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IMPORTANT SAFETY INSTRUCTIONS

WHEN USING YOUR TELEPHONE EQUIPMENT, BASIC SAFETY PRECAUTIONS SHOULD ALWAYS BE FOLLOWED TO REDUCE THE RISK OF FIRE, ELECTRIC SHOCK AND INJURY TO PERSONS, INCLUDING THE FOLLOWING:

1. Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.
2. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
3. Do not use the telephone to report a gas leak in the vicinity of the leak.
4. Use only the power cord and batteries indicated in this manual. Do not dispose of batteries in a fire. They may explode. Check with local codes for possible special disposal instructions.
5. CAUTION
Danger of explosion if battery is incorrectly replaced.
Replace only with the same or equivalent type recommended by the manufacturer.
Dispose of used batteries according to the manufacturer's instructions.



SAFETY INSTRUCTIONS FOR BATTERIES

CAUTION

Use only a Southwestern Bell Freedom Phone[®] approved battery pack in the handset of your GH3050 cordless Telephone. To reduce the risk of fire or personal injury, read and follow these instructions.

1. Use only a Southwestern Bell Freedom Phone approved Nickel Metal Hydride battery pack in the handset of your cordless[®]telephone .

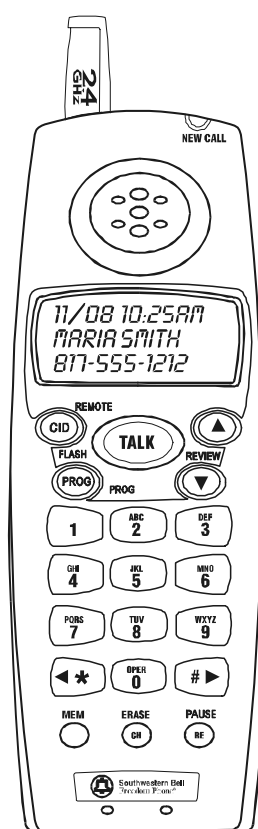
For HANDSET UNIT:

GP Ni-MH Battery GP60AAAH3BMX 3.6V, 600mAh

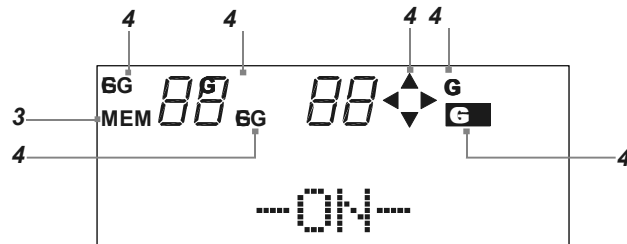
or GREATPOWER Battery GP60AAAH3BMX3.6V,600mAH

2. Do not dispose of the battery in a fire, as it may explode. Check with local codes for possible special disposal instructions.
3. Do not open or mutilate the battery. Released electrolyte is corrosive and may cause damage to the eyes and skin. It may be toxic if swallowed.
4. Exercise care in handling batteries in order not to short the battery with conducting materials such as rings, bracelets and keys. The battery or conduction material may overheat and cause burns.
5. Charge the battery provided with or identified for use with this product only in accordance with the instructions and limitations specified in this manual.
6. Observe proper polarity orientation between the Battery Pack and battery charger.

NAME OF CONTROLS AND INDICATORS



LCD DISPLAY INDICATORS



1. NEW: indicates the number of new caller ID data items that have not been reviewed.
2. TOTAL: indicates the total number of stored Caller ID data items.
3. MEM: indicates the unit is in memory dial programming mode or memory dialing mode.
4. REP: indicates how many phone calls have been made from the same telephone number.
5. Arrow icon: indicates which arrow buttons can be used.
6. PROG: indicates the unit is in programming mode.
7. VIP: indicates that priority ringer has been set for the displayed number.

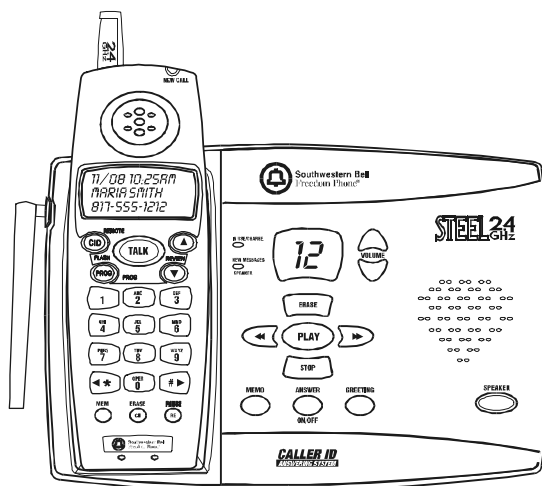
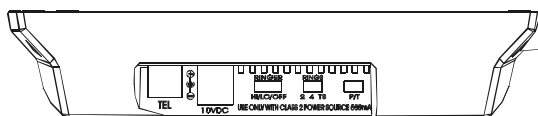
LCD BACK LIGHT

The LCD is back lit under the following conditions:

1. While receiving an incoming call (during ringing).
 2. For 10 seconds, when the handset is picked up from the cradle.
 3. For 10 seconds, when any button is pressed in the programming mode, Caller ID review mode or stored number review mode.
 4. For 10 seconds, when any button is pressed in any mode other than those listed above.
- * The LCD back light goes off 10 seconds after the talk mode is terminated by pressing the TALK button, or immediately after the handset is placed in the base.



NAME OF CONTROLS AND INDICATORS





FCC REQUIREMENT

Federal Communications Commission Requirements

This equipment complies with Part 68 of the FCC rules and ACTA technical requirements. A label on the BASE UNIT of this equipment contains, among other information, the Registration Number and the Ringer Equivalence Number (REN) for this equipment. You must, upon request, provide this information to your telephone company.

The REN is also useful in determining the quantity of devices that you may connect to your telephone line and still these devices to ring when your telephone number is called. In most areas, but not all, the sum of the /rens for all devices connected to one line should not exceed five (5.0). To be certain of the number of devices that you may connect to your line, you should contact your local telephone company.

If your equipment should cause harm to the telephone network, the telephone company may temporarily disconnect your service. If possible, they will notify you in advance that temporary discontinuance of service may be required. However, when advance written notice is not possible, the telephone company may temporarily discontinue service without notice if such action is necessary under the circumstances. The telephone company may make changes in its communication facilities, equipment, operations, or procedures where such action is reasonably required in the operation of its business and is not inconsistent with the rules and regulations of the Federal Communications Commission. Do not attempt to repair or modify this equipment.

WARNING: Changes or modifications not expressly approved by the party responsible for its compliance could void the user's authority to operate the equipment.

Some cordless telephones operate at frequencies that may cause interference to nearby TVs and VCRs. To minimize or prevent such interference, the BASE UNIT of the cordless telephone should not be placed on or near a TV or VCR. If interference is experienced, moving the cordless telephone farther away from the TV or VCR will often reduce or eliminate the interference.

This equipment should not be used on coin telephone lines. Connection to party line service is subject to state tariffs. If trouble is experienced, disconnect this equipment from the telephone line to determine if it is causing the malfunction. If the equipment is determined to be malfunctioning, its use should be discontinued until the problem has been corrected.



FCC REQUIREMENT

A FCC compliant telephone cord and modular plug is provided with this equipment. This equipment is designed to be connected to the telephone network or premises wiring using a compatible modular jack which is TIA/EIA-IS-968 compliant. See installations for details.

NOTE

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. Some cordless telephones operate at frequencies that may cause interference to nearby TV's and VCR's. To minimize or prevent such interference, the base of the cordless telephone should not be placed near or on top of a TV or VCR; and, if interference is experienced, moving the Cordless Telephone farther away from the TV or VCR will often reduce or eliminate the interference.

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:

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

HEARING AID WEARERS: This Cordless Telephone has been registered with the FCC as hearing aid compatible.



INTRODUCTION

ABOUT THE GH3050

The GH3050 is a 2.4GHz Cordless Phone with Caller ID. It is designed and engineered to exacting standards for reliability, long life, and outstanding performance.

FEATURES

- Caller ID (99 call data memory locations) with call waiting
- 40 Channels
- Multi LCD on the handset with three-language selection
- 20-Number two-touch dial memory
- Direct dialing from caller list
- Long battery life
- Digital security coding

The GH3050 features include Auto Talk™ and Auto Standby™. Auto Talk™ allows you to answer a call by just removing the Handset from the Base so you don't have to waste time pushing buttons or flipping switches. Auto Standby™ allows you to hang up by simply returning the Handset to the Base.

The Ultra Clear Plus™ true compander circuitry virtually eliminates background noise. This innovative technology, together with 40 different channels, provides you with the best possible reception during all of your conversations.

TO PROTECT YOU AGAINST MISBILLED CALLS, THE GH3050 HAS RANDOM CODE DIGITAL SECURITY WHICH AUTOMATICALLY SELECTS ONE OF OVER 65,000 DIGITAL SECURITY CODES FOR THE HANDSET AND BASE UNIT. ALSO, THE AUTOSECURER™ FEATURE ELECTRONICALLY LOCKS YOUR PHONE WHEN THE HANDSET IS IN THE BASE. TO GET THE MOST FROM YOUR GH3050, PLEASE READ THIS OPERATING GUIDE THOROUGHLY.



BOX CONTENTS

Base unit
Handset
Rechargeable battery
Owner's manual
Memory label
Long telephone cord*
Short telephone cord*
AC adaptor with cord
Wall mounting bracket
Quick installation guide
Registration card

* US type modular plug at both ends of 6-foot cord and 6-inch cord.

NOTE:

Keep the shipping carton and the packaging, in case you need to transport your phone. If any of these items are missing or damaged, please contact your place of purchase.

INSTALLATION

1. Never install telephone wiring during a lightning storm.
2. Never install telephone jacks in wet locations.
3. Never touch uninsulated telephone wires or terminals.
4. Use caution when installing or modifying telephone lines.



120 VOLT OUTLET/TELEPHONE JACK

1. This telephone requires a modular phone jack (RJ11C) and standard 120 volt outlet.
2. Plug phone directly into outlet.
3. Do not plug other appliances into this outlet or have the outlet controlled by a wall switch.

DESK TOP INSTALLATION

1. To connect the DESK/WALL mount bracket in the desk/table position, align the bracket with the slots on the base (as shown in this first illustration), until it is securely in place.
2. Plug one end of the long line cord into the back of the Base Unit.
3. Plug the other end of the line cord into the telephone wall jack.
4. Press until locking lever clicks.
5. Connect AC Adaptor into the back of the unit and plug directly into a standard 120V outlet.



Place the telephone and power cords where they will not create a trip hazard, or where they could become chafed and create a fire or other electrical hazards.



WALL MOUNT INSTALLATION

Base unit may be mounted on a standard wall plate or onto two screws (not included) that you fasten to the wall.

1. In case of using the standard wall plate, this step is not necessary. Place the DESK/WALL bracket on the wall and mark the location of the screws. Install the screws, leaving 3/16" extending out from the wall. Use anchors to secure the screws.
 2. To connect the DESK/WALL mount bracket in the desk/table position, align the bracket with the slots on the base (as shown in this first illustration), until it is securely in place.
 3. Plug the AC adaptor into the back of the base unit.
 4. Plug one end of the short line cord into the back of the base unit, passing the line cord through the groove.
 5. Plug the other end of the line cord into the telephone wall jack.
 6. Mount the base on the wall plate studs and gently press until the unit locks in place.
 7. Plug the AC adaptor directly into the standard 120V outlet.
- 
- 

HANDSET BATTERY CHARGING

The handset battery pack in the handset must be fully charged for about 10-14 hours before using the telephone. After connecting to AC power, leave the handset unused in the cradle for ten to fourteen hours. Later, it will take less time for the battery to recharge. The CHARGE LED on the base will be lit when the handset is in the cradle.

NOTE:

- When the battery gets low, LOW BATTERY will appear on the LCD, and the handset will beep every 30 seconds.
- If the battery becomes low while you are on a call, the TALK led will flash and will sound one long beep. Terminate the call quickly and place the handset in the base to recharge the battery.
- The battery will hold its charge for several days out of the cradle, depending on use.

NOTE:

The handset will not ring when the ringer is in "OFF" position. If the handset is out of the cradle, the base unit IN USE LED will start flashing during an incoming call.

DUAL CHARGING

The GH3050 is specially designed with a dual charge feature. The battery pack will charge whether the handset is placed on the base facing up or facing into the base.

NOTE:

When the belt clip is connected to the handset, the handset can only charge correctly with the keypad facing into the base.

Charging the Handset without the belt clip.

Charging the Handset with the belt clip.



TO REPLACE BATTERIES

1. Remove the handset battery cover.
2. Remove the old battery.
3. Plug the battery's cable into the Handset.

NOTE

The plastic connectors will fit together only one way. If you have difficulty, make sure the battery's connector is aligned properly.

4. Replace the battery cover.



To maximize your battery's life, we recommend that you periodically fully discharge the battery, and then recharge it. To do this, unplug your phone line cord from the wall phone jack. Press the TALK button, and allow the handset to remain on for 10 to 12 hours. Reconnect the phone cord to the wall phone jack. Return the handset to the base and allow it to fully charge for 12 hours. If this process is completed monthly, it will reduce the memory buildup that occurs from frequent partial charging.

CALLER ID SETUP

LANGUAGE SELECTION

The unit offers a choice of three LCD display languages: English (the default value), French or Spanish. Follow the instructions given below to set your language choice.

1. Hold down the ERASE button for more than 2 seconds or press the TALK button twice to clear any displayed number and return to standby mode.



2. Press the PROG (PROGRAM) button.



3. Press the ▲ button once or the ▼ button 3 times.



4. Press the ◀ or ▶ button to select the language.



5. Press the PROG (PROGRAM) button again to store the new language. The display shown below will appear for 3 seconds. A confirmation tone will sound indicating that the selected language has been stored and the programming mode will be terminated.



AREA CODE SETTING

NOTE:

In order for the Caller ID redial feature to work properly, you must set your area code.

1. Hold down the ERASE button for more than 2 seconds or press the TALK button twice to clear any displayed number and return to standby mode.

-ON-

2. Press the PROG (PROGRAM) button.

MEM ▴ ▾ PROG
Memory Store
Input dial

3. Press the ▲ button twice or ▼ the button twice. (Once you enter an area code, the previously set number will appear. If you do not want to change this area code, hold down the ERASE button for more than two seconds to terminate the programming mode.)

▴ ▾ PROG
Area Code
.....

4. Use the number buttons to enter the area code.

PROG
Area Code 123

5. Press the PROG (PROGRAM) button again to store the area code. The display shown below will appear for 3 seconds. A confirmation tone will sound indicating that the entered area code has been stored and the programming mode will be terminated.

Save ok

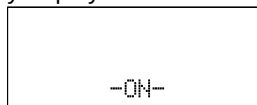


CONTRAST ADJUST

If you find the LCD display difficult to view, you can adjust it to one of three levels. The default setting is Contrast 2.

Adjust the contrast according to the following instructions:

1. Hold down the ERASE button for more than 2 seconds or press the TALK button twice to clear any displayed number and return to standby mode.



2. Press the PROG (PROGRAM) button.



3. Press the ▲ button 3 times or ▼ the button once.



4. Press the ◀ or ▶ button to adjust the contrast.



5. Press the PROG (PROGRAM) button again to store the new contrast level. The display shown below will appear for 3 seconds. A confirmation tone will sound indicating that the new contrast level has been stored and the programming mode will be terminated.





SETTING THE RINGER ON/OFF CONTROL

If you wish to turn off the ringer, set the ringer switch on the side of the handset to "OFF".

There are three types of rings:

- Incoming call ring: Two-tone ring synchronized with an incoming call signal.
- Priority ring (VIP): A different ring sound that allows you to distinguish the caller. To set this function, see the Section, "VIP (Priority Ring)" on page 34.
- Paging ring: Single tone three short beeps. Press the page button for at least three seconds to extend the paging time to 30 seconds.

NOTE

The auto talk mode will work even when the ringer switch is set to OFF.
The paging ringer will sound even when the ringer switch is set to OFF.

TONE/PULSE SETTING

The GH3050 will operate on tone or rotary (pulse) systems.

1. If your house is wired for rotary service, move the TONE/PULSE switch (on the back of the base) to the PULSE position.
2. If your house is wired for tone service, move the TONE/PULSE switch to the TONE position.
3. If you are unsure of the type of dialing service you have, set the switch to TONE. On the handset, press the TALK button and dial any digit on the keypad. If the dial tone persists, switch to PULSE.



OUT-OF-RANGE ALARM

You are out of range and should move closer to the base unit when the following happens:

- You hear noise or static.
 - Pressing the TALK button generates an error tone. (three short beeps)
- Pressing the CID button when a number is displayed on the LCD generates an error tone.
- You cannot receive an incoming call.

Selecting a different channel

The base unit will automatically search for the clearest channel in the standby mode. However, should you hear static or noise during the course of a conversation which makes it difficult to hear the caller, the CH (CHANNEL) button on the handset allows you to choose between 40 preset channels:

The TALK LED flashes and the unit will sound 2 beeps to indicate the GH3050 is changing to another channel. The unit will sound an error beep and return to the original channel if it cannot reach a clearer channel.

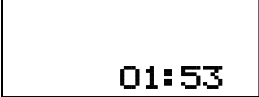


TELEPHONE OPERATION

PLACING A CALL

Manual dialing:

1. Pick up the handset and press the TALK button. The unit enters the talk mode and the TALK button lights.
2. Dial the number you are calling. The call duration time display will appear 10 seconds after dialing.



01:53

3. When you have finished the call, return the handset to the base unit, or press the TALK button to hang up.

Using the REDIAL button

The unit stores the activity of the phone, in memory.

Numbers that can be redialed include any number up to 32 digits in length. This includes redialed numbers, the last number sequence in a chain dial, numbers dialed in temporary tone dial mode, and or incoming call. You can automatically redial such numbers by performing the following steps:

1. Press the TALK button. The TALK button lights.
2. Press the REDIAL button.

NOTE:

Numbers that are longer than 32 digits will clear the redial memory.

Direct dialing

1. In the stand by mode, you have the following direct dial options: redial the last number called by pressing the REDIAL button, retrieve from the two-touch dial memory or retrieve from the caller list.
 - If you press the wrong button when dialing the number, press the ERASE button momentarily to clear the last entered digit.
2. Press the CID button to start dialing the number on the display. For information on the different dialing methods. See Section "Using THE REDIAL BUTTON" on page 21, Section "TWO-TOUCH MEMORY SPEED DIALING" .on page 33 or Section "DIALING FROM CALLER LIST" on page 40.

NOTE:

The following actions will clear the displayed number:

1. No operation is performed for more than 30 seconds after entering the number.
2. The TALK button is pressed.
3. The ERASE button is held down for more than 2 seconds.

Setting the receiver volume

You can set the handset receiver volume to one of three levels: Normal (the default setting), Mid or High. The volume control can be set only in the TALK mode.

1. In the talk mode, press the ▲ or ▼ button. Each press of the buttons changes the display as shown below.





FLASH BUTTON AND CALL WAITING

You can use your GH3050 cordless telephone with special services such as Call Waiting (Special subscription from your local telephone company is required).

Simply press the FLASH button which puts the first caller on hold and connects you to the incoming call. Press the FLASH button again to return to the original call.

SPEAKERPHONE VOLUME CONTROL

While in the speakerphone mode, press the VOLUME button on the top of the base to the desired listening level.

You can set the speakerphone volume to one out of 6 steps for speakerphone or TAD playback volume, the volume level number display on the message counter.

The default level is step 4.

Even at the lowest volume level(1), the speakerphone and TAD will not be completely muted.

TEMPORARY TONE FEATURE

If you live in a Pulse or Rotary dialing area and you use customer services, such as banking by telephone, telephone answering machines or any other service that requires touch tone dialing, your GH3050 can provide temporary tone. Follow the instructions below.

In the pulse mode, press the TALK button followed by the number dialed in the pulse setting. Then press the ◀ * button to change to the temporary tone mode while you are dialing. When you complete your call, your GH3050 will return to pulse dialing mode.

ANSWERING A CALL

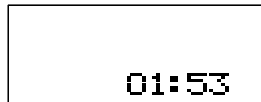
When you receive a call, the name and telephone number of the caller is shown on the LCD display.

When the handset is on the base unit

1. When the GH3050 rings, remove the handset from the base unit. The TALK button and the IN-USE LED at the base unit light, indicating that a connection has been made. The call timer will display as soon as the call is answered.



2. After you have finished the conversation, return the handset to the base unit, or press the TALK button.



When the handset is off the base unit

1. When the GH3050 rings, press the TALK button. The TALK button and the IN-USE LED at the base unit light, indicating that a connection has been made. The call timer will display as soon as the call is answered.
2. After you have finished the conversation, return the handset to the base unit, or press the TALK button.

When answering a call using speakerphone

1. When the GH3050 rings, Press "SPEAKER" button to answer the incoming call, and then speak through the microphone on the base unit without lifting the handset or pressing "Talk" button on handset.
2. Speakerphone will be displayed on handset as soon as the call is answered by pressing "SPEAKER" button.
3. After you finish the conversation, press "SPEAKER" button again.



Call Transfer

During a call, you can transfer the call from the base to from the handset to the base.

From HANDSET to BASE

When you speak through the handset, you need to press the "SPEAKER" button on the base (unit will be in three way onference mode), and then press the "TALK" button to end the call through the handset. The user of the SPEAKER on the base and outside caller can now speak to each other.

From BASE to HANDSET

When handset is off the base

When the unit is in the speakerphone mode, you need to press "TALK" button on the handset (unit will be in three way conference mode), and press teh "SPEAKER" button to end the call through the base. The user of the handset and outside caller can now speak to each other. outside caller can now speaker to each other.

When handset is on the base

When the call is in speaker phone mode, pick up the handset from cradle, and then the call will be transferred to the handset with terminating speakerphone mode of the base. The user of handset and outside caller can now speaker to each other.

PAGE

The PAGE function allows you to page the handset from the base unit by sounding beeps in the handset to help you find the handset if you misplace it.

USING THE PAGE FUNCTION

Press the PAGE button on the base unit the handset will ring for 20 seconds repeating sequences of three short beeps and the TALK button will flash. "Page" will be displayed on the LCD during paging.

NOTE:

The PAGE button cannot be used in the following conditions:

- (1) When the handset is on the base unit.
- (2) When the handset is in the talk mode.

NOTE:

- (1) When the TALK button is pressed, the Page function will be terminated and the handset will go into the talk mode.
- (2) When an incoming call is received during Page mode and the ringer switch is set to ON, the Page mode will be terminated and the incoming ringer will start.

DIGITAL SECURITY SYSTEM



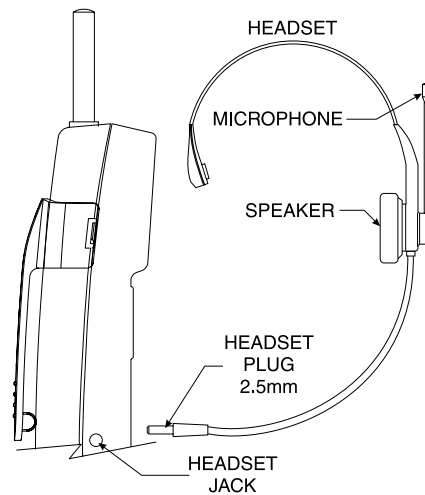
The security code prevents your cordless telephone conversation from being accessed by a phone on a different line. Once the handset battery is fully charged, the handset will automatically select the code from a total of over 65,000 combinations. The code is changed every time the handset is placed in the cradle.



If you experience difficulty with placing or receiving calls, a lost security code may be the cause of the problem. When this occurs, the handset can no longer communicate with the base. Reset by placing the handset on the base for 5-10 seconds. If that does not work, unplug the AC adaptor from the wall outlet. Disconnect the handset battery for 5-10 seconds, then reconnect. Place the handset back on the base and then replug the AC adaptor.

USING THE HEADSET JACK

Your telephone can utilize a headset (not included) to be connected to your HANDSET for you to enjoy a hands-free communication. When you plug in the headset plug into the HEADSET JACK, it automatically mutes the microphone and speaker of the HANDSET. Unplug the headset to return the HANDSET to normal use. The HEADSET JACK is compatible with 2.5mm headset plugs only.



MEMORY DIALING

The speed dial memory has twenty memory locations that can each store one 16-digit telephone number and one 16-character name. In addition to telephone numbers that you often use, you can store special access codes required in chain dialing, such as banking transactions.

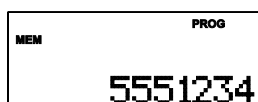
STORING NAMES AND TELEPHONE NUMBERS

Example : Storing the telephone number 5551234 with the name Grandmother in location number 8.

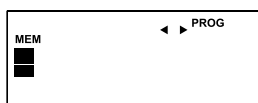
1. Press the PROG (PROGRAM) button in the standby mode.



2. Enter the phone number. When more than 12 digits are entered, the first digit is shifted to the upper line.
 - If a 17th digit is entered, the store mode will be terminated with an error tone.
 - If you misdial, press the Delete button momentarily to clear the last digit.
 - If required, pauses can be inserted between digits by using the Redial button.
 - When a pause is inserted, the letter "P" is displayed.



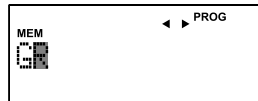
3. Press the PROG (PROGRAM) button to enter the name editing mode. If you do not want to enter a name for the number, press the MEMO button in step 3 and continue from step 8.



4. Press the 4 button once to enter the first character "G".



5. Press the 7 button three times to enter the second character "R".



6. Enter the remaining characters in the same way while referring to the character entry list shown on the next page.

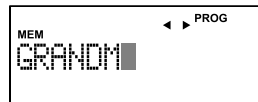
NOTE:

Two characters in sequence that are entered using the same number button must be separated by pressing the ► button. For example, to enter the "M" and "O" in GRANDMOTHER, follow these steps:

- a) Press the 6 button to enter "M" as the 6th digit.



- b) Press the ► button. The entered character "M" is lit and the flashing digit is moved to the 7th digit.



- c) Press the 6 button 3 times to enter the "O" at the 7th digit.



NOTE:

The name you enter can be no more than 16 digits. When you have entered more than seventeen digits, the last letter will be change.

7. Press the MEMO (MEMORY) button.



8. Enter 2 digits (01~20) on the dialing keypad to assign the location number where you want to store the telephone number.

- Note that a 0 must be added to the beginning of location numbers 1 to 9.
- If the data is stored in a location where data has already been stored, the old data will be overwritten by the new data.



9. One second after the operation in step 8, "Save Ok" will appear on the display for 3 seconds. A confirmation tone will sound, indicating that the new data has been saved and the programming mode will be exited.



CHARACTER LIST

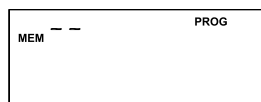
Number of key strokes	Button No. 1	ABC No. 2	DEF No. 3	GHI No. 4	JKL No. 5	MNO No. 6	PQRS No. 7	TUV No. 8	WXYZ No. 9	No. 0
Once	—	A	D	G	J	M	P	T	W	space
Twice	·	B	E	H	K	N	Q	U	X	0
3 Times	·	C	F	I	L	O	R	V	Y	Null
4 Times	1	2	3	4	5	6	S	8	Z	0
5 Times	—	A	D	G	J	M	7	T	9	Null

DELETING THE DIAL MEMORY

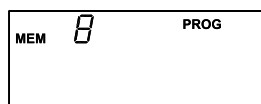
1. Press the PROG (PROGRAM) button in the stand by mode.



2. Press the MEMO (MEMORY) button.



3. Enter the 2 digits (01~20) memory location that you want to delete. Note that a 0 must be added to the beginning of location numbers 1 to 9.

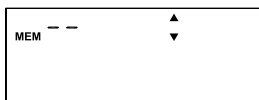


4. One second after the operation in step 3, the display as shown Delete appears for 3 seconds. A confirmation tone will be heard indicating that the selected number location was cleared and the programming mode will be terminated.



VIEWING AND DIALING FROM THE DIAL MEMORY

1. Press the MEMO (MEMORY) button in the standby mode.



2. Enter the location number or use the ▲ or ▼ button until you find the desired name and telephone number.



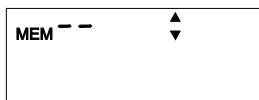
NOTE: If you press a number button for which no telephone number has been assigned, an error tone sounds, and the memory dial mode is canceled.

3. Press the CID button to connect the telephone and dial the number.

VIEWING LONG NAMES AND TELEPHONE NUMBERS

Names more than 12 characters and telephone numbers more than 12 digits cannot be viewed together. Do as follows to view such names and numbers.

1. Press the MEMO (MEMORY) button in the standby mode.



2. Enter the location number or press the ▲ or ▼ button until you find the desired name and telephone number.



3. Press the ► button once or the ◀ button twice to view the full telephone number.



3. Press the ► button twice more or the ◀ button once to view the full telephone name. You can return to the original display by pressing the ► button once more or the ◀ button twice.

NOTE:

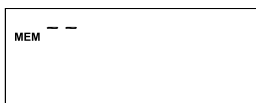


The display dial number will be cleared from the display under the following conditions:

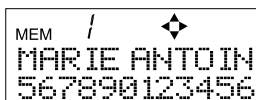
1. No operation is performed within 30 seconds after the number is displayed.
2. The TALK button is pressed.
3. The ERASE button is held down for more than 2 seconds.

TWO-TOUCH MEMORY SPEED DIALING

1. In the talk mode, press the MEMO (MEMORY) button.



2. Select the desired location number (01~20) to dial the number. After 2 seconds, the characters will disappear, and the entered phone number will be dialed.



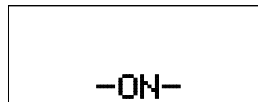
NOTE:

- The location number has to be entered within 30 seconds of pressing the assigned number button, otherwise an error tone sounds and the memory dial mode is canceled.
- If you press a number button for which no telephone number has been assigned, an error tone sounds and the memory dial mode is canceled.
- Any other numbers you may dial (including other numbers from the dial memory) are dialed after the last digit of the two-touch dial number.

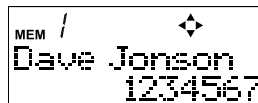
VIP (PRIORITY RINGER)

This function allows you to recognize an incoming caller from the ringing sound by assigning a priority ringer to the designated telephone number from the speed dial memory.

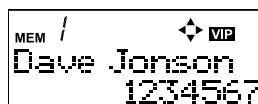
1. In the standby mode, press the MEMO (MEMORY) button.



2. Enter the location number or press the ▲ or ▼ button to select the caller in the speed dial memory to which you want to assign a priority ringer.



3. When you find the desired caller press the PROG (PROGRAM) button. The VIP icon on the LCD display will light, and the handset will beep to indicate operation success. Twenty five seconds after pressing the PROG button the display will clear and go back to normal standby mode. The above procedure can also be used to reset the VIP mode.



CALLER ID OPERATION

This cordless telephone is compatible with the Caller ID and Caller ID Call Waiting services which are offered by most local telephone companies. For further information on these services, contact your local telephone company.

CALLER ID SERVICE

This service allows you to identify the caller before you answer the phone. The unit stores the last 99 callers' names, phone numbers and received date and time in the caller list. You can check the list anytime and call back any of the numbers. You can also store a number in the caller list to speed dial memory.

CALLER ID CALL WAITING SERVICE

Caller ID Call Waiting allows you to see who is calling, even while you are on the line talking to someone else. When a new call comes in while you are talking, the LCD lights and the new caller's name and number appear on the LCD display.

NOTE



There may be a slight break in the conversation (approximately 2 seconds) after you hear the call waiting tone. This occurs as a result of some telephone companies' Call Waiting service.

MESSAGE WAITING

Your GH3050 provides message waiting capability if you have subscribed to voice mail service from your local telephone company. The message waiting feature acts as a digital answerer, eliminating the need for an answering machine.

When you have received a call and a message has been placed into your message waiting service, the Message Envelope icon will display on the LCD to notify you that you have a message. The Envelope icon will disappear after you have reviewed your messages.

Follow your telephone company's instructions to retrieve your message.

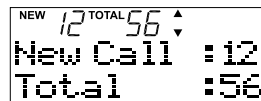
USING THE CALLER LIST

When a call is received, the name, telephone number, time and date of the call are stored in the caller list. This list stores data for a total of 99 calls (with a maximum of 16 digits and 16 characters). The New Call symbol on the LCD display will light, when there is data for calls in the caller list that has not yet been viewed.

TO VIEW THE CALLER LIST

Perform the following operation in standby mode.

1. Press the CID button to display the caller list.



NEW 12 TOTAL 56
New Call :12
Total :56

2. Press the ▼ button to view the information for the latest received call.

- Another press of the ▼ button will display the information for the call before the latest received call and so on.
- Press the ▲ button to view the oldest caller data. Note that you cannot view already reviewed call data until all the new call data has been viewed.
- When a caller makes repeated calls, the REP icon (instead of the TOTAL icon) shows the number of calls that he has made.
- A "1" is automatically prefixed to the phone number of a call made from outside the local area (if you have set your local area code).

Example :

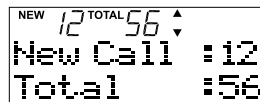
When you are receiving a number "123-456-7890" the number "1-123-456-7890" will be stored into the Caller ID memory.

DELETING CALLER LIST DATA

The unit can store up to 99 caller data items, the oldest entry automatically deleted when the 100th item is stored. You can also delete the caller data items manually either one at a time or all items.

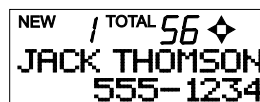
DELETING THE SELECTED CALLER DATA ITEM

1. Press the CID button when no telephone number is displayed on the LCD to open the caller list.



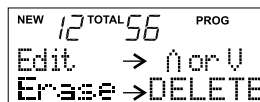
NEW 12 TOTAL 56
New Call :12
Total :56

2. Select the desired caller data using the ▲ or ▼ button.



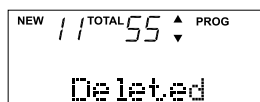
NEW 1 TOTAL 56
JACK THOMSON
555-1234

3. Press the PROG (PROGRAM) button.



NEW 12 TOTAL 56 PROG
Edit -> Nor V
Erase -> DELETE

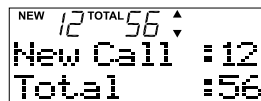
4. Press the ERASE button. The display shown below appears and a confirmation tone will be heard indicating that the selected caller data item has been deleted and the programming mode will be terminated.



NEW 11 TOTAL 55 PROG
Deleted

DELETING ALL CALLER LIST DATA

1. Press the CID button when no telephone number is displayed on the LCD to open the caller list.

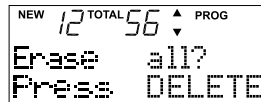


NEW 12 TOTAL 56
New Call :12
Total :56

2. Press the PROG (PROGRAM) button.

NOTE:

Press the TALK button if you do not want to delete all of the caller list data.



NEW 12 TOTAL 56 PROG
Erase all?
Press DELETE

3. Press and release the ERASE button to delete all caller list data. The display shown below appears and a confirmation tone will be heard indicating that all caller data has been deleted and the programming mode will be terminated.



Deleted

VIEWING LONG TELEPHONE NUMBERS AND NAMES AND CHECKING THE DATE AND TIME

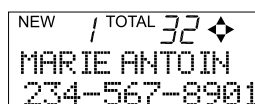
Due to display size limitations, a telephone number longer than 10 digits or a name more than 12 characters long cannot be viewed at one time. For the same reason, the received date and time cannot be displayed with the name and number.

For example the following information cannot be displayed together on one screen.

Phone number: 12345678901

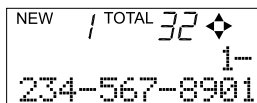
Name: Marie Antoinette

Date and time: Jun. 30, AM 11:46

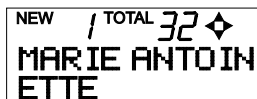


To view the remaining information:

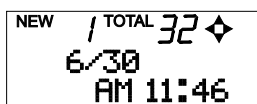
1. Press the ► button once or the ◀ button three times to display the full received number.



2. Press the ► button twice or the ◀ button twice to display the full name.

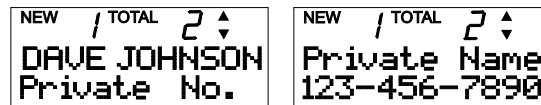


3. Press the ► button three times or the ◀ button once to display the received date and time.

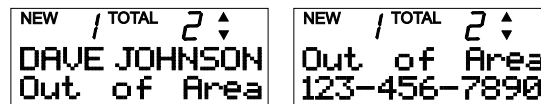


4. To return to the original display, press the ► button once again or ◀ button three times more. In the following situations, it may not be possible to view the caller data:

- a) When the calling party blocks his name or phone number:



- b) When the call comes from an area where the Caller ID service is not available:

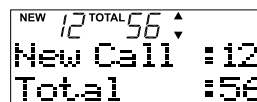


- c) If the caller data for some reason cannot be received correctly, the message "Not received" is displayed.



DIALING FROM CALLER LIST

1. Press the CID button to display the caller list.



2. Press the ▲ or ▼ button to select the desired caller data.



3. Press the CID button again to dial the number.
4. When the call is finished, return the handset to the base unit or press the TALK button.

EDITING OR ERASING CALLER LIST DATA

You can edit or erase received telephone number and name data in the caller list using the following steps.

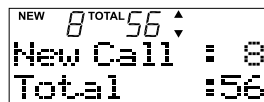
NOTE

Since the ◀ or ▶ button cannot be used when editing telephone numbers, digits can only be inserted or deleted starting from the first digit. When editing characters, no such restrictions apply. You can both delete and overwrite characters.

EDITING TELEPHONE NUMBERS

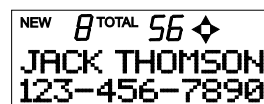
Example : Deleting the first digit in a telephone number.

1. Press the CID button when no telephone number is displayed on the LCD to open the caller list.



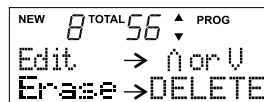
NEW 8 TOTAL 56
New Call : 8
Total : 56

2. Select the desired caller data using the ▲ or ▼ button.



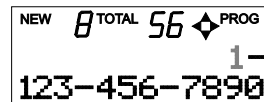
NEW 8 TOTAL 56
JACK THOMSON
123-456-7890

3. Press the PROG button.



NEW 8 TOTAL 56 PROG
Edit -> n or V
Erase -> DELETE

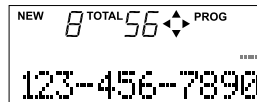
4. Press the ▼ button to start number editing. The first digit "1" starts flashing.



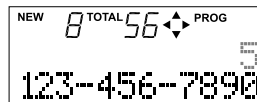
NEW 8 TOTAL 56 PROG
1-
123-456-7890

Example : Insert "5" at the beginning of the telephone number.
Perform the following steps after steps 1-4.

5. Press the ERASE button momentarily. The first digit "1" will be deleted and the second digit will start flashing.



6. Press the 5 button, and "5" is inserted before the first digit.

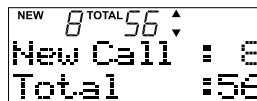


7. Press the PROG (PROGRAM) button again, and "Save OK" will appear for 3 seconds. A confirmation tone will be heard, indicating that the new data has been saved, and the programming mode will be exited.

EDITING CALLER NAMES

Example : Deleting the character "S" in the caller name Jack Thomson.

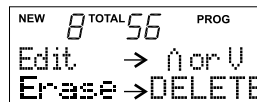
1. Press the CID button when no telephone number is displayed on the LCD to open the caller list.



2. Select the desired caller data using the ▲ or ▼ button.



3. Press the PROG (PROGRAM) button.





4. Press the ▲ button once or ▼ button twice to start character editing, and "J" will start to flash.



5. Press the ► button 9 times to move the cursor to the character "S".



6. Press the ERASE button, and the next character moves one step to the left.



7. Press the PROG (PROGRAM) button again, and "Save OK" will appear for 3 seconds. A confirmation tone will be heard, indicating that the new data has been saved, and the programming mode will be exited.

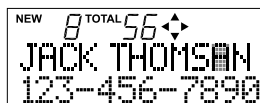
Example :

Changing the second "O" in the caller name JACK THOMSON to "A". Perform the following steps after step 4 in the example above.

5. Press the ► button 10 times to move the cursor to the character "O".



6. Press the 2 button once.



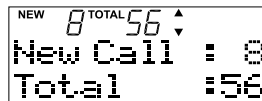
7. Press the PROG (PROGRAM) button again, and "Save OK" will appear for 3 seconds. A confirmation tone will be heard, indicating that the new data has been saved, and the programming mode will be exited.

STORING A CALLER LIST TO TWO TOUCH SPEED DIAL MEMORY

Caller names and telephone numbers in the caller list can be stored in two touch speed dial memory.

Example : Storing caller list item 1 to memory location 8.

1. Press the CID button when no telephone number is displayed on the LCD to open the caller list.



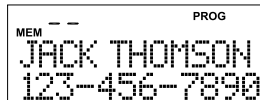
NEW 8 TOTAL 56
New Call : 8
Total : 56

2. Select the desired caller data using the ▲ or ▼ button.



NEW 8 TOTAL 56
JACK THOMSON
123-456-7890

3. Press the MEMO (MEMORY) button. If the caller data has to be edited, edit the data according to the instructions "Editing or erasing caller list data" on page 40 before you press the MEMO button.



MEM -- PROG
JACK THOMSON
123-456-7890

4. Enter the two digit memory location (01-20) where you wish to store the caller data.



MEM 8 PROG
JACK THOMSON
123-456-7890

5. One second after the operation in step 4, "Save OK" will appear for 3 seconds. A confirmation tone will be heard, indicating that the new data has been saved, and the programming mode will be exited.

ANSWERING SYSTEM OPERATION

Remote Voice Menu

To assist your remote retrieving messages.

- a. Press 1 to playback messages.
- b. Press 2 to erase all messages.
- c. Press 3 to record new outgoing greeting.

If "1" is pressed (To Playback Messages), and then

- a. Press 2 to erase current message.
- b. Press 4 to repeat current message.
- c. Press 5 to stop message.
- d. Press 6 to skip message.
- e. Press 7 to return to main menu.

If "2" is pressed (To Erase want Messages), and then

- a. Press 2 again to erase all messages.

If "3" is pressed (To Record a new greeting), and then

- a. Record greeting after the beep. Press 5 to end recording.

To Turn Answer ON/OFF

The "ANS ON/OFF" butt on may be used to set the unit to Answer on, Announce only, or Answer off.

Press "ANS ON/OFF" button once in Answer mode, the unit will say "Answer Off" and the current time.

If the time is not set, the unit will say "Time is not set".

If you press the "ANS ON/OFF" button again, the unit will say "Announce Only" and "time is not set".

If you press the "ANS ON/OFF" button again, the unit will say "Answer ON" and "time is not set".

Announce Only Mode

In the Announce Only mode, the unit will play your outgoing greeting, and disconnect the line without recording an incoming message.

The unit will say "Announce Only", and the current time, and the message counter will display "A".

This feature is useful if you want to provide information to the caller not wanting to record any message.

If you have not recorded an outgoing greeting, when the unit is in the Announce Only mode, it (Default greeting) answers, "Hello, our machine cannot accept messages. Please call again".

ANSWERING SYSTEM OPERATION

To Record Outgoing Greeting

Your system comes with a prerecorded outgoing greeting. To record your own outgoing greeting.

1. Press GREETING button, the previous recorded greeting playbacks. (If your personalized outgoing greeting has not been recorded, you hear Default greeting "Hello We are not available now, please leave your name and number after the beep").
2. Press and hold the Greeting button. After a beep, speak clearly towards the built-in microphone. (in the front of the base).
You can record your greeting up to 30 seconds.
The message counter should display "30" then "29" then "28" then "1" then "0".
3. Release the "Greeting" button as you finish recording your personalized outgoing greeting.
4. If the recorded greeting is less than 2 seconds, the unit will announce, "Greeting was not recorded, please record longer greeting".
5. If the memory is full occupied, when recording greeting, unit announces, "Memory is full".
6. Unit beeps once and playbacks your recorded outgoing greeting and then returns to standby mode.

To Record Memo

1. Press and hold the MEMO button. The message counter indicates "rc" momentarily that recording is in process.
2. After a beep, record your message (up to 60 seconds) through the microphone in the front of the base.
The message counter displays "60" then "59" then "58" then "1" then "0".
3. When recording your memory is completed, release MEMO button. The message counter indicates an increment. When a MEMO is recorded, your unit considers it a kind of message and includes it in the message count.

ANSWERING SYSTEM OPERATION

NOTE:

When Memory is full during recording, the unit will announce, "Memory is full".

If the recorded memo is less than 2 seconds, the unit should announce "Message was not recorded. Please record longer message".

Voice Activated Recording (VOX)

Your GH3050 records messages for up to 60 seconds as long. To avoid unnecessary pauses due to hang-ups and to save message capacity, your unit will automatically stop recording after 7 seconds of silence.

Ring Select

You can select the number of rings to which the unit answers. Set the Ring Select switch (on the back side of the base) to 2R or 4R, or Toll Saver (TS).

Toll Saver

If you want to check whether you have new message or not remotely, then listen to the number of rings until the unit answers Your call.

1. NO New Message Received

If your phone rings more than 2 rings, you have no new messages.

You can hang up on the fourth ring before your unit answers, and save the cost of the call.

2. NEW Messages Received.

If your unit answers after only 2 rings. You have new message.

ANSWERING SYSTEM OPERATION

NOTE:

If no new message are received, your unit will answer the call after the fourth ring.

ANSWERING SYSTEM OPERATION

Incoming Messages

When the message Counter is lit, the unit is ready to answer incoming call.

NOTE:

The machine hangs up and resets to answer the next call in the following cases: When the caller hangs up, the message length exceeds 60 seconds, if there are more than 7 seconds silence or there is a steady tone (dial tone) for 7 seconds. The GH3050 can record up to 1 minute of incoming messages.

The maximum recording time for each incoming message is 60 seconds.

Message Counter

The new Message LED will flash if there are new messages.

The message counter will display the total number of messages in memory which include old messages plus new messages.

It will display "A" when unit is in ANNOUNCE ONLY mode.

It will display "--" when unit is in answer off mode.

To playback Messages

1. If new message LED blink, press PLAY button, the unit will playback the new messages only.
2. After listening to all of the new messages, press PLAY button again to listen to all of the messages.
3. The received day and time will be heard after each message.
4. After the last incoming or MEMO message has been played back, the unit will announce, "No more messages. Press and hold the Delete button to erase all messages", the unit will announce, "All messages erased".

NOTE: If no message, "You have no message" will be played back.

MESSAGE PLAYBACK

If there are only old messages, "You have (X) message". Followed by received time and day will be played.

If there are old and new messages, "You have (X) messages, including (Y) new messages". Followed by received time and day will be played.

If there are all new messages, "you have (X) new messages".

To PAUSE Playback Message

During playback, press PLAY button to pause playback.

If you press PLAY button again within one minute, the unit starts playback from here it had been paused.

If you do not press PLAY button within 1 minute, the playback mode will be terminated, as the unit will return to standby mode.

To stop playback message.

To Repeat the Current Message

After playback all new messages, during playback, press the "REPEAT" button once

To Repeat the Previous Message

During playback, press ten "REPEAT" button twice.

To Skip to the Next Message

During playback, press "SKIP" button to skip to the next message.

To Erase Your Messages

MESSAGES WILL BE SAVED UNLESS YOU ERASE THEM.

1. While playing messages, press the "ERASE" button. The following announcement "Message erased" will be played as the particular message being erased.
2. At the end of the last message, the unit will announce "No More Message". Press and hold the "ERASE" button, then the following announcement "All messages erased" will be played as all messages being erased. Any new messages can't be erased unless they have been reviewed.

MESSAGE PLAYBACK

Message Capacity Full Detection

When the incoming message capacity up to 15 minute is full,the unit will answer call and the following announcement,"Memories is full",and sounds "beep,beep,beep" tone.After 10 seconds,the call will be automatically disconnected. "FU" in message counter will shown.

Call Interrupt

If the unit answers an incoming call before you do,you can turn the answering system off by picking up any extension phone or pressing TALK button on your handset.If the unit does not stop answering,press the FLASH button once.You may also press the STOP or SPEAKER button on the base.

Call Screening

To listen to an incoming call without picking up the phone,let your unit answer an incoming call when it rings.If you don't want to talk to the caller, let your unit take a message,and you may adjust the volume level.

NOTE:

Caller does not know that you are screening call.

If you want to talk to the caller,pick up an extension phone or press TALK button on your handset.

-tone Remote Operation

To access the GH-3050 from a remote phone, you need to enter a 3-Digit Remote Access Code.

The default set is 1-2-3.

You can program the code to any 3-digit number you wish.

To turn on answering machine remotely

You can turn "Answer on" by calling your number from other telephone.

1. Call your number and let the unit ring 10 times.

The machine will answer with the greeting.

2. You can hang up the phone, and subsequent calls will be answered.

TONE REMOTE OPERATION

To access answering machine remotely

1. Call your number from a touch-tone telephone.
2. After the unit answers an incoming call, enter the three digit remote access code during the greeting or ICM recording after the beep.
3. If the correct code was accessed, the unit stops playing the outgoing greeting and sounds one beep.
4. The unit will announce "You have(X) messages, including (Y) new messages".
5. The remote menu will guide you to press the correct buttons.

TONE REMOTE OPERATION

Operation	Key	Announcement
Press Security code	X,X,X	You have X messages, Including Y new messages. Press 1 to playback messages. . Press 3 to record a new greeting.
Press 1 to playback	1	Press 2 to erase the message, 4 to repeat, 6 to Skip.
After the last new message		No more new messages, Press 7 to return to main menu.
If "1" is pressed to playback messages, all of the messages will playback.		
After the last old message being played		No more messages, Press 7 to return to main menu,
Press 2 to erase all messages	2	Press 2 again to erase all messages.
Press 2 again within 5 seconds	2	All messages erased. Press 7 to return to main menu.
(During playback)		
Press 2 to erase a current message	2	Message erased
Press 3 to record a new greeting	3	Record greeting after the beep, Press 5 to end Recording.
Press 5 to end the recording	5	New greeting will play back to the user.
After the unit announce the greeting		Press 7 to return main menu.
Not press a button within 10 seconds (After hearing Press 7 to return 10 main menu)		Goodbye.

PHONE REMOTE OPERATION

Option	Press
Playback messages	(1)
Erase all messages	(2)
Record new outgoing greeting	(3)
If Press (1) to play messages:	
Erase current message	(2)
Repeat current message	(4)
Stop message playback	(5)
Skip to next message	(6)
Return to main menu	(7)

NOTE:

If there are only old messages, the unit Will announce "You have (x) messages".

If there is no message, the unit will announce "you have no message".

If there are only new messages, the unit will announce "You have (x) new messages".

TO RETRIEVE MESSAGES FROM THE GH3050 HANDSET

you answer machine can be operated remotely by the GH3050 handset.

1.Press andhold CID/REMOTE key on the handset.

The unit is in remote mode now.

2.Press the following button on your keypad.

TONE REMOTE OPERATION

TONE REMOTE OPERATION

Press	Option
Playback messages	(1)
Erase all messages	(2)
Record new outgoing greeting	(3)
Set Pin code	(8)
Set Time	(9)
Erase current message	(2)
Repeat current message	(4)
Stop message playback	(5)
Skip to next message	(6)
Return to main menu	(7)
To save the messages, hang up the telephone	

If "3" Is pressed, (To Record New Outgoing Greeting)

1. You will hear "Record greeting after the beep. Press 5 to end recording".
2. Record your new outgoing greeting (up to 30 seconds).
3. When you have finished recording your outgoing greeting, press 5.
The new outgoing greeting will play back to you.
4. After the unit plays the new greeting, it will announce, "Press 1 to play back message, press 2 to erase all message, press 3 to record a new greeting".
5. Hang up the phone.
6. If you do not press a button within 10 seconds, the unit will announce "Goodbye" and disconnect the call.

Call Screening

You may use the handset to screen your messages. When the answering system is answering a call, press and hold CID/REMOTE listen to the messages being recorded. Caller does not know that you are screening their calls. You may press the TALK button to speak With the caller.

TONE REMOTE OPERATION

NOTE:

TO EXIT THE REMOTE OPERATION,PRESS THE CID/REMOTE BUTTON AGAIN.

Important Notice

IF THE TELEPHONE RINGS WHILE YOU ARE RETRIEVING MESSAGES WITH THE HANDSET. RETRIEVING IS TERMINATED AND THE UNIT ANSWERS THE CALL.