

**EXCURSION BT-CT MANUAL NOV 20 , 2001**

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## **FCC INFORMATION**

### **FCC Regulations**

This equipment has been tested and complies with the limits for a Class B digital device, pursuant to part 15 of the FCC rules. These limits are intended to provide reasonable protection against such 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 an electrical circuit different from that to which the receiver is connected.**
- Consult the dealer or an experienced radio/TV technician.**

Upon request from your telephone company, you must provide the FCC registration number and the Ringer Equivalence Number(REN) found on the bottom of your **BT-CT**.

An FCC compliant telephone cord and modular plug are 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 Part 68 compliant.

**FCC RF Exposure Warning:** This device and its antenna(s) must not be co-located or operating in conjunction with any other antenna or transmitter. End-users must be provided with specific operating instructions for satisfying RF exposure compliance requirements.

### **Telephone Company Procedures**

The goal of the telephone company is to provide you with the best service it can. In order to do this, it may occasionally have to make changes in its equipment, operations, or procedures. If these changes might affect your service or the operation of your equipment, the telephone company will give you notice in writing to allow you to make any changes necessary to maintain uninterrupted service. If you have any questions about your telephone line, such as how many pieces of equipment you can connect to it, the telephone company will provide this information upon request.

In certain circumstances, it may be necessary for the telephone company to request information from you about the equipment which you have connected to your telephone line. Upon request of the telephone company, you must provide the FCC registration number and the Ringer Equivalence Number(REN) of the equipment which is connected to your line. Both of these numbers are listed on the equipment label on the bottom of your **BT-CT**.

In most(but not all) areas, the sum of the RENs of all devices connected to one line should not exceed 5. To be certain of the number of devices you may connect to your line as determined by the REN, you should contact your local telephone company.

Note: This equipment is hearing aid-compatible(HAC).

### **Type of Service**

Your cordless telephone is designed for use on standard device telephone lines. The phone

connects to the telephone line with a standard jack called the USOC-RJ11C. Connection to telephone company-provided coin service (central office implemented systems) is prohibited. Connection to party line service is subject to State tariffs.

### If Problems Arise

If any of your telephone equipment is not operating properly, you should immediately remove it from your telephone line, as it may cause harm to the telephone network. If the telephone company notes a problem, they may temporarily stop service. When practical, they will notify you before this disconnection. If advance notice is not feasible, you will be notified as soon as possible. When you are notified, you will be given the opportunity to correct the problem and will be informed of your right to file a complaint with the FCC. In the event repairs are ever needed on your cordless telephone, they should be done by an authorized representative of For information, contact

### Industry Canada(IC)regulations

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numerique de la classe B respecte toutes les exigences du Reglement sur le material brouilleur du Canada.

Notice: The Canadian Department of Communications label identifies certified equipment. This certification means the equipment meets certain telecommunications network Protective, operational and safety requirements. The Department does not guarantee the equipment will operate to the customer's satisfaction.

Before installing this equipment users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connection. Sometimes, the company's inside wiring associated with a single line individual service may be extended with a certified connector assembly (telephone extension cord). The customer should be aware that compliance with these conditions may not prevent degradation of service in some situations.

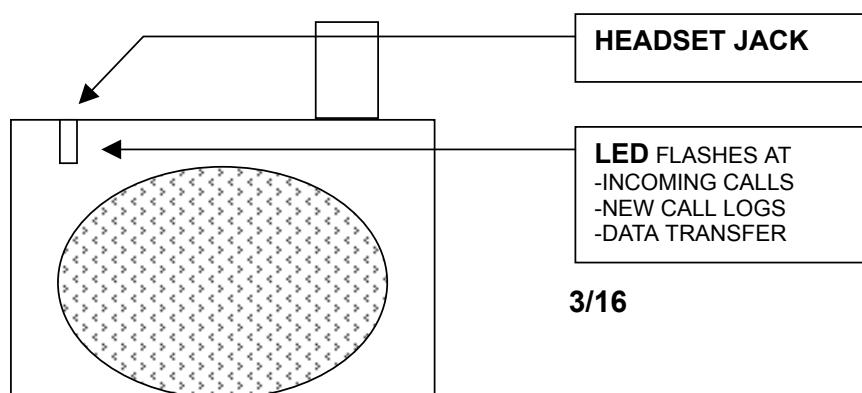
Repairs to certified equipment should be made by an authorized Canadian maintenance Facility by the supplier. Any equipment malfunctions or repairs or alterations made by The user to the equipment may give the telecommunications company cause to request the user to disconnect the equipment.

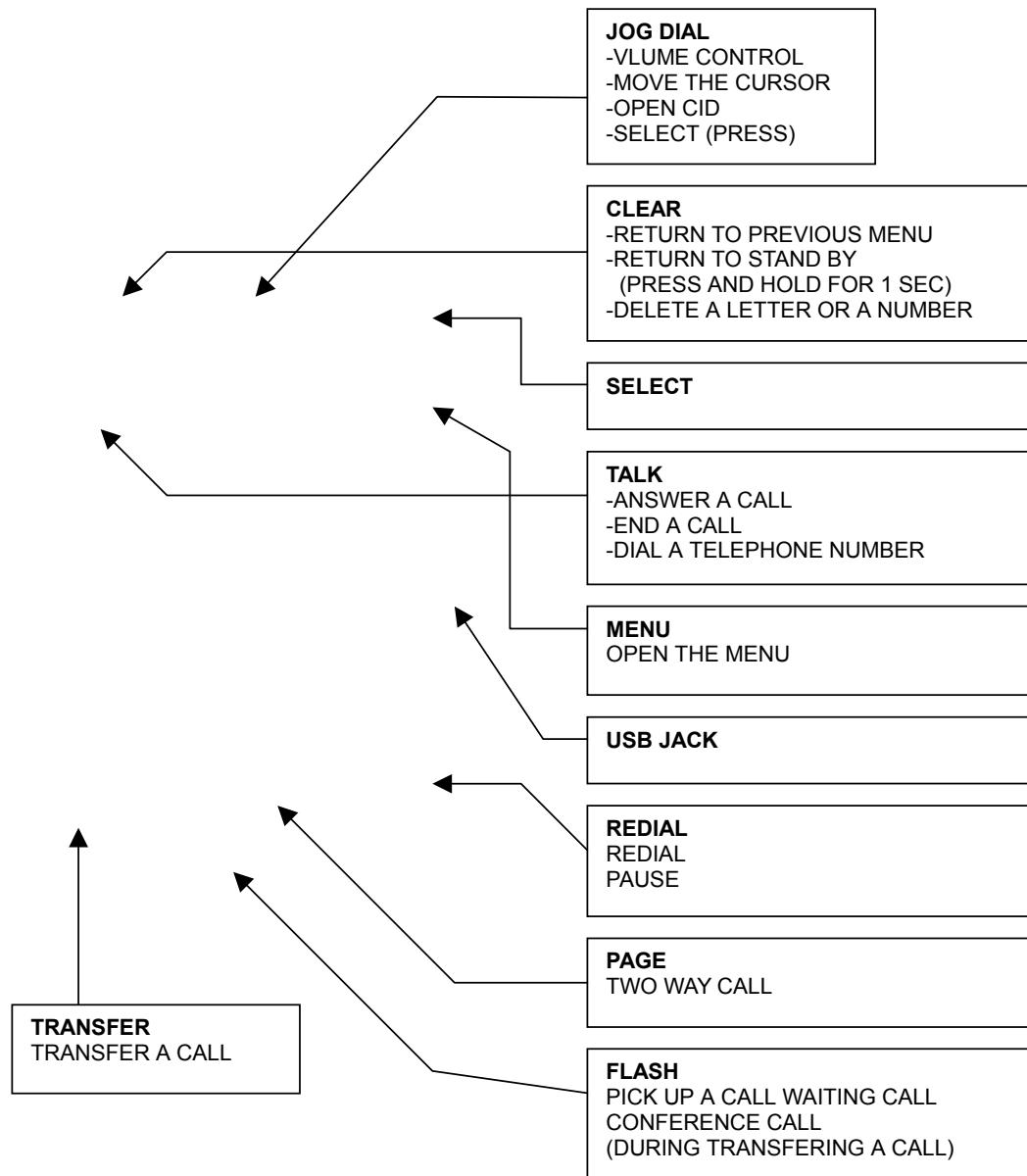
Users should ensure, for their own protection, that the electrical ground connections of the power utility, telephone lines and internal metallic water pipe system, if present, are connected. The precaution may be particularly important in rural areas.

**Caution:** Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority or electrician.

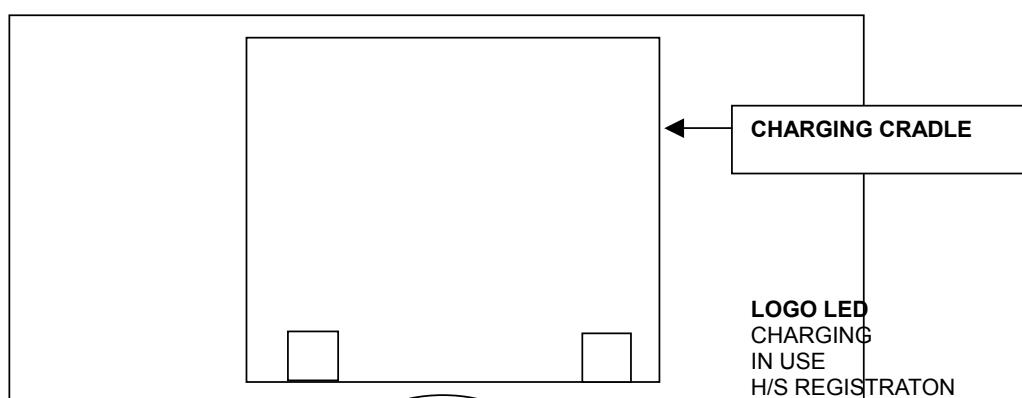
The Load Number assigned to each terminal device denotes the percentage of the total load to be connected a telephone loop, which is used by the device to prevent overloading. The termination on a loop may consist of any combination of devices subject to the requirement that the total of the load numbers of all the devices does not exceed 100.

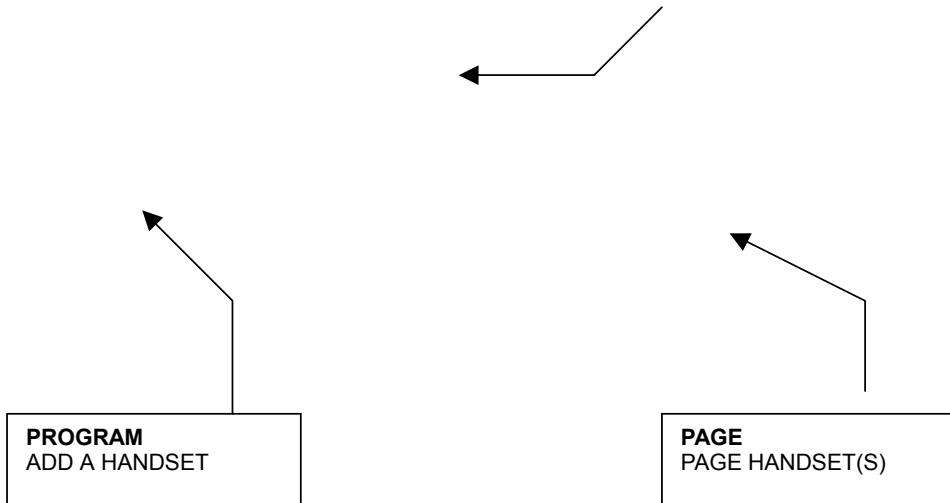
### ● HANDSET CONTROLS – Cordless Telephone & caller ID





- **BASE UNIT CONTROLS**





## **OPERATION LOGIC**

### **1. ADD EX H/S**

- A.PRESS "PROG" KEY ON THE BASE TO ADD H/Ss. (BASE LED STARTS FLASHING.)
- B. IF THE OPERATION IS COMPLETED SUCCESSFULLY, ALL LEDs OF THE HANDSET LIGHT SOLID FOR 1 sec AND GENERATE LONG BEEP. ("PROGRAMMED" WILL BE DISPLAYED.)

C. ASSIGN EXTENSION" " EXTENSION # ?"

(ALWAYS SHOW THE LOWEST EXTENSION AVAILABLE.)

THE ORIGINAL HANDSET IS PRE-ASSIGNED "1" FOR THE EXTENSION FROM THE FACTORY.

D. IF THE OPERATION IS FAILED (AFTER TIME OUT), ERROR TONE IS GENERATED.

\*IF THE H/S IS ALREADY PROGRAMMED WITH OTHER BLUETOOTH LOOP, PRESS AND

HOLD "CLEAR" AND "0" FOR 2 SEC TO INITIALIZE BEFORE THE PROCEDURE ABOVE.

WHEN IT IS INITIALIZED, A LONG BEEP IS GENERATED.

\* IF THIS STEP ISN'T DONE BY USER, THE H/S CAN RECEIVE AND MAKE A PHONE CALL  
BUT CAN NOT BE PAGED OR TRANSFERRED BY OTHER H/Ss.

\*IF THE NUMBER HAS BEEN ASSIGNED TO OTHER H/S, AN ERROR TONE IS GENERATED.

\*THE HANDSET COMES WITH THE COMPLETE UNIT IS ASSIGNED AS EXTENSION #1  
AT THE FACTORY. (ALSO THE PAIRING IS DONE AT THE FACTORY.)

\* DURING IT IS REGISTERING, NO KEY ENTRY IS ACCEPTED.

## **2. MAKE A CALL**

A. PRESS "TALK" TO SEIZE THE LINE. LISTEN TO THE DIAL TONE AND DIAL A NUMBER.

B. PRESS REDIAL TO INSERT "PAUSE".

OR

C. DIAL A NUMBER THEN PRESS "TALK".

\* THE DISPLAY SHOWS "DIALING" "###-###-####".

## **3. ANSWER A CALL**

A. PRESS ANY KEY TO ANSWER A CALL

## **4. REDIAL**

A. PRESS "REDIAL" TO SEE THE LAST NUMBER DIALED.

B. EDIT IF NECESSARY AND PRESS "TALK" TO DIAL THE NUMBER.

OR

C. PRESS "TALK" FOLLOWED BY "REDIAL TO CALL THE LAST NUMBER DIALED.

\* THE DISPLAY SHOWS "DIALING" "###-###-####".

## **5. PAGE OTHER H/S (2 WAY TALKING)**

A. PRESS "PAGE" FOLLOWED BY UNIT NUMBER (THE UNIT CALLED STARTS RINGING.)

\* PRESS "0" TO PAGE ALL HANDSETS.

\* THE DISPLAY OF THE PAGING UNIT SHOWS "PAGING" "ENTER EXTENSION" "PRESS 0 FOR ALL"

\* THE DISPLAY OF THE UNIT PAGED SHOWS "UNIT# PAGING" WHEN THEY ARE RINGING.

B. PRESS ANY KEY TO ANSWER THE PAGE.

- C. IF A CALL COMES IN WHILE 2 WAY IS USED, PRESS "FLASH" TO ANSWER THE INCOMING CALL.. (IT WORKS SAME WAY AS CALL WAITING AND THE FIRST ONE "FLASH" IS PRESSED, WILL SEIZE THE OUTSIDE CALL..)
  - \* THE 2 WAY CALL IS DISCONNECTED WHEN THE OUTSIDE CALL IS PICKED.
- D. IF A UNIT # WHICH DOESN'T EXIST WAS PRESSED, ERROR TONE IS GENERATED.

## **6. TRANSFERRING A CALL/CONFERENCE CALL**

- A. WHILE YOU ARE ON A CALL, PRESS "TRANS". THEN THE CALL IS PUT ON HOLD.
  - \* THE DISPLAY SHOWS "TRANSFERRING" "ENTER EXTENSION"
  - \* **PRESS "TRANS" TO CANCEL THE TRANSFER AND SWITCH BACK TO THE OUTSIDE.**
- B. PRESS UNIT # YOU WANT TO TRANSFER
  - \* THE DISPLAY SHOWS "PAGING" "EX #""PRESS FLASH FOR" "CONFERENCE".
- C. WHEN THE UNIT ANSWERS (OR WHEN IT IS STILL RINGING), HUNG UP (PRESS "TALK") TO TRANSFER THE CALL., OR PRESS "FLASH" TO DO CONFERENCE CALL.
  - \* **PRESS "TRANS" TO CANCEL THE TRANSFER AND SWITCH BACK TO THE OUTSIDE.**
  - \* AFTER THE UNIT ANSWERS, THE DISPLAY WILL SAY "PRESS FLASH FOR" "CONFERENCE".
  - \* AFTER IT IS TRANSFERRED, THE DISPLAY WILL SAY "TRANSFERRED"
  - \* AFTER THE CONFERENCE CONNECTION IS COMPLETED, THE DISPLAY WILL SAY "CONFERENCE"
- D. AN UNANSWERED CALL WILL RING BACK TO THE ORIGINATING H/S IF NOT ANSWERED WITHIN 30 SEC.

## **7. PAGE ALL H/S FROM BASE**

- A. PRESS "PAGE" ON THE BASE AND ALL HANDSETS AVAILABLE START RINGING.
- B. WHEN ANY OF THE HANDSET ANSWERS THE PAGE, THE ALL RING STOPS.
  - \* THE TIMEOUT FOR THIS IS 120 sec
- C. **PRESS "PAGE" AGAIN TO STOP PAGING.**

## **8. CALL WAITING**

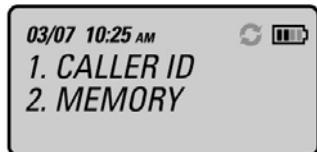
- A. WHEN THERE IS A CALL WAITING, PRESS "FLASH" TO SWITCH THE CALL.
- B. PRESS "FLASH" AGAIN TO SWITCH BACK TO THE ORIGINAL CALL .
  - \* AFTER THE CALL WAITING IS ANSWERED, THE DISPLAY SHOWS "PRESS FLASH TO" "SWITCH BACK"

## **9. OTHER**

- A. WHEN ONE OF THE H/S IS USED, OTHER H/S'S RINGER LED (RED LED ON THE TOP OF H/S) FLASHES SLOWLY. (TO SHOW THE LINE IS IN USE.) AND IT WILL NOT BE CONNECTED AND GENERATE AN ERROR TONE WHEN "TALK" IS PRESSED.

## 10. CID

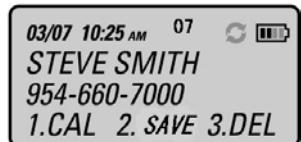
- \* IF THERE ARE NEW CALL LOGS, DISPLAY SHOWS "# NEW CALLS" "# TOTAL CALLS" AT THE STAND BY MODE. (IF THERE IS NO NEW CALLS, JUST SHOW TOTAL CALLS.
- a. IF THE JOG DIAL IS PRESSED OR MOVED UP OR DOWN, THE FOLLOWING APPEARS; (THE CURSOR WILL BE ON "CALLER ID" FIRST.)



- \* TO GO BACK TO PREVIOUS SCREEN, PRESS "CLEAR" AND TO GO BACK TO STAND BY MODE (TO CANCEL THE FUNCTION), PRESS AND HOLD "CLEAR" FOR A SECOND.

\* WHENEVER "TALK" IS PRESSED, IT CANCEL THE CURRENT MODE AND GOES IN TALK MODE.

- A-1. CID (IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "CALLER ID") OR "1" IS PRESSED)
  - b. THE JOG DIAL IS USED TO CHANGE CALL LOGS
  - \* WHENEVER "TALK" IS PRESSED, IT DIALS OUT THE NUMBER ON THE DISPLAY SHOWS "DIALING" "#####".
  - c. UP FOR NEWER LOGS. DOWN FOR OLDER LOGS. (ALWAYS THE NEWEST LOG APPEARS FIRST.)



- \* THE BOTTOM ROW DOES NOT APPEAR TILL A NAME IS SELECTED BY PRESSING THE JOG DIAL OR "SELECT".

- d. IF THE JOG DIAL, "SELECT", "TALK" (WHEN CURSOR IS ON "1. CALL") OR "1" IS PRESSED, IT DIALS OUT AND

\* IF "TALK" IS PRESSED, IT DIALS OUT DIRECTLY AND SHOWS "DIALING" "#####".

- e. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "2. SAVE") OR "2" IS PRESSED, IT SHOWS "NAME? " " STEVE SMITH". EDIT THE NAME OR KEEP THE NAME AND PRESS "SELECT" OR JOG DIAL.

THEN IT SHOWS "NUMBER? " "#####". EDIT THE NUMBER OR KEEP THE NUMBER AND PRESS "SELECT" OR JOG DIAL. THE DISPLAY SHOWS "SAVED" WITH A CONFIRMATION BEEP.

\* If all memories are full, then the display shows "MEMORY FULL" with an error tone.

(User must delete a memory first.)

\* IT STORES IN ALPHABETICAL ORDER.

\* IF SAME DATE IS ALREADY IN THE MEMORY, THE DISPLAY SAYS "DUPLICATE" "NAME AND NUMBER ENTRY"

g. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "3. DEL") OR "3" IS PRESSED,  
THE FOLLOWING APPEARS



THE DISPLAY SHOWS ABOVE. USE JOG DIAL TO MOVE THE CURSOR AND SELECT ONE OF THE.  
(PRESS JOG DIAL OR "SELECT" TO SELECT.)

THE DISPLAY WILL SAY "DELETE ?". PRESS JOG DIAL OR "SELECT" TO CONFIRM (THE DISPLAY SHOWS "DELETED" WITH A CONFIRMATION BEEP) OR PRESS "CLEAR" TO CANCEL THE FUNCTION.

#### A-2. MEMORY

IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "2. MEMORY") OR "2" IS PRESSED,  
THE FOLLOWING APPEARS;



\* "SAVE" WILL BE CHANGED TO "ADD NEW ENTRY"

##### A-2-1. SEARCH

- IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "1. SEARCH") OR "1" IS PRESSED,  
THE FIRST 3 MEMORIES (ALPHABETICAL ORDER) WILL BE DISPLAYED.
- USE THE JOG DIAL TO CHANGE.

OR

- TYPE IN NAME TO FIND A NAME. IT WILL BE DISPLAYED AS FOLLOW;



\* THE DISPLAY EXAMPLE LEFT WILL BE MODIFIED BASED ON THE OPERATION BELOW.

\* THE PLACE YOU ARE TYPING IN IS SHOWN WITH UNDER BAR (NOT CURSOR) AND CURSOR IS ON THE FIRST NAME OF THE LIST SHOWN. ("T" WILL BE SHOWN WITH UNDER BAR AND THE CURSOR WILL BE ON STEVE SMITH ON THE EXAMPLE ABOVE.)

\* THERE WILL BE NO NUMBER BESIDE NAMES.

\* THE JOG DIAL WILL BE USED TO ROLL DOWN NAMES AND SELECT THE NAME

\* THE UNDER BAR MOVES TO NEXT AUTOMATICALLY 2 SEC AFTER A LETTER IS ENTERED.

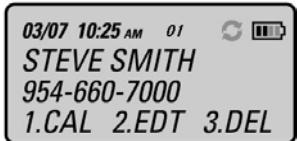
\* IF A KEY WHICH IS DIFFERENT FROM THE ONE THE UNDER BAR IS ON IS PRESSED, THE BAR MOVES TO NEXT COLUMN AND THE DISPLAY SHOWS THE LETTER.

\* TO CLEAR ONE LETTER, PRESS "CLEAR".

\* IF NO NAME IS ASSOCIATED WITH A NUMBER IN THE MEMORY, THE ENTRY IS DISPLAYED AS "NO NAME" AND IT WILL BE ALWAYS LISTED AT THE END OF THE LIST.

d. AFTER A MEMORY IS SELECTED BY PRESSING THE JOG DIAL, OR "SELECT" THE FOLLOWING APPEARS;

<EXAMPLE>



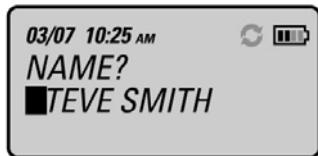
\* IF THE "TALK" IS PRESSED INSTEAD OF THE JOG DIAL OR "SELECT", IT DIALS OUT DIRECTLY AND THE DISPLAY SHOWS "DIALING" "### ### #####".

A-2-2-1. CALL

a1. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "1. CAL") "1" OR "TALK" IS PRESSED, IT DIALS OUT THE NUMBER.  
\* THE DISPLAY SHOWS "DIALING" "### ### #####".

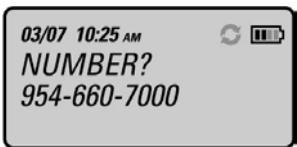
A-2-2-2. EDIT

a1. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "2 EDT") OR "2" IS PRESSED, THE FOLLOWING APPEARS;



\* THE CURSOR WILL BE AT THE LAST (NEXT TO "H" ON THE EXAMPLE LEFT)

a2. AFTER NECESSARY CHANGES ARE MADE, BY PRESSING THE JOG DIAL OR "SELECT", THE FOLLOWING APPEARS;



\* USE THE JOG DIAL TO GO RIGHT (UP) AND LEFT (DOWN). THIS IS ALWAYS APPLIED WHEN EDITING A MEMORY OR ENTERING A NEW ENTRY. (TIME AND ALARM SET ALSO)

\* PRESS "CLEAR" TO ERASE THE LETTER ONE BEFORE AND ALWAYS LETTERS ARE INSERTED (THIS IS APPLIED TO TIME AND ALARM SET ALSO.)

TO ONE BEFORE THE CURSOR IS ON. (DOESN'T OVERWRITE.)

\* THE CURSOR WILL BE AT THE LAST (NEXT TO "0" ON THE EXAMPLE LEFT)

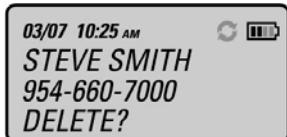
a3. AFTER NECESSARY CHANGES ARE MADE, BY PRESSING THE JOG DIAL OR "SELECT",

THE PROCEDURE IS COMPLETED. THE DISPLAY SHOWS "SAVED" WITH A CONFIRMATION BEEP.

\* USE JOG DIAL TO MOVE THE CURSOR. (UP - RIGHT, DOWN - LEFT)

#### A-2-2-3. DELETE

a1. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "3. DEL") "3" IS PRESSED OR "CLEAR" IS, PRESSED AND HELD FOR 3 SEC, THE FOLLOWING APPEARS; BY PRESSING THE JOG DIAL OR "SELECT", THE MEMORY IS DELETED.

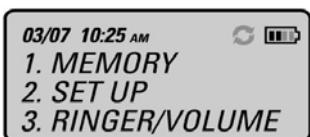


THE DISPLAY SHOWS "DELETED" A CONFIRMATION BEEP.

## 11. FUNCTION (MENU)

A. THE FOLLOWING ITEMS APPEAR WHEN "MENU" IS PRESSED.

\* THE DISPLAY WILL SHOW (MODIFIED FROM THE LEFT.)



1. MEMORY
2. SET UP
3. RINGER
4. VOLUME

#### A-1. MEMORY

SAME AS THE OPERATION ABOVE.

#### A-2. SET UP

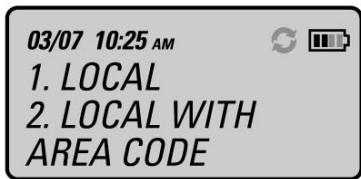
IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "2. SET UP") OR "2" IS PRESSED, THE FOLLOWING APPEARS;



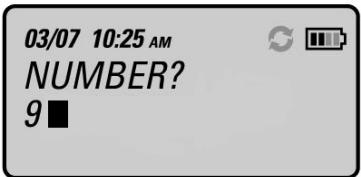
4. TIME
5. ALARM

#### A-2-1. AREA CODE

IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "1. AREA CODE") OR "1" IS PRESSED, THE FOLLOWING APPEARS;



a. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "1. LOCAL") OR "1" IS PRESSED, THE FOLLOWING APPEARS;



b. TYPE IN THE AREA CODE WITH DIAL KEYS FOLLOWED BY PRESSING "SELECT" OR THE JOG DIAL TO FINISH. (UP TO 4 DIGITS)

c. THE DISPLAY SHOWS "1 AREA CODE 1""2 AREA CODE 2." "3 AREA CODE 3" FOR "2. LOCAL WITH AREA CODE."

- \* USER CAN SET UP TO 3 DIFFERENT AREA CODE FOR LOCAL WITH AREA CODE.
- \* AFTER 1, 2 OR 3 IS SELECTED, THE SAME OPERATION AS THE LOCAL SETTING.
- \* "LOCAL" IS THE NUMBER YOU DO NOT HAVE TO DIAL. THE AREA CODE.
- \* "LOCAL WITH AREA CODE" IS THE NUMBER YOU NEED TO DIAL AREA CODE WITHOUT "1".

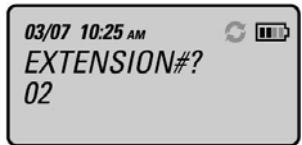
#### A-2-2. EXTENSION

IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "3. EXTENSION") OR "3" IS PRESSED, THE FOLLOWING APPEARS;



#### A-2-2-1. ADD

a. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "1. ADD") OR "1" IS PRESSED, THE FOLLOWING APPEARS;

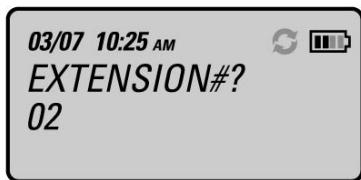


b. ALWAYS THE LOWEST AVAILABLE NUMBER (01 - 07) APPEARS FIRST. IT CAN BE CHANGED BY THE JOG DIAL OR TYPING NUMBER DIRECTLY.  
 \* IF A NUMBER IS ALREADY REGISTERED BEFORE, IT SHOWS THE EXTENSION #.

c. BY PRESSING THE JOG DIAL OR "SELECT" TO COMPLETE. (GENERATE A CONFIRMATION BEEP.)

#### A-2-2-2. EDIT

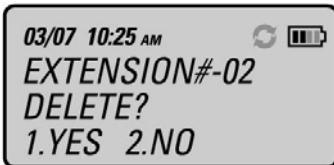
a. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "2. EDIT") OR "2" IS PRESSED, THE FOLLOWING APPEARS;



b. PICK THE EXTENSION # YOU WANT TO EDIT WITH THE JOG DIAL OR BY TYPING IN THE NUMBER DIRECTLY, THEN PRESS THE JOG DIAL OR "SELECT".  
 \* GENERATE A CONFIRMATION BEEP.

#### A-2-2-3. DELETE

a. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "3. DELETE") OR "3" IS PRESSED, THE FOLLOWING APPEARS;



\* IF "1. YES" IS SELECTED, GENERATE A CONFIRMATION BEEP AND GOES BACK TO STAND BY MODE.  
 \* IF "2. NO" IS SELECTED, GOES BACK TO A-2-2.

#### A-2-3. CONTRAST

a. IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "3. CONTRAST") OR "3" IS PRESSED, THE FOLLOWING APPEARS;



USE THE JOG DIAL TO CHANGE THE CONTRAST AND PRESS THE JOG DIAL OR "SELECT" TO CONFIRM THE SELECTION.

#### A-2-4. TIME

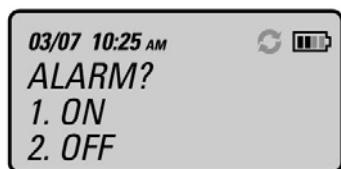
a. IF THE JOG DIAL, "SELECT" (WHEN THE CURSOR IS ON "4. TIME" OR "4" IS PRESSED, "## : ##" WILL BE DISPLAYED.

TYPE IN THE TIME AND PRESS JOG DIAL OR "SELECT" TO CONFIRM.

\* IF 00 TO 12 IS SELECTED FOR TIME, IT GOES TO AM/PM SETTING.

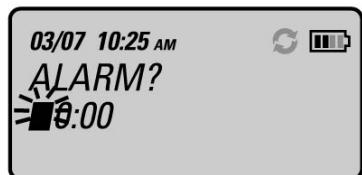
#### A-2-5. ALARM

a. IF THE JOG DIAL, "SELECT" (WHEN THE CURSOR IS ON "5. ALARM" OR "5" IS PRESSED, THE FOLLOWING APPEARS;



USE THE JOG DIAL OR NUMBER KEYS TO SELECT "ON" OR "OFF".

b. AFTER THE ON/OFF IS SET, THE FOLLOWING APPEARS;



USE THE JOG DIAL OR NUMBER KEYS TO CHANGE THE TIME. BY PRESSING THE JOG DIAL OR "SELECT" TO MOVE TO MINUTE AND TO FINISH.

\* ALARM ICON APPEARS ON LCD WITH THE CONFIRM BEEP.

\* IF 00 TO 12 IS SELECTED FOR TIME, IT GOES TO AM/PM SETTING.

#### A-3. RINGER

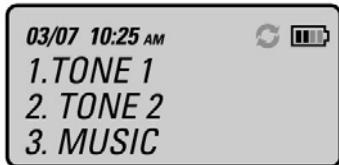
IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "3. RINGER") OR "3" IS PRESSED THE FOLLOWING APPEARS;

"1. INCOMING CALL"

"2. ALARM"

\* INITIAL SETTING WILL BE FINALIZED WHEN ALL SONGS ARE SELECTED.

AFTER ONE OF THEM IS PICKED, THE DISPLAY SHOWS;



IT CAN BE ROLLED DOWN TO MUSIC 5 (THERE ARE 5 SONGS TO CHOOSE FROM.)

\* THOSE 5 SONGS WILL BE UPLOADED AT THE FACTORY.

\* THOSE 5 SONGS WILL BE DISPLAYED WITH SONG NAMES. (NOT SONG 1 OR MUSIC 1)

\* AS THE CURSOR MOVES TO NEW SELECTION, IT GENERATE THE SONG/TONE FOR 30 SEC.

(AFTER 1 SEC OF DELAY TIME. IN OTHER WORD, AFTER THE CURSOR MOVES, IT WAITS FOR 1 SEC BEFORE IT GENERATES THE SONG/TONE.)

#### A-4. VOLUME

IF THE JOG DIAL, "SELECT" (WHEN CURSOR IS ON "4. VOLUME") OR "4" IS PRESSED, THE FOLLOWING APPEARS;

"1. RINGER"

"2. ALARM"

"3. EAR"

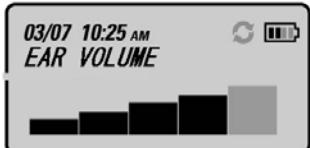
AFTER ONE OF THEM IS PICKED, THE DISPLAY SHOWS;



USE THE JOG DIAL TO CHANGE THE SETTING AND PRESS THE JOG DIAL OR "SELECT" TO CONFIRM THE SELECTION.

\* WORKS SAME WAY FOR ALARM AND EAR.

\* EVERY TIME IT IS CHANGED, GENERATE THE SONG/TONE WHICH IS SET FOR THE RINGER AND ALARM WITH THE VOLUME.



## 12. BATTERY LOW

WHEN IT IS LOW, GENERATE THE BATTERY LOW TONE AND THE DISPLAY SHOWS "LOW BATTERY" (FLASHES) AND THE BATTERY MARK FLASHES.

\* WHEN IT IS LOW BATTERY, IT WILL NOT ACCEPT ANY KEY ENTRY UNTIL IT IS CHARGED.

### **13. OUT OF RANGE**

IF A HANDSET GETS OUT THE COMMUNICATION RANGE (IF DATA PACKET IS LOST MORE THAN #%, IT IS DETERMINED AS OUT OF RANGE AND STARTS GENERATING BEEP AND THE DISPLAY SHOWS " OUT OF RANGE" FLASHING.

\* IF A HANDSET CAN NOT BE CONNECTED TO BASE, THE DISPLAY SHOWS "OUT OF RANGE" AND GENERATE AN ERROR TONE, THEN IT GOES BACK TO STAND BY MODEL