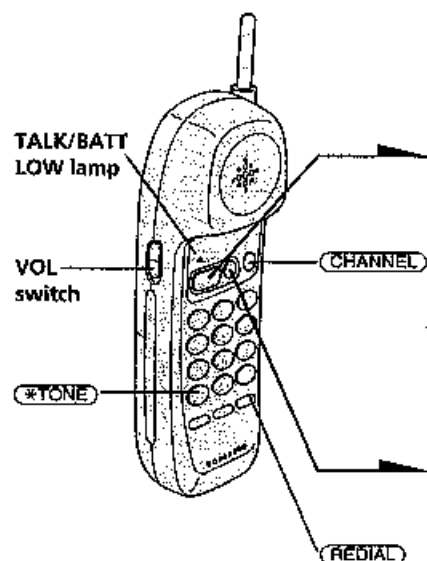


Making calls



- 1** Pick up the handset from the base unit.
- 2** Press **TALK/FLASH**.
TALK/BATT LOW lamp lights up, then you'll hear a dial tone. If you hear beeps, move closer to the base unit.
- 3** Dial the phone number.
- 4** When you're done talking, press **OFF** or replace the handset on the base unit.
The TALK/BATT LOW lamp goes off.

Additional tasks

To	Do this
Select a better channel	Press CHANNEL .
Adjust the handset volume	Set the VOL switch to H (high), M (middle) or L (low).
Switch to tone dialing temporarily	Press *TONE while using the telephone after you're connected. The line remains in tone dialing until disconnected.
Switch to another call ("call waiting" service*)	Press TALK/FLASH to access the flash function. Press TALK/FLASH again to return to the first caller.

*Contact your telephone company to subscribe to this service.

Notes

- Before dialing, make sure you can hear the dial tone, otherwise you cannot dial correctly.
- When the TALK/BATT LOW lamp lights up by pressing **TALK/FLASH**, the IN USE lamp on the base unit lights up simultaneously.

If the handset battery becomes weak during a call

You hear a beep every three seconds and the TALK/BATT LOW lamp on the handset flashes.

The call will disconnect soon. Replace the handset on the base unit to charge.

For optimum performance, charge the battery for a full 10 hours.

Note that during the first 10 - 15 minutes of charging, the phone will be inactive, i.e., unable to make or receive a call.

After this initial 10 - 15 minutes, you **may** be able to use the phone, but the battery duration will be **very short**; thus it is recommended that you **fully charge** the battery before the next usage.

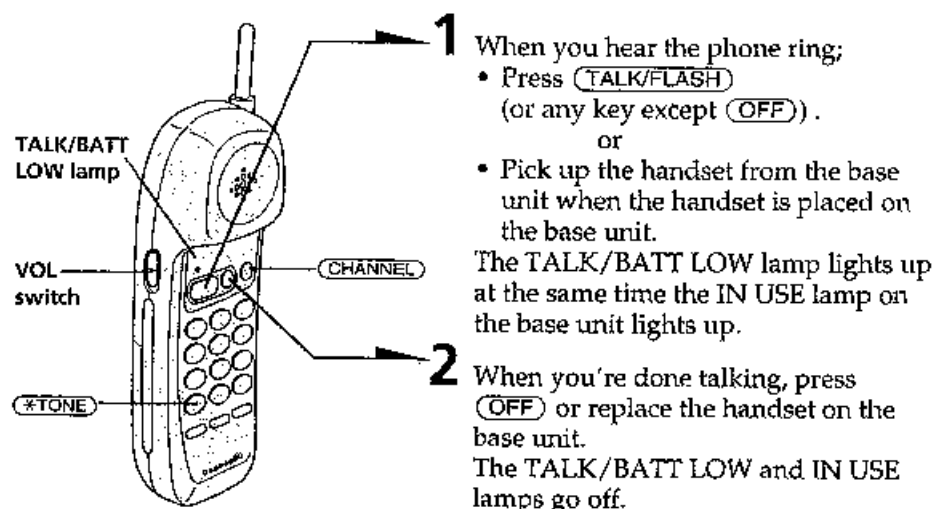
Redialing

- 1** Press **TALK/FLASH**.
The TALK/BATT LOW lamp lights up.
- 2** Press **REDIAL** to redial the number last dialed.

Note

If the number last dialed exceeds 16 digits, only the first 16 digits are dialed.

Receiving calls



- 1 When you hear the phone ring;
 - Press **TALK/FLASH** (or any key except **OFF**).
 - or
 - Pick up the handset from the base unit when the handset is placed on the base unit.

The TALK/BATT LOW lamp lights up at the same time the IN USE lamp on the base unit lights up.
- 2 When you're done talking, press **OFF** or replace the handset on the base unit. The TALK/BATT LOW and IN USE lamps go off.

Additional tasks

To	Do this
Select a better channel	Press CHANNEL .
Adjust the handset volume	Set the VOL switch to H (high), M (middle) or L (low).
Switch to tone dialing temporarily	Press *TONE while using the telephone after you're connected. The line remains in tone dialing until disconnected.
Switch to another call ("call waiting" service*)	Press TALK/FLASH to access the flash function. Press TALK/FLASH again to return to the first caller.

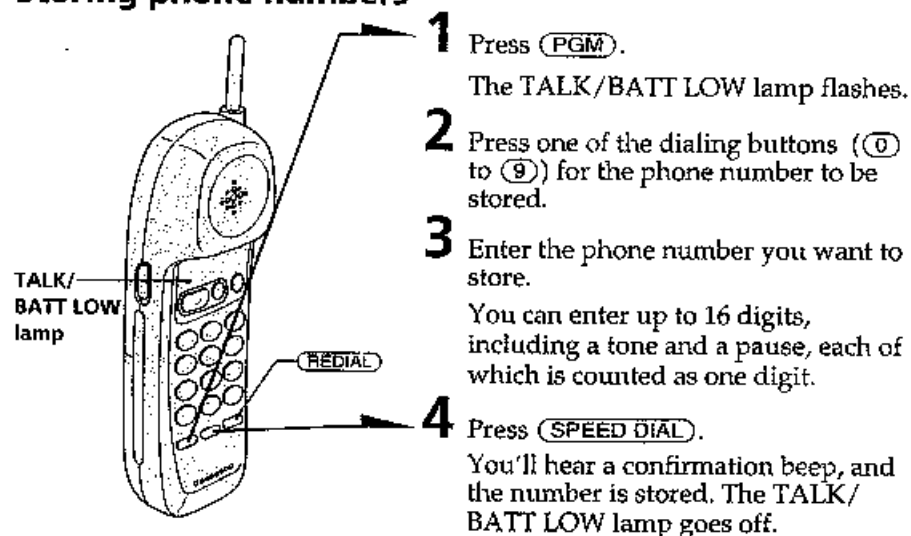
*Contact your telephone company to subscribe to this service.

Telephone Features

Speed dialing

You can dial with a touch of a few buttons by storing a phone number on a dialing button. You can store up to 10 different phone numbers.

Storing phone numbers



- 1 Press **PGM**.
The TALK/BATT LOW lamp flashes.
- 2 Press one of the dialing buttons (**0** to **9**) for the phone number to be stored.
- 3 Enter the phone number you want to store.
You can enter up to 16 digits, including a tone and a pause, each of which is counted as one digit.
- 4 Press **SPEED DIAL**.
You'll hear a confirmation beep, and the number is stored. The TALK/BATT LOW lamp goes off.

Notes

- In step 3, if you don't enter the phone number, the previously stored number will be erased.
- Do not allow more than 30 seconds to elapse between each step of the procedure.
- Before storing phone numbers, make sure the handset is not in use.

Tips

- If you enter a wrong number, start from the beginning.
- Use the supplied directory to write down what you stored on the speed dialing numbers.

continued

Speed dialing (continued)

To store the previous number dialed

Press **(REDIAL)** directly after step 2, then go to step 4.

To store a number to be dialed via Private Branch Exchange (PBX)

Before entering a phone number in step 3, do as follows:

- 1 Enter the outside line access digit (e.g. 9).
- 2 Press and hold the number button down before the position where the pause is to be inserted.

For example, 9, pause, 555-1234 would be programmed by pressing and holding the 9 button until it beeps twice, then entering 5, 5, 1, 2, 3, 4. The pause is two seconds in length. To enter a longer pause, press and hold the button down until the handset beeps three or four times. Each additional beep indicates an additional two second pause.

Note

Each pause is counted as a digit.

To change a stored number

To store a new number, follow the instructions described previously.

Making calls with speed dialing

- 1 Press **(TALK/FLASH)**.

The TALK/BATT LOW lamp lights up.

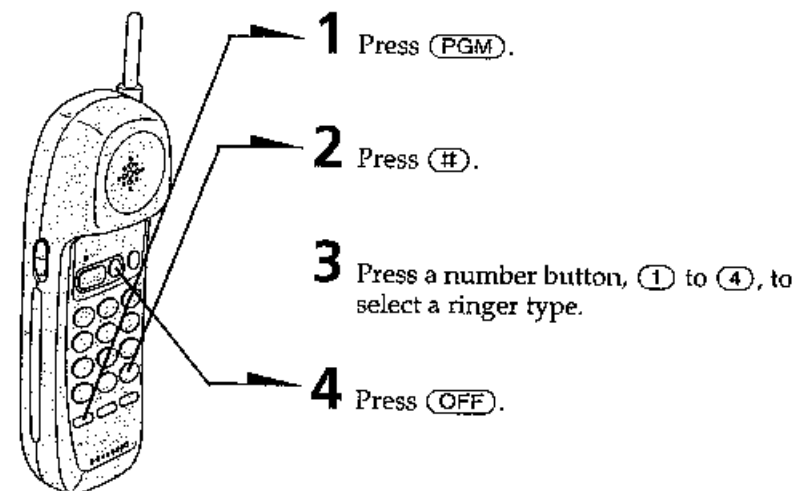
- 2 Press **(SPEED DIAL)**.

- 3 Enter the desired speed dialing number (**(0)** to **(9)**).

The phone number stored in the speed dialing number will be dialed.

Setting the ringer type

You can select a ringer type from four types.



Turning off the ringer

- 1 Press **(PGM)**.
- 2 Press **(#)**.
- 3 Press **(5)**.
- 4 Press **(OFF)**.

The ringer on the handset is turned off.

To turn the ringer on again

Follow the instructions described in "Setting the ringer type."

Checking the ringer type

- 1 Press **(PGM)**.
- 2 Press **(#)**.
- 3 Press **(0)**.

The currently selected ringer sounds.

- 4 Press **(OFF)**.

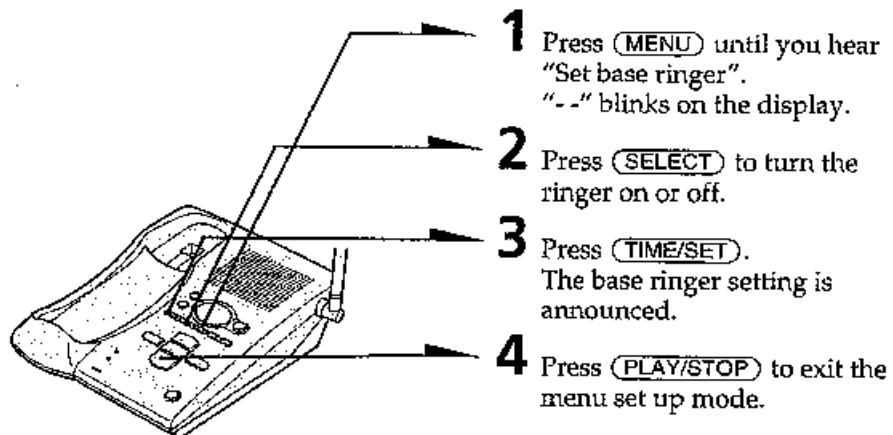
Note

If you hear no sound (only key beep), the ringer on the handset has been turned off.

continued

Setting the ringer type (continued)

Setting the base ringer



Note

The base ringer is preset to on.

Paging

You can page the handset from the base unit.

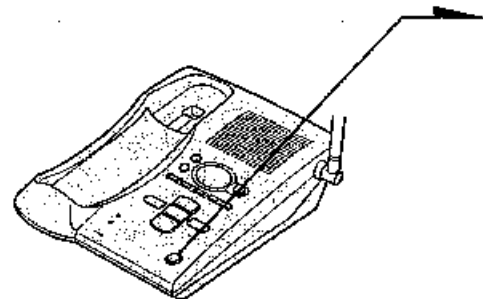
Note that you cannot page if the handset is in use.

To Page

Press **HANDSET LOCATOR**.

The handset rings for about one minute.

To stop ringing, press **OFF** on the handset.



Tips

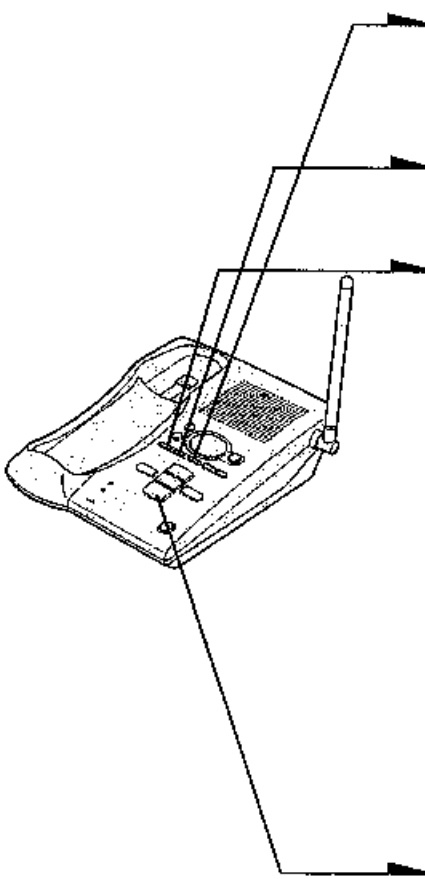
- You can page the handset even when "RINGER" is set to "RINGER OFF".
- To stop ringing at the base unit, press **HANDSET LOCATOR**.

Note

If a call comes in paging, paging is cancelled.

Setting up the answering machine

Setting the time and day of the week

- 
- 1 Press **MENU** repeatedly until you hear "Set day and time". "- -" blinks on the display.
 - 2 Press **SELECT** repeatedly to select the day of the week.
 - 3 Press **TIME/SET**. The day is set and the hour is announced.
 - 4 Press **SELECT** repeatedly to select the hour.
 - 5 Press **TIME/SET**. The hour is set and the minute is announced.
 - 6 Press **SELECT** repeatedly to select the minute.
 - 7 Press **TIME/SET**. The day and time you just entered is announced and the clock restarts.
 - 8 Press **PLAY/STOP** to exit the menu setup mode. You will hear a long confirmation beep.

Notes

- Press and hold **SELECT** to increase the minute setting by 10.
- The time and day are preset to Monday, 12:00 AM.
- "CL" flashes when the day and time is cleared or delayed due to a power interruption, or when you connect the base unit to the AC outlet for the first time.

Tip

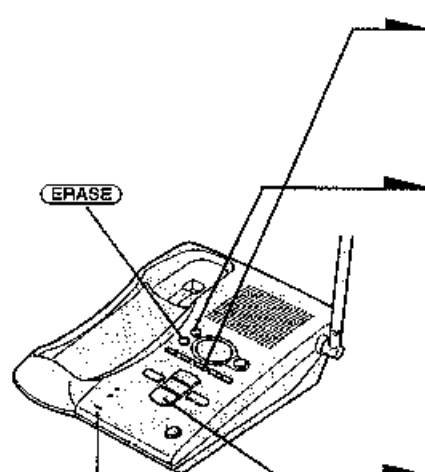
All the mailbox buttons (**MAILBOX 1**, **MAILBOX 2** and **MAILBOX 3**) work as the **PLAY/STOP** button; press any of the three in this case.

To hear the current time

Press **TIME/SET**. The current time setting is announced.

Recording the greeting

You can record your own greeting for the "normal" and "announcement only" modes (see page 32).

- 
- 1 Press **MENU** repeatedly until "Set out-going message" is announced. "- -" blinks on the display.
 - 2 Press **REC/MEMO**. "Now recording" is announced and a long beep sounds.
 - 3 Speak into the base unit microphone (MIC). The display starts counting. You can record up to 90 seconds.
 - 4 To stop recording, press **PLAY/STOP**. Your greeting replays automatically.

Notes

- If you do not record your own greeting, the prerecorded greeting will be assigned automatically (see page 26).
- If your greeting is less than two seconds, the greeting is not recorded. The prerecorded greeting will be assigned automatically.
- If a call comes in during recording, recording stops automatically.
- If 90 seconds have passed or memory becomes full in step 3, recording stops automatically.
- "Memory full" is announced if no recording space is available when you press **REC/MEMO**. Erase unnecessary messages (see page 31).

Tip

To record a greeting for the "announcement only" mode, select the announcement only mode first (see page 32), then follow the instructions above. Otherwise, the normal greeting will be recorded.

continued

Setting up the answering machine (continued)

To check the greeting

Press **(MENU)** repeatedly until "Set out-going message" is announced. Then press **(PLAY/STOP)** to play back the greeting.

To change the greeting

Record a new greeting by following the instructions on the previous page. The new greeting replaces the old one.

To erase the greeting

- 1 Press **(MENU)** repeatedly until "Set out-going message" is announced.
- 2 Press **(ERASE)**.

Notes

- You can also erase the greeting during playback.
- If you have erased your own greeting, the prerecorded greeting will be assigned automatically.

Prerecorded greetings

Normal mode: "Hello, I'm unable to answer your call right now. Please leave your name, number and message after the tone."

Announcement only mode: "Hello, I'm unable to answer your call right now. Please call again. Thank you."

Setting the number of rings

You can select the number of times the phone rings before it answers to take a message.

There are four modes: 2, 4, 6, and Toll Saver.

- 1 Press **(MENU)** repeatedly until you hear "Set number of rings".
"- -" blinks on the display.
- 2 Press **(SELECT)** repeatedly to select a ring duration (2, 4, 6, or Toll Saver).
To answer after 2 rings, select "2".
To answer after 4 rings, select "4".
To answer after 6 rings, select "6".
Select "Toll Saver" to answer after 2 rings when there are new messages, and 4 rings where there are no new messages.
- 3 Press **(TIME/SET)**.
The ring duration setting is announced.
- 4 Press **(PLAY/STOP)** to exit the menu setup mode.

Notes

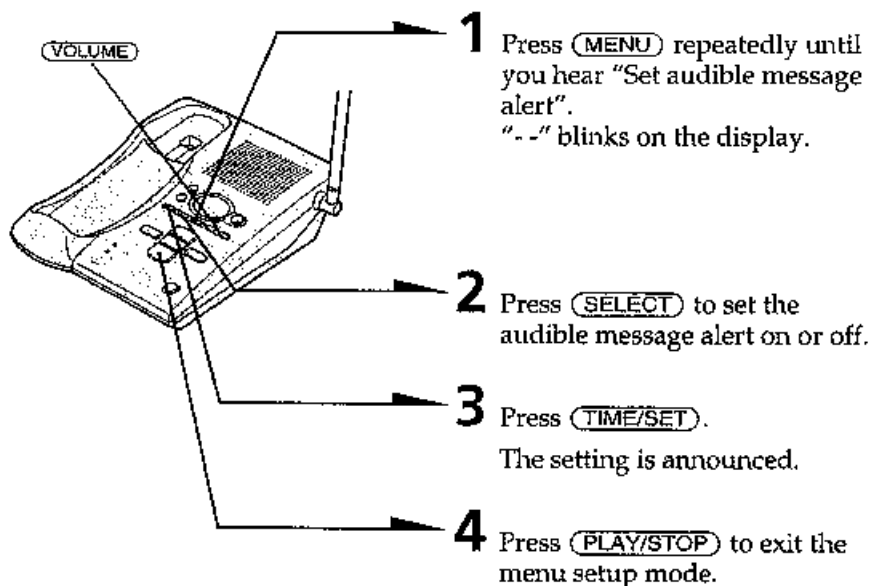
- When the number of rings is set to "Toll Saver", the phone answers after 2 rings if new messages are recorded. If no new message are recorded, it answers after 4 rings. When you hear 3 rings, you will know that there are no new messages. You can save the toll for the call when you pick up messages from an outside phone.
- The number of rings is preset to 4 rings.

continued

Setting up the answering machine (continued)

Setting the audible message alert

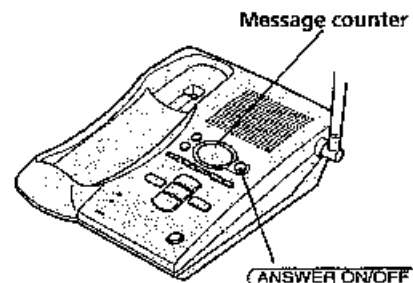
You have the option of having a beep tell you if you have received any new incoming messages.



Notes

- When the audible message alert is turned on, you will hear a beep every 10 seconds if there are any new messages.
- To stop the beep, press any button related to the answering machine function or **VOLUME** (+) / (-).
- The audible message alert is preset to off.

Turning on the answering function



Press **ANSWER ON/OFF** on the base unit.
The ANSWER ON/OFF button lights up.

Mailbox usage

This phone offers you three voice mailboxes, providing a convenient way to share the mailbox feature with other members of your household or business.

When a caller calls

The caller can choose one of the two ways to leave a message:

- If calling from a touch-tone phone, the caller select a mailbox by pressing **(*) 1** (MAILBOX 1), **(*) 2** (MAILBOX 2) or **(*) 3** (MAILBOX 3) while the caller hears the greeting. The greeting stops and a beep will sound, then the caller can start recording a message.
- Wait until the greeting finishes, then start recording a message. When the caller does not select a mailbox, the message is automatically recorded to MAILBOX 1.

Notes

- If four minutes have passed while recording the incoming message, the line will be disconnected automatically.
- If the message is shorter than two seconds, it will not be recorded.

To turn off the answering function

Press **ANSWER ON/OFF** on the base unit.
The ANSWER ON/OFF button goes off.

Note

The answering function is preset to on.

Tip

The answering machine will automatically answer a call after 10 rings, even if the answering function is off and announces "Please enter your security code" to prompt the caller to turn on the answering function.

When the memory is full

The total recording time of this answering machine is approximately 15 minutes (including the greeting, messages, and memo).
When the remaining recording time becomes less than 30 seconds, "F" flashes on the display and the answering machine goes into the memory full status.
In this status, the answering machine will not answer a call until after 10 rings even if the answering function is on.
To avoid this erase unnecessary messages (see page 31). You can also erase the messages from an outside phone (see page 36).