idect

USER GUIDE

Edge Plus Call Blocker Single Edge Plus Call Blocker Twin Edge Plus Call Blocker Triple Edge Plus Call Blocker Quad

DECT Telephone With answering machine



Or visit our websites: www.binatoneglobal.com

THIS EQUIPMENT IS NOT DESIGNED FOR MAKING EMERGENCY TELEPHONE CALLS WITHOUT MAINS POWER. ALTERNATIVE ARRANGEMENTS SHOULD BE MADE FOR ACCESS TO EMERGENCY SERVICES.

Before operating this set, please read these instructions carefully.

TECHNICAL DETAILS

STANDARD FREQUENCY RANGE CHANNEL BANDWIDTH	DIGITAL ENHANCED CORDLESS TELECOMMUNICATION (DECT) 1.88 TO 1.9 GHZ (BANDWIDTH = 20 MHZ) 1.728 MHZ
OPERATING RANGE	UP TO 300M OUTDOORS; UP TO 50M INDOORS
OPERATING TIME	STANDBY: 100 HOURS, TALKING: 10 HOURS
	BATTERY CHARGE TIME:15 HOURS
TEMPERATURE RANGE	OPERATING 0°C TO 40°C, STORAGE -20°C TO 60°C
ELECTRICAL POWER	BASE & CHARGER POWER ADAPTER UNITS:
	INPUT 100-240VAC 50/60Hz 150mA, OUTPUT 6VDC 450mA
	VTECH - VT04EUK06045 / VT04EEU06045
	RUIJING - RJ-AS060450B001 / RJ-AS060450E002
	BATTERY INFORMATION (each handset)
	TYPE NIMH (RECHARGEABLE BATTERY) 2X1.2V AAA SIZE, 400mAH CORUN - NI-MH AAAJ400 GPI - VT40AAAHC

CAUTION

USE ONLY ADAPTORS AND BATTERIES LISTED ABOVE. Risk of explosion if the battery is replaced by an incorrect type. Dispose of used batteries according to your local authority regulations.

Port specification

The rightarrow port (connected to the mains power supply) is a SELV port with respect to EN41003.

The report (connected to the telephone line) is a TNV port with respect to EN41003.

CLEANING AND CARE

Do not clean any part of your phone system with benzene, thinners or other solvent chemicals as this may cause permanent damage, which is not covered by the Guarantee.

When necessary, clean it with a damp cloth.

Keep your phone system away from **hot, humid conditions or strong sunlight**, and don't let it get wet. Every effort has been made to ensure high standards of reliability for your phone system. However, if something does go wrong, please **do not try to repair it yourself, but consult your supplier or call the Helpline.**

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1 IMPORTANT SAFETY INSTRUCTIONS

Please follow these safety instructions when using your telephone equipment to reduce the risk of fire, electric shock or injury:

- 1) Read and understand all the instructions.
- 2) Follow all warnings and instructions marked on the product.
- 3) Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.
- 4) Keep this product away from hot, humid conditions or strong sunlight, and don't let it get wet or use it near water (for example, near a bath tub, kitchen sink, or swimming pool).
- 5) Do not overload wall outlets and extension cords as this can result in the risk of fire or electric shock.
- 6) Unplug this product from the wall outlet and obtain the service of our Repair Centre under the following conditions:
 - When the power supply cord or plug is damaged or frayed.
 - If the product fails to operate normally despite following the operating instructions.
 - If the product has been dropped and the cabinet has been damaged.
 - If the product exhibits a distinct change in performance.
- 7) NEVER use your phone outdoors during a thunderstorm. Unplug the base from the telephone line and the mains socket when there are storms in your area. Damage caused by lightning is not covered by the guarantee. For pluggable equipment, the socket-outlet (power adaptor) shall be installed near the equipment and shall be easily accessible.
- 8) Do not use the telephone to report a gas leak in the vicinity of the leak.
- 9) Use only the supplied NiMH (Nickel Metal Hydride) batteries that came with your phone or an authorised replacement recommended by the manufacturer. There is a risk of explosion if you replace the battery with an incorrect battery type. The use of other battery types or non-rechargeable batteries/primary cells can be dangerous. They may cause interference and/or damage to the unit or surroundings. The manufacturer will not be held liable for damage arising from such non-compliance.
- 10) Do not use third party charging pods. Damage may be caused to the batteries.
- 11) Please ensure that the batteries are inserted in the correct polarity.
- 12) Dispose of batteries safely. Do not burn, immerse them in water, disassemble, or puncture the batteries.

Package contents

The package contains the following items:

- 1 Handset
- 1 Base station
- 1 Mains power adapter
- 1 Telephone line cord
- 2 AAA NiMH rechargeable batteries
- User's manual

NOTE: If you have purchased a Twin, Triple or Quad system, you will also have the corresponding extra handset(s), batteries and charging pod(s) with attached power adapter.

Connection and Conditions for Use

You can connect your phone to a direct exchange line (DEL) on a local exchange with its own phone number; to an extension socket connected to a DEL; or to an extension on an approved compatible private exchange (PBX). Do not connect as an extension to a pay phone.

The ringer equivalence numbers (REN) of all equipment (phones, fax machines, modems, etc.) connected to an exchange line must not add up to more than 4, otherwise one or more of them may not ring and/ or answer calls correctly. The phone has a REN of 1, and most other telephones have a REN of 1 unless marked otherwise.

Call Blocker Function

The Edge Plus Call Blocker system can be programmed to block certain call types or calling numbers. (See section 8.)

For most of the Call Blocking functions you must subscribe to and receive the Caller Display service from your telephone line provider.

When a blocked call is received, the base and handsets will not ring, and the handset backlights will not turn on. If the answering machine is enabled, it will answer a blocked call after its normal set number of rings and it will record any message left by the caller.

NOTE: Other telephones connected in parallel to the Edge Plus Call Blocker may affect its operation.

Handset & Base Connection

- 1) When purchased, all handsets are already registered to the base unit and should link to it when they are all powered up.
- 2) To use your cordless handset and base unit together, you must be able to establish a radio link between them. The signal between the handset and the base unit is in accordance with the normal standards for a DECT phone: Maximum range up to 300 metres outdoors or 50 metres indoors. Be aware that:

- Large metal objects, such as refrigerators, mirrors or filing > cabinets, between the handset and the base unit may block the radio signal.
- Solid structures, such as walls, may reduce the signal strength. >
- Electrical equipment may cause interference and/or affect the > range.
- 3) Do not place the base unit close to another telephone, TV or audio equipment - it may cause interference.
- 4) Putting the base unit as high as possible ensures the best signal.
- 5) If the sound in the earpiece becomes faint or distorted during a call, you may be going out of range of the base unit. Move nearer to the base unit within 20 seconds; otherwise the call may be cut off.

2 INSTALLING YOUR PHONE

2.1 Connecting the Base Station

- Plug the mains power cable and telephone line cord into their corresponding sockets in the underside of the base station.
- Plug the power adapter into a 100 -240VAC, 50 - 60Hz mains power socket, and the telephone line cord into a telephone line socket.



Warning:

Always use the cables provided in the box.

Use only the supplied adaptor, as others may damage the unit.

Note:

Place the base unit within easy reach of the mains power socket.

Never try to lengthen the mains power cable.

The base station needs mains power for normal operation, and the cordless handsets will not work without it.

2.2 Installing and Charging the Handset Rechargeable Batteries

- Slide the cover down off the battery compartment in the front of the handset.
- Insert the 2 supplied batteries into the battery compartment, observing the correct polarity Warning: Use only the supplied NiMH rechargeable batteries.
- Slide the battery cover back over the battery compartment until it clicks into place.



- Place the handset on the base and charge for 15 hours before using the handset for the first time.
 - The handset will give a double beep when it is properly placed on the base to indicate charging.

Note: The handset may become warm when the batteries are being charged or during prolonged periods of use. This is normal and does not indicate a fault. For pluggable equipment, the socket-outlet (power adaptor) shall be installed near the equipment and shall be easily accessible.

If you have a broadband line

If you connect your telephone to a line with a broadband connection, you will need to insert a micro-filter between the telephone and the telephone line; otherwise you may get interference between the telephone and the broadband, which could cause problems.

In a home with broadband, every telephone must have a micro-filter connected, not just the one at the telephone point that your modem is connected to.

If you need more broadband micro-filters contact your broadband supplier.

3 GET TO KNOW YOUR PHONE

3.1 Handset Overview



		In idle mode: Press to access the call list.						
1		In menus and lists: Press to move up the options. During a call: Press to increase the volume.						
		During ringing: Press to increase the handset ringer volume.						
		In idle mode: Press to access the main menu.						
2	(OK)	In sub-menu mode: Press to confirm the selection.						
2		During a call: Press to access Intercom/Phonebook/ Redial List/ Call List.						
		Make or answer calls.						
3	TALK	During a call: Press to turn on / off the speakerphone.						
		In Phonebook list / Redial list / Call list: Press to make a call with speakerphone.						
4	ত	Press to enter CALL BLOCKER menu.						
5	EARPIECE							
		In idle mode: Press to initiate an intercom call.						
		In main menu mode: Press to go back to the idle screen.						
6	C/ _{INT} mute	In sub-menu mode: Press to go back to the previous option, or press and hold to go back to the idle screen.						
		In editing / pre-dial mode: Press to delete a character / digit, or press and hold to delete all the characters / digits.						
		During a call: Press to mute / unmute the microphone.						

		During a call: Press to end a call and go back to the idle screen.
7	OFF	In menu / editing mode: Press to go back to the previous menu, or press and hold to go back to the idle screen.
		In idle mode: Press and hold to power on/off the handset.
		In idle mode: Press to access the redial list.
		In menus and lists: Press to move down the options.
8	REDIAL	During a call: Press to decrease the volume.
		During ringing: Press to decrease the handset ringer
		volume.
		Press to insert a digit / character $/ [*_{\odot}] / [#_{\wp}]$.
		* key in idle mode: Press and hold to enable or
	AI PHA-	disable the keypad lock.
		$[\#_{\wp}]$ key in idle mode: Press and hold to turn on / off
9	KEYPAD,	the handset ringer.
		🚛 key in predialling / number editing mode: Press
	* _@ ,# _{\$}	and hold to insert a pause.
		* key in Call List mode: Press to view more digits of
		the caller's number if applicable.
10	Flash	During a call press to send a Recall signal (also called Flash) for network services.
11	MICRO- PHONE	

3.2 Base Station Overview



•))	PAGE - Press to page your handset(s).
-,,)	Press and hold to enter registration mode

3.3 Handset LCD Icons and Symbols

The LCD gives you information on the current status of the telephone.





3.4 Menu Structure

Press $\begin{vmatrix} c_{\text{MM}} \\ m_{\text{MM}} \end{vmatrix}$ to go to other options in the menu list.

Press \bigcirc to enter a sub-menu or function.

Press do go back to the previous level.

Press and hold $\boxed{\mathbb{C}_{\mathbb{M}}}$ to cancel the current operation and return to the idle

screen.

Note: If you do not press any key on the handset for 30 seconds, the display will automatically return to the idle screen.

Refer to the following for the menu structure.

Key F	$\begin{array}{c} c_{ALLS} \\ REDIAL \\ \hline \\ Key Press \end{array} < MENU> \longleftrightarrow \begin{array}{c} cUP/ \\ OWN> \\ OWN \\ OW$										
Main Menu	CALL LIST	PHONEBOOK	CALL BLOCKER	BS SETTINGS	HS SETTINGS	REGISTRA- TION	DEFAULT	ANS. MACHINE			
Sub menu	Shows EMPTY or the first Call List entry. Then <ok> for: DETAILS ADD TO BLIST DELETE DELETE DELETE ALL CATEGORY</ok>	ALL CONTACTS VIP Shows EMPTY or the first phonebook entry. Then <ok> for: ADD ADD / DEL FROM VIP VIEW EDIT DELETE ALL PB STATUS</ok>	BLACK LIST SETTINGS BLOCK MODE CALL TYPE	DELETE HS FLASH TIME CHANGE PIN	ALARM RING SETUP TONE SETUP LANGUAGE RENAME HS AUTO ANSWER DATE & TIME	PIN?	PIN?	MSG PLAYBACK DEL ALL OLD MEMO TAM ON/OFF TAM SETTINGS ANSWER MODE TAM LANGUAGE OGM SETTINGS ANSWER DELAY RECORD TIME REMOTE ACC. COMPRESSION CHANGE PIN			

3.5 Text and Digit Entry Table

The table below shows you where each letter and punctuation character can be found, by using repeated presses of the alphanumeric keypad. This will be helpful when storing a name in the phonebook or renaming your handset.

In editing mode, a cursor is displayed to indicate the current text entry position. It is positioned at the right of the last character entered.

Writing Tips:

Once a character is selected, the cursor will move to the next position after a short pause.

You can move the cursor within the text using $\left| \frac{\partial u_{ss}}{\partial u_{ss}} \right|$.

Press $\boxed{C_{MT}}$ to delete the last character.

Press and hold Charles to delete the entire text string.

3.5.1. Character Set

				Number Editing							
Key		(For pl	honebo	(For phone number editing, date/time editing)							
Key press	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	
1	space	1	@	-	#	=	<	>	()	1
2	A	В	С	2	Ä	À	Á	Â	Ã	Å	2
3	D	E	F	3	Ď	Ð	È	É	Ë	Ê	3
4	G	Н	1	4	Ğ	Ì	Í	Î	Ï	i	4
5	J	К	L	5	Ł	Ĺ	Λ				5
6	м	Ν	0	6	Ñ	Ń	Ň	Ö	Ò	Ó	6
7	Р	Q	R	S	7	Ŕ	Ř	Ś	Ş	Š	7
8	Т	U	V	8	Ť	Ţ	Ü	Ù	Ú	Û	8
9	W	Х	Y	Z	9	Ý	Ÿ	Ź	Ž	Ż	9
0	0		,	/	:	;			!	i	O, P (Pause)
*	*										*
#											#

Кеу		(For pl	honebo	Number Editing (For phone number editing, date/time editing)							
Key press	11th	12th	13th	14th	15th	16th	17th	18th	19th	20th	
1	&	£	\$	¥	€	[]	{	}	¤	1
2	Ą	Ă	Æ	Ç	Ć	Č					2
3	Ę	Ĕ	Δ	Φ							3
4	Г										4
5											5
6	Ô	Õ	ø								6
7	β	п	θ	Σ							7
8											8
9	Ω	Ξ	Ψ								9
0	?	ć	*	+	-	%	\	۸	~		O, P (Pause)
*											*
#											#

4 USE YOUR PHONE

Switch ON/OFF the Handset.

When the handset is in idle mode, press and hold $\boxed{\ }$ to switch the handset

off. To switch the handset on, press and hold \fbox .

4.1 Make a Call

4.1.1. Preparatory Dialling

- Enter the phone number, maximum 24 digits. If you make a mistake, press Charles to delete the last digit.
- 2. Press $\begin{bmatrix} c \\ c \end{bmatrix}$ to dial the number.

4.1.2. Direct Dialling

- 1. Press 💪 and listen for dial tone.
- 2. Enter the phone number to dial.

NOTE: If you make a mistake, you cannot correct it with \bigcirc , but need to press \bigcirc to stop the dialling and ratium to idle mode.

to press \fbox to stop the dialling and return to idle mode.

4.1.3. Call from the Phonebook

- 1. In idle mode, press k then to show **PHONEBOOK**, and k to select.
- 2. Press draw for ALL CONTACTS or VIP, then draw to open that phonebook list.

NOTE: The first phonebook entry will be displayed. If there is no entry in the phonebook, it will show **EMPTY**.

3. Press $\frac{1}{1+1}$ to select the desired phonebook entry.

NOTE: For a quick search, you can also press the numeric key containing the first letter of the name you want. For example, pressing 2 will show

the first entry starting with A. Pressing 2 twice will show the first entry

starting with B, etc., then press $\left| \frac{d_{\text{stars}}}{d_{\text{stars}}} \right|$ to find the name you want.

4. Press $\begin{bmatrix} c \\ m \end{bmatrix}$ to dial the number.

4.1.4. Call from the Call List

1. In idle mode, press 🖾 to access the call list.

OR

Press \bigcirc to show **CALL LIST**, then press \bigcirc to access the call list.

ΝΟΤΕ

The first entry in the call list will be displayed. If there is no entry in the call list, it will show **EMPTY**.

- 2. Press $\begin{bmatrix} c_{dis} \\ weightarrow \end{bmatrix}$ to select the desired call list entry.
- 3. Press 💪 to dial the number.

NOTE:

You must subscribe to your network's Caller Display service to be able to see the caller's number or name in the call list.

4.1.5. Call from the Redial List

- 1. Press we to access the redial list and press of to select the desired redial number.
- 2. Press $\frac{1}{2}$ to dial the number.

4.1.6. Out of Range Warning

When the handset goes out of range of the base, the screen will display **OUT OF RANGE**, and the call will be disconnected if you are on a call. When you move back within range, the handset will automatically reconnect to the base, and will be in idle mode, so if you want to continue your call you will have to redial the number.

4.1.7. Handset Speakerphone

During a call, you can press $\underline{(d)}$ to alternate between hands-free speakerphone and handset earpiece.

4.2 Answer a Call

If the handset is not on the base charger or a charger pod, or if AUTO ANSWER is set to OFF:

When the phone rings, press $\begin{bmatrix} c \\ c \end{bmatrix}$ to answer the call.

If the handset is on the base or a charger pod and if **AUTO ANSWER** is set to **ON**:

When the phone rings, pick up the handset to answer the call.

If you wish to change the **AUTO ANSWER** setting, see **6.2.8**. The default setting is **OFF**.

4.3 Adjust Earpiece and Speakerphone Volume

There are 5 levels (**VOLUME 1 to VOLUME 5**) to choose from for each of the earpiece and speakerphone volumes.

During a call:

Press $\frac{c_{\text{dis}}}{m_{\text{pres}}}$ to select from **VOLUME 1** to **VOLUME 5**. The current setting is shown. When you end the call, the setting will remain at the last selected level.

4.4 Mute a Call

You can mute the microphone so that you can talk to someone nearby without letting the caller hear you during a call.

During a call:

1. Press $\overline{\mathbb{C}_{\text{MM}}^{\text{Che}}}$ to mute the microphone and SECRECY ON will display on

the LCD. Your caller cannot hear you.

2. Press $\boxed{C_{Me}}$ again to unmute the microphone.

4.5 End a Call

During a call press D to end the call.

OR

Put the handset on the base or a charger pod to end the call.

4.6 Call Timer

Your handset automatically shows the duration of every call. The call timer starts as soon as a call is answered or when dialling stops, and is displayed for about 5 seconds after the end of the call. It is shown in hours, minutes and seconds format (HH:MM:SS).

4.7 Set to Silent Handset Ring

In idle mode, press and hold $[\![\texttt{#g}]\!]$ to turn off the handset ringer. RINGER OFF

appears briefly and the ringer off icon is displayed on the status bar of the LCD.

In silent mode, press and hold $[\![\#_{\ensuremath{\mathfrak{B}}}]$ to turn on the handset ringer. RINGER

ON appears briefly and the ringer off icon will disappear.

4.8 Turn the Keypad Lock ON/OFF

- In idle mode, press and hold * to turn on the keypad lock. KEYS LOCKED appears briefly and the "KEYPAD LOCKED" icon is displayed on the status bar of the LCD.
- To unlock the keypad, press and hold *...
 UNLOCKED appears briefly and the keypad locked icon will disappear.

4.9 Redial the Last number

You can redial up to 20 of the last numbers called. If you have stored a name in the phonebook to go with the number, the name will be displayed as well. The most recent last number will display at the top of the redial list.

4.9.1. Redial a Number from the Redial List

1. In idle mode, press $\mathbb{R}^{\mathbb{R}}$ to access the redial list.

Note: If there are no numbers in the redial list, the display shows EMPTY.

Note: If an entry has more than 12 digits, press $*_{\oplus}$ to view the other digits.

- 2 Press $\begin{bmatrix} c_{ALS} \\ regard \end{bmatrix}$ to browse the redial list.
- 3. Press $\begin{array}{c} \underline{} \\ \underline{} \end{array}$ to dial the selected redial number.

4.9.2. Store a Redial Number into the Phonebook

- In idle mode, press then then to find the number you want to store.
- 2. Press K to show ADD TO PB.
- 3. Press \bigcirc and use the keypad to enter the name.
- 4. Press 🖾 and use the keypad to edit the number if necessary.
- Press K and then k and then k and the select a melody. The respective melody will be played when browsing the melody list.

(Note: the melody will only play when you receive a call from this number, if you subscribe to caller display and the incoming number matches the number stored.)

6. Press OK to confirm.

4.9.3. Delete a Redial Number

- 1. In idle mode, press we then the local to find the number you want to delete.
- 2. Press et and to show **DELETE**.
- 3. Press 🖾 to show **CONFIRM?**, then press 🖾 again to confirm the delete.

4.9.4. Delete All Redial List Entries

- 1. In idle mode, press
- 2. Press and and to select **DELETE ALL**.
- 3. Press K to show **CONFIRM**?, then press K again to confirm the delete.

4.10 Find the Handset (PAGING)

Paging is a useful way for finding lost handsets.

- Press •)) on the base station. All the registered handsets, which are turned on and in range of the base, will produce the paging tone and display PAGING on the LCD.
- 2. Press () / () / () on any handset or ()) on the base station

again to stop paging, or let it stop automatically after 60 seconds.

ΝΟΤΕ

If there is an incoming call during paging, the phone will ring with the incoming call instead of paging.

4.11 Make an Internal Call

This feature is only applicable when there are at least two registered handsets. It allows you to make internal calls, transfer external calls from one handset to another handset and set up a conference call between two handsets and an external call. If the called handset is not answered within 60 seconds, the called handset will stop ringing and the calling handset will return to standby mode.

4.11.1. Call Another Handset

- In idle mode, press and the screen displays the first of the other registered handsets.
- 2. Press $\begin{vmatrix} c_{\text{MS}} \\ m_{\text{MS}} \end{vmatrix}$ to find the handset you want to call, and then press \bigcirc .
- 3. The called handset rings. Press 🖾 on the called handset to establish the internal call.

NOTES

- If only one handset is registered to the base station, when you press Circ it will display **NOT POSSIBLE**.
- If only two handsets are registered to the base station, when you press Circle
 it will call the other handset immediately.

4.11.2. Call All Handsets

- In idle mode, press is and the screen displays the first of the other registered handsets.
- Press disc up to show ALL, and then press K to ring all registered handsets.

4.11.3. Transfer an External Call to Another Handset

During an external call:

- 1. Press \bigcirc_{MEN} to show **INTERCOM**.
- 2. Press 🐹 and 🙀 to select the desired handset to intercom with.
- The external call is put on hold automatically and the called handset rings.
- 4. Press <u>c</u> on the called handset to establish an internal call.
- 5. Press > on the calling handset or put the calling handset on the charging cradle to end the current call with the external party.
- 6. The external call is transferred to the called handset.

4.11.4. Make a 3-way Conference Call

The conference call feature allows one external call to be shared with two handsets (in intercom). The three parties can share the conversation with no additional network subscription required.

During an external call:

- 1. Follow Steps 1 to 4 in the section of **Transfer an External Call to Another Handset**.
- Press and hold *

 on the calling handset to establish the 3-way conference call.

ΝΟΤΕ

When either intercom handset hangs up during a conference call, it will leave the other one still connected to the external call.

5 PRIVATE PHONEBOOK

The phone system can store up to a total of 100 entries shared between the Phonebook (including VIP entries) and the Black List (see section 8). All handsets will share the same phonebook list due to the feature requirements, and therefore only one handset can access the phonebook at any one time. Each phonebook entry can have a maximum of 24 digits for the phone number and 12 characters for the name. You can also select different melodies for your phonebook entries, but they will only play when you receive a call if you subscribe to Caller Display and the incoming number matches the stored number. The entries are stored alphabetically, and when viewed from the main menu can be seen as **ALL CONTACTS** or just the **VIP** contacts.

5.1 Store a Number Entry in the Phonebook

1. Press 🐹 and 🔤 to select **PHONEBOOK**, then press 🕵 to show

ALL CONTACTS, then again to open the full phonebook list. NOTE: The first entry in the phonebook will be displayed. If there is no entry stored in the phonebook, it will show **EMPTY**.

- 2. Press \bigcirc to show **ADD**.
- 3. Press \bigcirc and then enter the name.
- 4. Press $\bigcirc K_{\text{merv}}$ and then enter the number.

5. Press $\boxed{\text{OK}}$ and $\boxed{\frac{\text{ots}}{\text{see}}}$ to select the desired melody.

(Note: the melody will only play when you receive a call from this number, if you subscribe to caller display and the incoming number matches the number stored.)

6. Press CK to save.

NOTE: If the phonebook is full, it will show **PB FULL** when you try to **ADD** a new entry, and you will have to delete an entry before being able to add another.

5.1.1. Entering Names

Use the keypad letters to enter names, e.g. to store TOM:

- Press 8 once to enter **T**.
- Press 6_{m} three times to enter **O**.
- Press 🖾 once to enter **M**.

5.1.2. Writing Tips

- Press character or digit.
- Press and hold Characters or digits.
- After a character is entered, the cursor moves to the next position after a short pause, but you only need to wait if the next character requires the same key.
- Press $\left[\begin{array}{c} \frac{1}{2} \\ \frac{1}{2} \end{array} \right]$ to move backward or forward through the characters / digits.
- When entering a number, press and hold $[\![\#_{\mathcal{B}}]\!]$ to insert a 3-second

dialling pause (will appear as P)

5.2 Review an Entry

- In idle mode, press in then is to show PHONEBOOK, and then is to select, and is again to open the ALL CONTACTS list. The first entry in the phonebook will be displayed.
- 2. Press to find the phonebook entry you want to review.
- TIP: To find quickly, enter the first character of the name using the keypad letters (e.g. if it begins with C, press the 2 key three times), and then press press character of the entry you want.
- 3. Press \underbrace{OK}_{meta} and $\underbrace{Calls}_{meta}$ to select **VIEW**.
- Press [™]_□ to show the melody and number of the selected entry. If the number is longer than 12 digits, press ^{*}_□ to see the others. Press

to see the Name or Melody.

5.3 Dial an Entry

While in the phonebook list, press $\begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix}$ to find the entry you want, or enter the first character of the name using the keypad letters (e.g. if it begins with C, press the 2 key three times), and then press $\begin{bmatrix} \frac{1}{2} \\ \frac{1}{2} \end{bmatrix}$ to find the entry you want.

1. Press 🖾 to dial the selected entry.

5.4 Edit a Phonebook Entry

- 1. Press 📖 and 🔤 to show **PHONEBOOK**, and then 📖 to select, and
- 2. Press $\left| \frac{\partial u_{s}}{\partial u_{s}} \right|$ to select the entry you want to edit.
- 3. Press $\boxed{\operatorname{CM}}_{\operatorname{Merv}}$ then $\boxed{\operatorname{CM}}_{\operatorname{Merv}}$ to select **EDIT**.
- 4. Press 📖 then use the keypad to edit the name (if applicable).
- 5. Press 🐹 then use the keypad to edit the number (if applicable).
- 6. Press \mathbb{R}^{K} then $|_{\mathsf{R}}^{\mathsf{Aus}}|$ to change the melody (if required).
- 7. Press OK to save.

5.5 Delete a Phonebook Entry

- 1. Press 📖 and 🔤 to show **PHONEBOOK**, and then 🔛 to select, and
 - again to open the **ALL CONTACTS** list.
- 2. Press $\begin{vmatrix} c_{\text{Max}} \\ w_{\text{Max}} \end{vmatrix}$ to select the entry you want to delete.
- 3. Press K then to select **DELETE**.
- 4. Press K to show **CONFIRM**?.
- 5. Press \bigcirc to confirm the delete.

5.6 Delete All Phonebook Entries

1. Press 🐹 and 🔤 to show **PHONEBOOK**, and then 🕵 to select, and

again to open the **ALL CONTACTS** list.

- 2. Press K and k to select **DELETE ALL**.
- 3. Press K to show **CONFIRM**?.

4. Press \bigcirc to confirm the delete all.

5.7 Check Phonebook Status

You can check how many entries are in your phone and how many spaces are available for more entries in the phonebook.

1. Press 📖 and 🖾 to show **PHONEBOOK**, and then 🖭 to select, and

again to open the **ALL CONTACTS** list.

- 2. Press k then to select **PB STATUS**.
- 3. Press 📖 to view the Memory Status, for example 14/100 USED

means 14 entries are stored out of the total 100 available spaces.

Note: The total spaces will be less than 100 if Black List entries are stored.

5.8 Add a Phonebook Entry to VIP list

1. Press 🐹 and 🔩 to select PHONEBOOK, then 🔛 to show ALL

CONTACTS, and *CK* again to access the phonebook.

- 2. Press $\frac{1}{1000}$ to select the desired phonebook entry.
- 3. Press \overbrace{Max} and \overbrace{Max} to select ADD TO VIP.
- Press K to add the entry to the VIP list. A * next to the name indicates it is now a VIP entry.

5.9 View a VIP Phonebook Entry

- 1. Press \mathbb{O}_{Mov} and \mathbb{O}_{Mov} to show **PHONEBOOK**, and then \mathbb{O}_{Mov} to select.
- 2. Press to show **VIP** then K to open the **VIP** list.
- 3. Press $\left| \frac{\partial d_{LS}}{\partial q_{RR}} \right|$ to select the desired **VIP** phonebook entry.
- 4. Press CK to show VIEW.
- Press ☑ to show the melody and number of the entry. If more than
 12 digits, press ☐ for others and ☑ for Name or Melody.

5.10 Remove an Entry from the VIP list

1. Press $\underbrace{\text{CM}}_{\text{max}}$ and $\underbrace{\text{CM}}_{\text{max}}$ to show **PHONEBOOK**, and then $\underbrace{\text{CM}}_{\text{max}}$ to select,

and \bigcirc again to open the **ALL CONTACTS** list.

- 2. Press $\frac{1}{2}$ to select the desired **VIP** phonebook entry, indicated by a *.
- 3. Press and and to select **DEL FROM VIP**.
- Press K to remove the entry from the VIP list. The entry will remain in the Phonebook, but the * will disappear from next to its name.

Alternatively:

- 1. In idle mode, press $\begin{bmatrix} \text{of } \\ \text{men} \end{bmatrix}$ then $\begin{bmatrix} \text{of } \\ \text{men} \end{bmatrix}$ to show **PHONEBOOK**.
- 2. Press K then then to show VIP.
- 3. Press \underbrace{OK}_{Max} then $\begin{vmatrix} c_{Max} \\ m_{Max} \end{vmatrix}$ to select the desired VIP entry.
- 4. Press k then to show **DELETE**.
- Press S to confirm. The VIP entry will be deleted, but it will remain as a normal Phonebook entry.

5.11 Delete all VIP Phonebook entries

- 1. In idle mode, press k then to show **PHONEBOOK**.
- 2. Press CK and CALS to show VIP.
- 3. Press is and to show **DELETE ALL**.
- 4. Press K to display **CONFIRM**?.
- 5. Press K to confirm. All VIP entries will be deleted and the display will show **EMPTY**, but all will remain as normal Phonebook entries.

6 PHONE SETTINGS

Your phone comes with a selection of settings that you can change to personalise your phone the way you like it to work.

6.1 Date and Time Settings

You will need to set the correct time and date so that the handset shows the correct time in idle mode and you know when you received answering machine messages.

6.1.1. Set the Date Format

- 1. In idle mode, press 🖾 and 🔤 to show HS SETTINGS.
- 2. Press \bigcirc and \bigcirc to show **DATE & TIME**.
- 3. Press or show DATE FORMAT.
- Press K and K to select your desired date format (DD-MM-YY or MM-DD-YY).
- 5. Press OK to confirm.

6.1.2. Set the Time Format

- 1. In idle mode, press $\underbrace{\mathbb{K}}_{\mathbb{K}}$ and $\frac{1}{\mathbb{K}}$ to show **HS SETTINGS**.
- 2. Press \bigcirc and \bigcirc to show **DATE & TIME**.
- 3. Press and and to show **TIME FORMAT**.
- 4. Press $\operatorname{Constant}_{\operatorname{Hop}}$ and $\operatorname{Constant}_{\operatorname{Hop}}$ to select your desired time format (**12 HR** or **24 HR**).
- 5. Press OK confirm.

6.1.3. Set the Time, Date, and Year

- 1. In idle mode, press \bigcirc and \bigcirc to show **HS SETTINGS**.
- 2. Press and and to show DATE & TIME.
- 3. Press or and to show SET TIME.
- Press [∞] then enter the time in the format set in 6.1.2., using [∞] to select A (a.m.) or P (p.m.) if in 12HR mode.
- 5. Press to save the time.
- 6. Press $|_{m_{\rm ex}}^{c_{\rm ALS}}$ to show **SET DATE**.
- Press K to show SET YEAR, and then enter the last two digits of the year.
- Press K then enter the date in the format set in 6.1.1., DD/MM or MM/DD.
- 9. Press \bigcirc to save the date.

6.2 Handset Settings

6.2.1. Alarm

You can set an alarm on a handset. When an alarm is set, the **alarm icon** displays on the LCD. When the alarm time is reached, the **alarm icon** and **ALARM ON** flash on the screen. The handset also rings for 45 seconds. **NOTES**

- A key press will still disable the alarm even if the handset keypad is locked when the alarm time is reached.
- The alarm volume level is the same as the setting of the handset ringer volume. If the handset ringer is set to **VOLUME OFF**, the alarm still sounds at **VOLUME 1** level.
- During a call, if an alarm is set and the alarm time is reached, ALARM
 ON will still flash. An alarm tone will be emitted from the earpiece to notify you the alarm time is reached. Once you press any key or press and hold
 to disable the alarm, it will revert to the call duration

screen.

- During paging or ringing, the alarm will not sound when the alarm time is reached.
- 1. In idle mode, press \bigcirc and \bigcirc to show **HS SETTINGS**.
- 2. Press K to show ALARM.
- 3. Press is and to select **ON** or **OFF**.
- 4. Press $\bigcirc_{\text{menu}}^{\text{CK}}$ to confirm.

If ON is selected:

- Enter the time for the alarm, in the format set in 6.1.2., using ^{out} even to select A (a.m.) or P (p.m.) if in 12HR mode..
- 2. Press 🔍 to confirm. The display shows SNOOZE.
- 3. Press \bigcirc and \bigcirc to select **ON** or **OFF** for the snooze function.
- 4. Press \bigcirc to confirm the alarm and snooze settings.

6.2.2. Set the Ringer Melody for External Calls

You can set the melody played when receiving an external call. There are 10 melodies available.

- 1. In idle mode, press 🖾 and 🔤 to show HS SETTINGS.
- 2. Press end and to show **RING SETUP**.
- 3. Press K to show **EXT RING**.
- 4. Press $\underset{\text{max}}{\overset{\text{out}}}{\overset{\text{out}}{\overset{\text{out}}}{\overset{\text{out}}{\overset{\text{out}}}{\overset{\text{out}}{\overset{\text{out}}}{\overset{\text{out}}{\overset{\text{out}}}{\overset{\text{out}}}{\overset{\text{out}}{\overset{\text{out}}}{\overset{\text{out}}{\overset{\text{out}}}}{\overset{\text{out}}}{\overset{\text{out}}}{\overset{\text{out}}}{\overset{\text{out}}}{\overset{\text{out}}}{\overset{\text{out}}}}{\overset{\text{out}}}{\overset{\text{out}}}}{\overset{\text{out}}}{\overset{\text{out}}}{\overset{\text{out}}}}{\overset{\text{out}}}{\overset{\text{out}}}}{\overset{\text{out}}}{\overset{\text{out}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}$

ΝΟΤΕ

The respective ringer melody will play as you step through the melody list.

5. Press \bigcirc to confirm your choice.

6.2.3. Set the Ringer Melody for Internal Calls

You can set the melody played when receiving an intercom call. There are 10 melodies available.

- 1. In idle mode, press 🔛 and 🔤 to show **HS SETTINGS**.
- 2. Press and and to show **RING SETUP**.
- 3. Press K and to show INT RING.
- 4. Press $\operatorname{cont}_{max}$ and $\operatorname{cont}_{max}$ to select the desired ringer melody.

NOTE

The respective ringer melody will play as you step through the melody list.

5. Press \bigcirc to confirm your choice.

6.2.4. Set the Ringer Volume

You can set the handset ringer volume level to one of 6 ringer volume levels including **VOLUME OFF**.

- 1. In idle mode, press \mathbb{R} and | to show **HS SETTINGS**.
- 2. Press $\operatorname{cont}_{\operatorname{Max}}$ and $\operatorname{cont}_{\operatorname{Max}}$ to show **RING SETUP**.
- 3. Press and to show **RING VOLUME**.
- 4. Press $\boxed{\text{Measure}}_{\text{Measure}}$ and $\boxed{\text{Measure}}_{\text{Measure}}$ to select the ringer volume

NOTE

The respective ringer volume will play during your selection.

5. Press \bigcirc to confirm your choice.

6.2.5. Set Alert Tones

Three different alert tones are on by default, but can be set off, if desired.

Key Tone - a single beep is emitted when you press a key.

Low Battery Tone - emitted while talking on the phone to alert you to charge the handset batteries.

Out of Range Tone - emitted while talking on the phone to alert you to move closer to the base unit, before the call is lost.

- 1. In idle mode, press \bigcirc and \bigcirc to show **HS SETTINGS**.
- 2. Press 🖾 and 🔤 to show **TONE SETUP**.
- 3. Press is and is to select **KEY TONE**, **BATTERY TONE** or **OUT OF RANGE**.
- 4. Press 📖 and 🔤 to select **ON** or **OFF** for these tones.
- 5. Press or to confirm your setting.

6.2.6. Set the Language

On some models, you can change the language used for the handset display.

- 1. In idle mode, press 🐹 and 🖏 to show **HS SETTINGS.**
- 2. Press \overbrace{mu} and \overbrace{mu} to show LANGUAGE.
- 3. Press $\underset{max}{\frown}$ and $\underset{max}{\frown}$ to select your desired language.
- Press K to confirm the selection, and the display will change immediately to the new language.

ΝΟΤΕ

If you want to change the language back to English, from idle mode, quickly press \fbox and then *364#.

6.2.7. Rename the Handset

- 1. Press or and to show HS SETTINGS.
- 2. Press is and and to show **RENAME HS**.
- 3. Press 🐹 and change the name (max 10 letters) for your handset
- 4. Press \bigcirc to confirm the new name.

6.2.8. Set the Auto Answer

If you turn on the auto answer feature, you can answer a call

automatically by just lifting the handset off the base or a charger without having to press any key.

- 1. In idle mode, press 🔍 and 🔤 to show **HS SETTINGS.**
- 2. Press \bigcirc and \bigcirc to show AUTO ANSWER.
- 3. Press or and to select **ON** or **OFF**.
- 4. Press K to confirm.
6.3 Base Settings

6.3.1. Set the Flash (Recall) Time

You may need to change the recall (flash) time if your phone is connected to a private exchange (PBX). The recall time options are **SHORT** (the default value of 100ms), **MEDIUM** (300ms) or **LONG** (600ms).

- 1. In idle mode, press \bigcirc and \bigcirc to show **BS SETTINGS**.
- 2. Press and and to show **FLASH TIME**.
- 3. Press $\underset{max}{\frown}$ and $\underset{max}{\frown}$ to select **SHORT**, **MEDIUM** or **LONG**.
- 4. Press \bigcirc to confirm the setting.

6.3.2. Change the System PIN Code

A 4-digit system PIN code is used to protect your phone against unauthorised use when changing some system settings of the base station. The default system PIN code is 0000.

- 1. In idle mode, press \bigcirc and \bigcirc to show **BS SETTINGS**.
- 2. Press and to show CHANGE PIN.
- 3. Press K to show OLD PIN? ----.
- 4. Enter the current system **PIN**.
- 5. Press \bigcirc then enter your new 4-digit system **PIN**.
- 6. Press \bigcirc then enter your new 4-digit system **PIN** again.

ΝΟΤΕ

If the new PIN entered in Step 6 is not the same as the new system PIN entered in Step 5, you must enter your new system PIN again in Step 5.

7. Press \bigcirc_{Men} to confirm your new PIN.

6.4 Register a Handset

When you purchase a phone system, all handsets are already preregistered to the base station, so you do not need to register them. Up to five handsets can be registered to a single base station.

If for some reason, the handset is not registered to the base station, **REGISTER** will be displayed on the handset screen, and you will need to register your handset following the process below.

- Press and hold ") on the underside of the base station for about five seconds, until the TAM indicator light starts flashing, to indicate the base station is in registration mode. It will remain in registration mode for about a minute, and the steps below must be completed within that time.
- 2. In idle mode on the handset, press 🖾 and 🔤 to select **REGISTRATION**.
- 3. Press K to show **PIN?----**.
- 4. Enter the 4-digit system PIN and press 📖 to confirm. PLEASE WAIT

will flash on the display while it is trying to register. If the handset registration is successful, the handset will automatically be allocated the next available handset number. This handset number is shown in the handset display in standby mode.

If the handset registration is not successful, the handset will give two beeps and return to its idle mode, or show **REGISTER** again, and you will need to try to register it again, making sure that the correct PIN is entered.

6.5 Deregister a Handset

You may need to deregister a handset if one of your handsets becomes faulty or lost and needs to be replaced.

You will need to enter the 4-digit System PIN (default setting 0000) in order to de-register a handset from the base station.

ΝΟΤΕ

You cannot deregister the handset that you are currently using.

- 1. In idle mode, press 🔍 and 🔤 to select **BS SETTINGS**.
- 2. Press K to show **DELETE HS**.
- 3. Press K to show PIN?----.
- 4. Enter the 4-digit system PIN.
- 5. Press \bigcirc . The first of the registered handsets is displayed.
- 6. Press $\begin{vmatrix} a_{i,s} \\ a_{i,s} \end{vmatrix}$ to find the handset you want to de-register.
- 7. Press cont to confirm and the handset will be de-registered.

6.6 Reset Your Phone

You can reset your phone to the default settings. After reset, all your personal settings including your PINs will be reset to their factory defaults, and all answering machine messages, call list entries and redial list entries (for that handset) will be deleted, but your phonebook remains unchanged.

- 1. In idle mode, press \bigcirc and \bigcirc to show **DEFAULT**.
- 2. Press K to show **PIN?** ----.
- 3. Enter the 4-digit system PIN.
- 4. Press K to show **CONFIRM**?.
- Press S to confirm and display WAITING briefly before returning to the idle screen.

7 CALLER DISPLAY (NETWORK DEPENDENT)

7.1 Call List

This feature is available if you subscribe to the Caller Display service from your telephone line provider. Your phone can store up to 50 received calls with date/time information in the Call List. The number will be shown on the screen when the phone is ringing, and in the Call List afterwards. If the number matches with one of the entries in your Private Phonebook, the caller's name stored in the private phonebook will be displayed with the number and the handset will ring with the melody associated with that phonebook entry.

The call list information might not be available for every incoming call and callers might intentionally block their telephone numbers.

If a call is from someone who withheld their number, e.g. by dialling 141, **WITHHELD** will display.

If a call is from an unavailable number, e.g. international or from a private exchange, **UNAVAILABLE** will display.

If you have received 3 new calls, the idle mode display will show 3 **NEW** CALLS.

Either All Calls or just Missed Calls are saved in the Call List, depending on the setting in **7.8 Call List Category**, with the newest call at the top of the list.

Any unanswered calls, which have not been viewed in the calls list, are indicated by a * at the top of the display.

When the list is full, and a new call is received, the oldest entry will be deleted automatically.

7.2 View the Call List

Review the Call List to find out who called, to easily return a call, or to save the caller's name and number into your phonebook. **EMPTY** appears if there are no records in the call list.

- In idle mode, press is to access the call list. OR
 In idle mode, press is to show CALL LIST and then press is again.
- 2. Press $\begin{bmatrix} c_{\text{Als}} \\ max \end{bmatrix}$ to step through the list.
- The number or the name + number is shown. If the number is more than 12 digits long, a _ is displayed instead of the 12th digit, but you can press * to see the rest of the digits.

Also, if you want to see the date and time of when the call was

received, press $\fbox{}$ to show **DETAILS** and then again to show the

time and date on the screen along with the name or number, with * to see remaining digits, if more than 12 received.

7.3 Store a Call List Number into the Phonebook

- 1. Follow Steps 1 and 2 in section 7.2 View the Call list.
- 2. Press K and to show ADD TO PB.
- 3. Press \bigcirc and then key in the name you want for the entry. (See

5.1.1 Entering Names)

- 4. Press 📖 and then edit the number if necessary. (See **5.1.2 Writing Tips**)
- 5. Press $\underset{m}{\mathbb{S}}$ and $\underset{m}{\overset{m}{\mathbb{S}}}$ to select a melody, and $\underset{m}{\mathbb{S}}$ to save the entry to

the Phonebook.

(Note: the melody will only play when you receive a call from this number, if the incoming number matches the number stored.).

ΝΟΤΕ

If the phonebook is full, it will show **PB FULL** when you select **ADD TO PB**, and you will have to delete a phonebook entry before adding another.

7.4 Store a Call List Number into the Blacklist

- 1. Follow Steps 1 and 2 in Section 7.2 View the Call List.
- 2. Press $\overrightarrow{\text{max}}$ and $\overrightarrow{\text{cass}}$ to show **ADD TO BLIST**.
- 3. Press \bigcirc and then enter a name.
- 4. Press [IK] and the selected call list number is displayed.
- 5. Edit the number if necessary.
- 6. Press \bigcirc to store the blacklist entry and return to the calls list.

7.5 Delete an Entry in the Call List

- 1. Follow Steps 1 and 2 in section 7.2 View the Call list.
- 2. Press or and to show **DELETE**.
- 3. Press K to show CONFIRM?.
- 4. Press K to confirm the delete.

7.6 Delete all Call List Entries

- 1. Follow Steps 1 and 2 in section 7.2 View the Call list.
- 2. Press and to show **DELETE ALL**.
- 3. Press K to show **CONFIRM**?.
- 4. Press K to confirm the delete all.

7.7 View the Details of a Call Entry

- 1. Follow Steps 1 and 2 in section 7.2 View the Call list.
- 2. Press K to show **DETAILS**.
- Press in , to see the number or name with the time and date of when the call was received.
- Press *

 to see more details of the name or additional numbers, if necessary.
- 5. Press $\boxed{Char}{mute}$ to return to the Call List, if required.

7.8 Call list Category

You can choose to store all calls or only the unanswered (missed) calls into the call list.

- 1. In idle mode, press _____ to access the Call List.
- 2. Press or and to show CATEGORY.
- 3. Press int and to select ALL CALLS or MISSED CALLS.
- 4. Press OK to confirm.

8 CALL BLOCKER

If you have subscribed to Caller ID service, you can use the call blocker feature to block certain calls automatically by adding numbers into the Black List (see 8.2). You can also choose to block all calls or allow only calls from numbers in the VIP list (see 5.8). Each handset can store up to a total of 100 entries shared between the phonebook (including the VIP list) and the black list.

Calls can also be blocked by the following Call Types: Withheld, Unavailable, International and Payphone. (See 8.7)

When a call is blocked, the telephone will not ring. If the answering machine is turned on, the blocked call will be answered by the answering machine.

8.1 Choose the Block Mode

To activate the number call blocker feature, you must first choose the block mode. You can choose to block all calls, allow only VIP entries, or only block blacklist entries.

- 1. Press in and in to show CALL BLOCKER.
- 2. Press or and to show SETTINGS.
- 3. Press K to show **BLOCK MODE**.
- 4. Press 🐹 and 🔤 to select OFF, BLOCK ALL, ALLOW VIP, or BLOCK BLIST.
- 5. Press K to confirm.
- 6. If **OFF** is selected, the set up is complete and all calls will be received normally.

If **BLOCK ALL, ALLOW VIP or BLOCK BLIST** are selected, it will show **ALWAYS ON**.

Press if you want the selected block mode to be on all the time, or press is to show TIMED, and then press is and set the TIME ON and TIME OFF for the period you want the blocking to be active.

8.2 Add a Number to the Black List

- 1. Press $\overbrace{\text{Max}}^{\text{Max}}$ and $\overbrace{\text{Max}}^{\text{Max}}$ to show **CALL BLOCKER**.
- 2. Press K to show **BLACK LIST**.
- 3. Press K twice to show ADD.
- 4. Press \bigcirc and then enter a Name, then \bigcirc and enter the Number.

Note: Each Black List entry reduces the capacity of the Phonebook store.

Note: If the phonebook is full, **LIST FULL** appears after selecting **ADD**, and you will have to delete an entry from the phonebook or blacklist before you can store another blacklist entry.

8.3 View a Black List Entry

- 1. Press $\overbrace{\text{Max}}^{\text{Max}}$ and $\overbrace{\text{Max}}^{\text{Max}}$ to show **CALL BLOCKER**.
- 2. Press K to show **BLACK LIST**.
- 3. Press 🐹 and 🔤 to select the desired black list entry.
- 4. Press K and to show VIEW.
- Press S to review the number and name of the selected Black List entry. If the number is more than 12 digits, press to see the other digits.

8.4 Edit a Black List Entry

- 1. Press 🐹 and 🔤 to show CALL BLOCKER.
- 2. Press \bigcirc to show **BLACK LIST**.
- 3. Press $\overbrace{\mathbb{R}}^{\mathbb{K}}$ and $\overbrace{\mathbb{R}}^{\mathbb{K}}$ to select the desired black list entry.
- 4. Press \bigcap_{max} and max to show EDIT.
- 5. Press $\bigcirc K \\ mmu \\ m$
- 6. Edit the name and press \bigcirc .
- 7. Edit the number and press \bigcirc to confirm.

8.5 Delete a Black List Entry

- 1. Press (M_{Max}) and (M_{Max}) to show **CALL BLOCKER**.
- 2. Press \bigcirc to show **BLACK LIST**.
- 3. Press 🐹 and 🖾 to select the desired Black List entry.
- 4. Press K and to show **DELETE**.
- Press K to show CONFIRM?, then K again confirm and delete the Black List entry.

8.6 Delete All Black List Entries

- 1. Press 🔛 and 🖏 to show CALL BLOCKER.
- 2. Press \bigcirc to show **BLACK LIST**.
- 3. Press \bigcirc twice and then \bigcirc to show **DELETE ALL**.
- 4. Press \bigcirc to display **CONFIRM**?.
- Press K to confirm. All Black List entries will be deleted and the display will show EMPTY.

8.7 Block Calls by Call Type

You can choose to block different types of incoming calls that normally do not have a caller ID number by setting the respective call type to **ON**.

Each **Call Type** (Withheld, International, Unavailable and Payphone) can be blocked independently of the others.

- 1. Press $\overbrace{mus}^{\text{ML}}$ and $\overbrace{mus}^{\text{ML}}$ to show **CALL BLOCKER**.
- 2. Press and to show SETTINGS.
- 3. Press (M_{MWM}) and (M_{MWM}) to show **CALL TYPE**.
- Press K and K to select WITHHELD, INTERNAT'L, UNAVAILABLE, or PAYPHONE.
- 5. Press $\bigcap_{mund to table }$ and $\left[\begin{array}{c} c_{max} \\ see \end{array} \right]$ to select **ON** or **OFF**.
- 6. Press $\overbrace{\text{Max}}$ to confirm the setting for that type.
- 7. To set for other call types, repeat from step 4.

9 ANSWERING MACHINE (TAM)

Your phone system includes a telephone answering machine (TAM) that records unanswered calls when it is switched on. The answering system can store up to 59 messages within the maximum recording time of about 25 minutes. As well as recording incoming messages, you can record memos for other users of your phone. If the answering machine memory is full, the handset will display **TAM FULL** alternately with the handset name, and you will have to delete messages before more new ones can be recorded.

When the TAM is full, it will only play your Answer Only outgoing message and not allow the caller to leave a message.

9.1 Switching TAM On/Off

You can turn the answering machine on or off using the handset. When the answering machine is set to **ON**, the base TAM indicator will be on and the handset will display the TAM icon. Calls will be answered after the set answer delay and if it is set to Answer and Record mode, the caller can then leave you a message. When the answering system is set to **OFF**, calls will be answered after 14 rings and the answer only message will be played to your callers. They will not be able to leave you a message.

- 2. Press Mr. and to show TAM ON/OFF.
- 4. Press \bigcirc_{Menu} to confirm the setting.

9.2 **Play messages on TAM**

When new messages are recorded, the TAM indicator on the base and TAM icon on the handset both flash.

If you have new messages, they are played first, and then saved as old messages, until they are deleted. Old messages are played again after all new messages are played completely.

- In idle mode, press 🔛 and 🔜 to show ANS. MACHINE. 1.
- Press k to show MSG PLAYBACK. 2.
- Press [IK] to start playing any messages through its loudspeaker. 3.

Note: The display shows the time and date that the message was recorded, and a * symbol at the top of the screen if it is a new message.

For options during playback: 4.

Press $\left| \frac{\Delta ds}{ds} \right|$ to increase or decrease the playback volume.

Press <u></u> to listen more privately from the earpiece.

Press \bigcirc and \bigcirc for the options:

STOP to stop the playback.

FORWARD to skip on to the next message.

PREVIOUS to repeat the current message playing.

DELETE to delete the current message playing.

Alternatively, press the following digit keys:

- 5...
- to stop the playback.





- to repeat the current message playing. 4.4
- 4.4 to skip back to the previous message. 4...
- to delete the current message playing. 2.00

9.3 Delete all Messages in the Answering Machine

- 1. In idle mode, press 🔍 and 🔤 to show ANS. MACHINE.
- 2. Press and and to show **DEL ALL OLD**.
- 3. Press \bigcirc to show **CONFIRM**?.
- 4. Press K to confirm the delete, and the display will show **EMPTY** before returning to the previous menu.

NOTE: You cannot delete new messages, so you will have to play them before trying to delete.

9.4 Record Memo on the Answering Machine

You can record a memo message for another user. When you record a memo, the message is played in the same way as answering machine messages. Memo recording can still function even when the answering machine is turned off.

- 1. In idle mode, press 🔛 and 🔤 to show ANS. MACHINE.
- 2. Press $\overbrace{\text{mens}}^{\text{OK}}$ and $\overbrace{\text{mens}}^{\text{OK}}$ to show **MEMO**.
- 3. Press 🖾 to start recording the memo, and **RECORDING** is shown on the display.
- Press K to end your memo recording and the memo will then play back. Let it play to the end or press K again to stop the playback and save the memo, or press A any time to cancel the recording.

9.5 Answering Machine Settings

9.5.1. Set the Answer mode

You can select **ANS & REC**, the default mode, if you want to allow callers to leave a message, or **ANSWER ONLY** mode if you don't want callers to leave a message on the answering machine.

1. In idle mode, press 🐹 and 🔤 to show ANS. MACHINE.

- 2. Press $[M_{max}]$ and $[M_{max}]$ to show **TAM SETTINGS**.
- 3. Press 🐹 to show **ANSWER MODE**.
- 4. Press 🖾 and 🖾 to select ANS & REC or ANSWER ONLY.

5. Press \bigcirc_{Mens} to confirm the setting.

9.5.2. Set the TAM language

- 1. In idle mode, press 🔍 and 🔤 to select **ANS. MACHINE**.
- 2. Press is and to show **TAM SETTINGS**.
- 3. Press $\overrightarrow{\text{MM}}$ and $\overrightarrow{\text{MM}}$ to show **TAM LANGUAGE**.
- Press K and k to select your desired language for the answering machine default outgoing message.
- 5. Press \bigcirc to confirm the setting.

9.5.3. Record your Outgoing Message (OGM)

You can record your own OGM for **ANS & REC** mode or **ANSWER ONLY** mode. When you record your own OGM, it will be used when the answering machine answers the call. If your personal OGM is deleted, the pre-set OGM will be restored automatically.

- 1. In idle mode, press \bigcirc and \bigcirc to show **ANS. MACHINE**.
- 2. Press K and k to show TAM SETTINGS.
- 3. Press \bigcap_{max} and interval and in to show**OGM SETTINGS**.
 - Press and and to select ANS & REC or ANSWER ONLY.
- 5. Press 🐹 and 🖾 to show **RECORD MESS**.

4.

- Press K to start recording your personal OGM and RECORDING is displayed on the screen.
- Press K to stop and save your personal OGM, which will then playback automatically.

Alternatively, press C. to return to the previous screen without saving the

personal OGM, and restoring the pre-set OGM automatically.

9.5.4. Playback the Outgoing Message (OGM)

- 1. In idle mode, press \bigcirc and \bigcirc to show **ANS. MACHINE**.
- 2. Press \bigcirc_{merv}^{CK} and \bigcirc_{merv}^{CALS} to show **TAM SETTINGS**.
- 3. Press \bigcap_{max} and v_{max} to show **OGM SETTINGS**.
- 4. Press 🖾 and 🖾 to select ANS & REC or ANSWER ONLY.
- 5. Press K to show **PLAYBACK**.
- 6. Press K to play your OGM and **PLAYING OGM** is displayed on the screen.
- 7. Press K to stop the OGM playback and return to the previous menu. **NOTE**

If a personal OGM has not been recorded the pre-set OGM will be played.

9.5.5. Delete a personal OGM (Set OGM to default)

- 1. In idle mode, press $\operatorname{constant}^{\operatorname{constant}}$ and $\operatorname{constant}^{\operatorname{constant}}$ to show **ANS. MACHINE**.
- 2. Press 🐹 and and to show TAM SETTINGS.
- 3. Press \bigcap_{mens} and $\left| \begin{array}{c} c_{\text{Aus}} \\ m_{\text{mens}} \end{array} \right|$ to show **OGM SETTINGS**.
- 4. Press 🖾 and 🖾 to select ANS & REC or ANSWER ONLY.
- 5. Press K to show **PLAYBACK**.
- 6. Press K to play your OGM and display **PLAYING OGM**.
- 7. Press Che while the OGM is playing to delete your personal OGM and

return to the previous menu with the pre-set OGM restored.

9.5.6. Set the Answer Delay

You can set the number of rings before the answering machine answers and starts playing your OGM, to be after two to eight rings or **Time Saver**. If Time Saver is set, it will answer after 4 rings if there are no new messages, or after 2 rings if there is a new message, so if you are calling in to check your messages remotely and it doesn't answer after 2 or 3 rings, you can hang up to save time.

IMPORTANT: If your network voice messaging system (e.g. the 1571 service) is enabled, the Answer Delay must be less than 6 rings, otherwise the network service will answer calls before the answering machine and prevent it from recording any messages.

- 1. In idle mode, press \mathbb{R} and \mathbb{R} to show **ANS. MACHINE**.
- 2. Press $\operatorname{constant}_{\operatorname{sequel}}$ and $\operatorname{constant}_{\operatorname{sequel}}$ to show TAM SETTINGS.
- 3. Press cont and cont to show **ANSWER DELAY**.
- Press K and k to select 2 RINGS, 4 RINGS, 6 RINGS, 8 RINGS or TIME SAVER.
- 5. Press CK to confirm your setting.

9.5.7. Set the Recording Time of Incoming Message

You can set the maximum recording time available for each incoming message.

- 1. In idle mode, press 🐹 and 🔤 to show ANS. MACHINE.
- 2. Press and and to show **TAM SETTINGS**.
- 3. Press \bigcirc and | to show **RECORD TIME**.
- 4. Press $\underset{max}{\square}$ and $\underset{max}{\square}$ to select **60S**, **120S**, **180S**, or **UNLIMITED**.
- 5. Press \bigcirc to confirm your setting.

9.5.8. Change the Compression Rate

Three different compression rates (**HIGH**, **MEDIUM** and **LOW**) are provided for you to select different quality levels for recording incoming messages. The lower the compression rate, the higher the recording quality level attained, but the shorter the total recording time available. (**LOW** = 7 minutes, **MEDIUM** = 10 minutes, **HIGH** = 15 minutes, approximately.)

- 1. In idle mode, press 🔍 and 🔤 to show ANS. MACHINE.
- 2. Press $\widehat{\begin{subarray}{c} \label{eq:rescalar} \label{eq:rescalar} \end{subarray}}$ to show **TAM SETTINGS**.
- 3. Press is and to show **COMPRESSION**.
- 4. Press $\operatorname{constant}^{\operatorname{constant}}$ and $\operatorname{constant}^{\operatorname{constant}}$ to select HIGH, MEDIUM or LOW.
- 5. Press \bigcirc to confirm your setting.

9.5.9. Call Screening

When the answering machine is on and takes a call, you can listen to the caller leaving a message, and then decide whether to take the call in person or leave the answering machine to continue recording. When the answer machine takes a call, the handset displays **SCREENING**?

Press 🕅 to listen to the caller via the earpeice, while the answer

machine continues recording, and the display changes to **SCREENING**. During screening, you can adjust the volume with the $\frac{cons}{max}$ keys or listen via the speakerphone by pressing $\frac{max}{max}$.

If you want to stop screening and leave the answer machine to continue recording, press [Circ], and the display will return to **SCREENING?**.

At any time during call screening, if you want speak to the caller, you can press <a>[] on the handset, and message recording will stop automatically and any message already recorded will be saved.

Edge Plus Call Blocker system

Remote operation

- 1. Using a tone-dialling phone, dial your home number
- 2. While your outgoing message is playing, press < * >

 Key in your remote security code The default code is 0000. For details of how to set a new code, see the User Guide 9.5.10.2 on page 57.

IDFCT

Note: The <*> key must be entered while the OGM is still playing, and the 4-digit

PIN should follow without any delays.. If the 4-digit Remote Access

PIN is entered incorrectly three times consecutively, the line will be released automatically.

- 4. If the security code is accepted, use the codes on the other side of this card for remote operations.
- Note: If your answering machine is switched off, the phone will answer

after 14 rings and play the Answer Only message, to allow you to enter < * > followed by the 4-digit remote access PIN.

(Default Remote Access PIN is 0000) to activate the remote access feature.

9.5.10. Remote Access

Your phone lets you check your messages, or otherwise operate your answering system, remotely. You can do this by calling the answering system when you are away from home and entering a remote access PIN from a tone-dialling phone.

The 4-digit remote access PIN code is used to prevent unauthorised access to your answering system, and you should change the default PIN (0000) to one of your own.

By default the remote access feature is allowed, but it can be deactivated to prevent any remote access, even with the correct PIN.

Keys	Functions		
	While message is not playing	While message is playing	
2		Delete the current message playing	
4		Repeat the current message from the beginning. Press twice to skip back to play the previous message	
5	Start playing messages.	Stop the current message playback	
6		Skip to play the next message	
7	Turn on the answering machine		
8		Stop the current message playback	
9	Turn off the answering machine		

9.5.10.1 Activate or Deactivate Remote Access

- 1. In idle mode, press 📖 and 🔤 to show ANS. MACHINE.
- 2. Press and and to show **TAM SETTINGS**.
- 3. Press K and and to show **REMOTE ACC**.
- 4. Press K and k to select **ON** or **OFF** to activate or deactivate the remote access respectively.
- 5. Press OK to confirm your setting.

9.5.10.2 Change the 4-Digit Remote Access PIN

ΝΟΤΕ

The Remote Access PIN is different to the System PIN Code (see 6.3.2)

- 1. In idle mode, press 📖 and 🔤 to show **ANS. MACHINE**.
- 2. Press and and to show **TAM SETTINGS**.
- 3. Press cont and cont to show CHANGE PIN.
- Press K to show OLD PIN?----, and enter the current 4-digit PIN (default 0000).
- 5. Press 🖾 to show **NEW PIN**?----, and enter your new 4-digit PIN.
- 6. Press K to show **CONFIRM**?----, and re-enter your new 4-digit PIN.
- 7. Press \bigcirc_{M} to confirm your new PIN.

ΝΟΤΕ

If the new PIN entered in Step 6 is not the same as the new PIN entered in Step 5, you must enter the new PIN again in Step 5.

9.5.10.3 Access Your Answering Machine Remotely

Make sure the remote access is enabled (see 9.5.9.1).

- Place a call from a tone-dialling phone to your Edge Plus Call Blocker phone.
- When the answering machine answers the call and starts playing the OGM, press the < * > key to stop the OGM.
- 3. Enter the 4-digit Remote Access PIN (default **0000**) without any delays.

NOTE:

If the PIN is accepted a single beep is played.

If the wrong PIN is entered, a triple error beep is played and you can enter the PIN again.

If the wrong PIN is entered incorrectly three times consecutively, the call will be released automatically.

- 4. When in remote access mode, press 5 to start playing any messages. While messages are playing:
 - Press 5... or 8... to stop the message playback;
 - Press 4. to repeat the current message;
 - Press 4. twice to skip back to the previous message;
 - Press ... to skip forward to the next message;
 - $\label{eq:Press2} Press \fbox{2}_{\tiny \ensuremath{\tiny \ensuremath{\scriptstyle \ensuremath{\tiny \ensuremath{\scriptstyle \ensuremath{\ensuremath{\scriptstyle \ensuremath{\scriptstyle \ensuremath{\ensuremath{\m}\ensuremath{\scriptstyle \ensuremath{\$

When messages are not playing, press $\fbox{2}$ to turn the answering

machine on or press $\fbox{\sc line }$ to turn the answering machine off.

When messages are not playing, if no keys are pressed within 10 seconds the answering machine will automatically end the call.

10 TROUBLESHOOTING

If you have difficulty with your phone, please try the suggestions listed below.

If you need further assistance, contact the Helpline on **0844 557 9677** (for UK only).

If you have a problem with your telephone line, please contact the technical support of the network provider for further information. This telephone is not equipped with a grounding function! Therefore some of the functions may be limited when used in PBX systems.

Problem	Solutions		
My telephone does not work at all.	 Make sure the batteries are installed and charged correctly. For optimum daily performance, return the handset to the telephone base or charger after use. Make sure the power adapter is securely plugged into a functioning mains socket. Make sure the telephone line cord is plugged firmly into the telephone base and the telephone wall jack. Unplug the electrical power to the telephone base. Wait for approximately 15 seconds, then plug it back in. Allow up to one minute for the handset and telephone base to synchronise. Remove and re-insert the batteries. If that still does not work, it might be necessary to purchase new batteries. Disconnect the telephone. If the other telephone does not work, the problem is probably in the wiring or the telephone service. Call your telephone service provider. 		
Low battery shows on screen.	 Place the handset in the telephone base for recharging. Remove and re-install the batteries and use it until fully depleted, then recharge the handset in the telephone base. If the above measures do not solve the problem, replace the batteries. 		
The batteries do not charge in the handset or the handset batteries do not accept charge.	 Make sure the handset is placed in the telephone base or charger correctly. Remove and reinstall the batteries, then charge for up to 14 hours. Purchase new batteries. 		

Problem	Causes	Solutions
No dialling tone when pressing <talk on=""> key</talk>	 a. The connection cord of the base station is not plugged in. b. The adapter cord is not plugged in correctly in the base station. c. Another handset is using the base to make a call. d. Wrong telephone line cord 	 a. Check the connections. Unplug and plug back in the mains. Check that the telephone cord has been plugged into the base station and the phone socket. b. Check the base station plug and the 230V plug (remove and plug-in). c. Wait until the line is unoccupied. d. Use the original telephone line cord supplied.
When connected to a PBX, no and/or wrong connection after dialling	Dialling prefix is needed.	Insert the dialling prefix.
OUT OF RANGE is displayed	 a. Base station out of range. b. Base station not connected to mains. 	Reduce the range. Connect base station to mains.
The call does not work.	Service not activated or wrong operator or wrong setting.	Check your Subscription with network.
No display.	Empty battery	Recharge battery.
Answering Machine		
The unit does not record new message.	The answering machine is turned off.	Turn on the answering machine.
The caller cannot leave a new message.	 a. The answering machine is turned off. b. Message memory is full. c. Answer only mode is set. 	 a. Turn on the answering machine. b. Erase unnecessary message. c. Change to Ans & record mode.
I cannot operate the answering machine remotely.	 a. You are entering the wrong remote access code. b. You are pressing the dial keys too quickly. c. You are using a pulse telephone. d. The Remote Access mode is Deactivated. 	d. Activate the Remote Access mode.
While recording an outgoing message or listening to message, the unit rings and recording stops.	A call is being received.	Answer the incoming call and try again to record your out going message later.

11 DECLARATION OF CONFORMITY

We the manufacturer / Importer: Binatone Telecom PIc, 1 Apsley Way London, NW2 7HF. Declare under our sole responsibility that the following product.

Type of equipme Model Name: Country of Origin Brand:		Digital Cordless telephone Edge Plus Call Blocker Series China iDECT					
) implementing r	egulation 1275/2008 + amendment					
801/2013 and its underlying frame work directive 2009/125/EC							
(replacing 2005/32/EC)							
• Directive (1999/5/EC) - R&TTE							
Directiva EMC (2014/30/EU)							
Directiva LVD (2014/35/EU)							
Applicable Harmonized Standards							
	ETSI EN 301 406	V2.1.1 (2009-07)					
EMC Portion:							
	EN 55024:2010						
	EN 61000-3-2:20						
	EN 61000-3-3:20	013					
		-6 V1.4.1 (2015-05)					
	ETSI EN 301 489-	-1 V1.9.2 (2011-09)					
RF Safety:	EN 50360:2001 + A1:2012						
	EN 50385:2002						
Electrical Safety:		5 + A11:2009 + A1:2010 + A12:2011					
	+A2 :2013						
ErP Portion:	EN 50564:2011+ 801/2013	Annex II of EC 1275/2008+ amendment					

The product is labelled with the European Approval Marking CE as show. Any Unauthorized modification of the product voids this Declaration.

Manufacturer / Importer (signature of authorized person)

(Position): Senior Product Manager Signature

08 Oct 2016

The conformity to the requirements is validated by the

symbol.

NOTE: In compliance with Directive 2002/96/EC, when you purchase a product that comes with the symbol shown on the right, you are required to dispose of electrical and electronic equipment by separate waste collection and you cannot dispose of the product as normal waste.

This equipment and all its components, subsystems and consumable materials form an integral part of this product and when you decide to dispose of them you have to take them to a

local recycling centre for appropriate waste disposal, in compliance with the current regulations.

Details about the location of these centres can be obtained from your local authority.

Notes for battery disposal

Your product contains batteries covered by the European Directive 2006/66/EC, which must not be disposed of with normal household waste. Please be aware of the local rules on separate collection of batteries. The correct disposal of batteries helps protect the environment and prevent health hazards.



12 GUARANTEE AND SERVICE

This does not cover the product where the fault is due to misuse, abuse, use in contravention of the instructions, or where the product has been the subject of unauthorised modifications or alterations, or has been the subject or commercial use.

In the event of a problem with the product within the guarantee period please return it to your nearest Argos store. If the item is shown to have had an inherent defect present at the time of sale, the store will provide you with a replacement.

Your statutory rights remain unaffected.

Guarantor: Argos Ltd 489 - 499 Avebury Boulevard Central Milton Keynes MK9 2NW