

# Sandstrøm

## **Instruction Manual**

Colour Cordless Telephone with Answer Machine S100DT10

Colour Cordless Telephone with Answer Machine with Additional Handset \$200DT10









Congratulations on the purchase of your new Sandstrom Colour Cordless Telephone with Answer Machine (S100DT10); with Additional Handset (S200DT10). We recommend that you spend some time to read this Instruction Manual in order to fully understand how to install and operate it. Read all the safety instructions carefully before use and keep this instruction manual for future reference.





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## UNPACKING

Remove all packaging from the unit. Retain the packaging. If you dispose of it please do so according to local regulations.

The following items are included:



Cordless Telephone x 1 PN: S100-200DT10CT



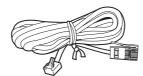
Answer Machine x 1 PN: S100DT10AM



Power Adaptor x 1 PN: S100DT10PA



AAA Batteries x 2 PN: S100-200DT10B



Telephone Line Cable x 1 PN: S100DT10LC



Instruction Manual x 1 PN: S100-200DT10-001

#### (for S200DT10 only)



Cordless Telephone x 1 PN: S100-200DT10CT



Charging Cradle x 1 PN: S200DT10CC



Power Adaptor x 1 PN: S200DT10PA



AAA Batteries x 2 PN: S100-200DT10B



<u>↑</u> IMPORTANT

If items are missing, or damaged please contact Partmaster (UK only). Tel: 0844 800 3456 for assistance.



## **BEFORE USE**

#### Location

You need to place your answer machine within 2 metres of the mains power socket and telephone linesocket so that the cables will reach.

Make sure it is at least 1 metre away from other electrical appliances to avoid interference. Your unit works by sending radio signals between the handset and the answer machine. The strength of the signal depends on where you place the answer machine. Putting it as high as possible ensures the best signal.



**MARNING** 

Do not place your product in the bathroom or other humid areas.

## Talk/Standby time

- Under ideal conditions, the handset batteries should give about 10 hours time or 100 hours standby on a single charge. (This does not mean you can unplug the base or leave it for this length of time without charge).
- Please note that new NiMH rechargeable batteries do not reach full capacity until they have been in normal use for several days.



↑ IMPORTANT

Warning! Use only rechargeable batteries. If non-rechargeable batteries are used **WRONG BATTERY** will be displayed and charging will stop.

Please replace with rechargable batteries.

#### BATTERY LOW WARNING

- If the line icon shows a red segment in the display, you will need to recharge the handset before you can use it again.
- During charging, the icon will scroll in the display.

#### **BATTERY PERFORMANCE**

- In ideal conditions, fully charged batteries should give about 10 hours talk time or 100 hours standby time on a single charge.
- · Note that new batteries do not reach full capacity until they have been in normal use for several days.
- To keep your batteries in the best condition, leave the handset off the base for a few hours at a time.
- Running the batteries right down at least once a week will help them last as long as possible.
- The charge capacity of rechargeable batteries will reduce with time as they wear out, giving the handset less talk / standby time. Eventually they will need to be replaced.
- After charging your handset for the first time, subsequent charging time is about 6-8 hours a day. Batteries and handset may become warm during charging. This is normal.

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#### **DATE AND TIME**

Providing you have subscribed to your network's Caller Display service, the date and time is set automatically for all handsets when you receive your first call.

The date and time is recorded with each answer machine message you receive.

If you do not have a Caller Display service you can set the date and time manually.

#### Set date and time manually:

- 1. Press the **Menu** button and scroll the ▲ or ▼ button to **Clock & Alarm** then press the **Select** button.
- 2. **Date & Time** is highlighted. Press the **Select** button.
- 3. Enter the date using the format DD/MM/YY e.g. 01 09 08 for 1st September 2008. Enter the time in 12 or 24 hour time format. Press the **Save** button. To change the Time Format.
- 4. Press the of or **Back** button until you return to standby

#### HANDSET RANGE

The unit has a range of 300 metres outdoors when there is a clear line of sight between the base and handset. Any obstruction between the base and handset will reduce the range significantly. With the base indoors and handset either indoors or outdoors, the range will normally be up to 50 metres. Thick stone walls can severely affect the range.

## SIGNAL STRENGTH

- ullet The  $\overline{Y}$  icon on your handset indicates when you are in range. When out from range from the base, the screen shows **Searching...** and the **T** flashes.
- During a call, if the handset goes out of range the handset will emit an out of range warning tone.
- If you are on a call, the line will hang up if the handset moves out of range from the base. Move back within in range. The handset will automatically reconnect to the base.



## <u>↑</u> IMPORTANT

The answer machine must be plugged into the mains power at all times. Do not connect the telephone line cord into the wall socket until the handset is fully charged. Only use the power and telephone cables supplied with this product.



## **GETTING STARTED**

#### **INSTALLING YOUR PHONE**

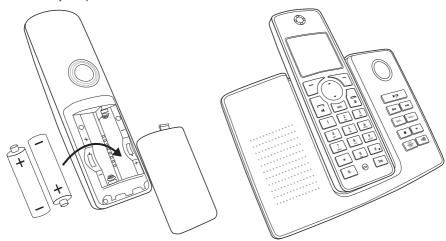
## Connecting the answer machine



- 1. Plug the mains adaptor cable & telephone line cable into the answer machine.
- 2. Then plug the mains adaptor and telephone line cable into their wall sockets.
- 3. Always use the cables provided in the box.

## Installing and charging the batteries

- 1. Slide open the battery compartment cover.
- 2. Place the two batteries as indicated. Follow the polarity indicated on the handset.
- 3. Slide the battery compartment cover back on.



4. Put the handset on the base to charge. Charge for 14 hours the first time you charge. A beep indicates that the handset is properly placed on the answer machine or charger.

Use only the power pack provided for the answer machine.

Use only NiMH rechargeable batteries.



## **Handling the Batteries**

- Improper or incorrect use of batteries may cause corrosion or battery leakage, which could cause personal injury or damage to property.
- Install the batteries correctly by following the polarity (+ and -) indications in the battery compartment.
- Use only the types of the batteries which are indicated in this manual.
- Do not install new batteries with used ones and do not mix different types of batteries.
- Do not dispose of the used batteries as domestic waste. Dispose of them in accordance with local regulations.

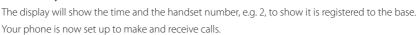
### (for S200DT10 only)

Place each charger within reach of a mains power wall socket.

Connect the charger(s) and charge the handset(s)

- Plug the mains power adaptor into the power socket on the underside of the charger and plug the other end to the mains power wall socket.
- 2. Insert the 2 x AAA rechargeable batteries supplied, taking note of the '+' and '-' markings inside the battery compartment, then slide the battery compartment shut.





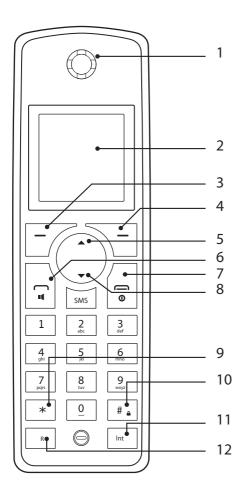






## GETTING TO KNOW YOUR PHONE

## **Overview of your handset**



#### 1 - Earpiece

#### 2 - Display

#### 3 - Option button

Press to open the Menu. Press to select options displayed on screen.

#### 4 - Option button

In standby, press to open the phone-book menu.

Press to select options displayed on screen.

#### 5 - Redial/Up

In standby, press to open and scroll through the Redial list.

In talk mode, press to adjust volume. In menu mode, press to scroll through the options.

When storing an entry in the phone-book, press and hold to enter a Pause.

#### 6 - Talk/ Handsfree

In standby mode, press to make and receive calls.

In talk mode, press to switch handsfree on and off.

### 7 - End call/ Power on/off

Press to end a call.

In menu mode, press to return to standby.

In standby, press and hold to switch the handset off. When off, press to switch the handset back on.

#### 8 - Phonebook/ Down

In standby, press to open and scroll through the Names list.
In talk mode, press to adjust volume.
In menu mode, press to scroll through the options.

## 10 - #/ Lock

Press and hold to lock the keypad. To unlock, select Unlock and follow the on screen instructions.

#### 11 - Int (Intercom)

Used for internal calls.

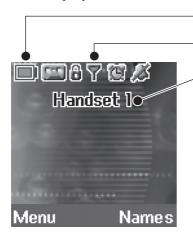
#### 12 - R (Recall)

For use with switchboard/PABX.





## **Handset Display**



### **Battery status**

Scrolls when charging

#### Range indicator

Flashes when out of range or not registered

#### **Handset name / Number**

### **Display icons**

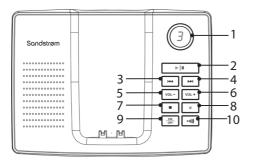
- Displayed in standby mode to indicate handset is in range of the base. Flashes if you move out of range.
- Displayed if ECO Mode is switched on
- Displayed in handsfree talk mode.
- Answer machine is On.
- 💯 An alarm is set.
- The keypad is locked.
- You have answer machine messages.
- You have text messages.\*
- You have voicemail messages.\*
- ▼ You have missed calls.\*

#### The approximate power levels of your battery are indicated as below:

- Battery is fully charged.
- Battery is partially charged.
- Battery is running low.
- Battery is almost fully discharged (Red).
  - \* For this feature to work you must subscribe to your network provider's Caller Display service. A quarterly fee may be payable.

#### NOTE

When the memory for TAM, text or voicemail messages is full, a white line will appear below their corresponding reminder icon.



#### Overview of the base

- 1. Display
- 2. Play/Pause
- 3. Skip Backwards/Replay
- 4. Skip Forward
- 5. Volume Down
- 6. Volume Up
- 7. **Stop**
- 8. Delete
- 9. Answer machine On/Off
- 10. Paging

In standby, press to ring the handset(s). Press and hold to enter registration mode when registering handsets.



#### **LED Indicator**

Indicates when the answer machine is on or off, and how many messages you have.

When answer machine is ON	Displays the number of messages
When memory is full and answer machine is ON	Alternates between "F" and message number
During Remote Access of the answer machine	Displays "A"
When recording incoming / outgoing messages	Displays "r"
When recording incoming / outgoing memo	Displays "r"
During volume adjustment	Displays "0" - "9" or "H" for highest volume
When answer machine is OFF with no activity On startup	On startup Flash between "C" and message number if the time has not been set
When answer machine is OFF	Display "-"

## **Navigating the menus**

Your unit has an easy to use menu system.

Each menu has a list of options, which you can see on the menu map on the following page.

When the handset is switched on and in standby:

- 1. Press the **Menu** button to open the main menu.
- 2. Then press the ▲ or ▼ buttons to scroll through the available options.
- 3. Press the **Select option** button to select a menu option or the **Back option** button to go back to the previous screen.
- To return to the previous menu level, press the **Back** button .
- To exit the menu and return to standby, press the obtain.

If no buttons are pressed for 30 seconds, the handset returns to standby automatically.



\$100DT10 100722.indd 15 7/22/10 10:35 AM

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## Menu map

Text Messaging	Answer Machine	Calls Lists	Reminder	Clock & Alarm
Write Message Inbox Drafts Outbox Templates Delete Messages Text Settings  Service Centres Mailbox Number Message Size Message Alert Users	Play Play All Answer On/Off Record Memo Outgoing Message Delete Messages Answer Settings  Answer Mode Answer Delay Message Alert Remote Access	Missed Calls Received Calls Dialled Calls Delete Calls	If there is an Event, the follow- ing options will be displayed. Add Event* Show Details Edit Event Send as a Text Delete Event Delete All Events	Date & Time Alarm Time Format

Settings	Registration	Extra	Names	Press Names during a call:
Set Handset Ringtone Ringer Volume Receiver Volume Handset Name Language Wallpaper Menu Colour Screensaver Light Timeout Display Contrast Auto Talk Key Beep PABX Access Code  Set Base Ringtone Ringer Volume Dialling Mode Ring Priority System PIN Master Reset ECO Mode	Register Handset Select Base De-register	Baby Monitor	From menu in standby: Search Add Entry Copy Phonebook Memory Status Delete Phone- book Press ▼ in standby: Phonebook list is displayed Select OPTIONS:  Show Details Send Message Edit Entry Copy Entry Ringtone Delete Entry Fast Call	Phonebook list is displayed. Select OPTIONS:  Add Entry Show Details Edit Entry Delete Entry

\*If there is already an event on the list, "Event" is displayed. Otherwise, "Add Event" is displayed.



## **Character map**

button	Case	Assigned characters and symbols
1	L/U*	.,-?!¡¿'@:;/1
2	L	a b c 2 ä æ å à ç
	U	ABC2ÄÆÅÇ
3	L	def3èé
	U	DEF3É
4	L	ghi4ì
	U	GHI4
5	L	jkl5
	U	JKL5
6	L	mno6öøòñ
	U	M NO6ÖØÑ
7	L	pqrs7ß
	U	P QR S7
8	L	t u v 8ù ü
	U	T U V 8 Ü
9	L	wxyz9
	U	WXYZ9
0	L/U	Space 0
*	L/U	bring up symbol ta ble
#	L/U	short press to switch between Abc, abc, ABC and 123 mode
*L = Lower U :	= Upper	

**(** 





## **USING THE PHONE**

CALL TIMER

Your handset will automatically time the duration of all external calls. The handset display shows the duration the phone is off-hook both during and for a few seconds after your call.

#### Switch the handset on / off

1. In standby, press and hold the 🗑 button to switch the handset off. When off, press the 🗑 button to switch back on.

#### Make a call

- 1. Press the a button.
- 2. When you hear the dial tone, dial the number.

## Preparatory dialling

- 1. Dial the number first. If you make a mistake press the **Clear** button to delete the last digit.
- 2. Press the a button to dial.

If the number dialled matches an entry in the phonebook, the name is displayed.

#### End a call

1. Press the 5 button.

#### Receive a call

When you receive an external call, the phone rings. The display shows "External Call". If the caller ID service is available, the display will show the caller's number or, if the number matches an entry stored in the phonebook, the name is displayed.

1. Press the abutton to answer the call.

## Adjust the earpiece/receiver volume

1. During a call, press ▲ or ▼ button to adjust the volume. The display shows the level.

## Secrecy

During a call, you can talk to someone nearby without your caller hearing.

- 1. During a call, press the **Secrecy** button. The display shows **Secrecy On** and your caller cannot hear you.
- 2. Press the **Off** button to return to your caller.

#### (for S200DT10 only)

## Call another handset

INTERNAL CALLS

If you have more than one handset registered to the base, you can make internal calls between two handsets.

- 1. Press the |nt button then the number (1-5) of the handset you want to call.
- 2. Press the **OK** button to dial.

When an internal call is received, the display shows Internal Call Handset X (where X is the calling handset) and the handset number.

#### Transfer a call

You can transfer an external call to another handset registered to the base.

1. Press the | nt button then the handset number (1-5) you want.



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- 2. Press the **OK** button to dial or press End to cancel the calls request and return to the caller.
- 3. When the other handset answers you can announce the caller.
- 4. Press the 👼 button to complete the transfer or | nt button to switch back and forth between both callers. If the other handset does not answer, press the **End** button to return to your original caller.

### 3-way conference call

You can hold a 3-way conference call between 2 internal callers and 1 external caller.

During a call to an external caller:

- 1. Press the |nt button then the handset number (1-5) you want.
- 2. Press the **OK** button to dial.
- 3. When the other handset answers you can announce the caller.
- 4. Press the Join button to begin the conference call. Display shows Conference Call.
- 5. Press the 5 button to hang up.

#### **HANDSFREE**

Handsfree lets you talk to your caller without holding the handset. It also enables other people in the room to listen to your conversation over the loudspeaker.

#### Make a handsfree call

- 1. Dial the number then press the  $\overline{\mathbf{u}}$  button.
- 2. Press the 

  → button again. The 

  → icon is displayed and you hear your call over the handset loudspeaker.
- 3. Press the in button to switch the call between the earpiece and the loudspeaker.
- 4. Press the obsult button to end the call.

During a handsfree call, press the  $\triangle$  or  $\checkmark$  button to adjust the volume.

#### Answer a call in handsfree

When the phone rings, press the a button twice to answer in handsfree talk mode.

The last 20 telephone numbers called are saved to a redial list. You can then select any of the numbers to redial, delete or copy to the phonebook.

Redial numbers can be up to 32 digits long.

#### Redial a number from the redial lists

- 1. Press the **button** the last number you called is displayed.
- 2. Press the ▲ or ▼ button to scroll to the number you want.
- 3. Press the a button to dial.

## Save a number from the redial list to the phonebook

Please see "Copy a Calls list number to the phonebook" for instructions and select the Dialled Calls option.

S100DT10 100722.indd 19 7/22/10 10:35 AM







## To lock the keypad

You can lock the keypad so that it cannot be used accidentally while carrying it around.



IMPORTANT

When the keypad is locked you can still answer incoming calls. When the call is ended, the keypad lock comes on again.

- 1. Press and hold the # button until 🔒 is displayed. To unlock the keypad:
- 2. Press the **Unlock** button. Display shows **Press** # **a** to **Unlock Keys**.
- 3. Press the # a button.

## Paging/Find handset

You can alert a handset user that they are wanted or locate a missing handset.

Paging calls cannot be answered by a handset.

- 1. Press the • )) button on the base. All handsets registered to the base will ring and display Paging Call.
- 2. Press the ••••) button on the base again to stop the ringing or, on any handset, press the **Stop** button or any button on the handset to stop all handsets ringing.

## Phonebook

You can store up to 250 names and numbers in the phonebook. Names can be up to 12 characters long and numbers up to 24 digits. You can also select different ring tones for phonebook entries.

### SEARCH ALPHABETICALLY

Press the **▼** button

Or

Press the Names button.

**Search** is highlighted. Press the **Select** button.

The list of entries is displayed.

Enter the first letter of the name you want. The first name beginning with that letter is displayed.

Scroll the ▼ button to view any other entries beginning with that letter.

## Store a name and number

If you subscribe to a Caller Display Service and want the name of your caller displayed instead of the number, save the full telephone number including the dialling code to your phonebook.

You can store multiple entries with the same name but, to prevent unnecessary duplicates, you can only store one number once.

- 1. From standby, press the Names button. The phonebook menu is displayed.
- 2. Search is highlighted. Scroll the ▼ button to Add Entry and press the Select button.
- 3. Enter the name and press the OK button.

When storing a name the first character is upper case and the rest lower case.

To change the case manually, Press the # \( \text{\texts}\) button.

To store a Pause in the number field, press and hold the <u>button</u>.

To store a Recall in the number field, press the **R** button.

- 4. Enter the number and press the Save button.
- 5. Scroll the ▲ or ▼ button to the ringtone you want and press the Select button. The display shows <NAME> Saved and returns to the phonebook menu.
- 6. Press the Back button to return to the previous menu level or observed button to return to standby.



#### **ENTERING NAMES**

Use the keypad letters to enter names, e.g. to store TOM:

- Press the  $\frac{8}{100}$  button once to enter T.
- Press the  $\frac{6}{2}$  button three times to enter O.
- Press the  $\frac{6}{m}$  button once to enter M.

#### WRITING TIPS

Press the **Clear** button to delete the last character or digit.

Press the  $\triangle$  or  $\nabla$  button to move backwards or forwards through character/digits.

Press the # button to switch between upper case / lower case / numeric keys.

Press the 0 button to insert a space.

Use the 1 button for other punctuation characters.

You must enter a name to go with a number.

## Open the phonebook during a call.

- 1. During your conversation, press the **Names** button.
- 2. Press the Options button to select Add Entry, Show Details, Edit Entry or Delete Entry.

## View an entry

- 1. Press the ▼ button. The first entry is displayed.
- 2. Scroll the  $\triangle$  or  $\nabla$  button to the entry you want or search alphabetically.
- 3. Press the **Options** button. The display highlights Show Details.
- 4. Press the **Select** button to display the name, number and ringtone.
- 5. Press the **Dial** button to call the number or the **Back** button to return to the previous level.

## Dial an entry

- 1. In standby, press the ▼ button. The first entry is displayed.
- 2. Scroll the ▲ or ▼ button to the entry you want or search alphabetically.
- 3. Press the  $\prod$  button to dial the displayed number.

#### Edit a name and number

- 1. Press the ■ button.
- 2. Scroll the ▲ or ▼ button to the entry you want.
- 3. Press the **Options** button and scroll the ▼ button to **Edit Entry** and press the **Select** button.
- 4. Press the **Clear** button to delete a character, use the keypad to enter new ones then press the **OK** button.
- 5. Press the **Clear** button to delete digits, use the keypad to enter new ones then press the **Save** button.
- 6. Scroll the ▲ or ▼ button to the ringtone you want and press the **Select** button to save the entry.
- 7. Press the **Back** button to return to the previous menu level.

### **Edit ringtone**

- 1. Press the **▼** button.
- 2. Scroll the  $\triangle$  or  $\blacktriangledown$  button to the entry you want.
- 3. Press the **Options** button and scroll d to **Ringtone** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to the ringtone you want or select **Default Melody** and select **Select**.
- 5. Press the **Back** button to return to the previous menu level.









## **Delete an entry**

- 1. Press the **▼** button.
- 2. Scroll the ▲ or ▼ button to the entry you want.
- 3. Press the **Options** button and scroll the ▼ button to **Delete Entry** and press the **Select** button.
- 4. Press the **Yes** button to confirm or the **No** button to cancel.
- 5. Press the **Back** button to return to standby.

### **Delete entire phonebook**

- 1. Press the Names button.
- 2. Scroll the ▲ or ▼ button to **Delete Phonebook** and press the **Select** button.
- 3. Press the **Yes** button to confirm or the **No** button to cancel.
- 4. Press the **Back** button to return to standby.

(for S200DT10 only)

## Copy an entry to another handset

When you have more than one handset registered to your answer machine, you can copy entries between handsets.

- 1. Press the ▼ button.
- 2. Scroll the ▲ or ▼ button to the entry you want.
- 3. Press the **Options** button and scroll the **▼** button to **Copy Entry** and press the **Select** button.
- Fress the Options button and scroll the ▼ button
   To Handset is displayed. Press the Select button.
- 5. Available handsets are displayed. Scroll the ▲ or ▼ button to the handset you want and press the **Select** button. **Copy Phonebook?** is prompted on the receiving handset. Press the **Yes** button to accept or **No** button to cancel. When completed the sending handset displays **<NAME>** Copied.
- 6. Press the **Back** button to return to the previous menu level.

## Copy the entire phonebook to another handset

In just a few minutes, you can copy all your phonebook contacts to another handset.

At the handset you are copying from:

- 1. Press the Names button.
- 2. Scroll the ▼ button to **Copy Phonebook** and press the **Select** button.
- 3. To **Handset** is displayed. Press the **Select** button.
- 4. Available handsets are displayed. Scroll the ▲ or ▼ button to the handset you want and press the **Select** button. When completed the display shows the number of entries copied.
- 5. Press the **Back** button to return to the previous menu level.

At the receiving handset:

1. The display shows **Copy Phonebook?** Press the **Yes** button to begin copying or the **No** button to cancel.

#### Memory status

You can check how much of the phonebook memory is available.

- 1. Press the Names button.
- 2. Scroll the ▼ button to **Memory Status** and press the **Select** button.
- 3. Display shows the number of **Memory Used** and **Memory Free** entries.
- 4. Press the **Back** button to return to the previous menu level.



## HANDSET SETTINGS

### **Handset ringtone**

You can set different ringtones for external calls and internal calls.

Select from 20 handset ringtones.

You will hear a sample ring for each one you highlight.

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 2. Set Handset is highlighted. Press the Select button.
- 3. Ringtone is highlighted. Press the Select button.
- 4. Press the ▲ or ▼ button to highlight External Call or Internal Call. Press the Select button to confirm.
- 5. Scroll the ▲ or ▼ button to highlight the ringtone you want.
- 6. Press the **Select** button to confirm.
- 7. Press the **Back** button to return to the previous menu level or the button to return to standby.

## Handset ringer volume

The handset has 5 ringer volume settings plus Off.

If the volume is set to **Off** the **X** icon is displayed.

- 1. Press the **Menu** button, scroll the ▼ button to **Settings** and press the **Select** button.
- 2. **Set Handset** is highlighted. Press the **Select** button.
- 3. Scroll the **▼** button to **Ringer Volume** and press the **Select** button.
- 4. Press the ▲ or ▼ button to display the volume level you want. Press the Save button to confirm.
- 5. Press the **Back** button to return to the previous menu level or the button to return to standby.

#### Receiver volume

This sets the standard volume level for the handset earpiece. There are 8 levels to choose from.

- 1. Press the **Menu** button, scroll the **▼** button to Settings and press the **Select** button.
- 2. Set Handset is highlighted. Press the Select button.
- 3. Scroll the **▼** button to **Receiver Volume** and press the **Select** button.
- 4. Press the ▲ or ▼ button to display the volume level you want. Press the **Save** button to confirm.
- 5. Press the **Back** button to return to the previous menu level or the  $\overline{0}$  button to return to standby.

#### **Handset name**

If you are using more than one handset with your unit base, you can give each handset a personalised name to easily distinguish between the handsets.

A name can be up to 10 characters long.

- 1. Press the **Menu** button, scroll the ▼ button to **Settings** and press the **Select** button.
- 2. Set Handset is highlighted. Press the Select button.
- 3. Scroll the ▼ button to **Handset Name** and press the **Select** button.
- 4. Use the keypad to enter the name and press the Save button.
- 5. Press the **Back** button to return to the previous menu level or the  $\overline{\odot}$  button to return to standby.

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## Wallpaper

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 2. **Set Handset** is highlighted. Press the **Select** button.
- 3. Scroll the ▼ button to **Wallpaper** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to the wallpaper you want and press the **View** button.
- 5. On the preview screen, scroll the ▲ or ▼ button to see available wallpapers.
- 6. Press the **Use** button to confirm the wallpaper.
- 7. Press the **Back** button to return to the previous menu level or the button to return to standby.

### Menu colour

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 2. **Set Handset** is highlighted. Press the **Select** button.
- 3. Scroll the ▼ button to **Menu Colour** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to select the colour you want: blue, orange or pink and press the **Select** button.
- 5. Press the **Back** button to return to the previous menu level or the  $\overline{0}$  button to return to standby.

#### Screensaver

When the screensaver is set to **Clock** an analogue clock is displayed.

The screensaver comes on when the screen backlight switches off in standby mode. To change the backlight timeout setting, see Light timeout.

- 1. Press the **Menu** button, scroll **▼** to Settings and press the **Select** button.
- 2. **Set Handset** is highlighted. Press the **Select** button.
- 3. Scroll the ▼ button to **Screensaver** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to set the Screensaver to Clock or Off.
- 5. Press the **Select** button to select **Clock**.
- 6. Press the **Back** button to return to the previous menu level or the at to return to standby.

## **Light timeout**

Set how long the backlight stays on after the handset has returned to standby screen.

- 1. Press the **Menu** button, scroll the ▼ button to **Settings** and press the **Select** button.
- 2. **Set Handset** is highlighted. Press the **Select** button.
- 3. Scroll the ▼ button to **Light Timeout** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to set the timeout period you want then press the **Select** button.
- 5. Press the **Back** button to return to the previous menu level or the  $\overline{\circ}$  button to return to standby.

## **Display contrast**

- 1. Press the **Menu** button, scroll the ▼ button to **Settings** and press the **Select** button.
- 2. **Set Handset** is highlighted. Press the **Select** button.
- 3. Scroll the ▼ button to **Display Contrast** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to **Low, Medium** or **High** then press the **Select** button.
- 5. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.



#### **Auto talk**

If you set Auto Talk to ON, when you receive an incoming call you can answer it just by lifting your handset from the charger. You do not need to press the  $\sqrt{\phantom{a}}$  button.

- 1. Press the **Menu** button, scroll the ▼ button to **Settings** and press the **Select** button.
- 2. Set Handset is highlighted. Press the Select button.
- 3. Scroll the ▼ button to **Auto Talk** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to **On** or **Off** then press the **Select** button.
- 5. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

## Key beep

When you press a button on the handset you hear a beep. You can switch this on or off.

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 2. Set Handset is highlighted. Press the Select button.
- 3. Scroll the ▼ button to **Key Beep** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to **Off** or **On** then press the **Select** button.
- 5. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

## PABX access code

If your unit is connected to a switchboard, you may need to enter a one-digit access code in the dialling sequence to be able to connect to the outside line.

The access code will be displayed at the beginning of a number on the screen.

The access code will not be used when you dial the number yourself (rather than for example from the phonebook). This allows you to make calls to other switchboard extensions.

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 2. Set Handset is highlighted. Press the Select button.
- 3. Scroll the ▼ button to **PABX Access Code** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to On, Off or Set Code then press the Select button. If you select **Set Code**, enter the switchboard access code (e.g. 9) then press the **Save** button.
- 5. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.



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## **BASE SETTINGS**

## **Base ringtone**

Select from 5 base ringtones.

You will hear a sample ring for each one you highlight.

- 1. Press the the **Menu** button, scroll the ▼ button to **Settings** and press the **Select** button.
- 2. Scroll the ▼ button to **Set Base** and press the **Select** button.
- 3. Ringtone is highlighted. Press the Select button.
- 4. Scroll the ▲ or ▼ button to highlight the ringtone you want.
- 5. Press the **Select** button to confirm.
- 6. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

### **Base ringer volume**

The base has 5 ringer volume settings plus Off.

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 2. Scroll the ▼ button to **Set Base** and press the **Select** button.
- 3. Scroll the ▼ button to **Ringer Volume** and press the **Select** button.
- 4. Press the ▲ or ▼ button to display the volume level you want. Press the **Select** button to confirm.
- 5. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

## **Dialling mode**

Your unit is pre-set to Tone dialling. You should not normally need to change this setting. The dial mode options are Tone or Pulse.

- 1. Press the **Menu** button, scroll the **b**utton to **Settings** and Press the **Select** button.
- 2. Scroll the ▼ button to **Set Base** and press the **Select** button.
- 3. Scroll the ▼ button to **Dialling Mode** and press the **Select** button.
- 4. Press the ▲ or ▼ button to highlight **Pulse** or **Tone** then press the **Select** button to confirm.
- 5. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

## Ring priority

When you have more than one handset registered to your base, you can set one handset to ring before the other handsets. This allows one handset user to answer all incoming calls first, like a receptionist.

Choose All Handsets if you want all handsets to ring at the same time or Select Handset to nominate a handset to ring two times before the others.

- 1. Press the **Menu** button, scroll the ▼ button to **Settings** and press the **Select** button.
- 2. Scroll the ▼ button to **Set Base** and press the **Select** button.
- 3. Scroll the ▼ button to **Ring Priority** and press the **Select** button.
- 4. Press the ▲ or ▼ button to highlight All Handsets or Select Handset then press the Select button.
  - If you choose **Select Handset** all available handsets are displayed. Scroll the ▲ or ▼ button to highlight the handset you want then press the **Select button**.
  - Scroll the ▲ or ▼ button to the number of rings you want to set 2, 4 or 6 and press the **Select button**.
- 5. Press the **Back** button to return to the previous menu level or 6 button to return to standby.





### **System PIN**

The System PIN is used when changing certain settings and registration / de-registration. The default setting is 0000. You can change this to your own preferred number up to 8 digits.

When you enter a PIN the digits are shown as \*\*\*\*.

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 2. Scroll the ▼ button to **Set Base** and press the **Select** button.
- 3. Scroll the ▼ button to **System PIN** and press the **Select** button.
- 4. Enter the old PIN (original setting 0000) and press the **OK** button.
- 5. Enter the new PIN and press the **OK** button.
- 6. Re-enter the new PIN and press the **OK** button.
- 7. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

## **Restore default settings**

You can restore your unit to its default (original) settings.

It will not affect the phonebook, calls list or user's data, including personal/recorded outgoing messages and answer machine messages.

All handsets registered to the base will be retained. All text, answer machine, handset and base settings will be reset.

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 3. Scroll the ▼ button to **Master Reset** and press the **Select** button.
- 4. Select **Yes** to confirm or **No** to cancel.
- Enter the system PIN (original setting 0000) then press the OK button. The display will show Reset Compete and the unit will restart.





## **Default settings**

Handset Name	Handset
Handset Internal Ringtone	Melody 2
Handset External Ringtone	Melody 1
Handset Ring Volume	5
Receiver Volume	4
Key Beep	On
Auto Talk	On
Screensaver	Clock
Base Ringtone	Melody 1
Base Ring Volume	5
Dialling Mode	Tone
First Ring	On
System PIN	0000
ECO Mode	Off
Baby Monitor	Off
Answer Machine	On
Outgoing Message	Answer & Record
Ring Delay	5 rings

### **ECO** mode

To reduce the level of power emissions, you can select low power or ECO mode. When the ECO mode is set to On, the base transmission power will be reduced.

To turn ECO Mode to On or Off:

- 1. Press the **Menu** button, scroll the **▼** button to **Settings** and press the **Select** button.
- 2. Scroll the ▼ button to **Set Base** and press the **Select** button.
- 3. Scroll the ▼ button to **ECO Mode** and press the **Select** button.
- 4. Press the  $\triangle$  or  $\nabla$  button to highlight **On** or **Off** then press the **Select** button to confirm.

NOTE

When ECO mode is set to **ON**, the handset range will be reduced.

The display will show **Set to ON** or **Set to OFF** depending on the selection together with a confirmation tone.

When set to **ON**, icon is displayed in place of the standard signal icon.





## **CLOCK & ALARM**

#### **Date & time**

If you subscribe to your network's caller display service, the base sets the date and time for all handsets whenever a call is received. You can manually set the time on an individual handset.

- 1. Press the **Menu** button, scroll the ▼ button to **Clock & Alarm** and press the **Select** button.
- 2. Date & Time is highlighted, press the Select button.
- 3. Enter the date using the format DD/MM/YY.
- 4. Enter the time and press the Save button.
- 5. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

#### Set alarm

When the alarm is set, the display shows the 💯 icon.

Each handset can have a different alarm setting.

- 1. Press the **Menu** button, scroll the ▼ button to **Clock & Alarm** and press the **Select** button.
- 2. Scroll the ■ button to **Alarm** and press the **Select** button.
- 3. Press the ▲ or ▼ button to select **On** and press the **Select** button.
- 4. Press the ▲ or ▼ button to select **Once**, **Mon-Fri** or **On Daily** and press the **Select** button.
- 5. Enter the time you want the alarm and press the Save button.
- 6. Press the **Back** button to return to the previous menu level or the  $\overline{0}$  button to return to standby. If the alarm was set to **Once**, the 过 icon will disappear from the screen after switching off the alarm. If set to **On Daily** or **Mon-Fri**, the **to icon** will remain on the screen.

#### Alarm on /off

Once an alarm has been set, you can switch the setting On or Off.

- 1. Press the **Menu** button, scroll the **▼** button to **Clock & Alarm** and press the **Select** button.
- 2. Scroll the ▼ button to **Alarm** and press the **Select** button.
- 3. Press the ▲ or ▼ button to select **On** or **Off** and press the **Select** button.
- 4. Press the **Back** button to return to the previous menu level.

### Switch off alarm ring

When the alarm goes off, press the **Stop** button.

If you are using the handset to make a call when the alarm ring is due, the 🛂 flashes and you hear a beep in the earpiece.

#### **Time format**

Set the time format to 12 or 24 hour setting.

- 1. Press the **Menu** button, scroll the ▼ button to **Clock & Alarm** and press the **Select** button.
- 2. Scroll the ▼ button to **Time Format** and press the **Select** button.
- 3. Press the ▲ or ▼ button to select 12 Hour or 24 Hour and press the Select button.
- 4. Press the **Back** button to return to the previous menu level.

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## REMINDER

#### Add a new event

Use your unit to remind you of details for up to five events such as birthdays, anniversaries or appointments. The entries can each be up to 24 characters long.

- 1. Press the **Menu** button, scroll the ▼ button to **Reminder** and press the **Select** button.
- If no previous event is stored, Add Event is highlighted. Press the Select button. Or if events are
  already stored, they are listed. Press the Options button. Add Event is highlighted. Press the Select
  button.
- 3. Enter the subject and press the **Save** button.
- 4. Enter the date (DD/MM) and press the **Save** button.
- 5. Enter the time (HH:MM) and press the **Save** button. If the current time format setting is 12 hour, select **am** or **pm**.
- 6. Press the ▲ or ▼ button to select **Silent** or **Alarm** and press the **Select** button.
  - If you press the **Alarm** button:
  - Scroll the ▲ or ▼ button to select **Once** or **Annually** and press the **Select** button.
  - If Once is selected, scroll the ▲ or ▼ button to select when you want to receive the reminder At event time or 30 min before. Press the Select button. Display shows Saved.
  - If **Annually** is selected, then the alarm will sound at the event's time annually.
- 7. Press the **Back** button to return to the previous menu level or button to return to standby.

If you select a silent reminder, the event subject is displayed on screen but no alarm will sound.

When the event memory is full, the display shows Memory Full. You must delete an event before you can add a new one.

## Switch off reminder ring

1. The event is displayed. Press the View button to stop the alarm and see the details of the event. Or press the Back button to stop the alarm and return to the standby screen. If no button is pressed, the alarm stops after one minute.

#### Show reminder details

- 1. Press the **Menu** button, scroll the **▼** button to **Reminder** and press the **Select** button.
- Stored events are displayed. If required, scroll the ▼ button to the event you want and press the Options button.
- 3. Scroll the ▼ button to **Show Details** and press the **Select** button. The description, date and time of the reminder are displayed.
- 4. Press the **Back** button to return to the previous menu level or  $\overline{0}$  to return to standby.

#### **Edit reminder**

- 1. Press the **Menu** button, scroll the **▼** button to **Reminder** and press the **Select** button.
- 2. Stored events are displayed. If required, scroll the ▼ button to the event you want and press the **Options** button.
- 3. Scroll the ▼ button to **Edit Event** and press the **Select** button.
- 4. Edit the subject and press the **Save** button.
- 5. Edit the date and time then press the **Save** button.
- 6. Press the ▲ or ▼ button to select **Silent** or **Alarm** and press the **Select** button.
  - If you press the **Alarm** button:
  - Scroll the ▲ or ▼ button to select **Once** or **Annually** and press the **Select** button.



- If Once is selected, scroll the ▲ or ▼ button to select when you want to receive the reminder At event time or 30 min before. Press the Select button. Display shows Saved.
- If **Annually** is selected, then the alarm will sound at the event's time.
- 7. Press the **Back** button to return to the previous menu level or the ">" button to return to standby.

## Send reminder as a text message

- 1. Press the **Menu** button, scroll the **▼** button to **Reminder** and press the **Select** button.
- 2. Stored events are displayed. Scroll the ▼ button to the event you want and press the **Options** button.
- 3. Scroll the ▼ button to **Send as a Text** and press the **Select** button.
- 4. The event is displayed. Press the **Options** button to select **Send** option and enter a destination number.

## **Delete reminder**

- 1. Press the **Menu** button, scroll the **▼** button to **Reminder** and press the **Select** button.
- 2. Stored events are displayed. Scroll the vent you want and press the **Options** button.
- 3. Scroll the ▼ button to **Delete Event** and press the **Select** button.
- 4. Press the Yes button to confirm or No button to cancel.
- 5. Press the **Back** button to return to the previous menu level or the  $\overline{\circ}$  button to return to standby.

## **Delete all reminders**

- 1. Press the **Menu** button, scroll the **▼** button to **Reminder** and press the **Select** button.
- 2. Stored events are displayed. Press the **Options** button.
- 3. Scroll the ▼ button to **Delete All Events** and press the **Select** button.
- 4. Press the **Yes** button to confirm or **No** button to cancel.
- 5. Press the **Back** button to return to the previous menu level or the abutton to return to standby.



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## CALLSTISTS



## ↑ IMPORTANT

To use Caller Display you must first subscribe to the service from your network provider.

To ensure the caller's name is displayed, make sure you have stored the full telephone number, including the dialling code in the phonebook.

If the caller's number is stored in the phonebook, the name assigned to it is displayed.

If the number is unavailable, **Unavailable** will be displayed.

If the call is from an international number, **International** will be displayed.

If the call is from the operator, **Operator** will be displayed.

If the call is from a payphone, **Payphone** will be displayed.

If the call is from a ringback request, **Ringback** will be displayed.

## **Caller Display**

If you have subscribed to a Caller Display Service, you will be able to see your caller's number on your handset display (provided it is not withheld) prior to answering the call.

If your caller's name and number are stored in the phonebook and a name/number match is found, you will see the caller's name on the display instead.

#### **Calls lists**

Each handset can hold details of up to 30 answered or unanswered calls and 20 dialled calls.

The caller's details are stored in a Calls list whether you answered the call or not. When the list is full, and a new call is received, the oldest entry will be deleted automatically.

#### New calls alert

When you have missed calls, the display shows You have X new missed calls.

If you press the **Back** button, the screen returns to standby and the wicon is displayed.

#### View new missed calls

- 1. When you see the new calls alert, press the **View** button. You can now scroll the ▲ or ▼ button through the Missed Calls list.
- 2. Press the **Options** button. **Show Details** is highlighted. Press the **Select** button to see the number, date and time of the call.
- 3. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

#### View and dial from a Calls list

- 1. Press the Menu button, scroll the ▼ button to Calls Lists and press the Select button. Missed Calls is highlighted. Scroll the ▲ or ▼ button to choose Missed Calls, Received Calls or Dialled Calls.
- 2. Press the **Select** button. You can now scroll the ▲ or ▼ button through the list.
- 3. Press the **Options** button. **Show Details** is highlighted.
- 4. Press the **Select** button to see the caller's number, date and time of call.
- 5. Press the **Dial** button to call the number.
- 6. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.



## Copy a Calls list number to the phonebook

1. Press the **Menu** button, scroll the ▼ button to **Calls Lists** then press the **Select** button. **Missed Calls** is highlighted.

If required, scroll the ▲ or ▼ button to **Received** or **Dialled Calls** then press the **Select** button.

- 2. Scroll the ▲ or ▼ button to the entry you want and press the **Options** button.
- 3. Scroll the ▼ button to **Save Number**. Press the **Select** button.
- 4. Enter a name then press the **OK** button. The number is displayed, press the **Save** button.

If you need to edit the number, use Clear to delete any unwanted digits, then enter new ones using the kevpad.

- 5. Scroll the ▲ or ▼ button to the ringtone you want and press the **Select** button.
- 6. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

## Send a text message to a Calls list number

1. Press the Menu button, scroll the ▼ button to Calls Lists then press the Select. Missed Calls is highlighted.

If required, scroll the ▲ or ▼ button to **Received or Dialled Calls** then press the **Select** button.

- 2. Scroll the ▲ or ▼ button to the entry you want and press the **Options** button.
- 3. Scroll the ▼ button to **Send Message**. Press the **Select** button.
- 4. Write the message then press the **Options** button.
- 5. Send is highlighted. Then press the Select button. (You can save, insert a symbol, emoticon or tem-
- 6. The number is pre-entered on the **Send** to screen, press the **Send** button to send the message.
- 7. Press the **Back** button to return to the previous menu level or the a button to return to standby.

## **Delete an entry**

1. Press the **Menu** button, scroll the ▼ button to **Calls Lists** then press the **Select** button. **Missed Calls** is highlighted.

If required, scroll the ▲ or ▼ button to **Received** or **Dialled Calls** then press the **Select** button.

- 2. Scroll the ▲ or ▼ button to the entry you want and press the **Options** button.
- 3. Scroll the ▼ button to **Delete Call**. Press the **Select** button.
- 4. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

#### **Delete all entries**

You can delete all entries in an individual Calls list or all entries from all Calls lists.

1. Press the **Menu** button, scroll the ▼ button to **Calls List** then press the **Select** button. **Missed Calls** is highlighted.

If required, scroll the ▲ or ▼ button to **Delete Calls** press the **Select** button.

- 2. Scroll the ▲ or ▼ button to highlight Missed Calls, Received Calls, Dialled Calls or All Calls. Press the Select button.
- 3. Press the Yes button to confirm or No button to cancel.
- 4. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.





## CALL WAITING

You must subscribe to your network's Caller Display service for Call Waiting to work.

- 1. During a call, you hear a soft beep in the earpiece and the display shows the number of the caller or the name if it matches an entry in your phonebook. If these are not available, the display shows Call Waiting.
- 2. Press the R button to put your current caller on hold and speak to the new caller.
- 3. Press the R button again to switch between both callers (In some countries, it is required to dial R+
- 4. Press the 5 button to finish the current call or the 5 button to end both calls.

## VOICEMAIL

If you have subscribed to your network operator's voicemail messaging service, your handset can inform you when you receive new voicemail.

If you have new voicemail, You have new voicemail is displayed.

- Press the Listen button to dial the voicemail number preset on the handset. If your voicemail number is different to the number stored in the handset, you can manually dial your preferred voicemail number.
- Or press the **Back** button to listen to your voicemail at a later time. A reminder @ icon will be displayed.



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## **BABY MONITOR**

You can use your units handset to monitor the sounds in another room.

If the sounds reach a certain level the handset will automatically dial out to a preset external number or to another handset. When the Baby Monitor is set to On, the handset will display Baby Monitor On and only the microphone will be active to monitor the sound levels in the room. Both the speaker and receiver will be set to Off and the handset will not ring if there's any incoming call.

### To switch Baby Monitor On

- 1. Press the **Menu**, scroll the ▼ button to **Extra** then press the **Select** button. **Baby Monitor** is highlighted. Press the Select button. Mode will be highlighted.
- 2. Press the **Select** button, scroll the ▼ button to **On** then press the **Select** button. Set to **ON** is displayed for 2 seconds. The handset returns to idle screen and disply as **Baby Monitor On**.

To switch off **Baby Monitor** press the **Off** button.

## To change the monitor level

The monitor level can be set to High or Low, the default setting is **Low**.

To increase the sensitivity of the Baby Monitor:

1. Press the **Menu** button, scroll the ▼ button to **Level**, press the **Select** button and scroll the ▲ or ▼ button to select Low or High setting.

#### To set the dial out number

- 1. Press the **Menu** button, scroll the **▼** button to **Call** to and press the **Select** button.
- Use the ▲ or ▼ button to select External or Internal.

#### **External**

- 1. Press the **Select** button and **Enter Number**: prompt will be displayed.
- 2. Enter the number and press the Save button. Saved will be displayed.

When **Baby Monitor** is switched on and the sound level reaches a certain level the number will be automatically dialled.

#### Internal

- 1. Press the **Select** button and the registered handset will be listed, for example **Handset 2**.
- 2. Scroll the ▲ or ▼ button to select the handset the **Baby Monitor** will call if the noise levels reach a certain level.
- 3. Press the **Select** button and Set to handset 2 is displayed.

NOTE

If only one handset is registered the display prompts Not available and returns to the previous screen. You must register additional handsets before the handsets will be displayed and make Internal calls.

If the Baby Monitor is triggered to call a handset or number and the called handset is on a call, an alert tone of 3 beeps will be heard. If the Baby Monitor is triggered continuously the alert beap will be emiitted every 5 seconds.



WARNING

This product is not intended for use as a baby safety device and is not a substitute for adult supervision.

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## **ANSWER MACHINE**

Your unit can digitally record up to 60 minutes of messages or up to 59 messages. Each message can last up to a maximum of 3 minutes. As well as recording incoming messages, you can record memos for other users.

You can operate your answer machine from:

- the base.
- the handset.

You will need to set the date and time (if you have not already done so) so that you will know when each message was received.

#### **Base control buttons**

ON Press to turn the answer machine on/off.

Press and hold to enter the outgoing message (OGM) selection mode.

▶ | ■ Press to play all stored messages.

Press to pause or resume playback.

Press to stop message playback.

Skip to the next message during message playback.

Select Answer Only OGM during OGM selection mode.

Replay current message.

Press twice to skip back to previous message.

Select Answer & Record OGM during OGM selection mode.

X Delete current message during message playback.

Press to delete personal OGM during OGM playback. The pre-recorded OGM is selected and played.

vol+ Increase speaker volume during message playback.

vol – Decrease speaker volume.

#### Switch the answer machine on / off

- Press the Menu button on the handset, scroll the ■ button to Answer Machine and press the Select button.
- 2. Scroll the ▼ button to **Answer On/Off** and press the **Select** button.
- 3. Scroll the ▲ or ▼ button to highlight **On** or **Off** and press the **Select** button. When switched on, the handset display shows in idle.

This can also be done via the answer machine by pressing the  $\frac{ON}{OFF}$  button on the base.

### **Answer delay**

Answer delay sets the number of times your unit will ring before the answer machine picks up your call and starts playing the outgoing message.

You can change this setting to between 2 - 9 rings or Time Saver.

The default setting is 5 rings.

- Press the Menu button on the handset, scroll the 

   button to Answer Machine and press the Select
   button.
- 2. Scroll the ▼ button to **Answer Settings** and press the **Select** button.
- 3. Scroll the ▲ or ▼ button to **Answer Delay** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to the setting you want and press the **Select** button.
- 5. Press the **Back** button to return to the previous menu level.





### Switch message alert tone on / off

When you have new messages, with the audible message alert switched on, you will hear an audible alert once at the handset and the TAM base will beep every 10 seconds. The default setting is Off.

- 1. Press the **Menu** button, scroll the **▼** button to **Answer Machine** and press the **Select** button.
- 2. Scroll the ▼ button to **Answer Settings** and press the **Select** button.
- 3. Scroll the ▲ or ▼ button to **Message Alert** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to highlight **On** or **Off** and press the **Select** button.
- 5. Press the **Back** button to return to previous menu or the  $\overline{0}$  button to return to standby.

#### On-screen alert

When you have new messages, the display shows **You have X new messages**. If you press the **Back** button, the screen returns to standby and the icon is displayed.

1. Press the **Play** button and scroll the ▲ or ▼ button to the message you want to play. Press the **Play** button to hear the highlighted message.

### **Outgoing messages**

The outgoing message is the message a caller first hears when the answer machine picks up their call. There are 2 pre-recorded outgoing messages to choose from or you can record your own.

### Record your own outgoing message

Your unit comes with two pre-recorded outgoing messages, Answer and Record or Answer Only, but if you wish you can record your own.

#### ANSWER AND RECORD

The pre-set Answer and Record outgoing message, that allows your caller to leave a message, is "Hello, your call cannot be taken at the moment, so please leave your message after the tone".

Your Answer and Record outgoing message can be up to 3 minutes long and will replace the pre-recorded message.

#### ANSWER ONLY

The pre-set Answer Only outgoing message, where callers hear an announcement but cannot leave a message, is "Hello, your call cannot be taken at the moment and you cannot leave a message, so please call later".

When recording your Answer Only message, remember to advise your caller that they will not be able to leave a message.

Your Answer Only message can be up to 3 minutes long (maximum recording length) and will replace the pre-recorded message.

However, you should try to keep your message short to allow time for recording memos, or incoming messages when using Answer and Record mode.

#### To record your outgoing message:

- 1. Press the **Menu** button, scroll the **▼** button to **Answer Machine** and press the **Select** button.
- 2. Scroll the ▼ button to **Outgoing Message** and press the **Select** button.
- 3. **Record** is highlighted, press the **Select** button.
- 4. Scroll the ▲ or ▼ button to **Answer & Record** or **Answer Only** and press the **Select** button.
- 5. The display shows **Please speak after the tone**.
- 6. After the tone, speak your message clearly into the handset then press the **Save** button or the # a button to end recording.
- 7. Your outgoing message is played back. If you want to delete it, press the **Delete** button during playback. If you press the **Save** button or wait for the message to play back, it will be saved.

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### Check or delete your outgoing message

Deleting a personal outgoing message automatically reinstates the prerecorded outgoing message.

You cannot delete a pre-recorded message.

- 1. Press the **Menu** button, scroll the ▼ button to **Answer Machine** and press the **Select** button.
- 2. Scroll the ▼ button to **Outgoing Message** and press the **Select** button.
- 3. Scroll the ▼ button to **Play** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to **Answer & Record** or **Answer Only** and press the **Select** button.
- 5. Press the ▼ button to **Personal OGM** and press the **Select** button.
- 6. The message is played. Press the **OK** button to stop playback or press the **Delete** button to delete a personal OGM.
- 7. Press the **Back** button to return to the previous menu level.

### Select outgoing message mode

Choose which outgoing message you want to be played to callers.

- 1. Press the **Menu** button, scroll the **▼** button to **Answer Machine** and press the **Select** button.
- 2. Scroll the ▼ button to **Answer Settings** and press the **Select** button.
- 3. **Answer Mode** is highlighted, press the **Select** button.
- 4. Scroll the ▲ or ▼ button to **Answer & Record** or **Answer Only** and press the **Select** button.
- 5. If there is a personal OGM saved, press the ▲ or ▼ button to **Default OGM** or **Personal OGM** and press the **Select** button. Your selection is confirmed. If there is no personal OGM saved the default OGM will be selected.
- 6. Press the **Back** button to return to the previous menu level.

#### Record a memo

Memos can only be recorded via the handset.

- 1. Press the **Menu** button, scroll the **v** button to **Answer Machine** and press the **Select** button.
- 2. Scroll the ▼ button to **Record Memo** and press the **Select** button.
- 3. The display shows Please speak after the tone.
- 4. After your hear the tone, speak your memo then press the **Save** button or the # a button to end recording.
- 5. Your memo is played back. If you want to delete it, press the **Delete** during playback. If you press the **Save** button or wait for the message to play back, it will be saved.
- 6. Press the Back button to return to the previous menu level.

### Call screening

When the answer machine is on and takes a call, you can use the loudspeaker to listen to the caller leaving a message. You can then identify the caller and decide whether to take the call in person.

- 1. When your unit rings, wait for the answer machine to take the call. When the caller begins leaving a message, the display shows **Recording**. Press the **Screen** button to hear the caller.
- 2. To interrupt and speak to the caller directly, press the a button after the caller has hung up, and the display shows You have a new message, press the **Play** button to play new messages.
- 3. Press the **Back** button to return to the previous menu level.

While screening, you can adjust the volume by pressing the  $\triangle$  or  $\nabla$  button.





### Message playback

Each message is played back with day and time of the call announced. The caller's number is displayed (if stored in the phonebook).

When a memo is played back, **Memo** is displayed on the handset.

- 1. Press the **Menu** button and scroll the **v** to **Answer Machine**. Press the **Select** button.
- Play is highlighted. Press the Select button to choose which messaes you want to play or scroll the ▼
  button to Play All and press the Select button to play all messages.
- 3. Press the ¬ button to switch between the earpiece and handset loudspeaker. During playback press the Options then scroll the ▲ or ▼ button to: Pause, Repeat Message, Skip Forward, Skip Backward, Delete.
- 4. Press the **Select** button to choose the highlighted option. At the end of playback, press the **Back** button to return to the previous menu level.

#### KEYBOARD SHORTCUTS

During playback:

1 To pause 2 To resume

3 To repeat message 4 To play previous message 5 To delete current message 6 To play next message

### Delete all old messages

Answer Machine messages that are not deleted are automatically saved.

New / unplayed messages cannot be deleted.

- 1. Press the **Menu** button, scroll the w button to **Answer Machine** and press the **Select** button.
- 2. Scroll the ▼ button to **Delete Messages** and press the **Select** button.
- 3. Display shows **Delete all old messages?** Press the **Yes** button to confirm or the **No** button to cancel.
- 4. Press the **Back** button to return to the previous menu level.

#### **MEMORY FULL**

If the memory is within 10 seconds of becoming full while a caller is leaving a message, they will hear, "Please complete your message within 10 seconds". If they are still talking when the memory becomes full the caller hears, "Thank you for calling", and the machine will hang up.

The OGM will set to **Answer Only**. You must delete messages before your unit can record new messages.

#### Remote access

You can operate your answer machine from any Touchtone $^{\mathsf{m}}$  phone by calling your unit and entering a 4 digit security code.

#### Switch remote access On or Off.

- 1. Press the **Menu** button, scroll the **▼** button to **Answer Machine** and press the **Select** button.
- 2. Scroll the ▼ button to **Answer Settings** and press the **Select** button.
- 3. Scroll the ▲ or ▼ button to **Remote Access** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to highlight **On** or **Off** and press the **Select** button.
- 5. Press the **Back** button to return to previous menu or the 5 button to return to standby.





### **Change the remote access PIN**

- 1. Press the **Menu** button, scroll the wbutton to **Answer Machine** and press the **Select** button.
- 2. Scroll the ▼ button to **Answer Settings** and press the **Select** button.
- 3. Scroll the ▲ or ▼ button to **Remote Access** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to highlight **Set Remote PIN** and press the **Select** button.
- 5. Enter the Old 4-digit PIN and press the **Save** button. (Default setting = 0000)
- 6. Enter the New 4-digit Pin and press the Save button.
- 7. Enter the New PIN again and press the **Save** button.
- 8. Press the **Back** button to return to previous menu or the 5 button to return to standby.

It is advisable to make a note of your new PIN code and keep it somewhere safe.

This PIN is different from the System PIN used when resetting the unit or when registering /de-registering handset.

### Switch your answer machine on remotely

If you forget to switch your answer machine on, you can do it remotely from another phone.

- 1. Dial your telephone number and let it ring. After 20 rings you will hear your outgoing message.
- 2. Press the \* button, then enter your security code.(Default setting = 0000)
- 3. Press the 0 button and your answer machine will switch on ready to answer incoming calls.

### Time saver

When you ring in to access your messages remotely, if your answer machine is set to time saver and you have new messages it will answer after 2 rings, if you do not have any new messages, it will answer after 6 rings. This means you can hang up after 3 rings knowing you have no

new messages, saving you time and the cost of the call.

You cannot use this feature if you have certain network features active as the call will be intercepted before the  $20\,\mathrm{rings}$ .

# Operating your answer machine from another phone

- 1. Dial your phone number. When you hear your outgoing message, press the  $\,\,m{\star}\,\,$  button.
- 2. Enter your 4 digit PIN. (Default setting = 0000)
- 3. Use the keypad to operate your answer machine:

DTMF	Operations			
code	with Voice Prompts	Outgoing Messages		
*	To enter remote access mode	To enter remote access mode		
1	To hear main menu	No action		
2	To play all messages	To play all messages		
3	To play new messages	To play new messages		
4	To skip back during messages	To skip back during messages		
5	To delete during messages	To delete during messages		
6	To skip forward during messages	To skip forward during messages		
7	To set answer mode	No action		
8	To record a new OGM	No action		
9	To switch answer machine off	To switch answer machine off		
0	To switch answer machine on	To switch answer machine on		

- If you have any new messages they will be played after you have entered your security PIN code.
- If you enter an incorrect PIN code you will hear **incorrect security code** or two beeps (error beeps). Please enter your security code". You can try entering the code again. If it is still incorrect you will hear the voice prompt or two beeps (error beeps) and your unit will hang up.

Insert Emoticon 

8 9 9 9 9

Insert \$ Back



# TEXT MESSAGING

Welcome to the text messaging Service on your unit. Your unit can send and receive text messages from participating mobile networks and compatible landline telephones in the UK.



## ↑ IMPORTANT

You must subscribe to your Network Provider's Caller Display service so that you can use text messaging and you must not withhold your telephone number.

A quarterly fee may be payable, please contact your network provider for more details.

## Subscribe to the text messaging service

For some countries when you send your first text message from your unit you will automatically be registered for the service.

If you have Set-Up problems, please check with your Network provider.

### Send a text message

If you are writing a text and you receive a call, the text will be displayed again when Write Message is selected.

- 1. Press the **Menu** button, **Text Messaging** is displayed, press the **Select** button.
- 2. Write Message is highlighted. Press the Select button.
- 3. Use the keypad to enter your message.
- 4. Press the **Options** button.

**Send** is highlighted Press the **Select** button to send the message. Enter the phone number or press the

**Search** button to open the phonebook then scroll to the number you want and press

the **Select** button. Now press the **Send** button.

Or scroll the ▲ or ▼ button to:

Save Press the **Select** button to save the message in the Drafts folder.

**Insert Symbol** Press the **Select** button. The symbol table is displayed. Press the **^** 

or ▼ to highlight the symbol you want then press the Insert.

**Insert Emoticon** Press the **Select** button. The Emoticon table is displayed. Press the

▲ or ▼ button to highlight the **Emoticon** you want then press the

Insert button.

**Insert Template** Press the **Select** button. The list of templates is displayed. Press the ▲ or ▼ button to

highlight the **Template** you want then press the **Insert** button.

5. When sending a message, the display shows **Sending Message** then **Message Sent**.

WRITING TIPS

Press the **Clear** button to delete incorrect characters.

Use the  $\triangle$  or  $\nabla$  button to move the cursor through the text, if you want to insert / delete text.

### **UPPER & LOWER CASE**

Press the # a button to switch between upper case and lower case letters.

Maximum number of characters in a text message is 160. The display shows a character countdown from 160 down to 0 (Unless message size is set to 612 characters).

If the text is unsuccessful, the message **Message Sending Failed!** will be displayed.

In order to send and receive text messages you must not withhold your number.

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### Standard text entry

With standard text entry you can enter a word by pressing each letter button a number of times to display the character you want on the screen.

For example, to write the word "Hello", press the  $\frac{4}{9}$  button twice, the  $\frac{3}{9}$  button twice, the  $\frac{5}{9}$  button three times, the  $\frac{5}{9}$  button three times.

### Receiving and reading text messages

Your unit can store up to a total of 50 short messages across all handset Outboxes, Drafts boxes and Inboxes.

When you receive a new text message, the icon is displayed along with You have X new messages.

#### DO YOU HAVE TWO TEXT PHONE BASES CONNECTED TO THE SAME PHONE LINE?

If you have two text phone answer machines plugged into one line, you are likely to experience problems receiving text messages. Normally, only one SMS enabled answer machine (DECT or cordless) can be plugged into any line.

If you do want to use two answer machines and still receive written text you must delete receive service centre number from one of the answer machines. To do this on your unit.

This will allow you to send text via either answer machine but texts will only be received on the product with the active receive centre number.

If the answer machine with the active receive centre number is a DECT product then all handsets registered to will be able to receive text messages.

#### **MEMORY FULL ALERT**

If the text mailboxes are full when you attempt to write a new message the display shows **Memory Full Delete Messages**. You must delete messages before you can write and send a new one.

### Read a new message

Received messages are stored in the Inbox.

- 1. The Inbox is opened and the list of messages displayed. If you press the **Back** button the message is stored in the Inbox for reading later.
- 2. In the **Inbox** scroll the ▲ (to more recent messages) or ▼ (to earlier list of messages) button through the list of messages.
- 3. Highlight the message you want to read and press the **Read** button or press the **Back** button to return to **Text messaging menu**.
- 4. Press the 5 button to return to standby.

### Read, forward, delete, view and save numbers of texts in the Inbox

When you see the new message alert, if you press the **Back** button the message is stored in your Inbox so you can read it later.

- 1. To open the **Inbox**, press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button.
- Scroll the ■ button to Inbox and press the Select button. If you have new messages (indicated by a
  green dot), you will go straight to the Inbox, if not scroll the ■ to Inbox and press the Select button.
- 3. Scroll the ▲ or ▼ button to the message you want and press the **Read**. Scroll the ▲ or ▼ button through the message.
- 4. Press the **Options** button and scroll the ▲ or ▼ button to:

**Reply** Press the **Select** button. Write your reply then press the **Options** button and select **Send**.

**Forward** Press the **Select** button. The message is displayed. Press the **Options** button.

Display highlights **Send**. Press the **Select** button and enter a number or search for the number then press the **Send** button.



You can see who sent the message and then call them. Press the **Select** button the **Message Details** 

sender's number is displayed.

Press the **Dial** button if you want to call the number.

**Use Number** To call the sender, press the **Select** button. The display shows **Call**. Press the **Select** 

> button to call the sender OR to save the number, scroll the verbutton to Save and press the **Select** button. Enter a name and press the **OK** button, edit the number if required then press the **Save** button. Scroll the ▲ or ▼ button to the ringtone and press the

**Select** button. The number is saved in the phonebook.

Delete Press the **Select** button. Press the **Yes** button to confirm or the **No** button to cancel.

### Edit or send texts in the Drafts box

If you save a message to complete or send later it will be stored in the Drafts box. Only one message can be saved in each user's Drafts box.

- 1. To open the Drafts box, press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button.
- 2. Scroll the ▼ button to Drafts and press the **Select** button.
- 3. Press the **Edit** button to edit your message content.
- 4. Press the Options button and scroll the ▲ or ▼ button to Send, Save, Insert Symbol, Insert Emoticon and Insert Template.
- 5. When sending a message, the display shows **Sending Message** then **Message Sent**.

### Forward or delete texts in the Outbox

Your unit's outbox is like a redial list. It holds a copies of up to 5 sent messages. When the Outbox is full, a new message replaces the oldest.

- 1. To open the **Outbox box**, press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button. Scroll the ▼ button to **Outbox** and press the **Select** button.
- 2. Scroll the ▲ or ▼ to button the message you want and press the **Read**. Scroll the ▲ or ▼ button through the message.
- 3. Press the **Options** button and scroll the ▲ or ▼ button to:

**Forward** Press the **Select** button. The message is displayed. Press the **Options** button.

Display highlights Send. Press the Select button and enter the number or press the Search button to search the phonebook.

When the number is entered, press the **Send** button.

Delete Press the **Select** button then press the **Yes** button to confirm or the **No** button to cancel.

4. Press the 5 button to return to standby.

### **Edit templates**

You can set the templates to your preferred message, up to a maximum of 32 characters. You can store up to 3 templates

- 1. Press the **Menu** button, Text Messaging is displayed. Press the **Select** button scroll the ▼ button to Templates and press the **Select** button.
- 2. Scroll the ▲ or ▼ button to the template you want and press the **Options** button.

Edit Press the **Select** button. Press the **Clear** button to delete characters. Enter your template text and press the **Save** button.

Press the **Select** button. Press the **Yes** button to confirm or the **No** button to cancel. Delete

3. Press the 5 button to return to standby.

If you delete a template without replacing the text it is marked as Empty.



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### **Deleting texts**

- 1. Press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button scroll the ▼ button to Delete Messages and press the Select button.
- 2. Scroll the ▲ or ▼ button to Inbox, Drafts, Outbox or All Messages and press the Select button.
- 3. Press the **Yes** button to confirm or the **No** button to cancel.
- 4. Press the **Back** button to return to standby.

Selecting **All messages** will delete all messages stored in your Inbox, Outbox and Drafts box.

### SERVICE CENTRE NUMBERS

To send and receive text messages you need the telephone number of your Network's text Centre. If you accidentally delete the Outgoing or Incoming Service Centre numbers you will need to re-enter them in order for your text Service to work. You can enter up to 4 Service Centre numbers - two incoming and two outgoing.

If you have more than one "Server Centre" stored on your unit you will need to select which one you want to use for sending (see next section).

## Add or change Service Centre numbers

- 1. Press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button, scroll the ▲ or ▼ button to **Text Settings** and press the **Select** button.
- 2. Service Centres is highlighted press the Select button.
- 3. Scroll the ▲ or ▼ button to **Receive Centres** or **Send Centre** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to Receive Centre 1 or Receive Centre 2, or Send Centre 1 or Send Centre 2 and press the Select button.
- 5. Enter the number for the centre and press the **Save** button.
- 6. Press the **Back** button to return to the previous menu level. To return to standby, close the cover or press the 7 button.

#### Set send centre

- 1. Press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button. Scroll the ▲ or ▼ button to Text Settings and press the Select button.
- 2. Service Centres is highlighted press the Select button.
- 3. Press the **Select** again to choose **Set Send Centre**.
- 4. Scroll the ▲ or ▼ button to Receive Centre 1 or Receive Centre 2 or Send Centre 1 or SendCentre 2 and press the **Select** button.
- 5. Press the **Back** button to return to the previous menu level.

#### Message alert tone

When you receive a text message, the message alert tone will sound. These beeps can be switched on or

- 1. Press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button. Scroll the ▼ to **Text Settings** and press the **Select** button.
- 2. Scroll the ▼ button to **Message Alert** and press the **Select** button.
- 3. Scroll the ▲ or ▼ button to **On** or **Off** and press the **Select** button.
- 4. Press the **Back** button to return to the previous menu level.





### Set message size

A standard text message is 160 characters long. You can set a message to be up to 612 characters and the message will be sent as up to 4 linked messages each up to 160 characters long.

- Press the Menu button, Text Messaging is displayed. Press the Select button. Scroll the ▼ button to Text Settings and press the Select button.
- 2. Scroll the ▼ button to **Message Size** and press the **Select** button.
- 3. Scroll the ▼ or ▼ button to highlight 160 or 612 characters, then press the **Select** button.
- 4. Press the **Back** button to return to the previous menu level.

### **USER AREAS**

Your unit is pre-set to make all text messages available to every user, with all messages sent from and received at a 'Common Box'.

To keep your messages private, you can set up to 4 PIN protected personal user areas (sub-addresses). Each personal user area has its own Inbox and Outbox which are only accessible when the correct PIN is entered.

You can also keep a common box sub address for incoming messages that do not need to be kept private.

#### Add a user mailbox

If you set-up personal user boxes you must tell people your user area number. They must put the relevant user area number at the end of your telephone number when they send you a text message. If they do not include the user area number, the messages will be stored in the common box and will be accessible to all users of your unit.

The mailbox number can only be any number from 0-9 but must not be the same as another user's mailbox number or the common or public box number.

- 2. Scroll the ▼ button to **Users** and press the **Select** button.
- 3. **User 1** is highlighted. Scroll the ▲ or ▼ button to select another User.
- 4. Press the **Options** button. Edit is highlighted. Press the **Select** button.
- 5. Enter the user name (up to 8 characters) and press the **Save** button.
- 6. Use the single digit mailbox number displayed or enter your own single digit mailbox number then press the **Save** button.
- 7. Enter a 4-digit mailbox PIN and press the **Save** button.
- 8. Enter the password again and press the **Save** button.
- 9. Press the **Back** button to return to the previous menu level.

### Open and read a mailbox text

Once mailboxes have been set, when you open the **Text Messaging** menu, the mailboxes in use will be displayed. You can open the General User Mailbox without any password but each user area requires you to enter the 4-digit password PIN.

- 1. The display shows You have X new messages.
- Press the **Read** button. The mailboxes are displayed. Mailboxes with new messages are marked with green dots.
- 3. Scroll the ▼ button to the mailbox you want and press the **Select** button.
- 4. Enter the mailbox 4-digit PIN and press the **OK** button.
- 5. Scroll the ▲ or ▼ button to the message you want and press the **Read** button.





#### Or

- 1. If you have previously pressed the **Back** button, the display shows **3**.
- Press the Menu button, the text icon is displayed. Press the Select button. Mailboxes with new messages are marked with green dots.
- 3. Scroll the ▼ button to the mailbox you want and press the **Select** button.
- 4. Enter the mailbox 4-digit PIN and press the **OK** button.
- 5. Scroll the ▼ button to Inbox and press the **Select** button.
- 6. Scroll the ▲ button or ▼ to the message you want and press the **Read** button.

#### Edit a user mailbox

- 1. Press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button. Scroll the ▼ button to the mailbox you want to edit and press the **Select** button.
- 2. Enter the 4 digit mailbox password PIN and press the **OK** button.
- 3. Scroll the ▲ or ▼ button to **Text Settings** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to **Users** and press the **Select** button.
- 5. Scroll the ▲ or ▼ button to the user mailbox you want to edit and press the **Options** button.
- 6. **Edit** is highlighted, press the **Select** button.
- 7. Enter the current mailbox PIN and press the **OK** button.
- 8. Enter the new name and press the **Save** button.
- 9. Enter the new one-digit mailbox number and press the **Save** button.
- 10. Enter the new 4-digit mailbox password and press the **Save** button.
- 11. Re-enter new 4-digit the password and press the **Save** button.
- 12. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.

#### Delete a user mailbox

- 2. Enter the 4 digit mailbox password PIN and press the **OK** button.
- 3. Scroll the ▲ or ▼ button to **Text Settings** and press the **Select** button.
- 4. Scroll the ▲ or ▼ button to **Users** and press the **Select** button.
- 5. Scroll the ▲ or ▼ button to the user mailbox you want to edit and press the **Options** button.
- 6. Scroll the ▼ button to **Delete** and press the **Select** button.
- 7. Press the **Yes** button to confirm or **No** button to cancel.
- 8. Enter the current mailbox PIN and press the **OK** button.
- 9. Press the **Back** button to return to the previous menu level or the  $\overline{\circ}$  button to return to standby.

### Set common mailbox sub address

- 1. Press the **Menu** button, **Text Messaging** is displayed. Press the **Select** button.
- 3. Scroll the  $\triangle$  or  $\blacktriangledown$  button to **Text Settings** and press the **Select** button.
- 3. Scroll the ▼ button to Mailbox Number and press the Select button.
- 4. Enter the single digit mailbox number you want and press the **Save** button. If you enter a number already in use, you hear an error beep. Enter a different number.
- 5. Press the **Back** button to return to the previous menu level or the  $\overline{\circ}$  button to return to standby.



# **USING ADDITIONAL HANDSETS**

You can use up to five additional handsets with your answer machine to extend your phone system without needing to install extension sockets for each new phone.

Your unit handset can also be registered to up to 3 other bases. You can then select the base you would prefer to use.

If you have purchased a unit multiple pack any additional handsets come pre-registered to the base.

If you have purchased an additional handset separately you must register it to your unit base before it can be used.

### Registering an additional handset

At the base:

1. Press and hold the I button for 2 seconds until the base Beep. The base will remain in registration mode for 90 seconds.

At the handset:

- 1. If the handset is new and the display shows Please Register. Press the Menu button. Scroll the ▲ button to Registration. Press the Select button. Or If the handset has already been registered to another base the standby display is shown. Press the Menu button, scroll the ▲ or ▼ button to Registration and press the Select button.
- 2. Register Handset is highlighted. Press the Select button.
- 3. Bases are displayed. If necessary, scroll the ▲ or ▼ to a new base you wish to register your unit handset to and press the Select button.
- 4. Enter the system PIN and press the **OK** button. (Default setting = 0000)
- 5. The display shows **Searching Base X** (where X is the chosen base number) then **Handset Registered**.

The handset is automatically assigned the next available handset number.

If registration is not successful first time, please repeat the process again in case the base registration period ran out of time.

If there are already 5 handsets registered to the base, the registration will fail. You must de-register another handset before you can register the new one.

#### Select a base

If your unit handset is registered to more than one base, you can select which base to use.

- 1. Press the **Menu** button, scroll the  $\triangle$  or  $\nabla$  button to **Registration** and press the **Select** button.
- 2. Scroll the ▼ button to **Select Base** and press the **Select** button.
- 3. All base numbers are displayed. (In use) is added to bases where the handset was previously registered to. Scroll the ▲ or ▼ button to the base you want and press the **Select** button.
- 4. Display shows **Searching Base...** . then the standby display for that base.

## **De-register a handset**

Use one handset to de-register another. You cannot de-register the handset you are using.

- 1. Press the **Menu** button, scroll the ▲ or ▼ button to **Registration** and press the **Select** button.
- 2. Scroll the ▼ button to **De-register** and press the **Select** button.
- 3. Enter the system PIN and press the **OK** button. (Default setting = 0000)
- 4. Scroll the ▲ or ▼ button to the handset you want to de-register and press the **Select** button.
- 5. Press the Yes button to confirm or No button to cancel.
- 6. Press the **Back** button to return to the previous menu level or the 5 button to return to standby.





## HFI P

#### Phone does not work

- · Have you installed the batteries correctly?
- Check that the mains power is correctly connected.

#### No dial tone

- Is the telephone cord of the base plugged into the phone socket?
- Check that the mains power is correctly connected to the base and to the handset charger(s).
- Only use the telephone cord supplied with the phone.

#### Cannot dial out or receive calls

- Check that the mains power is correctly connected.
- The batteries may need recharging.
- Has there been a power cut? If so, place the handset back on the base for 10 seconds and try again.
   If it still does not work disconnect the batteries and mains power for 10 minutes, then reconnect and try again. You have a dial tone, but the phone will not dial out
- You may need to change the dial mode from tone to pulse.
- If you are connected to a switchboard, check whether you need to dial an access code.

### Handset does not ring

- The ringer volume may be switched off.
- Check that the mains power is correctly connected.
- Check that the line cord is connected.
- Make sure the handset is registered to the base.

## No display

The batteries may be flat, dead or incorrectly inserted. Recharge or replace the batteries.

#### icon flashes

- Is the handset registered correctly to the base.
- Check that the mains power is correctly connected.
- Check that the handset is within range of the base.
- The batteries are low, place the handset on the base/charger to recharge.

### icon not scrolling

- · Try cleaning the charging contacts.
- Check that the mains power is correctly connected.

### You hear the busy tone when you press the $\overline{a}$ button.

- Make sure the handset is in range of the base.
- Another handset registered to your unit base may be on the line.

## Answer machine does not record any messages

· The memory may be full. Play and delete old messages.

### Answer machine messages have the wrong date and time

• Have you set the date and time?



### No Caller Display number/name displayed

- Have you subscribed to a Caller Display service from your network provider?
- The caller may have withheld their number.
- An exact name/number match was not found in your directory. Check that you have stored the full STD dialling code.

#### Cannot register a handset to a base

- You can register a total of 5 handsets to your answer machine and you can register your unit handset to up to 4 bases. Check that you have not exceeded the limits.
- Check that you have entered the correct PIN number (default PIN 0000).
- Check that you are at least one metre away from other electrical equipment to avoid interference when registering.

### Answer machine does not ring

- Have you connected the telephone line correctly?
- Is the base ringer set to off?
- You may have a faulty line or socket. Try using another socket or line.

### Buzzing noise on my phone or on other electrical equipment nearby

Sometimes your unit can interfere with other electrical equipment if it is placed too close. It is recommended that you place your answer machine at least one metre away from electrical appliances or metal obstructions to avoid any risk of interference.

## Possible problems with text messaging

## Text messages cannot be sent and screen displays Message Sending Failed

- The answer machine power supply or telephone line cord might not be properly connected. Check that the answer machine power supply is plugged into the mains socket and switched on and that the telephone is plugged into the telephone wall socket.
- There might be a fault on the line. Check your telephone line is working properly.
- You might have deleted the server number in error.
- Subscribe the service is requined.

#### Cannot send text

The send and receive service center numbers are pre-programmed. If you need to change them, please refer to "Add or change Service Centre numbers" or contact your service provider.

### Cannot receive text

- For some network operator, you will not be able to receive text messages until you have first sent a message. The first message sent registers you with the text service.
- More than one text messaging product is plugged into the line. Remove other products.
- Check service centre number is correct.
- Ensure you have subscribed to a Caller Display service and that it is active. You can check this by noting if your phone displays your caller's number when you receive an incoming call.
- If you are using personal user areas please ensure you have given people your user area number and that they are entering it to the end of your telephone number when sending you a text message.

### You keep hearing an error beep

You have pressed the wrong button in a sequence. Check the prompts in the display or refer to instructions in this user guide.





## GENERAL INFORMATION



## 

This equipment is not designed for making emergency telephone call when the power fails. Alternative arrangements should be made for access to emergency services.

This product is intended for connection to analogue public switched telephone networks and private switchboards in United Kingdom.

### Safety and Electromagnetic Interference/Compatibility information

- Only use the power supply suitable for this product range. Using an unauthorised power supply will invalidate your guarantee and may damage the telephone.
- Use only the approved rechargeable batteries supplied.
- Do not open the handset (except to replace the handset batteries) or the base. This could expose you to high voltages or other risks.
- Radio signal transmitted between the handset and base may cause interference to hearing aids.
- Your product may interfere with other electrical equipment, e.g. TV and radio sets, clock/alarms and computers if placed too close. It is recommended that you place your product at least one metre away from such appliances to minimise any risk of interference.
- All batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewellery, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects.
- Never dispose of batteries in a fire. There is a serious risk of explosion and/or the release of highly toxic chemicals.
- It is recommended that advice from a qualified expert be sought before using this product in the vicinity of emergency/intensive care medical equipment.

#### **Medical Devices**

Pacemakers:

The Advanced Medical Technology Association (AdvaMed) recommends that a minimum separation of 15 cms (6 inches) be maintained between a handhel wireless device and a pacemaker. These recommendations are consistent with those of the U.S. Food and Drug Administration.

Persons with pacemakers should:

ALWAYS keep the handheld wireless device more than 15 cms from their pacemaker when the handheld wireless device is turned ON.

Not carry the handheld wireless device in the breast pocket.

Use the ear opposite the pacemaker to minimize the potential for interference.

Turn the handheld wireless device OFF immediately if you have any reason to suspect that interference is taking place.

- **Hearing Aids**
- Some digital wireless radios may interfere with some hearing aids. In the event of such interference, you may want to consult your hearing aid manufacturer to discuss alternatives.
- Other Medical Devices
- If you use any other personal medical device, consult the manufacturer of your device to determine if it is adequately shielded from RF energy. Your physician may be able to assist you in obtaining this information.



(lacktriangle)



### Cleaning

- · Clean the handset and base (or charger) with a damp (not wet) cloth, or an anti-static wipe.
- Never use household polish as this will damage the product. Never use a dry cloth as this may cause
  a static shock.

#### **Environmental**

- Do not expose to direct sunlight.
- The handset may become warm when the batteries are being charged or during prolonged periods
  of use. This is normal. However, we recommend that to avoid damage you do not place the product
  on antique/veneered wood.
- Do not stand your product on carpets or other surfaces which generate fibres, or place it in locations
  preventing the free flow of air over its surfaces.
- Do not submerge any part of your product in water and do not use it in damp or humid conditions, such as bathrooms.
- Do not expose your product to fire, explosive or other hazardous conditions.
- There is a slight chance your phone could be damaged by an electrical storm. We recommend that you unplug the power and telephone line cord during an electrical storm.

### **Technical Information**

How many telephones can I have?

All items of telephone equipment have a Ringer Equivalence Number (REN), which is used to calculate the number of items which may be connected to any one telephone line. Your unit has a REN of 1. A total REN of 4 is allowed. If the total REN of 4 is exceeded, the telephones may not ring. With different telephone types there is no quarantee of ringing, even when the REN is less than 4.

Any additional handsets and chargers that you register have a REN of 0.

## Connecting to a switchboard

This product is intended for use within United Kingdom for connection to the public telephone network.

### Inserting a pause

With some switchboards, after dialling the access code you may have to wait for a moment while the switchboard picks up an outside line so you will need to enter a pause in the dialing sequence.

Press and hold **\( \rightarrow\)** to insert a pause (P) before entering the telephone number.

You may also need to enter a pause when storing international numbers or charge card numbers.

#### Recall

You may need to use the recall function if you are connected to a switchboard/PABX (Private Automatic Branch Exchange), contact your PABX supplier for further information.







# TECHNICAL SPECIFICATION

Frequency range	1.88 to 1.9 GHz (bandwidth = 20 MHz)		
Channel bandwidth	1.728 MHz		
Operating range	Up to 300m outdoors; up to 50m indoors		
Operating time	Standby: 150 hours Talking: 9 hours Battery charge time: 7 – 8 hours		
Temperature range Operating	0 °C to 40 °C		
Electrical power	HANDSET – two pcs of AAA-size 750mAH NiMH 1.2V rechargeable batteries Answer machine – input 230VAC 50Hz; output 7.5V === 300mA		

PBX compatibility:

Timed break recall (flash): adjustable to 100ms (default), 250ms or 600ms

Pause length: 3 seconds

Dialling type: Tone (DTMF, dual tone multi-frequency) or Pulse (loop disconnect).

Network connection: This equipment is intended to be used in the UK only.

Operation on other countries' PSTN termination points cannot be guaranteed.







memo			



If you require a replacement for any of the items listed below, please quote their corresponding part numbers:

their corresponding part numbers.					
Replacement Part	Part Number				
For S100DT10 and S200DT10					
Cordless Telephone	PN: S100-200DT10CT				
Answer Machine	PN: S100DT10AM				
Power Adaptor	PN: S100DT10PA				
Batteries	PN: S100-200DT10B				
Telephone Line Cable	PN: S100DT10LC				
Battery Cover	PN: S100-200DT10BC				
Instruction manual	PN: S100-200DT10-001				
For S200DT10 only					
Cordless Telephone	PN: S100-200DT10CT				
Charging Cradle	PN: S200DT10CC				
Power Adaptor	PN: S200DT10PA				
Batteries	PN: S100-200DT10B				
Battery Cover	PN: S100-200DT10BC				

DSG International Sourcing declares that the DECT PHONE complies with the essential requirements and other relevant provisions of Directive 1999/5/EC.



Visit Partmaster.co.uk today for the easiest way to buy electrical spares and accessories. With over 1 million spares and accessories available we can deliver direct to your door

the very next day. Visit www.partmaster.co.uk or call 0844 800 3456 (UK customers only) Calls charged at National Rate.

## Notes for battery disposal

The batteries used with this product contain chemicals that are harmful to the environment. To preserve our environment, dispose of used batteries according to your local laws or regulations. Do not dispose of batteries with normal household waste. For more information, please contact the local authority or your retailer that where you purchased the product.



This symbol on the product or in the instructions means that your electrical and electronic equipment should be disposed at the end of its life separately from your household waste. There are separate collection systems for recycling in the EU. For more information, please contact the local authority or your retailer where you purchased the product.

DSG Retail Ltd • Maylands Avenue • Hemel Hempstead Herts • HP2 7TG • England

(P.N.: S100-200DT10-001)





