

4.1 Ringer on Handset

The user has the ability to select two types of ringer levels for the handset by using the Phone Menu Setup.

- Ringer Level Low
- Ringer Level High

4.1.1 Ringer Tones

The handset is equipped with six kinds of ringer tones. Select the desired ringer tone using the Phone Menu Setup. The handset will play a sample sound when toggling from one tone to another.

4.2 Charging

Charging is initiated when the handset is placed in the base unit cradle. The “charge” LED on the base unit turns on while the handset is charging. It will turn off when the handset is removed from the cradle.

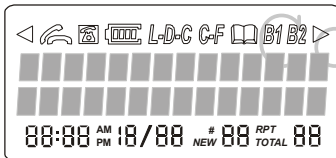
4.3 Line Detection from the base unit

The system will detect if a parallel phone is off-hook or if no line is connected. The following situation applies for the base unit LED:

1. Idle-line: The LED is off.
2. Handset linking to Base: The LED is blinking 1/2 sec. on and 1/2 sec. off.
3. Line in use: The LED is on.

In situations 2 and 3, it is not possible to hook off the line.

4.4 The LCD Icons



The LCD Screen has four displays that show the following:

- 1st line: Left arrow, Phone Off/On hook, Private Call, Battery, Long Distance Call (LDC), Call Forward (CF), Phonebook, Host Base (B1), Extension Base (B2), and Right arrow icons
- 2nd line: a 5x7, 14 characters display for the Name icon.
- 3rd line: a 5x7, 14 digits display for the Number icon.
- 4th line: a 7-segment line containing the Time, Date, Number and Total Call Indicator, New, and Repeat Call icons.

4.4.1 Left Arrow Icon (<|)

This icon pops up to indicate that a left part of the record is not displayed. Press the SHIFT LEFT button to view the leftmost data.

4.4.2 Off-Hook/On-Hook Icon (📞)

The Phone On-hook icon pops up when all handsets enrolled in the base unit is in Standby mode. The Phone Off-hook icon pops up when one handset opens a link to the base unit and seize the telephone line.

4.4.3 Battery Icon ()

This symbol will show the status of the battery in three status:

- Low Battery level (2 bars blinking)
- During Charging (4 bars growing)
- Battery full (4 bars shown)

4.4.4 Long Distance Call Indicator Icon (L-D-C)

This icon pops up when the Incoming call is a Long Distance Call and the service is provided by your local telephone company.

4.4.5 Call Forward Indicator Icon (C-F)

This icon pops up when the Incoming call has been assigned to your telephone number.

4.4.6 Phonebook Icon ()

This icon pops up when reviewing the directory records or when a directory record is being displayed.

4.4.7 Host/Extension Base Icon (B1 B2)

This symbol will show to which base unit does the handset is currently using. All handsets enrolled to the Host base can alter the Phone Menu setup, Caller ID records, and the Directory records but they cannot make any alteration from the Extension Base setting except to open link and make/receive a call.

4.4.8 Right Arrow Icon ()

This icon pops up to indicate that the record name or number currently displayed has more than 14 characters or digits. Press the SHIFT RIGHT button to view the other data.

4.4.9 Time Icon

Shows the current time during Standby, Intercom and Talk mode. When browsing the Caller list, it shows the time tag of the Caller ID record.

4.4.10 Date Icon

When browsing the Caller list, it shows the date tag of the Caller ID record.

4.4.11 New Icon (NEW)

The new icon will appear if the currently displayed incoming Caller ID record is unread when any of the enrolled handset is browsing the Call Log.

4.4.12 Repeat Icon (RPT)

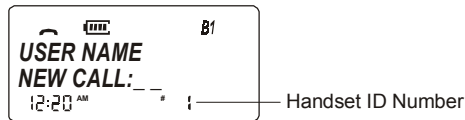
The repeat icon will appear if the currently displayed incoming Caller ID record has called twice or more.

4.4.13 Counter Icon

Shows the handset ID number during standby. Shows the call duration during Talk and Intercom mode. It shows the number of the Record when browsing the Call Log or the Directory.

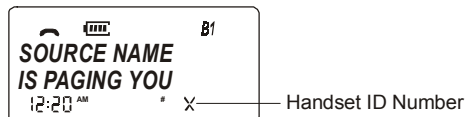
4.5 Handset Status Display

When the handset is not in operation, the handset will show the standby display. If present, the user name is shown together with the number of new calls received.

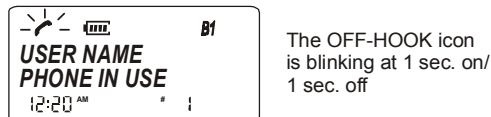


When the handset is placed in the base unit charge cradle, the handset is automatically in the standby mode and is capable of receiving a call. When the handset is taken off the base unit, it remains in the standby mode until the **TALK** button is activated.

If a private page is received, a page tone will be heard and the LCD display will show:



If the telephone line is engaged by any other handset of the system, the display will show:

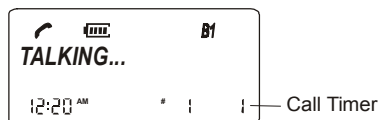


4.6 Outgoing Call to External Line

The call can be initiated by pressing the **TALK** button before the number is dialed. After pressing the **TALK** button, the handset will open a link to the Host base unit, the phone OFF-HOOK icon will be blinking and the LCD screen will display:



Once the connection is established, the Off-hook, Call Timer icons will pop up and the handset LCD display will show:



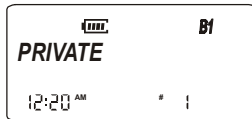
Dial the telephone number using the keys 0-9, *, and # then the call will be send out.

When one handset has already gain access to the Host base, all the other handsets cannot link anymore. They can have the option to make a call by linking to the Extension base.

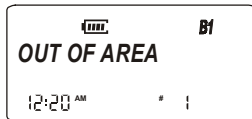
4.7 Receiving an Incoming Call

When a call arrives, all the handsets enrolled to the Host base will ring with the ring pattern and level selected by the user. The first handset to open link to the Host base will get the call. If Caller ID information is available, the handset will display the CID information on the screen. The date/time stamp from the Caller ID data will automatically update the handset clock.

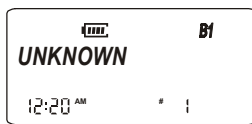
If the caller's name and/or telephone number is blocked, "PRIVATE" and/or "P--- --- ---" will appear in the 1st line.



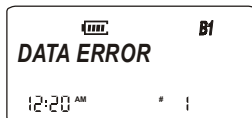
If the origin of the incoming call does not support the Caller ID system, “OUT OF AREA” will appear in the 1st line.



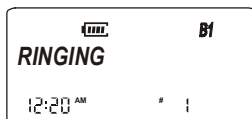
If the origin of the incoming call has no name and does not support the Caller ID system, “UNKNOWN” will appear in the 1st line.



If a wrong data was received from the telephone line, “DATA ERROR” will appear in the 1st line.

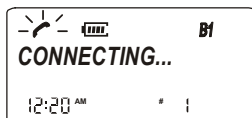


If no Caller ID data is received, “RINGING...” will appear in the 1st line.

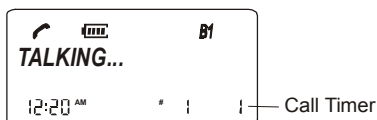


The name stored in the directory will appear in the second line for an incoming call with matching telephone numbers.

The user of the handset answers the call by pressing the **TALK** button. After pressing the **TALK** button, the LCD screen will display.



Once the connection is established, the Off-hook, Call Timer icons will pop up and the LCD screen will show:



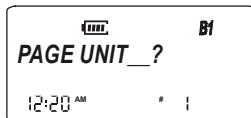
4.8 Out of Range

If the user walks beyond the communication range of the unit, the handset will emit a warning beep every 1.6 seconds and the antenna icon will be blinking at 300ms on/300 ms off. The handset should move closer to the base unit, if the out range last for 1 minute and the link failed to re-established, the call will cut-off and will return to standby mode.

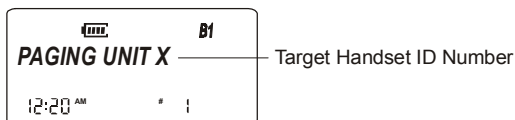
4.9 Intercom Call

All the handsets enrolled to the Host base can make an intercom call from one handset to another. A total of 9 handsets can enroll to the Host Base but only handsets ID number 1~8 can make intercom call with each other.

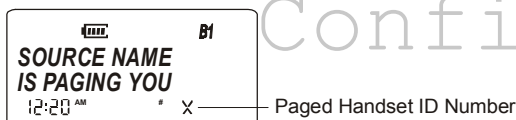
During Standby mode, press the **INT** button. The LCD display of the initiating handset will show a prompt asking the target handset ID number.



Using the Telephone Numeric keypad 1~8 (self-exclusive), the initiating handset must press the destination number within 6 seconds to confirm. The LCD display will show:



The paged handset will receive a page tone that will last for 1 minute and the LCD display will show:



The paged handset will connect by pressing the **TALK** button. During the linking period, the LCD screen of both source and paged unit will show:



If they are finally connected, their LCD screen will show:



During the Intercom mode, any press of the telephone numeric keypad will not be accepted. Either unit can end the Intercom call by pressing the **INT** button.

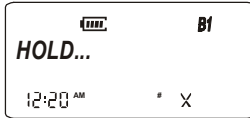
4.9.1 Receiving a Call while in Intercom mode

When an Incoming call is receive while having an Intercom call, a tone will be heard in the earpiece of both units. The first handset to open a link to the base, by pressing the **DOWN** button, can view the incoming call status.

To access the call, press the **TALK** button and the LCD will show a display as in receiving a usual incoming call.

To return to the Intercom call, press any button in the handset except the **INT** button or wait until the call review time has expired and the handset will automatically return to the Intercom mode.

The unit left in the Intercom call will display “HOLD.” The user can wait for the return of the other unit or can press the **INT** button to end the Intercom call.



4.9.2 Disconnecting the Intercom Call

Either of the two parties in a connected intercom call can disconnect the call by pressing the **INT** button, after which the units will enter standby mode.

4.10 Call Situations

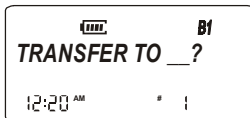
While in a call, the following actions are possible:

- Transfer the call.
- Flash functionality.
- Call-Waiting Indication.
- Voice Mail
- End the call.

4.10.1 Transfer the Call

During talk mode, it is possible to transfer a call from one handset to another. Call transfer is only possible for handsets with ID number 1~8.

To transfer a call, the source unit will press the **INT** button. The source unit LCD display will prompt for the target unit ID number he/she wants the call to transfer to.



Within 6 seconds, press the destination number to confirm and the source unit will return to the standby mode:

The external line will be automatically put on hold. If the call transfer is successful, the paged unit will emit a ring tone and the LCD screen will display:



Within 30 seconds, the paged handset will press the **TALK** to answer the call like answering a usual incoming call. The screen will show a similar display as in answering an incoming call.

If the call is not answered within 30 seconds, the base unit will ring back for another 30 seconds. The paged and the source unit LCD will display:



If no unit answers within the ring back period, the call will be automatically disconnected.

4.10.2 Flashing

By pressing the **FLASH** button while in a call will perform time line break.

4.10.3 Call-Waiting

During talk mode, if Caller ID is present for the call-waiting call, the optional name and number will be shown in the display flashing. The Caller ID will be flashing until the user presses the **FLASH** button to toggle between the two calls.

Each time the user presses the **FLASH** button to toggle between the two calls, the Caller ID being shown will toggle between the two Caller ID's received.

4.10.4 Voice Mail

This telephone indicates a message waiting (Message Waiting LED indicator will blink) signal if subscribed to a Voice Mail message service and requested Visual Message Indication from the local telephone company. If the user subscribed to a Voice Mail message service, it detects the Stutter Dial Tone signal when a Voice Mail message is received from the Voice Mail message provider.

4.10.5 Ending Calls

To end the phone conversation, press the **TALK** button. The Off-hook icon on the handset's display will turn off and the "in-use" LED on the base unit will turn off.

4.11 Redialing

The handset remembers the last telephone number dialed of up to 40 digits. During Talk mode, press the **RE/PA** button and the handset will automatically dial the last telephone number called.

4.12 Call Log

The telephone system Call Log will store up to 40 data in a central database inside the base unit. It records the incoming call and outgoing call numbers and date/time stamp, and allow on-demand access download by all handsets. For repeat incoming calls, the unit will only store the most recent date/time stamp. The unread status of an incoming call record can be cleared when any of the enrolled handset starts to download the Call log. Source name will be recorded for outgoing calls.

4.12.1 Viewing the Call Log

The Call log memory can store a total number of 40 records. Each record is numbered sequentially so when the maximum memory was reached and a new record comes in, it will automatically flush out the oldest one.

To activate the system call log browse mode, press the **DOWN** button during standby mode. The LCD display will show:

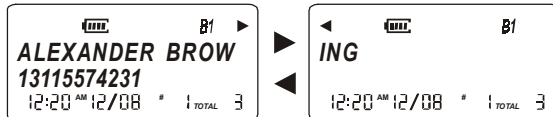


The handset will download-on-demand the most update incoming call log from the base unit. If the base unit is already engaged by one handset, the other handsets cannot review the call log.

It takes about 1 second to completely download the 40 Incoming Call log records. The handset LCD display will show the most recent record.

During the Incoming Call log browse, the user can press the **UP** or **DOWN** button to go to the next/previous record. To exit, press the **FUNC** button and the handset will return to standby mode.

If the record name and/or number has more than 14 characters/digits, the Right arrow icon will pop-up in the screen to indicate that additional information is not displayed. Press the **RIGHT** button to view the others. Press the **LEFT** button to view the previous display.

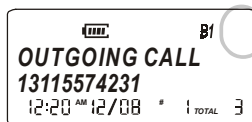


4.12.2 Viewing the Outgoing Call Record

The Outgoing Call log memory can store a total number of 40 records. Each record is numbered sequentially, when the maximum memory was reached and a new record comes in, it will automatically flush out the oldest one.

To activate the system Outgoing call log browse mode, press the **UP** button during standby mode. The handset will download-on-demand the most recent outgoing call log from the base unit.

Press the **UP** or **DOWN** button to go to the next/previous record. The system can only display the reference telephone number, date, and time of the Outgoing call.



To exit, press the **FUNC** button and the handset will return to standby mode.

4.12.3 Caller ID Callback

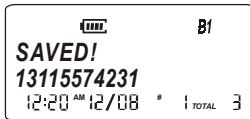
You can place a call from the Caller list by using the Caller ID CALLBACK feature. When the number is toggled to the desired format using the **OPTION** button, press the **TALK** button and the number will be dialed out.

If the desired record is displayed, press the **OPTION** button to change the telephone number to 7, 10 or 11-digits format.

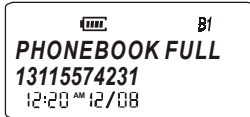
- The first DIALING option displayed is the 11-digits for a long distance call.
- Press the **OPTION** button for the second time will toggle the number to change to 7 digits for a local call. Press the **TALK** button to send the local call.
- Press the **OPTION** button for the third time will toggle the number to change to 10 digits for a local call with area code. Press the **TALK** button to send the local call with area code.

4.12.4 Storing a Call log Record into the Directory

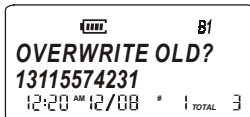
It is possible to store the Caller information from the Caller Log into the handset Directory. When the desired Caller ID record is shown, press and hold down the **SAVE** button. The LCD screen will confirm by showing:



If the Directory Memory is full, saving any record is not possible and the LCD display will show:



If the phone number matches the same data already stored, the LCD display will prompt “overwrite old?” The user must press the **SAVE** button to overwrite the old record, or press **any telephone** button to quit.



4.12.5 Deleting a Caller log record

Any handsets enrolled from the Host base unit can delete the data currently being displayed or delete all data in the database.

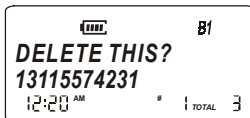
During the Call log brows, press and hold down the **DEL** button for 2 seconds to delete “all” Call log records. The LCD screen will prompt:



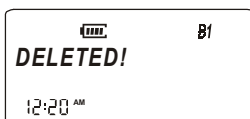
Press the **DEL** button again to confirm or press **any telephone** button to cancel. If confirmed to delete all, the LCD screen will show:



To delete the current Call log record being viewed, press the **DEL** button. The LCD screen will prompt:



Press the **DEL** button to confirm or press **any telephone** button to cancel. If confirmed to delete the single record, the LCD screen will show:

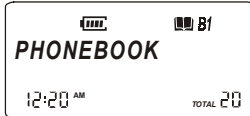


4.13 Name and Telephone Number Directory

The Directory lets you scroll through the list to find the record you need for one touch dialing. The directory can contain 40 names and telephone numbers in the memory.

4.13.1 Viewing the Directory

To view the records stored in the directory, press the **DIR** button during standby mode. The LCD display will show:



Press the **UP** or **DOWN** button to go to the next/previous record. The directory data are numbered as shown by the sequence number against the total number of records.

If the user wants to exit the Directory at any time, press the **FUNC** button.

After the first record is displayed, the user can speed view the directory list by pressing the telephone keypads 2~9 (which group corresponds to the first letter of a name). A triple “beep” will sound if no entries are stored under those letters. To view all names with the same first letter, press the **DOWN** button.

If the Directory record name and/or number has more than 14 characters and/or digits, the Right arrow icon will pop-up in the screen to indicate that additional information is not displayed. Press the **RIGHT** button to view the others. Press the **LEFT** button to view the previous display.

4.13.2 Saving a Name and Number into the Directory

To store a record in the directory, press the **EDIT** button after entering the Directory browse mode. Enter a name of up to 18 characters, telephone number of up to 22 digits by using the telephone keypads 1(ABC) ~ 9(WXY). It is possible to enter names in upper or lower case letters. Refer to the table below for a listing of available characters that can be used.

Key	Characters
1	SPACE 1 & ' () .
2	ABCabc2
3	DEFdef3
4	GHIghi4
5	JKLjkl5
6	MNOmno6
7	PQRSpqrs7
8	TUVtuv8
9	WXYZwxyz9
0	0
*	*
#	#

Example: To enter the name “Alex Browing”, use the following key sequence:
 2(**A**) 555555(**I**) 33333(**E**) 999999(**X**) 1(SPAC**E**) 22 (**B**) 7777777(**R**) 666666(**O**)
 99999(**W**) 444444 (**I**) 66666(**N**) 4444 (**G**)

The cursor moves automatically after entering each item. After the Name entry is finished, press the

DOWN button once to move the cursor to the number icon. Enter the telephone number of up to 22 digits using the Numeric keypad buttons.

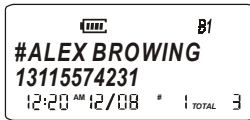
To store the record, press and hold the **SAVE** button.

To exit the directory at any time, press the **FUNC** button.

4.13.3 Priority Setting of a Name and Number into the Directory

The user can assign a PREFERRED or BLOCKED CALL into the stored record in the Directory.

To assign a PREFERRED CALL status, add a “#” mark at the beginning of the name. When an incoming call is matched to a stored number designated as PREFERRED, the phone will generate a special ringer sound after the Caller ID information is received.

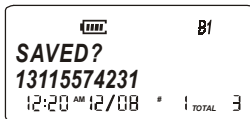


To assign a BLOCKED CALL status, add an “*” symbol at the beginning of the name. When an incoming call is matched to a stored number designated as BLOCKED, the phone will not ring after the Caller ID information is received.

4.13.4 Editing the Name and Number in the Directory

The user can alter the stored record in the Directory list. After the Directory record is displayed, press the **EDIT** button. Press the **UP**, **DOWN** or **LEFT**, **RIGHT** button to move the cursor to the character or number to be changed. Modify the character or number by using the telephone keypads 0~9.

To save the modified data, press and hold the **SAVE** button for 2 seconds, the LCD screen will prompt:



Press the **SAVE** button again to confirm or press **any telephone** button to cancel.

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4.13.5 Placing Calls from the Directory

When the desired Directory list is shown, press the **TALK** button to dial out the number.

OR

Press the **OPTION** button to change the telephone number to 7, 10, or 11-digits format.

- The first DIALING option displayed is the 11-digits for a long distance call.
- Press the **OPTION** button for the second time will toggle the number to change to 7 digits for a local call. Press the **TALK** button to send the local call.
- Press the **OPTION** button for the third time will toggle the number to change to 10 digits for a local call with area code. Press the **TALK** button to send the local call with area code.

4.13.6 Deleting Records in the Directory

The user can have the option of deleting the data currently displayed in the directory.

To delete the current Directory record being viewed, press the **DEL** button. The LCD screen will prompt a similar display in deleting a single entry from the Caller List. Press the **DEL** button again to confirm or press **any telephone** button to cancel. If the deletion is done, the LCD screen will confirm by showing “DELETED!”

4.15 Phone Menu Setup

You can change settings on the handset in the functions menu. Access the functions menu by pressing and holding the **MENU** button.

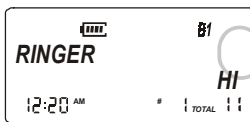
There are 11 settings in the functions menu that can be changed. Scroll through the function menu in the listed order by pressing the **DOWN** button.

- **Ringer (2 options, default=Hi)**
 - Hi
 - Low
 - **Melody (7 options, default=1)**
 - OFF, 1, 2, 3, 4, 5, 6
 - **Language (3 options, default=English)**
 - English
 - Spanish
 - French
 - **Message Waiting(default=OFF)**
-
- **Contrast (8 options, default=4)**
 - Levels 1~8
 - **First Ring (2 options, default=OFF)**
 - ON
 - OFF
 - **Time Set**
 - **Voice Mail Number**
 - **Area Code**
 - **User Name**
 - **Registration**

The handset will return to the standby mode after 30 seconds of inactivity or press the **MENU** button to exit the Phone Option setup at anytime.

4.15.1 Setting the Ringer Level

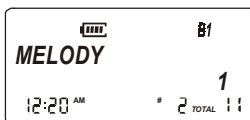
The user can set the Ringer volume to Hi or Low. The preset setting is Hi.



To change, press the **EDIT** button and then press the **LEFT** or **RIGHT** button to select LOW. Press and hold down the **SAVE** button to save the new setting.

4.15.2 Setting the Ringer Melody

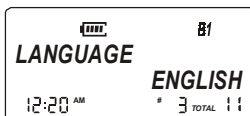
The user can turn the melody to OFF or select one from 6 different ringer melodies. The preset melody is "1".



To change, press the **EDIT** button then press the **LEFT** or **RIGHT** button to select OFF, 1, 2, 3, 4, 5, or 6. When toggling from one ringer melody to another, a ringer sample be heard for 2 seconds. Press and hold down the **SAVE** button to save the new setting.

4.15.3 Changing the Language

The "Language" menu initiates the selection of three languages namely; English, French and Spanish. The preset language is English.



To change, press the **EDIT** button then press the **LEFT** or **RIGHT** button to select the desired language. Press and hold down the **SAVE** button to save the new setting.

4.15.4 Deleting Message Waiting Indication

Clears current Message Waiting indication.



Press the **EDIT** button to reset the Message Waiting Indication. "DEL" will begin flashing. Press and hold down the **SAVE** button.

4.15.5 Adjusting the Contrast

Adjusts the brightness of the LCD screen for optimum viewing. The preset contrast setting is 4.



To change, press the **EDIT** button and then press the **LEFT** or **RIGHT** to adjust the brightness of the LCD screen from level 1, 2, 3, 5, 6, 7 or 8. Press and hold down the **SAVE** button to save the new setting.

4.15.6 Turning the FIRST RING ON or OFF

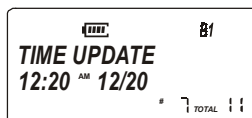
This telephone will generate the first ring sound even in the BLOCKED CALL mode to indicate that an incoming call is being receive. To keep silent in the BLOCKED CALL mode, the user can turn OFF the first ring sound by setting the FIRST RING to OFF. The preset setting is OFF.



To change, press the **EDIT** button and then press the **LEFT** or **RIGHT** button to select ON. Press and hold down the **SAVE** button to save the new setting.

4.15.7 Setting the Time and Date

Changes the time and date.



To change the setting, press the **EDIT** button. The current time and date will be displayed in the number icon, the cursor moves automatically after entering each item. Use the telephone keypad 0~9 to enter the hour and minute. Press the **UP** button to enter AM, **DOWN** button to enter the PM setting. When finished, press and hold down the **SAVE** button. The updated time and date will pop-up from their original icon location.

4.15.8 Voice Mail Number

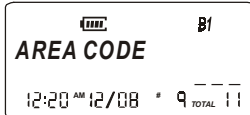
Programs the one-touch number that enables easy access to the Voice Mail service provided by your telephone company.



To store the Post Code number, press the **EDIT** button and then enter the Post Code number using the telephone keypads 0~9. Press and hold down the **SAVE** button to save the number.

4.15.9 Setting the AREA Code

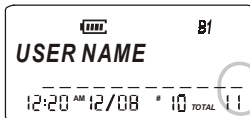
Programs the area code for numbers that were stored as 7-digits in the phone book that requires 10-digit dialing in the local calling area.



To change the setting, press the **EDIT** button. "000" will begin flashing, press the TELEPHONE KEYPAD 0~9 buttons to enter the three digit area code for your number. Press and hold down the **SAVE** button to save the new setting. A long "beep" will sound to confirm.

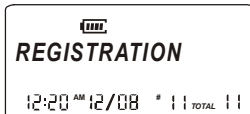
4.15.10 Setting the User Name

It is possible to change the user name displayed during standby. The name can contain up to 14 characters and can be entered using the Upper and Lower case letters. Press the **EDIT** button then use the telephone keypads 1~9 buttons to enter the name data. To save, press and hold down the **SAVE** button.



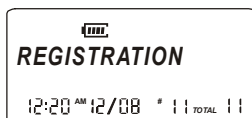
4.15.11 Registration

The Registration menu initiates the registration of the handsets to the Host base or Extension base unit. Press the **EDIT** button and then press the **UP** or **DOWN** button to select an activity.

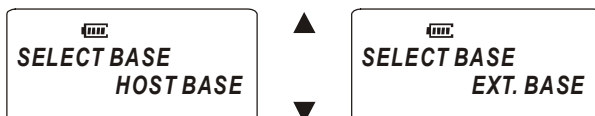


4.16 Registering a New Handset

Plug the battery pack. Press and hold the **MENU** button to enter the function settings. Press the **DOWN** button repeatedly until the "REGISTRATION" menu is displayed from the LCD screen.



To perform the registration, press the **EDIT** button and the LCD screen will prompt to select whether registering from a Host base (B1) or from an Extension base (B2). Press the **UP** or **DOWN** button to toggle between the two bases.



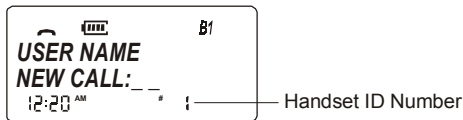
Press the **EDIT** button to confirm the selection. The LCD screen will show:



Within 6 seconds, place the handset on the base unit charge cradle. A confirmation “beep” tone will be heard. The base unit will automatically assign the handset ID number.

If the handset was not place on the base unit charge cradle within 6 seconds, the base number setting will not register.

When the registration is successful, the LCD screen will show the base icon (B1-Host base, B2-Extension base), the handset ID number in the Standby display:



The user can register the same handset to another base unit of the same model as his Extension base. Perform the same registration process except to select “EXT. BASE” in the sub-menu. When the handset is registered to 2 base unit, the top right icons B1 and B2 will indicate which base access code is being used at the moment. The handset can only use 1 base unit at a time, so when “B1” access code is loaded, the handset will not respond to “B2” anymore.

Each handset linking to the Extension base can only have the option to make and/or receive a call. The Intercom call and Call transfer function is not possible.

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4.17 Handset Paging

The handsets are capable to respond from paging even if the Ringer is set to OFF. From the base unit, press the **PAGE** button to page all handsets enrolled in the system.

By pressing any **KEY** in the handset, the paging is cancelled. Also, the paging can be stop by pressing **PAGE** on the base unit.