

LINE: Socket for telephone cable
 DC 9 Volt: Socket for AC adaptor
 HI-LO: Volume for ringing sound

4 Volume Control: Volume for messages on answering machine

5 RING ← and count backward6 CODE → and count forward

7 Display for answering machine

8 ON/OFF: Switch answering machine on and off

9 MEMO: Record and play memos
10 OGM1: Out-going message type 1
11 OGM2: Out-going message type 2
12 2 WAY: Record the current conversation

13 SPEAK: On: OGM's and ICM's are heard / OFF: Mute OGM's and ICM's

14 STOP/TIMER

15 ▶/II Play and pause

16 DEL: Delete

17 MEM: Press for indirect memory (before pressing numeric key)

18 STORE: Store19 PAUSE: Pause

20 FLASH: Call waiting function (depending on telephone provider)

21 REDIAL: Repeat last entered telephone number

22 H/F: "Hands free" key

23 Number keys

24 Loudspeaker

25 M1, M2, M3: Direct memory











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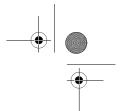












SAFETY INSTRUCTIONS



About this manual

Please observe the following safety instructions carefully before putting the unit into operation. Take note of the warnings in this manual.

Always keep the instruction manual near at hand. If you sell or pass on the product, make sure to include this manual together with the unit.

Setting the product up safely

Choose a flat, firm surface to set the product on. Make sure that

- □ no foreign bodies or fluids get into the unit
- □ the unit does not get into contact with dripping or splash water
- □ the unit is not exposed to sunlight or other direct heat
- □ no open fire sources, such as candles, are placed on the unit

Keep the mains connections accessible

Connect the unit to an easily accessible power socket (230 V ~ 50 Hz) close to the unit. In case the unit has to be disconnected quickly, the plug has to be within easy reach.

Do not carry out repairs

In case the AC adaptor or the unit is damaged, pull out the plug immediately.



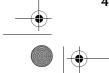
Under no circumstances attempt to open or repair the unit yourself. There is danger of electric shock!

Refer all servicing to our Service Centre or to another qualifed workshop.

Battery disposal

Empty batteries do not belong in the household refuse. The batteries must be disposed of at a designated disposal/recycle point.





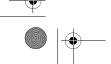






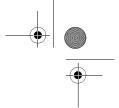










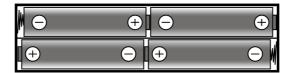


INSTALLATION

Inserting the back-up batteries

You can insert 4 LR-06 (SUM4, AAA) batteries as back-up batteries. They are only needed if you want to save the memory when you unplug the device:

- a. Remove the battery cover located on the bottom of the unit by removing the phillips screw.
- b. Insert the batteries into the compartment, observing the polarity (+/-):



Reversed batteries may cause damage to the device.

c. Replace the battery cover.

Battery precautions

Follow these precautions when using batteries in this device:

- 1. Use only LR-06 (SUM4, AAA) batteries.
- 2. Be sure to install the batteries in correct polarity.
- 3. If the device is not to be used for a long period of time, remove the battery to prevent damage or injury from possible battery leakage.
- 4. Do not try to recharge batteries not intended to be recharged; they can overheat and rupture.

Installing the answering machine

- ▶ Connect the small plug of the AC adaptor with the 9 V jack on the back of the unit.
- ▶ Plug the AC adaptor into the wall outlet.
- ▶ Connect the telephone line cord to the line socket.













Making phone calls

- To answer the phone, pick up the handset or press the H/F button.
- ► To make a phone call, pick up the handset or press the H/F button and listen for a dial tone. Then dial the phone number in one of the three ways:
 - Press the keys for the numbers you wish to call, or
 - Press the RE-DIAL button to call previously dialled number, or
 - Press the MEM button & followed by any of the ten numeric keys (0, 1, 2,
 - .. 9) designating the memory location containing the number you wish to dial or press the memory buttons M1, M2, or M3.
- ▶ To end a call, return the handset to the cradle or press the H/F button again.

Storing numbers

You can store three numbers under the buttons M1, M2 or M3 and ten more under the numerical keys.

- Lift the handset.
- ▶ Press the STORE button.
- Enter the desired phone number; if necessary, add a pause with the PAUSE button.
- Press the STORE button again.
- Press direct memories buttons M1, M2 or M3 or press a numerical key (0, 1, 2, ...9) for 10 indirect memories.
- Put back the handset on the cradle.

Other functions

Re-dial Function

When the handset is lifted from the cradle or the speaker phone is turned on and the REDIAL button is pressed, the last number entered will automatically be dialled again.

Flash Function

With the flash or call-waiting function, a alarm tone is heard when a call comes in during a conversation. The unit gives a short bleep every 15 seconds while a second caller is waiting.









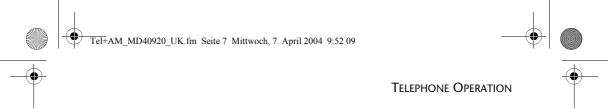












Please note that this function must be supported by the caller's telephone company.

▶ To turn the bleeping tone off or on, press FLASH.

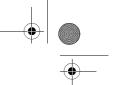
Setting Ringing Volume

▶ Set the ring switch to the HI (High) or LO (Low) position to adjust the volume of the ringing tone.











OPERATION OF ANSWERING MACHINE

Setting the clock

- Press and hold the STOP/TIMER button for 2 seconds.
- ▶ The 2-digit display shows the current day. 7 for Sunday, 1 for Monday and 2 for Tuesday etc.
- ▶ Press the CODE → or RING ← button to adjust the day.
- ▶ Press the STOP/TIMER button to store the value.
- ▶ The 2-digits 7-segment shows and flash the current hour in 24-hour format.
- ▶ Press the CODE → or RING ← button to adjust the hour.
- ▶ Press the STOP/TIMER button to store the value.
- ▶ The 2-digits 7-segment shows and flashes the current minute.
- ▶ Press the CODE → or RING ← button to adjust the minute.
- Press the STOP/TIMER button to store the value. There will be a voice message telling the set time.



Recording messages

This unit can record two kinds of outgoing messages (OGM):

- □ OGM1 is used when you want the caller to hear the OGM and then leave a message.
- □ OGM2 is used when you only want the caller to hear your OGM, but not leave a message.

The maximum OGM's for each message is 15 seconds. The minimum time for an OGM is 4 seconds. As you record, the display shows the time passed. If you have not recorded an OGM1 and/or OGM2, the answering machine cannot be turned on.

Recording an OGM1

- ▶ Press and hold the OGM1 button. A long beep is heard.
- ▶ As the display will count down the time left, begin recording your outgoing message (between 4 and 15 seconds) speaking in a normal tone of voice. (A typical message might be: "You have reached the Smith residence. We are not able to come to the phone right now. If you'll leave your name, phone number and a brief message after the beep, we will call you back.")
- ▶ When finished recording, release the OGM1 button. A short beep will sound and the newly recorded outgoing message will then play once. Make sure the VOLUME control is at a desirable level.











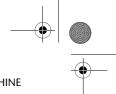














OPERATION OF ANSWERING MACHINE

To record a new outgoing message, please repeat these steps.

Recording OGM2

► To record this message, proceed as described in the passage "Recording OGM1", however, use the OGM2 button.

(Make sure to add in you OGM that the caller cannot leave a message.)



The maximum recording time of an incoming message is 90 seconds.

Two-Way Recording

With the two-way recording, you can tape a current conversation. The recording is saved as ICM in the same mailbox.

- ▶ During telephone talking, press and hold two-way button for 2 seconds until a long beep is heard. The two-way button can be released at any time after the tone start. The two-way recording is started after the long beep.
- ▶ Press the STOP/TIMER button to stop the recording.
- ▶ In order to play the recorded conversation, press the PLAY button.

Verifying the OGM

- Press and release the OGM1 or OGM2 button and the selected OGM will play.
- Press the STOP/TIMER button to stop playback before the end of the outgoing message is reached.

NOTE:

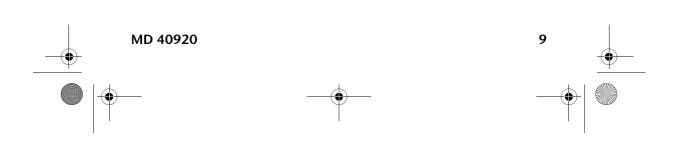
If the unit detects a dial tone, silence or a busy signal, the unit will hang up and not register the message.

The unit will shut off if a parallel phone is picked up.

When the memory is full, "FU" will appear in the display.

When the batteries are low, flat or not installed, "LO" will blink in the display.













Setting the unit to answering mode ANSWER/RECORD MODE

Answer/Record mode

In the Answer/Record mode, the unit will play the OGM1 and then record a message.

▶ Make sure the OGM1 is recorded. Press the ON/OFF button once; the unit will emit 2 short beeps and then play OGM1.

The message counter will then appear in the display indicating the unit is in Answer/Record mode.

Speak mode

In normal mode, neither the OGM nor the incoming message will be heard.

▶ If you wish to hear the incoming message, press the button SPEAK after the answer machine has started. This function enables you to screen the incoming calls.

Answer-only mode

In the Answer-Only mode, the unit will play the OGM2 and then disconnect.

- ▶ Make sure the OGM2 is recorded. Press the ON/OFF button once (OGM1 will play and 2 short beeps will be heard).
- ▶ Press the ON/OFF button again and the unit will emit 3 short beeps and then play OGM2.

Answer-off mode

▶ Press the ON/OFF button unitl "--" appears in the display to set the unit to the Answer-off mode.

Setting the number of rings

The amount of times the phone rings before picking up the incoming message can be set to 2, 3, 4 or Toll-Saver.

The toll saver will answer the call on the fourth ring if no messages have been recorded and it will answer on the second ring if new messages have been recorded; this feature is useful when phoning in for your messages.

- ▶ Press and hold the RING ← button for 2 seconds; the unit will beep and the present ring setting will blink:
 - 2: Unit set to answer after 2 rings
 - 3: Unit set to answer after 3 rings



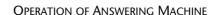














- t : Unit set to toll-saver mode.
- ▶ Press the RING — button and/or CODE — button to change the ring setting.
- ▶ When the desired ring setting appears, press the STOP/TIMER button.
- ▶ To check the current ring setting, press and release the RING — button; the current ring status will briefly appear in the display.

Recording a personal memo

A personal memo will be played the next time somebody retrieves the messages.

- ▶ To record a memo, press and hold the MEMO button for approximately 2 seconds; a beep will sound and the countdown timer will appear in the display.
- ▶ Keep the MEMO button pressed and record the memo as described in the chapter "Recording messages", page 8.

Playing back incoming messages (ICM's)

The display's message counter will blink when the unit has recorded new messages. If the message counter is not blinking, then that is the number of messages that has been recorded previously, but not deleted.

To listen to the messages, proceed as follows:

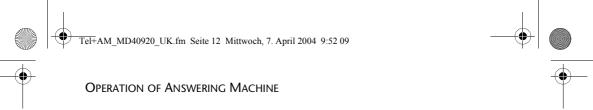
- ▶ Press the PLAY/PAUSE button to hear only the new messages. Adjust the volume if necessary.
 - If no new messages have been recorded, previously heard messages that were not deleted will be heard.
- ► To repeat a message while you are listening to it, simply press the RING ← button. Repeatedly press this button to skip back to previous messages.
- ► To skip a message while you are listening to it, press the CODE → button and the next recorded message will play.
- ▶ To pause the ICM's, press and release the PLAY/PAUSE button, the unit will pause playback and "PR" will blink in the display. To continue playback, press and release the PLAY/PAUSE button again.
- ▶ To stop playback, press the STOP/TIMER button and the unit will save the previous messages.

After playing the ICM's, the unit will automatically reset to take new messages.







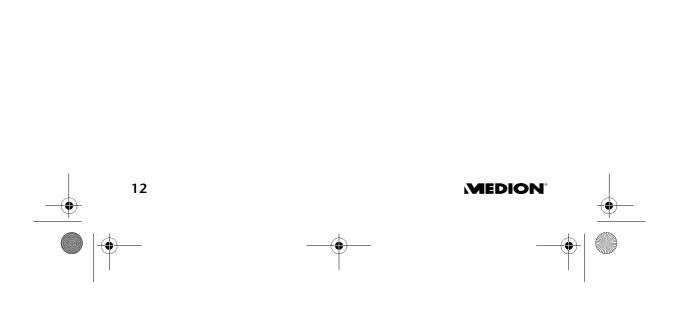


The maximum recording time for an ICM (Incoming Message) is 90 seconds.

If the memory is full, the unit will change to Answer-only mode, play OGM2 and not allow a message to be recorded.

Deleting incoming messages or personal memos

- ▶ To erase a single message while playing it back, press the DEL button and the unit will delete the current message and play the next message.
- ▶ To delete all the messages, press and hold the button while in the idle mode (messages not playing). The unit will beep and the message counter will revert back to "00".











REMOTE FUNCTION

This answering machine in this unit can be operated from almost any touchtone phone.

Changing the security code

The Security Code is preset to "19". You can operate the unit remotely with this code, but we suggest you set your own new code. To change this code, follow the instructions below.

- ▶ Press and hold the CODE → button for 2 seconds; a beep will sound and the current code will blink.
- ▶ Press the RING ← button and/or CODE → button to change the security code. When the code setting appears, press the STOP/TIMER button.
- If a power failure occurs and there is a flat or no battery, the Access Code resets to 19.

If you forget the Access Code, unplug the AC adaptor and disconnect the battery and it will reset to 19.



Turning on the answering machine

- Call the answering machine from a separate line.
 If the answering machine is turned off, it will answer after 8 rings. The unit will emit a 3 second beep.
- Enter your security code within 10 seconds. The unit will switch to the Answer/Record mode.

Playing OGM1 or OGM2

- ▶ Call the answering machine from a separate line.
- ▶ During the OGM, enter your security code.
- ▶ Press the "1" pad to play OGM1 or the "2" pad to play OGM2.

Recording a new OGM

- ▶ Call the answering machine from a separate line.
- ▶ During the OGM, enter your security code.
- ▶ To record OGM1, press the "#" and then the "1" pad and after the long beep, record your new OGM1.





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REMOTE FUNCTION

- ▶ When finished, press the "9" pad and then the new OGM1 will play back.
- ▶ If satisfied, press the "?" pad to end the call or repeat this step to record a new OGM1 again.

To record OGM2, proceed as described abover; however, press "2" instead of "1" after the "#".

Playing incoming messages (ICM's)

- Call the answering machine from a separate line.
- ▶ During the OGM, enter your security code.
- ▶ Press the "5" pad and the unit will playback the messages.
- Press the "9" pad to stop playback. After playback, all messages will still be saved.
- ▶ To repeat the currently playing message, press the "4" pad.
- ▶ To skip backward to previous messages, press "4" and then quickly press "4" again.
- ▶ To skip forward to the next message, press the "6" pad.



Recording a memo

Call the answering machine from a separate line.

During the OGM, enter your security code.

Press the "#" and then the "3" key and after the long beep, record your memo. Press the "9" key when finished.

Erasing one or all messages

- Call the answering machine from a separate line.
- During the OGM, enter your security code.
- ▶ Press the "5" key to play messages. To erase the currently playing message, press the "0" key.

To erase all messages, press the "#" and then the "0" key.

Remote room monitoring

This feature will allow you to call in and monitor the room in which the answering machine is located.

- ▶ Call the answering machine from a separate line.
- ▶ During the OGM, enter your security code.

















- ▶ Press "7" and the unit will monitor the situation for 90 seconds, beep and then stop, if you want to continue monitoring, immediately press "7" again.
- To stop monitoring, press "9".

Selecting the answer mode

- ▶ Call the answering machine from a separate line.
- ▶ During the OGM, enter your security code.
- ▶ Press the "8" pad to cycle through the modes (Answer/Record, Answer-Only and Answer-off).
 - After pressing the "8" pad, you will hear the respective OGM. If you only hear a long beep, then the unit is set to the Answer-Off mode.
- ▶ Press the "9" pad when finished.

Ending the remote function

Pressing the "*" pad will stop all operations and release the line.





CLEANING THE UNIT

To clean the unit, only use a moistened, soft cloth. Do not apply chemical solvents or cleaning agents, as they may damage the surface and/or labelling of the unit.





TECHNICAL DATA

Power supply: 230 V ~ 50 Hz

Back-up batteries: 4 x LR-06 (SUM4, AAA)

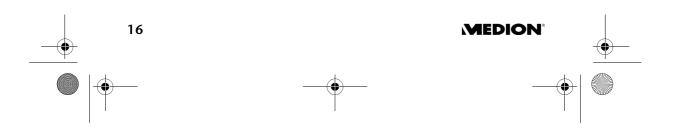


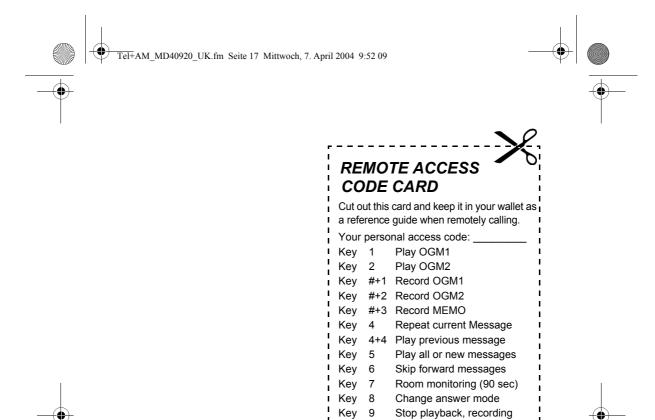
CONFORMITY INFORMATION

This phone is tested for an opreation with analogue telephone networks and complies with the European directive for radio systems and telecommunication facilities - R&TTE 1999/5/EG.



Subject to technical modifications!





Key Key

Key

or room monitoring Delete current message

#+0 Delete all messages* Stop operation

