"A" is displayed when Announce Only is activated

1 ☞ **MENU**

📢 *"Change Announce Only"*

2 ☞ **CHANGE**

📢 *"Off"*

3 ☞ **CHANGE**

📢 *"On"*

4 ☞ ▶️⏹

📢 *Beep* (Option selected)

Announce Only mode

In Announce Only mode, callers hear an announcement but cannot leave messages. This option is useful, for example, to notify callers that you will be away for an extended period and request that they call back after a certain date.
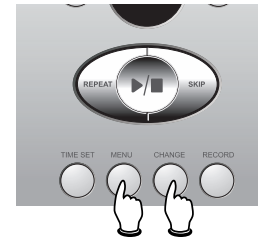
To turn Announce Only on or off

Press **MENU** repeatedly until you hear "Change Announce Only." Then press **CHANGE** until you hear the option you want (On or Off). Press **PLAY/STOP** to store your selection and exit, or press **MENU** again to modify other features (see page 39).

To record your outgoing announcement

When Announce Only is turned on, calls are answered with a pre-recorded announcement that says *"We're sorry, messages to this number cannot be accepted."* You can use this announcement, or replace it with a recording of your own voice.

After turning on the Announce Only feature, follow the steps on page 37 to record your announcement. Callers will hear this announcement only when the Announce Only feature is turned on. Otherwise they will hear the standard announcement asking them to leave a message.

1 ☞ **MENU**

Press until desired feature is heard(see list at right)

2 ☞ **CHANGE**

Press until desired selection is heard

3 ☞ **MENU**

Press to set selection and **move** to next menu option

Or

☞ ▶️⏹

Press to set selection and **exit** menu

Changing feature options

Menu features can be changed to customize how the answering system operates. Press **MENU** repeatedly to hear each feature. Press **CHANGE** when you hear the feature you want to modify.

Feature options (Default settings underlined)

System announces:	Feature description:
"Change Announcement" Options: [record announcement]	Record your outgoing announcement (see page 37).
"Change remote access code" Options: [enter 2-digit code] **50**	Enter a 2-digit number (40-99) for remote access from another phone (see page 43).
"Change message alert" Options: On / **Off**	When on, the telephone beeps every 10 seconds when you have new messages.
"Change announce only" Options: On / **Off**	When on, callers hear an announcement but cannot leave messages (see page 38).
"Change call screening" Options: **On** / Off	When on, you can hear callers leave messages, or answer the call.
"Change number of rings" Options: 2 / **4** / 6 /Toll Saver	Choose number of rings before the system answers a call. When Toll Saver is active, the system answers after 2 rings if you have new messages, and after 4 rings if you have no new messages.

🛈 *NOTE:* Press and hold **CHANGE** to advance the remote access code number by 10.

Number of new messages waiting (or, during playback, message number currently playing)

Press PLAY/STOP to begin or end message playback

1

"You have [xx] new and [xx] old messages"

Message playback begins. See options at right.

2

Message playback ends.

NOTE: If "F" is flashing in the message window, memory is full. You will have to delete some messages before new ones can be received.

NOTE: New (unheard) messages cannot be deleted.

Message playback

Press **PLAY/STOP** to hear messages. The system announces the number of messages, then begins playback.

If you have new messages waiting, you will hear only the new messages (oldest first). If there are no new messages, the system will play back all messages (oldest first).

Announcements

- When playback begins, you will hear the number of messages waiting.

- Before each message, you will hear the day and time it was received.

- After the last message, you will hear "End of messages." If the system has less than 5 minutes of recording time left, you will hear time remaining.

Options during playback

- Press **VOLUME** button to adjust speaker volume.

- Press **SKIP** to skip to next message (or hold down to speed up message playback).

- Press **REPEAT** to repeat message currently playing. Press twice to hear previous message. (Hold down to slow message playback).

- Press **DELETE** to delete message being played back.
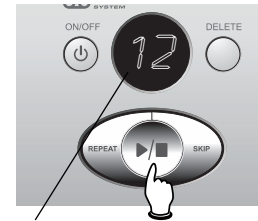
- Press **PLAY/STOP** to stop playback.

To delete all messages

To delete all messages, press **DELETE** while the phone is idle (not during a call, or during message playback).

Elapsed recording time (seconds)

Press to stop recording

Recording and playing memos

Memos are messages you record yourself. They are saved, played back and deleted exactly like incoming messages. You can record a memo as a reminder to yourself, or leave a message for someone else if others in your household use the answering system.
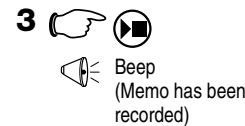
To record a memo

Follow the steps at left to record a memo. Elapsed time (in seconds) are shown in the message window as you record. You can record a memo up to 4 minutes long. Memos less than 1 second long will not be recorded.

To play back a memo

Press **PLAY/STOP** to hear messages and memos (see page 40 for other options).

1 **RECORD**

"Now recording..."

2 Speak into microphone

Microphone

3

Beep (Memo has been recorded)

Message window

Message window displays

The message window usually displays the total number of memos and incoming messages in all mailboxes. See list below for explanation of other displays in this window.

Message window displays

0	No messages waiting.
1-98	Number of messages/memos, or message currently playing (see page 40).
40-99	Current Remote Access Code while setting (see page 39).
1-99 (counting)	Elapsed time while recording a memo (see page 41) or announcement (page 37).
99 (flashing)	Memo recording exceeded maximum time of 99 seconds.
F (flashing)	Memory is full. Messages must be deleted before new messages can be received.
CL (flashing)	Clock needs to be set (see page 36).
A	Announce Only mode is on (see page 38).
--	System is answering a call, or being accessed remotely.
-- (flashing)	System is being programmed or initialized.
ON (or) *OF*	Displayed for 1 second when answering system or any setting is turned on or off.

1 Dial your telephone number from any touch-tone phone

2 When system answers, enter 2-digit Remote Access Code ("50" unless you have changed it)

3 Enter remote commands (see list at right)

4 Hang up to end call and save all undeleted messages

NOTE: *If you pause for more than 10 seconds during remote access, you will hear a help menu listing all features & commands. If you issue no command for another 20 seconds, the call will end automatically.*

Remote access

A two-digit security code is required to access your answering system from any touch-tone phone. This code is "50" by default; see page 39 to change it.

|	
Play messages # 2	Press to hear new messages (if none are new, all play back).
Repeat or go back # 4	Press to repeat current message. Press twice (**# 4 # 4**) to hear previous message.
Skip to next message # 6	Press to skip current message and advance to next message.
Stop # 5	Press to stop any operation (stop playback, stop recording).
Delete message # 9	Press during playback to delete current message.
Review announcement # 7	Press to review current outgoing announcement.
Record announcement * 7 to begin recording # 5 to stop recording	Press **# 7**, wait for beep, then begin speaking. Press **# 5** to stop recording and hear playback of new announcement.
Record memo * 8 + mailbox number # 5 to stop recording	Press **# 8**, enter mailbox number (1/2/3), then begin speaking. Press **# 5** to stop recording.
Turn system off # 0	Press to turn off answering system. Incoming calls will no longer be answered.
Turn system on # 0	If off, system will answer after 10 rings. Enter your access code, then press **# 0** to turn on.
Help Menu # 1	Press to hear list of features & commands.
Exit * 0	End remote access call (or hang up).

Display screen status icons

Handset status icons

☎   Phone in use (external call)

(Phone in use (intercom call)

🔋   Battery power level (see below)

🔕   Ringer off

📼   Answering system is answering an incoming call

1   Handset identification number

M   Microphone is muted

H   Call is on hold

R   Handset is not yet registered, or searching for base

Base status icons

🔋   Battery power level (see below)

🔕   Ringer off

Battery power levels

🔋   Battery fully charged

🔋   Approximately half power remaining

🔋   Battery power is low; should be recharged soon

🔋   (flashing) Battery power is very low and must be recharged

Alert tones and indicator lights

Alert tones

|		
🔊	**"Beep-Beep-Beep"** (3 quick beeps)	Handset battery is low. Place handset in base to charge the battery.
🔊	**"Beep"** (Single beep)	Handset registration or programming command successfully completed.
🔊	**"Beeeeeeeeep"** (1 long beep)	The handset is out of range. Move closer to the base.
🔊	**"Beeeeeeeeep"** (1 long beep)	Error tone (current operation has been unsuccessful; try again).

Indicator lights

MUTE
On when base microphone is muted.

SPEAKERPHONE
On when speakerphone is in use

Adding new handsets

Your telephone can accommodate up to six cordless handsets. You can add new handsets (sold separately) at any time. Up to four handsets at a time can be used.
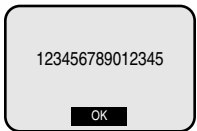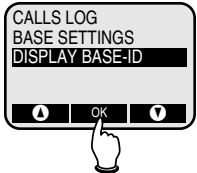
| REDIAL | MENU | MEM |
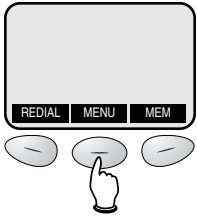
Before using a new handset, you must register it with the base. During registration, you must enter the 15-digit ID number of the telephone base. To find this number, go to the base, press **MENU**, scroll down to select **DISPLAY BASE ID**, then press **OK**.
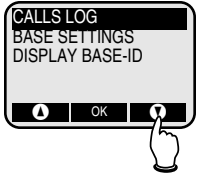
Follow the instructions provided with your new handset to register it for use with your telephone.

The handset provided with your telephone is automatically registered as Handset 1. Additional handsets will be assigned numbers in the order they are registered (2, 3, 4, etc.) up to a maximum of six handsets.

```
CALLS LOG
BASE SETTINGS
DISPLAY BASE-ID

        OK
```

```
CALLS LOG
BASE SETTINGS
DISPLAY BASE-ID

        OK
```

```
123456789012345

        OK
```

Handset 1   Handset 2   Handset 3
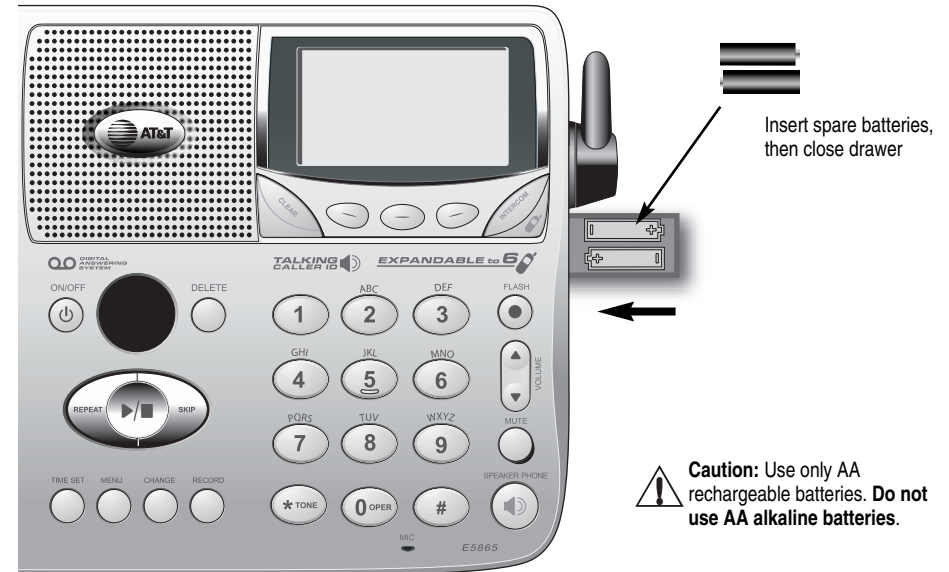
Charging spare batteries

Optional spare batteries (sold separately) can be kept charged in the base, for quick replacement when handset batteries become depleted.

In the event of a power failure, the charged batteries in the base will allow you to make and receive calls from the cordless handset for up to 2.5 hours.

Spare batteries require at least 12 hours to reach full charge.

Slide latch left to open battery drawer

Insert spare batteries, then close drawer

Caution: Use only AA rechargeable batteries. **Do not use AA alkaline batteries**.

In case of difficulty

If you have difficulty with your phone, please try the suggestions below. For Customer Service, visit our web site at **www.telephones.att.com**, or call 1 800 222–3111.

Telephone does not work at all
- Make sure batteries are installed and charged correctly (see page 7).
- Make sure the AC adapter is plugged into an outlet not controlled by a wall switch.
- Make sure the telephone line cord is plugged firmly into the base unit and the modular jack.
- Make sure the base antenna is fully upright.
- If these suggestions do not work, unplug the base, remove and re-insert the batteries, then place the handset in the base to re-initialize.

Phone does not ring
- Make sure the ringer is on (see page 15).
- Make sure the telephone line cord and AC adapter are plugged in properly (see page 6).
- Make sure the base antenna is fully upright.
- Move the handset closer to the base.
- You might have too many extension phones on your telephone line to allow all of them to ring. Try unplugging some of them.

If you hear noise or interference during a call
- Make sure the base antenna is fully upright.
- You may be out of range. Move closer to the base.
- Appliances plugged into the same circuit as the base can cause interference. Try moving the appliance or base to another outlet.
- The layout of your home or office might be limiting the operating range. Try moving the base to another location, preferably on an upper floor.
- If the buttons don't work,try placing the handset in the base for at least 15 seconds.
- Disconnect the base from the modular jack and plug in a corded telephone. If calls are still not clear, the problem is probably in your wiring or local service. Call your local telephone service company.

In case of difficulty

If you lose a call after changing channels
- You were probably almost out of range. Move closer to the base before changing channels. Before placing another call,set the handset in the base for at least 15 seconds.

Incomplete messages
- If a caller leaves a very long message, part of it may be lost when the system disconnects the call after 4 minutes.
- If the caller pauses for more than 7 seconds, the system stops recording and disconnects the call.
- If the system's memory becomes full during a message,the system stops recording and disconnects the call.

Difficulty hearing messages
- Press ⊙ to increase speaker volume.

System does not answer after correct number of rings
- Make sure that the answering system is on.
- If Toll Saver is activated, the number of rings changes to two when you have new messages waiting (see page 39).
- In some cases, the system may be affected by the ringing system used by the local telephone company.
- If the memory is full or the system is off, the system will answer after 10 rings.

"CL" appears in message window
- You need to reset the answering system clock (see page 36).

System does not respond to remote commands
- Make sure to enter your Remote Access Code correctly (see page 43).
- Make sure you are calling from a touch-tone phone. When you dial a number, you should hear tones. If you hear clicks, the phone is not a touch-tone telephone and cannot activate the answering system.
- The answering system may not detect the Remote Access Code while your announcement is playing. Try waiting until the announcement is over before entering the code.
- There may be noise or interference on the phone line you are using. Press dial-pad buttons firmly.

Announcement message is not clear
- When you record your announcement, make sure you speak in a normal tone of voice, about 9 inches from the base.
- Make sure there is no "background" noise (TV, music, etc.) while you are recording.

Index

Remote access wallet card

Your package includes a handy wallet card to help you remember access commands you can use to control your answering system from any touch-tone telephone.

If you misplace this card, just clip and save the card below.

Cut along dotted line

Fold here

AT&T

Call your phone number, then enter your 2-digit access code (preset to 50).

Action	Remote Command
Voice help menu	# 1
Play messages	# 2
Repeat message	# 4
Skip message	# 6
Stop	# 5
Save messages	Hang up
Delete message	# 9 while message plays

Review announcement	# 7
Record announcement	* 7 speak after beep
	# 5 to stop
Record memo	* 8 speak after prompt
	# 5 to stop
End remote access call	* 0 (or hang up)
Turn system off	# 0 (enter again to turn on)
Turn system on	If off, system answers after 10 rings, then asks for your access code. Enter access code to turn system on.

5.8 GHz Cordless Speakerphone/Answering System 5865

AT&T

www.telephones.att.com