User Guide

AT&T Blender

Welcome to AT&T

Thank you for purchasing an AT&T Blender device. To get the most from your new device, check out our interactive tutorials at att.com/tutorials. Please select **Manufacturer:** AT&T and **Model:** Blender (WF700) from the drop down menus.

Contents

Getting Started

In the Box

The package should contain the following items:

AT&T Blender

Phone Cable
(Optional)

Back-up
Battery

Power Cord
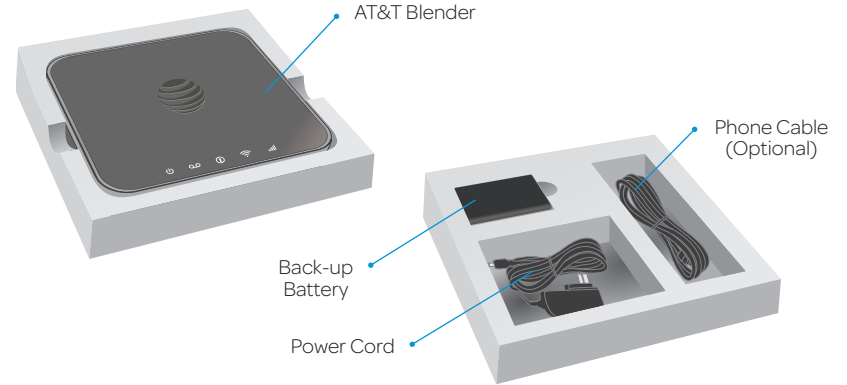
Also Included
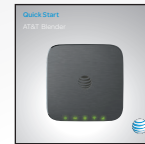
Quick Start
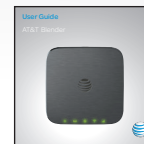
User Guide

Getting to Know Your Device

Power

Voicemail

Information
(See "Blender Manager" on reverse)

Signal Strength

Wi-Fi

WPS*   Ethernet   On/Off

Telephone   Power
Ports   Input

PHONE1 PHONE2   ETHERNET   POWER INPUT   ON/OFF

*Allows WPS-enabled devices to be connected via Wi-Fi without typing a Wi-Fi password. For detailed instructions, please refer to page 15.

LED Indicators

The table below describes possible states for each of the LED indicators.

Key	Icon Name	Indicator	Status
⏻	Power	Green steady	On
		Green blinking	Battery: More than 50%
		Yellow blinking	Battery: 20 – 50%
		Red blinking	Battery: Less than 20%
		Off	No power
⏺	Voicemail	Green blinking	New voicemail
		Off	No new voicemail
ⓘ	Information	Green blinking	Check Blender Manager – see messages
		Off	No unread messages
📶	Wi-Fi	Green steady	Wi-Fi on
		Green blinking	Device connected
		Green flickering	Data transferring
		Off	Wi-Fi off – see Blender Manager
📶	Signal Strength	Green steady	Strong signal
		Yellow steady	Moderate signal
		Red steady	No service
		Green blinking	AT&T 3G MicroCell service; Strong signal
		Yellow blinking	AT&T 3G MicroCell service; Weak signal
		Red blinking	No service or SIM error

How It Works

AT&T Blender uses the AT&T cellular network to provide phone service to your corded or cordless home phone(s) and Internet access to your computer and Wi-Fi capable devices (if subscribed to a data plan). Place it anywhere in your house where you have a strong wireless signal. It does not require the use of a home phone wall jack like traditional home phone service.

AT&T Blender provides many calling services, such as voicemail, Caller ID, Call Waiting, Call Forwarding, and 3-way Calling for your corded or cordless home phone(s). It also includes a back-up battery in case of power outage.

Device Installation

Before You Begin

Blender works exclusively with the AT&T cellular network and DOES NOT use your home's phone wall jacks.

Your device should be located:
- Where you have a strong cellular signal from a cell tower, typically near a window or outside wall.
- Near an electrical wall outlet.
- In the general area of your home where you'll be using your home phone, computer or Wi-Fi capable devices.
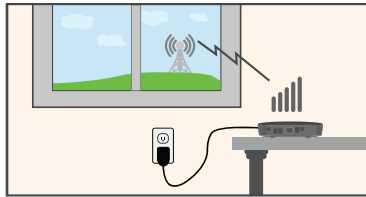
Select which phone(s) or computer(s)/Wi-Fi capable device(s) you will use with Blender:
- You may connect up to two phones.
- If using an existing phone, unplug it from the wall jack.
- For Internet access, you may connect up to 10 devices via Wi-Fi and one via Ethernet simultaneously.

STEP 1: Set Up Your Device

(A) ### Install the Back-up Battery

1. Remove the bottom of the device by pushing the entire cover in the direction of the arrow, as shown.

Ports
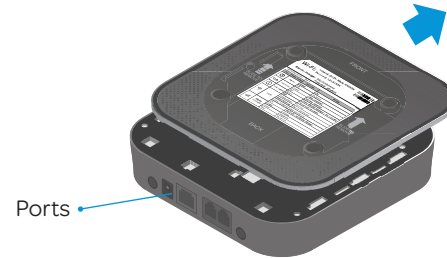
2. Insert the back-up battery.

Battery
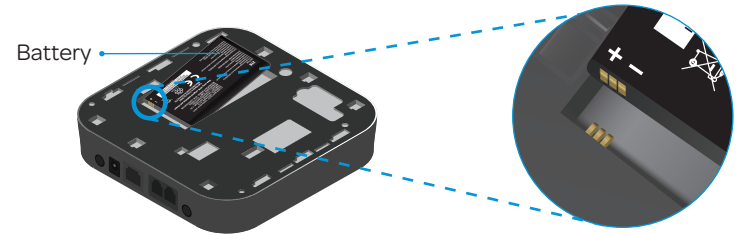
3. Replace the cover.

B Turn on Your Device

1. Plug the power cord into an electrical wall outlet that is not controlled by a wall switch.

2. Insert the small end of the power cord into the Power Input port on the back of your Blender device.

3. Press and hold the round On/Off button for 2 seconds until the signal strength light comes on.

C Check the Wireless Signal

Confirm signal strength light is green for optimal performance. Yellow indicates a moderate signal and may be sufficient.

Signal Strength
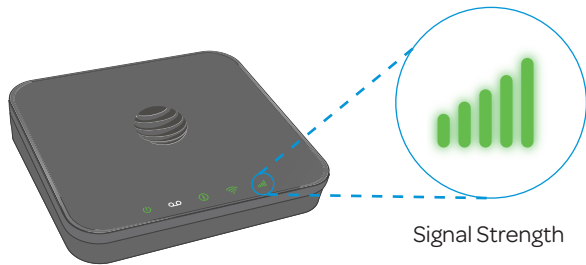
STEP 2: Connect your Phone

A Unplug your Phone from the Wall Jack

Blender is not used with your home's phone wall jack.

NOTE: If you have a cordless phone, keep it plugged into a power outlet.
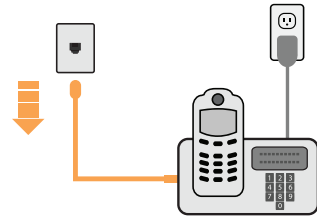
B Connect your Phone to the Device

Plug your phone into the "Phone 1" port on the Blender device, using your existing phone cable or the included phone cable.

NOTE: Do not plug the device into your home's phone wall jack.
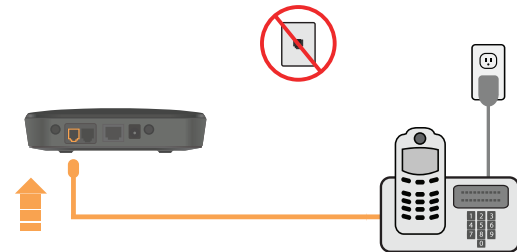
C *Place a Test Call*

Place a test call from your connected home phone. Make sure to use 10-digit dialing even for local phone calls.

For best results, place the cordless phone base approximately 12 inches from the Blender device.
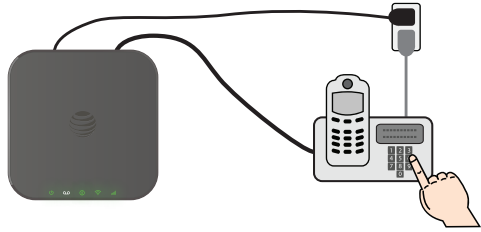
Useful Tips

- Dial "1" to set up and access your voicemail. Be sure to create a password for security and remote access.

- Transferring a landline phone number can take five (5) days or more. Plug a phone into your Blender to make calls. Keep another phone plugged into your wall jack to receive calls until your transfer completes.

  Check the status of your phone number transfer at **att.com/port**.

- Your Blender does not support incoming or outgoing fax service.

- Your Blender does not support rotary or pulse-dialing phones.

Details on using voicemail and transferring a landline phone number can be found on pages 10–11.

STEP 3: Connect to the Internet

A *Select the Device Network*

1. Open the Wi-Fi network manager on your computer or Wi-Fi enabled device.*

2. Find and select the Blender Wi-Fi network name (SSID) (e.g., Mace_XXXXX).
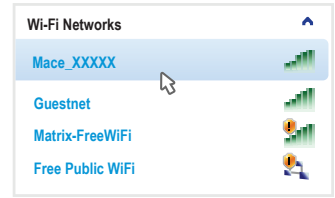
Alternatively, you can also connect via Ethernet or WPS.

For Ethernet, plug one end of your Ethernet cable into the Ethernet port on your computer and the other end into the Ethernet port on the back of the Blender device.

For WPS, press and hold the WPS button on the back of your Blender device for 0.5 seconds. Within 2 minutes, press the WPS button on the wireless device you want to connect.

B *Enter Wi-Fi Network Password*

When prompted, enter the Wi-Fi password found on the bottom of the Blender device.
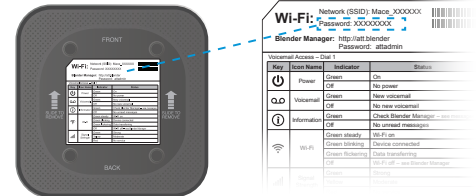
Ⓒ *Confirm Network Connection*

Go to **att.net** (or your favorite website) to confirm your Internet connection.

When your device is transmitting to and from the Internet, the Wi-Fi light will flicker green.

Useful Tip

Go to the Blender Manager at **http://att.blender** on any connected device to view messages from AT&T, check your data usage, and customize your Blender device settings.

Voicemail

Your Blender comes with standard wireless voicemail. Follow the steps below to setup and use your voicemail.

Setup

Dial **1** on any home phone connected to the Blender and wait four (4) seconds to connect to your AT&T wireless voicemail. Simply follow the voice prompts to complete setup. *To enable remote voicemail retrieval and for added security be sure to create a password during setup.*

Message Waiting

There are two indicators for a new message waiting: 1) the voicemail icon; and 2) an intermittent dial tone.

The voicemail icon ◖◗ on your Blender flashes when a voicemail message is waiting. You will also hear an intermittent dial tone on any connected phone handset before placing a call.

Retrieving Messages

To retrieve voice messages, dial **1** on any home phone connected to the Blender and wait four (4) seconds to connect to your AT&T wireless voicemail box. Simply follow the voice prompts to listen to and manage your messages. (Alternately, you may dial your 10-digit home phone number to access your voicemail box.)

Remote Retrieval

To retrieve voicemail messages from a phone not connected to the Blender, dial the number associated with your Blender service. When voicemail picks up, press *****. You will then be prompted to enter your password. Simply follow the prompts to listen to and manage your voicemail messages.

Transferring a Phone Number

Transferring a landline phone number to your Blender can take five (5) days or more. Outgoing calls can be made immediately using your Blender, however incoming calls will continue through your old service until the transfer is complete. It is recommended that a phone be kept connected to your existing home wiring or prior service to continue to receive incoming calls until the transfer is complete. To check the status of your transfer, visit **www.att.com/port**.

Blender Manager

The Blender Manager allows you to easily manage your Blender device. With the Blender Manager, you can:

- Customize settings
- Change your Wi-Fi network name and password
- Check signal strength, data usage and SMS messages
- Get help and information

To access the Blender Manager, first connect to your Blender device. In your browser address field, enter **http://att.blender**. Log in with your Web password (attadmin).

A navigation panel is included at the left of the browser interface on each page and contains the following:

- **Home** – displays general device information, as well as current network connection (LTE, 4G, 3G) and battery charge.
- **Connected Devices** – view devices currently connected to your Blender device and blocked devices.
- **Data Usage** – check your billing month-to-date data usage and days remaining in billing cycle.
- **Messages** – view messages from AT&T (See *SMS Messages* on page 16).
- **Settings** – customize your device's Wi-Fi and security settings (See *Wi-Fi Settings* on page 29 for detailed instructions).
- **About your Blender** – get details regarding current device status and device information.
- **AT&T Software Update** – view software updates that are delivered automatically over the AT&T cellular network.

Using Your Device

Calling

Making Calls

Using a phone connected to your Blender, place and receive calls as you normally would. The Blender supports both cordless and corded phone dialing methods.

Note: You will need to dial 10 digits even for local numbers.

Three-Way Calling

While on an existing call, press the **Flash** (or **Talk**) key on your phone to put the first party on hold. When you hear a dial tone, dial the second party's number (wait up to four [4] seconds). When the second party answers, press the **Flash** (or **Talk**) key again to complete the three-way connection. If the second party does not answer, press the **Flash** (or **Talk**) key to end the connection and return to the first party.

Note: If your phone does not have a **Flash** (or **Talk**) key, use the off-hook mechanism supported by your phone instead.

Call Waiting

You will hear two tones if someone calls while you are already on a call.

To hold the current call and accept the waiting call, press the **Flash** (or **Talk**) key. You can press the **Flash** (or **Talk**) key anytime to switch back and forth between calls.

To clear the current call and accept the waiting call, enter **1** and press the **Flash** (or **Talk**) key.

To reject (User Busy) the waiting call, enter **0** and press the **Flash** (or **Talk**) key.

Notes:

- Your Blender comes with standard three-way calling and call waiting. Operation of these features will vary depending on your home phone equipment.
- If your phone does not have a **Flash** (or **Talk**) key, then use the off-hook mechanism supported by your phone.

Call Forwarding

To forward all calls, dial:

1. ***21***
2. The 10-digit number to which you wish to forward your calls
3. **# key**

(Example: *21*1234567890# forwards your calls to the phone number 123-456-7890)

Please wait at least three (3) seconds and you hear a confirmation tone for the forwarding to complete before hanging up.

To un-forward calls, dial **#21#**, please wait at least three (3) seconds and you hear a confirmation tone for the un-forwarding to complete before hanging up.

Note: Applicable wireless minute plan rates apply to forwarded calls.

Internet Access

Connect Other Devices

You can connect up to 10 Wi-Fi enabled devices simultaneously to your Blender, including smartphones, tablets, laptops, etc.

1. Open the Wi-Fi network manager on your Wi-Fi enabled device.
2. Find and select the Wi-Fi network name (SSID) **Mace_XXXXXX**.
3. When prompted, enter the Wi-Fi password found on the bottom of the device.

Connect WPS devices

Wi-Fi Protected Setup (WPS) allows WPS-enabled devices to be connected to a Wi-Fi network without having to type a Wi-Fi password.

1. With the Blender device powered on, press and hold the WPS button for 0.5 seconds.
2. Within 2 minutes, press the WPS button on the wireless device you want to connect.
3. Your Blender device and the wireless device will communicate and establish the connection.

Connect via Ethernet

To connect via Ethernet, plug one end of your Ethernet cable into the Ethernet port on your computer and the other end into the Ethernet port on the back of the Blender device.

Data Plan Usage

You can check your billing month-to-date data plan usage and the days remaining in your billing cycle on the Blender Manager. On any device that is connected to your Blender, enter **http://att.blender** in your browser address field. Log in with your Web password (attadmin) or customized password, and go to **Data Usage**.

Note: Actual billed usage can be higher than the estimated data usage displayed in the usage meter.

SMS Messages

Your Blender device is able to receive SMS messages only. You are not able to respond or reply to SMS messages.

To view your messages, use any device that is connected to the Blender and enter **http://att.blender** in your browser address field. Log in with your Web password (attadmin) or customized password, and go to **Messages**.

Changing Wi-Fi Name and Password

You can customize your Blender Wi-Fi network name (SSID) and password using the Blender Manager. On any device that is connected to the Blender, enter **http://att.blender** in your browser address field. Log in with your Web password (attadmin) or customized password, and go to **Settings** > **Wi-Fi**.

**Note:** You will need to reconnect all Wi-Fi devices using the new Wi-Fi password.

Managing Devices

You can view devices currently connected to your Blender and block and unblock devices using the Blender Manager. On any device that is connected to the Blender, enter **http://att.blender** in your browser address field. Log in with your Web password (attadmin) or customized password, and go to **Connected Devices**.

Helpful Tips

Home Answering Machines

If you choose not to use the voicemail provided by your Blender, you can use your home answering machine by plugging it into the "Phone 2" port on the back of your Blender.
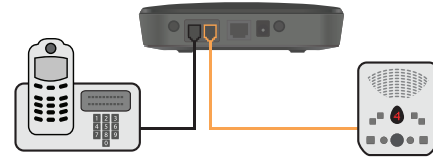
Then, set your answering machine to pick up calls in fewer rings than the voicemail service, which is set to five (5) rings as a default.

Adjusting Volume

Use your home phone's volume adjustment if available. Alternately, the volume of the Blender can be adjusted if necessary. While on a call, press ****** or **##** to enter Volume Setting Mode. Press ***** to decrease volume. Press **#** to increase volume.

To exit Volume Setting Mode press any other key or wait five (5) seconds.

Notes:
- Four volume levels are available (level 1 to level 4); the default setting is the highest at level 4.
- Your home phone(s) may have a separate volume level setting function that is independent of the Blender.

Powering On/Off

The **On/Off button** is used to turn your Blender on or off when still connected to the power supply. When powered off, the Blender will no longer send or receive calls, but it will continue to charge the back-up battery if still connected to the wall outlet.

To use the **On/Off button** on your Blender, press and hold the button for two (2) seconds to turn power off or until the Battery and Signal Strength indicator lights turn off (Power light remains on when connected to an AC power source). To turn the Blender back on, press and hold the button for two (2) seconds or until the Battery and Signal Indicator lights turn on.

AT&T 3G MicroCell

For voice-only customer, Blender can be used with the AT&T 3G MicroCell when it's within range of the MicroCell signal and the phone number associated with the Blender has been added to the MicroCell's approved user list. To update your approved user list, visit **att.com/3GMicroCell** and click "Manage Settings."

The signal strength indicator on your Blender will flash green when connected to the MicroCell.

TTY Support

TTY (Text Telephony) and TDD (Telecommunications Device for the Deaf) are supported by the Blender. In order to use the TTY network, you must have a TTY-compatible phone and be in TTY mode. Note that most digital wireless devices are TTY-compatible.

Dial ***983*889*n#** to set the TTY mode.
- n = 0: TTY off mode. The standard voice speaking mode and listening mode. This is the default setting.
- n = 1: TTY full mode. Transmit and receive the TTY characters.
- n = 2: VCO mode. Receive TTY characters but transmit by speaking into the speaker.
- n = 3: HCO mode. Transmit TTY characters but receive by listening to the receiver.

Important Information

E911 Service

911 services are supported just as they are on any wireless device. You should expect to provide your home address to the emergency response center responsible for sending first responders (e.g., police, medical assistance, or fire) to your location.

Power Outages

Blender has a back-up battery with talk time of up to an hour and a half (1.5 hours) depending on environmental factors. Please note you'll need a standard corded phone that doesn't require external power to function with the back-up battery for all calling, including 911.

If you experience a power outage and your battery is fully depleted, it will be necessary to restart your device when power is restored by pressing and holding the **On/Off button** for two (2) seconds.

Device Compatibility

Blender does not support your home security systems, fax machines, dial-up or DSL internet service, DVR services, medical alert services (e.g., Life Alert), or credit card machines. The service cannot be used to make 500, 700, 900, 976, 0+ collect, operator assisted, or dial-around calls (e.g., 1010-XXXX).

The device does not support data services (e.g., texting, multimedia message services (MMS), and data tethering).

In-Home Wiring

Interconnecting to home telephone wiring is not necessary, but is possible; however, it is not recommended unless you possess sufficient knowledge of electrical systems. Use with home wiring requires the physical disconnection from other services, including the landline coming into your home. Use of a qualified licensed electrician is highly recommended. Improper installation may result in phone equipment damage or even a fire.

Frequently Asked Questions

What kind of phone do I need to work with the Blender?

Most standard touch-tone phones may be used. Rotary phones are not supported. Cordless phone systems provide the most flexibility and allow you to easily place additional handsets throughout your home. Cordless phone systems still need to be plugged into a power outlet.

During a power outage, a standard corded phone which doesn't require electrical power is recommended.

How do I install my Blender?

Please see your Quick Start for the most common installation methods. Other helpful information:

- Installation near a window or outside wall is strongly recommended to ensure the strongest possible wireless signal in order to maximize voice quality.
- If the Blender signal strength indicator does not display high signal strength (Green) or voice quality is unacceptable, you may need to relocate the device to another part of the home with a stronger wireless signal.

Will my Blender work in areas with no or low wireless signal strength?

A strong wireless signal (Green) is recommended for optimal performance. A moderate signal (Yellow) may be sufficient. If you do not see a green light, you may want to choose an alternate location.

Does Blender support both voice and data?

Yes, you can choose to use your Blender for voice only, data only, or both voice and data. Visit **att.com/blender** for more information.

Why don't I see the name of the caller on caller ID?

The Blender only supports calling number identification. However, contact names stored on your home phone equipment may display for incoming calls.

Do I need broadband Internet service for the Blender to work?

No, the service is provided through the AT&T wireless network.

Can I move my Blender and use it in another location?

Yes, your device can be moved to another location; however, your device should be used in a location where AT&T is authorized to provide wireless service. If your device is used while on other carrier networks, AT&T's off-net usage restrictions apply. Please see section 4.5 of your Wireless Customer Agreement for details.

When I dial a seven-digit number using the Blender, I get a message that the number cannot be completed as dialed. Does the Blender support seven-digit dialing?

Blender requires 10-digit dialing for domestic calls in most areas.

Can I make international calls with my Blender?

Yes. To add international calling to your account, please call 611 from your connected phone, or 1-800-331-0500.

Can I use my Blender internationally?

No. Use is limited to the United States, Puerto Rico, U.S. Virgin Islands, Guam, and Northern Mariana Islands.

What is the warranty on the Blender?

AT&T Blender has a 12-month limited warranty. For details, see page 49.

I can't make or receive calls with my Blender service. What should I do?

Please follow the troubleshooting steps in this User Guide. If further assistance is required, call 1-800-331-0500.

How many devices can I connect to my Blender?

For voice, you can connect two phones. For data, you can connect up to 10 devices via Wi-Fi simultaneously and one device via Ethernet.

How can I check my data speed?

You can check your data speed by visiting **att.com/speedtest**.

Will connecting additional devices affect my data speed?

Yes, connecting multiple devices to the Blender may affect data speed.

What is the difference between the AT&T Wi-Fi network and my Blender Wi-Fi?

Data access via the public AT&T Wi-Fi network does not use your allotted data plan, whereas providing Wi-Fi data access in your home via the Blender will use your data plan.

Can I change my Wi-Fi network name and password?

Yes, you can change your Wi-Fi network name and password using the Blender Manager. From any connected device, enter **http://att.blender** in the address bar and enter the admin login (attadmin) or your customized login and go to **Settings** > **Wi-Fi**.

How do I know how much data I've used?

You can view your data usage and the days remaining in your billing cycle using the Blender Manager. From any connected device, enter **http://att.blender** in your browser address field and enter the admin login (attadmin) or your customized login and go to **Data Usage**.

Once I've reached the maximum amount of data in the my plan, can I continue to use my Blender for data?

Yes, you can continue to use your Blender device, but overage charges will apply. To upgrade your data plan, visit **att.com**.

Troubleshooting

General

Problem	Possible Solution
Only the Power LED is illuminated	• Press and hold the Power button on the back of the Blender for two (2) seconds until the Wi-Fi and Signal Strength indicator lights turn on.
Signal strength indicator is blinking Green	• The Blender is connected to a 3G MicroCell, and is operating properly.
Red signal strength indicator	• Move your device to another area of the home with a strong wireless signal.

Flashing Red signal strength indicator	• SIM is missing or not installed properly.
	  1) Remove the bottom of the device and back-up battery.
	  2) Locate the SIM card slot and insert the SIM card into the slot until secure. The SIM card will click and lock in place when properly installed in the correct orientation.
	• SIM card may be invalid or damaged and need to be replaced.

SIM Card doesn't work in my mobile device	• The SIM card provided with your Blender is intended for use only in your specific Blender and can not be used in a mobile handset.

Voice

Problem	Possible Solution
No dial tone	• Make sure there is AC power to the Blender. Do not connect to an AC outlet controlled by a wall switch. • Move the device to an area with sufficient network signal (Green or Yellow Signal Indicator light). • Make sure your home telephone equipment has power and is connected properly to the Blender. • Check that the Signal Indicator light is illuminated. If not, make sure the "On/Off" button on the back of the device is "On" (press and hold until the Signal Indicator light illuminates).
No caller ID name	• Like all wireless services, only the calling number is displayed with Caller ID. • Your home phone equipment may support the display of names stored in its contacts memory.
My answering machine won't pick up calls	• Set your answering machine settings to pick up calls before network voicemail, which is approximately five (5) rings. • Alternately the network voicemail setting can be increased; dial "1" to access the voicemail platform and follow the prompts to increase the number of rings. • To remove network voicemail from your account, call AT&T Customer Care by dialing 611 or 1-800-331-0500.

Voice

Problem	Possible Solution
Poor voice quality	• Install using the telephone cable included with the Blender. • Move the Blender to a different area of the home. • Locate the device in an area with maximum wireless signal strength (Green Signal Indicator). • Make sure all connections are firmly in place. • Increase the distance away from other electronic devices and the Blender (including cordless base stations, Wi-Fi routers, and cell phones). • Move the Blender near a window with a clear unobstructed view of the sky and remove any objects that may be obstructing the wireless signal. • Make sure the home phone that is connected to the Blender is of good quality and in good working order. • Voice quality may degrade with a low battery charge when operating with back-up battery. Connect to an AC power source to recharge when power is available.
Can't connect to my 3G MicroCell (signal strength indicator is not flashing Green)	• Add the phone number associated with your Blender to your 3G MicroCell Approved User List. • Power cycle your 3G MicroCell as well as your Blender. • Make sure the Blender is within range of the 3G MicroCell.

Voice

Problem	Possible Solution
Message Waiting indicator on my home phone equipment doesn't light	• The Blender does not support this functionality with your home phone equipment. • The Blender has a dedicated Message Waiting indicator light and will flash when you have a new voice message; you will also hear an intermittent dial tone when you pick up your handset.
I hear an intermittent dial tone	• You will hear an intermittent dial tone when you have a new voicemail message waiting. • Dial "1" from your home phone equipment connected to the Blender to review your voice messages.
My phone doesn't ring when a call comes in	• If you recently transferred your landline number, you will continue to receive incoming calls on your previous service until the transfer is complete. To check transfer status, visit **www.att.com/port**. • Make sure your Blender is NOT connected to your in-home phone wiring. • Make sure your home phone is powered on and connected to the Blender. • Your Blender number may be set to Call Forward. Dial **#21#** to un-forward calls.
I hear a constant low frequency tone (not dial tone) when I try to place a call	• Hang up your home phone to restore dial tone.

Data

Problem	Possible Solution
Can't access the Internet	• Check that your device is connected to the Blender and the Blender Wi-Fi indicator is green. • Make sure your signal strength indicator is green or yellow. If red, choose an alternate location. • Check APN setting, dialing setup, and firewall setting.
Download or upload speeds are slow	• Check your speed at **att.com/speedtest**. • Check your signal strength indicator. If not green or yellow, choose an alternate location. • Check your wireless network connection using the Blender Manager (**http://att.blender**). LTE and 4G offer the fastest data speeds and if available, the Blender should be located in a covered area. • Limit the number of devices that are connected to the Blender. You can block device access using the Blender Manager **(http://att.blender)** under **Connected Devices.**
Blender Network does not appear in the wireless network list	• Verify that the Blender is powered on. • Refresh the network list on the device you are trying to connect. • Restart your Blender by pressing the **On/Off** button for 2 seconds. Then restart your Wi-Fi enabled device.

Data

| Problem	Possible Solution
Can't connect to my Blender	• Check that you are connecting to your Blender Wi-Fi network name (SSID) (e.g. Mace_XXXXXX). If connected via Ethernet, make sure the Ethernet cables are firmly attached. • Make sure you entered the correct Wi-Fi password that's found on the bottom of the device.
Can't access the Blender Manager	• Make sure you have entered the correct URL **(http://att.blender or http://192.168.0.1)** in your browser address field. • Make sure you have entered the correct password, either attadmin or your customized password. If you changed the password and forgot it, you will need to restore the device to the factory default settings.

Device Configuration

You can manage your Blender settings using the Blender Manager. To access, first connect to your Blender device and enter **http://att.blender** in the browser address field. Log in with your Admin (attadmin) or customized login.

Wi-Fi Settings

You can manage your Blender Wi-Fi Settings under **Settings** > **Wi-Fi**.

Wi-Fi Basic
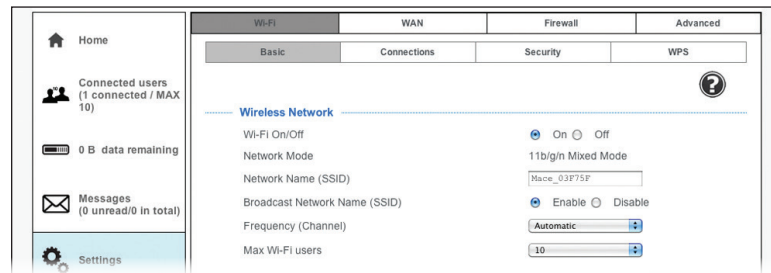
Wi-Fi On/Off: Enable or disable Wi-Fi connectivity.

Network Mode: Indicates which mode is active for connecting via Wi-Fi. The default is 802.11b/g/n Mixed Mode.

Network Name (SSID): Shows the Wi-Fi network name (SSID), which is broadcast by the device to allow Wi-Fi enabled devices to identify and connect to it. You can change the Network Name by typing the desired name directly in the text box.

Broadcast Network Name (SSID): If this setting is enabled, the Blender appears in the list of available Wi-Fi networks on your Wi-Fi enabled devices. If disabled, the network will not appear.

Frequency (Channel): This should be left on **Automatic** unless you need to choose a particular channel for your environment.

Max Wi-Fi Users: Specify how many devices can simultaneously connect to Blender.

Be sure to click "Apply" after you've made changes.

Wi-Fi Connections

View devices that are currently connected to your Blender and block and unblock devices from having access.
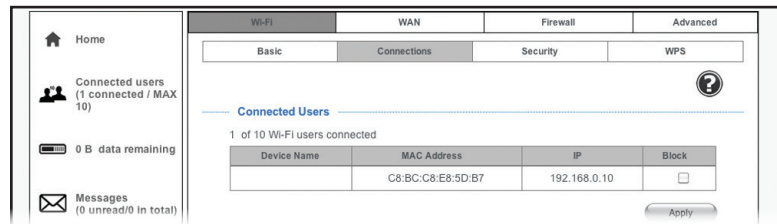
The following information is displayed for each connected device:

Device Name: If you have assigned a name to the connected device, the assigned name will appear in lieu of a host name.

MAC Address: A unique network identifier for the connected device.

**IP Address:** IP address of the connected device.

Block a Device: Checking the "Block" box and clicking "Apply" disconnects the connected device and prevents it from re-connecting to the Blender. The blocked device will then appear in the Blocked list.

Block List: Lists any devices you have blocked from having access to the Blender. Note that since these devices are not currently connected and are blocked from connecting, they do not have an IP address. Instead, they are identified by their MAC Address.

Unblock: Checking the "Unblock" box and clicking "Apply" unblocks a previously blocked device, freeing it to connect to the Blender again. The unblocked device is deleted from the Blocked List and will reappear in the Connected Devices list when it connects.

Wi-Fi Security

Security settings will apply to all connected devices. If you change these settings, existing connected devices may lose their connection.
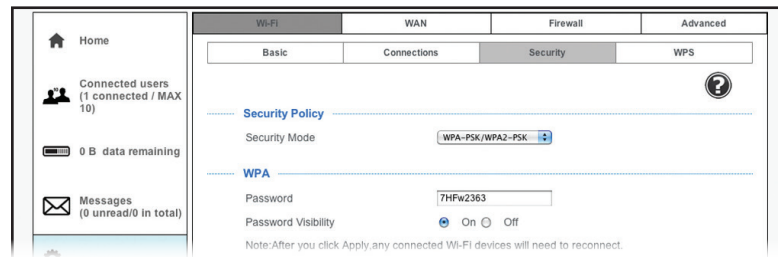
**Wi-Fi Security Mode:** Select the desired Wi-Fi security option.

WPA-PSK/WPA2-PSK is the latest and most secure method and should be used if possible. **No encryption** allows other people to monitor your Wi-Fi traffic and use your data plan to access the Internet. If at all possible, its use should be avoided.

Password (Key): If a setting other than **Open** was selected in the Wi-Fi Security Mode field, enter a Wi-Fi Password. This password will need to be entered on any device needing to connect to Blender via Wi-Fi.

Password Visibility: If this setting is enabled (On), the Wi-Fi Password is readable on the screen. If disabled (Off), the password appears as ••••••••.

Wi-Fi WPS

WPS, or Wi-Fi Protected Setup, is a standard that allows easy establishment of a secure wireless home network. This feature is disabled by default. If you change these settings, existing connected devices may lose their connection.
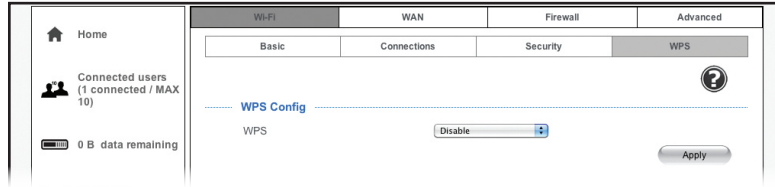
WPS: You may **enable** or **disable** WPS by selecting the desired option and clicking "Apply." When enabled, the following secondary options will appear:

WPS Mode: You may select either **PIN** or **PBC (Push-Button Connection)** by selecting the desired option and clicking "Apply."

PIN: If selected, you will need to specify up to an 8-digit PIN that other devices will require to connect via this method. Enter the desired PIN in the "Client PIN" field, then click "Apply."

PBC: If selected, you will need to momentarily push and release the WPS button on the back of the Blender, then within 2 minutes activate WPS on the desired device via a physical or virtual button to complete the pairing process.

Note: Refer to your connecting device's documentation for specific information on how to complete the WPS process on the desired device.

WAN

These settings affect the connection to the mobile (wide area) network or WAN.

Blender automatically selects the optimal mobile network. In some cases, you can also select a network manually (Manual Network Selection). This feature is only useful if multiple networks are available. If this setting is enabled, the device connects only to the specified network.

WAN Connections
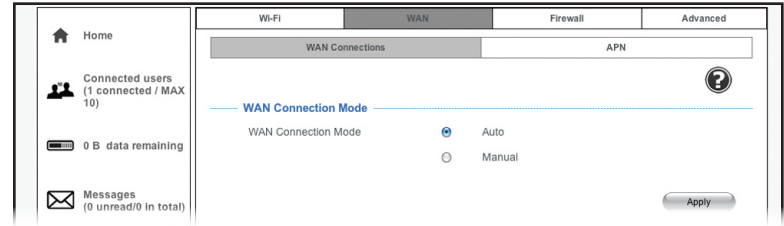
WAN Connection Mode: Indicates if Automatic or Manual Network Selection is in use. If you want to select **Manual**, you must first click the "Disconnect" button on the Home screen, then return to WAN Connections to select "Manual" and click "Apply."

WAN APN

This APN is pre-configured to access the AT&T network. You should not change the APN unless you have a corporate account (with your own APN).
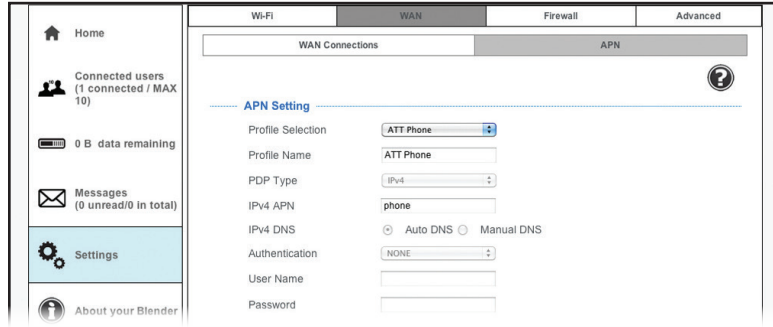
Profile Selection: The default profile is the AT&T network, **ATT Broadband**, and cannot be edited. If you need to change the APN, select the **PTA** option and then provide the required data below. This information is available from your network service provider.

> **Profile Name:** The desired name used to select your custom APN from the Profile Selection drop down list.

> **PDP Type:** You can select from **IPv4**, **IPv6**, or **IPv4 and IPv6**.

> **IPv4 APN:** The APN associated with the selected profile. Enter the appropriate IPv4 APN here.

IPv4 DNS: Select **Auto DNS** or **Manual DNS**. Use this setting to enable or disable the Manual DNS feature. If enabled, provide the following data:

> **Primary DNS:** Enter the IP address of the desired primary DNS. This address is required if you select the **Manual DNS** check box.

Secondary DNS: Enter the IP address of the desired secondary DNS. This address is optional and may be left blank if desired.

Authentication: Select the option specified by your service provider:

- None
- CHAP
- PAP

Username: If the Authentication is **None**, this can be left blank. Otherwise, enter the value specified by your service provider.

Password: If the Authentication is **None**, this can be left blank. Otherwise, enter the value specified by your service provider.

**IPv6 APN:** The APN associated with the selected profile. Enter the appropriate IPv6 APN here.

IPv6 DNS: Select **Auto DNS** or **Manual DNS**. Use this setting to enable or disable the Manual DNS feature. If Manual is enabled, provide the following data.

> **IPv6 Primary DNS:** Enter the IP address of the desired primary DNS. This address is required if you select the **Manual DNS** check box.

Firewall

A firewall protects your connected devices against malicious incoming traffic from the Internet. The firewall cannot be disabled, but the following settings are available.

Firewall - MAC/IP/Port Filtering
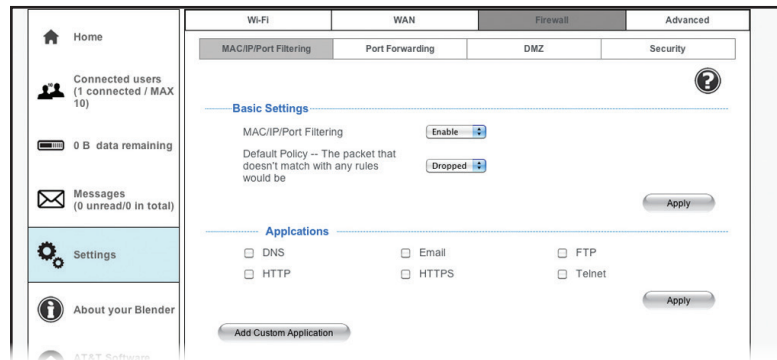
MAC/IP/Port Filtering: You can **Enable** or **Disable** the MAC/IP/Port Filtering feature as needed to block certain Internet traffic.

If this setting is enabled, you can then choose whether traffic is **Accepted** or **Dropped** by default by selecting the appropriate option from the Default Policy drop down.

Default Policy:

Accepted: Internet traffic is allowed by default. Only traffic from the selected applications will be blocked from accessing the internet. Traffic is identified by port numbers. Some applications are pre-defined. You can define additional

applications by clicking the "Add Custom Application" button, but you need to know details of the traffic used and generated by the applications you wish to define. In particular, you need to know the port numbers and the protocol (TCP, UDP) used by outgoing traffic.

Dropped: Internet traffic is blocked by default. Only traffic from the selected pre-defined or custom applications are allowed to access the internet.

Applications: Use these check boxes to deny or allow access to the Internet for each application, as an exception to the selected Default Policy of accepting or dropping internet traffic.

Custom Applications: This feature allows you to define your own applications. Once defined, these applications can be enabled and disabled the same way as pre-defined applications. To define an application, you need to know the ports and protocol (TCP, UDP) used by the application for outgoing traffic. To start, click the **Add Custom Application** button, then provide the following data:

MAC Address: A network identifier unique to each device's hardware.

Destination IP Address: The internal IP address where traffic will be filtered to.

Source IP Address: The source IP address that traffic will be filtered from.

Protocol: You can select from **TCP**, **UDP**, or **ICMP** as the traffic type you would like to filter.

Destination Port Range: The range of ports that traffic will be filtered to. Enter the beginning and end of the port range for each application.
– For a single port, enter the port number in both fields.
– For a port range, enter the beginning of the range in the **first** field and the end of the range in the **second** field.

**Source Port Range:** The range of ports that traffic will be filtered from.

Action: Selecting **Drop** or **Accept** will determine if the rule will allow or block traffic based on the criteria specified.

Comment: Here you will need to add a name or description to the rule in order to click "Apply" to save and implement the rule.

Firewall – Port Forwarding

Port Forwarding allows for specific external ports on the Blender to be mapped to specific ports on a specific device on the internal network. You can have a maximum of 10 Port Forwarding/Virtual Server rules in the system.

You can **enable** or **disable** Port Forwarding to allow certain devices to act as virtual servers within the internal Blender network.
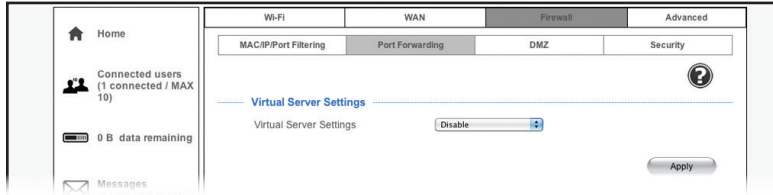
If you select **Enable**, the Virtual Server Settings will appear:
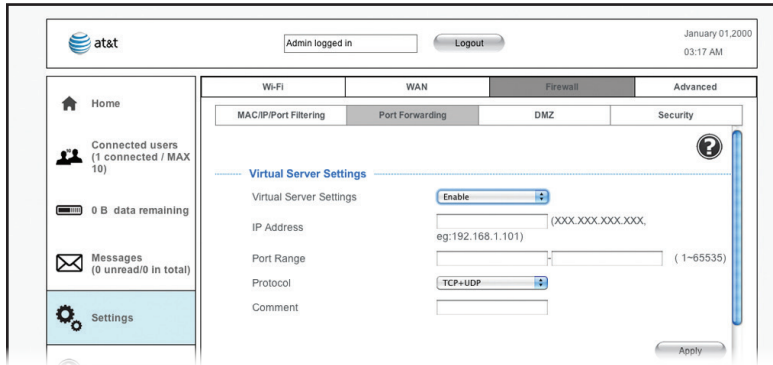
IP Address: Enter the internal IP address (i.e. 192.168.1.101) that you would like traffic from a specific external port directed to internally.

Port Range: Enter the starting and ending port numbers that will be directed to the internal device.

Protocol: You may pick **TCP**, **UDP**, or **TCP+UDP** traffic types to be directed.

Comment: Enter a comment or label to be saved with this custom port forwarding rule.

Be sure to click "Apply" to confirm your configuration.

Firewall – DMZ

The **DMZ**, or De-Militarized Zone, is a selected internal IP address of a device that allows full access and connectivity from outside traffic, through the firewall, to a specific internal device without being filtered or blocked.
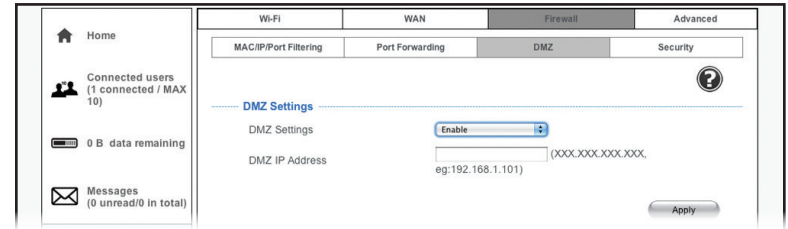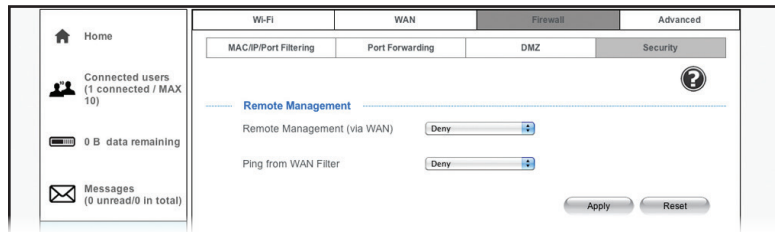

DMZ Settings: You may choose to enable or disable the DMZ setting here. DMZ is **disabled** by default.

DMZ IP Address: If DMZ Settings are enabled, you need to enter the internal IP address of the desired device that will be directly accessible from outside the firewall.

Firewall – Security

Remote Management (via WAN): This setting will **allow** or **deny** remote management of the Blender's device settings via an external or remote internet connection. Default is set to **Deny**.

Ping from WAN Filter: This setting will **allow** or **deny** your Blender to respond to remote "Ping" requests. Default is set to **Deny**.

Advanced

Advanced – Administrator

The Admin Login (password) is used to access the Blender Manager. This page allows you to change the Admin Login.
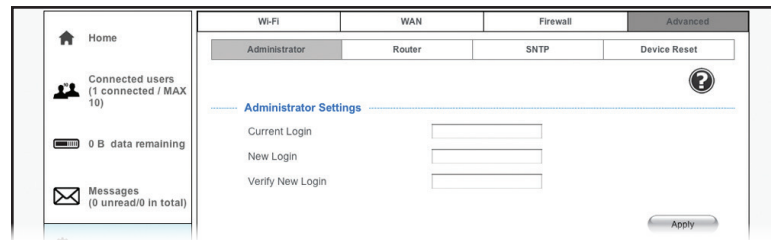
Current Login: Enter the current Admin Login for the Blender Manager in this field. The default login is **attadmin**.

New Login: Enter the new Admin Login, using only letters, numbers, and standard punctuation symbols. The password must be at least 6 characters long. The maximum length is 64 characters.

Verify New Login: Re-enter the new Admin Login in this field, then click "Apply."

Note: Once you change the default Login, there is no way to retrieve the new Login and the Blender must be Factory Reset to restore settings to the default Login (attadmin).

Advanced – Router

IP Address: The IP address for this device as seen from the local network. This is set to a default value.

Subnet Mask: The default value 255.255.255.0 is standard for small (class "C") networks.

MAC Address: The MAC Address is a network identifier. This read-only field displays the MAC Address for the Wi-Fi interface on this device.

DHCP Server: This option is set to **Enable** by default. The DHCP server allocates an IP address to each Connected Device.

DHCP IP Pool: This is the IP address range used by the DHCP server. This indicates the range of IP addresses which may be allocated to connected devices.

DHCP Lease Time: This specifies the time period (in hours) for how long each device is assigned an internal IP address.

UPnP: Universal Plug and Play (UPnP) is a set of networking protocols that permits networked devices to discover each other's presence on the network. The default value for this setting is **Disable**.

VPN Passthrough: This feature allows VPN client software on connected devices to connect through this device to remote VPN servers. Normally, this option should be left enabled.

Advanced – SNTP

Current Local Time: Displays the current date and time on the device.

Time Set Mode: Select from **Manual Set Time** or **SNTP Auto Synchronization** to determine how Blender determines local time.

Manual Set Time – Selecting this option will allow you to manually set the Month, Day, Year, Hour, Minute, and AM/PM parameters for your local time. Click "Apply" for changes to take effect.

SNTP Auto Synchronization – SNTP, or Simple Network Time Protocol, is used to allow synchronization of the date and time between your device and the system time on the network. You can pick up to three SNTP Servers you want your device to synchronize with, including specifying a server not listed by selecting "Other" from the dropdown and typing in the server address. You can also set the Time Zone and Daylight Saving Time status.

Advanced – Device Reset
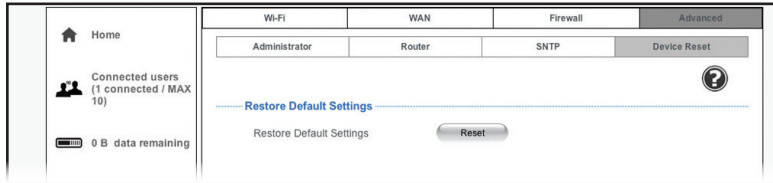
Click the **Reset** button to reset all settings to their factory default values. This causes a restart, and changes the current Wi-Fi hotspot settings if they do not match the factory default values. In this case, all connected devices need to reconnect using the default hotspot settings.

Specifications

Dimensions (W×D×H)	6.3" (W) × 4.37" (D) × 1.05" (H)
Weight	14.11 oz. (including back-up battery)
Back-up Battery	1,500 mAh
Talk time	3.5 hours (GSM) 1.5 hours (WCDMA)
Standby time	36 hours

Note: The value of the talk time or standby time varies with the actual environment.

Safety Instructions

- Some electronic devices may be susceptible to electromagnetic interference. Locate the router away from TV set, radio and other electronic equiment to avoid electromagnetic interference.

- The router may interfere with medical devices like hearing aids and pacemakers. Consult a physician or the manufacturer of the medical device before using the router.

- Please keep yourself at least 8 inches away from router.

- Do not use your router in dangerous environments such as oil terminals or chemical factories where there are explosive gases or explosive products being processed.

- Please use original accessories or accessories that are authorized by ZTE. Unauthorized accessories may affect the router performance, damage the router or cause danger to you.

- Do not attempt to dismantle the router. There are no user serviceable parts.

- Do not allow the router or accessories to come into contact with liquid or moisture at any time. Do not immerse the router in any liquid.

- Do not place objects on top of the router. This may lead to overheating of the device.

- The device must be placed in ventilated environment for use.

- Do not expose the router to direct sunlight or store it in hot areas. High temperature can shorten the life of electronic devices.

- Do not allow children to play with the router or charger.

- Keep the length of the cable between the router and the phone less than 11 yards.

- The router is for indoor use only. Do not use the router outside. Do not connect telephone extensions which run outside of the building. These can result in lightning damage to your unit.

Radio Frequency (RF) Energy

This device meets the government's requirements for exposure to radio waves.

This device is designed and manufactured not to exceed the emission limits for exposure to radio frequency (RF) energy set by the Federal Communications Commission of the U.S. Government:

This device complies with FCC radation exposure limit set forth for anuncontrolled environment

FCC Compliance

This device complies with part 15 of the FCC Rules. Operation is subject to the condition that this device does not cause harmful interference.

Caution: Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate the equipment.

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

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

Warranty

ZTE offers you a limited warranty that the enclosed subscriber unit and its enclosed accessories will be free from defects in material and workmanship for a period that expires one (1) year from the date of sale of the Product to you, provided that you are the original end-user purchaser of the Product and provided that your purchase was made from a supplier authorized by the Seller. Transfer or resale of a Product will automatically terminate warranty coverage with respect to that Product. This limited warranty is not transferable to any third party, including but not limited to any subsequent purchaser or owner of the Product. This limited warranty is applicable only to end users in the United States.

① This product or phone is warrantied for 12 months from date of purchase.
② For warranty service information, please call ZTE service number (877) 817-1759 (toll-free). The manufacturer's website, **http://www.zteusa.com**, is also available for assistance.
③ This warranty only applies if the product has been used in accordance with the manufacturer's instructions under normal use and with reasonable care.
④ What this warranty does not cover:
   a) Defects or damages resulting from the misuse of this product.
   b) Defects or damages from abnormal use, abnormal conditions, improper storage, exposure to moisture, dampness or corrosive environments, unauthorized modifications, unauthorized repair, neglect, rough handling, abuse, accident, alteration, improper installation, incorrect voltage application, food or liquid spoilage, acts of God.
   c) Normal wear and tear.
   d) If the Product has been opened, modified or repaired by anyone other than a warranty service center or if it is repaired using unauthorized spare parts.
   e) If the serial number or mobile accessory date code has been removed, erased, defaced, altered, or are illegible in any way subject to sole judgment of ZTE.

LIMITED WARRANTY

TO THE EXTENT PERMITTED BY APPLICABLE LAW, THIS LIMITED WARRANTY IS YOUR SOLE AND EXCLUSIVE REMEDY AGAINST ZTE AND ZTE'S SOLE AND EXCLUSIVE LIABILITY IN RESPECT OF DEFECTS IN PRODUCT. HOWEVER, THIS LIMITED WARRANTY SHALL NOT EXCLUDE NOR LIMIT ANY OF YOUR LEGAL (STATUTORY) RIGHTS UNDER THE APPLICABLE NATIONAL LAWS.

TO THE EXTENT PERMITTED BY APPLICABLE LAW ZTE DOES NOT ASSUME ANY LIABILITY FOR LOSS OF OR DAMAGE TO OR CORRUPTION OF DATA, FOR ANY LOSS OF PROFIT, LOSS OF USE OF PRODUCTS OR FUNCTIONALITY, LOSS OF BUSINESS, LOSS OF REVENUES OR LOSS OF ANTICIPATED PROFIT, INCREASED COSTS OR EXPENSES OR FOR ANY INDIRECT, OR SPECIAL OR CONSEQUENTIAL LOSS OR DAMAGE. TO THE EXTENT PERMITTED BY APPLICABLE LAW, ZTE'S LIABILITY SHALL BE LIMITED TO THE PURCHASE VALUE OF THE PRODUCT. THE ABOVE LIMITATIONS SHALL NOT APPLY TO DEATH OR PERSONAL INJURY CAUSED BY DEFECT OF PRODUCT IN MATERIAL, DESIGN, AND WORKMANSHIP.

How to Get Warranty Service

To obtain warranty service, please call (877) 817-1759. Please have the following information available when you send the device in for repair:

- A valid Proof of Purchase
- Return address
- Daytime phone number or fax number
- Model #
- IMEI # (Look for the 15-digit IMEI # behind the back-up battery of the device.)
- Complete description of the problem
- Transportation prepaid

Other Warranty Programs

You may have other warranty programs with your purchase, such as warranty exchange. If so, please refer to equipment package or the original point of sale.

Not compatible with home security systems, wireless messaging and data services, fax service, DVR/Satellite systems, or medical alert systems, credit card machines, IP/PBX Phone systems, dial-up or DSL internet service. Blender is designed to provide coverage that is consistent with other AT&T wireless devices, but AT&T does not represent that Blender will be the equivalent to landline phone service. 911 calls are routed based on the wireless network's automatic location technology, but you may have to provide your home address to emergency responders. AT&T recommends that you always have an alternative means of accessing 911 service from your home during a power or network outage, such as a landline telephone.