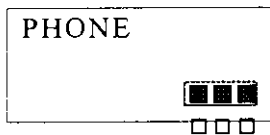


39730
900MHz SST Cordless Phone with CID
Operation Manual

Telephone Operation

Making a Call

1. Press **PHONE**, and wait for the PHONE light to go on steadily.



2. When you hear a dial tone, dial the desired phone number. (For information about the Display Dial feature, see the CALLER ID section of this manual).

Answering a Call

Press **PHONE**. The PHONE light goes on, and the call is connected.

Ending a Call

To end a call, place the handset into the base or press **PHONE**.

Last Number Redialed

Whenever you make a telephone call, this unit will automatically store the number (up to 32 digits) you just dialed in its memory.

1. Press **PHONE**, and wait for the PHONE light to go on.
2. When you hear a dial tone, press **REDIAL** instead of entering the telephone number when you want to redial..

The previous number stored in memory will be replaced by a new one whenever you dial a new number.

Handset Ringer

At standby mode, you can choose one of the three built-in ringer patterns by clicking the **FLASH** button followed by a number in the range of 1-3. A number out of this range will be ignored. After ringer selecting, press **FLASH** again to confirm setting. The selected ring will be programmed into both of the handset and base.

Battery Saver Feature

When the ringer is OFF, the handset stays ready to use for up to 8-14 days in standby mode before you have to return it to the base for recharging. You can still use the handset to make a call or to answer a call if you hear an extension phone ringing.

When the ringer is ON, the handset stays ready to use for up to 4-7 days.

NOTE: If you set the ringer to OFF, the handset battery will last longer. However, when the ringer is OFF, no Caller ID information appears on the screen. (But it will be stored in call history)

Handset Volume

The handset volume can be set up to three levels. Each time you press **VOLUME**, the level changes.

Temporary Tone

NOTE: If you have touch-tone service, you don't need to use the Temporary Tone feature.

If you have dial pulse (rotary) service, this feature allows you to temporarily enter codes or tones needed to operate answering machines, or to use electronic banking services, calling cards, and other special services. This feature will operate most special service; however, some services may actually require a touch tone line. To be sure, ask the company that provides the special service.

1. Dial the call, then press *****. Any buttons pressed after this send tone signals.
2. This phone will automatically return to dial pulse (rotary) dialing when you end the call.

Page & Handset Locator

The Page feature allows you to signal someone at the handset from the base.

- ◆ Make sure the handset in use light is not lit on the base.
- ◆ Press the PAGE/HANDSET LOCATOR button on the base. A 2-part paging tone will sound at the handset.

NOTE: The handset ringer switch must be set to ON to operate the Page and Handset Locator features.

To Cancel the Page & Handset Locator Function

Follow the instructions below to stop the handset from beeping before it automatically stops:

1. Press the PAGE / HANDSET LOCATOR button on the base.
2. Press any key on the handset.

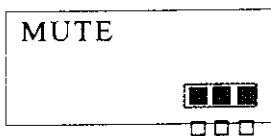
NOTE: The handset will stop beeping in approximately 15 seconds if you haven't turned it off by then.

Mute

Mute allows you to hear your caller, but prevents the caller from hearing you.

Press **MUTE** during a call, the screen displays MUTE.

To continue your conversation, press **MUTE** again and MUTE will disappear from the screen.

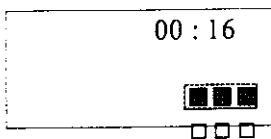


Flash

Press **FLASH** to activate custom-calling services such as Call Waiting or 3-Way Calling. You may have to press other buttons before or after **FLASH** as explained in custom-calling instructions provided by your local telephone service company.

Timer

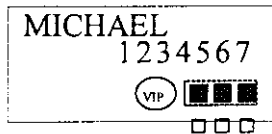
The screen displays the elapsed time of the call in hours, minutes and seconds. The time will appear on the screen fifteen seconds after press the phone key, and remains on the screen during the call.



Telephone Memory

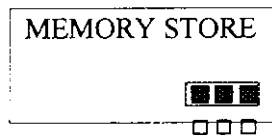
You can store up to 20 telephone numbers in memory, then dial a stored number by pressing **PROG/MEM** followed by a two-digit memory location number. The telephone memory also works with the Memory Match and Priority Ring features,

when you receive a call from a number that you've stored in memory 01-04. The phone can alert you to calls from numbers you've stored in memory, with a special Priority Ring, and with a VIP display on the screen.

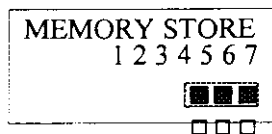


Storing Numbers in Memory

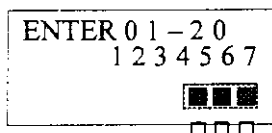
1. Make sure the handset is off.
2. Press **PROG/MEM**.



3. Enter the phone number (up to 16 digits).



4. Press **PROG/MEM** and the display will show:



5. Press any number buttons from 01 to 20 for the memory location where the number is to be stored. The display will clear.



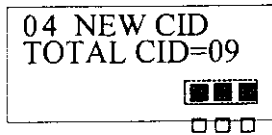
6. A 2-part tone is sounded confirming that the number was stored properly. If you hear a long buzzing tone, or nothing at all, repeat the steps above to store the number again.

NOTE: The handset exits programming mode if you don't press a button within 30 seconds, or if you press **PHONE**.

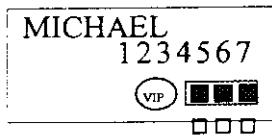
Storing Call Records in Memory

You can transfer information from the Caller ID history into the telephone memory.

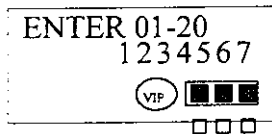
1. Press and release **CALLER**.



2. Use  or  to locate the call record you want.
3. Press and release **PROG/MEM**.



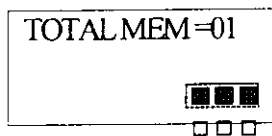
4. Press and release **PROG/MEM**.



5. Press the number buttons for the memory location where you want to store the call record.

Viewing Number in Memory

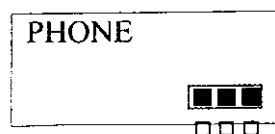
1. Press **CALLER**.
2. Press .



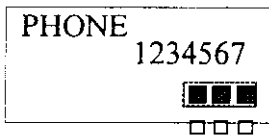
3. Press  or  to scroll through memory.
4. Press **DISPLAY DIAL** to dial the number displayed on the screen.

Dialing Memory Numbers

1. Press **PHONE**.



2. Press **PROG/MEM**.
3. Press the number buttons for your memory location. After you press 2 digits the display will show the number you stored in that location.



Entering a Pause

In some circumstance, you need to store a pause when you register a telephone number in memory. To do so, press **REDIAL** to enter a 2-second pause.

NOTE: Each pause you store is counted as a digit. You can store up to 16 digits in each memory location.

Priority Ring

This unit lets you save up to 4 phone numbers in its VIP Call list. Normally, the numbers you set in memory location 01-04 will be your VIP callers. Whenever a call from one of those 4 numbers, the phone sounds distinctive rings to alert you.

Deleting Memory Numbers

You can delete the information in a single memory location or in all memory locations.

1. Press **CALLER**
2. Press **#**
3. Press **▲** or **▼** to scroll to the desired memory location.
4. Press **DELETE**. The screen displays "DELETE?"
5. Press **DELETE** to delete the memory information.

Deleting Information in All Memory Locations

1. Press **CALLER**
2. Press **#**
3. The display will show "TOTAL MEM=XX"
4. Press **DELETE**. The screen displays "DELETE ALL?"
5. Press **DELETE** to delete all memory information.

Caller ID Operation

About Caller Identification

This telephone is designed to store and display information about incoming telephone calls. It must be used with caller identification service provided by your local telephone company; there is a fee for this service, and it may not be available in all areas. Additionally, this telephone can be used with call waiting and voice mail, also paid subscriber service, and if both telephone companies use compatible equipment.

The system keeps a record of the last 50 calls, whether you answer the phone or not. The oldest call is numbered 1. When the call history becomes full, the system drops the oldest call to make room for a new call. It also shows the date and time the call was received.

If you subscribe to Caller ID with Call Waiting, you can see who's trying to reach you when you're on another call. In order to receive name and number Caller ID information, you must subscribe to name and number Caller ID service. Caller ID information appears in the display after the first ring of the incoming call.

Customized Features

You can customize some features of the Caller ID system. Follow the instructions below to select English, French, or Spanish for the display language and to program the system to recognize your home area code and up to two other local area codes.

Select Display Screen Language

1. Press and release **MENU**.
2. Press **#** to scroll through language selections: English, Spanish, or French.
3. Press **MENU** when the screen displays your selection.

Programming Area Codes

You must program the system to recognize your home area code in order to use the Display Dial feature described later in this section.

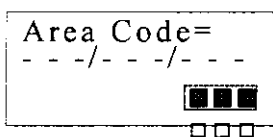
After programming your home area code, the screen will display 7 digits of the phone

number which you have dialed (without showing the area code) when you receive a call from the area where using the same area code. When you use the Display Dial feature, the unit only dial the 7-digit phone number without dialing "1" or the area code.

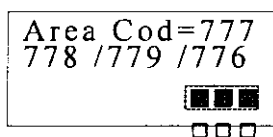
You can also program up to three other local area codes into the memory. (But only for those area codes that do not require dialing "1" before them.) After programming, if you receive a call from one of those areas using the registered area codes, the screen will display ten-digit phone number (3 digits of area code plus 7 digits of phone number). When you use Display Dial, the unit dials ten-digit phone number, without dialing a "1" and the registered area code.

Follow the instructions below to program the area codes in the memory:

1. Press **MENU**, and then *****. The screen displays the current area codes, if you have registered any.



2. Use the keypad to enter you home area code, then up to three other local area codes (if applicable).



3. After programming area codes, press **MENU** to confirm setting.

Call Waiting

When you subscribe to Call Waiting and receive a call while using the phone, the screen will display the name and number of the caller. Press **FLASH** to access the call. Press **FLASH** again to return to the original call.



Message Waiting and New Call Light

The message LED stays on when you have received call information but have not yet reviewed it. If you subscribe to a voice mail service, this light flashes until you retrieve the waiting messages.

- ◆ Message waiting + New call: MESSAGE LED on base will flash.
- ◆ New call only: MESSAGE LED on base will light on
- ◆ Message waiting only: MESSAGE LED on base will flash

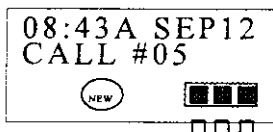
Reviewing Call History

The screen displays call information for about 15 seconds after it has been received.

1. Press **CALLER**. The screen displays the number of the new calls, or "NO NEW CID" and the total number of the calls in the call log.
2. To review earlier calls, press **▼**.



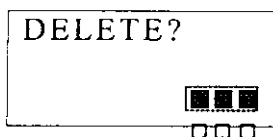
3. Press ***** to view time and date of the call



4. To advance through call history from an earlier call, press **▲**. The screen displays "TOTAL=XX" to indicate that you have reviewed all the calls in call history.

Remove Call Records from History

1. Press **CALLER**
2. Press **▲** or **▼** to select the call record you want to remove.
3. Press **DELETE**. The screen display "DELETE?"



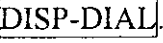
4. Press **DELETE** again to erase the displayed call record.

To Remove All Viewed Call Records

1. Press **CALLER**

2. Press  or  until the screen displays "TOTAL" and the number of the calls.
3. Press . The screen display "DEL VIEWED?"
4. Press  again to remove all call records which have been viewed.

Display Dial

As you review calls in history, you can dial a displayed phone number by pressing . Make sure that you have programmed your local area codes earlier (see "Program Area Codes." On page 8/12). If the phone number does not match the area code you stored, this unit will automatically dial a "1" before dialing the displayed area phone number.

LED Indications

A. Base:

1. IN USE/ SPARE BATT LED:

BLINK: Memory storing/ Handset in use (No matter if spare battery is charged or not.)

FLASH: Ringing/ Calibration (No matter if spare battery is charged or not.)

ON: Spare battery charges.

2. MESSAGE/ NEW CALL LED:

ON: New Call

BLINK: Message waiting

3. CHARGE LED:

ON: Handset is charging on the base.

B. Handset:

1. PHONE LED:

ON: IN use

BLINK: Memory storing

FLASH: Ring detection

NOTE: BLINK—The LED alternates continuously between 500ms on/off.

FLASH – The LED alternates continuously between 80ms on/off.

INFORMATION TO THE USER

This device complies with part 15 of the FCC Rules.
Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device. Pursant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception. Which can be determined by turning the equipment off and on the user is encouraged to try to correct the interference by one or more of the following measures:

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

This booklet is available from the US government Printing Office
*washington, DC 20402, Stock NO. 004-000-00345-4.

CAUTION: Any changes of modifications not expressly approved by the grantee of this device could void the users authority to operate the equipment.

Cordless telephones operate at frequencies that may cause interference to nearby TVs and VCRs; to minimize or prevent such interference, the base of the cordless telephone should not be placed near of a TV or VCR; and, if interference is experienced, moving the cordless telephone farther away from the TV or VCR will often reduce or eliminate the interference.