the number of calls will also be displayed.

Erasing Individual Numbers from CID

1. Scroll to the telephone number you wish to erase \triangle/∇ .
2. Press **C**. The display will show “ERASE ?”
3. Press **C** again to confirm.

Erasing ALL numbers from CID

1. Scroll to any telephone number in the CID list using \triangle/∇ .
2. Press and hold **C** until “ERASE ALL?” is displayed.
3. Press **C** again to confirm.

MANUAL Button

MANUAL Description

The telephone has an easy menu system with distinct display texts.
The following buttons are used to operate the menu system:

MANUAL Access menu system.

△/▽ Used to scroll through the menus.

OK Confirms selected option, and/or moves forward one step.

C Used to erase or correct, and/or moves back one step.

The menu contains the following main headings:

MEMORY Under this setting you can store, change or erase entries in the phone book, and the direct memory M1, M2, M3 number.

SETTINGS To program TIME/DATE, Least Cost Routing (LCR), Language and Area Code selections for display texts.

Memory M1, M2, M3

The telephone has 3 keys M1~M3 in addition to the numbers that can be stored in the Phonebook.

A number stored in M1~M3 can be then dialed using fewer keystrokes.

Storing M1~M3 memory

1. Press **MANUAL**. "MEMORY" will be displayed. Press **OK**.
2. Scroll until "STORE M1 or M2 or M3" is displayed using △/▽. Press **OK**.
3. Enter telephone number (up to 22 digits). Use **C** to erase or change.
4. Press **OK**.
5. Enter name. Press the corresponding number button until the first letter of the name being entered is displayed, (See table), the cursor will automatically move, repeat this until the name is entered.
6. Confirm the programmed settings by pressing **OK**.

Please note!

Press PAUSE if you want a pause in the telephone number.

In case of a number change, store the new number in the location of the old one following the procedure above.

Dial Using the M1~M3 Memory

1. Pick up handset
2. Press memory button. The stored telephone number will now be dialed.

Phone Book

The phone book will store 20 names and phone numbers, this allows a stored phone number to be dialed using fewer button presses than if dialed manually. The phone book is organized alphabetically.

When the telephone is not in use the display will show VIP to indicate that a call has been received from a number stored in the phone book

Please note!

If the phone book is full, an existing memory location will need to be erased to allow a new number/name to be stored.

Each number key has been allocated certain letters. Some letters and special characters, e.g. A, and O, are stored in the memory even if they are not displayed on the buttons. Please see the table below.

Button	Letters/symbols
1.....	. , ? - ! & ' 1
2.....	A B C A Å Ä Æ 2
3.....	D E F 3
4.....	G H I 4
5.....	J K L 5
6.....	M N O Ö Ø 6
7.....	P Q R S 7
8.....	T U V 8
9.....	W X Y Z 9
0.....	[Space] 0
*	*
#.....	#

Storing Phone Book

1. Press **MANUAL**. "MEMORY" will be displayed. Press **OK**.

2. The display will show “ADD NEW”. Press **OK**.
3. Enter telephone number (up to 22 digits). Use **C** to erase or change.
4. Press **OK**.
5. Enter name. Press the corresponding number button until the first letter of the name being entered is displayed, (See table on page 7), the cursor will automatically move, repeat this until the name is entered.
6. Confirm the programmed settings by pressing **OK**.
7. Repeat the above to enter further telephone numbers, or press **PHONEBOOK** twice to return to standby mode.

Please note!

If the next letter is not on the same button, you can immediately press the button containing the next letter, without waiting.

Press PAUSE if you want a pause in the telephone number.

If case of a number change, store the new number in the location of the old one by following the procedure above.

Erasing Phone Book

1. Press **PHONEBOOK**. Memory location 01 is displayed.
2. Scroll to the desired memory location using Δ/∇ .
3. Press **C**. The display will show “ERASE ?”
4. Press **C** again to confirm.
5. Repeat the above to erase further memories, or press **PHONEBOOK** to return to standby mode.

Dial Numbers from the Phone Book

1. Press **PHONEBOOK**. Memory location 01 is displayed.
2. Scroll to the desired memory location using Δ/∇ .
3. Pick up handset.
4. Press **OK**. The displayed telephone number will now be dialed.

Least Cost Routing (LCR)

Using Least Cost Routing (LCR)

This function will automatically select the telephone network operator of choice. The telephone can be set up to add digits to and/or replace certain digits in telephone numbers.

To choose a certain network operator, you would normally dial a prefix code before the actual phone number.

If you have chosen a certain LCR operator for international calls, in order to dial your calls using their service you must dial a prefix code before the country code, for example

9502. You can program the LCR function so whenever you dial a number beginning with 00, the phone will automatically change this to 950200.

For example: 0046 46 2805000 would automatically be dialed 950200 46 462805000.

Please note!

In order to place your call with a certain operator you must be a registered subscriber. Only one LCR (Least Cost Routing) setting can be active at a time.

Setting LCR

1. Press **MANUAL**.
2. Scroll until “SETTINGS” is displayed using Δ/∇ . Press **OK**.
3. Scroll until “LCR” is displayed using Δ/∇ . Press **OK**.
4. Select either ON or OFF using Δ/∇ . Press **OK**.
5. Enter the dialing sequence to be replaced (up to four digits, e. g. 00).
If there is already a number entered here, erase it using **c** and press **OK**.
6. If you have entered less than four digits, press **OK** to move on.
7. Enter the new dialing sequence (up to eight digits, e. g. 950200). If there’s already a number entered here, it can be erased using **C**.
8. Confirm the programmed settings by pressing **OK**.

Automatic Network Prefix using LCR

The LCR function can be used to insert a number/s in front of all telephone numbers.

1. Press **MANUAL**.
2. Scroll until “SETTINGS” is displayed using Δ/∇ . Press **OK**.
3. Scroll until “LCR” is displayed using Δ/∇ . Press **OK**.
4. Select either “ON” or “OFF” using Δ/∇ . Press **OK**.
5. The left side of the display must be empty. If there’s already a number entered here, erase it using **C**. Press **OK**.
6. If you have entered less than four digits, press **OK** to move on.
7. Enter the new dialing sequence (up to eight digits, e. g. 9 or 09). If there’s already a number entered here, it can be erased using **C**.
8. Confirm the programmed settings by pressing **OK**.

Area Code Setting (OPTION)

Receiver call phone numbers will automatic delete the area code in callback the phone number.

1. Press **MANUAL**.
2. Scroll until “SETTINGS” is displayed using Δ/∇ . Press **OK**.
3. Scroll until “AREA CODE” is displayed using Δ/∇ . Press **OK**.

4. Enter the “AREA CODE” number then Press **OK**.
5. Confirm the programmed settings by pressing **C**