

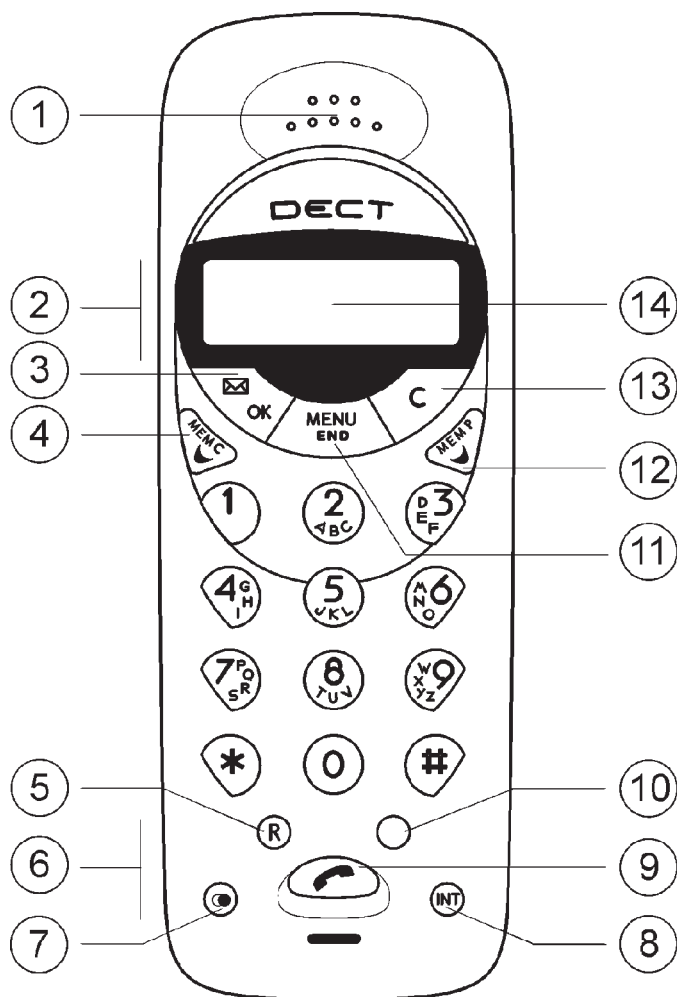
English

DECT 160/360

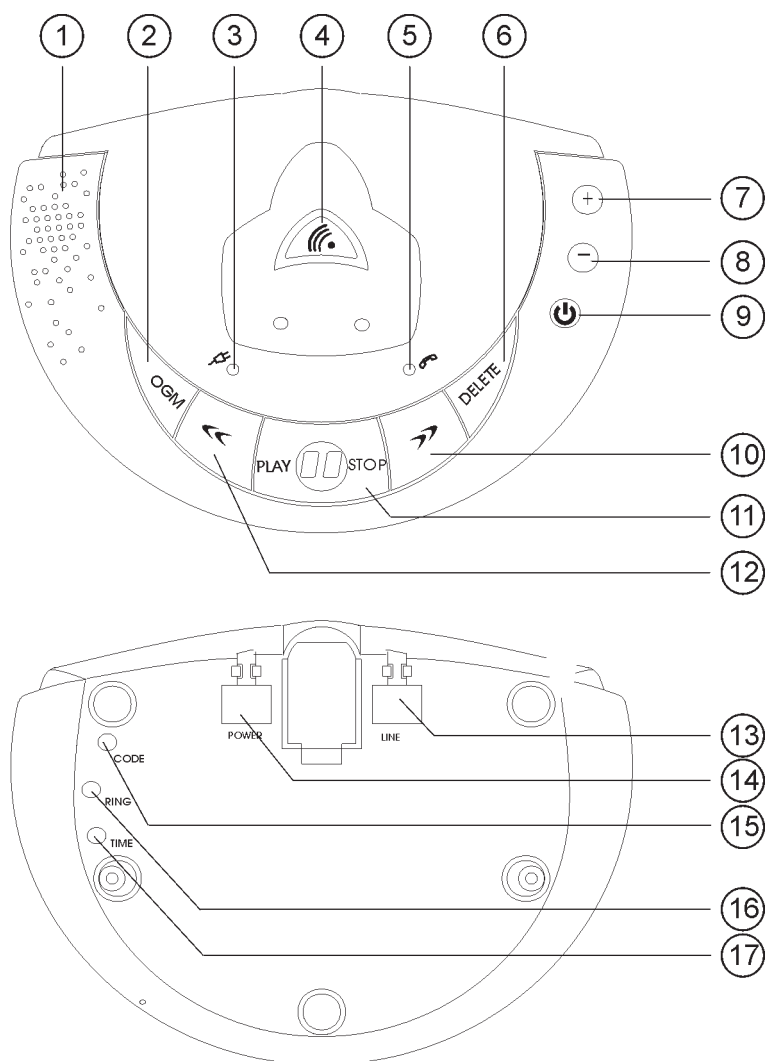
Digital Cordless Telephone
with Caller ID
and Answering Machine (360)



User guide



- | | |
|---|--|
| 1 Speaker | 8 Intercom button |
| 2 Volume Control/Review CID Numbers for dialling | 9 Talk button |
| 3 CID Log/OK button | 10 Speaker button (360) / Priority Number (160) |
| 4 Left Scroll button | 11 Menu/End button |
| 5 Recall button | 12 Right Scroll button |
| 6 Headset Socket | 13 Cancel button |
| 7 Redial button | 14 Display |



- | | |
|----------------------------------|-------------------------------|
| 1. Speaker | 11. Play/Stop button |
| 2. OGM (Outgoing Message) Button | 12. Repeat button |
| 3. Power LED | 13. Socket for line cord |
| 4. Page button | 14. Socket for power supply |
| 5. In-use LED | 15. Remote access code button |
| 6. Delete button | 16. Ring select button |
| 7. Speaker volume Up | 17. Day/time button |
| 8. Speaker volume Down | |
| 9. ON/OFF button | |
| 10. Skip button | |

Note: DECT 160 has items 3, 4, 5, 13 and 14 ONLY.

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Installation

Unpacking

The package should include the following items:

- Handset
- Mains adapter
- Base unit
- Line cord
- Battery pack
- Belt clip & 2 coloured inserts
- Battery cover

Connection

1. Connect the mains adapter to the POWER socket of the base unit and to the mains power wall socket.
2. Remove the battery lid from the back of the handset. Place the battery in the handset, connect the battery plug and replace the lid.
3. Place the handset in the base unit. Once the handset is correctly placed in the base unit, a beep will be heard and the segments of the battery charge indicator in the display will flash.
4. The handset must be charged for 14 hours before use. Do not lift or use the handset during this time.
5. Connect the telephone line cord to the socket marked LINE on the base unit and plug into the telephone network socket (using adaptor plug if required).
6. For installation of the answering machine (DECT 360) please refer to pages 25-30.
7. The system is now ready for use.

IMPORTANT NOTES

1. *Under power failure conditions, this telephone may not operate. Please ensure that a separate telephone, not dependent on local power, is available for emergency use.*
2. *The earpiece of the handset may attract small ferromagnetic objects such as staples and pins, care should be taken when placing the handset near these items.*
3. *Do not place the base unit where it will be exposed to direct sunlight or other major heat sources.*

Installation

Belt Clips

A belt clip is included, which can be fitted on the back of the handset. To attach the clip, align the two edges with the indents on either side of the handset and press firmly into place.

Battery

The telephone comes supplied with an environmentally friendly nickel metal hydride (NiMH) battery. As with all batteries performance may degrade over time, should you notice that the standby time has reduced considerably or there are signs of leakage, the battery pack should be replaced.

A fully charged battery will last for approx. 5 days in standby or approx. 8 hours talk time. These operation times apply at normal room temperature.

Recharging of a run-down battery takes about 14 hours.

Please note that the battery charge indicator in the handset display flashes while charging and will stop when the battery is fully charged.

The base unit has an automatic charging mechanism that prevents the battery from being overcharged or damaged due to prolonged charging.

Please note!



When the telephone is installed for the first time, the battery must be charged for 14 hours before using the telephone.

Use only DORO original batteries. The guarantee does not cover any damage caused by incorrect batteries.

The handset is charged with the buttons facing upward.

Installation

Battery Charge Indicator

The symbol  in the display indicates whether it is time to recharge the battery. The symbol has three segments which disappear as the battery charge decreases. When the battery charge has reduced, the symbol  is shown in the display and warning signals are heard. If the handset is not recharged at this time, the phone will cease to function until it is recharged.

Range

The range of the telephone varies depending on various factors in the surrounding environment. The radio waves transmitting the call may be hindered by obstructions, reducing the range.

Specified ranges require an unobstructed transmission between the handset and the base unit. In such ideal circumstances, the telephone range can be up to 300 meters. In a densely populated area, house, apartment, etc. the range of the telephone will be reduced. Try to get the best range by relocating the base unit. The ideal location for the base unit is a high and unobstructed place.

Out of range warning

If the handset is too far from the base, the message OUT OF RANGE will be shown on the display. Move the handset closer to the base unit within a few seconds or the call will be lost.

Headset

The handset can be used with an optional headset via the socket on the side. When using a headset, there is no change in the way a call is received or made. When a headset is connected, the microphone and speakers of the handset are automatically disconnected.

Installation

The Display



Indicator Function



- Indicates that a call is connected.
- Indicates an answered call in the list of previously dialled numbers



- Handset ringer is off.

MENU

- The menu is in use.



- Battery charge indicator.



- Phone locked.



- Shown within range of the base unit. Flashes when out of range.



- New numbers have been stored.

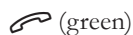


- Audio monitor (speaker) activated. (DECT 360, only)

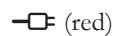
Date/time

Date and time are only displayed if you subscribe to a Caller ID service, and you have received at least one incoming call. The time cannot be manually adjusted, it is updated automatically with each incoming call.

Base Unit Indicators





- Indicates that a call is connected to the handset.
- Flashes while searching, registering, or ringing.



- The base unit is on and connected to the mains.

Operation



Making a Call

1. Enter the desired number. Mistakes can be erased using **C**.
2. Press  and the number is dialled.
3. Press  to terminate the call.

Please note!


If the telephone cannot connect to a line, a warning signal will be heard. The problem may be due to the battery running low, the handset being too far from the base unit or all of the transmission channels being engaged.

Receiving a Call

1. Wait for the handset to ring.
2. Press  to answer the call.
3. Press  to terminate the call.

Redial button


The ten most recently dialled numbers can easily be redialled using **☎**:

1. Press **☎**, the most recently dialled number is shown in the display.
2. Press **+/-** (on the side) repeatedly, to browse through the numbers
3. Press , and the number is dialled.

Volume Control

The volume may be adjusted during a call using **+/-** (on the side of the handset). The display will show up to four volume settings.




Handset Locator/Paging

By pressing  on the base unit (located behind the charge pins), the paging signal of the handset will be activated. This function is used to help find the handset or to page the person carrying the handset.

Operation

Group Listening (speaker) (DECT 360, only)

With this function activated, calls will be heard on the loudspeaker of the base unit. This enables anyone in the same room as the base unit to hear both parties and follow the conversation. This feature works on DECT 360 only.

1. Dial the number as usual.
2. When the call is connected, press . Group listening is activated and the conversation is heard in the base unit speaker. The audio monitor indicator is shown in the display.
3. The speaker volume can be adjusted with the **+/-** buttons.
4. To continue the conversation in the handset only, press  again.
5. Press  to terminate the call and disconnect the line.

Menu

Description of the menu system

The telephone has an easy menu system with distinct display texts.
The following buttons are used to operate the menu system:

MENU Takes you in and out of the menu system.


OK Takes you one step down into the menus and/or confirms your choice.


C To erase/correct.



Used to scroll through the menus.

The menu consists of the following:

COMMON PHONE BOOK (COMMON MEM) This feature allows you to store, change or erase entries in the common phone book memories stored in the base unit. The  button enters the common phone book directly from standby mode.

PERSONAL PHONE BOOK (PERSONAL MEM) This feature allows you to store, change or erase entries in the personal phone book memories stored in the handset. The  button enters the personal phone book directly from standby mode.

Pressing the MEMC button  steps through the menu in the following sequence. Pressing the MEMP button  steps through the menu in reverse.

COMMON MEM
SYSTEM
HANDSET NAME
REGISTER
PHONE LOCK
CALL TIMER
KEY TONE
HS RINGER
PERSONAL MEM

Phone Book

Using the Phone Book

The phone book is divided into a common part (30 entries) and a personal part (20 entries). The common phone book is stored in the base unit and is therefore available to all registered handsets, while the personal one is available to the individual handset only. The phone book is organised alphabetically. Each name can be up to 10 characters long, and each phone number up to 20 digits.

After subscribing to the Caller ID service, you can set these memories as VIP. For example, store names and numbers in your personal phone book and set as VIP, when a call is received from one of these memories the handset will ring differently to identify a VIP caller and the name of that person will show on the display (memory matching).

Letters

Each number button also has several letters:


| Button | Letters/symbols |
|--------|-----------------------|
| 1..... | [Space character] - / |
| 2..... | A B C |
| 3..... | D E F |
| 4..... | G H I |
| 5..... | J K L |
| 6..... | M N O |
| 7..... | P Q R S |
| 8..... | T U V |
| 9..... | W X Y Z |

Phone Book

Storing name/number

1. Press **MENU**.
2. Scroll to the desired phone book COMMON MEM/PERSONAL MEM.
3. Press **OK**.
4. Scroll to STORE. Press **OK**.
5. Enter name. Press the corresponding number button one or more times for the first letter, see the table on the previous page. Use **C** to erase and digit 1 to insert space.
6. When the whole name is entered, press **OK**.
7. Enter the telephone number, including the area code. To enter a dialling pause, hold the **[]** button until you hear a beep.
8. Press **OK**. The display will show VIP? (special ring signal).
9. Scroll to required setting (Yes/No). Press **OK** to store.

Making a call using the phone book

1. Press **MENU**.
2. Scroll to the desired phone book COMMON MEM/PERSONAL MEM.
3. Press **OK**.
4. Scroll to SEARCH. Press **OK**.
5. Scroll the entries or find it faster by pressing the button corresponding to the first letter in the name (see the table on the previous page).
6. Press  to dial the number .



brings you directly to the common phone book from standby mode.



brings you directly to the personal phone book from standby mode.

Phone Book

Alter name/number

1. Press **MENU**.
2. Scroll to the desired phone book COMMON MEM/PERSONAL MEM.
3. Press **OK**.
4. Scroll to CHANGE. Press **OK**.
5. Scroll the entries or find it faster by pressing the button corresponding to the first letter in the name (see the table on page 12). Press **OK**.
6. Use **C** to erase, and the number buttons to alter the name. Press **OK**.
7. Use **C** to erase, and the number buttons to alter the number. Press **OK**.
8. The display will show VIP? (special ring signal)
9. Scroll to preferred setting. (Yes/No) Press **OK** to store.

Removing an Entry

1. Press **MENU**.
2. Scroll to the desired phone book COMMON MEM/PERSONAL MEM.
3. Press **OK**.
4. Scroll to CHANGE. Press **OK**.
5. Scroll the entries or find it faster by pressing the button corresponding to the first letter in the name (see the table on page 12).
6. Press **C** and then **OK**.

Storing a Priority number (DECT 160, only)

1. Press **MENU**.
2. Scroll to PERSONAL MEM. Press **OK**.
3. Scroll to SOS. Press **OK**.
4. Scroll to SOS:NUMBER. Press **OK**.
5. Enter the telephone number, including the area code. Press **OK**.

Dialling a Priority number (DECT 160, only)

Hold down the **PR** button for 2 seconds, the number is dialled.

This number can be called even if the phone is locked.


Caller Identification

Explanation of Caller ID

Caller ID allows you to see who is calling before you answer a call, see who has called in your absence and see who is calling while you are on a call.

Type 1 - When Caller ID is enabled on your telephone line, your telephone will ring. Between the first and second ring, the display will show the callers number or the name (if the name is stored in the phone book).




Type 11 - While on the telephone and you receive another call you will hear a short burst of data (noise) and the call waiting tone. Following this you can view the caller's number/name on the display.

New calls are indicated in standby mode by a flashing  in the display. This indicator is turned off when all numbers are erased. Up to 30 incoming calls can be stored in the call log including the date and time. When the log is full, the oldest number will be deleted automatically.

Please note!

In order for numbers to be shown, the Caller ID service must be provided by your network operator and a current subscription in place. Contact your operator for more information.

Retrieving and Dialling Incoming Numbers.

1. Press . The display will indicate the number of new calls as well as the total number stored.
2. Scroll to preferred entry. If the same number has called more than once then this is indicated by a >. Press  in order to see how many repeat calls were made.
3. Press  to dial the number or **MENU** to return to standby mode.

Caller Identification

Messages

Besides showing telephone numbers, the display may also show a number of messages.


UNKNOWN It is an International call or a call from a PBX (no information received).

***** The call is from a private or blocked number.

Removing a number

1. Press .
2. Scroll to selected entry. Press **C**. The display will show DELETE?
3. Press **OK** to erase.

Erasing all read (i.e. old) numbers.

1. Press . The display will indicate the number of new phone numbers as well as the total number stored.
2. Press **C**. The display will show DELETE?.
3. Press **OK**. The display will show DELETE ALL?.
4. Press **OK** to erase.

Settings

The Handset Signal

There are a number of settings for the volume and melody of the handset ring signal.

1. Press **MENU**.
2. Scroll to HS RINGER. Press **OK**.
3. Select a melody (1-3). Press **OK**.
4. Select the desired volume (OFF, MED and HIGH).
5. Press **OK** to store.

Button Click

The sound heard when the buttons are pressed can be turned off or on.

1. Press **MENU**.
2. Scroll to KEY TONE. Press **OK**.
3. Scroll to preferred setting (ON/OFF).
4. Press **OK** to store.

Timer

Following the connection of a call the timer is shown on the display. This call duration timer can be switched on or off.

1. Press **MENU**.
2. Scroll to CALL TIMER. Press **OK**.
3. Scroll to preferred setting (ON/OFF).
4. Press **OK** to store.

Settings

Phone Lock

The telephone can be blocked for outgoing calls. However, calls to numbers in the phone book, emergency numbers, and to the Priority number (DECT 160 only) can still be made.

1. Press **MENU**.
2. Scroll to PHONE LOCK. Press **OK**.
3. Enter the handset PIN code (0000 as default).
4. Scroll to preferred setting (ON/OFF).
5. Press **OK** to store.

Calls can still be received, even if the phone lock is active. When the call is finished, the hand unit returns to locked mode.

Handset PIN Code

The handset PIN code is a four-digit code that you can set yourself. It protects against unauthorised use of certain functions.

1. Press **MENU**.
2. Scroll to PHONE LOCK. Press **OK**.
3. Enter the present PIN code (0000 as default).
4. Scroll to CHANGE PIN? Press **OK**.
5. Enter the new code.
6. Confirm by entering the new code again. Press **OK**.

User Name

You can personalise each handset by entering text which will show on the display in standby mode, the default is "MOBILE".

1. Press **MENU**.
2. Scroll to HANDSET NAME. Press **OK**.
3. The name is entered in the same way as in the phone book. See page 13. Up to 10 letters. Use **C** to erase.
4. Press **OK** to store.

Registration



Register a New Handset or Base Unit

In order to enable the use of more than one handset a registration has to be performed.

Every new handset must be registered in order to use a base unit. A maximum number of 4 base units can be registered with each handset, and each base unit can handle up to 6 handsets.

On registration the handset is allocated a handset number from 1-6.

Additional base units and handsets can be purchased from your local retailer. See also page 22 for more information about EXPANDED SYSTEM.

1. Press the  on the base unit (refer to page 9) and hold it down (about 5 seconds) until the  indicator on the base unit starts to flash and a beep sound is heard. Registration mode will remain active for about 2 minutes.
2. Press **MENU** (on the handset).
3. Scroll to REGISTER. Press **OK**.
4. Scroll to REG. HANDSET. Press **OK**.
5. Select a base number for the base unit you wish to register by pressing the corresponding number button 1-4 (Flashing numbers are available).
6. Enter the base unit PIN code (0000 as default).
7. The handset will now search for the base unit. The display will show WAITING...
8. After a few seconds (no more than 90) unused handset numbers are displayed. Select one of these by pressing the corresponding number button.
9. If the registration is successful the handset will return to standby mode. The new handset number is shown on the right of the display.

Select Base Unit

You can decide which base unit you wish the handset to communicate with. You can also set the hand unit to automatically select the base unit with the best connection (AUTO).

1. Press **MENU**.
2. Scroll to REGISTER. Press **OK**.
3. Scroll to SELECT BASE. Press **OK**.
4. Select a base unit by pressing the corresponding number button (0=AUTO). The selected number remains steady and the available alternatives will flash.
5. Press **OK** to store.

System Settings

Base Unit PIN Code

The base unit PIN code is a four-digit code that you can set yourself. It protects against unauthorised use of certain functions.

1. Press **MENU**.
2. Scroll to SYSTEM. Press **OK**.
3. Scroll to CHANGE PIN? Press **OK**.
4. Enter the present PIN code (0000 at default).
5. Enter the new code.
6. Confirm by entering the new code again. Press **OK**.

De-register a Handset

Any handset can be easily be de-registered from a base unit.

Deregistration means that the handset number of the selected handset is erased from the list of registered handsets.

Note: It is not recommended that you do not deregister the master handset (handset 1)

1. Press **MENU**.
2. Scroll to SYSTEM. Press **OK**.
3. Scroll to DE-REGISTER. Press **OK**.
4. Enter the base unit PIN code (0000 at default).
5. Select the handset to be de-registered by pressing the corresponding number button.

Base Unit Ring Signal (DECT 360, only)

The ring signal of the base unit can be switched on or off.

1. Press **MENU**.
2. Scroll to SYSTEM. Press **OK**.
3. Scroll to BASE RINGER. Press **OK**.
4. Scroll to preferred setting (ON/OFF).
5. Press **OK** to store.

System Settings

Select Country of Installation (New Zealand only)

(Not applicable in the UK)

In order for the **R** button and the Caller ID to work properly, the proper country must be selected. The default setting on delivery is for Australia.

1. Press **MENU**.
2. Scroll to SYSTEM. Press **OK**.
3. Scroll to SELECT AU/NZ. Press **OK**.
4. Scroll to proper setting. Press **OK**.

Expanded System

General Information

DECT (Digital Enhanced Cordless Telephone) technology offers superior performance, clarity and security using its completely digital method of transmission.

This model is GAP (Generic Access Profile) compatible, which means that the handset and the base units can be used with most other GAP compatible units irrespective of the manufacturer.

Multiple Base Units

By connecting several base units to the system, the useful range for the handsets can be expanded. Registering desired base units with the handset will cause the handset to automatically connect to another base unit if and when it loses contact with the current base unit. Another practical application could be to have one base station at home and one at work. Then the same handset can be used in both places.

The handset remains in contact with its base unit until it goes out of range. When this happens, the handset will begin to search for another base unit from its list of registered base units.

It is essential that the range of the base units overlap, in order to achieve uninterrupted coverage. The transfer from one base unit to another is automatic, however, it cannot be done while a call is in progress.

Expanded System

Multiple Handsets

The combination of Multiple base units and multiple handsets provides for many useful applications.

- Any of 6 handsets can answer incoming calls or make outgoing calls.
- External calls can be transferred between handsets.
- Internal handset to handset communication (intercom).
- The system allows for one internal and one external call to be in progress at the same time.

Placement of Base Units

If you wish to use several handsets with one base unit, you should see to it that the base unit is placed “in the middle”, so that the range will be evenly divided among the handsets.

If you wish to use several base units to achieve an extended coverage within a specific area, e. g. a large home or office, storage areas, etc. then it's important that the ranges of the base stations overlap. If not there may be reduced communication in certain areas where the handsets have no signal from the base units.

Intercom Function

When using several handsets with the same base unit, calls can be made internally between the handsets, referred to as internal calls, or intercom.

Internal calls are limited to 2 minutes, and can only be made between handsets connected to the same base unit.


1. Press **INT**.
2. Press **✖** for a general call (to all handsets) or enter the handset number of the handset you wish to call.

Should an external call come in while an internal call is in progress (2 handset system), a tone will be heard. You must then terminate the internal call by pressing **INT**, in order to be able to receive the external call by pressing **📞**.

Expanded System

Transferring Calls Between Handsets

An external call can be transferred from one handset to another (they must both be using the same base unit).

1. An external call is connected on line. Press **INT** on the handset, followed by the handset number to which you wish to transfer the call.
2. During this time, the external call will be on hold (for a maximum of 2 minutes). The other handset receives the call just as always, and it is possible to talk internally.
3. To transfer the external call, press  on the calling handset.

If you decide not to transfer the call, press **INT** on the calling handset to return to the external caller.

Answering Machine (DECT 360)

Introduction

The internal answering machine can be used to store messages digitally. Incoming messages are time-stamped with a voice that recounts the day of the week and the time when the message was received.

When the answering machine is activated it will answer incoming calls. The caller hears your outgoing message followed by a tone, the caller can then leave a message up to 2 minutes in length. The total recording capacity is 15 minutes. This time is distributed between the outgoing message and the incoming messages.

The answering machine is voice activated, which means that only those callers who leave a message are registered.

Remote control functions enable you to ring the answering machine and play back recorded messages from an external telephone.

| Button | Function |
|---------------------------|--|
| OGM | - Is used to record and listen to your outgoing message. |
| <</>>- | - Browse the incoming messages. |
| PLAY/STOP | - Listen to messages received. Press again to stop playback. |
| DELETE | - Delete messages. |
| Ⓜ | - Activate the answering machine. |
| +/- | - Adjust the speaker volume. |

The following buttons are located under the base unit.

| | |
|-------------|---|
| CODE | - Remote access code. |
| RING | - Number of rings before the machine answers. |
| TIME | - Day/Time stamp. |

Answering Machine (DECT 360)

Number of Rings

You can select the number of ring signals it takes before the answering machine answers an incoming call.

- 2, 4 or 6 - calls are answered after the specified number of signals.
- EC (TOLL SAVE) - activates the toll save function.

The toll save function allows calls to be answered after six rings when no messages have been recorded. When a message has been recorded the machine will answer after two rings. This is useful when using remote control, if there is no answer after three rings, then there have been no messages recorded and you can hang up before you are charged for the call. If, on the other hand, the machine answers after two rings, messages have been recorded.


1. Press and hold **RING** (underneath the base unit) until the voice announces "SET RINGS".
2. Use the << and >> on the base unit to select the preferred setting.
3. Press **RING** to store.

Day/Time Stamp

The Day/time stamp function is a voice that announces the day of the week and the time (24 hour) each message was recorded. The Day/time stamp is heard before each message when played back.

1. Press and hold **TIME** (underneath the base unit) until the voice says "Set day".
2. Use <</>> to set the correct day of the week.
3. The voice says "Set hour". Use <</>> to set the correct hour (24 hour).
4. The voice says "Set minute". Use <</>> to set the correct minute.
5. Press **TIME**. The voice announces the new setting.

Turning Answering Machine On/Off

The  button is used to switch the answering machine on and off. In the ON position all incoming calls will be answered by the machine. If the display indicates -- , then the answering machine is off and no calls will be answered.

Answering Machine (DECT 360)

Outgoing Message

The outgoing message is your message which is played back to all callers. The outgoing message can be up to 2 minutes in length or you may wish to use the pre-recorded message.


An example of an outgoing message:

“Hello and welcome to the Anderson’s. We are sorry we cannot take your call at this time, please leave a message after the beep and we will return your call as soon as we can. Thank you for calling.”

1. Hold **OGM** until the voice is heard.
2. Say your message clearly towards the machine from a distance of about 15-20 cm.
3. Press **OGM** to terminate recording.
4. After a few seconds the message will be played back so that you can check the result. Repeat the same procedure if you want to change the message. Any old outgoing message is automatically erased when a new one is recorded.

You can check the outgoing message any time you like by pressing **OGM** once. If you wish to revert back to the pre-recorded message, press the **OGM** and when your message starts to play press and hold **DELETE**. The pre-recorded message will play.

Monitoring Incoming Messages

Incoming messages will be heard on the loudspeaker of the base unit as they are received. If there is no sound adjust the volume by pressing **+/-**. The call can be intercepted by pressing  or lifting the receiver of another telephone connected to the same line. If the recording does not terminate automatically, press the **STOP** button once.

Receiving Messages

The answering machine has to be turned on in order to be able to receive messages. When the phone rings, calls will be answered after the specified number of rings (see previous page).

The caller can leave a message up to 2 minutes in length, if this time is exceeded the call will be disconnected. The memory will store a total of 15 minutes of messages (including the outgoing message).

Answering Machine (DECT 360)

Playback of Messages

The display indicates the number of new messages (flashing) as well as the total number of stored messages.

Playback will always begin with new messages. If for instance there are three old messages and two new ones, only the two new ones will be played back, then the answering machine will return to standby mode. Press the playback button once again to listen to all messages, starting with the oldest.

1. Press **PLAY** to start playback.
2. Before each message the day/time stamp will state the day and time the message was received. A beep is sounded between the messages.
3. When playback is finished the voice says "End of messages" and the machine returns to standby mode. All messages are saved (unless you have erased any during playback, see below) and new messages will be recorded after the old ones.

The following functions are available during playback:

| Button | Function |
|---------------|--|
| <</>> | - Repeat/skip to next or previous message. |
| STOP | - Terminate playback. |
| DELETE | - Hold button down about 2 seconds to erase current message. |
| +/- | - Adjust the speaker volume. |

To erase all old messages, hold down **DELETE** for 2 seconds after playback has stopped.

Answering Machine (DECT 360)

Remote Control

This machine can be controlled remotely from any tone dialling telephone. To use remote control, ring the answering machine and enter the remote code after the outgoing message has been played. Once the code is accepted, several remote control commands are available.

Remote Code

This code is needed in order to gain access to the remote control functions of the answering machine. This code is set to 0000, but it has to be changed to another four-digit code (0001-9999) in order for the remote control functions to work.

1. Hold **CODE** (underneath the base unit) until a beep is heard.
2. Select each digit using **<</>>**. The display as well as the voice will help you select the right digits.
3. Press **CODE** to store.

To check the current remote code, press **CODE** once.

Remote Control

1. Ring the answering machine.
2. Enter the remote code after the beep that follows the outgoing message.
If the code is accepted, you will hear two short beeps.
3. New messages will play back automatically.
4. Select other commands from the list on the next page.
5. To end the remote control session, hang up the phone.

Please note!

If the machine doesn't respond correctly to the remote control commands, try pressing the touch-tone buttons for a longer or shorter time.

Answering Machine (DECT 360)

Remote Control Commands

| Button | Function |
|--------|--|
| 1..... | Playback of incoming messages |
| 2..... | Playback of the outgoing message |
| 3..... | Erase current message |
| 4..... | Repeat/skip to previous message |
| 5..... | Stop, wait for new command |
| 6..... | Skip to next message |
| 7..... | Not used |
| 8..... | Not used |
| 9..... | Terminate remote control |
| 0..... | Record a new outgoing message |
| *..... | Turn the answering machine off or on |
| #..... | Turn the day/time stamp function off or on |

Remote Activation of the Answering Machine

If you have forgotten to turn the machine on, you can do so by remote access.

1. Ring the answering machine. It will answer after 12 rings with a long tone.
2. Enter the remote code after the beep that follows the outgoing message. If the code is accepted, you will hear two short beeps.
3. Enter **✕** and hang up.

Out of Memory

The total capacity of the answering machine's memory is approximately 15 minutes including outgoing and incoming messages. If the memory is full, no new messages will be accepted until the existing messages have been played and erased. The symbol **—** on the display of the base unit indicates that memory is full.

When memory is full the machine will answer after 12 rings to allow remote playback and deletion of messages.

Other

Troubleshooting

Check that the telephone cord is undamaged and properly plugged in.

Disconnect any additional equipment, extension cords, and other telephones. If the problem is resolved the fault is with the other equipment.

Test the equipment on a known working line (e. g. at the neighbour's). If the product works then the fault is with the line.

No number is shown when it rings

- In order for this feature to work you must subscribe to the Caller ID service from your network provider.
- If the display shows ***** the call is from a private or blocked number. If the display shows UNKNOWN it is an international call or from a PBX (no data received).

Warning tones are heard while talking/Cannot connect

- The batteries may be running low (recharge the hand unit).
- The hand unit may be (nearly) out of range. Move closer to a base unit.

Telephone Does Not Work

- Check if the handset is turned on.
- Check the adapter, is it correctly connected to the base unit and to the mains power?
- Check that the telephone cord has been correctly connected to the base unit and to the line socket, by disconnecting and reconnecting both ends.
- Check the charge status of the handset battery.
- Try connecting another telephone, known to be in working order, to the line socket. If that phone works then it is likely that this equipment is faulty.

Other

UK

If you cannot resolve the fault using the faultfinder section, technical support is available on the **Premium Rate Number: 0906 302 0114**.

Calls cost **50 pence per minute** (prices correct at the time of going to press), and is operational between 9AM - 5PM Monday-Friday excluding Bank Holidays. Alternatively,

You can contact us in writing: Consumer Support Group, Doro UK Ltd., 22 Walkers Road, North Moons Moat, Redditch, Worcestershire, B98 9HE, (regarding any Spares or Technical query), or
Telephoning Spares: 01527 584377

E-mail on: tech@doro-uk.com

Web site: www.doro-uk.com

Guarantee

This product is guaranteed for a period of 12 months from the date of purchase. Proof of purchase is required for any service or support required during the guarantee period.

This guarantee shall not apply to a fault caused by an accident or a similar incident or damage, liquid ingress, negligence, abnormal usage or any other circumstances on the purchaser's part. Furthermore, this guarantee shall not apply to a fault caused by a thunderstorm or any other voltage fluctuations. This guarantee does not in any way affect your statutory rights. (As a matter of precaution, we recommend disconnecting the telephone during a thunderstorm.)

Other

Australia and New Zealand

If you believe this product is malfunctioning, please refer to the relevant section and/or consult the troubleshooting guide in this manual to ensure that you have followed the instructions carefully. Additional information on DORO and our products can be found by visiting our web site www.doro.com

Guarantee

The product is guaranteed for a period of 12 months from the date of purchase. For more information regarding the guarantee, please refer to the guarantee card included with this product. In the unlikely event of a fault during this period, please contact us for assistance. If the product is then found to be faulty you will be asked to return it directly to us with a copy of the purchase receipt.

Australia

DORO Australia Pty Ltd
PO Box 6760
Baulkham Hills BC NSW 2153
Australia

New Zealand

Atlas Gentech (NZ) Limited
Private Bag 14927,
Panmure
Auckland

Helpline

Ph: (02) 8853 8444
Fax: (02) 8853-8489
Email: helpline@doro.com.au
Web site: www.doro.com.au

Consumer Support

Ph: 0900 50-025 (Toll Call)
Fax: (09) 574-2722
Email: support@atlasgentech.co.nz

Please note: The guarantee does not extend to damage caused by misuse, negligence, excessive voltage, faults on the telephone line or lightning. This guarantee in no way affects your statutory rights.

Accessories

The following accessories can be purchased by contacting the above.

Belt Clip
Power Supply
Coloured Handset Inserts
Headsets
Handset battery

Please note: The use of non-genuine power supplies or batteries will void your warranty.

NOTES FOR OPERATION IN NEW ZEALAND

ALL PRODUCTS

The grant of a Telepermit for any item of terminal equipment indicates only that Telecom has accepted that the item complies with the minimum conditions for connection to its network. It indicates no endorsement of the product by Telecom, nor does it provide any sort of warranty. Above all, it provides no assurance that any item will work correctly in all respects with another item of Telepermitted equipment of a different make or model, nor does it imply that any product is compatible with all of Telecom's network services.

This equipment shall not be set to make automatic calls to the Telecom "111" Emergency Service.

This equipment may not provide for the effective hand-over of a call to another device connected to the same line.

CND PRODUCTS

If a charge for local calls is unacceptable, the "Dial" button should NOT be used for local calls. Only the 7-digits of the local number should be dialled from your telephone. DO NOT dial the area code digit or the "0" prefix.

ANSWERING MACHINES

This equipment should not be used under any circumstances which may constitute a nuisance to the other Telecom customers.

All persons using this device for recording telephone conversations shall comply with New Zealand law. This requires that at least one party to the conversation is to be aware that it is being recorded. In addition, the Principles enumerated in the Privacy Act 1993 shall be complied with in respect to the nature of the personal information collected, the purpose for its collection, how it is used and what is disclosed to any other party.

English

