

Using the [Edit] Key to Edit the Dialback Number

Initial Display	Press [Edit]	Press [Edit]	Press [Edit] etc...
1-858-715-1608 JACKSON GEORGE	858-715-1608 JACKSON GEORGE	715-1608 JACKSON GEORGE	Back to Initial Display 1-858-715-1608 JACKSON GEORGE
Initial Display	Press [Edit]	Press [Edit]	Press [Edit] etc...
715-1608 JACKSON GEORGE	1-858-715-1608 JACKSON GEORGE	858-715-1608 JACKSON GEORGE	Back to Initial display 715-1608

Note: At any time during this edit mode, the [Call] key can be pressed to dial the displayed number (more detailed description listed below)

Additional Rules for Caller ID Dialback:

1. If a Caller ID Dialable Number (parameter 3) is received, that number should be displayed as is and dialed back as is without any modification.
2. If there are less than 10 digits received, the edit feature should not work and the number received should be displayed and dialed back exactly as is.

Notes: The received number will display as follows:

- a. 11 digits - If the received number's area code didn't match any of the programmed home or local area codes, then a "1" is automatically added as shown above. This is the normal "long distance" dialing mode.
- b. 10 digits – If the received number's area code matched one of the local area codes, then a "1" is not added and the displayed number is only 10 digits.
- c. Example 8587151608 (received number matched a local area code)
- d. 7 digits- If the received number matched the home area code than the area code would have been stripped in the review mode and only a 7-digit number is displayed
- e. Example 7151608 (received number matched the home area code).
- f. Need to save all 10 digits of the phone number for the caller ID record in the EEPROM buffer so that when the user review the record, it cab be strip as 11, 10, or 7 digits accordingly. Therefore if there is a change in the Local area codes, then the dial back number should be changed accordingly.



3. Press [Call] key again if you want to dial the displayed number.

When DIAL NUMBER? is displayed and the [Call] key is pressed.

Press [Call] key in any screen where the number is displayed. The call will be automatically selected and the displayed number will be dialed out.

```
0 0 : 2 3
1 - 6 1 9 - 5 5 5 - 3 9 6 7
L Y N E T T   J O N E S
CALL OPTS END
```

If the [Call] key is not pressed within 15 s, the LCD will go back to idle screen.

```
J a N   0 1   W E d n e s d a y
U s E r n a m e   1 2 : 0 0 A M
MEM CID
```

Dialing Flow Chart

Area code recognized

Please note:

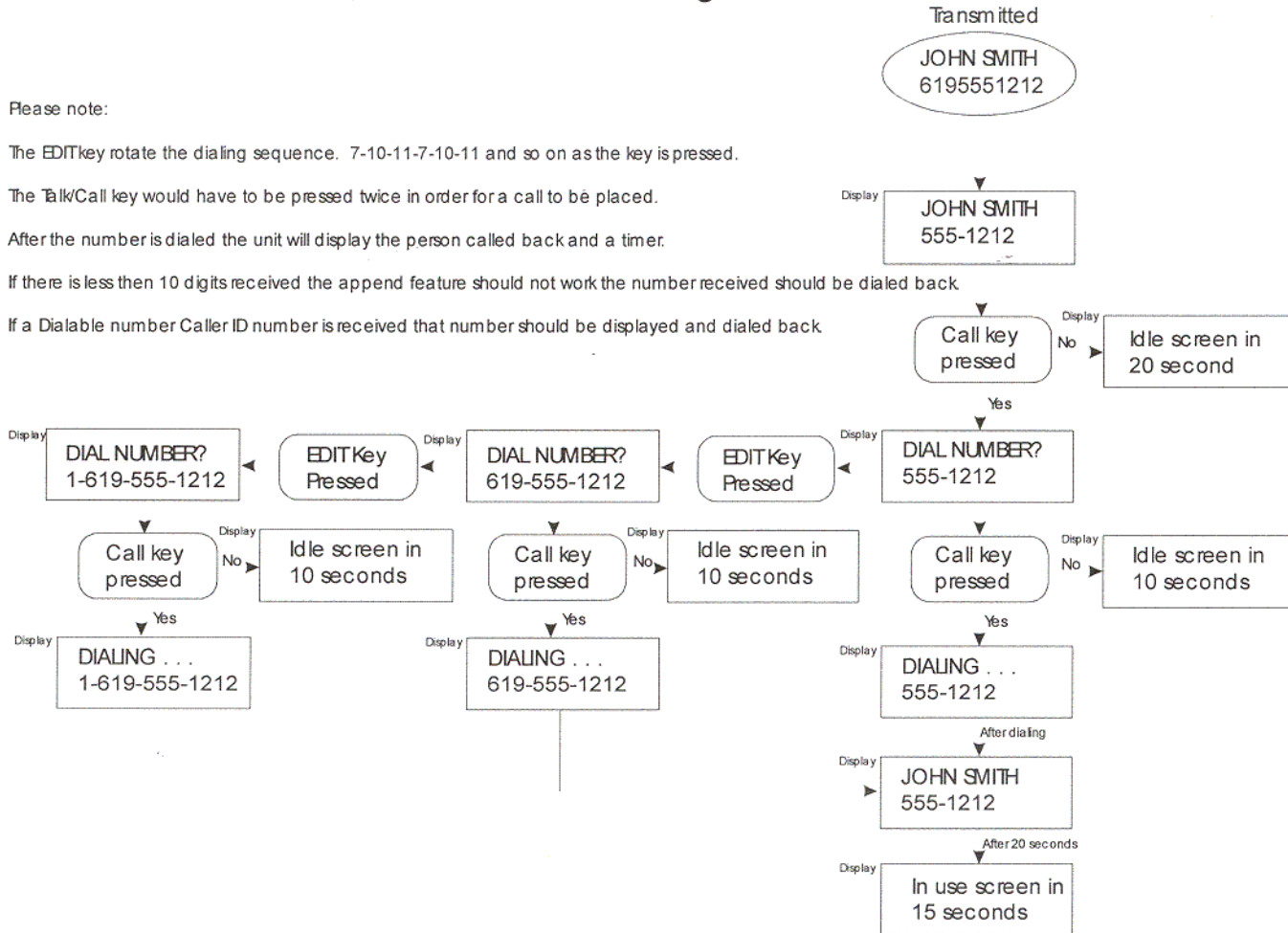
The EDITkey rotate the dialing sequence. 7-10-11-7-10-11 and so on as the key is pressed.

The Talk/Call key would have to be pressed twice in order for a call to be placed.

After the number is dialed the unit will display the person called back and a timer.

If there is less than 10 digits received the append feature should not work the number received should be dialed back.

If a Dialable number Caller ID number is received that number should be displayed and dialed back.



Dialing Flow Chart

Home or Local Area code not recognized

Please note:

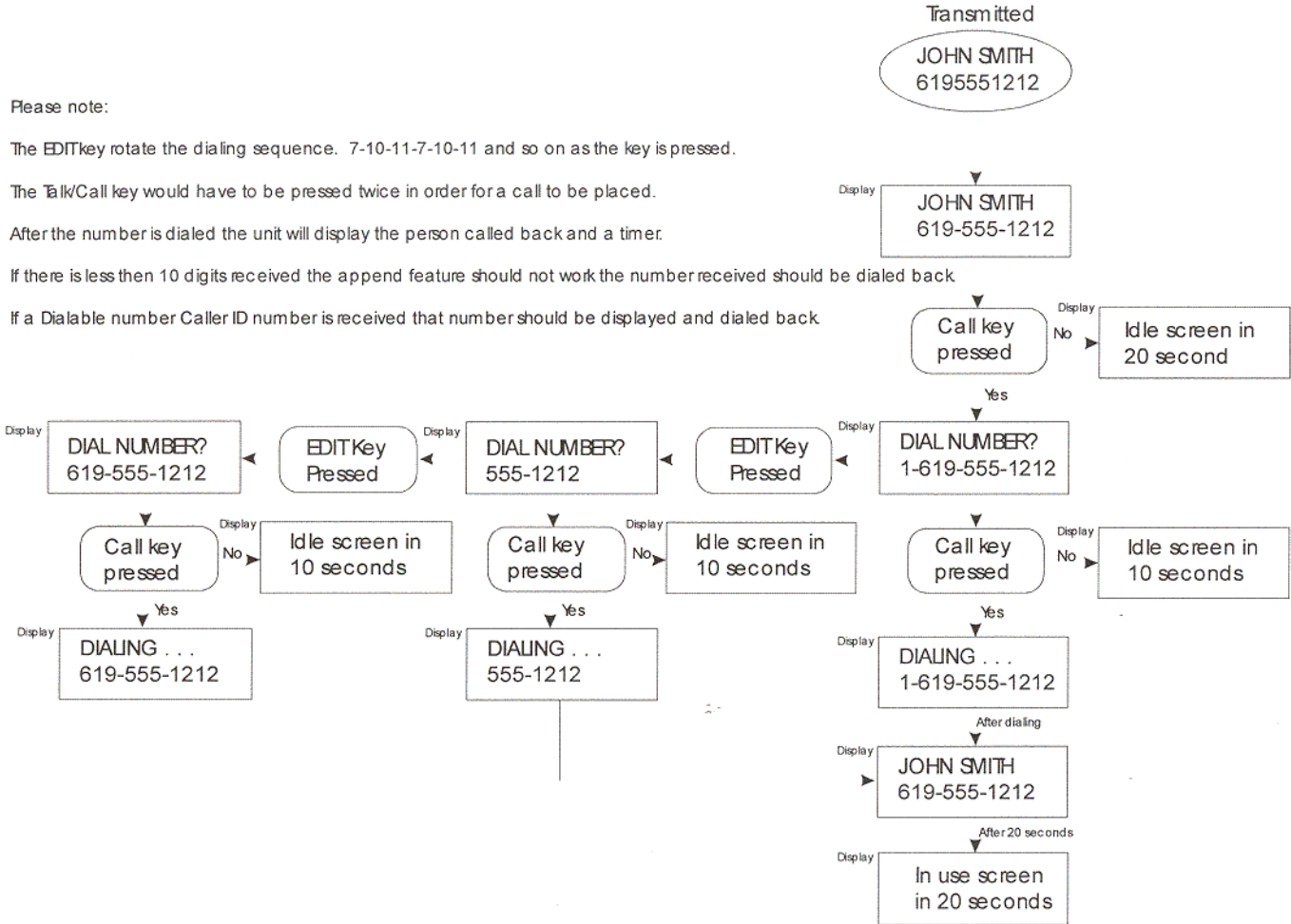
The EDITKey rotate the dialing sequence. 7-10-11-7-10-11 and so on as the key is pressed.

The Talk/Call key would have to be pressed twice in order for a call to be placed.

After the number is dialed the unit will display the person called back and a timer.

If there is less than 10 digits received the append feature should not work the number received should be dialed back

If a Dialable number Caller ID number is received that number should be displayed and dialed back.



Dialing Flow Chart

Local Area code recognized

Please note:

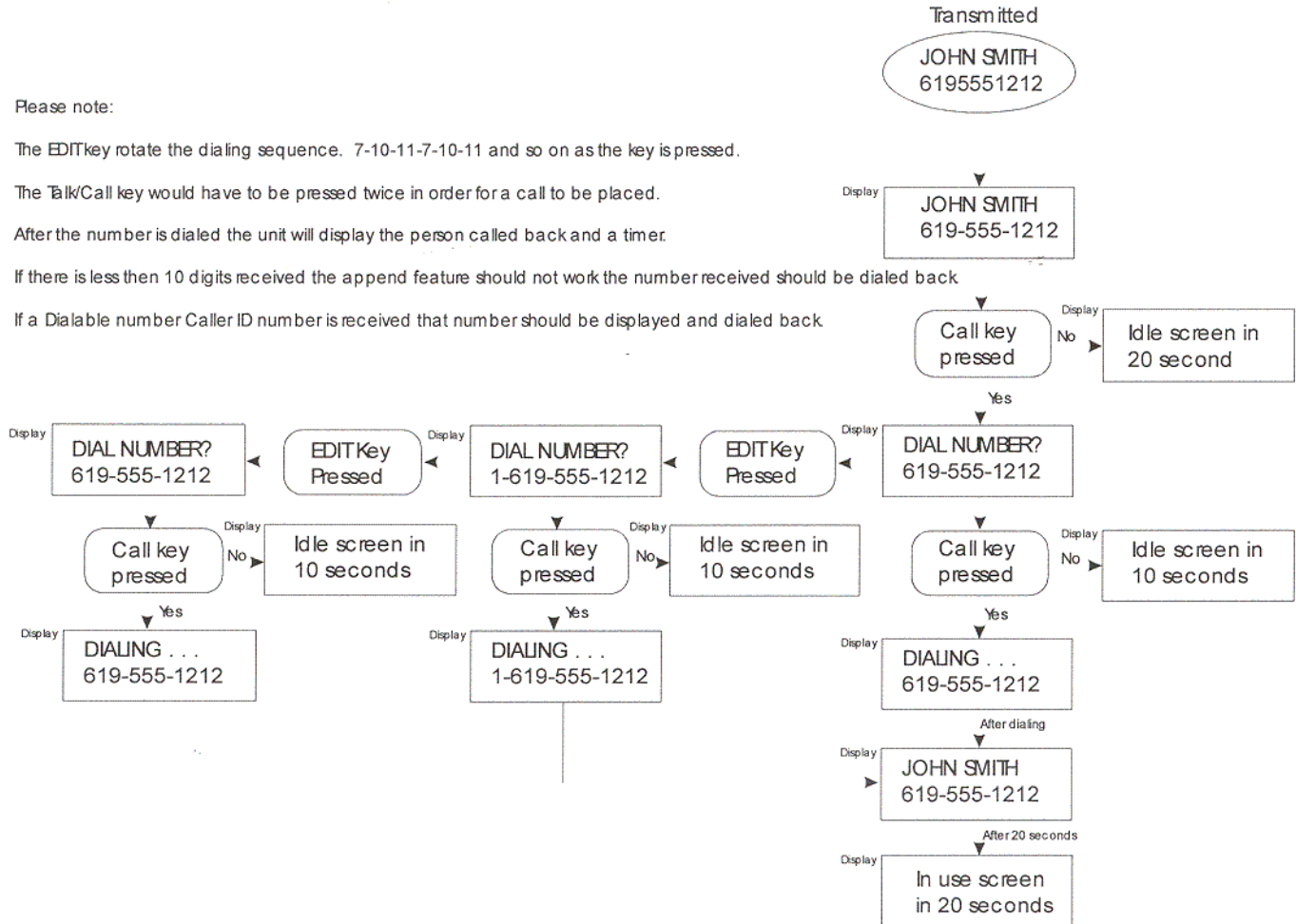
The EDIT key rotate the dialing sequence. 7-10-11-7-10-11 and so on as the key is pressed.

The Talk/Call key would have to be pressed twice in order for a call to be placed.

After the number is dialed the unit will display the person called back and a timer.

If there is less than 10 digits received the append feature should not work the number received should be dialed back

If a Dialable number Caller ID number is received that number should be displayed and dialed back



4.6 Save a Caller ID Number to Speed Dial Memory

Received Caller ID numbers in the caller list can be saved into a speed dial memory location (01-99).

1. Press [CID] key and use [up]/[down] keys to review the Caller ID calls in memory as stated above.

```
0 2 : 2 4 P M   1 2 / 1 5
8 5 8 - 7 1 5 - 1 6 0 8
J A C K S O N   G E O R G E
C a l l       O p t s   E x i t
```

“Normal Caller ID record”

2. Press [Opts] key and use [up]/[down] to select the option “save in Phone book”.

```
> E R A S E   C A L L ?
  S a v e   i n   P h o n e B k
  E r A s e   A l l   C a l l s
  O k                               E x i T
```

3. Press the [OK] key to save it into the Phone book if it is not full. The LCD will display “Entry Stored...”

```
E n t r y   S t o r e d . . .
```

4. If the number could not be stored into the phone book if it is full, the following display will be shown for 3 seconds and return to next Caller ID records.

```
P h o n e   B O o k   F u l l
```

4.7 Caller ID Voice Mail VMWI (Visual Message Waiting Indication)

The IBM 3920 handset is compatible with telephone company voice mail VMWI (Visual Message Waiting Indication). The message waiting signal is received on-hook via an FSK transmission and will flash the MSG LED on the IBM 3920.

If the user has subscribed to this service and a message has been received (via the telephone companies voice mail), the MSG LED will start flashing

```
J a n   0 1   W E d n e s d a y
U s e r   n a m e   1 2 : 0 0 A M
M e s s a g e   W a i t i n g
                M E M           C I D
```

In this example, there is a message waiting for the line. The user would need to follow their voice mail service instruction to retrieve the messages.

The telephone company will send a signal to turn OFF the MSG light once all messages are received.

Erasing All calls from Caller ID memory will also clear the message waiting status in case the LED inadvertently gets turned on or the message Clear signal is not received correctly.

4.8 Caller ID Type II Call Waiting Call

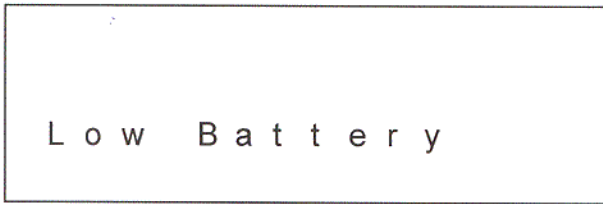
The IBM 3920 handset is capable of receiving Caller ID type 2 while the user is off hook on one of the Line. If the received call is a priority call, the New call LED Is on for 3 seconds and the LCD will display the following message for 8-10 seconds. If the user press the [flash] key, and connect to the call waiting call.

```
P r i o r i t y   C a l l
6 1 9 - 5 5 5 - 3 9 6 7
L Y N E T T   J O N E S
```

“ Priority Call”

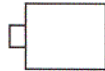
5.0 Battery Low Warning

The IBM 3920 handset will show the following message if the “battery” condition is low. This message will show for one s and display the current display text for 3 s and then toggle back to “Warning Low Battery” for 1 s.



“Battery Low Warning”

Shown with Battery Icon

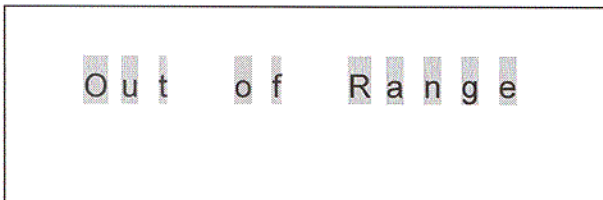


6.0 Out of Range Warning

The IBM 3920 handset will show the following message if the handset’s distance is too far from the base unit. The current conversation will be preserved for 20 seconds before it is fading out and loss link with the base.

The microphone/receiver is muted before it is fading out and loss link with the base. If the user returns to the in-range within 20 seconds, then the call will be automatically resumed. Otherwise the call will be disconnected automatically.

The message below will be shown for 1 s and display the current display text for 3 s and then toggle back to “Warning Out of Range” message for 1 second.



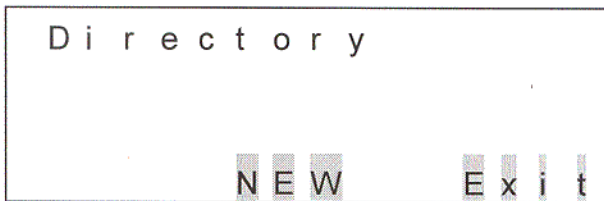
“Out of Range”

This message will be shown for 1 s and display the current display text for 3 s and then toggle back to “Warning Out of Range” message for 1 second.

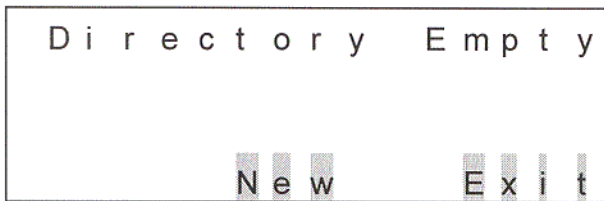
7.0 SPEED DIAL MEMORY PROGRAMMING

The handset can be programmed with 99 speed dial numbers in the speed dial memory. The programmed numbers can be up to 32 digits and can include FLASH (F), and TONE (*) for pulse to tone changeover. NOTE 1: A FLASH CAN BE STORED INTO THE SPEED DIAL MEMORY SUCH AS FOR EXAMPLE 2891212 PAUSE F PAUSE 2895534 FLASH INTO THE SPEED DIAL MEMORY. AS A RESULT, BOTH OF THE NUMBERS DIALED WILL BE CONFERENCE TOGETHER.

1. To program Speed Dial Memory, press [MEM] key once and the following LCD will be shown. Press Exit to return to standby mode.



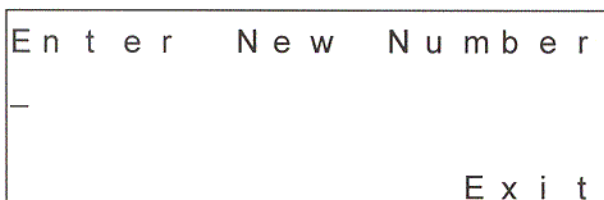
3.If there is no entry in the phone book, the following screen will be shown.



4.Else skip to next section of editing phone book entries.

5.Press [Exit] key to return to the previous screen.

6.Press [New] key to enter new entry.



7. Press 0-9, *,#, or Flash and Pause (press and hold # key for 1 second) to enter the number. As soon as the maximum number of characters has been reached, remove the cursor.

```
Enter New Number
8 _
Ok < - - - Exit
```

```
Enter New Number
858 - 279 - 0314 _
Ok < - - - Exit
```

8. Press [Exit] to go back to the previous screen.

9. Press [<----] key delete the last entered digit. When the last digit has been removed, the screen on steps 5 will be shown.

10. Press [Ok] to accept the entry and continue to enter the name.

```
Enter Name
_
Ok Exit
```

11. Use the dial pad to enter the name entry. (Up to 16 characters) Alpha numerical entry is done using several key presses on the same key to toggle between the different characters on the keys, e.g. A,B,C,2,A,B,C,2 and so on. After a timeout the cursor will move to the right and the display will display the next screen. When the maximum number of characters have been entered, the cursor will disappear.

```
Enter Name
_
Ok < - - - Exit
```

12. Press [`< ----`] key to delete the last entered character. When the last character has been removed, it will go back to the previous programmed number screen.

```

Enter New Name
A
Ok          < - - -      Exit
  
```

Use the table to program each character:

Key	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
1	Space	1								
2	A	B	C	2						
3	D	E	F	3						
4	G	H	I	4						
5	J	K	L	5						
6	M	N	O	6						
7	P	Q	R	S	7					
8	T	U	V	8						
9	W	X	Y	Z	9					
0	0	-	.	,	:	'	"	?	!	
*	*	/	()	&	@				
#	#									

13. Press [Ok] to accept the entry and go to next screen.

```

> Priority On
Priority Off
Ok          Exit
  
```

14. Press [Exit] key to go back to previous screen.

15. Press [Up]/[Down] to select on or off.

16. Press [Ok] key to save the selection and continue next screen.

```
S e l e c t   O n e   T o u c h  
K e y  
_  
S a v e   < - - -   E x i t
```

17. Press [< ---] key to move back to the previous screen

18. Press 0—9, * and # to select the location for the one touch speed dial location.
(one digit only)

19. Press [Save] key to save the current selection into the phonebook.

20. Press [Save] key without entering any digits will save the current name and number into the next available speed dial location.

Note: There are a total of 99 memory and the first 12 are one touch memory

The unit should try to sort by the first letter of the name example "JOHN SMITH" would be stored in the "J" category. The first letter of the name will be used to sort but no other letters after would make a difference. Another example would be "AB" was stored first then the user enters "AA" for a different name. "AB" would be the first stored and "AA" would be next

8.0 Phone book editing mode:

1. If there is at least one phone book entry push the MEM key, the following screen will be shown.

```
        6 1 9 - 5 5 5 - 3 9 6 7
        L Y N E T T   J O N E S
C a l l       O p t s       E x i t
```

2. Press [Up]/[Down] to select the phone book.

3. Press [Opts] to add new entry, edit or delete entry.

```
> N e w   E n t r y
   E d i t   E n t r y
   D e l e t e   E n t r y
   O k                               E x i t
```

4. Press [up]/[down] key to highlight the [Edit Entry] option.

5. Press [Ok] to select the option. The following LCD will be displayed.

```
E d i t       N u m b e r
6 1 9 - 5 5 5 - 3 9 6 7 _

   O k       < - - -       E x i t
```

6. Press[< ---] to back space and use 0-9, *,#, or Flash and Pause (press and hold # key for 1 second) to enter the number. As soon as the maximum number of characters has been reached, remove the cursor.

7. Press [Ok] to accept the current number and edit the name.

```
E d i t   N a m e
L Y N E T T   J O N E S _

   O k       < - - -       E x i t
```

8. Use the dial pad to enter the name entry. (Up to 16 characters) Alpha numerical entry is done using several key presses on the same key to toggle between the different characters on the keys, e.g. A,B,C,2,A,B,C,2 and so on. After a timeout the cursor will move to the right and the LCD will display the next screen. When the maximum number of characters have been entered, the cursor disappears.

9. Press [\leftarrow] key to delete the last entered character. When the last character has been removed, it will go back to the previous programmed number screen.

Use the table to program each character:

Key	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
1	Space	1								
2	A	B	C	2						
3	D	E	F	3						
4	G	H	I	4						
5	J	K	L	5						
6	M	N	O	6						
7	P	Q	R	S	7					
8	T	U	V	8						
9	W	X	Y	Z	9					
0	0	-	.	,	:	'	"	?	!	0
*	*	/	()	&	@	*			
#	#	#								

10. Press [Ok] to accept the entry and go to next screen.

```

> P r i o r i t y   O n
  P r i o r i t y   O f f

O k                               E x i t

```

11. Press [Exit] key to go back to previous screen.

12. Press [Up]/[Down] to select on or off.

13. Press [OK] key to save the selection and continue next screen.

```
S e l e c t   O n e   T o u c h  
K e y  
-  
S a v e   < - - -   E x i t
```

Press [< ---] key to move back to the previous screen

14. Press 0—9, * and # to select the location for the one touch speed dial location.
(one digit only)

15. Press [Save] key to save the current selection into the phonebook.

BASIC TELEPHONE OPERATION

9.0 Placing Outside call Using Handset

1. Press [Talk] key from standby mode. The available line is automatically selected and the LCD displays as follow:

```
                                0 0 : 0 3  
  
E n d           H o l d           M u t e
```

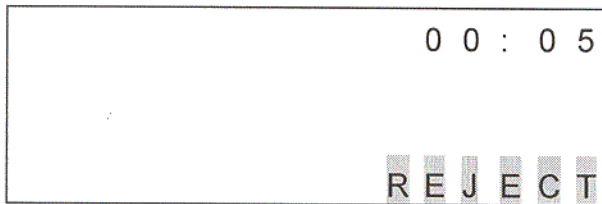
2. Dial the desired number, for example: "011886258275672367 ". The display will show the digits as they are dialing. The timer will display the call duration.
Note: If you dial more than 15 digits, all the digits will continue to scroll to left side of the display.

```
                                0 0 : 0 5  
0 1 1 8 8 6 2 5 8 2 7 5 6  
  
E n d           H o l d           M u t E
```

3. Press [End] to end the active call.

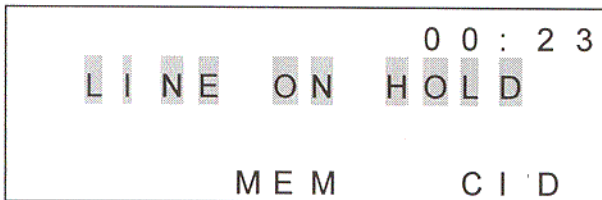
9.1 Answering An Outside Call

Press the [Talk] key to answer the ringing call.



9.2 Hold - Placing An Outside Call On Hold

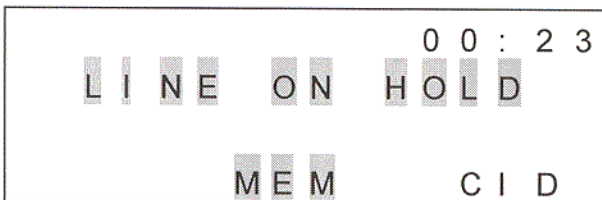
When the [HOLD] key is pressed in the off-hook mode the display will show



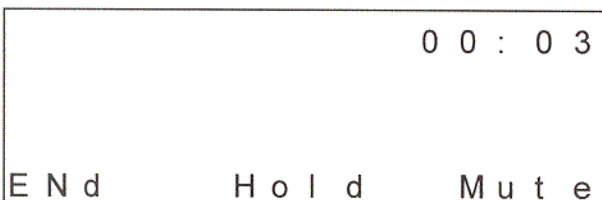
"LINE ON HOLD" will be flashing

9.3 Retrieve a Line On Hold

1. To retrieve a line on hold,



2. Press [TALK] key to select the line and it will be released from the hold.



3. Press [End] key to hang up the line.

9.4 Mute Function

The Mute function turns off the handset so the person at the other phone cannot hear you. Mute feature automatically cancels when you hang up or change lines.

1. While on line, the following LCD will be shown.

```
0 0 : 2 3
1 2 3 4 5 6 7
E N d      H o l d      M u t e
```

2. Press [Mute] to select mute on.

```
M U t e . . .      0 0 : 2 3
1 2 3 4 5 6 7
E N d      H o l d      U n m u t e
```

3. The "Mute..." text will be displayed and flashing.

4. Press [Un-mute] key to unmute the handset.

Note: Hang-up and Hold will clear mute.

9.5 Flash Function

The FLASH key can be used to activate services such as call waiting, 3-way calling, etc. While on line, press [FLASH] to make a hook flash to the line (default time is 600ms, but can be changed in the user settings program mode).

9.6 Pause Function

The PAUSE function can be used for a dialing delay between digits during a call, or the PAUSE function can be used to add dialing delays in long number sequences of certain speed dialing numbers such as voicemail codes, international phone number, and personal banking authorizations.

Each time you press PAUSE/REDIAL, a pre-programmed of Y seconds delay occurs in the dialing sequence. You may press more than one PAUSE/REDIAL to get a longer delay as needed. While on line and dialing digits, press the [PAUSE/REDIAL] key will insert a time delay between digits. Enter the rest digits of dialing.

9.7 Tone Function

For users with pulse (rotary dial) telephone service that wish to access a computer or calling service that uses DTMF tones, the dial mode can be changed during dialing with the Tone "*" key.

1. While on line, dial digits in PULSE mode (Tone/Pulse user setting programmed to Pulse). The LCD will display

```
0 0 : 2 0
0 3 5 7 7 5 1 4 1
E n d      H o l d      M u t e
```

2. Press [*] to change the dialing mode to Tone mode. And then enter the rest digits, which will be dialed as Tone (DTMF) signal. When you release the line, the dial mode will change to the Pulse mode again automatically.

```
0 0 : 2 5
0 3 5 7 7 5 1 4 1 * 2 5
E n d      H o l d      M u t e
```

9.8 No channel key

9.9 Last Number Redial (LNR – 10 memories up to 32 Digits)

1. The last number dialed can be displayed before dialing by pressing [REDIAL] key once. Press Exit to return to standby mode.

a) If there is no redial entry in the buffer,

```
N o   R e d i a l   E n t r y
```

b) There is at least one redial entry in the buffer.

```
Redial # 1
1 3 1 3 5 5 5 1 2 1 2
Call MEM Exit
```

c). Press [Up]/[Down] to scroll to the rest of the redial entry list.

d). Press [Call] key to redial the current entry.

c) Push CALL to dial the selected number

```
Calling . . . 00:12
1 3 1 3 5 5 5 1 2 1 2
End Hold Mute
```

d). Press [End] to hang up the call

9.95 Storing the redial in to memory

Display shows

```
Redial # 1
1 3 1 3 5 5 5 1 2 1 2
Call MEM Exit
```

1. push the [MEM] key

display will show

```
Enter Name
-
Ok < - - - Exit
```

2. Use the dial pad to enter the name entry. (Up to 16 characters) Alpha numerical entry is done using several key presses on the same key to toggle between the different characters on the keys, e.g. A,B,C,2,A,B,C,2 and so on. After a timeout the cursor will move to the right and the display will display the next screen. When the maximum number of characters have been entered, the cursor will disappear.

3. Press [`< ----`] key to delete the last entered character. When the last character has been removed, it will go back to the previous programmed number screen.

```
Enter New Name
A
Ok      < - - -      Ex I T
```

Use the table to program each character:

4. Press [OK] to accept the entry and go to next screen.

```
> Priority On
Priority Off
Ok      Ex I T
```

14. Press [Exit] key to go back to previous screen.

15. Press [Up]/[Down] to select on or off.

16. Press [Ok] key to save the selection and continue next screen.

```
Select One Touch
Key
_
Save < - - -      Ex i t
```

17. Press [`< ---`] key to move back to the previous screen

18. Press 0—9, * and # to select the location for the one touch speed dial location. (one digit only)

19. Press [Save] key to save the current selection into the phonebook.

20. Press [Save] key without entering any digits will save the current name and number into the next available speed dial location.

Note: There are a total of 99 memory and the first 12 are one touch memory

9.10 Speed Dial Memory

1. The Speed Dial memory can be displayed before dialing by pressing [MEM] key once and press Exit to return to standby mode.

```
1 - 6 1 9 - 5 5 5 - 3 9 6 7
  L Y N E T T   J O N E S
C a l l       O p t s       E x i t
```

3. Press [Up]/[Down] to select the phone book.
4. Press [Opts] to add new entry, edit or delete entry.
5. Press [Call] key to dial the displayed speed dial.

```
C a l l i n g .           0 0 : 1 5
  1 - 6 1 9 - 5 5 5 - 3 9 6 7
E n d           H o l d       M u t e
```

6. The next display will show as follow:

```
C a l l i n g .           0 0 : 1 5
1 6 1 9 - 5 5 5 - 3 9 6 7
E n d           H o l d       M u t e
```

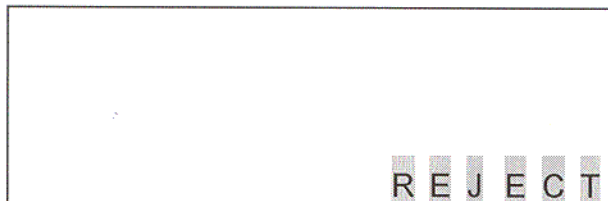
Until the dialing is completed.

9.11 No Handset Power On/Off

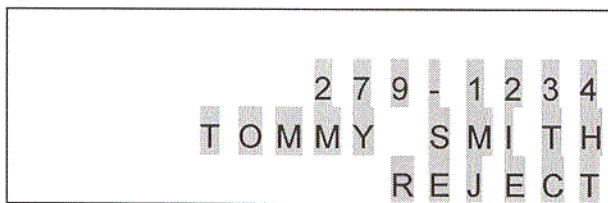
9.12 . While off-hook, press [up]/[Down] key will adjust the handset / headset volume from minimum to maximum. (8 different steps).

9.13 Use the handset locator/page key on the base unit to find the handset.

10.0 When a ring signal is detected the unit will display Reject in a soft key location.



Or



1. If the Reject key is pressed this will turn the ringer off instantly and remain off for the duration of the call.
2. After the call has ended the handset should return to the idle state.

--END--

√ IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basis safety precautions should always be followed to reduce the risk of life electric shock, and injury to persons, including the following.

1. *Read and understand all instructions.*
2. *Follow all warnings and instructions marked on the product.*
3. *Unplug this product from the outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.*
4. *Do not use this product near water, for example, near a bathtub, washbowl, kitchen sink, or Laundry tub in a wet Basement or near a swimming pool.*
5. *Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious damage to the product.*
6. *Slots and openings in the cabinet and the back or bottom are provide for ventilation, to protect it from overheating. These openings should never be blocked or covered. The opening should never should never be placed near or over a radiator or heat register. This product should not be placed in a built in installation unless proper ventilation is provided.*
7. *This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your dealer or local power company.*
8. *Do not allow anything to rest on the power cord. Do not locate this product where the cord will be abused by persons walking on it.*
9. *Do not overload wall outlets and extension cords as this can result in the risk of fire or electric shock.*
10. *Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a of fire or electric shock. Never spill liquid of any kind on the product.*
11. *To reduce the risk of electric shock, do not disassemble this product, but take it to a qualified service contractor when some service or removing covers may expose you to dangerous voltages or other risks. Incorrect reassembly can cause electric shock when the appliance is subsequently used.*
12. *Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:*
 - A. *When the power supply cord or plug is damaged or frayed.*
 - B. *If liquid has been spilled into the product.*
 - C. *If the product has been exposed to rain or water.*

 - D. *If the product does not operate normally by following the operating instruction. Adjust only those control that are covered by the operating instructions. Improper adjustments of other controls may result in damage and will often require extensive work by a qualified*

technician to restore the product to normal operation.

E. If the product has been dropped or the cabinet has been damaged.

F. If the product exhibits a distinctive change in performance.

13. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.

14. Do not use the telephone to report a gas leak in the vicinity of the leak.

FCC NOTICE

Certification or DoC

THIS DEVICE COMPLIES WITH PART 15 OF THE FCC RULES.
OPERATION IS SUBJECT TO THE FOLLOWING TWO CONDITIONS:
(1) THIS DEVICE MAY NOT CAUSE HARMFUL INTERFERENCE, AND,
(2) THIS DEVICE MUST ACCEPT ANY INTERFERENCE RECEIVED,
INCLUDING INTERFERENCE THAT MAY CAUSE UNDERSIRED OPERATION.

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

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

NOTE : The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.