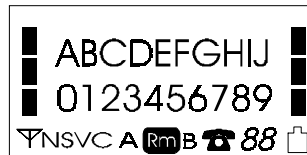


Overview

Keys



Display



Tones

TONE		DESCRIPTION
Wake-up Tone		Low tone
10 Keypad Tone		Simulated DTMF tone
Sub Keypad Tone	[SEND] [▲] [MEM] [END] [▼] [CLR] [MENU] [*] [#]	Low Tone
Alert Tone		Fast Alternating High and Low Tones On and Off.
System	Intercept Tone	Alternating High and Low Tones
Busy Tone	Reorder Tone	Low Tone On and Off
Memory Error Tone		Short High Tone
Low Battery Warning Tone		2 Beeps

List of Features

No.	Category	Item	Remarks
1	Power On/ Off	Wake up	Wake up Tone and Digits, Icons, Bars on LCD turned on
2	System	Signal Level Meter No Service Indicator Roam Indicator System Select SID Inhibit NAM Select	Always on LCD Icon on LCD Icon on LCD A prefer B, B prefer A, A only, B only, Home only, Preferred SID only 4 SIDs Dual NAM
3	Origination	Manual Dial Recall Dial Pause Dial Speed Dial Redial 911 Call PIN calling	Make a call by manually dialing Recall a number from memory (01~50) and make a call put a pause between digits Two digit memory location quick dialing Recall the last number dialed (memory 00) and make a call Single keypress emergency number dialing Place a call with a PIN to protect against fraudulent use of phone
4	Paging	Any Key Answer Absent Call Counter	Answer a call by pressing any key (except [▲/▼] keys) Counts the number of unanswered incoming calls
5	Conversation	Mute Call Timer Last Call Time Total Time Reset Call Time Scratch Pad Send DTMF Flash Release	Mutes transmit audio signal during conversation Elapsed time of call in progress Call time for the last call Accumulative call time from the time the phone is first used Reset Total and Last Time timers Scratch Pad on display for entering numbers during conversation Sends DTMF signals during conversation Sends flash signal during conversation Release calls by pressing [END] key
6	Communication Security	Entry of Authentication Key per CTIA TSB-50 Specification	User can change secure Authentication Key in case of a suspected security breach. Entry as described in CTIA TSB-50 specification.
7	Battery & Charge	Battery Low Indication Battery Level Indication Charging	Text indication and warning tone when battery low Displays the remaining battery capacity with level bars Recharges battery
8	Memory	Memory Store/ Recall Memory Manual Scroll Memory Auto Scroll Memory Search Memory Clear	50 locations, up to 32 digits Forward and backward memory scrolling Press and hold [▲] or [▼] key Alpha only Deletes memory entries
9	Volume	Ringer Volume Audio Volume Key Pad Volume System Busy Tone Volume	Alert Tone volume control Earpiece speaker volume control Key Pad Tone volume control System Busy Tone volume control
10	Password	Password Change	Change the security password
11	Others	Function Menu Headset Mode	Menu driven function guide Allows a headset to be used in place of the earpiece and microphone for conversation.

Power On

Power On

The power is turned on by pressing and holding the [END] key for 1 second. Digits, icons, level bars on the LCD, keypad, and the backlight will turn on momentarily and a Wake Up Tone will be generated. The phone will then enter Normal Mode.

Power Off

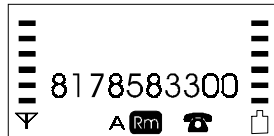
The power is turned off by pressing and holding the [END] key for 1 second. Digits, icons, level bars on the LCD, keypad, and the backlight will turn on momentarily and a Wake Up Tone will be generated. If there is a call in progress (Conversation Mode), pressing and holding the [END] key will only end the call; power will remain on. Once the call is ended, pressing and holding the [END] key for 1 second will turn the power off.

Service Area	A System Icon	B System Icon	ROAM Icon
A Home System	solid	off	off
B Home System	off	solid	off
A Home System roam on A System	solid	off	solid
B Home System roam on B System	off	solid	solid
B Home System roam on A System	solid	off	blink
A Home System roam on B System	off	solid	blink

Placing a Call

Manual Dial

A call can be placed by entering a phone number manually from the keypad and then pressing [SEND] key.



 icon will turn on to indicate that a call is in progress. The phone number displayed will disappear when the call attempt is successful. If the CALL TIMER feature is enabled, the dynamic timer will be displayed in the upper display line.

Recall Dial

A call can be placed by recalling a phone number from the memory 00 through 50 (memory 00 is allocated for re-dial number) and then pressing the [SEND] key.

Direct Recall

[MEM][X][X][SEND]

Recall a phone number stored in memory location XX . The phone number will appear on the display. If no number is stored in location XX, **“MEMORY EMPTY”** will appear. Pressing the [SEND] key after XX will attempt a call and the number will be stored in the Last Number Redial memory location 00.

Operation	88 icon	Display	Remarks
[MEM]	--	MEMORY#?	STORE when [MEM] is pressed and held.
[MEM][1]	1-	MEMORY#?	
[MEM][1][2]	12	8175551212	Number stored in location 12. MEMORY EMPTY if no number is stored in that location.
[MEM][1][2][3]	3-	8175551212	
[MEM][1][2][3][4]	34	2145551212	Number stored in location 34.
[MEM][1][2][3][4][6]	34	2145551212	[6] is ignored because location # is 00–50.
[MEM][6]	--	MEMORY#?	[6] is ignored because location # is 00–50.
[MEM][6][1]	1-	MEMORY#?	
[MEM][6][1][2]	12	8175551212	Number stored in location 12.
[MEM][1][2][MEM]	12	8175551212	Number stored in location 12. Then go to Normal Mode
[END]			To exit Memory Mode

UP/ DOWN Recall

[MEM][▲/▼][SEND]

Recall a phone number from memory by looking through memory locations.

The followings are the examples when phone numbers are stored in memory locations 01, 07, 12, 35 and 44.

Operation	88 Icon	Display	Remarks
[MEM]	--	MEMORY#?	STORE if [MEM] is pressed and held.
[MEM][▲]	01	8178580100	Number stored in location 01. MEMORY EMPTY if no numbers are stored in any of the memory locations.
[MEM][▲][▲]	07	8178580700	Number stored in location 07.
[MEM][▼]	44	8178584400	Number stored in location 44.
[MEM][▼][▼]	35	8178583500	Number stored in location 35.
[MEM][3][5][▼]	12	8178581200	Number stored in location 12.
[MEM][▼][1]	1-	8178584400	Number stored in location 44.
[MEM][▲][MEM]	--	8178580100	Number stored in location 01. Then enter Normal Mode.
[END]			To exit Memory Mode

Redial

When no phone number is on the display, pressing the [SEND] key will place a call to the last number dialed automatically. The last number dialed is stored in memory location 00 and can be recalled by [MEM][0][0]. [0][0][SEND] also initiates the Redial function. [0][SEND] will initiate a call to phone number '0'.

Speed Dial

When 2 or fewer digits are entered and the [SEND] key is pressed, a phone number will be recalled from memory and a call will be placed to the number. For example:

[7][SEND] is the same as [MEM][0][7][SEND]
[3][8][SEND] is the same as [MEM][3][8][SEND].

However, if a memory location of 51 or more is specified, the number will be ignored. [0][SEND] will place a call to phone number '0'.

When no phone number is stored in the specified location, "**MEMORY EMPTY**" will appear on the display and an Error Tone will be generated.

If the phone number stored in memory itself consists of 2 digits or less, a call will be placed to the 2 or fewer digits phone number.

Pause Dial

Pressing the [END] key while entering a phone number will insert a pause code in the digit string. A pause code is displayed as a “P” on the display. When the [SEND] key is pressed, a call will be placed to the phone number specified by the preceding digits up to the first “P”. Once a call is established, with another [SEND] press, the next string of digits up to the next “P” will be transmitted as DTMF. A pause code can be entered as many times as you wish, however, it has to be entered before placing a call. If a pause code is placed at the beginning of the digit string, the following digit string will be ignored.

Example: 2671122P653780353P7456

First [SEND] Place a call to 2671122
Second [SEND] DTMF over-dialing 65378035 (Bank Account #)
Third [SEND] DTMF over-dialing 7456 (PIN)

Emergency Calling

As a special call operation, an emergency call can be placed by holding the [9] key for 1 second. As a factory default, the following number is stored in memory:

Country	Emergency Number
United States	911
Australia	000
South America	Not Stored

Placing a call with the PIN Feature

A call can be made with the PIN feature to help protect the fraudulent use of the ESN and phone number stored in the PCD1000 phone.

When the PIN feature is enabled, “PIN” will appear on the display after pressing the [SEND] key to place a call. Pressing the [SEND] key again will transmit the PIN code and proceed with the call.

To enable the PIN feature, the PIN code must have been previously programmed.
See 10.6.2 Change PIN Code

Phone Number Review

The PCD1000 phone has a 2-line x 10-character LCD display. The lower line is allocated for a 10-digit numeric display. The upper line is allocated for a 10-character alpha-numeric display. If a phone number consists of more than 10 digits, all the digits of that phone number cannot be

displayed at once. A phone number consisting of more than 10 digits can be shifted to the left by pressing the [MEM] and [◀ *] keys and to the right by pressing [MEM] and [# ▶] keys. The number will be automatically shifted every 1 second by holding the [◀ *] or [# ▶] key.

Receiving a Call

When a call comes in, the “**CALL**” message (as in the figure below) will appear on the display, the Alert Tone will be generated and the LCD back light will flash in sync with the Alert tone. This condition will remain for 65 seconds (as standard) or until the call is answered.

Answering Calls

A call can be answered by pressing any key other than [**▲/▼**].

[**▲/▼**] is used to change Alert Tone volume during an incoming call alert.

Absent Call Counter

For incoming calls that are not answered, the number of unanswered call(s) will appear on the display (as shown below). This message can be erased by pressing any key.

Conversation

Earpiece Speaker Volume Adjustment

The earpiece speaker volume is adjusted by pressing either of the [**▲/▼**] keys during conversation. The earpiece speaker volume can also be adjusted during conversation through use of the EARPIECE VOLUME menu item under the VOLUME MENU.

Mute

The microphone can be muted during conversation by pressing [MENU][0] and unmuted by pressing [MENU][0] again. The “**MUTE**” message will appear on the display when the microphone is muted. If there is a phone number on the display (scratch pad), the phone number will stay on the display when the “**MUTE**” message appears. If the CALL TIMER feature is enabled, “**MUTE**” will replace the CALL TIMER in the display.

Scratch Pad

Digits entered during conversation are displayed and will stay after the call has been released. A new call can be made to the number on the display or the number on the display can be stored into memory.

End -to-End Over Dialing

When a digit key including [*****] and [**#**] is pressed during conversation, the DTMF signal corresponding to that key will be transmitted. By entering [MEM][X][X] [MEM], a string of DTMF signals corresponding to the digits in memory location XX will be transmitted.

Flash

When the [SEND] key is pressed during conversation, a flash signal (Signaling Tone) will be generated. If the “Send Called Address” command is received within

10 seconds, the phone number in the dialing buffer will be transmitted.

Headset Mode

When a headset is plugged into the Headset jack, the handset will automatically be placed in Headset Mode. The microphone and earpiece sound sources will be switched over to the headset. Volume for the headset's earpiece(s) are controlled by the Earpiece volume setting (see the *E a r p i e c e V o l u m e* section).

Release

A call can be released by pressing the [END] key, thus ending communication between both parties. The NSVC icon will not be turned on when an overhead message is received in the initialization task.

Communication Security Features

Authentication Key

The Authentication Key (used in secure communication) can be changed by the user as per the CTIA TSB-50 specification. The process for changing the A-KEY is as follows:

- 1) Enter [2] [5] [3] [9] [MENU] [MENU] at any time to enter the A-KEY entry mode.
- 2) Choose which NAM the A-KEY is to be programmed for by pressing either of the
- 3) [UP] or [DOWN] keys. Choosing "1" will select NAM1 and the NAM1 MIN will appear in the display. Choosing "2" will select NAM2 and the NAM2 MIN will appear in
- 4) the display.
- 5) Enter the 6 to 26-digit A-KEY. When a wrong digit is entered, it can be corrected by pressing the [CLR] key.
- 6) Press [MEM] [MEM] to execute the A-KEY verification procedure.
- 7) If the A-KEY is successfully verified, "**A-KEY OK**" will appear on the display. Operation will then return to Normal Mode.
- 8) If the entered A-KEY is invalid, "**A-KEY INVALID**" will appear on the display, operation will then return to Normal Mode

The user may press the [END] key at any time to exit the A-KEY ENTRY function and return to Normal Mode.

Battery

Battery Alarm

When the battery goes low, the “**RECHARGE BATTERY**” message will appear on the display (as shown below), the battery level bars will disappear, the battery icon will start flashing and the Battery Warning Tone will be generated.

Battery Charger

During charging the “**CHARGING**” message will appear on the display and the battery level bars will rotate (3 seconds/ rotation). This will only occur if there is nothing in the display area such as a phone number. During rapid charging nothing will appear on the display but the level bars will rotate (3 sec./rotation).

When the low battery alert has sounded, the alarm can be reset by connecting a charger to the phone.

If the battery is disconnected when it is in charging, the LCD will display the “STOPPED CHARGING” message. After 10 minutes the display will show the message “FINISHED CHARGING”. This operation occurs only during the abnormal scenario of disconnecting the battery during charging. The handset will not be damaged, but normal operation cannot be guaranteed.

Memory Operation

There are 3 memory modes: Recall, Search and Store. Each mode will be invoked differently depending on how the [MEM] key is pressed.

Operation will return to Normal mode from any memory mode after pressing either the [END] or [CLR] key.

Direct Recall

Phone numbers stored in memory location 00 to 50 can be recalled by entering a 2-digit location number (see sequence below). The first digit of a location number has to be less than 6. Pressing of the [6] key is ignored since memory is allocated for locations 00 to 50 only. The recalled phone number will appear on the display along with name information.

By pressing [MEM], the operation mode will change from Memory mode to Normal. This is indicated by the removal of the memory location index number from the display. The recalled phone number and name will stay on the display. If a call is in progress, a series of DTMF signals corresponding to the recalled number will be transmitted.

While in Memory Mode, pressing the [END] key anytime will cancel the operation and immediately return to Normal Mode.

NOTE: When a call is in progress and the operation mode is Memory Mode, pressing the [END] key will not release the call.

Memory Scroll

When the memory operation mode is Recall Mode, pressing [▲] or [▼] will recall a phone number from the next or previous location. Empty locations will be bypassed. When no number has been recalled, [▲] starts scrolling from location 01 and [▼] starts scrolling from location 50.

NOTE: When a call is in progress and the operation mode is Memory Mode, pressing the [END] will not release the call.

Memory Clear

A number recalled by Direct recall or Memory Search can be erased from memory by pressing and holding the [CLR] key. There is a confirmation before deleting the number.

Pressing [▲] will confirm deletion of the memory entry and return to Normal Mode. Pressing [▼] will cancel the delete action and redisplay the current memory location.

Pressing the [END] key will cancel the operation and immediately return to Normal Mode.

Memory Search

Memory Search is a function used to search a name by its first one or more letter(s).

Memory Search Mode can be invoked by pressing [MEM][MEM] from Normal Mode. When Memory Search Mode is active, the cursor will blink and the phone will wait for a letter to be entered.

Alpha-numeric letters are entered as follows (repeated in a cyclical manner):

T : [8tuv]	U : [8tuv] [8tuv]
V : [8tuv] [8tuv] [8tuv]	8 : [8tuv] [8tuv] [8tuv] [8tuv]
T : [8tuv] [8tuv] [8tuv] [8tuv] [8tuv]	

The cursor will automatically move to the next position 1 second after the last key press.

During letter entry, the cursor position can be shifted by pressing [***◀**] to the left or [**#▶**] to the right.

After entering letter(s), a search will start by pressing the [**▲**] key for an upward search from 01 or the [**▼**] key for a downward search from 50.

When no match is found, the “**NOT FOUND**” message will appear on the display and the operation mode will return to Letter Entry Mode.

When a match is found, the name and associated number will be recalled. The next match can be recalled by pressing [**▲**] for an upward search or [**▼**] for a downward search. See 9.2 Memory Scroll for details on upward searching and downward searching. The recalled phone number can be erased by pressing and holding the [**CLR**] key for 1 second. A short press of the [**CLR**] key will exit and return to Normal Mode.

A call can be placed to the recalled phone number by pressing the [**SEND**] key. Operation will change to Normal Mode after pressing the [**MEM**] key. The recalled number will stay in the display. Pressing the [**END**] key will cancel the operation and immediately return to Normal Mode.

NOTE: When a call is in progress and the operation mode is Memory Mode, [**END**] will not release the call.

Memory Store

The number currently in the scratch pad buffer can be stored in a memory location specified by 2-digit location number 01 through 50. When a number is stored, alpha-numeric information can be added. When the specified memory location is empty, Memory Store is valid and the operation mode will change to Alpha-numeric Store Mode. The method to enter alpha-numeric digits is described in 9.4 Memory Search. When there is no number in the scratch pad buffer, you can't enter Memory Store mode.

Memory Store Mode can be invoked by pressing and holding the [**MEM**] key for 1 second.

When a number is already stored in the specified location, the “**REPLACE ?**” prompt will appear in the display.

Menu Functions

The main function menu is entered by pressing the [**MENU**] key. Upon pressing the [**MENU**] key, “**MENU SELECT**” will appear in the display. A menu item can then be selected by pressing either [**▲/▼**] key or directly entering a digit 1 through 6 corresponding to menu items 1–6. Each time [**▲/▼**] is pressed, the function menu will change and the *SS* icon will display F1 through F7. A menu item can be selected by pressing the [**MENU**] key. A menu function can be interrupted by

pressing the [END] key, or pressing the [CLR] key. The menu items listed below can be directly selected by pressing [MENU][1] ~ [7].

MENU	Function Number
F1 System Menu	11 System Select 12 Preferred SID 13 SID Inhibit
F2 Volume Menu	21 Ringer Volume 22 Earpiece Volume 23 Key Pad Volume 24 Sys Busy Volume
F3 Timer Menu	31 Last Time 32 Total Time 33 Timer Reset 34 Call Timer
F4 Password Menu	41 Change Password
F5 NAM Select	51 NAM 1: 52 NAM 2:
F6 PIN Menu	61 PIN Feature 62 Change PIN Code
F7 Headset Menu	71 Auto-Answer 72 Alert Repeat

System Menu

In the System Menu, the system settings such as A/B system preference, SID Inhibit, etc. can be configured.

- (1) Press [MENU][1] or [MENU] then [▲/▼] to view “**SYSTEM MENU**”.
- (2) Press [MENU] to select the System Menu and look through the functions by pressing either [▲/▼] keys.
- (3) Press the [MENU] key to select a function : “**SYSTEM SELECT**”, “**PREFERRED SID**” or “**SID INHIBIT**”.
- (4)

Pressing the [END] or [CLR] key will cancel the operation and immediately return to Normal Mode.

System Select

The System Select function sets the A/ B System preference. The System Select function is not accessible while in Conversation Mode.

There are 6 options to choose from.

A only	Only A systems are accessed.
B only	Only B systems are accessed.
HOME only	Only the system associated with the SID in the NAM is accessed.
Preferred SID only	Only the system associated with the SID stored by the Preferred SID setting is accessed.
A prefer B	A systems are accessed first, then B systems.
B prefer A	B systems are accessed first, then A systems.

- (1) Choose a desired setting by looking through the 6 options.
- (2) Press the [MENU] key to select a system setting. The “**SELECTED**” message will appear on the display for 2 seconds. Operation will then return to Normal Mode.

Pressing the [END] or [CLR] key will cancel the operation and immediately return to Normal Mode.

Preferred SID

The Preferred SID function allows setting of the SID data for the Preferred SID Only option in System Select. SID data can be set when the system selection is not Preferred SID Only, however, that SID data is not in effect.

- (1) Enter a desired SID (1 through 32767). If more than 5 digits are entered, only the last 5 digits will be effective. If the entered SID is greater than 32767, the most significant digit of the SID will become '0'. Pressing the [CLR] key
- (2) will clear a non-zero digit starting from the left side.
- (2) Press the [MENU] key to store the SID data. The “**STORED**” message will appear on the display for 2 seconds. Operation will then return to Normal Mode.

Pressing the [END] key will cancel the operation and immediately return to Normal Mode.

SID Inhibit

Up to 4 SIDs can be programmed in the SID Inhibit list. The phone will not allow access to a cellular system whose SID is in the SID Inhibit list and the NSVC icon will be shown.

Note: The phone will not operate if the system selection is HOME Only or SID Only and the Home SID or the Current SID is in the SID Inhibit list.

- (1) Press [▲/▼] to look through the SID Inhibit list. The list number and SID
- (2) will appear in the display.
- (2) Press [MENU] to select a list number to be programmed or changed, and then
- (3) enter a new SID. Pressing the [CLR] key will clear a non-zero digit starting
- (4) from the left side.
- (3) Press [MENU] to update the SID Inhibit list. The “**STORED**” message will
- (4) appear on the display for 2 seconds. Operation will then return to Normal Mode.

Pressing the [END] key will cancel the operation and immediately return to Normal Mode.

Volume Menu

The Volume Menu is used to adjust 4 independent volumes:

- Ringer Volume
- Earpiece Volume
- Keypad Volume
- Sys Busy Volume

(1) Press [MENU][2] or [MENU] then [▲/▼] key to view the “**VOLUME MENU**”.



(2) Press the [MENU] key to select the “**VOLUME MENU**”. Press either [▲/▼] key to select a function.

- (3) Press the [MENU] key to select “**RINGER**”, “**EARPIECE**”, “**KEYPAD**” or “**SYS**
(4) **BUSY VOLUME**”.

Ringer Volume

This function sets the Ringer volume and the Battery Low warning tone volume.

- (1) Press either [▲/▼] key to select a volume level of 0 to 5. Volume 0 is ringer off and volume 5 is the maximum level.
- (2) Press the [MENU] key to store the volume setting. “**STORED**” will appear on the display and stay for 2 seconds. Operation will then return to Normal Mode.

The Ringer Volume can also be dynamically adjusted when the Alert Tone is being played during notification of an incoming call. Pressing the [▲] key raises the Ringer Volume level and pressing the [▼] key lowers the level.

Pressing the [END] or [CLR] key will cancel the operation and immediately return to Normal Mode.

Earpiece Volume

This function sets the Earpiece and the Headset earpiece(s). The volume level is set the same way as in setting the Ringer volume. There are volume levels of 1 to 5 (maximum). During a conversation, the volume can be dynamically adjusted by pressing [▲] to increase the volume or pressing [▼] to decrease the volume.

Keypad Tone Volume

This function sets the Keypad tone. The volume level is set the same way as in setting the Ringer volume with the exception that the Keypad Tone Volume can be heard to change in level as it is adjusted. There are volume levels of 0 to 5. “0” is keypad tone off and “5” is maximum. The Keypad Tone volume can also be set by

pressing either of the [▲/▼] keys while in Normal Mode. While in Normal Mode, pressing of the [▲] key increases the volume and pressing of the [▼] key decreases the volume.

System Busy Tone Volume

This function sets the System Busy tone. The volume level is set the same way as in setting the Ringer volume. There are volume levels of 1 to 5 (maximum).

Timer Menu

The Timer menu has 4 functions:

- Last Time
- Total Time
- Timer Reset
- Call Timer

(1) Press [MENU][3] or [MENU] then [▲/▼] key to view the “**TIMER MENU**”.

(2) Press the [MENU] key to select the Timer Menu and press either [▲/▼] key to view the timer menu items.

Last Time

The Last Time is displayed in a minutes–seconds format. This timer tracks the elapsed time of the last call made. The timer value is stored in non–volatile memory so that it will not be reset after power off. The timer value will be reset to 000:00 every time a call is made or after reaching 999:59.

Total Time

The Total Time is displayed in an hours–minutes format. This timer keeps a running total of call time. The timer value is stored in non–volatile memory so that it will not be reset after power off. The timer value will be reset to 000:00 after reaching 999:59.

Call Timer Reset

This function resets both the Last Time and the Total Time.

- (1) Enter the 4-digit security password. A mistake can be corrected by pressing the **[CLR]** key before entering the 4th digit. Pressing the **[END]** key will cancel the operation and immediately return to Normal Mode. If a password is not entered within 10 seconds, then the operation will be canceled.
- (2) When the 4th digit of the password has been entered, the password will be validated. If the entered password is valid, the “**RESET ?**” message will appear on the display. If the entered password is not valid, the “**PASSWORD WRONG**” message will appear on the display and stay on for 2 seconds. Operation will then return to Normal Mode.
- (3) Press the **[MENU]** key to confirm the timer reset. The “**TIMER RESET**” message will appear on the display and stay on for 2 seconds. Operation will then return to Normal Mode. Any keypress other than **[MENU]** will cancel the operation.

Call Timer

The Call Timer function allows the user to select whether or not the dynamic call timer is displayed while in a call.

- 1) Press either of the **[▲/▼]** keys to toggle the setting to ON or OFF.
- 2) Press the **[MENU]** key to confirm the selection. The “**SELECTED**” message will appear on the display and stay on for 2 seconds. Operation will then return to Normal Mode.

Pressing the **[END]** or **[CLR]** key will cancel the operation and immediately return to Normal Mode.

Password Menu

This function allows the user to change the 4 digit security password.

- (1) Press **[MENU][4]** or **[MENU]** then either **[▲/▼]** key to view the “**PASSWORD MENU**”.
- (2) Press the **[MENU]** key to select “**CHANGE PASSWORD.**”
- (3) Press the **[MENU]** key to display the “**PASSWORD?**” prompt. Enter the current 4 digit security password

There is a 10 second inactivity timer that will return operation to Normal Mode if the current password is not entered before the timeout period expires.

If an incorrect password is entered, then the “**PASSWORD WRONG**” message will appear and operation will return to Normal Mode.

(4) Upon entering the correct current password, edit the current 4 digit password using the [CLR] key and digit keys or enter a new password.

(5) Press [MENU] to store the new password or press [END] to cancel the operation and return to Normal Mode. The “**STORED**” message will appear to indicate success. Operation will then return to Normal Mode.

NAM Select

This function can be used to select between one of two available NAMs. The NAM Select function is not accessible while in Conversation Mode.

(1) Press [MENU][5] or [MENU] then either [▲/▼] key to view the “**NAM SELECT**” menu.

(2) Press the [MENU] key to select the NAM Select Menu and either [▲/▼] key to choose a NAM. Pressing the [END] or [CLR] key will cancel the operation and immediately return to Normal Mode.

(3) Press the [MENU] key to select a NAM: NAM1 or NAM2. The “**SELECTED**” message will appear on the display and stay on for 2 seconds. Operation will then return to Normal Mode.

PIN Feature Menu

This menu function can be used to enable or disable the PIN feature and enter or change the PIN code.

(1) Press [MENU][6] or [MENU] then either [▲/▼] key to view the PIN Menu.

(2) Press the [MENU] key to select the PIN Menu and either [▲/▼] key to select a PIN function. Pressing the [END] or [CLR] key will cancel the operation and immediately return to Normal Mode.

(3) Press the [MENU] key to select the function: PIN Feature or PIN Code.

PIN Feature

This function can be used to enable (ON) or disable (OFF) the PIN feature.

(1) Press either [▲/▼] key to select PIN Feature ON or OFF. Pressing the [END] or [CLR] key will

cancel the operation and immediately return to Normal Mode.

- (2) Press the [MENU] key to confirm the selection. The “**SELECTED**” message will appear on the display and stay on for 2 seconds. Operation will then return to Normal Mode. To enable the PIN feature, the PIN code must have been previously programmed.

Change PIN Code

This function allows the user to program the PIN code.

- (1) Enter the 4–digit security password. A mistake can be corrected by pressing the [CLR] key before entering the 4th digit. If a password is not entered within 10 seconds, then the operation will be canceled. Pressing the [END] key will cancel the operation and immediately return to Normal Mode.

When the 4th digit of the password has been entered, the entered password is validated. If the entered password is valid, the “**PIN CODE?**” prompt and the current

PIN code will appear on the display. The PIN code can now be changed by entering a new PIN code. The example below describes changing of the 4th PIN Code digit by using the [CLR] key. Pressing the [END] key will cancel the operation and immediately return to Normal Mode

If the entered password is not valid, the “**PASSWORD WRONG**” message will appear on the display and stay on for 2 seconds. Operation will then return to Normal Mode.

- (3) Press the [MENU] key to store the new PIN code. The “**STORED**” message will appear on the display and stay on for 2 seconds. Operation will then return to Normal Mode.

Headset

The *H e a d s e t* menu contains the settings for headset auto-answering.

Auto-Answer

The *A u t o - A n s w e r* menu controls the automatic answering feature in the event of an incoming call when the headset is detected. The default setting for the *A u t o - A n s w e r* menu is *O f f*.

Press [MENU] to display the current *A u t o - A n s w e r* setting.

Pressing the [END] or [CLR] key will cancel the operation and return to Normal Mode.

On

Press [MENU] when **"ON"** is displayed to allow for automatic answering when the headset is detected.

The **"SELECTED"** message will appear on the display and stay on for 2 seconds. The display will then return to Normal Mode.

The handset will then automatically answer an incoming call based on the *A l e r t R e p e a t* setting.

Pressing [SEND] before the number of alerts specified will answer the incoming call, leaving the *A u t o - A n s w e r* and *A l e r t R e p e a t* settings intact.

Pressing the [END] or [CLR] keys will cancel the operation and return to Normal Mode.

Off

Press [MENU] when **"OFF"** is displayed to restrict automatic answering when the headset is detected.

The **"SELECTED"** message will appear on the display and stay on for 2 seconds. The display will then return to Normal Mode. Answering of incoming calls will then be performed in accordance to the *A n s w e r O p t i o n* setting.

Answering of incoming calls will then be performed in accordance to the *A n s w e r O p t i o n* setting.

Pressing the [END] or [CLR] keys will cancel the operation and return to Normal Mode.

Alert Repeat

The *A l e r t R e p e a t* feature sets the number of alerts that are allowed before the handset automatically answers an incoming call when the headset is detected.

Pressing [SEND] before the number of alerts specified will answer the incoming call.

Press [MENU] to display the current *A l e r t R e p e a t* setting.

Pressing the [END] or [CLR] key will cancel the operation and return to Normal Mode.

The default setting for the *A l e r t R e p e a t* menu is *O n e A l e r t*.

One Alert

Press [MENU] when **"ONE ALERT"** is displayed to enable automatic answering of an incoming call after the first alert.

The **"SELECTED"** message will appear on the display and stay on for 2 seconds. The display will then return to Normal Mode.

Pressing the [END] or [CLR] key will cancel the operation and return to Normal Mode.

Three Alerts

Press [MENU] when **"THREE ALERTS"** is displayed to enable automatic answering of an incoming call after the third alert.

The **"SELECTED"** message will appear on the display and stay on for 2 seconds. The display will then return to Normal Mode.

Pressing the [END] or [CLR] key will cancel the operation and return to Normal Mode.

