

About This Manual

This Manual provides basic information on how to install and connect @PHONE to the network. This also explains features, functions and instructions for specific components of @PHONE. You can solve further problems that may occur while using @PHONE by visiting the following web site.

***<http://www.atphone.com>**

Before Getting Started

Access to high-speed network is required for this product. A high-speed network includes such environments as ADSL, cable, and a private line.

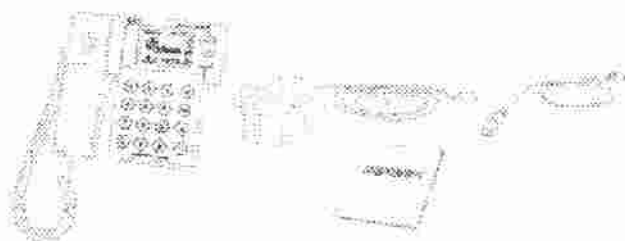
Caution

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Starting @PHONE

Before you install the product, please take time to open the box and make sure that you have the following items.

- | | | | |
|-----------------|----------|----------------|----------|
| - Telephone set | : 1 unit | - 110V adapter | : 1 unit |
| - LAN cable | : 1 unit | - Manual | : 1 unit |



Installing @PHONE

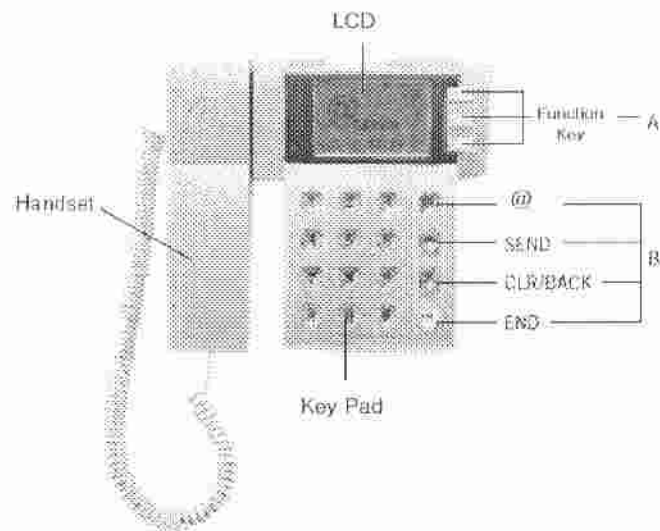
1. When you open the box, you will find that the handset is packaged separately from the telephone. First, connect the handset to the phone.
2. Disconnect from the network by either turning off your modem (ADSL/Cable environment) or disconnecting LAN cable.
3. Connect the modem to the Up Link port on the back of @PHONE and connect @PHONE to your PC using the LAN Cable provided.
4. Connect to the network.
5. Plug the adaptor to a live wall outlet and the power jack of the adaptor to the powerport on the back of @PHONE. (► Refer to Setting Up the Initial Environment)



Do not use any other adaptor except the one that comes with @PHONE.

Component Names and Features

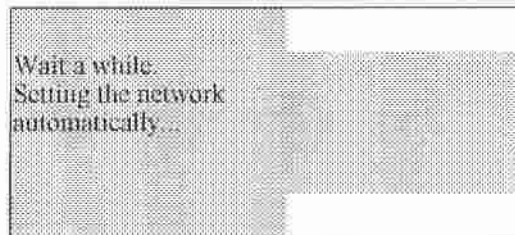
I. Component Names and Their Descriptions



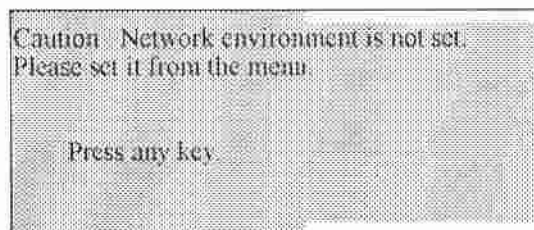
Name		Function
Handset		Used when calling and receiving.
LCD Screen		Displays information needed to use @PHONE easily.
Function Key A		Used when selecting options displayed on the LCD.
Function Key B	@	Used when call to @PHONE; built-in hook.
	SEND	Enter phone number and push to make a phone call.
	CLR/BACK	Used when deleting input text or numbers, or moving to upper menu on the LCD.
	END	Used when hanging up or moving to the top menu on LCD.
Dial Keys		Used when entering telephone numbers or text.

Setting Up the Initial Environment

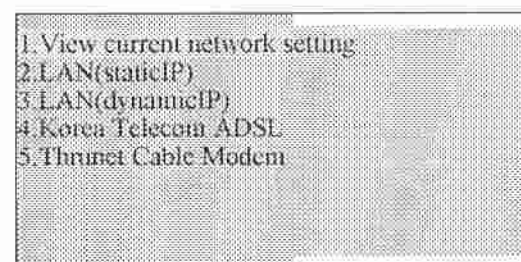
1. If you resume network connection after installing @PHONE properly, it will attempt to detect network environment automatically.



2. Only private line (dynamic IP) environment can be set up automatically. For all other environments, the following message appears. In this case, you must manually select the correct environment.



3. @PHONE supports four network environments.



4. For instance, if you are using Korea Telecoms ADSL server, select Number 4. Then, @PHONE will set the network environment automatically. (► Refer to 5.@PHONE setting of 3 - Menu under Convenient Functions of @PHONE). If you are using a private line with static IP, then you must select this manually. In this case, you should provide the following information.

- | | |
|---------------|---------------------|
| ① IP Address | ② Gateway |
| ③ Subnet Mask | ④ Broadcast Address |
| ⑤ Primary DNS | ⑥ Secondary DNS |

※ For more information on LAN environments, refer to instructions provided at @PHONE TELECOM's Home Page(www.atphone.com).

5. If @PHONE is successfully connected to a PC and a network, PC-Link and Up-Link icons will register the current date and time on the date/time line.

[Not connected with network and PC]



[Connected with network and PC]



When you have finished installing @PHONE and have established its initial environment setting, you should visit @PHONE TELECOM's Home Page and register your telephone number. If you don't register your phone number, you will not be able to use @PHONE.

※ Information : 02-3404-9114

Making Phone Calls Through @PHONE

Calling

@PHONE is an Internet telephone, allowing you to call other @PHONEs as well as traditional PSTN (including wireless). You can make a call using @PHONE.

1. @PHONE to @PHONE

Pick up the handset (or push @ key)

1

Dial the other party's @PHONE number.

2

Push SEND.

3

Connected.

4

You can use @PHONE the same way with other telephones. You just press SEND button after dialing a phone number.

Input destination...

※ @ button has a built-in flash function.

※ Caller ID (name and number) will be displayed on call receiving party's LCD window.

※ Volume control is only available during a conversation. You can adjust the volume using the function keys to the right of LCD window.