



**COMPATIBLE
ELECTRONICS**

FCC ID: CLHSKYHAWK98

EXHIBIT 8

OWNER'S MANUAL

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HUGO OPERATION MANUAL (Preliminary)

Rev. 1

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1. INTRODUCTION

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The Hugo is a digital cordless phone. It provides 10 memories for Speed dial . It also provides menu operation for easy operation. This is implemented using the Rockwell Spread Spectrum Platform.

2. FEATURES

2.1 CORDLESS PHONE

1. Key Tone
2. 20 Channels
3. Digital Security Code
4. Auto Standby / Auto Talk Function
5. Mute Function
6. Intercom / Page (B/S) - Intercom / Page (H/S) Function
7. Ringer On / Off control
8. Tone / Pulse Dialing
9. Temporary Tone Dialing
10. Pause Function
11. Line Break
12. Battery Low Indication
13. Handset Volume Control (Digital Volume Control)
14. Visual Ringer Indication in Handset and Base
15. LCD Display (2 rows x 16 Chars LCD in Handset)
16. Call Timer
17. Last Call Timer
18. Menu
 - Caller ID
 - View Message
 - Call Block
 - Program
 - Memory Dial Setting
 - Memory Dial Clear
 - Settings
 - Alarm On / Off
 - Alarm Set
 - Clock Set
 - Date Set
 - Key Beep On / Off
 - Ringer On / Off
 - Call Timer
 - Last Call Duration Review
19. Pre-dialing
 - Manual pre-dialing with Call Block
 - Memory Recall with Call Block
20. Real Time Clock Shown in Handset Display
21. In Use / New Message / Power / Charge LED in Base Unit
22. User Replaceable Battery
23. Noise Reduction Circuit
24. Hearing Aid Compatibility (HAC)



2.2 CALLER ID (Type I & Type II)

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1. Single / Multiple Message Compatible
2. Date Time Stamping
3. Direct Redial Number (DDN)
4. Private Call / Out of Area
5. New Caller ID Message Indicator
6. Message Review

2.3 ACCESSORIES

1. Wall mount Accessories
2. User Manual
3. Line cord
4. Antenna
5. Power adapter

**3. BUTTONS, SWITCHES & LED's****FCC ID: CLHSKYHAWK98**

ABBR.: PB = PUSH BUTTON

SW = USER SELECTABLE SWITCH

LED = LED

3.1 HANDSET**3.1.1 Buttons on Handset Unit:**

Name	Type	Function Description
"0"- "9", "*", "#" (12 x PB)	12 x PB	Normal dialing keys
Phone OK	PB	OK / Confirm during Menu Phone on request while on hook Phone off request while off hook
Menu ▼	PB	Go Menu Mode during on hook Go to Next message on display
▲ (Front Panel)	PB	Goto previous message on display Get previous field
Hold Back	PB	Hold PSTN Line during off hook Go to previous menu
Delete Flash	PB	Line Break request during off hook Delete Current Caller ID entry during Caller ID review
Mem	PB	Recall Memory during off hook Recall Memory during pre-dialing
Redial Pause	PB	Redial during off hook Inserts a 2 sec Pause during off hook
Page Intcm	PB	Paging Intercom
Call Block	PB	Caller ID Call Block during pre-dialing Caller ID Call Block during off hook
Mute (Side Panel)	PB	Mic mute
▲ (Side Panel)	PB	Earpiece Volume Up during off hook
▼ (Side Panel)	PB	Earpiece Volume Down during off hook

3.2 BASE**3.2.1 Buttons, LED & Switch on Base Unit:**

Name	Type	Function Description
Intercom	PB	Page function Intercom function
In Use	LED	Cordless phone in use indicator
Charge	LED	Handset on charge cradle
New Message	LED	New call received
Intercom	LED	Intercom on indication
Tone / Pulse	SW	Dialing mode switch
Ringer On / Off	SW	Ringer on / off control

TOTAL COUNT:

Push Button:

Remote handset: 24 PBs

Base: 1 PB

LED:

Base: 5 LED

Switch:

Base: 2 Sws



4. Function and Operation Description

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4.1 Common Signal

- 4.1.1. There is always a 30 seconds timer to monitor the programming function and all the control state. If there is no further key press for more than 30 seconds, it will exit to standby mode.
- 4.1.2. Any valid key detected, a key tone will be generated. When there is an operating error, such as invalid key press during some operating mode, it will generate an error tone for warning.
- 4.1.3. The entered digits are entered from right to left handset of the LCD unless otherwise specified.
- 4.1.4. The assignment of alpha-numeric key is as follows.
 - 1 : Space
 - 2 : A/B/C
 - 3 : D/E/F
 - 4 : G/H/I
 - 5 : J/K/L
 - 6 : M/N/O
 - 7 : P/Q/R/S
 - 8 : T/U/V
 - 9 : W/X/Y/Z
 - 0 : OPER
- 4.1.5. Caller ID data is received, it will immediately display on the LCD.



4.2 Cordless Phone Function

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4.2.1 Pre-Dialing

4.2.1.1 Manual Pre-Dialing

- During standby, enter phone number through keypad.

3	4	5	6	7	8	9	0	*	#	1	2	3	4	5	6
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

- If wrong digit is entered, press <HOLD/BACK> to erase all the digits.
- Maximum number of pre-dialing digit is 16. If more than 16 digits keyed in, an error tone is generated to inform the user that no additional digit can be entered.
- If no further key is pressed for 30 seconds after telephone number entry, it will return to standby and no memories (include redial buffer) will be changed.
- With complete telephone number entered, press <Phone> button to seize line and dial all the pre-entered number out to the line.
- After off hook (i.e. pressed <Phone> key to seize line) and followed by <Flash> button will reset all the preset telephone number and perform flash function.

4.2.1.2 Manual Pre-Dialing with Call Block

- During standby, enter phone number through keypad.

C A L L B L O C K															
0	1	2	3	4	5	6	7	8	9	0	*	#	0	1	2

- Press <Call Block> button to turn on/off Call Block function.
- If wrong digit is entered, press <HOLD/BACK> to erase all the digits.
- Maximum number of pre-dialing digit is 16. If more than 16 digits entered, an error tone is generated to inform the user that no additional digit can be accepted.
- If no further key is pressed for 30 seconds after telephone number entry, it will return to standby and no memories (include redial buffer) will be changed.
- With complete telephone number entered, press <Phone> button to seize line and dial all the pre-entered number out to the line.
- After off hook (i.e. pressed <Phone> key to seize line) and followed by <Flash> button will reset all the preset telephone number and perform flash function.

4.2.1.3 Memory Pre-Dialing

- Press the <Mem> key followed by a digit to Select the desired memory number.

M E M O R Y										1	
			1	2	3	4	5	6	7	8	9

- Press <Phone/OK> to seize line and dial all the pre-entered number out to the line.

4.2.1.4 Memory Pre-Dialing with Call Block

- Press the <Mem> key followed by a number to Select the desired memory number.

M E M O R Y														1
			1	2	3	4	5	6	7	8	9			

- Press <Call Block> button to turn on/off Call Block function.

C	A	L	L	B	L	O	C	K				
				1	2	3	4	5	6	7	8	9

- Press <Phone/OK> to seize line and dial all the pre-entered number out to the line.



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4.2.2 Caller ID Dialing

- | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|--|--|--|
| J | O | H | N | | S | M | I | T | H | | | | | | | | | | |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | | | | |

- | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|

- All digits dialed is displayed in the second row of LCD. Beginning in the right most digit and dialed shifting left for subsequent digits. If more than 16 digits are dialed, left shifting is continued with new key input.
- After conversation, press the <Phone> button again or replace the handset back to the charging cradle to release the line.
- After drop line, the [In Use] LED in the base will turn off and return to idle state.

4.2.3 Off Hook Dialing

4.2.3.1 Manual Dialing

- Pick up the handset and press the <Phone> key to seize line.
- During off hook, the [In Use] LED in the base will be on and “PHONE” in the handset’s LCD.

P H O N E

- The unit will store the depressed key in the buffer before dialing. If more than 32 digits pressed and the redial buffer full, no additional digit will be saved.

1 2 3 4 5 6

- All digits dialed is displayed in the second row of LCD. Beginning in the right most digit and dialed shifting left for subsequent digits. If more than 16 digits are dialed, left shifting is continued with new key input.

3 4 5 6 7 8 9 0 * # 1 2 3 4 5 6

- After conversation, press the <Phone> button again or replace the handset back to the charging cradle to release the line.
- After drop line, the [In Use] LED in the base will turn off and return to idle state.



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4.2.3.2 Manual Dialing with Call Block

- Allow the caller to temporarily block the caller information to the calling party.
- Press <Phone> button to seize line.
- Press the <Call Block> key to send Call Block digits. (E.g. Call block digits are "234")

2 3 4

- Press the phone number to be dialed out. (E.g. The phone number is "112233")

2 3 4 1 1 2 2 3 3

- All digits dialed is displayed in the second row of LCD. Beginning in the right most digit and dialed shifting left for subsequent digits. If more than 16 digits are dialed, left shifting is continued with new key input.
- After conversation, press the <Phone> button again or replace the handset back to the charging cradle to release the line.
- After drop line, the [In Use] LED in the base will turn off and return to idle state.

4.2.3.3 Memory Dialing

- Press <Phone> button to go to off hook condition.
- Press the <Mem> key then Select the desired memory number.
- The number stored on that particular memory will be displayed and dialed out to the line

1 2 3 4 5 6

- If no number stored in memory, error tone is generated.
- All digits dialed is displayed in the second row of LCD. Beginning in the right most digit and dialed shifting left for subsequent digits. If more than 16 digits are dialed, left shifting is continued with new key input.
- After conversation, press the <Phone> button again or replace the handset back to the charging cradle to release the line.
- After drop line, the [In Use] LED in the base will turn off and return to idle state.

4.2.3.4 Memory Dial with Call Blocking

- Allow the caller to temporarily block the caller information to the calling party.
- Press <Phone> button to seize line.
- Press the <Call Block> key to send Call Block digits. (E.g. Call block digits are "234")

2 3 4

- Press the <Mem> key with a digit to Select a desired memory number. (E.g. Recall memory with phone number "1234567")

1 2 3 4 5 6 7

- All digits dialed is displayed in the second row of LCD. Beginning in the right most digit and dialed shifting left for subsequent digits. If more than 16 digits are dialed, left shifting is continued with new key input.
- After conversation, press the <Phone> button again or replace the handset back to the charging cradle to release the line.



4.2.3.5 Tone Dialing

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- When tone mode is set, DTMF tone is output in the rate of 100 ms on and 120 ms off for each digit.
- If the input rate is faster than the dialing rate, the depressed digit will be saved in the buffer.

4.2.3.6 Tone / Pulse Mix Dialing

- While digit dialing, it will dial in Tone or Pulse mode according to the current mode set.
- When Pulse mode is set, press <*> button will switch to temporary tone dialing.
- After switch to temporary tone mode by pressing <*> key in Pulse mode, it will automatically pause then continuous dialing.
- The unit will return to Pulse mode after telephone line release or <Flash> button pressed.

4.2.3.7 Redial

- All input digits and memories are saved in Redial buffer.
- Maximum 32 digits can be stored in redial buffer. If the redial content is more than 32 digits, the additional digit will not be stored in the redial buffer.

4.2.3.8 Flash

- Press the <Flash> button during on line, it breaks the line for 700 ms.
- During line break, it will not response to any key press except replace the handset to charging cradle or press the <Phone> key for line off request.
- After Flash performed, the call timer and all status (such as temporary tone mode) will be reset accordingly.

4.2.3.9 Pause

- Press <Redial/Pause> button during dialing digits, a pause (Symbol: ^) of 2 seconds will be inserted between digit dialing. (Note: The first digit cannot be pause).

1	2	^	3	4	5	6	7
---	---	---	---	---	---	---	---

- It will be stored into the Redial buffer when the phone number is dialed out..
- During on line, recall the memory or redial buffer which pause is stored, dialing will be pause for 2 seconds at the pause position. After 2 seconds pause, normal dialing will continue to proceed.

4.2.3.10 Call Timer

- Call timer will be display if no key action for 15 seconds during off hook (except HOLD).
- Activating <Flash> function will reset the timer.

4.2.3.11 Last Call timer

- Pick up the handset and press the <Phone> key to seize line, the [In Use] LED in the base will be on for off hook indication.
- Activating <Flash> function will reset the timer.
- It will count up to maximum 99 hour 59 minute and 59 second and then after one second, it will reset to 00:00:00 to continue to count.

L	A	S	T	C	A	L	L
0	0	:	0	0	:	1	0



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4.2.3.12 Mute Enable/Disable

- During phone on, press the <Mute> button in handset once to mute the microphone. (transmission).
- MUTE will be displayed on the LCD :

M U T E	9 1 2 3
---------	---------

- Press the <Mute> button again to release the mute function.
- or
- Replace the handset to charging cradle or press the <Phone> button to terminate the conversation.

4.2.4 Visual Ringer

- During ringing signal received, the [In Use] LED in the base unit will be flashing for ringing indication.
- After the handset received ringing signal from the base unit, "RINGING" will be display in the handset for visual indication :-

R I N G

- During ringing, press any key will answer the incoming call.
- If handset receiving Caller ID Message, no key will be accepted before all message received.

4.2.5 Auto talk

- While ringer signal received in the remote handset, remove the handset away from the charging cradle will result with auto phone on.

4.2.6 Phone off operation

- During Phone on, press <Phone> button to drop the line.
- or
- Replace the handset to the charging cradle to terminate the phone operation.

4.2.7 Battery Low Detect

- When battery low is detected in standby, the Battery Low indicator will be displayed.:

L O W B A T T E R Y

- When pressing the <Phone> button of the remote handset, a low battery warning tone will be generated once. After on line and dialing, the low battery warning message will be continuously on in the LCD :-

L O W B A T T E R Y

- With dead battery detected, the CPU will enter SLEEP mode. No more operation can be carried out through the remote handset until the handset battery is charged up again.

4.2.8 Clock Function

- 12-hour display format real time clock will be displayed during standby:-

0 6 / 2 9 1 2 : 2 5 : 2 3 P



4.2.9 Digital Volume Control (<▲> or <▼> on side panel)

- During Phone / Intercom mode, press <▲> or <▼> to adjust the receiver volume up and down.
- There are 8 levels of volume can be selected.
- Press <▲> once to step up a level or <▼> to step down a level.
- Press and hold the <▲> or <▼> button seconds for auto advancing.
- When the maximum or minimum level is reached, a long tone will be generated and stop advancing until key release.

4.2.10 Intercom / Page

4.2.10.1 Page

- During standby, press the <Intercom/Page> button in the base / handset unit, paging tone will be emitted for 15 seconds from the buzzer.
- During talk mode, press the <Intercom/Page> button in the base, paging tone will be emitted in the earpiece once.
- During talk mode, press the <Intercom/Page> button in the handset, paging tone will be emitted in the base buzzer.

P A G E

4.2.10.2 Intercom

- During standby, if paging is initiated by the base / handset, during paging tone is heard, press <Intercom/Page> button in other unit to turn to intercom mode.

I N T E R C O M

- After conversation, press <Intercom/Page> button in either unit again or replace handset to charging cradle to terminate intercom function.
- During intercom, press <Phone/OK> can go to phone mode directly.
- During phone on, if paging is initiated by the base/handset, during paging tone is heard in the next end (handset/base), press <Intercom/Page> button will go to intercom with Hold mode.

H O L D

- After intercom conversation, press <Phone> button to return to phone mode or replace handset to charging cradle to turn off both intercom and phone mode operation.
- During intercom, Menu and Memory key is not valid.

Notes: If the phone is in the phone state, only a single page signal is sent at a reduced level through the earpiece.

4.2.10.3 Mute Enable/Disable

- During intercom, press the <Mute> button in handset once to mute the microphone. (transmission).
- "MUTE" will be displayed on the LCD :

M U T E

- Press the <Mute> button again or place handset on charging cradle to release the mute function.



4.3 Caller ID Function

- It has capacity to store 10 sets of Caller ID messages which consist 15 characters (maximum) of caller name, 16 digits of caller phone numbers, date and time.
- After all information received, it decodes and displays the calling number, date/time and name (if available).
- The Caller ID signal will be displayed until there is no more ring signal received.
- The New Message LED on Base unit will be flash until any Caller ID message are reviewed by user.

4.3.1 New Message Indicator

- When a new Caller ID message received, a new message indicator in the base will flash for new call indication.
- The handset will show the number of new calls received :-

0 6 / 2 9	0 1 : 1 2 : 2 5 P
3	N E W M E S S A G E

- Any Caller ID Message review operation will clear the [NEW MESSAGE] indicator in both handset and base.

4.3.2 Caller ID Message Review

- During idle, press <MENU> button until "Caller ID" is displayed
- The key <Phone/OK> will be used to select Message Review
- If there has new message received, the first newest call will be displayed.
- If all messages have been reviewed, the last received message will be displayed.
- All memory can be reviewed by pressing <▲> or <▼>.
- Caller ID review has two pages of information. The first page will display caller name and calling number

J O H N	S M I T H
1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6	

- The second page will display caller name, caller ID sequence no., date and time.

J O H N	S M I T H
[1 0]	1 1 / 1 2 1 2 : 0 3

4.3.2.1 Received Out of Area

- If the calling party is from the area which is not served by Caller ID, the out of area comment will be sent by the exchange and which will be displayed as :-

U N K N O W N	N A M E
U N K N O W N	N U M B E R

4.3.2.2 Received Private

- If the calling party has blocked their number from being transmitted, the date/time of the call will be saved and the call count will be increased. The message will be displayed as :-

P R I V A T E	N A M E
P R I V A T E	C A L L E R



4.3.3 Caller ID Message Delete

- If 10 Caller ID messages already received and there is a new incoming call with Caller ID message, the earliest received message will be shifted out from the memory and the latest received message will be saved.
- Go to the Caller ID Menu by Pressing the <MENU> key, press <▲> and <▼> to select Caller ID message and press the <FLASH/DEL> button for more than 1.5 secs to perform message delete.
- A beep will be generated to confirm the deletion process.

4.3.4 Caller ID Dialing

- Retrieve the Caller ID memories by pressing <MENU> button to go to Caller ID Message Review.
- Press <▲> or <▼> button to select Caller ID message.

J	O	H	N	S	M	I	T	H								
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	

- Press the <Phone> button to seize the telephone line and dial out the Caller ID number.

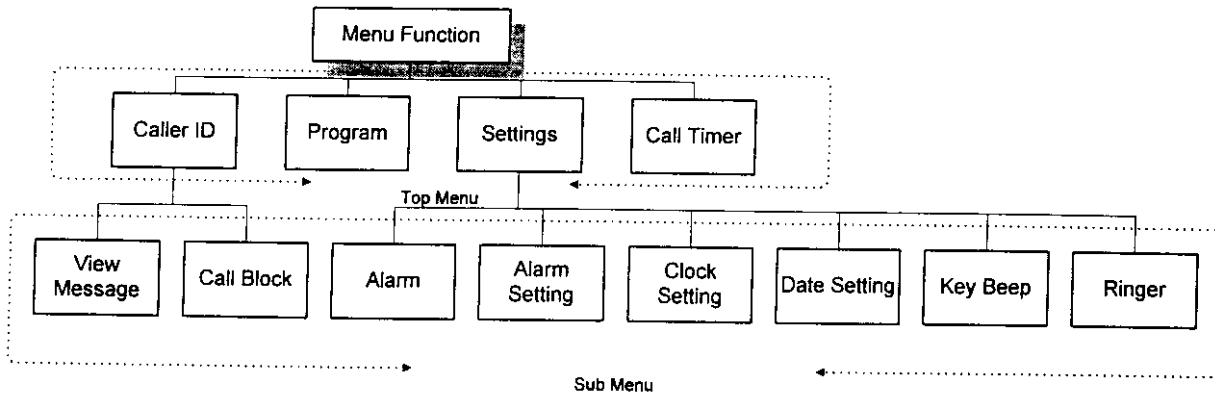
1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	--

- All digits dialed is displayed in the second row of LCD. Beginning in the right most digit and dialed shifting left for subsequent digits. If more than 16 digits are dialed, left shifting is continued with new key input.
- After conversation, press the <Phone> button again or replace the handset back to the charging cradle to release the line.
- After drop line, the [In Use] LED in the base will turn off and return to idle state.



4.4 Menu Function

- There are a number of features which is under Menu control:-
 1. Caller Id
 2. Program
 3. Settings
 4. Call Timer



- During menu operation mode, ringing signal will terminate all the menu operation and keep every thing unchanged and execute the ringing display.
- If menu function selected, press <HOLD/BACK> key will go to previous sub menu until the standby status.
- Without any key press for 30 seconds, it will exit the menu function select mode automatically.
- Any successful operation, it will automatically go back to top menu.

4.4.1 Caller ID Menu

- Under the Caller ID menu there 2 sub menu which are the following
 - A. View Message
 - B. Call Block

4.4.1.1 VIEW MESSAGE Sub Menu

- The VIEW MESSAGE sub menu is used to display received Caller ID message. The <▲> and <▼> key are used to select messages in memory
- Press <Phone/OK> will dial out the number to the telephone line.

4.4.1.2 CALL BLOCK Sub Menu

- The CALL BLOCK sub menu lets the user enter the call blocking Code for their particular service area.
- Pressing <Phone/OK> when the "CALL BLOCK" is displayed will prompt the user to enter the Call Block number.

ENTER NO :									
								1	1
									3

- Pressing <Phone/OK> after entering the Call Block Code will store the entered code to memory.
- Pressing <Hold/Back> will exit the Call Block Menu without saving anything in memory.



4.4.2 Program Menu

- The Program Menu lets the user enter telephone number for the Direct Memory Dialing Feature. A total of 10 telephone numbers of 32 digits each can be programmed. Phone numbers are stored in non-volatile memory, thus, memory will not loss when battery is taken off from the unit.
- After pressing <Phone/OK> to select the Program menu, a prompt is displayed asking the user to enter the memory location (0 to 9) which will store the phone number.

```
ENTER MEMORY NO .
                      9
```

- Pressing <Phone/OK> key to confirm. Then a prompt is displayed to ask user what phone number will be stored. (A zero length phone number will clear the specified memory location).

```
ENTER TEL NO .
              1 2 3 4 5 6 7
```

- Pressing <Hold back> key will exit the Program menu without changing anything in memory.
- Pressing <Phone/OK> will store the phone number to desired memory location.

4.4.3 Settings Menu

- Under the Setting menu there are six sub menu which are
 - A. Alarm
 - B. Alarm Set
 - C. Clock Set
 - D. Date Set
 - E. Key Beep
 - F. Ringer

4.4.3.1 The ALARM Sub Menu

- The ALARM sub menu lets the user turn On or off the Alarm.

```
0 5 : 0 7 P          A L A R M
> O N                O F F
```

- The <▲> and <▼> toggles the on and of state.
- Pressing <Phone/OK> will Confirm the entry.
- Pressing <Hold/Back> will exit the ALARM sub menu without saving anything in memory.

4.4.3.2 The ALARM SET Sub Menu

- This sub menu allows the user to set the time to which the alarm will turn on.
- After pressing <Phone/OK> to select this sub menu, user will be prompted to enter the time.
- The <*> and the <#> is used to enter AM and PM setting respectively.

```
ENTER TIME
              1 2 3 0 P
```

- Pressing the <Phone/OK> will confirm the Alarm setting entry.
- Pressing <Hold/Back> will exit this submenu without changing anything in memory.



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4.4.3.3 The CLOCK SET Sub Menu

- This sub menu allows the user to set the time of the real time clock.
- After pressing <Phone/OK> to select this sub menu the user will be prompted to enter the time
- The < * > and the < # > is used to enter AM and PM setting respectively.

ENTER TIME 1 2 3 0 P

- Pressing the <Phone/OK> will confirm the Time setting entry.
- Pressing <Hold/Back> will exit this submenu without changing anything in memory.

4.4.3.4 The DATE SET Sub Menu

- This sub menu allows the user to set the date on the display .
- After pressing <Phone/OK> to select this sub menu, user will be prompted to enter the date. (E.g. Nov. 30)

ENTER DATE		1130
------------	--	------

- Pressing the <Phone/OK> will confirm the Date setting entry.
- Pressing <Hold/Back> will exit this sub menu without changing anything in memory.

4.4.3.5 The KEY BEEP SET Sub Menu

- The KEY BEEP SET sub menu lets the user turn ON or OFF the Key Beep
- The <▲> and <▼> toggles the ON and OFF state

KEY BEEP
> ON OFF

- Pressing <Phone/OK> will Confirm the entry.
- Pressing <Hold/Back> will exit the KEY BEEP SET sub menu without saving anything in memory.

4.4.3.6 The RINGER SET Sub Menu

- The RINGER SET sub menu lets the user turn ON or OFF the Ringer
- The **<▲>** and **<▼>** toggles the ON and OFF state

R I N G E R
> O N O F F

- Pressing <Phone/OK> will Confirm the entry.
- Pressing <Hold/Back> will exit the RINGER SET sub menu without saving anything in memory.

4.4.4 Call Timer Menu

- The Call Timer Menu lets user see the duration of last call.

L	A	S	T	C	A	L	L
0	0	:	1	0	:	5	9

- Pressing <Hold/Back> key will exit the Call Timer sub menu.

**INFORMATION TO BE INCLUDED IN USER'S MANUAL****INSTRUCTION TO THE USER**

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. This equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. 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 :

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

This equipment has been certified to comply with the limits for a class B computing device, pursuant to FCC Rules. In order to maintain compliance with FCC regulations, shielded cables must be used with this equipment. Operation with non-approved equipment or unshielded cables is likely to result in interference to radio and TV reception. The user is cautioned that changes and modifications made to the equipment without the approval of manufacturer could void the user's authority to operate this equipment.