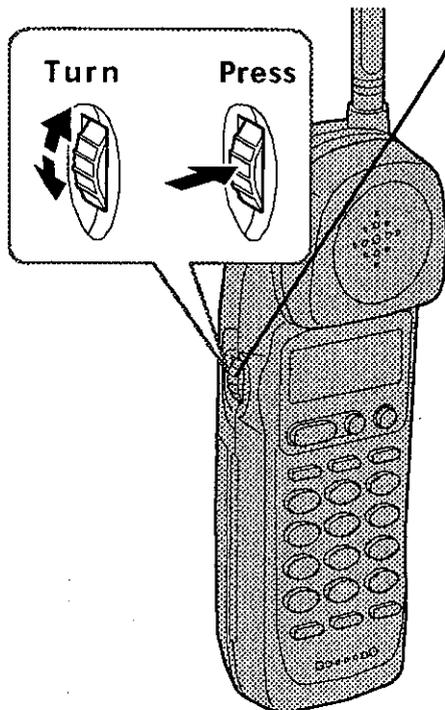


Making calls from the Phone Directory

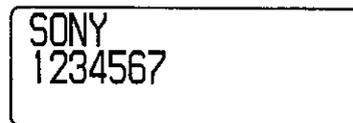


1 Press Jog Dial.
"DIRECTORY" appears on the display.

2 Display the name and phone number you want to call.

To search in alphabetical order Turn Jog Dial up or down.

To search by entering the initial character Press the dialing key of the desired character, then turn Jog Dial.



3 Press Jog Dial.



4 Press Jog Dial again.

The phone number will be dialed.

Tips

- You may press **TALK** to make a call instead of doing steps 3 and 4.
- When the phone number of 17 digits or more has been entered, "-" is displayed next to 15th digit and then the all digits are displayed in two lines after about two seconds.

About the search order

The names appear in the following order when you turn Jog Dial up or down.

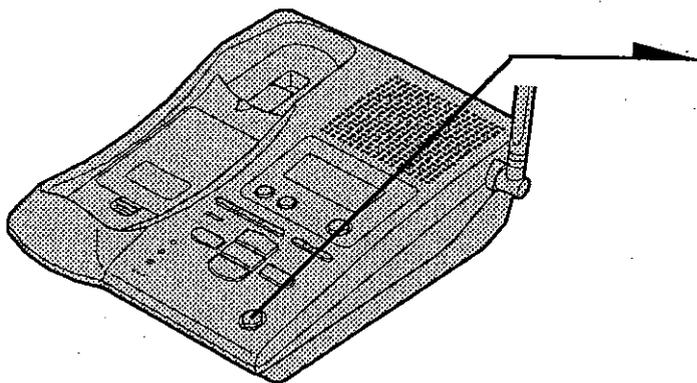
- Alphabetical order: ABC...XYZ ↔ symbols ↔ * ↔ # ↔ 0 - 9

- Initial character: To search for "SONY" for example, press **7** and then turn Jog Dial to search through the names starting with P, Q, R, S or 7.

Paging

You can page the handset from the base unit.

Note that you cannot page if the handset is in use.



To Page

Press **HANDSET LOCATOR**.

The handset rings for about one minute.

To stop ringing, press **TALK** or **OFF** on the handset.

Tip

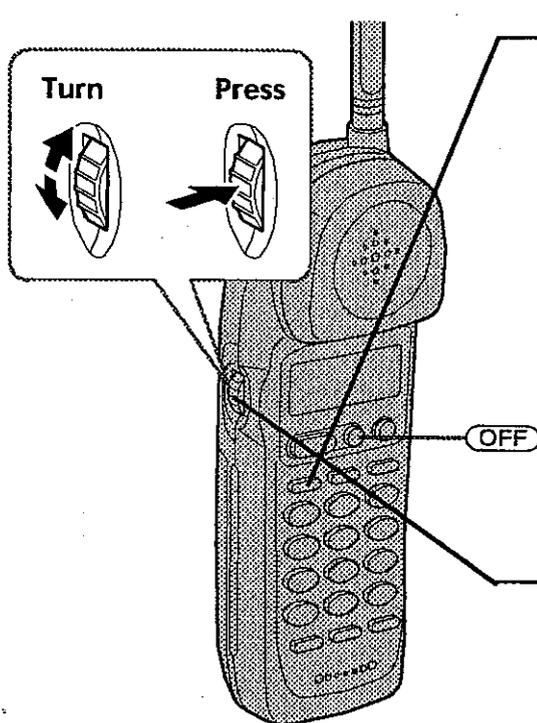
You can page the handset even when its RING switch is set to OFF.

Preparing the answering machine

Setting the day and time

Set the day and time so that you can stamp day and time for the incoming messages. You'll hear the recorded day and time when you play back messages.

Setting the day and time is only possible on the handset.



1 Press **REMOTE** and wait until the answering machine function menu appears on the display.



If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.

2 Turn Jog Dial up to make "SET DAY & TIME" flash, and then press Jog Dial.



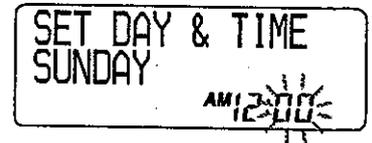
3 Set the correct day of the week by turning Jog Dial, and then press Jog Dial.



continued

Preparing the answering machine (continued)

- 4** Set the hour (1 to 12) and choose "AM" or "PM" by turning Jog Dial, and then press Jog Dial.



- 5** Set the minute (00 to 59) by turning Jog Dial, and then press Jog Dial.

You hear a long confirmation beep. Then the phone starts counting time.

- 6** Press **OFF**.

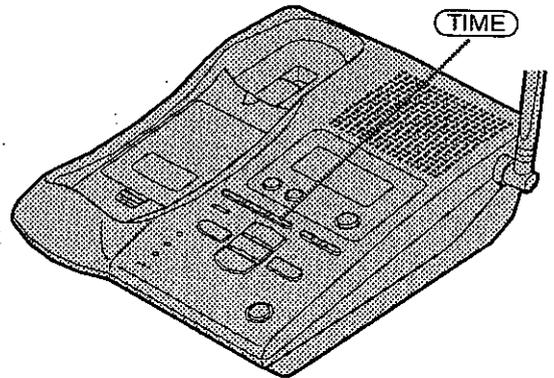
Notes

- Do not allow more than 20 seconds (or 60 seconds when setting the minute) to elapse between each step of the procedure.
- If a power interruption occurs, the day and time will be erased.

To check the current time

Press **TIME** on the base unit. You hear the current day and time.

If you want to check the current time with the handset, perform steps 1 and 2 on page 33. The current day and time appear on the display.



Note

If the current day and time are not set, you will not hear a time stamp when you play back recorded messages. If you try to check the current time with the base unit, you will hear five short error beeps.

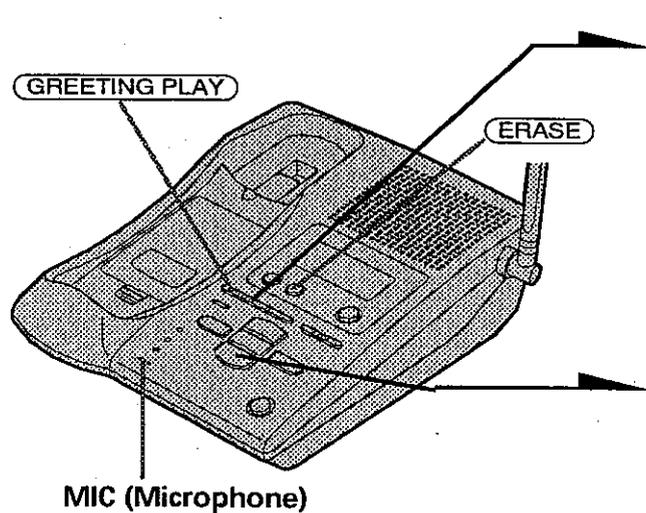
Recording the greeting

This answering machine has prerecorded greetings (see page 37). However, you can record your own greeting.

The greeting must be between two seconds and four minutes long.

You can record only one greeting, and it is used regardless of the answering mode ("normal" and "announcement only" modes. See page 40). Therefore, if you decide to change the mode, make sure that you record a new greeting to match the answering mode.

You can record the greeting on both the base unit and the handset.



- 1** Press **GREETING REC**.
You hear a voice guide and a long confirmation beep.
- 2** After the tone, start recording. Speak about 12 inches (30 cm) away from the microphone.
- 3** Press **PLAY/STOP** to stop recording.
The phone automatically replays the recorded greeting.

Notes

- If recording did not succeed, you hear five short error beeps. Start over the procedure.
- If a call comes in while recording a greeting, recording is cancelled. Start over the procedure.
- If you hear five short error beeps while recording, the recording area may be full. In this case, erase unnecessary messages (see page 45).
- You cannot operate the base unit while the handset is in use.

Tips

- If four minutes have passed in step 3, recording stops automatically.
- To record the greeting from a touch-tone phone, see page 50.

continued

Preparing the answering machine (continued)

To record the greeting from the handset

- 1 Press **REMOTE** and wait until the answering machine function menu appears on the display.

If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.



- 2 Turn Jog Dial up to make "REC GREETING" flash, and then press Jog Dial.



- 3 Press Jog Dial.

You hear a long confirmation beep.

- 4 After the tone, start recording.

Speak about 12 inches (30 cm) away from the microphone.



- 5 Press Jog Dial to stop recording.

You hear a long confirmation beep and the phone automatically replays the recorded greeting.

- 6 Press **OFF**.

Notes

- Do not allow more than 20 seconds to elapse between each step of the procedure.
- If recording did not succeed, you hear five short error beeps. Start over the procedure.
- If a call comes in while recording a greeting, recording is cancelled. Start over the procedure.
- If you hear five short error beeps while recording, the recording area may be full. In this case, erase unnecessary messages (see page 45).

Tips

- If four minutes have passed in step 4, recording stops automatically.
- If you want to cancel recording, turn Jog Dial up to make "CANCEL" flash, then press Jog Dial in step 4.
- To record the greeting from a touch-tone phone, see page 50.

Prerecorded greeting

- Normal mode: "Hello, I'm unable to answer your call right now. Please leave your name, number and message after the tone."
- Announcement only mode: "Hello, I'm unable to answer your call right now. Please call again. Thank you."

Tips

- If you wish to record your own "announcement only" greeting, follow the above sequence after setting the AUDIBLE INDICATOR switch to ANN ONLY (page 40). Otherwise, the "normal" greeting will be recorded.
- You have to change the message each time you change the mode.

To check the greeting

Press **GREETING PLAY** to play back the greeting.

If you want to check the greeting with the handset, turn Jog Dial up to make "PLAY GREETING" flash in step 2 on page 36, then press Jog Dial.

To change the greeting

Record a new greeting. The new greeting replaces the old one.

To erase the greeting

Press **ERASE** on the base unit or press ERASE **9** on the handset while playing back the greeting.

The answering machine will answer a call with the prerecorded greeting.

To go back to the factory preset greeting

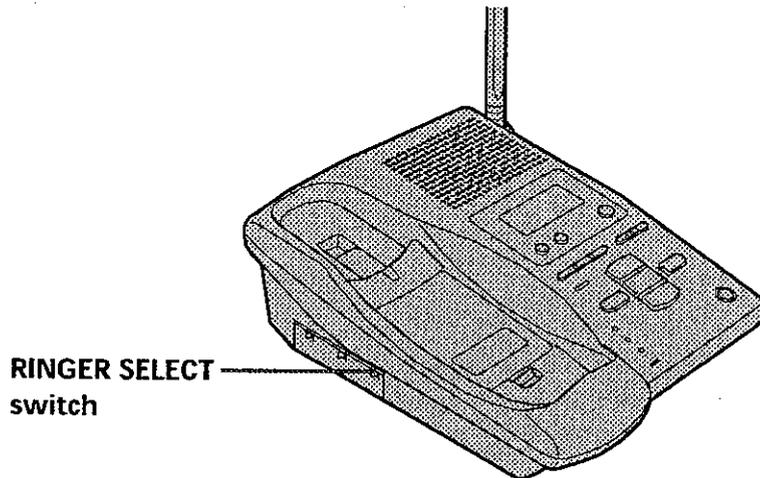
Press **ERASE** on the base unit or press ERASE **9** on the handset while playing back the greeting. This will bring back the original greeting.

continued

Preparing the answering machine (continued)

Selecting the ring time

There are three options of ring time. Select the ring time by setting the RINGER SELECT switch.

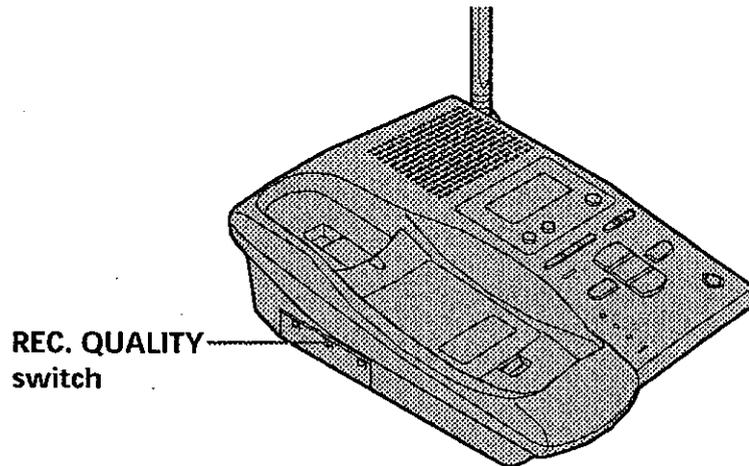


Set RINGER SELECT to	Mode
TS (Toll Saver)	If new messages have been recorded, the phone answers at the second ring and records incoming messages; if no new messages are recorded, it answers at the fifth ring. When you call from an outside phone and hear more than two rings, you know that there are no new messages. If you hang up at this point before the phone answers, you can save the toll for the call.
5	The phone always answers at the fifth ring and records incoming messages.
2	The phone always answers at the second ring and records incoming messages.

Selecting the recording quality

The recording sound quality can be set to one of three graded levels. When the REC. QUALITY switch is set to HIGH (Short), the available time for recording is half in comparison to when it is set to NORM (Long).

The recording quality is preset to MID.



Note

The approx. length of the three recording grades are:

HIGH (Short) - 8 minutes

MID - 15 minutes

NORM (Long) - 20 minutes

Actual recording time may vary.

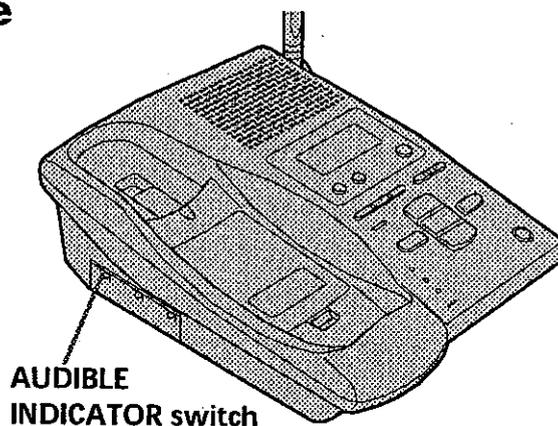
Preparing the answering machine (continued)

Selecting the answering mode

You can set the answering machine to record incoming messages (normal mode), or just make an announcement without recording messages (announcement only mode).

You can record your own greeting, or use the factory pre-recorded greetings.

In the normal mode, you also have the option of having a beep to tell you if you have received any new incoming messages.



Set the AUDIBLE INDICATOR to	When you wish to	Pre-recorded greeting
ON (normal mode)	play a greeting to ask the caller to leave a message and have the phone beep to alert you of recorded incoming messages.	"Hello, I'm unable to answer your call right now. Please leave your name, number and message after the tone."
OFF (normal mode)	play a greeting to ask the caller to leave a message but you do not wish to sound a beep.	"Hello, I'm unable to answer your call right now. Please call again. Thank you."
ANN ONLY (announcement only mode)	make an announcement to the caller without accepting incoming messages when, for example, you are away on a long vacation.	"Hello, I'm unable to answer your call right now. Please call again. Thank you."

Note

The same greeting is used regardless of the answering mode. Therefore, if you decide to change the mode, make sure that you record a new greeting to match the answering mode.

When the memory is full

The recording area of this phone's memory is about 20 minutes* (including the greeting, messages, and memo). If the remaining recording area becomes less than one minute, "F" flashes on the display, and the phone automatically switches to announcement only mode, which does not record messages, and the greeting will be switched to the pre-recorded greeting.

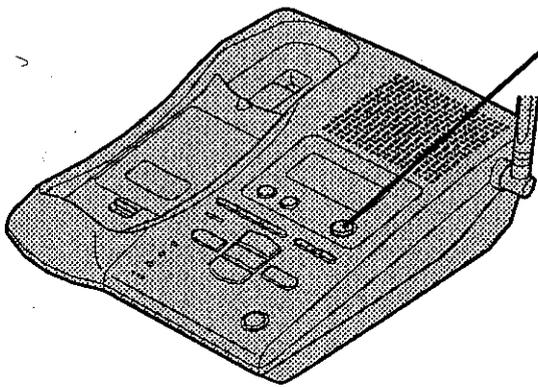
* Available time for recording at NORM (Long) sound quality.

If you wish to record more messages, erase the existing messages (see page 45). You can also erase the messages from an outside phone (see page 50).

Note

If the REC. QUALITY switch is set to HIGH (Short) or MID when "F" on the display is not flashing, "F" will not flash until the recording is started even if the time for making it possible to record at a HIGH (Short) or MID is one minute or less.

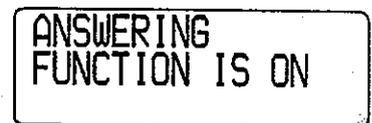
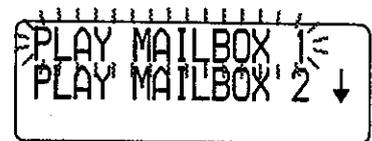
Turning on the answering function



Press **ANSWER ON/OFF** so that it lights up in red.

To turn on the answering function from the handset

- 1 Press **REMOTE** and wait until the answering machine function menu appears on the display.
If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.
- 2 Turn Jog Dial up to make "ANSWERING ON" flash, and then press Jog Dial.
You hear a voice guide and the ANSWER ON/OFF button lights up in red.
- 3 Press **OFF**.



Notes

- Do not allow more than 20 seconds to elapse between each step of the procedure when you turn on the answering function from the handset.
- When the memory is full, you hear five short error beeps and you cannot turn on the answering function. Erase unnecessary messages (see page 45).

Tips

- The answering machine will automatically answer a call after 10 rings even if the answering function is off. The answering function will remain on for all subsequent calls.
- You can also turn on or off the answering function from an outside phone (see page 50).

Preparing the answering machine (continued)

Mailbox usage

This phone offers you three voice mailboxes, providing a convenient way to share the mailbox feature with other members of your household or business.

When a caller calls

The caller can choose one of the two ways to leave a message:

- If calling from a touch-tone phone, the caller select a mailbox by pressing *** 1** (MAILBOX 1), *** 2** (MAILBOX 2) or *** 3** (MAILBOX 3) while the caller hears the greeting. The greeting stops and a beep will sound, then the caller can start recording a message.
- Wait until the greeting finishes, then start recording a message. When the caller does not select a mailbox, the message is automatically recorded to MAILBOX 1.

Notes

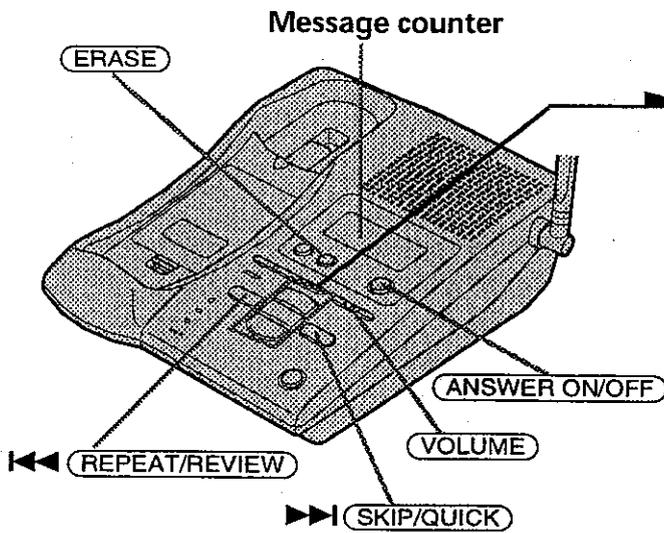
- If four minutes have passed while recording the incoming message, the line is automatically disconnected.
- If the message is shorter than two seconds, it will not be recorded.

To turn off the answering function

Press **ANSWER ON/OFF** so that the red light turns off.

If you want to turn off the answering function from the handset, turn Jog Dial up to make "ANSWERING OFF" flash in step 2 on page 41, then press Jog Dial.

Playing back messages

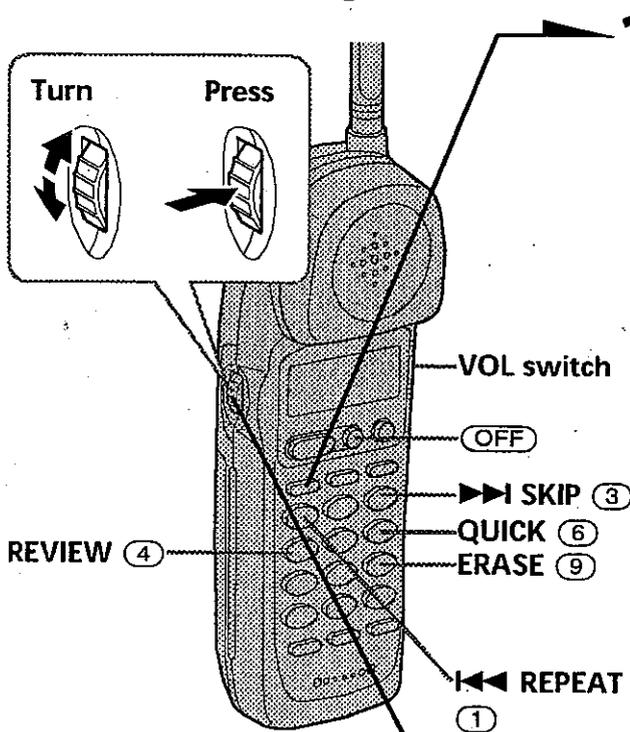


When you come home

If **ANSWER ON/OFF** flashes in red, or the display shows the number of new messages and "NEW" in the MAILBOX indicator flashes, press the mailbox button (**MAILBOX 1**, **MAILBOX 2** or **MAILBOX 3**).

The machine plays back from the newest message received.

To play back messages from the handset



1 Press **REMOTE** and wait until the answering machine function menu appears on the display.

ALL MESSAGES
NEW 03 OLD 08

↓

PLAY MAILBOX 1*
PLAY MAILBOX 2 ↓

"*" is displayed at the right of a MAILBOX number which contains new messages.

If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.

2 Turn Jog Dial up to make "PLAY MAILBOX 1" to "PLAY MAILBOX 3" flash, and then press Jog Dial.

The machine plays back from the newest message received.

3 Press **OFF**.

continued

Playing back messages (continued)

Note

Do not allow more than 20 seconds to elapse between each step of the procedure.

Additional tasks when playing back messages

To	Do this
Adjust the speaker volume	Press VOLUME (+) or (-).
Adjust the handset volume	Set the VOL switch on the handset to H (high), M (middle) or L (low).
Stop playback	Press the mailbox button on the base unit again or press Jog Dial on the handset.
Replay the messages	Press the mailbox button on the base unit again.
Skip to the next message	Press ▶▶▶ SKIP/QUICK on the base unit or ▶▶▶ SKIP (3) on the handset while the current message is playing.
Repeat the current message	Press ◀◀◀ REPEAT/REVIEW on the base unit or ◀◀◀ REPEAT on the handset while the current message is playing.
Go back to previous messages	Press ◀◀◀ REPEAT/REVIEW on the base unit or ◀◀◀ REPEAT on the handset within the first three seconds of the current message.
Review playback	Keep ◀◀◀ REPEAT/REVIEW on the base unit or REVIEW (4) on the handset pressed during playback.
Play back quickly	Keep ▶▶▶ SKIP/QUICK on the base unit or QUICK (6) on the handset pressed during playback.

Erasing messages

To erase the message one by one

Press **ERASE** on the base unit or press **ERASE 9** on the handset while the message is being played back.

To erase all messages in a mailbox from the base unit

Press **ERASE** on the base unit, and a mailbox button (**MAILBOX 1**), (**MAILBOX 2**) or (**MAILBOX 3**).

You hear a long confirmation beep and all messages in the selected mailbox are erased.

To erase all messages in a mailbox from the handset

1 Press **REMOTE** and wait until the answering machine function menu appears on the display.

If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.

2 Turn Jog Dial up to make "ERASE MAILBOX 1" to "ERASE MAILBOX 3" flash, and then press Jog Dial.

3 Turn Jog Dial up to make "YES" flash, and then press Jog Dial.

You hear a long confirmation beep and all messages in the selected mailbox are erased.

Notes

- The display shows the total number of "new" messages. Therefore, it is reset to "0" (on the base unit) or "00" (on the handset) when you play back all new messages, even they are not erased yet. Be sure to erase unnecessary messages before the memory becomes full.
- When the number of new messages exceeds 99, "99" flashes on the display.
- If a call comes in during playback, the playback stops.
- If a power interruption occurs or the AC power adaptor is disconnected while erasing a message, all recorded message may be erased.
- Do not allow more than 20 seconds to elapse between each step of the procedure when you erase messages from the handset.

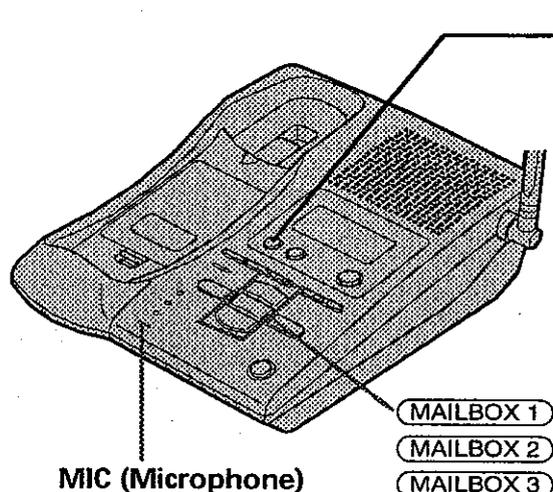
Tip

You can also listen to the messages or erase the messages from a touch-tone phone (page 50).

Recording a memo

You can record a "memo" (up to four minutes) as a personal reminder or as a message for other people. You can play back the recorded memo like any incoming messages (see page 43).

You can record a memo on both the base unit and the handset.



- 1** Press **MEMO**.
You hear a voice guide.
- 2** Select a mailbox by pressing **MAILBOX 1**, **MAILBOX 2** or **MAILBOX 3**. You will hear a voice guide, then a long confirmation beep.
- 3** After the tone, start recording. Speak about 12 inches (30 cm) away from the microphone.
- 4** Press **MEMO** to stop recording. The message number in the display increases by one.

Notes

- If you press **MEMO** when the memory is full ("F" flashing on the display), you hear five short error beeps and you cannot record a memo.
- If a call comes in while recording a memo, recording is canceled. Start over the procedure.
- If the remaining memory becomes full while recording, recording stops automatically and "F" flashes on the display.
- You cannot operate the base unit while the handset is in use.

Tip

If four minutes have passed in step 3, recording stops automatically, and the recorded memo is counted as a new message.

Recording a memo (continued)

To record a memo from the handset

- 1** Press **(REMOTE)** and wait until the answering machine function menu appears on the display.
If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.
- 2** Turn Jog Dial up to make "REC MEMO BOX1" to "REC MEMO BOX3" flash, and then press Jog Dial.
- 3** Press Jog Dial.
You hear a long confirmation beep.
- 4** After the tone, start recording.
Speak about 12 inches (30 cm) away from the microphone.
- 5** Press Jog Dial to stop recording.
You hear a long confirmation beep.
- 6** Press **(OFF)**.



Notes

- Do not allow more than 20 seconds to elapse between each step of the procedure.
- When the memory is full ("F" flashing on the display of the base unit), you hear five short error beeps in step 2 and you cannot record a memo.
- If a call comes in while recording a memo, recording is canceled. Start over the procedure.
- If the remaining memory becomes full while recording, recording stops automatically and "F" flashes on the display of the base unit.

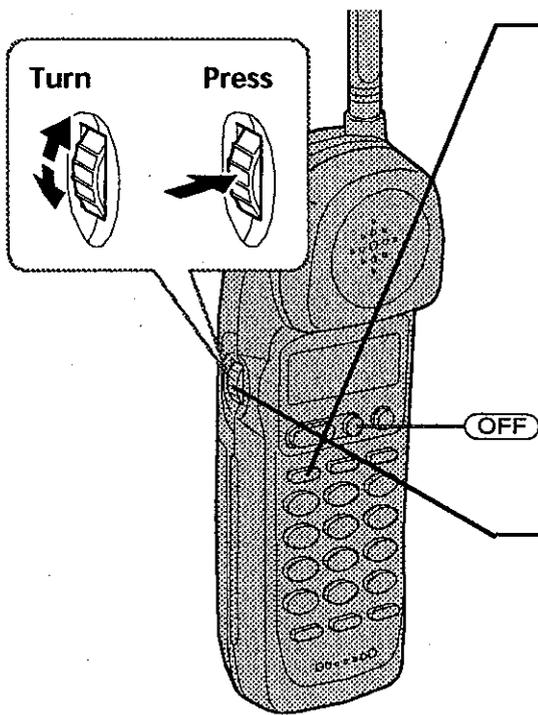
Tip

If four minutes have passed in step 4, recording stops automatically, and the recorded memo is counted as a new message.

Operating from an outside phone

You can call from a touch-tone phone and pick up new messages recorded on the phone. First, you just set the remote ID code (security code) and turn on the answering function before going out. Setting the remote ID code (security code) is only possible on the handset.

Setting the remote ID code (security code)



- 1 Press **REMOTE** and wait until the answering machine function menu appears on the display.



If you hear five short error beeps and "OUT OF RANGE" appears on the display, move closer to the base unit.

- 2 Turn Jog Dial up to make "SET SECURITY No" flash, and then press Jog Dial.



- 3 Enter the four digits of the remote ID code (security code) using the dialing keys.

- 4 Press Jog Dial.
The remote ID code (security code) is set, and you hear a long confirmation beep.

- 5 Press **OFF**.

Note

Do not allow more than 20 seconds to elapse between each step of the procedure.

To change the remote ID code (security code)

Enter a new remote ID code (security code). The new code will replace the old one.

Operating from an outside phone (continued)

Picking up new messages

- 1 Call your phone from a touch-tone phone.
- 2 While you hear your greeting play, press **(#)**, and your remote ID code (security code).

You hear a long confirmation beep and the greeting stops. Following the voice guide informing you of the number of messages recorded, the phone stands by for you to enter a control code.

- 3 To do other operations, enter the control code within 20 seconds (see the table below). To quit, hang up the phone.

Control codes for remote operations

To	Press
Play back messages in MAILBOX 1	(#) (1)
Play back messages in MAILBOX 2	(#) (2)
Play back messages in MAILBOX 3	(#) (3)
Repeat the current message	(#) (4) while the message is being played back
Skip the current message	(#) (6) while the message is being played back
Erase the current message	(#) (9) while the message is being played back
Erase all messages in MAILBOX 1	(#) (9) (#) (1)
Erase all messages in MAILBOX 2	(#) (9) (#) (2)
Erase all messages in MAILBOX 3	(#) (9) (#) (3)
Record a new greeting (up to one minute)	(*) (7) . When you hear a long beep, start recording your greeting. Press (*) (*) to stop recording.
Turn on the answering function	(*) (0)
Turn off the answering function	(#) (0)
Stop the current operation	(*) (*)

If you forgot to turn the answering function on

Call your phone and let it ring 10 times until it answers. Then the answering function automatically turns on.

Note

If you enter a wrong remote security code three times, the line will be disconnected.

To use the toll-saver feature

Set RINGER SELECT to TS. See page 38 for details.

Caller ID Features

Understanding the Caller ID service

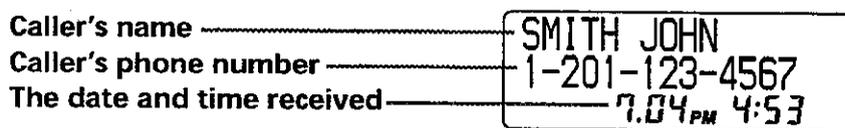
Caller ID allows the caller's phone number to be shown on the display before you answer the call. In order to use this feature, you must first subscribe to Caller ID service. The name of this service may vary depending on your telephone company.

To use this feature, be sure to enter your home area code (see page 14).

When you receive a call

The phone number appears on the display with the date and time as shown in the following example.

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



When you answer the call, the Caller ID display changes to the "TALK" display.

Notes

- The caller's phone number and/or name will not appear in the following cases:
 - "OUT OF AREA": when the call is made through a telephone company which does not offer Caller ID service (including international calls).
 - "PRIVATE": when the call is "blocked". For privacy reasons, many states allow callers the option to prevent his or her telephone data from being displayed on the other party's Caller ID display.
- If the call is from an office which uses multiple lines, the displayed phone number may not match the number you use to call the extension.

Tip

Even if the RING switch is set to OFF, you can receive Caller ID data.

About the memory match function

If you receive a call from a phone number which is stored on one of the ONE-TOUCH DIAL buttons (see page 26) or in the Phone Directory (see page 28), the ringer sound will change to a higher tone from the second ring.

Note

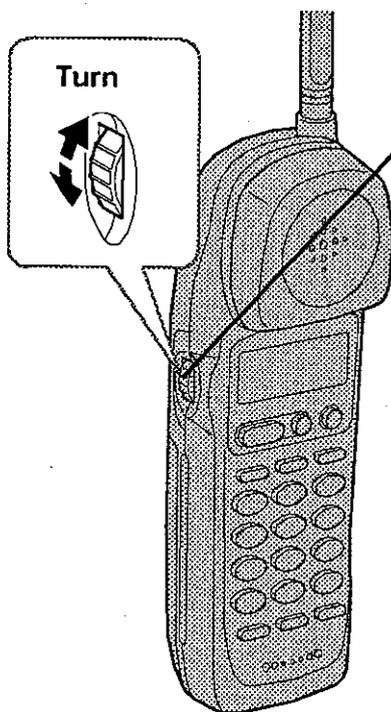
The memory match function does not work with "OUT OF AREA" or "PRIVATE" calls; and it may not work with calls made from an office which uses multiple lines because the number does not always match the one you stored in this phone.

Looking at the Caller ID list

The phone stores the data of the last 20 calls received including "OUT OF AREA" and "PRIVATE" calls. It keeps track of all calls received; even if they were not answered.

Viewing the Caller ID list

You can look through the Caller ID list to check the phone number and/or name of the calls received.



1 Turn Jog Dial.

The display shows the number of "NEW" (calls which you have not viewed) and "OLD" (calls which you have viewed) calls.

NEW 08 OLD 12

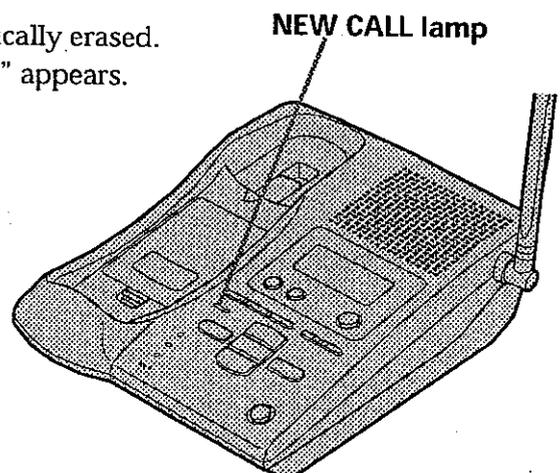
2 Turn Jog Dial down to display older data or up to display newer data.

Notes

- If a 21st call is received, the oldest data is automatically erased.
- When you have checked all data, "END OF LIST" appears.

Tip

If there is a "NEW" data, the NEW CALL lamp of the base unit flashes.



About the "*" mark



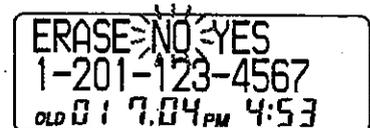
"*" appears if there are more than two calls from the same phone number. The older data will be replaced by the new data, so the calls are counted as only one call.

Erasing data from the Caller ID list

Old data will be erased automatically when a 21st call comes in, but you can also manually erase unnecessary data one by one or erase the entire list.

To erase the phone number one by one

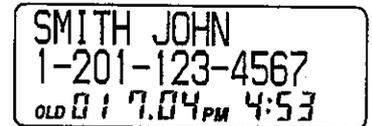
- 1 Display the phone number you want to erase from the Caller ID list (see page 52).
- 2 Press Jog Dial.
- 3 Turn Jog Dial up to make "ERASE" flash and press Jog Dial.
- 4 Turn Jog Dial up to make "YES" flash, then press Jog Dial.
You hear a long confirmation beep and the data is erased.



Looking at the Caller ID list (continued)

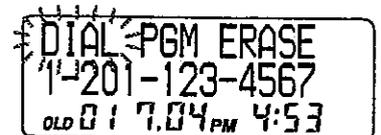
To erase the entire list at once

1 Display any Caller ID data.



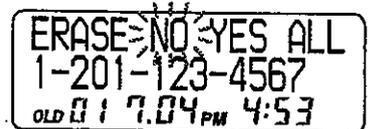
SMITH JOHN
1-201-123-4567
OLD 01 7.04 PM 4:53

2 Press Jog Dial.



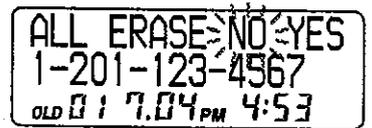
CALLER ID PGM ERASE
1-201-123-4567
OLD 01 7.04 PM 4:53

3 Turn Jog Dial up to make "ERASE" flash and press Jog Dial.



ERASE NO YES ALL
1-201-123-4567
OLD 01 7.04 PM 4:53

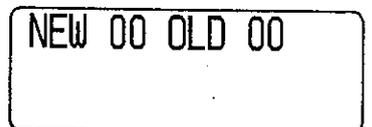
4 Turn Jog Dial up to make "ALL" flash, then press Jog Dial.



ALL ERASE NO YES
1-201-123-4567
OLD 01 7.04 PM 4:53

5 Turn Jog Dial up to make "YES" flash, then press Jog Dial.

You hear a long confirmation beep and the entire list is erased.



NEW 00 OLD 00

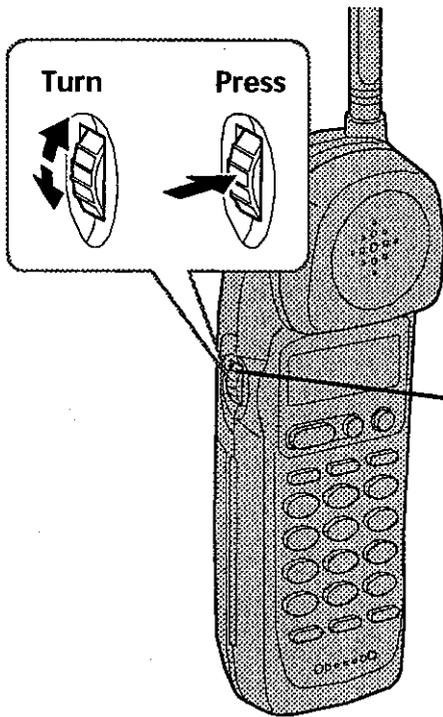
Note

"ALL" appears only when all the data had become "OLD" data. If there is any "NEW" data, you cannot erase the entire list.

Using the Caller ID list

By using the Caller ID list, you can call back a phone number from the Caller ID list easily, or store numbers from the Caller ID list into the Phone Directory.

Calling back a number from the Caller ID list



- 1** Display the phone number you want to call from the Caller ID list (see page 52).

SMITH JOHN
1-201-123-4567
NEW 08 7:04 PM 4:53

- 2** Press Jog Dial.

DIAL PGM ERASE
1-201-123-4567
NEW 08 7:04 PM 4:53

- 3** Press Jog Dial again.
The phone automatically dials the displayed number.

Notes

- If the number displayed in step 1 is not the one you should call back, you can change the number of digits of the phone number as described on page 57.
- If the phone is connected to a Private Branch Exchange (PBX), you may not be able to call back from the Caller ID list because an outside line access digit is necessary.

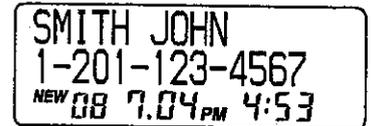
Tip

You may press **TALK** to make a call instead of doing steps 2 and 3.

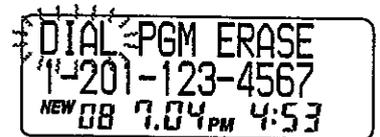
Using the Caller ID list (continued)

Storing a number of the Caller ID list into the Phone Directory

- 1 Display the name and phone number you want to store from the Caller ID list (see page 52).



- 2 Confirm the number and press Jog Dial.



- 3 Turn Jog Dial up to make "PGM" flash and press Jog Dial.

The cursor flashes at the end of the name.

Enter or change the name, if necessary (see page 29).



- 4 Press Jog Dial.

The cursor flashes at the end of the phone number.

Enter or change the phone number, if necessary (see page 29).



- 5 Press Jog Dial again.

You hear a long confirmation beep and the name and number are stored.

Notes

- Do not allow more than 20 seconds to elapse between each step of the procedure.
- If the number displayed in step 1 is not the one you should store, you can change the number of digits of the phone number as described on page 57.
- If the phone is connected to a Private Branch Exchange (PBX), you may need to add an outside line access digit.

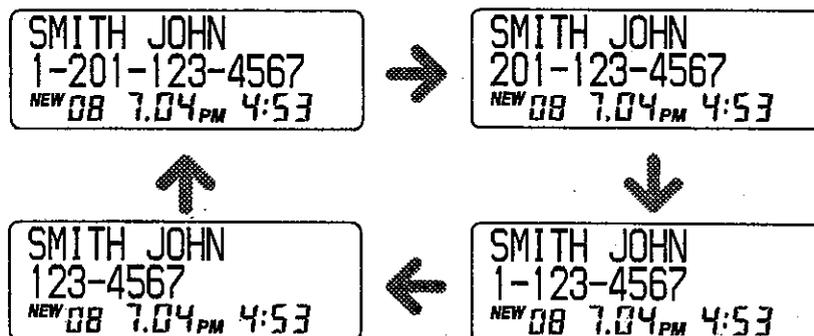
To change the number of digits of the phone number

If the number of digits of the phone number in the Caller ID list is different from the actual phone number, you need to adjust the number of digits of the phone number to call back or store into the Phone Directory.

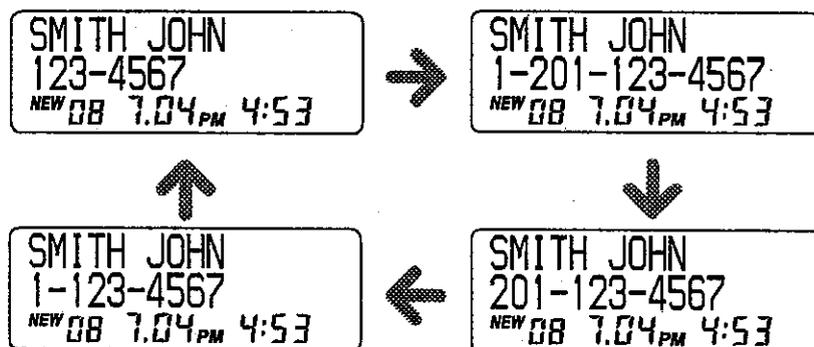
- 1 While the phone number from the Caller ID list is displayed, press **(#)** repeatedly until the phone number with the correct number of digits appears on the display.

Each time you press **(#)**, the number of digits changes as follows.

When the home area code and the local area code do not match

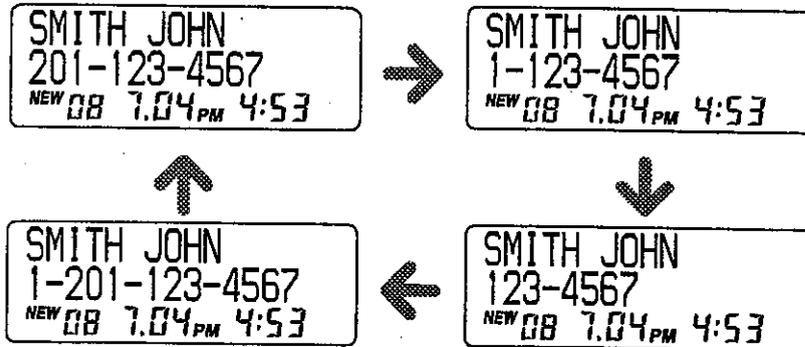


When the home area code matches



Using the Caller ID list (continued)

When the local area code matches



- 2** Continue the operation to call or store the phone number with the correct number of digits (pages 55 and 56).

Notes

- You need to adjust the number of digits each time you call back from the Caller ID list as the changes to the Caller ID data is not stored in memory.
- You may not be able to change the number of digits depending on the Caller ID data.

Using "Caller ID with call waiting" service

This telephone is compatible with the "Caller ID with call waiting" service. Make sure that your telephone company offers this service.

Like the basic Caller ID service, you need to subscribe to "Caller ID with call waiting" in order to use this service.

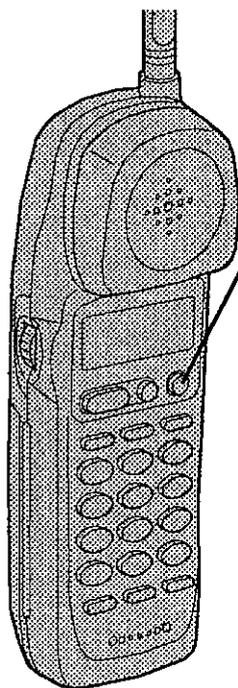
Even though you may have already subscribed to "Caller ID" and "call waiting" as two separate services, you need to request a subscription to "Caller ID with call waiting" as a single service.

This is a new service that combines the two services.

Even though you now have a "Caller ID with call waiting" compatible phone, unless you subscribe to the combined "Caller ID with call waiting" service, you will not be able to see the name and number of the second caller.

When a new call comes in while you are talking, the caller's name and/or phone number of the new call appears on the display for about 20 seconds.

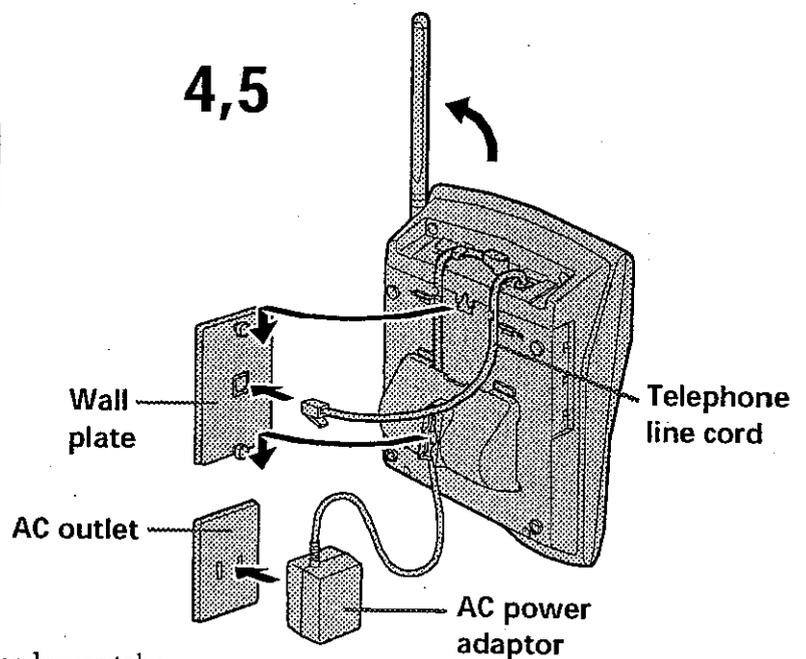
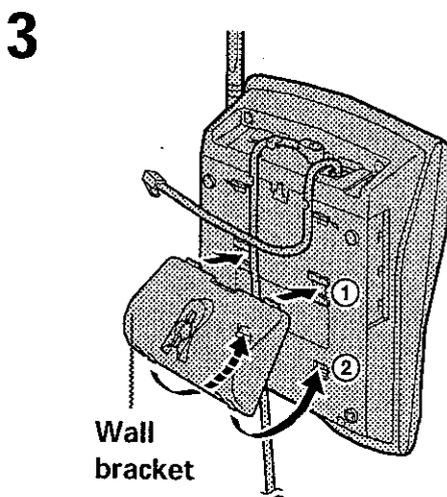
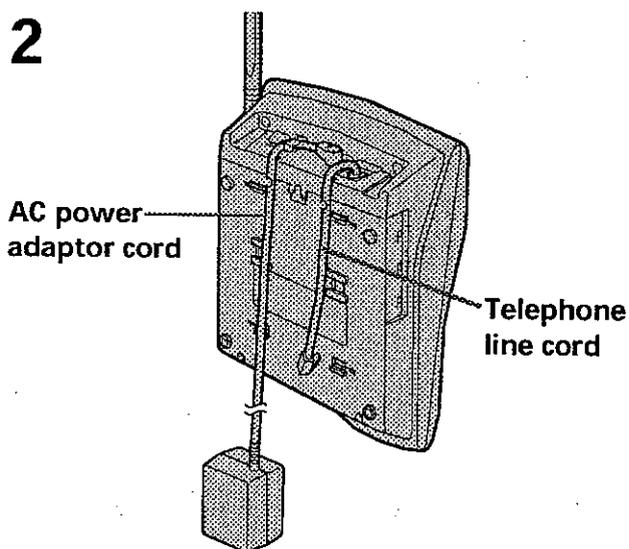
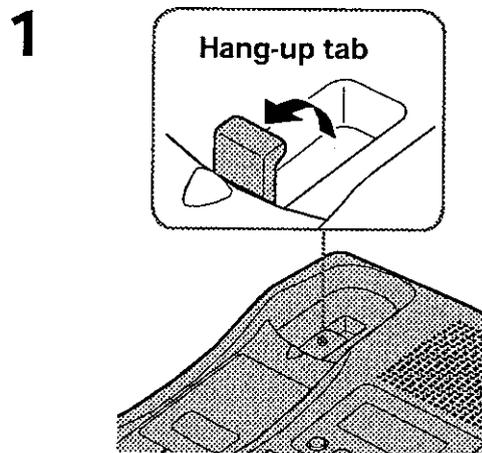
To switch to another caller



- 1** To switch to the new caller, press **CALL WAITING/FLASH**.
- 2** To switch back to the first caller, press **CALL WAITING/FLASH** again.

Additional Information

Mounting the base unit on a wall



1 Raise the hang up tab.

2 Plug the telephone line cord to the LINE jack and the AC power adaptor to the DC IN 9V jack, and hook the cords. Use the shorter cord for mounting.

3 Attach the wall bracket to the center of the base unit.

Align the Δ marks of the wall bracket with those of the base unit.

4 Plug the telephone line cord to the telephone outlet, and hook the base unit to the wall plate.

5 Plug the AC power adaptor to an AC outlet. Then raise the antenna so that it points towards the ceiling.

Tip
To remove the wall bracket, press the lower tabs.

Notes on power sources

On battery pack

- Store the battery pack at a temperature between 41°F (5°C) and 95°F (35°C) for best performance.
- If you do not use the handset for a long period of time, remove the battery pack from the handset after charging for more than 12 hours, and base unit after charging for more than 24 hours when you have a spare battery. This maintains battery life.

On power failure

During a power interruption, you **cannot** make or receive calls, and you **cannot** use the answering machine.

For the customers in the USA

RECYCLING NICKEL-CADMIUM BATTERIES

Nickel-Cadmium batteries are recyclable. You can help preserve our environment by returning your unwanted batteries to your nearest point for collection, recycling or proper disposal.



Note: In some areas the disposal of nickel-cadmium batteries in household or business trash may be prohibited.

RBRC (Rechargeable Battery Recycling Corporation) advises you about spent battery collection by the following phone number.

**Call toll free number: 1-800-822-8837
(United States and Canada only)**

Caution: Do not handle damaged or leaking nickel-cadmium batteries.

Maintenance

- Clean the cabinets with a soft cloth slightly moistened with water or a mild detergent solution. Do not use any type of abrasive pad, scouring powder or solvent such as alcohol or benzine as they may damage the finish of the cabinet.
- If the charge terminals of the base unit and handset are soiled, wipe them with a soft cloth.

If you have any questions or problems concerning your phone, please consult your nearest Sony dealer.

Troubleshooting

If you've experienced any of the following difficulties while using your phone, use this troubleshooting to help you remedy the problem. Should any problem persist, consult your nearest Sony dealer.

	Symptom	Remedy
Making calls	You hear five short error beeps when you press TALK .	<ul style="list-style-type: none"> • Make sure you set up the base unit correctly (page 8). • Move the handset closer to the base unit.
	You hear no dial tone.	<ul style="list-style-type: none"> • Make sure the telephone line cord is securely connected to the telephone outlet. • Make sure the battery is fully charged (page 11).
	The phone does not connect at all, even though the number you dial is correct.	<ul style="list-style-type: none"> • Make sure the dialing mode is set correctly (page 10).
	The phone does not redial correctly.	<ul style="list-style-type: none"> • Make sure the last dialed number is really the one you want to dial.
	You hear five short error beeps when you try to redial.	<ul style="list-style-type: none"> • The number you last dialed exceeds 32 digits (including the tone and pause digits if used). • The number you last dialed is erased.
Receiving calls	The handset does not ring.	<ul style="list-style-type: none"> • Set the RING switch on the handset to ON. • The battery may be weak. Charge the battery for more than 12 hours (page 11). • Make sure you set up the base unit correctly (page 8). • Move the handset closer to the base unit.
During conversation	You hear interference during conversation.	<ul style="list-style-type: none"> • Move the handset closer to the base unit. • Place the base unit away from noise sources (page 8).
	You hear a beep every second during conversation and "OUT OF RANGE" appear on the display.	<ul style="list-style-type: none"> • It is an out-of-range alarm. Move the handset closer to the base unit within one minute.
	You hear a beep twice per second and  and "BATTERY LOW" appear on the display.	<ul style="list-style-type: none"> • The battery is weak. Charge the battery for more than 12 hours (page 11).
One-touch dialing/ Phone Directory	You hear five short error beeps and cannot store a number on a one-touch dial or in the Phone Directory.	<ul style="list-style-type: none"> • Make sure you follow the procedure in storing the number correctly (pages 26 and 28).
	You hear five short error beeps when you try to make a one-touch dial call.	<ul style="list-style-type: none"> • You entered a one-touch dialing button to which no phone number has been stored.
	One-touch dialing or Phone Directory dialing is incorrect.	<ul style="list-style-type: none"> • Store a correct number (pages 26 and 28).

continued

Troubleshooting (continued)

	Symptom	Remedy
Answering machine	You cannot hear anything from the speaker.	<ul style="list-style-type: none"> Use the VOLUME control on the base unit to increase the speaker volume.
	No time stamp is heard.	<ul style="list-style-type: none"> Make sure the day and time are set (page 33). The day and time may have been cleared due to a power interruption. Set them again (page 33).
	You cannot record the greeting properly.	<ul style="list-style-type: none"> Keep your message between two seconds and four minutes. Make sure you speak about 12 inches (30 cm) away from the microphone when recording.
	The phone does not record messages	<ul style="list-style-type: none"> Check the answering mode. The phone cannot record messages in announcement only mode (page 40). Make sure that the memory is not full. When the remaining recording area is less than one minute, the phone switches to announcement only mode automatically. The phone does not record a message that is shorter than two seconds. Even if the message is longer than four minutes, the phone only records up to four minutes.
Operating from an outside phone	The phone does not accept your remote ID code (security code).	<ul style="list-style-type: none"> Make sure you call from a touch-tone phone. Make sure you entered your remote ID code (security code) within two seconds after you have entered #.
	You hear error beeps when you enter your remote ID code (security code).	<ul style="list-style-type: none"> Make sure the remote ID code (security code) is correct.
	A long confirmation beep does not sound when you enter your remote ID code (security code).	<ul style="list-style-type: none"> Enter your remote ID code (security code) while the greeting is being played back. Make sure you are calling from a touch-tone phone.

	Symptom	Remedy
Caller ID	The caller's name and/or phone number does not appear on the display.	<ul style="list-style-type: none"> • Make sure you have subscribed to Caller ID service. • Caller ID service may not work when the phone is connected to a Private Branch Exchange (PBX). • The call is made through company which does not offer Caller ID service. "OUT OF AREA" will appear on the display. • The call was "blocked". "PRIVATE" will appear on the display. • You answered the call while "** RINGING **" is displayed. Be sure to answer after the Caller ID data is displayed.
	The caller's name and/or phone number does not appear on the display during call waiting.	<ul style="list-style-type: none"> • Make sure you have subscribed to "Caller ID with call waiting" service (see page 59). • Make sure nobody is talking on another phone on the same telephone line.
	You cannot dial the number from the Caller ID list.	<ul style="list-style-type: none"> • Make sure you entered your home area code correctly (page 14). • You may need to change the number of digits of the phone number (page 57). • This function may not work when the phone is connected to a Private Branch Exchange (PBX).
	The memory match function does not work.	<ul style="list-style-type: none"> • If the call is from an office which uses multiple lines, the phone number may not match the number you put in the memory. • If you stored the phone number with an outside line access digit in the Phone Directory because the phone is connected to a Private Branch Exchange (PBX), the phone number will not match the Caller ID data.

Troubleshooting (continued)

	Symptom	Remedy
Power source/battery	The CHARGE lamp does not light up when you place the handset to charge.	<ul style="list-style-type: none">• Wipe the charge terminals of the base unit and the handset with a soft cloth for better contact of the charge terminals.• Make sure the handset is placed on the base unit properly.
	The battery duration is short.	<ul style="list-style-type: none">• The battery pack was charged less than 12 hours (due to power failure, etc.).• The usable life of the battery has expired and needs replacement.
	The handset does not work.	<ul style="list-style-type: none">• The battery may be weak. Charge the battery for more than 12 hours (page 11).

Note

If any of the remedy did not work, there may be something wrong with the handset.

Replace the handset on the base unit, then pick it up and try again. If the handset is on the base unit, pick up the handset and replace it again.

Message counter

The message counter on the base unit shows the following information.

When the counter shows	It means
Number (0-99)	Number of messages not yet played back. The counter shows up to 99 messages. After that, "99" flashes to tell you that there are 100 or more messages.
P	Flashes when the day and time is cleared due to a power interruption, or when you connect the base unit to the AC outlet for the first time (pages 9 and 34).
A	The announcement only mode is selected (page 40).
F	The recording area is full. Erase unnecessary messages (page 45).

Specifications

General

- Spread method
 - Direct-Sequence Spread-Spectrum
- Access method
 - FDMA-TDD
- Operation frequency
 - 902 - 928 MHz
- Operating channel
 - 14 channels
- Dial signal
 - Tone, 10 PPS (pulse) selectable
- Supplied accessories
 - See page 7.

Handset

- Power source
 - Rechargeable battery pack BP-T31
- Battery charging time
 - Approx. 12 hours
- Battery life
 - Standby: Approx. 7 days
 - Talk: Approx. 6 hours
- Dimensions
 - Approx. 56 x 183 x 55 mm (w/h/d), antenna excluded (approx. 2 1/4 x 7 1/4 x 2 1/4 inches)
 - Antenna: Approx. 75 mm (approx. 3 inches)
- Mass
 - Approx. 255 g (approx. 9 oz), battery included

Base unit

- Power source
 - DC 9V from AC power adaptor AC-T46
- Battery charging time
 - Approx. 24 hours
- Dimensions
 - Approx. 123 x 70 x 225 mm (w/h/d), antenna excluded (approx. 4 7/8 x 2 7/8 x 8 7/8 inches)
 - Antenna: Approx. 165 mm (approx. 6 1/2 inches)
- Mass
 - Approx. 355 g (approx. 13 oz), wall bracket excluded

Answering machine

- Maximum recording time
 - About 20 minutes (at NORM (Long) recording quality), using incorporated IC
- Greeting message
 - Up to 4 minutes
- Incoming message
 - Up to 4 minutes/message
- Memo
 - Up to 4 minutes/message

Design and specifications are subject to change without notice.

Index

A

- Adjusting volume
 - handset 22
 - speaker 44
- Announcement only 40
- Answering machine
 - turning on 41
- Area code 14
- Audible indicate 40

B

- Battery pack
 - charging 11
 - duration 12

C

- Call waiting service 22, 25
- Caller ID 51
 - Caller ID list 52
 - calling back 55
 - memory match function 51
 - storing in Phone Directory 56
- Caller ID with call waiting 59
- Connection 9
- Control codes for remote operations 50

D

- Day and time stamp 33
- Dialing mode
 - choosing 10
 - switching to the tone temporarily 22
- Directroy
 - Phone Directory 28

E, F

- Erasing
 - Caller ID data 53
 - last phone number dialed 24
 - messages 45
 - Phone Directory 30

G

- Greeting 35

H

- Home area code 14

I, J, K

- Identifying the parts 18

L

- Language of the display and the voice guide 17
- Local area code 15
- Location, base unit 8

M, N

- Mailbox 42, 43
- Making calls 22
- Memo 47
- Memory match funtion 51
- Messages 43
- Mounting the base unit on a wall 60

O

- One-touch dialing 26
- Operating from an outside phone 49
- OUT OF AREA 51

P, Q

- Package contents 7
- Paging 32
- Phone Directory 28
- Playing
 - annoucement only 40
 - messages 43
- PRIVATE 51
- Pulse dialing 10

R

- Recording
 - greeting 35
 - memo 47
- Receiving calls 25
- Redialing 24
- Remote ID code (security code) 49
- Ringer
 - RING switch 25

S

- Screening calls 46
- Setting up
 - base unit 8
 - handset 11
- Speaker 44
- Stamping messages with day and time 33
- Storing Caller ID data in Phone Directory 56

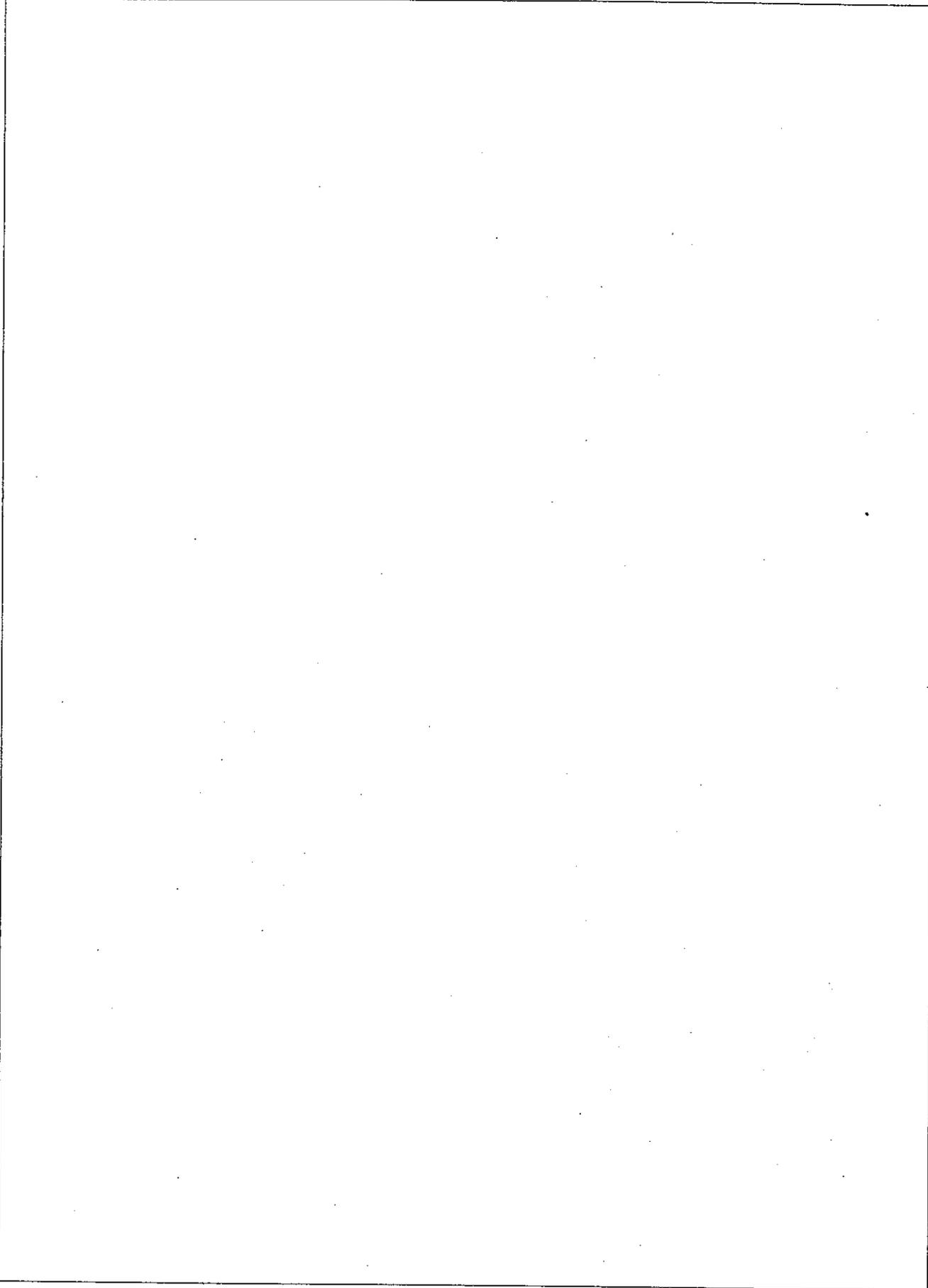
T, U

- Toll-saver feature 38
- Tone dialing
 - dialing mode 10
 - switching to 22
- Troubleshooting 63

V, W, X, Y, Z

- Volume
 - handset 22
 - speaker 44

For the customers in the USA



Be sure to save the receipt and attach it to your WARRANTY card when having your equipment repaired at an authorized Sony service station.

SONY

Remote Control Card

3-000-000-11(1)

Cut along the dotted line. We have given you one spare.

SONY SPP-A9171 Remote ID Code ► <input type="text"/>	SONY SPP-A9171 Remote ID Code ► <input type="text"/>
<ol style="list-style-type: none">1 Call your phone from a touch-tone phone.2 While you hear your greeting play, press (#), and your remote ID code (security code). You hear a long confirmation beep and the greeting stops. Following the number of voice guide informing you of the number of messages recorded, the phone stands by for you to enter a control code.3 To quit, hang up the phone. <p>If you forgot to turn the answering function on Call your phone and let it ring 10 times until it answers. Then the answering function automatically turns on.</p>	<ol style="list-style-type: none">1 Call your phone from a touch-tone phone.2 While you hear your greeting play, press (#), and your remote ID code (security code). You hear a long confirmation beep and the greeting stops. Following the number of voice guide informing you of the number of messages recorded, the phone stands by for you to enter a control code.3 To quit, hang up the phone. <p>If you forgot to turn the answering function on Call your phone and let it ring 10 times until it answers. Then the answering function automatically turns on.</p>

Tarjeta de control remoto

Corte por la línea de puntos. Adjuntamos una tarjeta de reserva.

SONY SPP-A9171 Código ID remoto ► <input type="text"/>	SONY SPP-A9171 Código ID remoto ► <input type="text"/>
<ol style="list-style-type: none">1 Llame a su teléfono desde un teléfono de tonos.2 Mientras oye la reproducción del saludo, pulse (#) y su código ID remoto (código de seguridad). Oirá un pitido largo de confirmación y el saludo se interrumpirá. Siguiendo la guía oral que informa sobre el número de mensajes grabados, el teléfono quedará a la espera para que introduzca un código de control.3 Para terminar, cuelgue el teléfono. <p>Si ha olvidado activar la función de contestador Llame a su teléfono y déjelo sonar 10 veces hasta que conteste. La función</p>	<ol style="list-style-type: none">1 Llame a su teléfono desde un teléfono de tonos.2 Mientras oye la reproducción del saludo, pulse (#) y su código ID remoto (código de seguridad). Oirá un pitido largo de confirmación y el saludo se interrumpirá. Siguiendo la guía oral que informa sobre el número de mensajes grabados, el teléfono quedará a la espera para que introduzca un código de control.3 Para terminar, cuelgue el teléfono. <p>Si ha olvidado activar la función de contestador Llame a su teléfono y déjelo sonar 10 veces hasta que conteste. La función</p>

Task	Control Code	Task	Control Code
Play back messages in MAILBOX 1	# 1	Play back messages in MAILBOX 1	# 1
Play back messages in MAILBOX 2	# 2	Play back messages in MAILBOX 2	# 2
Play back messages in MAILBOX 3	# 3	Play back messages in MAILBOX 3	# 3
Repeat the current message	# 4 while the message is playing	Repeat the current message	# 4 while the message is playing
Skip the current message	# 6 while the message is playing	Skip the current message	# 6 while the message is playing
Erase the current message	# 9 while the message is playing	Erase the current message	# 9 while the message is playing
Erase all messages in MAILBOX 1	# 9 # 1	Erase all messages in MAILBOX 1	# 9 # 1
Erase all messages in MAILBOX 2	# 9 # 2	Erase all messages in MAILBOX 2	# 9 # 2
Erase all messages in MAILBOX 3	# 9 # 3	Erase all messages in MAILBOX 3	# 9 # 3
Record a new greeting (up to one minute)	* 7	Record a new greeting (up to one minute)	* 7
Turn on the answering function	* 0	Turn on the answering function	* 0
Turn off the answering function	# 0	Turn off the answering function	# 0
Stop the current operation	* *	Stop the current operation	* *

Tarea	Código de control	Tarea	Código de control
Reproducir mensajes en MAILBOX 1	# 1	Reproducir mensajes en MAILBOX 1	# 1
Reproducir mensajes en MAILBOX 2	# 2	Reproducir mensajes en MAILBOX 2	# 2
Reproducir mensajes en MAILBOX 3	# 3	Reproducir mensajes en MAILBOX 3	# 3
Repetir el mensaje actual	# 4 mientras se reproduce	Repetir el mensaje actual	# 4 mientras se reproduce
Omitir el mensaje actual	# 6 mientras se reproduce	Omitir el mensaje actual	# 6 mientras se reproduce
Borrar el mensaje actual	# 9 mientras se reproduce	Borrar el mensaje actual	# 9 mientras se reproduce
Borrar todos los mensajes de MAILBOX 1	# 9 # 1	Borrar todos los mensajes de MAILBOX 1	# 9 # 1
Borrar todos los mensajes in MAILBOX 2	# 9 # 2	Borrar todos los mensajes in MAILBOX 2	# 9 # 2
Borrar todos los mensajes in MAILBOX 3	# 9 # 3	Borrar todos los mensajes in MAILBOX 3	# 9 # 3
Grabar un nuevo saludo (máximo de un minuto)	* 7	Grabar un nuevo saludo (máximo de un minuto)	* 7
Activar la función de contestador	* 0	Activar la función de contestador	* 0
Desactivar la función de contestador	# 0	Desactivar la función de contestador	# 0
Detener la operación	* *	Detener la operación	* *