ALPHA 1800 CTA

Schnurloses Telefon nach CT1+ Standard
mit digitalem Anrufbeantworter

BEDIENUNGSANLEITUNG

INSTRUCTION MANUAL

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TABLE OF CONTENTS

⚠ **Precaution**

Emergency calls (baby call function) are not avaible
in case of power failure.

Use only rechargeable batteries.

Replace only with the same or equivalent
type recommended by the manufacturer.

Attention should be drawn to the
environmental aspects of battery disposal.

DEAR CUSTOMER

We are glad that you have decided for this Phone. The product you have bought is state of the art, of highest quality and has many advanced features.

NOTE ⚠

Please read this Instruction Manual carefully so that you get the most from your phone with digital answering machine.

The purpose of the Instruction Manual is to provide information. Its content is not the subject of contract. All data in this booklet is merely nominal. The right to technical modifications is reserved.

Closing date: 01/2002

BATTERY INSTALLATION

a) The battery cover is on the back side of the unit. Push it in the arrowed direction and remove it.

b) Insert the 2 supplied "AA" size, 1.2 V NiCd storage batteries as shown here. Ensure correct polarity.

c) Close the battery compartment.

Fig. 1
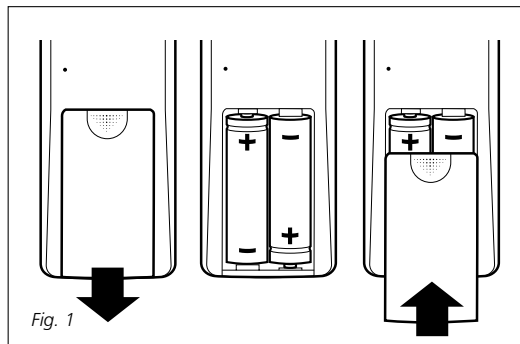
NOTE ⚠

Before first use, load up the storage batteries in the base unit 10 hours at least.

BEFORE USE

PARTS AND ACCESSORIES

Fig. 2

After unpacking the unit, please make sure the parts below are counted for:

1 Handset with storage batteries

2 Base unit

3 Belt clip

4 Power supply adaptor with cord

5 Telephone connection with cord

6 Instruction manual (no figure)
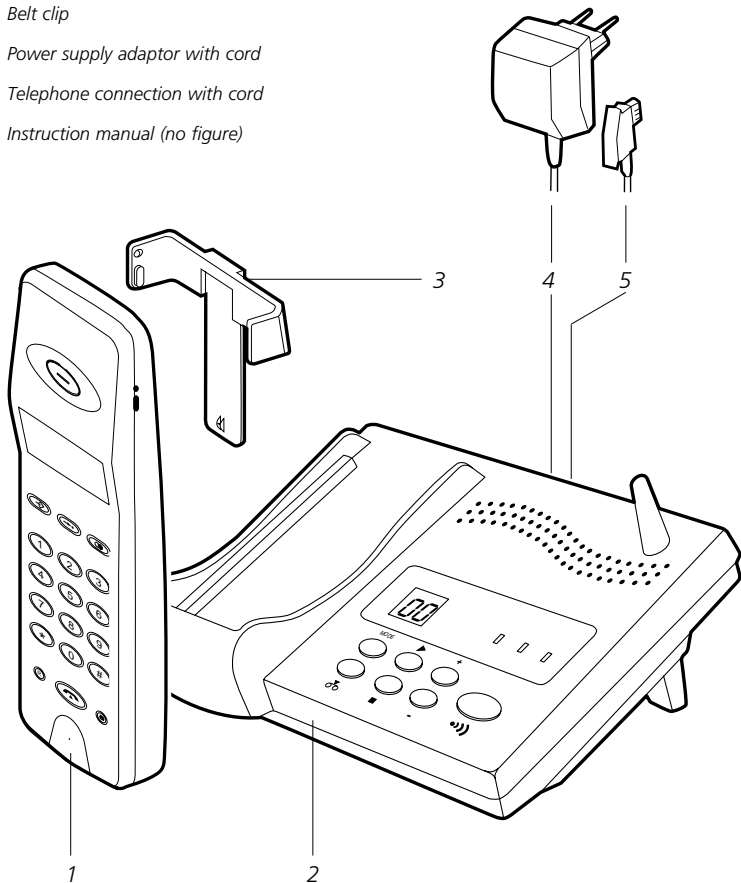
BEFORE USE

CONNECTING
THE UNIT

As shown in the figure below, insert one end of the telephone cord into the wall jack and the other end into the opening at the underside of the unit.

Fig. 3

TEL
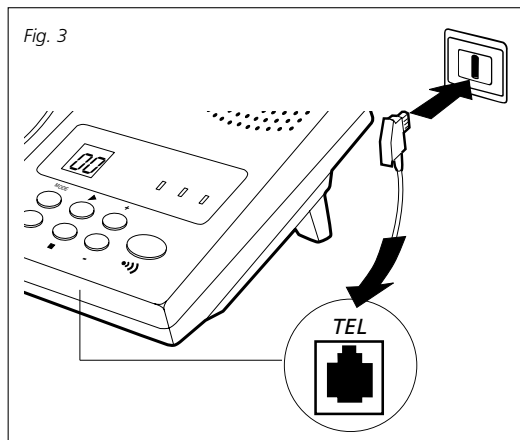
As shown in the figure below, insert one end of the power cord into the 230 V AC outlet and the other end into the opening at the underside of the unit.

Fig. 4

DC IN
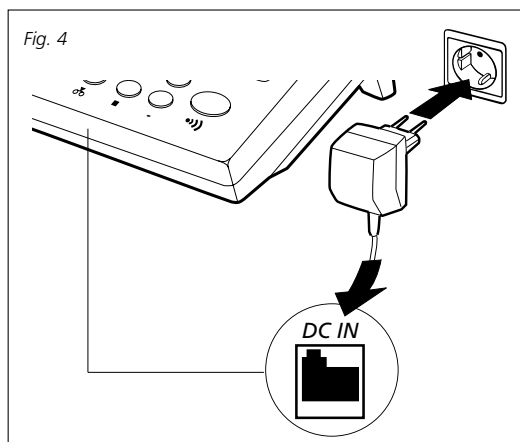
BASE UNIT
(PARTS BY USING HANDSET)

Fig. 5

LCD

Power LED

In use LED

Cradle

Page Button

Battery LED
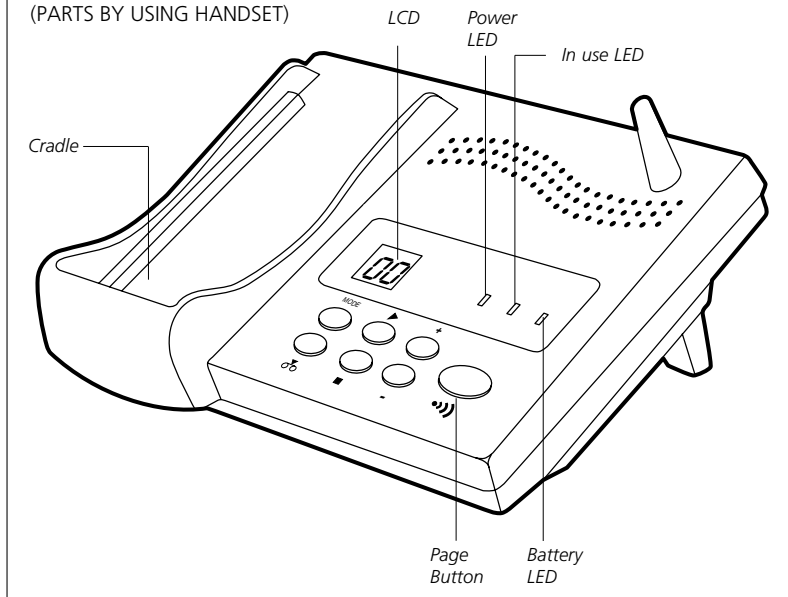
DISPLAY ICONS
(HANDSET)

1234567890000
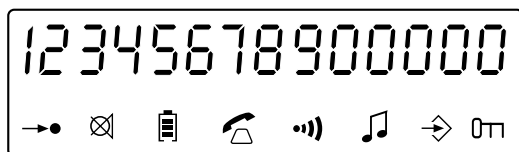
→● *Memory icon*	♪ *Tone icon*
⊠ *Mic icon*	⇥ *Programming icon*
▤ *Battery icon*	▥ *Barring icon*
☎ *In use icon*	*7-Digit-sign*
•)) *Paging icon*	*for numbers and letters*

BEFORE USE

HANDSET   *Fig. 6*
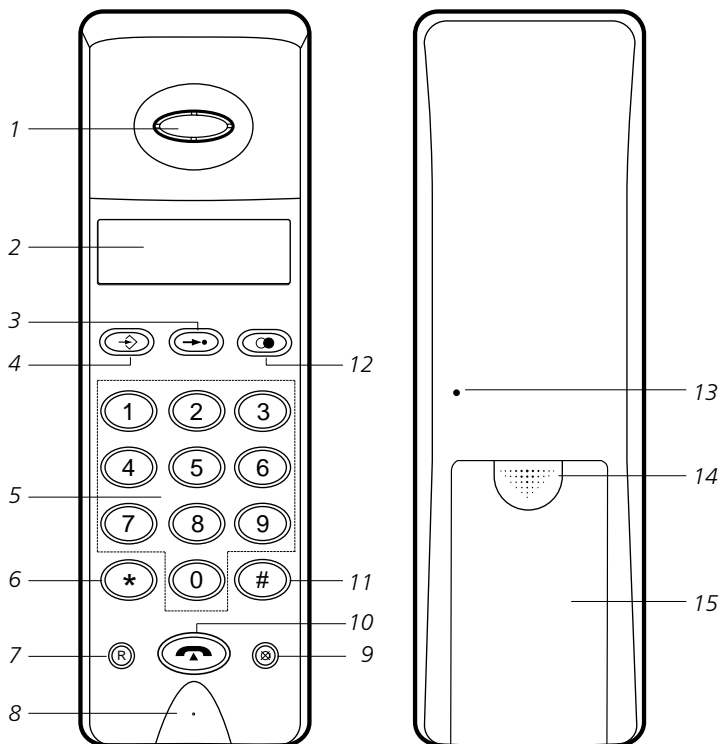
1 Earpiece	*6 Star key*	*11 Rhomb key*
2 LCD	*7 Signal key*	*12 Redial key*
3 Memory key	*8 Mic*	*13 Sound opening*
4 Programming key	*9 Mic key*	*14 Bolt for battery compartment*
5 Number keys	*10 Call key*	*15 Battery cover*

SECTION A

FUNCTION
DESCRIPTION

1. Phone On from Standby State

- Press [☎] button, key tone will be heard, a phone icon [⌂] will flash on LCD.
- If linking success, [⌂] is on. In use LED on base is on . After 5 sec. and then in stead of Call Time.
- If linking fails after 5 sec. 3 long beep fail tone will be heard.

2. Phone Off

- Press [☎] button again, Handset exits phone state.
- Return Handset to cradle also exits phone state.
- Phone_on icon [⌂] on handset and In use LED on base will be off.
- Call time on LCD is off after a while.

3. Make Call

- Press [☎] button to link up the line.
- Hearing dial tone and then dial telephone number.
- LCD shows the Telephone Number you dial.

4. Make a New Call in the Phone state

- During phone state, press and hold the [☎] button for 1 sec. 2 beep tone will be heard.
- Hearing dial tone and dial the new telephone number.
- LCD shows the Telephone Number you dial.

5. Call Answering

- During ring in, the special ring sound on H/S and B/S will be heard, [⌂] on LCD will flash.
- Press [☎] button to answer the call.
- When H/S is in cradle, pick up H/S, the call will be received automatically if H/S is set to Auto Phone on by programming.

6. Pre-dialing

- Before Phone on, Enter a Tel. no. (up to 24 digits available) on LCD.
- Press [☎] button to make Phone on, the line will

FUNCTION
DESCRIPTION

be linked up and the Tel. no. will be sent automatically.

- During digit entering, LCD will shows the Tel. no. one by one. User can press [⊠] button to perform backspace function. If depress [⊠] button for 1 sec., whole entry will be erased.
- Leave the handset without pressing any key for 15 sec., the pre-entered digit will be clear and the handset will go back to normal.

7. Last number Redial

- During phone state, Pressing [◯●] button, The last number dialed will be shown on LCD and sent to telephone line.
- It can also be used in pre-digit dialing. Pressing [◯●] button, LCD shows the last number dialed. If it exceeds 24 digits, the process will be invalid.

8. Memory dialing

- During in phone state, press [→●] button and memory location from "0" to "9".
- The Tel. no. pre-stored by programming will be dialed out.
- It can also be used in pre-dialing.
- The contents of memory stored will be stored or cleared by programming process.

9. Extended Redial

- It is used to redial an extra memory for last number dialed.
- During in phone state, press [→●] + [◯●] to dial out the pre-stored extending redial digits.
- The contents of extra memory will be stored or cleared by programming process.

10. Temporary Tone Mode (optional, country dependent)

- During pulse dialing, press [＊] button to change pulse dialing to tone dialing temporarily.
- A 3s/6s pause (optional depend on deferent country)

FUNCTION
DESCRIPTION

will be attached automatically.
• The temporary tone function can also be used in pre-dialing and storing memory redial.

11. Baby Call

• When Baby call function is enabled by program setting, Only the pre-programmed Tel. no. ("mem 0") can be dialed out if any button is pressed except for [$\diamondsuit$] key.
• The baby call is invalid if "mem 0" is not pre-programmed.

NOTE: When Baby Call on, H/s can entry to Remote control mode. But it cannot operate any Function on Answer machine.

12. Microphone Mute

• Press [📷] button to mute H/S microphone, Mute icon [📷] is on, and press again to return normal.

13. Base Paging

• Press [•1)] button on base to perform page function.
• The page tone on H/S will continue for 15 sec.
• Page icon [•1)] will flash, "bASE PAGE" message is displayed on LCD.

14. Call Barring

• When a barring number is set by programming, any dialing number start with this no. will be blocked.
• LCD on H/S will show "bArring" message.
• The default barring number is NULL.

15. Battery Low Warning

• If battery is low, H/S doesn't make any operation and LCD shows [▯] for 10s and then goes to sleep (LCD turns off) until the battery is recharged to normal voltage.
• 5 minutes after battery low in standby state, H/S doesn't response to any buttons and LCD turns off until the battery is recharged to normal voltage.

FUNCTION
DESCRIPTION

- During conversation, when battery power is lower than a certain level, a short warning beep tone is heard every 2 sec. and the normal operation of the phone will be shut down in 3 minutes.
- Return Handset to cradle to re-charge to stop warning tone.
- **Notice:** If the battery level is too low H/S may not turn on after recharge battery to normal. In this case the battery should be remove and re-plug to H/S to turn H/S on.
- **Notice:** When handset is battery low, press [☎] key the display will show "Lo bAtt".

16. Battery Level indication

- Battery level icon is shown on LCD.
- When battery level is high, LCD shows [🔋].
- When battery level is low, LCD shows [🔋], a warning tone is heard if H/S in use.
- **Notice:** using a fully discharged battery, the battery level indicator will show good after you placing the handset on charge cradle a moment. It doesn't mean the battery is good, it will drop down rapidly after off cradle. It is recommended that an over-night charging could be performed for a new or discharged battery.

17. Out of Range Warning

- During in conversation, if Handset is far away from base unit, a 2-short alert beep tone will be heard in every 2 sec. to remind the user that the RF linking is at a poor condition.
- If the user do not return to range within 10 sec. the base will disconnect the line automatically.

18. Key Lock

- When key lock is set enable by programming, no key can be press except [⟳] button.
- During ringing, phone key [☎] can bypass the key-lock function.

SECTION A

FUNCTION
DESCRIPTION

19. Recall

- During in phone state, press [**R**] button will break the Line for short time.
- The function is used to access special services offered by Telephone Company.
- Recall time can be selected by programming function according to deferent

PROGRAMMING
PROCEDURE
DESCRIPTION

During in programming mode, press the [$\rightleftharpoons$] button to cancel and escape, no any changing will be performed.

1. Key Touch Tone Enable/Disable

Key Entered	Display Shown	Tone Indication
Press [$\rightleftharpoons$]	Pro-	
Press [**1**]	Pro-tonE @	
Press [**1**] for toggle on/off	Pro-tonE on/oFF	
Press [→●]		Confirmation tone

Programming icon [$\rightleftharpoons$] flash during the process. @ for current setting, default is on.

2. Ringer Tone Select

Key Entered	Display Shown	Tone Indication
Press [$\rightleftharpoons$]	Pro-	
Press [**2**]	Pro-ringtonE @	
Enter the ringer selection **1** to **4**	Pro-ringtonE X	Corresponding ring
Press [→●]		Confirmation tone

Programming icon [$\rightleftharpoons$] flash during the process. @ for current setting, default is 2, X for digit 1 to 4.

3. Ringer Loudness Select

Key Entered	Display Shown	Tone Indication
Press [$\rightleftharpoons$]	Pro-	
Press [**3**]	Pro-ring @	
Press [**1**] to Select the ringer off/Low/high	Pro-ring oFF/Lo/Hi	
Press [→●]		Confirmation tone

Programming icon [$\rightleftharpoons$] flash during the process. @ for current setting, default ringer is high.

SECTION B

PROGRAMMING
PROCEDURE
DESCRIPTION

4. Auto Phone On

Key Entered	Display Shown	Tone Indication
Press [$\Rightarrow$]	Pro-	
Press [**4**]	Pro-Auto @	
Press [**1**] for toggle on/off	Pro-Auto on/oFF	
Press [→•]		confirmation tone

Programming icon [$\Rightarrow$] flash during the process. @ for current setting, default is off.

5. Baby Call

Key Entered	Display Shown	Tone Indication
Press [$\Rightarrow$]	Pro-	
Press [**6**]	Pro-bAby @	
Press [**1**] for toggle on/off	Pro-bAby on/oFF	
Press [→•]		confirmation tone

Memory [0] must be programmed. Programming icon [$\Rightarrow$] flash during the process. @ for current setting, default is off.

6. Key Lock

Key Entered	Display Shown	Tone Indication
Press [$\Rightarrow$]	Pro-	
Press [**7**]	Pro-Hold @	
Press [**1**] for toggle on/off	Pro-Hold on/oFF	
Press [→•]		confirmation tone

Programming icon [$\Rightarrow$] and Key-lock setting icon [0ᴛᴛ] flash during the process. @ for current setting, default is off.
After Key-lock is set to on, LCD shows [Hold] message if any key, except $\Rightarrow$, is pressed.

SECTION B

PROGRAMMING
PROCEDURE
DESCRIPTION

7. Setting Barring Number for Call Barring

Key Entered	Display Shown	Tone Indication
Press [$\rightarrow$]	Pro-	
Press [**8**]	EntEr codE	
Press 4-digit PIN	codE ——	
PIN entered is correct	bArring @	Happy tone
Enter the 1.. 3-digit barring no. / Press [$\boxtimes$] erase barring no.	bArring X	
Press [$\rightarrow\bullet$]		confirmation tone

Programming icon [$\rightarrow$] flash during the process. @ for current setting, default is NULL, X for 1..3-digit barring no.

8. Setting tone/pulse dialing (Optional, country dependent)

Key Entered	Display Shown	Tone Indication
Press [$\rightarrow$]	Pro-	
Press [∗]	Pro-@ diAL	
Press [**1**] for toggle tone/pulse	Pro-tonEdiAL/ Pro-PuLSE diAL	
Press [$\rightarrow\bullet$]		confirmation tone

Programming icon [$\rightarrow$] flash during the process. @ for current setting, default is tone. If tone function is set, tone icon [$\sqrt{J}$] is shown on LCD. Else [$\sqrt{J}$] is off.

9. Reset to default values

Key Entered	Display Shown	Tone Indication
Press [$\rightarrow$]	Pro-	
Press [**0**]	EntEr codE	
Enter 4-digit PIN	codE ——	
If PIN is correct, process continue Else terminate	rESEt ? y	Happy tone / Sad tone

PROGRAMMING
PROCEDURE
DESCRIPTION

| Press [**1**] to toggle y/n | rESEt ? y/n | |
| Press [→●] | | Confirmation tone |

Programming icon [$\diamondsuit$] flash during the process.

10. Program Personal Identity Number (PIN)

Key Entered	Display Shown	Tone Indication
Press [$\diamondsuit$]	Pro-	
Press [**#**]	EntEr codE	
Enter the old 4-digit PIN.	codE ——	
If PIN entered is correct, process continue Else terminate	EntEr codE	a happy tone / a sad tone
Enter new 4-digit PIN	codE xxxx	
Press [→●]		confirmation tone

Programming icon [$\diamondsuit$] flash during the process. xxxx for 4-digit PIN, default is 0000.

11. Extended Redial (PIN)

Key Entered	Display Shown	Tone Indication
Press [$\diamondsuit$]	Pro-	
Press [◖●]	Pro-rEdiAL	
Show redial Tel. no. Modify it if necessary	XXXXX	
Press [→●]		confirmation tone

Programming icon [$\diamondsuit$] flash during the process. If extended redial Tel. no. exceed 24 digits, the process will be invalid. XXXXX is telephone number. Extended redial memory content will be cleared after programming reset.

12. Programming Memory

Key Entered	Display Shown	Tone Indication
Press [$\diamondsuit$]	Pro-	

SECTION B

Key Entered	Display Shown	Tone Indication
Press [→●]	SEL LocAtion	
Select memory location 0..9	EntEr no	
Enter Tel. No. : 0..9, # , *, pause	entered digit	
'*' for temp. tone in pulse mode	"r" for recall	
Pressing [⊠] for backspace	"P" for pause	
	"u" for "*",	
	"n" for "#"	
Press [→●]		Confirmation tone

Programming icon [⇔] flash during the process. All memory contents will be cleared after programming reset.

13. Selecting Signal [R] (Optional, country)

Key Entered	Display Shown	Tone Indication
Press [⇔]	Pro-	
Press [R]	Pro-r @	
Enter selection 1 to 3	Pro-r 100/260/600	
Press [→●]		Confirmation tone

programming icon [⇔] flash during the process. @ for current setting (1/2/3 for 100ms/260ms/600ms time break).
Note: For some country without this option, it is fixed at 100ms and cannot be changed.

SECTION B

14. Programming Key List

Memory

Ringer pitch

Key touch tone

Auto-phone on

Key Lock

Tone / pulse

*Recall
Selecting signal*

Extend redial

Ringer level

Baby call

*Barring no.
(must enter
PIN first)*

*PIN
(must enter
PIN first)*

*Reset to
default
(must enter
PIN first)*

DIGITAL
ANSWERING
MACHINE

Microphone

Display

Play key

Mode key

Record key

MODE

Volume +

Volume -

Stop key
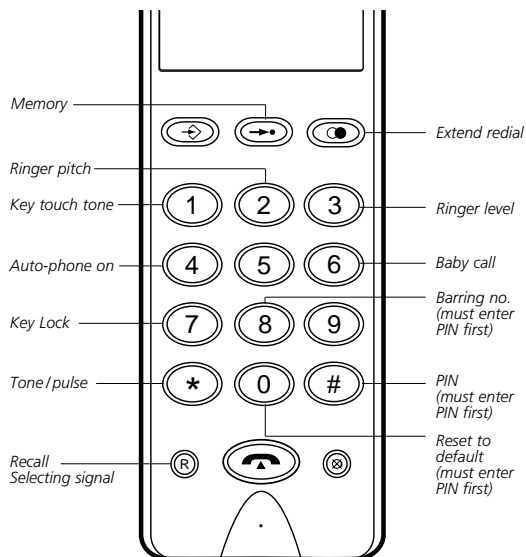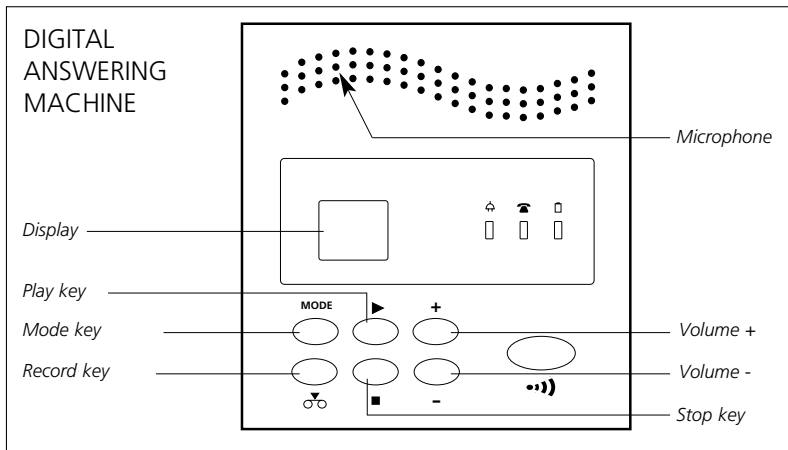
DIGITAL ANSWERING MACHINE FUNCTIONS

1. Memo Record
- Press and hold the ⚇ key for 2 seconds.
- After "MEMO recording" is heard, start recording.
- Speak loudly and clearly.
- Press ■ key to stop recording. A short beep is heard and LED blinking to indicate the new message is recorded.
- If the recording time is exceeded for 1 minute, it stops automatically. A short beep is heard and LED blinking to indicate the new message is recorded.

2. Record Incoming Messages
Make sure you have record ANS 1 & ANS2 and the machine in 'Answer Ready' state. If you did not record ANS1, the unit will use default ANS1.

After 2,4, or 6 rings, the following procedure begins.

a. Answer ready

After ANS1 playback, a beep is heard.
Start incoming message record.
Recording will stop, if silence or busy tone for 8 sec., a beep is heard.

SECTION C

It goes to stand-by state.
Each message Max length is 2 min.
Max. number of message is 60.

Note: Caller may skip ANS playback by pressing "**#0**" and start message recording.

b. Answer only / memory full / Answer off

If you selected answer only, Answer off or memory storage full, the unit will playback ANS 2 after line connection.

After ANS 2 playback, it will wait 8 sec. for remote code. If no valid code input, a beep is heard and line disconnect. It go to stand-by state. No message can be record.

Note: The total of time for ALL Recording messages (include OGM) is 10-16 min.
Note: If ANS 2 did not record , it will generate music (3 s) and then wait 8 s for remote code.

3. Play Incoming Messages / MEMO

• To play the message that have not been listened.
If all the display is blinking, it indicates new MEMO or ICM message.
Press and hold ▶ key for 2 seconds to play new messages.
'New message N' will be heard before each message played.
Recorded day time will be heard after each message played.

• To play all the messages.
If there are MEMO or ICM in the memory but no new MEMO or ICM, answer LED will not blink.
Press ▶ key to playback all the messages.
'Message N' will be heard before each message played.

Recorded day time will be heard after each message played.

During playback,
Message no. will be displayed while playing.
It stops at the end of messages.

Press ▶ key to pause playing. Press ▶ key again to continue playing.

After pause , if ▶ key is not pressed again within 8 seconds, the unit will stop playing.

During playing
Press **MODE** key to play the next message.
Press and hold **MODE** key for fast / play message.
Press and hold ⟳ key to play the previous message.
Press ⟳ key to play the current message again.
After finishing playing, it goes to idle state.
As the message is played, the message number is displayed and the number decreases.

Note: The last recorded message is played first.
If these is no message to be played, a warning beep is heard, then it will play voice prompt 'NO MESSAGE'.

4. Delete Incoming Messages & MEMO
• Delete Instant Message
Press ▶ key to playback the messages. During playback, press ▶ key to pause, then press **MODE** key to delete the current message. "Current message erased" is heard.
• Delete All Messages
Press and Hold ■ key for 2 seconds to delete all messages. "ALL MESSAGES ERASED" is heard.
If there is new message , a warning beep is heard.
If there is no message, then it will play voice prompt 'NO MESSAGE'.

Note: All the message should be listened before. Only the messages which were listened can be deleted.

SECTION C

5. Remote Control

a. Remote Control from telephone line (DTMF phone only)

When the unit is connected to the telephone line.
The caller can skip the OGM by dial "**#0**".
Enter the security code number during message recording.

Note: the default code is 159

If the code is correct, two short beep are heard, the unit goes to the remote control state. The remote operation procedure is shown on section c below.

Note: If no press any key for 8s, it will automatically disconnect the answer machine.

b. Remote Control from Handset

Both handset and the whole unit are in onhooked standby. Press [$\Rightarrow$] [5]
The unit goes to remote control state.
The remote operation procedure is shown section c below.
"AE" is shown on base.

c. Remote Control command table

Remote control in remote standby the answering machine will display "AE".

0	Stop	8	Room Monitor
13	MEMO Record	#0	Skip OGM Play
21	ANS1 Play	22	ANS2 Play
23	ANS1 Change	24	ANS2 Change
31	Ans Ready	32	ANS Only
33	Ans Off	78	Delete All message

11 Play All ICM/MEMO		12 Play New ICM/ MEMO	
4	Forward	4	Forward
5	Repeat	5	Repeat
6	Rewind	6	Rewind
9	Pause	9	Pause
9#	Delete Current message	9#	Delete Current message
0	Stop	0	Stop

- **Remote Control – ANS1 RECORD**
  Dial '**23**'.
  After a short beep sound is heard, recording is started.
  Speak loudly and clearly.
  Dial '**0**' to stop recording.
  If the recording time exceeded 30 seconds, it stops automatically.
  Two Short beeps are heard. The unit return to remote control state.
  Recording will stop at silence or busy tone detected for 8 seconds.

- **Remote Control – ANS2 RECORD**
  Dial '**24**'.
  After a short beep sound is heard, recording is started.
  Speak loudly and clearly.
  Dial '**0**' to stop recording.
  If the recording time exceeded 30 seconds, it stops automatically.
  Two short beeps are heard. The unit return to remote control state.
  Recording will stop at silence or busy tone detected for 8 seconds.

- **Remote Control – ANS1 PLAY**
  Dial '**21**'
  After a short beep sound is heard, playing is started.
  It stops at the end of messages or Dialing '**0**'.
  Two short beep is heard. The unit returns to remote control state.

- **Remote Control – ANS2 PLAY**
  Dial '**22**'.
  After a short beep sound is heard, playing is started.
  It stops at the end of message or Dialing '**0**'.
  Two short beeps are heard. The unit returns to remote control state.

- **Remote Control – MEMO Record**
  Dial '**13**' to record memo, wait for starting beep.
  After "Memo Recording" is heard, recording is started.

Speak loudly and clearly.

Dial '**0**' stop recording.

If the recording time is exceeded 1 minute, it stops automatically.

Two shot beeps are heard. The unit returns to remote control state.

Recording will stop as silence or busy tone detected for 8 seconds.

- **Remote Control – P**l**ay Incoming Messages / Memo**
  Dial '**12**' to play the new messages that have not been listened.

  Dial '**11**' to play all the messages.

  During playback,
  Dial '**4**' to play the next message.
  Dial '**5**' to play the current message again.
  Dial '**6**' to play the previous message.
  Dial '**9**' to pause.
  Dial '**0**' to stop playing.
  If all message are played. It automatically stop, two short beep is heard, the unit returns to remote state.

  Note: * During playing message, it will pause automatically after 2.5 mins
  If no key is pressed. Press "**9**" to continue playing.
  * If no key is pressed in 8 seconds, it disconnects.

  Note: If there is no message, "No message" will be heard.

- **Remote Control – Delete Instant Message**
  During playback, dial '**9**' to pause, then dial '**#**' to delete the current message.
  "Current message erased" is heard, next message is played. If no message to play, two short beep is heard, the unit return to remote control state.

- **Remote Control – Delete all Messages**
  During remote control state, Dial '**78**' to delete all the messages. Then "all messages erased" is heard to indicate to delete it. Afterwards, it goes to remote control state.

Notice that all the message should be listened before. Only the message which were listened can be deleted. If there is new message, dialing '78' can do nothing, only a warning beep.

Notice that if the previous status is not answer ready, you should do next step.

- **Remote Control – Toggle On / Off State**
  During remote control state,
  Dial '**31**' to switch to on state for answer ready.
  Dial '**32**' to switch to on state for answer only.
  Dial '**33**' to switch to off state.
  Unit will announce correspond status

- **Remote Control – Room Monitor**
  During remote control state, Dial '**8**' come into room monitor, if the time exceeding 20 seconds, it stop automatically, two short beep is heard. Then the unit returns to remote control state.

  Notice: if you want to switch off ringer sound and beep sound in the base, please refer to sections "volume control" and "ringer control".

6. Alarm Memo
a. Alarm Memo Record
Press and hold the $\circ\!\!\!\!\circ$ key for 4 seconds to record alarm MEMO. After two short beep heard, it come into alarm memo record, the other operation is same as memo record. The max. record time is 30 seconds. The recorded alarm memo is played once after recording. 'A L' is displayed while playing.

a. Alarm Memo Play / Delete
Press $\circ\!\!\!\!\circ$ key to play alarm memo, 'A L' is displayed while playing.
Press **MODE** key to delete alarm memo during playing.
If no alarm memo record, music alarm is heard.

Note: When the machine clock is reaches the alarm

time and alarm is set ON, the unit will announce the current time then play alarm memo or music alarm once.

Note: Have record an alarm Memo- Play alarm memo and then play music alarm (about 2 min).

Have not record an alarm Memo- Play music alarm only (about 1 min).

7. Volume Control

Press **+** key to increase the volume, and the LED displays the volume no. the max. volume no. is 7.

There is a warning beep if the user tries to set the volume greater than 7.

Press **-** key to decrease the volume, and the LED display the volume no., the min. volume no. is 0.

There is a warning beep if the user tries to set the volume less than 0.

You can also switch the volume in other state (e.g. ICM play, ANS play) by pressing **+** or **-** key, but the unit will not display the volume no. and no warning beep.

Notice that if '0' is selected, there is no monitoring sound from speaker after offhooked.

8. Mode Switch

There are 5 modes in the answering machine. Press **MODE** key to switch to different mode. 'Fn' is displayed to show the current mode. Press ■ key or no key input within 30 seconds will switch the unit to normal state automatically.

Mode 1, for ANS record / play and ON / OFF switch.

Mode 2, for password check and change.

Mode 3, for remain time check.

Mode 4, for time and alarm time check and set.

Mode 5, for ring delay selection.

a. F1 mode

- **Mode Switch – ON / OFF answering machine**
  Press **MODE** key to switch to "F1"

Press ► Key to announce new status

Press ► to select

1. Answer ready (ANS1) : ready for answer and ICM recording.
ANS1 LED on, ANS2 LED off.

2. Answer only (ANS2) : answer only.
ANS1 LED off, ANS2 LED on.

3. OFF : idle mode.
ANS1 LED off, ANS2 LED off.

Note:

a) Without ANS1 or ANS2 record, the unit uses default ANS1.

b) When ICM memory full, the unit will switch to ANS2 answer only automatically. If ANS2 does not exist, the unit will turn off and will connect after 8 rings. If ICM memory is not then full, the user can switch back to answer mode. If necessary, by repeating above procedure or by "31" remote command.

c) In OFF mode, the unit will connect after 8 rings. A short music is played.

- **Mode Switch – OGM Record**

  Press **MODE** key to switch to "F1"

  1. Press and hold ⚎ key for 3.5 seconds to start recording.

  2. LED "A1" or "A2" show ANS1 or ANS2 that you are selected for record. You will hear voice menu too.

  3. After a short beep sound, start recording.

  4. Speak loudly, clearly and close to the microphone.

  5. Press STOP key to stop recording. Or recording time exceed 30 seconds, it stop automatically. A shot beep is heard.
  (**Note:** ANS record time must be over 3 seconds. Otherwise cannot stop.)

  6. The unit will go to answer ready automatically if the recorded is ANS1.

  7. For another ANS change, please follow the same procedure.

SECTION C

- **Mode Switch – OGM Play**

  Press **MODE** key to switch to "F1"
  1. Press ○○ key to play ANS1 or ANS2.
  2. LED display "A1" or "A2" and the unit play the voice menu.
  3. After a short beep, start playing.
  4. Unit stops by pressing ■ key.
  5. If **MODE** key is pressed while playing ANS1 or ANS2, correspond OGM will be erased.

a. F2 mode

- **Mode Switch – Security Code Check**
  Press **MODE** key to switch to "F 2"
  Press **REC** key to check first digit security code.
  Press **PLAY** key to check other digit security code.

- **Mode Switch – Security Code Set**
  Press **MODE** key to switch "F2"
  Press and hold ○○ key for 2 seconds to set security code.

  First-digit blinks.
  Press ▶ key to increment and ■ key to decrement (0-9).

  Press **STOP / TIME** key to set second-digit.

  Second-digit blinks.
  Press ▶ key to increment and ■ key to decrement (0-9).

  Press ■ **/ TIME** key to set third-digit.

  Third-digit blinks.
  Press ▶ key to increment and ■ key to decrement (0-9).

  Press ■ key to finish setting security code.

a. F3 mode

- **Mode Switch – Remain Time Check**
  Press **MODE** key to switch to "F3".
  Press ■ key to check the remain time of seconds.

Press $\overset{\blacktriangledown}{\circ\circ}$ key to check the remain time of minutes.

c. F4 mode

- **Mode Switch – Time Check**
  Press **MODE** key to switch to "F4".
  Press $\overset{\blacktriangledown}{\circ\circ}$ key to display and announce the time.

- **Mode Switch – Time Set**
  Press **MODE** key to switch to "F4".
  Press and hold $\overset{\blacktriangledown}{\circ\circ}$ key for 2 seconds to set the time. Current day is displayed (Default is "d7" for Sunday).
  Day number blinks (announce the day).
  Press ▶ key to increment and $\overset{\blacktriangledown}{\circ\circ}$ key to decrement the number (1-7).
  Press ■ key to set hour.

  First-digit of hour blinks.
  Press ▶ key to increment and $\overset{\blacktriangledown}{\circ\circ}$ key to decrement first-digit of hour (0-2).
  Press ■ key to set second-digit of hour.

  Second-digit of hour blinks.
  Press ▶ key to increment and $\overset{\blacktriangledown}{\circ\circ}$ key to decrement second-digit of hour (0-9).
  Press ■ key to finish and continue to set the minutes.

  Note: If you set hour more than 23, the unit wil not accept and a warning will be heard. Please repeat the above procedure.

  First-digit of minutes blinks.
  Press ▶ key to increment and $\overset{\blacktriangledown}{\circ\circ}$ key to decrement first-digit of minute (0-5).
  Press ■ key to set second-digit of minute.

  Second–digit of minutes blinks.
  Press ▶ key to increment and $\overset{\blacktriangledown}{\circ\circ}$ key to decrement second-digit of minute (0-9).
  Press ■ key to finish, and the unit announce the setting time.

SECTION C

- **Mode Switch – Alarm Time Check**
  Press **MODE** key to switch to "F4"
  Press ▶ key to display and announce alarm ON /
  OFF status and the alarm time.

- **Mode Switch – Alarm Time Set**
  Press **MODE** key to switch to "F4"
  Press and hold ▶ key for 2 seconds to set alarm
  time.

  First-digit of hour blinks.
  Press ▶ key to increment and ⍉ key to decrement
  first-digit of hour (0-2).
  Press ■ key to set second-digit of hour.

  Second-digit of hour blinks.
  Press ▶ key to increment and ⍉ key to decrement
  second-digit of hour (0-9).
  Press ■ key to finish and continue to set the mi-
  nutes.

  Note: If you set hour more than 23, the unit will
  not accept and a warning will be heard. Please
  repeat the above procedure.

  First-digit of minutes blinks.
  Press ▶ key to increment and ⍉ key to decrement
  first-digit of minute (0-2).
  Press ■ key to set second-digit of minute.

  Second-digit of minutes blinks.
  Press ▶ key to increment and ⍉ key to decrement
  second-digit of minute (0-9).
  Press ■ key to finish, ad the unit announce the
  setting time.

  When the time set is over, the unit comes into
  alarm time on/off set and display "on". That means
  current alarm is in alarm on state.

  Press ⍉ key to set alarm off, 'OF' is displayed.
  Press ▶ key to set alarm on, 'ON' is displayed.

  Press ■ key to finish. The unit will announce alarm
  ON/OFF status and the alarm time.

d. F5 mode

- **Mode Switch – Ring delay selection**
  Press **MODE** key to switch to "F5".
  Press ⊙ key to display the current setting of ring count.
  Press ▶ key to select other rings 2, 4, or 6.
  After correct setting is displayed, Press ■ to finish.

9. Back up Battery

When the back up batteries are not insert or battery low, The LED Will show "00" and "LO" Alternately.

Note: Sometimes the LED will no display if the base receive a call which back up batteries are not fitted.

NOTE ⚠

Warning: The back up batteries in the base unit are used to keep all messages of DAM while AC power is lost. If the voltage of back up battery is low, and there is no AC power, then all segments of the digital LED of DAM will be on. In this case, user should replace the batteries as soon as possible. Notice that in this case, the backup messages are lost"

SECTION D

DEFAULT SETTING

Ringer Tone select . . . . pitch 2

Key touch Tone . . . . on

Auto phone on . . . . off

Baby call . . . . off

Key lock . . . . off

Barring number for Call Barring . . . . NULL

Tone/pulse dialing . . . . tone

Personal identity numer 0000

Recall time break . . . . 100 ms

Memory location 0..9 . . . . clear

Extended redial memory . . . . clear

Note:

Pursuant to regulation no. 51/2000 "General assignment of frequencies for CT1+ and CT2" limitations of use must be tolerated for these frequencies from January 1, 2003.

GARANTEE CONDITIONS

Congratulations on your purchase of this product from 4MBO International Electronic AG, Fabrikstraße 45, D-73207 Plochingen. You are now the owner of a device of the highest technical standard and tried-and-tested quality. If, however, you should have a problem with this product at any time please observe the following guarantee conditions:

1. We will provide a guarantee for this device, when used correctly, for a period of 24 months calculated from the date of purchase from your dealer. We will remedy any possible defects at our cost, insofar that the fault is a result of material defects or production errors. The date of purchase must be demonstrated by presentation of an invoice, till receipt or other proof of purchase.

2. The guarantee becomes invalid if repairs are carried out without the express consent of our company.

3. You do, of course, retain all legal rights both in relation to our company and in relation to the seller of this device in addition to the rights provided by this guarantee.

4. **If you have questions regarding this device, or technical problems, please contact our appointed service provider:**

   JET GmbH, Am Weimarer Berg 6, 99510 Apolda
   Our helpline telephone number is printed on the reverse of this page.
   Please have the following available during your call:

   a) Description of any errors observed
   b) Proof of purchase or receipt

5. We are happy to deal with repairs outside the guarantee period at cost. If an estimate is required, we will have to charge you for this, but this cost will of course be deducted from your final invoice if we carry out the work required.

Yours faithfully

Customer Support
4MBO International Electronic AG

www.MBOservice.net

GARANTIE

Bei Garantie-Inanspruchnahme wenden Sie sich bitte an die unten stehende Telefonnummer.

WARRANTY

If your product is defective, please call the phone number at the bottom of this page.

Service in Deutschland:
Hotline 0180 / 532 37 49

Service for Germany:
Hotline ++49 3644 517 280

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