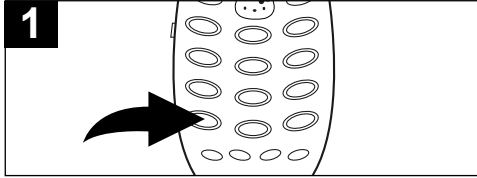


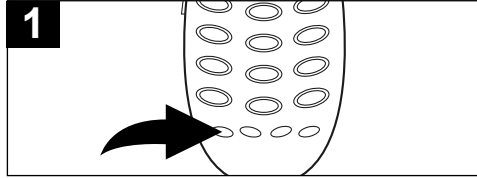
BASIC OPERATION (CONTINUED)

USING THE TONE BUTTON



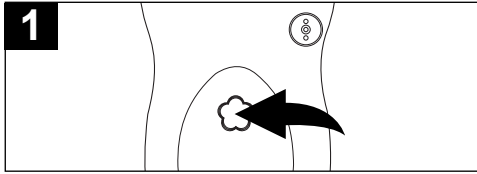
If you are in a Pulse dialing area you may still take advantage of touch-tone services after dialing to respond to touch-tone prompts. To do this, press the ***/TONE/◀** button to temporarily change the dialing mode from Pulse to Tone after dialing in the Pulse mode. This will enable Pulse users to access touch-tone services. It will revert back to Pulse after hanging up.

CALL WAITING



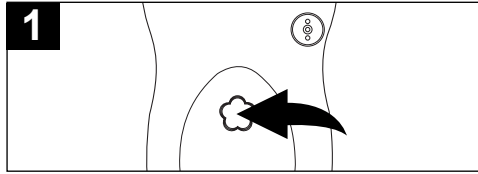
If you subscribe to Call Waiting through your local phone company, and you receive another phone call, the phone will alert you with a beep and the display will show the name and number. Simply press the **FLASH** button to answer the new call. Press the **FLASH** button again to return to the original call. Call Waiting Caller ID also needs to be subscribed to in order to see the new caller's name/number on the display if you are already on the phone.

PAGING THE HANDSET



Press the **PAGE** button on the base to locate the handset when not in use; the handset will ring with three short beeps and the **TALK** button will blink. "Page" will blink in the display on the LCD during paging.

FINDING THE HANDSET



Press and hold the **PAGE** button on the base for more than three seconds to locate the handset when not in use; the handset will ring for 30 seconds repeating sequences of three short beeps. Press the **TALK** button to end the page function.

NOTE:

When an incoming call is received while paging and the **RINGER** switch is set to the **ON** position, the Page mode will be terminated and the incoming ringer will start.

BASIC OPERATION (CONTINUED)

MESSAGE WAITING FUNCTION

When a caller has recorded a message on a personal message service, “” will appear in the display and will disappear when you retrieve your message. This feature is only for subscribers of a voice mail message waiting service.

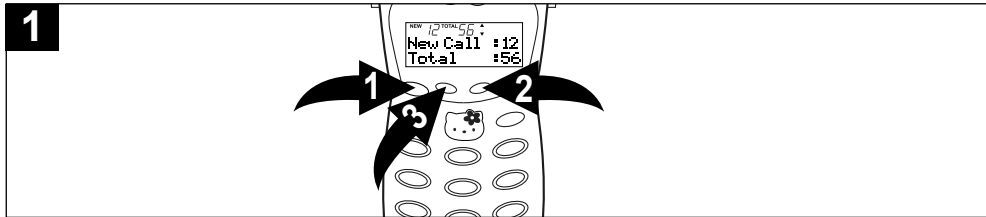
DIGITAL SECURITY SYSTEM

The security code prevents your cordless telephone conversation from being accessed by a phone on a different line. Once the handset battery is fully charged, the handset will automatically select the code from a total of over 65,000 combinations. The code is changed every time the handset is placed in the cradle.

If you experience difficulty with placing or receiving calls, a lost security code may be the cause of the problem. When this occurs, the handset can no longer communicate with the base. Reset by placing the handset on the base for 5-10 seconds. If that does not work, unplug the AC adaptor from the wall outlet. Disconnect the handset battery for 5-10 seconds, then reconnect. Place the handset back on the base and then replug the AC adaptor.

BASIC OPERATION (CONTINUED)

CHECKING THE CALLER ID LOG



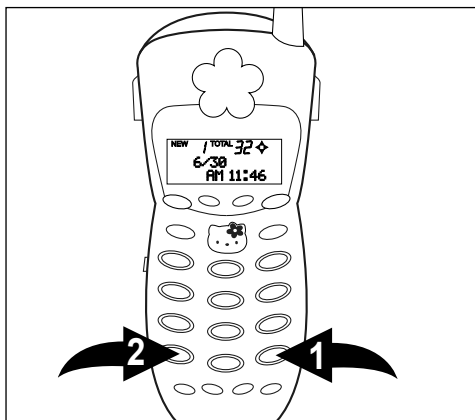
To scroll through the calls, press the CID button ❶; the New Calls and the Total Calls will appear in the display. Press the REVIEW/VOLUME ▲ button ❷ to go through the calls from the first call received to the last. Press the REVIEW/VOLUME ▼ button ❸ to go through the calls from the last call received to the first. Press the CID button ❶ again when done.

NOTES:

- The NEW indicator will blink until all new caller ID information has been reviewed.
- The REP indicator will appear in the display if you have received multiple new calls from the same number.

VIEWING LONG TELEPHONE NUMBERS/NAMES AND CHECKING THE DATE AND TIME

Due to display size limitations, a telephone number longer than 10 digits or a name more than 12 characters long cannot be viewed at one time. For the same reason, the received date and time cannot be displayed with the name and number. View long names/numbers as follows:



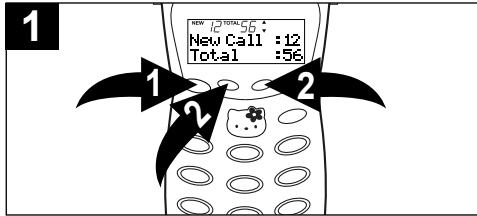
Press the ► button ❶ once or the ◀ button ❷ three times to display the full number of the call received.

Press the ► button ❶ twice or the ◀ button ❷ twice to display the full name of the call received.

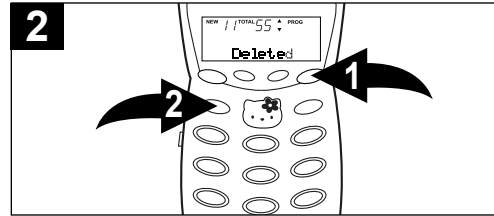
Press the ► button ❶ three times or the ◀ button ❷ once to display the date and time of the call received.

BASIC OPERATION (CONTINUED)

DELETING ONE NAME/NUMBER FROM THE CALLER ID LOG

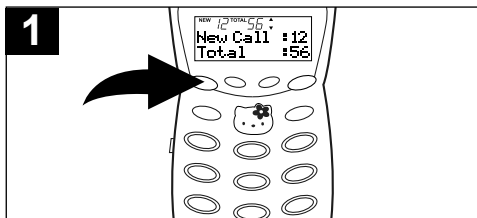


Scroll through the calls to select a number to delete by pressing the CID button ❶ and then scroll by pressing the REVIEW/VOLUME ▲/▼ buttons ❷.

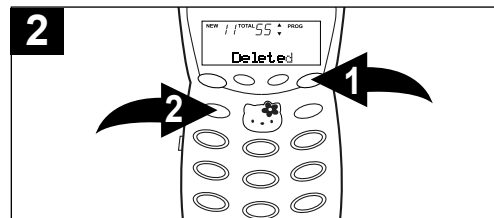


Press the PROG button ❶ then press the ERASE button ❷; "DELETED" will appear in the display and a confirmation tone will be heard.

DELETING ALL NAME(S)/NUMBER(S) FROM THE CALLER ID LOG



Press the CID button.



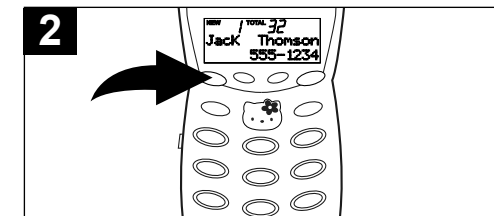
Press the PROG button ❶ then press the ERASE button ❷; "DELETED" will appear in the display and a confirmation tone will be heard.

DIALING A NUMBER IN THE CALLER ID DISPLAY

You can automatically call a number from the caller ID log as follows:



Scroll through the calls to select a number to dial by pressing the CID button ❶ and then scroll by pressing the REVIEW/VOLUME ▲/▼ buttons ❷.



Press the CID button again to dial the number.

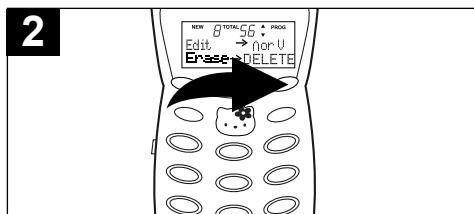
BASIC OPERATION (CONTINUED)

EDITING TELEPHONE NUMBERS

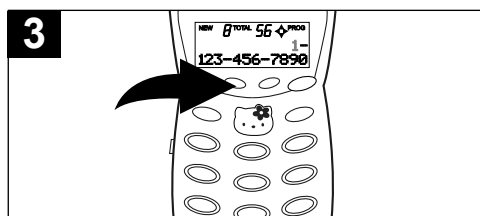
You can edit a phone number in the caller ID as follows:



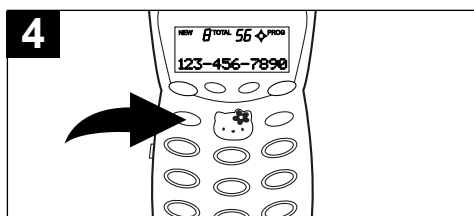
Scroll through the calls to select a number to edit by pressing the CID button ❶ and then scroll by pressing the REVIEW/VOLUME ▲/▼ buttons ❷.



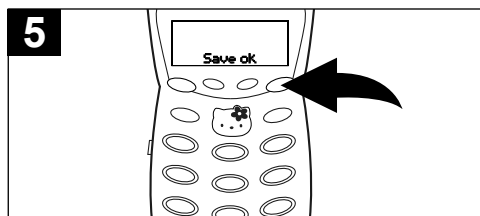
Press the PROG button to select the menu.



Press the REVIEW/VOLUME ▼ button to go to the number; the first "1" will start blinking.



Press the ERASE button; the "1" will be deleted and the second digit will start blinking. Press a desired number to insert and it will be inserted before the first digit.



Press the PROG button again to store the new number; "Save ok" will appear in the display for three seconds and a confirmation tone will be heard.

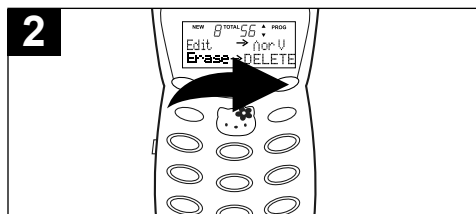
BASIC OPERATION (CONTINUED)

EDITING CALLER NAMES

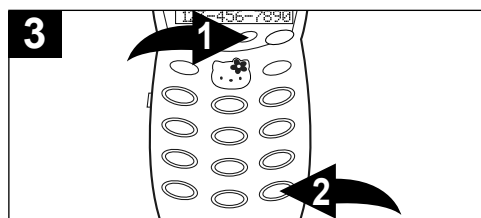
You can edit a name in the caller ID as follows:



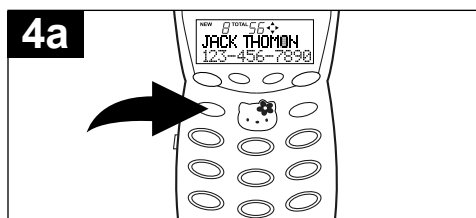
Scroll through the calls to select a name to edit by pressing the CID button ❶ and then scroll by pressing the REVIEW/VOLUME ▲/▼ buttons ❷.



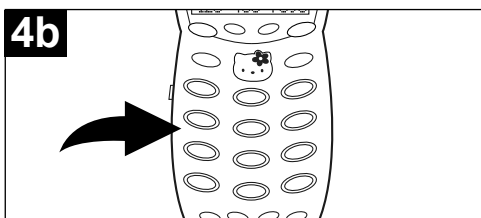
Press the PROG button to select the menu.



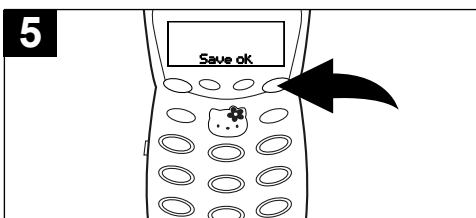
Press the REVIEW/VOLUME ▲ button ❶ to start character editing. Press the ► button ❷ repeatedly to move the cursor to the desired character to edit.



TO ERASE THE CHARACTER: Press the ERASE button; the next character will move one step to the left. Press a desired letter to insert and it will be inserted before the first character.



TO CHANGE THE CHARACTER: Press the key button to change to a different character (see chart on page 22).

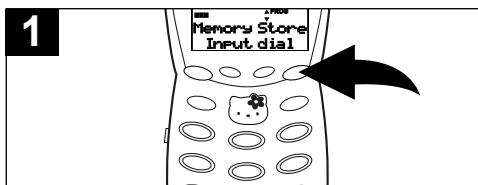


Press the PROG button again to store the new name; "Save ok" will appear in the display for three seconds and a confirmation tone will be heard.

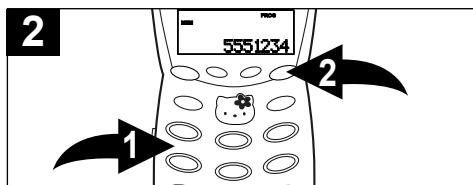
BASIC OPERATION (CONTINUED)

STORING NAMES AND TELEPHONE NUMBERS

The memory can store up to 20 name/telephone numbers.



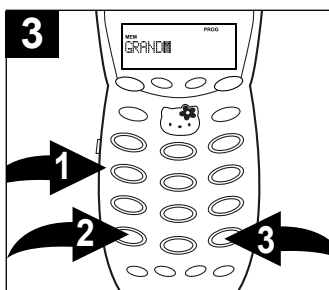
Press the PROG button while in the Standby mode.



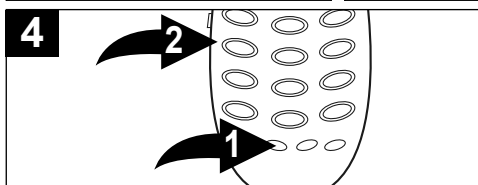
Using the Key buttons (0-9, *, #) ❶, enter the telephone number, then press the PROG button ❷ again.

NOTES:

- If a 17th digit is entered, the Store mode will be terminated with an error tone.
- If you misdial, press the ERASE button to clear the last digit.
- If desired, pause can be inserted between digits by using the PAUSE button. When a pause is entered, "P" will be displayed.



See the Character Map Chart on the top of the next page and using the Key buttons (0-9, *, #) ❶, enter the name. Press the ◀ ❷ or ▶ ❸ button to move the cursor to the right or the left after entering each character. For example, press the 4 button ❶ once to enter a "G", then press the ▶ button ❸. Press the 7 button ❶ three times to enter the second character, "R". Repeat this step until all letters have been entered (up to 16).



Press the MEMO button ❶. Enter two digits (01-20) using the Key buttons ❷ to assign the desired memory location to store the data. "0" must be added for memory locations 1 - 9.



One second after step 4, "Save ok" will appear in the display for three seconds and a confirmation tone will be heard.

NOTES:

- If the data is stored in a location where data has already been stored, the old data will be overwritten.