

900 MHz DSST

Kitty Phone
Spread Spectrum Cordless Phone
User Manual and Installation guide

15th June 2000

## **General Features**

- Auto-scanning automatic scan for the best channel with the least interference from 31 available channels which enables the most desirable communication.
- 2. **Utmost security** this phone system employs the current cutting-edge DSS technology and with a 16 bits Identity code, will effectively prevent other cordless phones from using it or eavesdropping.
- 3. **Out-of-range hang-up** the base unit will automatically hang up when the handset is out-of-range.
- 4. **Automatic answer or hang-up** call will automatically answer or hang-up when handset is out or in charging cradle, respectively.
- 5. **Phonebook** A maximum of 10 sets of frequently used numbers can be stored and **me mory-dial**.
- 6. **Call Transfer** allows transfer of a call from one handset to another.
- 7. **Redial** the phone will automatically store the last dialed numbers, which can be retrieved and redialed.
- 8. **Low-battery indicator** this will help to eliminate the problem of dropping the call during phone conversation when the handset's battery is running low.

9. **Tone / pulse dial -** both tone and pulse dialing is supported.

# Installation

- 1. Insert the power supply adaptor into power outlet socket, with the end plugging in the charger or base DC (battery) jack; (Base unit 9V / 300mA, handset 9V / 150mA).
- 2. The battery accompanying the handset is a rechargeable battery. When use for the first time, remember to install it properly into the battery compartment. Place the handset on its charger or the base unit's cradle to allow the battery to charge for 10 hours. Under daily operations, if the handset is not in use, please put it back to its charger or cradle for charging.
- 3. Insert the telephone straight line "P" end into the base unit's phone line jack while the other end to the call reception box to connect to the public telephone network.
- 4. The phone should preferably be installed in open area. The antenna of the phone should stand upright and keep away from any source of interference such as television set, large blocks of metallic objects, etc.

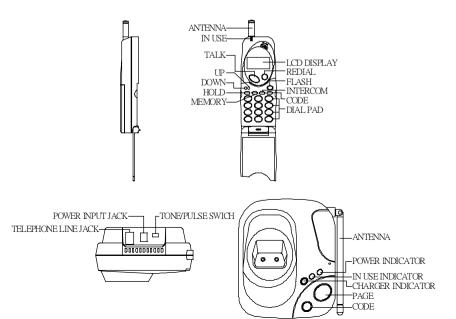
#### 5. Flash time selection

To meet different switching system requirement, the flash time can be change to  $600\,\mathrm{ms}$ ,  $300\,\mathrm{ms}$  or  $100\,\mathrm{ms}$  during linking with base unit state by pressing the handset "code" and number 6 ,3 or 1 and follow with "#" and "talk" key, for example to set  $300\,\mathrm{ms}$  flash time,

"Talk"-→linking with base unit → "code"--→ "3"→ "#"-→ "Talk"
---→ disconnect with base set .

# **Precaution**

- 1. Handset's receiver magnetic field  $\,$  for safety precaution we recommend periodic clean up the handset receiver surface; the handset's receiver has residual magnetic field which can pick up small metal item such as clip, needle etc.
- ${f 2}$ . The changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment .
- 3. The phone should be free from strong hit or shock, away from any corrosive gases. The LCD screen must not be placed under direct sunlight for any long period of time.



# **Functions Descriptions Diagrams**

# **Setting Up System**

# **Generate System Identity Code:**

 Press the CODE key follows by the \* key on the handset and the CODE button on the base unit. A new ID will be automatically generated and shown on the handset's display if successful.

# Register handset to the system:

Press the CODE key follows by the # on the handset, and the CODE button on the base unit. If successful, the handset will show on its display the system ID. This operation should be carried out to register a new handset or whenever the system ID is changed.

# **Change handset number:**

• Press the CODE key on the handset, follows by a two-digits handset number. The new handset number will be displayed. The handset number can be 01 up to 99. For instance, pressing "CODE, 0, 6" will change the handset number to 06. To call this handset, you need to press "INTER, 0, 6".

### Important:

 Before using the handset, make sure that the battery has been properly installed and fully charged for at least 15 hours.

## How to Use

#### 1. Making a Call

Press **TALK** to switch on the phone. The LCD "Talk" icon will light up. Enter the phone number. After conversation, press **TALK** again or place the handset back to its charger/cradle will hang up the phone.

#### 2. Receiving call

When the handset rings, press any key to receive the phone call. After conversation, press **TALK** once to switch off the phone. (Note that when handset is on its charger or cradle and ringing is heard, picking up handset will automatically answer the call and conversation can be started.)

### 3. Memory dialing

Each handset is capable of storing 10 sets of frequently used telephone numbers. The operation is described as follows:

Storing: In the ready mode, press **MEM** key, with which the LCD icon "MEM" will light up, follows with the phone number. Next, press **MEM** again and a digit (0-9) to complete the storage process. For instance, press "**MEM**, 1234567, **MEM**, 3 "will store phone number 1234567 in memory set 3.

*Memory dialing:* To use memory dialing, press **Talk** to switch on the phone. Press **MEM** and enter the desired set number. For instance, press "**TALK**, **MEM**, 3" will make phone call to 1234567.

**Note:** During the process of storage, the time interval between each successive number entered cannot exceed 5 seconds. Otherwise, the storage is denied.

#### 4. Flash, Redial and stop function

- A. When you dial number and hear the busy tone, simply press **RD** key will redial the last number.
- B. After dialing a number, when you want to make another call, press **FL** key, then you can begin dialing the next number.
- C. In dialing period, press **RD** key to pause for three seconds. This can be used to dial some special phone.
- 5. **Intercom between two handsets:** Any handsets can call another handset using the intercom feature. Press **INT** follows with the handset number, you will make intercom call. For instance, to call handset 5, press "**INT**, **0**, **5**". The handset with number 05 will ring. Press any key on handset 5 will establish the call. To terminate the call, press **INT** key on any of the two handsets.

#### 6. Automatic hang up when used beyond range

When the handset battery is removed or it is used beyond its functioning range (the phone may experience some noise), the phone will automatically hang up after 30 seconds. In the case of battery removal, simply install back the battery so that the handset restores its original ready mode (for exceptional cases, registering the handset is necessary). If the handset is used beyond its functioning range, press **TALK** key to switch back to the ready mode.

#### 7. Handset's low battery display

When the battery icon of handset's display is lit, this is a warning for battery running low. Charge the battery as soon as possible. Otherwise, the handset will not function normally.

#### 8. Audio frequency/pulse dialing mode and use of "\*" key

*P/T mode:* For this function, due to the control of the handset by the base unit users can select according to their exchange the machine is connected to. Set the base units P/T switch to "P" means adopting the pulse dialing mode; set to "T" means adopting the audio frequency (Tone) dialing.

Use of "\*" key: This key is suitable for the use of small program-controlled exchange machine which employs pulse dialing. When a call is to be made to the outside party through the public network, press this key once. The machine will automatically switch itself from the original pulse dialing mode to audio frequency dialing mode. After hanging up, the machine will switch back from audio frequency dialing mode to pulse dialing mode.

#### 9. The Page function of the base unit

This button helps you to search for the handset and to check whether the handset's ringing system is functioning normally. Simply press the **Page** button on the base unit. The handset will then give out continuous "click click click ..." sounds. When found, press the **Page** button once more to stop the alarm, or simply press the **TALK** key on the handset twice to perform the same function (Note that when the handset is running out of battery or out-of-range, it will not be able to receive the Page signal and ring).

#### 10. Automatic detection of use/hang-up in battery-charging

When the handset is charging, it can still receive any incoming call. Simply picking up the handset will automatically answer the call and enter the conversation mode.

When the conversation has finished, the handset can be placed back to its charger/cradle straightaway without pressing the **TALK/INT** key. The call will automatically terminated.

# Troubleshooting

- 1. The handset cannot make or receive phone calls
  - A. Make sure the battery is properly installed in the battery compartment.
  - B. Check whether the battery is running out, i.e. the battery icon on the handset's display is lit or not. If so, charge the battery.
  - C. Check whether the power supply is properly connected to the base.
  - D. Check whether the handset is being used too far away from the base unit. Please move closer to the base unit.
  - E. The system ID might be lost so registering of the handset is required.
- 2. Encounter interference or a lot of background noise during conversation
  - A. Check whether the handset is used too far away from the base unit or at some "dead corner" of communication. Move closer or change position.
  - B. Check whether the battery is running low
  - C. Check whether the base unit's antenna is installed properly.
- 3 Background noise: check whether the connecting phone line is loosened or its surface removed. It so, change a new phone line.

# Accessories

| 1. Power transformer (DC9V)    |  |
|--------------------------------|--|
| 2. Rechargeable battery (3.6V) |  |
| 3. Telephone straight line     |  |
| 4. Instruction manual          |  |