FANSTEL

Two Line Call Waiting ID Speakerphone

OWNER'S MANUAL
MODEL ST218B
703-3034

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Setting Up and Installing Your Phone

Introduction

Congratulations on the purchase of your new telephone. It has been manufactured to very high quality standards for convenient and reliable service. This telephone can be used with "Call Identification (Caller ID) Service" and/or "Call Waiting Caller ID Service" that is provided by your local telephone company. There is a fee for these services by your local telephone company, and they may not be available in all areas. When used with these services, your telephone displays the telephone number or the telephone number and name of each caller before you answer the call allowing you to screen your calls.

In addition to Caller ID services, if you subscribe to voice mail services from your local telephone company, voice mail waiting indicators will inform you there is a message waiting in your voice mailbox.

Important Safety Instructions

Before using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. **Read and understand all instructions.**
2. **Follow all warnings and instructions marked on the product.**
3. **Unplug this product from the telephone jack and the power outlet before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.**
4. **Do not use this product near water, such as near a bathtub, sink, laundry tub, in a wet basement, or near a swimming pool.**
5. **Do not place this product on an unstable cart, stand, or table. Serious damage may result if the product falls.**
6. **Slots or openings in the cabinet and the back and bottom are provided for ventilation to protect the phone from overheating. These openings must not be blocked or covered. The product should never be placed near or over a radiator or heat register.**
7. **This product should be operated only from the type of power source indicated on the marking label.**
8. **Do not allow anything to rest on the power cord. Do not locate this product where the cord will be abused by persons walking on it. Do not attach the power cord to building surfaces.**
9. **Do not overload wall outlets and extension cords as this can result in the risk of fire or electric shock.**
10. **Never push any objects into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a fire or electric shock. Never spill liquid of any kind on the product.**
11. **If this product does not operate normally, see the "*In Case of Difficulty*" section in this owner's manual. If you cannot resolve the problem, or if the product is damaged, refer to the "*Limited Warranty*" section of this owner's manual. Opening the product or reassembling it incorrectly may expose you to dangerous voltages or other risks, and will void the warranty.**
12. **Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions: (a) When the power supply cord or plug is damaged or frayed. (b) If liquid has been spilled into the product. (c) If the product has been exposed**

to rain or water. (d) If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions. (e) If the product has been dropped or the cabinet has been damaged. (f) If the product exhibits a distinct change in performance.

13. Avoid using a telephone during an electrical storm. There may be a remote risk of electric shock and/or hearing damage from lightning.

14. Do not use the telephone near a gas leak even to report the leak.

Parts Checklist

Remember to save your sales receipt in case you ever need warranty service. Check to make sure your package includes the items described below:

1. Telephone Base   **4. AC/DC Adapter**
2. Telephone Handset   **5. Handset Cord**
3. Telephone Line Cord

Make sure you have a modular wall jack near the place you have chosen to install the telephone. If you have an older phone jack, you will need to buy a modular jack adapter.

Controls and Functions
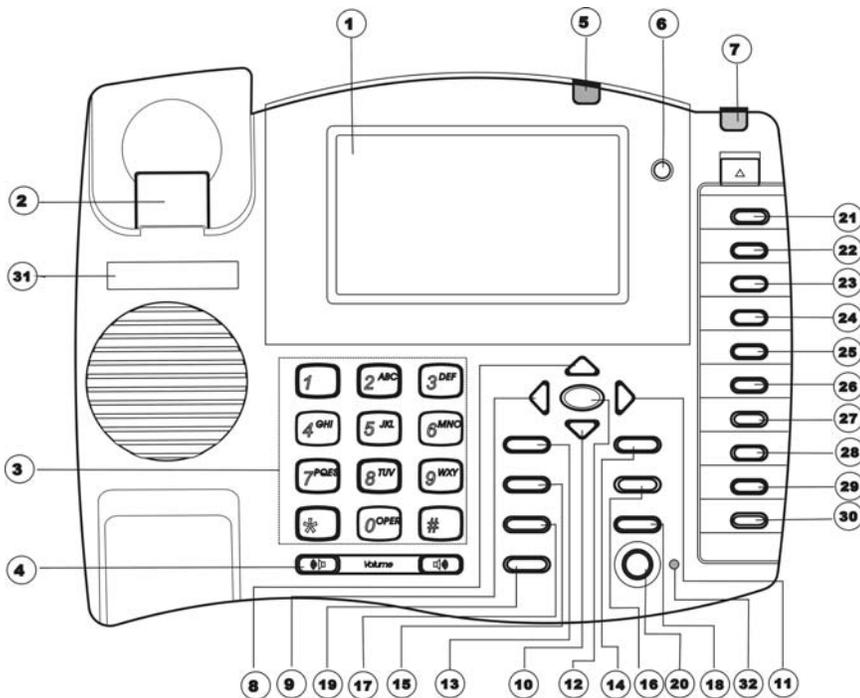
1. **LCD display**
2. **Hook switch**
3. **Telephone keypad**
4. **Volume -** to adjust receiver volume for handset, speaker, and headset**.**
5. **Message light -** Visual message waiting indicator.
6. **◑ button –** to adjust LCD contrast.
7. **In Use -** line in use indicator.
8. **▲ -** to review upward from the oldest caller ID record**.**
9. **◀ -** to move curser left during programming**.**
10. **▼ -** to review downward from the newest caller ID record**.**
11. **▶ -** to move curser right during programming**.**
12. **Dial/Enter button** – to dial number displayed or to accept entry
13. **L1 with indicator –** to use line 1, LED is on when line 1 is in use.

14. **L2 with indicator –** to use line 2, LED is on when line 2 is in use**.**
15. **Mute with indicator –** to mute transmitter, LED is on when active**.**
16. **ᴏ button –** to connect or to disconnect voice path to headset**.**
17. **Conf. button –** to set up a conference call with L1 and L2.
18. **Hold with indicator –** to put a call on hold, LED is on when active**.**
19. **Goodbye –** to hang up a call at any time**.**
20. **Speaker –** to activate or to deactivate speakerphone**.**
21. **Menu –** to set telephone operation parameters**.**
22. **Save –** to begin programming of memory buttons or directory**.**
23. **Delete –** during review, press to delete a record; at idle, press to turn off message indicator
24. **Flash –** during a call, to access telco or PBX calling features.
25. **Redial/Pause –** to redial last number, during programming to insert a 3 seconds delay in dialing sequence.
26. **Directory –** to begin using directory feature
27. **M1 –** programmable memory button
28. **M2 –** programmable memory button
29. **M3 –** programmable memory button
30. **Messages button –** to dial voice mailbox access code**.**
31. **index card**
32. **Speakerphone indicator**

Installation

1. Plug one end of the flat telephone line cord into the line jack on the back of the phone where it is labeled "**TEL.LINE**" and plug the other end into your modular telephone wall jack.
2. Connect the AC adapter to an electrical wall outlet and then connect the AC adapter plug to the "**DC 9V**" jack on the back of the phone. *Use only with a Class 2 power source, plu= ⊙±¹arity, 9V DC, AC adapter.*
3. Connect one end of the coiled **Handset Cord** to the jack on the left side of the phone and connect the other end of the coiled Handset Cord to the jack on the handset
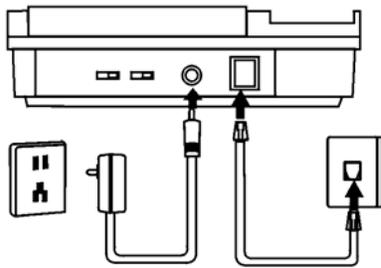
4. After installation, lift the telephone's Handset and press **L1** button to listen for the dial tone. Then, press the **L2** button to listen to the dial tone of line 2. If there is no dial tone for one line, check to make sure both Line 1 and Line 2 are connected to the same wall jack. If Line 1 and Line 2 are on different jacks, you need to combine them into one jack.

5. If you wish to use an Answering Machine, Modem, Fax Machine or other devices along with your Caller ID telephone, you may plug one of these devices into the **"DATA"** jack on the right side of the phone. The important thing to remember is that for the Caller ID features to work properly the Caller ID telephone must be plugged directly into the wall jack and other devices must be plugged into the Caller ID phone.

```
            #00
    SELECT LANGUAGE
      1       2
    >ENG    ESP
```

6. Selecting a language
   When the phone is powered up for the first time, the display flashes "**SELECT LANGUAGE"** and "**>ENG ESP".**

   To select English, press the "**1**" button.
   To select Spanish, press the "**2**" button.

   Then, press the **Dial/Enter** button to confirm the selection.

```
            #00
    _ _ _
    ENTER AREA CODE
    7 DIGITS DIAL
```

7. Program your area code
   (A) After selecting the language, the display flashes "**ENTER AREA CODE**" and "**7 DIGITS DIAL**".
   (B) If you dial your local calls using 7 digits (e.g., 555-1212), then enter your local area code, press the **Dial/Enter** button, and go to Step C.
   If you dial your local calls using 10 digits (e.g., 303-555-1212), then enter "000" as the area code for 7 digits dial, and press the **Dial/Enter** button to go to Step C.

```
            #00
    3 0 3
    ENTER AREA CODE
    7 DIGITS DIAL
```

   (C) The display flashes "**ENTER AREA CODE**" and "**10 DIGITS DIAL**".

```
            #00
    _ _ _ - _ _ _ - _ _ _
    ENTER AREA CODE
    10 DIGITS DIAL
```

   Enter the area code(s) for numbers that you dial using ten digits (e.g., 720-555-1234). You can store up to three area codes for ten-digit dialing. Press **Dial/Enter** when you are done. If there is no number you dial using ten digits, then press **Dial/Enter**.

```
            #00
    7 2 0
    ENTER AREA CODE
    10 DIGITS DIAL
```

8. The display indicates the "**OUTSIDE ACCESS?**" prompt.
   (A) If you don't need to dial a number to access an outside line, press the **Dial/Enter** button and go to Step 8.
   (B) Alternatively, enter the outside line access code (up to 4 digits), press the **Dial/Enter** button and go to Step 8.

```
            #00
    - - - -
    OUTSIDE ACCESS?
```

(C) If you enter an outside line access code by mistake, press the **Delete** button or the ◄ button to delete the digits.

The outside line access code is dialed prior to any number over 6 digits stored in the directory, memory buttons, or the caller ID memory. A stored number with 6 or fewer digits is considered an inside number.   The outside line access code is not dialed for an inside call. A PAUSE period or 3 seconds delay is inserted automatically between the outside access code and the phone number.

```
        #00
      9 - - -
 OUTSIDE ACCESS?
```

9.   Press the **Menu** or **Save** button to save these operating settings and to exit the menu mode.
10. After installation, lift the telephone's **Handset** and listen for the dial tone. If there is no dial tone, check to make sure all cords are firmly plugged into their jacks.

Note: Programming your area code will allow you to easily dial numbers that are in your Caller ID list. See the Section "**Calling Back a Number from the Caller ID List"** for more information on dialing calls from your Caller ID list.

Wall Mounting

1.   Turn the phone over so that you are looking at the bottom of the phone. Insert tabs at the thin end of the wall mount bracket into the holes at the rear of the phone bottom. Press and latch the tabs at the thicker end of the wall bracket into holes at the front end of phone. The back of the phone should then have two round plastic holes that can be used to hang your phone on the wall.
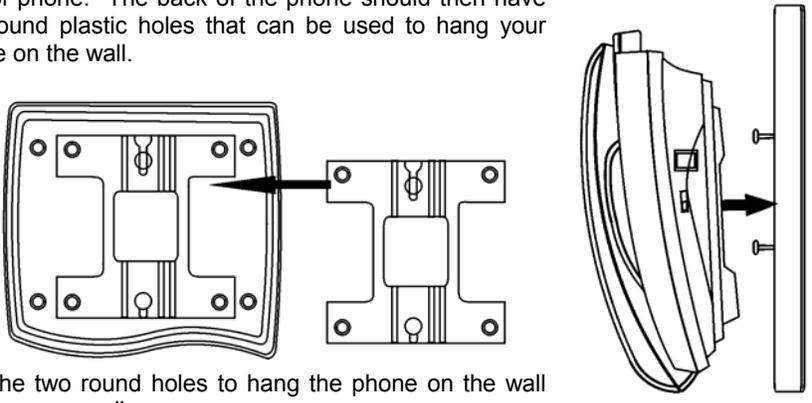
2.   Use the two round holes to hang the phone on the wall plate on your wall.

Important Note: If you do not wish to mount your phone on the wall, the **Wall Mount Bracket** can be reversed to raise the angle of the phone's display when sitting on a table or desk.

Adjusting the Display Angle

You can optimize the LCD display by adjusting the viewing angle. To adjust the LCD viewing angle, move the rear edge of the LCD module up or down.

Adjusting the Display Contrast

The display can be adjusted to suit the light level of your room and your viewing preference. To make the contrast of the display lighter or darker, press the ◑ button to the right of the screen until the desired contrast is reached.

Adjusting Handset Receiver Volume

To adjust the handset receiver volume:
1. Lift the handset and listen to the dial tone.
2. Press the right side of the **Volume** button to increase the receiver volume.
3. Press the left side of the **Volume** button to decrease the receiver volume.
4. Replace the handset when the desired receiver volume is reached.

Adjusting Headset Receiver Volume

If you wish to use a headset with this telephone, get one with the 2.5mm plug. We recommend a headset without built-in amplifier. Amplifier for adjusting headset receiver volume is built into this telephone.
1. Press the ☊**Headset** button and listen to the dial tone.
2. Press the right side of the **Volume** button to increase the receiver volume.
3. Press the left side of the **Volume** button to decrease the receiver volume.
4. Press the ☊**Headset** button or the **Goodbye** button when the desired receiver volume is reached.

Adjusting Speakerphone Receiver Volume

To adjust the speakerphone receiver volume:
1. Press the **Speaker** button and listen to the dial tone.
2. Press the right side of the **Volume** button to increase the receiver volume.
3. Press the left side of the **Volume** button to decrease the receiver volume.
4. Press the **Speaker** button or the **Goodbye** button when the desired receiver volume is reached.

Choosing Touch Tone or Pulse Dialing

The switch to select tone or pulse dialing is on the rear side of the phone. Set the switch to **TONE** for tone dialing or set the switch to **PULSE** for pulse dialing.

Important Note: If you are not sure how to set your phone, make a trial call with "**TONE**" dialing. If the call is connected, leave the switch set to "**TONE**" dialing. Otherwise, set the switch to "**PULSE**" dialing.

Using the Telephone

Making a Call

1. Pick up the **Handset** or press the **Speaker** button, and listen for a dial tone.
2. Using the **Keypad**, dial the desired telephone number. The number you are dialing will appear on the display as you dial. When making a call or talking on the phone, the **"In Use"** light will turn on indicating the phone is in use. This light will also be on whenever another phone on the same phone line is in use.

Editing Telephone Number before Dialing

You can enter the telephone number you wish to dial before lifting handset or pressing the **Speaker** button.
1. Use the keypad to enter the telephone number. The number is displayed on the screen.
2. If you enter one or more wrong digits, press the ◄ button one or more times till incorrect digits are erased.
3. When all digits of a telephone number are entered, press the **Dial/Enter** button. The speakerphone is activated and the telephone number is dialed automatically.

Receiving a Call

1. When you hear the phone ring, simply pick up the handset from the handset cradle. You may also press the **Speaker** button to answer the call using the speakerphone.
2. When you are finished talking, replace the handset in the handset cradle to end the call.   If you have been talking using the speakerphone, press the **Speaker** button to hang up. You may press the **Goodbye** button to hang up at any time.

Receiving a Call Waiting Call

If you subscribe to call waiting services and are on a call when another caller calls your phone number, you will hear a "beep" indicating there is another call coming in. If you subscribe to Call Waiting ID services, the caller's name and number can be displayed on the screen. To answer the waiting call and/or switch between calls:

1. Press and release the **Flash** button to put the current call on "hold" and to answer the incoming call. To switch back and forth between the two calls, press and release the **Flash** button.
2. When a Call Waiting call comes in, you may also hang up the current call in order to pick up the waiting call. When you are on a call you want to end and another call comes in, hang up the telephone. The current call will be disconnected and after a temporary delay, the phone will ring, allowing you to answer the waiting call.

Switching Between the Handset and the Speakerphone

To switch a call between the **Handset** and the **Speakerphone** during a conversation:

1. While talking on the handset, press the **Speaker** button to activate the speakerphone. The call can now be heard from the speakerphone.
2. While talking on the speakerphone, simply lift up the handset and the call will be transferred to the handset and will no longer be heard on the speakerphone.
3. Hang up the handset. Hanging up the handset will **<u>not</u>** disconnect the call when the Speakerphone is activated. You have to press the **Speaker** or the **Goodbye** button to disconnect the call.
4. If the speakerphone is not activated, simply hang up the handset and the call will be disconnected.

Switching Between the Headset and the Speakerphone

To switch between a call from the headset to the speakerphone during a conversation:

1. While talking on the Headset, press the **Speaker** button to activate the speakerphone. The call can now be heard from the speakerphone.
2. Press the **∩Headset** button if you wish to activate the headset.
3. When you are finished with the conversation, press the **Goodbye** button, and the call will be disconnected.

Switching Between the Handset and the Headset

To switch a call between the handset and the speakerphone during a conversation:

1. While talking on the handset, press the **∩Headset** button to activate the headset. The call can now be heard from the headset.
2. Press the **∩Headset** button again if you wish to switch back to the handset.
3. If you are using the headset, press the **∩Headset** button or the **Goodbye** button to end a call.
4. If you are using the handset, simply hang up the handset to end a call.

Redialing

You can redial the last number you called with just one touch of the **Redial** button. This lets you easily redial the same number again if the line was busy.

1. Pick up the handset or press the **Speaker** button and listen for a dial tone.
2. Press the **Redial** button and the last number you dialed will be shown on the display and will be automatically dialed.

Accessing Outside Lines

If you need to dial an outside line access code to access outside lines, you should enter the outside line access code during "**Installation"** procedures**.** If not, you may begin entering of outside line access code by pressing the **Menu** button.

Outside line access code is dialed automatically before any number with 7 or more digits stored in caller ID memories, directory, or memory buttons.

If you use the telephone keypad to dial a number, please dial the outside line access code before the number.

Putting a Call on Hold

The **HOLD** button allows you to place a call on "HOLD" without disconnecting the call.

1. Press the **HOLD** button and the current call will be placed on hold. The Line LED light (**L1** or **L2**) will blink. If you were talking with the Handset, you can then place the Handset back in the Handset Cradle without disconnecting the call.
2. To continue the conversation, pick up the Handset and press the Line **(L1 or L2)** button. Or, press the **L1** or **L2** button if the speakerphone is being used.
3. To answer a call on the other line, press the **L2** or **L1** button (the other line). The first call will be put on hold and you will be connected to the second call. Press the **HOLD** button to place the second call on hold.
4. Press the **L1** or **L2** button with the blinking LED light to release hold for that line.

Making a Conference Call

1. To establish a three-way conference call, press the **HOLD** button to put the first call on hold. The **L1** or **L2** LED light for the first call will blink.
2. Press the other **L2** or **L1** button. Listen for a dial tone. Dial the telephone number of the second person.
3. Press the **CONF** button, and a three-way conference call is set up.
4. While in conference, pressing the **HOLD** button will put both calls on hold. To cancel hold for one line, press the desired **L1** or **L2** button.
5. Replace the handset in the cradle to disconnect both lines. To stay connected to only one line, press the desired **L1** or **L2** button. The other line will be disconnected.
6. After the conference call, press **L1** or **L2** to cancel the conference call.

Muting a Call

In addition to putting a call on hold, muting a call is a good way to mute the phone so that the person on the other end of the line will not hear what you are saying. You can continue to hear the person on the other end.
1. Press the **Mute** button to mute the call. While a call is muted, the mute light inside the **Mute** button is lit.
2. To release the mute, press the **Mute** button again and you will be able to continue the conversation. **Do not** hang up the phone while a call is muted or the call will be disconnected.

Telephone Directory

A directory, which holds up to 99 names and telephone numbers, makes dialing frequently used phone numbers quick and easy. You can enter the numbers and names by using the telephone keypad or by copying a caller's name and number from the Caller ID call log into directory.

You can search for a number in the directory by entering the first character of name entered.

Storing a New Number and Name in Directory

To store a new number and name in the directory:

1. Press the **Save** button when the display shows no caller's number or name. The "**SAVE TO?**" prompt appears on the display.

```
SAVE TO?
```

2. Press the **Directory** button, the "**ENTER NUMBER>**"prompt appears on the display.
3. Use the keypad to enter the telephone number, including the long distance prefix that you need to dial this number. Insert a pause or multiple pauses where required by using the **Pause** button. Then press the **Save** button.

```
              #00

ENTER NUMBER>
```

Note: If you need to dial an outside line access code, do NOT include the outside line access code in the phone number you entered. The outside line access code is dialed automatically if you entered it during the "Installation" procedures.

```
              #00
4809484928
USE SAVE TO END
```

4. The third line of LCD displays "**ENTER NAME**" and "USE SAVE TO END", alternatively.
5. Use the keypad to input the first character of the name. The number and letters on each telephone button are displayed in turn.

```
4809484928
ENTER NAME>
USE SAVE TO END
```

6. When the desired character is displayed, you can enter the next character.
7. If you have to use the same button to enter the next character, press the ► button to move the curser to the next position and enter the next character.
8. If you will use a different button to enter the next character, simply press that button. The cursor will move to the next position automatically.

```
4809484928
SMITH
USE SAVE TO END
```

9. To insert a space, press the ► button to move the cursor to the right.
10. To re-enter a character, press the ◄button or the ►button to move the curser to the character you wish to modify.

11. After entering all characters, press the **Save** button to save this number/name in the directory.

Using the Keypad to Enter a Name

You can program the name for directory entries and memory buttons using the telephone keypad. When a telephone button is pressed during programming, a number or character is displayed alternatively in the following order:

1: '()1	**2**: ABC2	**3**: DEF3
4: GHI4	**5**: JKL5	**6**: MNO6
7: PQRS7	**8**: TUV8	**9**: WXYZ9
*: *	**0**: space 0	**#**: #

Copying the Caller's Number and Name to the Directory

When the number and name you wish to store in the directory is displayed, press the **Save** button. The 3rd line of the display indicates "**SAVE TO?**".

```
              #25
480-948-4928
FANSTEL CORP
```

You can save this caller's number and name into directory by pressing the **Directory** button.

The 3rd line of the display flashes the caller's name and "**USE SAVE TO END**". You can press the **Save** button to save the caller's number and name into directory without any change.

```


SAVE TO?
```

If you wish to change the name of caller, press the ◄button to move cursor to the first character you wish to modify.

```
              #25
480-948-4928
FANSTEL CORP_
USE SAVE TO END
```

1. Use the keypad to input the first character of the name. The number and letters on each telephone button are displayed in turn.
2. When the desired character is displayed, you can enter the next character.
3. If you have to use the same button to enter the next character, press the ► button to move the curser to the next position and enter the next character.
4. If you will use a different button to enter the next character, simply press that button. The cursor will move to the next position automatically.
5. To insert a space, press the ► button to move the cursor to the right.
6. To re-enter a character, press the ◄button or the ►button to move the cursor to the character you wish to modify.
7. After entering all characters, press the **Save** button to save this number/name in the directory.

Dialing Telephone Numbers from the Directory

You can search for an entry in the directory when the phone is in use or idle.
1. Press the **Directory** button and the first entry is displayed.
2. Press the σ button or the τ button until the record you want is displayed.
3. You can also press the appropriate keypad button one or more times to reach the first character of the name for which you are searching. For example, by pressing **5, 5** (two times), the first record with a name starting with "**K**" is displayed. Press the τ button and the next **K** listing is displayed.
4. To dial the number displayed, lift the handset and press the **Dial/Enter** button. If you press the **Dial/Enter** button without lifting the handset, the speakerphone is activated automatically before dialing.
5. To leave the directory mode at any time, press the **Goodbye** button.

Deleting Entries in the Directory

To delete an individual entry in the directory, press the **Delete** button once when the entry is displayed. The displayed entry is permanently erased.

To delete all of the entries stored in the directory:
1. Press the **Directory** button.
2. Press and hold the **Delete** button for 4 – 5 seconds until "**DELETE ALL!**" appears. All entries in the directory are permanently erased.

Storing a New Number and Name in the Memory Buttons

To store a new number and name in the memory buttons:
1. Press the **Save** button when the display shows no caller's number or name. The "**SAVE TO?**" prompt appears on the display.

SAVE TO?

2. Press the memory button where you wish to store this telephone number (e.g., **M1)**. The "**ENTER NUMBER>**" prompt appears on the display.

3. Use the keypad to enter the telephone number, including the long distance prefix that you need to dial this number. Insert a pause or multiple pauses where required by using the **Pause** button. Then press the **Save** button.

#00
ENTER NUMBER>

Note: If you need to dial an outside line access code, do NOT include the outside line access code in the phone number you entered. The outside line access code is dialed automatically if you entered it during the "Installation" procedures.

#00
4809484928
USE SAVE TO END

4. The third line of LCD displays "**ENTER NAME**" and "USE SAVE TO END", alternatively
5. Use the keypad to input the first character of the name. The number and letters on each telephone button are displayed in turn.
6. When the desired character is displayed, you can enter the next character.
7. If you have to use the same button to enter the next character, press the ► button to move the curser to the next position and enter the next character.
8. If you will use a different button to enter the next character, simply press that button. The curser will move to the next position automatically.
9. To insert a space, press the ► button to move the curser to the right.
10. To re-enter a character, press the ◄button or the ►button to move the curser to the character you wish to modify.
11. After entering all characters, press the **Save** button to save this number/name to the memory button.

```
4809484928
ENTER NAME>
USE SAVE TO END
```

```
4809484928
SMITH
USE SAVE TO END
```

Copying the Caller's Number and Name to a Memory Button

When the caller's number and name you wish to store in a memory button is displayed during Caller ID review, press the **Save** button. The 3rd line of the display indicates "**SAVE TO?**".

```
        #25
480-948-4928
FANSTEL CORP
```

You can save this caller's number and name into a memory button by pressing the desired memory button (e.g., **M1**).

The 3rd line of display flashes caller's name and "**USE SAVE TO END**". You can press the **Save** button to save the caller's number and name into the memory button without any change.

```
SAVE TO?
```

If you wish to change the name of the caller, press the ◄button to move the cursor to the first character you wish to modify.

```
        #25
480-948-4928
FANSTEL CORP _
USE SAVE TO END
```

1. Use the keypad to input the first character of the name. The number and letters on each telephone button are displayed in turn.
2. When the desired character is displayed, you can enter the next character.
3. If you have to use the same button to enter the next

```
        #25
480-948-4928
FANSTEL CORP
```

character, press the ► button to move the curser to the next position and enter the next character.

4. If you will use a different button to enter the next character, simply press that button. The cursor will move to the next position automatically.
5. To insert a space, press the ► button to move cursor to the right.
6. To re-enter a character, press the ◄button or the ►button to move the cursor to the character you wish to modify.
7. After entering all characters, press the **Save** button to save this number/name in the memory button.

Programming for One-Touch Call Forwarding

If you subscribe to call forwarding services from your local telephone company, you can program a memory button to forward incoming calls to another number by pressing the **M2 (Forward On)** once.

```
┌─────────────────────────┐
│                         │
│  SAVE TO?               │
│                         │
└─────────────────────────┘
```

1. Press the **SAVE** button when the display shows no caller's number or name. The "**SAVE TO?**" prompt appears on the display.

```
┌─────────────────────────┐
│         #00             │
│                         │
│  ENTER NUMBER>          │
└─────────────────────────┘
```

2. Press the **M2 (Forward on)** button. The "**ENTER NUMBER>**" prompt appears on the display.
3. Use the keypad to enter ***73** to deactivate call forwarding to another number if any. (Note: * is displayed as **A** on the screen.)
4. We suggest entering 3 pauses (**P**) before entering Call Forwarding activation code *72. Next, enter 3 pauses (P) before entering the call forwarded number.

```
┌─────────────────────────┐
│         #00             │
│  A73PPPA72PPP9484        │
│  928PPPb                │
└─────────────────────────┘
```

5. We suggest entering 3 pauses (**P**) before entering **GOODBYE (b).**
6. Press the **SAVE** button.
7. You can enter a name for this forward to number, e.g., "**TO MOBILE**".
8. Press the **SAVE** button to save this dialing sequence into the **M2(Forward On)** button.
9. You can program code "***73PPb**" to the **M1(Forward Off)** button for one-touch deactivation of Call Forwarding.
10. Remove the clear plastic plate over the memory buttons, and re-label the **M1** button as **Forward Off** and the **M2** button as **Forward On**.

```
┌─────────────────────────┐
│                         │
│  PPP9484928PPPb         │
│  TO MOBILE              │
└─────────────────────────┘
```

When you have to leave your home or your office in a hurry, press the **M2(Forward On)** button once. This will activate the speakerphone, dial the entire call forwarding sequence, and deactivate the speakerphone automatically.

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Accessing Voice Mailbox

When "**MESSAGES**" is displayed on the screen, press the **Messages** button to listen to your messages. The phone will automatically dial *98 (displayed as A98), which is the code to access Voice Messaging from your home in many areas.

If dialing *98 does not access your voice mail, then you can follow the instructions in the **Storing a New Number and Name in the Memory Buttons** section to reprogram the **Messages** button to dial your voice mail retrieval number.

Caller ID

Caller ID Service and Call Waiting Caller ID Service

The "caller identification" service (Caller ID) allows the caller's phone number and/or name to be shown on the display as the call comes in before you pick up the phone. In order to use this feature, **YOU MUST FIRST SUBSCRIBE TO THE CALLER ID SERVICE** provided by your local telephone company. The name of this service may vary depending on your telephone company. Before using this feature, please make sure you have properly entered your area code as explained in the "*Programming Your Area Code*" step of the Introduction section of this manual.

Important Note: When a new call comes in, you must let your phone ring at least 2 full times in order for the Caller ID information to be displayed.

The Call Waiting Caller ID service allows the phone number and/or name of a waiting caller to be shown during a telephone conversation. To use this feature, **YOU MUST FIRST SUBSCRIBE TO CALL WAITING CALLER ID SERVICE** with your local telephone company. The name of this service may vary depending on your telephone company.

Caller ID Display

When you receive a call, the phone number appears on the display with the day and time the call was received and is then stored in the *Call Memory* as shown.

10:30am   8/11
480-948-4928

If your Caller ID service includes the caller's name, then the caller's name also appears on the display (up to 15 letters) as shown.

The date and time information is received from your telephone company. If the call came from a different time zone, it will still show the time in your area. There is a synchronized real-time clock on the display when the telephone is not in use.

10:30am   8/16
480-948-4928
FANSTEL CORP

Each call is assigned a call number. The most recent call has the highest number (e.g. "**#**99**"**) and the oldest call has the smallest number (e.g. " **#**1**"**). The phone number of a waiting caller is also registered into the *Call Memory* as another call.

New Calls

When the phone is not in use, the display indicates the number of new calls that have been received since the last review of the *Call Memory.*

```
10:30am   8/16
       25
  NEW CALLERS
```

Viewing the Caller ID List

This Caller ID telephone automatically stores in the *Call Memory* the Caller ID information of the last 99 calls received. It keeps track of all calls received, whether they were answered or not. The oldest call in the *Call Memory* is always call #1. The highest numbered call (or call #99 if the *Call Memory* is full) is always the most recent call. If the *Call Memory* is full with 99 calls and a new call comes in, the oldest call, call #1, is automatically deleted to make room in the memory for the new call.

```
           #80

  END OF RECORD
```

1.   Press the τ button to display the most recent call and to move backward through the call records.
     Press the σ button to display the oldest call and to move forward through the call records.
2.   When you get to the last call stored in the *Call Memory*, then the "END OF RECORD" message will appear on the display. If the screen indicates "END OF RECORD", press the σ button and the screen will display the first record in the *Call Memory*. If you press the τ button, the screen will display the last record in the *Call Memory*.

Important Note: The telephone's buttons will not work while the phone is ringing, or for a few seconds afterward.

Calling Back a Number From the Caller ID List

To easily call back a number from the Caller ID list:
1.   Press the σ button or the τ button until the number you want to call is displayed.
2.   Press the **Dial/Enter** button. The number is dialed automatically.

The area code is not dialed when it matches the area code stored for 7 DIGITS DIAL. The area code is dialed for all other numbers. When the area code matches any area code stored for 10 DIGITS DIAL, then the number is dialed as a ten-digit call (e.g., 303-555-

1212). When the area code does not match an area code for 10 DIGITS DIAL, the number is dialed as a long distance call (e.g., 1-520-555-1234).

Deleting a Call From the Caller ID List

> **Important Note**: Be sure to write down on a piece of paper any important phone numbers or information before deleting them from the *Call Memory*.

1. Press the σ button or the τ button until the call information you want to erase is displayed on the screen.
2. Press the **Delete/Clear Msg.** button once and the selected call is erased from the *Call Memory*. The display shows "**DELETED!**".

```
                        #61

DELETED!
```

Deleting All Calls from the Caller ID List

To delete all the calls stored in *Call Memory* at once, press and hold the **Delete/Clear Msg.** button for 5 seconds. The entire list of calls will be completely cleared and the display shows "**DELETE ALL!**".

```
                        #00

DELETE ALL!
```

Using Call Waiting Caller ID

If another call comes in during a conversation, your phone will display the "WAITING" message in the upper right hand corner and the incoming caller's information will be displayed on the screen. To pick up the waiting call:

1. Press and release the **Flash** button to put the current call on "hold" and to answer the incoming call. To switch back and forth between the two calls, press and release the **Flash** button.

```
10:30am 8/16 #61WAITING
480-555-1212
SMITH JOHN
```

2. When a Call Waiting call comes in, you may also hang up the current call in order to pick up the waiting call. The current call will be disconnected and after a temporary delay, the phone will ring, allowing you to answer the waiting call.

In Use Indication

The **In Use** indicator is lit steadily when any telephone on the same line is in use.

Message Indication

The **Message indicator** flashes to indicate a message(s) is in your local telephone company's voice mailbox, if you subscribe to voice mailbox services and your local telephone company delivers a "Visual Voice Message Waiting Indication Signal".

```
                        #61✉


MESSAGES
```

When you have messages waiting in your voice mailbox, the screen will display "**MESSAGES**" and "**NEW CALLERS**" alternatively, and an envelope-shaped **Voice Mail Waiting** icon " ⊠ " will flash.

Clearing the Message Waiting Indicator

If you have Voice Messaging service (Voice Mail), whenever you have a new message the display will show "**MESSAGES**" and the red light labeled **Message** will flash. After you listen to your new message, the message waiting indicators will turn off automatically after a short delay. If these indicators remain on even after you have listened to all your messages, you can manually clear the indicators by pressing the **Delete** button when "**Messages**" is flashing on LCD.

UNAVAILABLE, PRIVATE CALL and ERROR Messages

Certain messages may appear instead of a caller's name and/or number:

1. The screen will display "UNAVAILABLE" if a call is made through a telephone company which does not offer the Caller ID service. This can include long distance, international, and sometimes even local phone calls.

```
2:00pm   8/15 #42
_ _ _ _ _ _ _ _ _ _ _ _
UNAVAILABLE
```

2. The screen will display "PRIVATE CALL" if a caller's information is blocked from being transmitted. For privacy reasons, many states allow callers the ability to block his or her telephone information from being displayed on another person's Caller ID display.

```
 2:05pm    8/15 #43
_ _ _ _ _ _ _ _ _ _ _ _
PRIVATE CALL
```

3. The screen will display "ERROR" if the caller's information being transmitted to your telephone is corrupt or contains some errors from the transmission process.

```
                  #44
_ _ _ _ _ _ _ _ _ _ _ _
ERROR
```

In Case of Difficulty
Resetting Your Telephone's Programming

Electrostatic or power surge (e.g., from lightning) may cause the phone to lock up. There are two ways to reset this phone.

1. Basic reset
    - Disconnect the telephone line cord from the phone.
    - Disconnect the AC adapter from the phone.
    - Press the σ button or the τ button two times. Wait for 10 seconds;
    - Reconnect the telephone line cord and the AC adapter to the phone.
    - Follow the installation procedures to select the language and to enter the area codes.

2. Full reset
    If the basic reset cannot return to the phone to the normal operating condition, you must do a full reset. All information stored in memory will be erased during a full reset.
    - Disconnect the telephone line cord from the phone.
    - Disconnect the AC adapter from the phone. If back up
    - Press the σ button or the τ button two times. Wait for 10 seconds.
    - Press and hold the **Delete** button and the σ buttons when reconnecting the AC adapter to the phone.
    - Reconnect the telephone line cord.
    - Follow the Installation procedures to select the language and to enter the area codes.

Maintenance Information

Although your unit is designed to be maintenance free, it contains sensitive electronic parts. Treat it with care to assure the best performance.

Avoid Rough Treatment: Avoid dropping the unit. The original packaging should be used for protection if you must ship the unit. Dropping or damaging the unit will void the warranty.

Cleaning: The hard plastic casing on your unit has a durable finish that should retain its original luster for many years. Clean exposed parts with a soft, slightly damp cloth. To remove stains, use a mild soap. Never use detergents, excess water, treated cloths, harsh cleaning agents, or sprays.

Troubleshooting

If your product does not work properly, try the following suggestions before seeking repair assistance:

- Check all line cord connections at the wall jack and at the telephone.
- "Caller Identification" is a subscription service. Non-subscribers of this service cannot receive caller identification information. Make sure that the telephone company has activated your service.
- The telephone receives call information between the first and second ring. If the caller hangs up or you answer before the second ring, the telephone may not receive the call Identification information.
- If you have Call Forwarding Service and your calls are forwarded, the telephone will not receive the caller's information. Calls forwarded using a call forwarding service are typically forwarded before completing the second ring. To receive a caller's information, turn off the Call Forwarding feature.

Important Note: Make sure you have followed all the instructions in this booklet. If you continue to have problems, call the FANSTEL Product Service Center at (480) 948-4928 or **(800) 556-0007**.

Limited Warranty

This warranty applies only to products purchased and used in the United States.

What Is Covered*?* Any defect in materials or workmanship.

For How Long*?* For one year from the date of purchase

What We Will Do: If we repair your product, we may use new or reconditioned replacement parts. If we choose to replace your product, we may replace it with a new or reconditioned one of the same or similar design. The repair or replacement product will be warranted for either (a) 90 days or (b) the remainder of the original one year warranty period, whichever is longer.

What We Ask You To Do: You must prepay all shipping and handling costs. We suggest you retain your original packing material in the event you need to ship your product. When sending your product for repair service, include your name, address, telephone number with area code, proof of date of purchase, prepaid shipping and handling costs, and a description of the problem. Send all of this to:

FANSTEL, ATTN: WARRANTY REPAIR
7466 E. MONTE CRISTO AVE
SCOTTSDALE, AZ 85260

Warranty Limitation

Implied warranties, including those of fitness for a particular purpose and merchantability (an unwritten warranty that the product is fit for ordinary use), are limited to one year from date of purchase. We will not pay for loss of time, inconvenience, loss of use of your

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product, or property damage caused by your product or its failure to work, or any other incidental or consequential damages. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above exclusions or limitations may not apply to you.

What This Warranty Does Not Cover

This warranty does not cover defects resulting from accidents, damage while in-transit to or from our Product Service Center, alterations, unauthorized repair, failure to follow instructions, misuse, use outside the United States and Canada, fire, flood, and acts of God. We do not warrant your product to be compatible with any particular telephone equipment or party line, key telephone systems or more sophisticated customer premises switching systems. If your product is not covered by our warranty, call us for advice as to whether we will repair your product and other warranty repair information, including required shipping and handling charges. We, at our option, may replace rather than repair your product with a new or reconditioned product of the same or similar design. The repair or replacement product will be warranted for either *(a) 90 days or (b) the remainder of the original one year warranty period, whichever is longer*.

State Law Rights

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

FCC Registration and Repair Information

Your new product has been registered with the Federal Communication Commission (FCC). This product complies with standards in Part 68 of the FCC Rules. The FCC requires us to provide you with the following information:

Connection and Use with the Nationwide Telephone Network

The FCC requires that you connect your product to the nationwide telephone network through a modular telephone outlet or jack. The modular telephone outlet or jack to which the telephone must be connected is a USOC RJ-11C or RJ-11W. This equipment may not be used with Party Line Service or with Coin Telephone Lines.

Notification to the Telephone Company

The FCC requires that upon request of your local telephone company, you provide the following information: a) The "line" to which you will connect the telephone equipment (that is, your phone number), and b) The telephone equipment's FCC registration number and ringer equivalence number (REN). These numbers are on the back or bottom of your telephone equipment. The REN is used to determine how many devices you may connect to your telephone line and still have them ring when your telephone line is called. In most, but not all areas, the sum of all REN's should be 5 or less. You may want to contact your local telephone company.

Repair Instructions

If it is determined that your telephone equipment is malfunctioning, the FCC requires that it not be used and that it be unplugged from the modular outlet until the problem has been corrected. Repairs to the telephone equipment can only be made by the manufacturer or its authorized agents or by others who may be authorized by the FCC. For repair procedures, follow instruction outlined under the "*Limited Warranty*".

Rights of the Telephone Company

If your product is causing harm to the telephone network, the telephone company may temporarily discontinue your telephone service. If possible, they'll notify you before they interrupt service. If advance notice isn't practical, you'll be given the opportunity to correct the problem, and you will be informed of your right to file a complaint with the FCC notified as soon as possible.

Your telephone company may make changes in its facilities, equipment, operations, or procedures that could affect the proper functioning of your product. If such changes are planned, you will be notified.

Interference Information: Part 15 of FCC Rules

Some telephone equipment generates, uses, and can radiate radio-frequency energy and, if not installed and used properly, may cause interference to radio and television reception.

Your product has been tested and found to meet the standards for a Class B digital device, as specified in Part 15 of the FCC Rules. These specifications are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation.

If your product causes interference to radio or television reception when it is in use, you might correct the interference with any one or all of these measures: (a) where it can be done safely, reorient the receiving television or radio antenna. (b) To the extent possible, relocate the television, radio or other receiver with respect to the telephone equipment. (c) If your telephone product runs on AC power, plug your product into an AC outlet that is not on the same circuit as the one used by your radio or television.

Save These Instructions