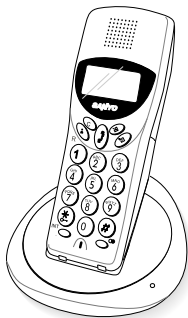


SANYO

INSTRUCTION MANUAL

CLT-D14

DECT TAM with Caller ID



Important

Charge the handset battery for 16 continuous hours prior to first use.
The initial battery charge is important for best performance.

SANYO Electric Co.,Ltd.

TABLE OF CONTENT

INTRODUCTION	4
Important Warning	4
GETTING STARTED	5
Checking Package Contents	5
Battery Setup	6
Telephone line connection	7
Charging the handset batteries	7
NAMES AND CONTROLS	8
Handset	8
Base Unit	9
LCD Screen Messages	9
BASICS	10
Receiving a call	10
Making a call	10
Call timer	10
To adjust the receiver volume	11
Mute Key	11
To mute the microphone	11
Pre-dialing	11
Redialing	12
The Phone Book memories	12
To store a number in the phone book	12
To dial a number from memory	13
To delete memory content	13
Recall	13
Handset Locator (Paging Function)	13
Low battery warning	14
CALLER ID FEATURES	15
Reviewing Caller ID List	16
Dialing a Caller ID number	16
Deleting entries from the caller list	16

TABLE OF CONTENT

BABY MODE	17
To set a Baby Mode phone number	17
To set Baby Mode ON	18
To set Baby Mode OFF	18
HANDSET SETTING	19
Select Ringer Tones	19
Select Ringer Volume	19
Key Lock Mode	19
System PIN number	20
Handset initial setting	21
DIGITAL ANSWERING MACHINE	22
Setup	22
To record outgoing message (OGM)	24
To record Announcement Only outgoing message (OGM2) -	25
To play back the recorded outgoing messages	25
To switch the answering machine ON/OFF	26
Call screening	27
To record memo message	27
Message play back	27
Delete all messages	28
REMOTE ACCESS	29
Remote access operations	30
CHANGING THE BATTERY	33
Battery replacement and handling	33
Replace the batteries	33
POWER FAILURE	33
TROUBLE-SHOOTING	34
MAINTENANCE	35
REFRESH BATTERY	36

INTRODUCTION

Congratulations on your purchase of this Sanyo cordless telephone.

Your Sanyo DECT cordless telephone is a high-quality home communications product. It is carefully designed and produced by a world leader of consumer and industrial electronic equipment. With proper maintenance and care, it will provide you with years of enjoyment and convenience.

Important Safety Warnings

- This cordless phone will be inoperable when mains power fails (see page 33)
- Due to magnetic fields in the handset, please ensure that no sharp metal objects such as pins or needles are attached to the handset, BEFORE use.
- Please ensure this product is turned off near fuel depots, petrol stations, chemical plants or any explosive atmosphere.

Main Features

1.9 GHz Technology

Superior Range – The use of 1.9 GHz frequency band for signal transmission between base and handset means greater communication range compared to conventional **43-49MHz** cordless telephones.

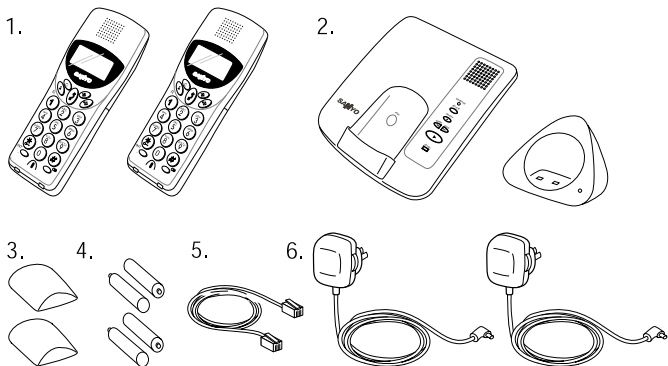
Ultra-Low-Noise – The high frequency communication also has significantly reduced noise level.

IMPORTANT: To use Caller ID feature, you must subscribe to Caller ID Service from your telephone company, you can see the caller's phone number on the LCD.

GETTING STARTED

Checking Package Contents

Make Sure your package includes the items show here.



1. Handsets, 2 pieces.
2. Base units, 2 pieces.
3. Battery cover, 2 pieces.
4. AAA batteries, 4 pieces.
5. Telephone Line Cord.
6. AC Adaptors (Model No. KA24D060030033S), 1 pieces.
(Model No. KAXXXXXXXXXXXXX), 1 pieces.

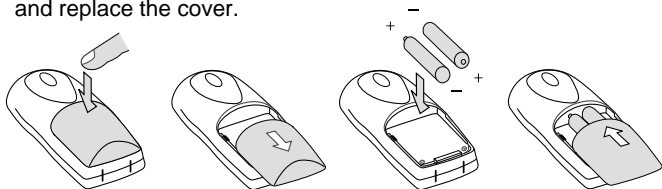
Installation tips

To minimize or prevent interference with other electrical devices, the base of the DECT cordless should not be placed near or on top of a TV, microwave oven, or VCR.

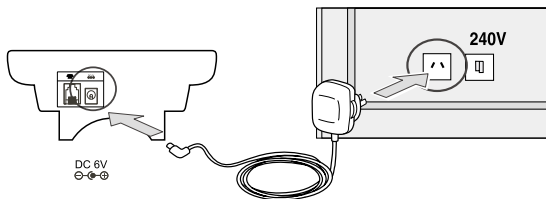
GETTING STARTED

Battery Setup

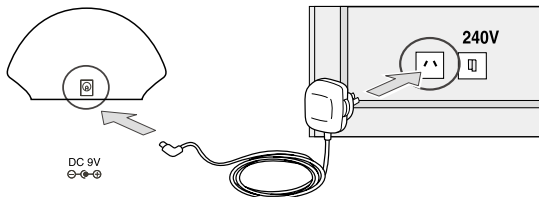
1. Remove the battery compartment cover on the handset, insert the batteries into the battery compartment according to the +/- markings and replace the cover.



2. Plug the AC adaptor into the Power DC socket on the back of the base. Plug another end into an electrical outlet.



For the additional handset, plug the AC adaptor into the Power DC socket on charger base. Plug another end into an electrical outlet.



GETTING STARTED

- Place the handset in the base. The CHARGE indicator comes on verifying that the battery is charging. Charge the handset for at least 16 continuous hours prior to first use. The initial battery charge is important for best performance.

Note: It is normal for the handset and base to get warm when the handset is charging in the base.

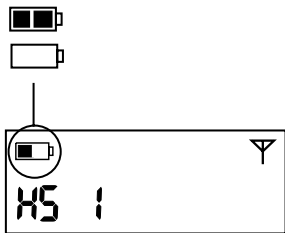
Caution: Use only the Sanyo adapter that is supplied with this phone. Using other AC adapter may damage the telephone.

Telephone line connection

- Plug the telephone line cord into the **TEL LINE** socket on the back of the base. Plug the other end into the telephone line socket.

Charging the handset batteries

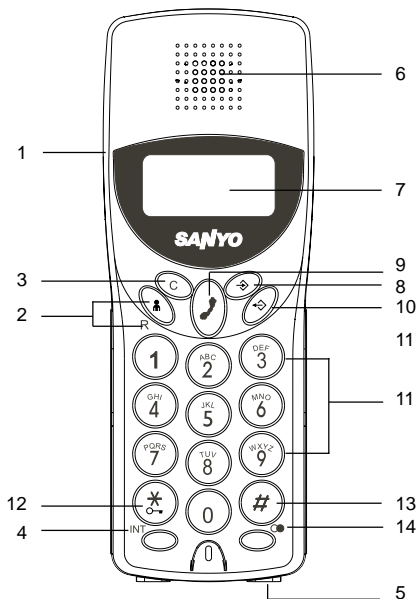
You **must** charge the handset batteries for **16 continuous hours** the first time you use them. During charging, the battery icon is as shown below.



Note: Batteries and handset may become warm during charging. This is normal.

NAMES AND CONTROLS

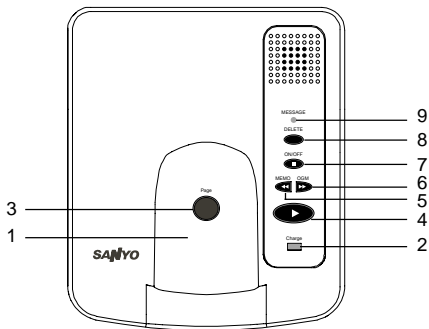
Handset



- | | |
|--|------------------|
| 1. Belt clip | 7. LCD screen |
| 2. CID (Caller ID retrieve key)/Recall. | 8. Program Key |
| 3. Cancel key / Mute | 9. Phone key |
| 4. Intercom Key (used on for system with 2 handsets) | 10. Memory key |
| 5. Charging contacts | 11. Keypad 0-9 |
| 6. Receiver | 12. * / Lock key |
| | 13. # key |
| | 14. Redial key |

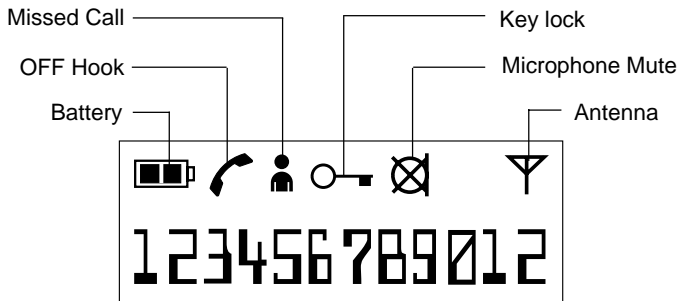
NAMES AND CONTROLS

Base Unit



- | | |
|-------------------|----------------|
| 1. Handset cradle | 6. OGM/F.FED |
| 2. CHARGE LED | 7. Stop/On/Off |
| 3. Page key | 8. Delete |
| 4. Play key | 9. Message LED |
| 5. Memo/RWD. | |

LCD SCREEN MESSAGES



BASICS


Receiving a call

When an incoming call is received, the phone will ring on the handset and the handset will show the caller information .

***Note:** A subscription is required from your local phone company to receive Caller ID information on your phone. See Caller ID Features, page 15.


1. Press the  key to answer the call.


Note: If the handset is in the base cradle, the phone will enter talk mode automatically as soon as you pick the handset up from the base cradle.

2. Press the  key once again to hang up the call.

Making a call

1. Press the  key to go off hook.

Note: If the handset is in the base cradle, pick the handset up before pressing the  key.


2. Dial the phone number. The screen shows the number as you enter it.
3. To end the call, press  key again or place the handset on the base cradle.

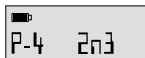
Call timer



The handset will automatically time the duration of all outgoing or incoming calls.

The handset display shows the call duration when the call is ended for 5 seconds.

To adjust the receiver volume

1. When the phone is on hook, press  and then the [4] key. The handset enters the receiver volume adjustment mode. There are three receiver levels of low, medium and high selections by pressing the [1], [2] and [3] keys respectively.






2. Once the selection key is pressed, press the  key again to store the new setting. If the  key is pressed instead, the original receiver level is restored.



Mute Key

To have a private, off-line conversation, use the MUTE feature. The caller on the other end of the line cannot hear you, but you can hear them

To mute the microphone



1. While a call is in progress, press the  key once. The Mute symbol () will appear on the LCD.
2. Press the  key again to resume your telephone conversation.

Pre-dialing (up to 18 digits)



1. When the phone is OFF (not in TALK mode), enter the telephone number. The number is displayed as you enter it. If you want to correct a wrong entry digit, press the  key to remove the last entered digit.
2. After you have completed the entry of the telephone number, press the  key to switch to TALK mode and the entered number will be dialed automatically.

BASICS

Redialing (up to 18 digits)

1. Make sure the phone is OFF (not in TALK mode).
2. To call one of the last five numbers dialed, press  repeatedly until the number you want is displayed on the LCD, then press the  key.









OR

1. Make sure the phone is ON by pressing  key.
2. Press  key to redial the last number

The Phone Book memories




- You can store up to 10 of your most frequently used numbers.


To store a number in the phone book

1. Press  then  to enter the memory editing mode.
2. Press the  key to scroll to one of the (0-9) locations for storing the number (if the location shown already has a number, that number may be over-written by the new number).
3. If the location selected already has a number stored and you want to replace it, long press the  key will clear the stored number. Otherwise press  key repeatedly to select an empty location.
4. Enter the desired telephone number. In case a wrong digit is entered, press the  key to delete the digit for correction. If you wish to add a pause, press  key at the desired location
5. Press the  key to store the new number into the memory.






BASICS

To dial a number from memory


1. Make sure the phone is OFF (not in TALK mode).
2. Press  repeatedly to scroll to the number you want to dial.
OR
Press  key then press numeric key (0-9) to select the desired number.
3. Press the  key

Remark: If the phone number contains more than 10 digits, press the  key will toggle the display to display the "remaining" digits.

To delete memory contents


1. Press  then  to enter the memory editing mode.
2. Press  key repeatedly until the number you wish to delete is displayed.
3. Long press  key to clear the stored number.
4. Press  key to confirm, and confirmation tone can be heard.

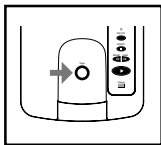
Recall

Recall is used to access special telephone service. Contact your local telephone company for details. If your unit is connected to a PBX, press the  / **R** key allows you to access some features of your PBX such as transferring an extension call.

Handset Locator (Paging Function)


This feature helps to locate a misplaced handset. Press [**Page**] button on the base, the handset will beep continuously for 60 seconds or until until you do one of the following:

1. Press  key on the handset.
2. Press [**Page**] key again.



BASICS

Low battery warning

There are three short beeps to alarm that the battery is empty and the battery is needed to recharge. After the beeps, the battery icon will indicate the battery is empty as showing ().

CALLER ID FEATURES


To use the Caller ID you must first subscribe to your network Service Providers' Caller ID Service. The network operator may apply a small regular charge for this service. If you subscribe to Caller ID Service, you can see on the display the caller's phone number (unless the number has been withheld).

When you receive a call, the caller's telephone number will appear the display. If the caller has withheld their number, the LCD will show "-----" or empty.

When there is an incoming call and has not been answered, the unanswered call will be stored in the Caller ID List and the New Missed Call Icon will be displayed.






When there is an unanswered incoming call, the caller's number is stored in the Caller ID List. The Caller ID List holds the telephone numbers of the last 15 unanswered calls. You can check the Caller ID List and scroll through the list and dial numbers from the list (described in Reviewing Caller ID List section). When there is a call received and the calls list is full, then the oldest entry will be deleted automatically from the memory.

Remark: If the phone number contains more than 10 digits, press the  key will toggle the display to display the "remaining" digits.


CALLER ID FEATURES

Reviewing Caller ID List



When the handset is at standby mode, press  key and the Caller ID list of the last 15 unanswered calls will show. The most recent unanswered call will be show as first record. The user may press the  key to scroll from the most recent to the oldest. If it has reached the oldest record, the display will show "-----". Further press of the  key will go back to the first record and continue scrolling from there.

Press  will exit and return to standby mode.



Note:

- If there is no unanswered call, the display will show "-----" when you press  key at standby mode.
- After you review unanswered calls and return to standby mode, the new missed call icon will disappear from LCD.


Dialing a Caller ID number

1. Make sure the phone is OFF (not in TALK mode).
2. Press  key repeatedly to select the desire Caller ID entry.
3. Press  key. The number dials automatically.


Deleting entries from the caller list








1. Make sure the phone is OFF (not in TALK mode).
2. Press  key repeatedly until find the entry you want to delete.
3. Long press  key to delete the present number and then next entry will be shown.

BABY MODE

The Baby Mode feature is very useful and has many applications. This feature is available only when the baby mode is ON. In Baby Mode when the  key or any one of the dial keys are pressed the phone will automatically dial any number that you have pre-programmed. Parents could pre-program their mobile number for their children to make contact in the event of an emergency. A mobile number can be pre-programmed for the baby-sitter, for example.


To set a Baby Mode phone number

This is the number that will be called when the  or any other dial keys are pressed.

1. Press  and then [3] to enter the Baby Call number editing.
2. The screen will show "----".
3. Enter the PIN number (the default setting is "0000" if it has not been changed) followed by  key.
4. Enter the phone number followed by  key (In case there has been a previously programmed number, if you want to replace it, long press the  key to clear the previous number and then enter new phone number followed  key. Otherwise long press  key to clear all and then press  key once again to exit. The previous number will be restored).

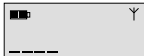
BABY MODE


To set Baby Mode ON

1. Press the  and then the [2] key.



NOTE: If the Baby Mode phone number has not been programmed, the phone will not enter the Baby Mode and will return to STANDBY mode.

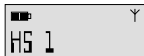
2. The screen will show "---- " as below



3. Enter the PIN number (the default setting is "0000" if it has not been changed)
4. Press  key. The handset will enter the Baby Mode. A beep tone will be emitted and the Baby Mode number will be flashing to indicate the handset in the Baby Mode


To set Baby Mode OFF

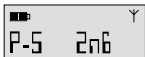
1. Press the  and then the [2] key.
2. The screen will show "---- " to prompt for the PIN number.
3. Enter the PIN number then followed by  key.
4. The Baby Mode number will disappear from LCD and the handset will return to normal mode.




HANDSET SETTING



Select Ringer Tones

1. To enter the Ringer tone selection, press the  and then the [5] key. There are 6 different ringer melodies selectable via the [1] to [6] keys. The handset ringer will provide the respective ringing melody when any of these keys is pressed.





2. Press  when the required melody is selected.

Select Ringer Volume

1. To enter the ringer volume selection, press the  and then the [6] key. There are 3 ringer volume levels, low, medium and, high levels, selectable via the [1], [2] and [3] keys.
2. Press  key to store the setting.

Key Lock Mode

You can lock the keypad to prevent keys from accidentally being pressed. To lock the keypad:

1. Long press  key and the key icon will be displayed.
2. To unlock, long press  key again. When the handset is unlocked, the key icon will disappear on the display.


Note: Key lock is disabled in the event of an incoming call, but return to key lock when the call ends.

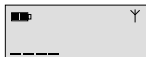
HANDSET SETTING


System PIN number

The Sanyo DECT has built-in a system PIN which is used for preventing misuse of certain features or accidental mis-programming of certain features such as Baby Mode (described in the previous section). The factory default setting for the Pin Number is 0000. You can change it to any other four digits you can remember easily. If you forget it, please consult your nearest Sanyo Service Centre.



To change the PIN number proceed as follows:

1. Press  and then [1] key.
2. The screen shows "----" to prompt you to input the current PIN (factory default is 0000).



3. Enter the current PIN number then followed by  key.



4. The "----" will be shown again.
5. Enter the new 4 digit numeric PIN followed by  key.
6. The "----" will be shown again.
7. Enter the new 4-digit numeric PIN followed by  key again for reconfirmation.

HANDSET SETTING

Handset Initial Setting

Function	Initial Setting
Dialing Mode	Tone
Handset Ringer Volume	3
Handset Ringer Pattern	2
Handset Receiver Volume	2
PIN Number	0000
Recall Time	100ms
Baby Mode	OFF

DIGITAL ANSWERING MACHINE

This phone has a built-in digital answering machine. Because of the digital technology, you can save or delete individual messages, and there is no tape to bother with. The answering machine has a total of up to 20 minutes recording time. When the 20-minute limit is reached, the MESSAGE LED at the base will be flashing in green quickly as indication. It will not record any new messages until you've deleted some memory to make room. So you should make a habit of deleting messages after you have listened to them.

The answering machine operation will be interrupted if there is an incoming call; it will return to normal incoming call mode.

Setup

1. Record OGM. Refer to the record outgoing message section for instructions.
2. Press ON/OFF button at the base to switch the answering machine on or off.
3. There are 3 volume levels, low (LO), medium (MED) and high (HI) levels, which can be selected via the volume switch at the bottom of the base unit.
4. Set the number of rings. You can select the number of times the unit rings before the answering machine answers a call. The ring selection switch is located on the bottom of the base. Slide it to 2, 4 or ANN (2 rings).

DIGITAL ANSWERING MACHINE

Note:




- The Answering Machine can only be switched on for operation when the Outgoing messages are recorded. Make sure you have recorded the outgoing messages before switching the answering ON for operation.
- If the ring selection switch is set to “ 2 ” or “ 4 ” position, the answering machine is in answering and recording mode; it will play answering and recording OGM to the caller after 2 or 4 rings and allow the caller to leave message.
- If the ring selection switch is set to “ANN” position, the answering machine is in answer only mode; it will play announcement only OGM to the caller after 2 rings and no new message can be recorded.

DIGITAL ANSWERING MACHINE

To record outgoing message (OGM)




There are two different Outgoing messages for the two answering modes of operation, the 2-4 rings of Answering and Recording mode and the Announce Only mode. You must record OGM before the machine will work.

To record the Answering and Recording outgoing message (OGM1)

1. Slide the "Ringer" Switch at the bottom of the base unit to "2" or "4" position.
2. Press and hold the  at the base until a beep tone is heard.
3. Speak the message for recording. The microphone is located at the front of the base unit.
4. Press the  and beep sound will be heard for stop recording. If the  has not been pressed, the recording will be automatically terminated when the recording time exceeds 2 minutes.
5. The recorded message will be automatically playback for confirmation.
6. You can always record a new message to replace the recorded message by repeating step 2 to 4 above.


DIGITAL ANSWERING MACHINE

To record an Announcement Only outgoing message (OGM2).

1. Slide the “ Ringer ” Switch at the bottom of the base unit to “ ANN ” position.
2. Press and hold the  at the base until a beep tone is heard.
3. Speak the message for recording. The microphone is located at the front of the base unit.
4. Press the  once and beep sound will be heard for stop recording. If the  has not been pressed, the recording will automatically be terminated when the recording time exceeds 2 minutes.
5. The recorded message will be automatically playback for confirmation.
6. You can always record a new message to replace the recorded message by repeating step 2 to 4 above.


Note: If memory is full (green LED flashes rapidly), you can't record new OGM to replace the old OGM and error tone will be heard when pressing and hold OGM button.

To playback of the recorded Outgoing Messages

Press the OGM button once, depending on the position of the Ring switch at the bottom of the base unit, the respective Outgoing Message will be playback. If the  is pressed, the playback will be stopped.

DIGITAL ANSWERING MACHINE


To switch the answering machine ON/OFF

Press the  once will switch On or Off the answering machine. When the answering machine is switched on, the MESSAGE LED will be lit in green steadily.

When the answering machine is switched on, if there has been a new (memo or telephone incoming recording) message recorded by the answering machine which has not been listened before, the MESSAGE LED will be flashing in green slowly as indication.


If the answering machine has been switched off, the MESSAGE LED will be switched off except it will flash rapidly in green when memory is full. The machine will answer the caller after 15 rings and the caller can't leave message.

Note:

- The maximum length for each recorded message is 2 minutes. The answering machine automatically terminates the call and resets itself ready for receiving the next call when the recording time reaches 2 minutes.
- If the recording memory is full or there has been 120 messages recorded, the answering machine will automatically switched to Answer OFF mode and the machine will answer the call after 15 rings. No new messages can be recorded until some of the old messages have been deleted.
- If memory is full, error tone will be heard when pressing the .

DIGITAL ANSWERING MACHINE



Call Screening


When there is an incoming call, you may let the answering machine to answer the call, the announcement and the recording of incoming message will be broadcast on the base speaker. You may monitor the broadcast to decide if you want to intercept the call at any time by simply pressing the  on the handset (or pickup other parallel connected telephone's handset) and take over the call and speak to the caller.

The Answering machine will automatically terminate the operation and hands over the telephone call to your activated handset.


To record memo message


You may use the MEMO feature to record a message which you may leave if for your family member to listen. To record a memo:

1. Press and hold  until you hear a beep tone.
2. Speaking the message to the microphone at the base.
3. At the end of the recording, press the  to terminate the recording.

Note: If memory is full, no new message can be recorded and error tone will be heard when pressing  .







Message playback

The Message LED will flash slowly in green when there is(are) new message(s) (including incoming/memo messages). Press  to play all new messages.


After all new messages have been playback, the Message LED will be lit in green to indicate the switching on of the Answering machine. Press  again will replay all recorded messages from the earliest recorded message.

DIGITAL ANSWERING MACHINE


During message playback, you have the following options:

Delete message	Press  during playback, the current playing message will be deleted and the next message will be playback. If the last message has been reached, the playback will be stopped.
Rewind message	Press  once
Repeat message	Press and hold  until a beep tone is heard
Skip message	Press  once
Pause/Resume	Press  once
Stop	Press  once

Note:

- It won't be regarded as an old message until you listen to the whole new message.
- If there is no message, error tone will be emitted when pressing .

Delete all messages

When the Answering machine is at idle, press and hold the  until a beep tone is heard. All old messages will be deleted

Note: New messages can't be deleted.

DIGITAL ANSWERING MACHINE

Message LED Indications

LED	Status
Lit steadily in green	Answering Machine ON
Off	Answering Machine OFF
Flashing slowly in green	New Message(s) recorded
Flashing rapidly in green	The recording memory is full
Flashing in red	Phone Ringing

REMOTE ACCESS

You can check messages from any touch-tone phone to control the answering machine from a remote location.

Using a touch-tone telephone, you can call the CLT-D14 from outside and access the unit to listen to messages or change answering system settings. In order to operate the answering system remotely, you must first enter remote access code, this code prevents unauthorized parties from listening to your messages remotely. The remote code (4 digits) of your CLT-D14 is shown on a label at the bottom of base unit.

Depending on how the answering machine has been switched ON or OFF, you may call and enter the Remote Access from any touch-tone telephone as follows:

1. If the answering machine has been switched OFF, the answering machine will respond and answer the call after 15 rings. There will be no message played to the telephone line during auto-answering, you will have 8 seconds to enter the remote access code (printed at the bottom of the CLT-D14 base unit). If the remote access code is correct, you will hear a beep tone to indicate the answering machine has entered the remote access mode.

REMOTE ACCESS

2. If the answering machine has been switch ON, it will answer your call according to the Ring Switch (at bottom of the base unit) setting. The respective Outgoing message will be played. During this Outgoing Message announcement period (and the 8 seconds after the message), you can enter the remote access code. If the remote access code is correct, you will hear a beep tone to indicate the answering machine has entered the remote access mode.

Remote Access Operations

In the remote mode, there is 8 seconds waiting period for you to enter a command, via the telephone's dialing keypad, for operation. The following table lists the commands available for various operations.

Key Digits	Commands
1 and then 1	Playback all recorded messages (recorded from telephone line or memo).
1 and then 2	Playback the new messages (recorded from telephone line or memo). If there is no new message, a beep tone is heard and then returns to remote access mode.

REMOTE ACCESS

	<p>During message playback:</p> <ul style="list-style-type: none">- “ 4 ” Skip- “ 5 ” Repeat- “ 6 ” Rewind (previous message)- “ 7 ” Delete current message- “ 9 ” Pause/Resume- “ 0 ” Stop and return to Remote Access Mode.
2 and then 1	<p>Replay Outgoing Message 1. During message replay, press “0” to stop playing and return to Remote Access mode.</p>
2 and then 2	<p>Play Outgoing Message 2 (Announce Only OGM) During message replay, press “ 0 ” to stop playing and return to Remote Access mode.</p>
2 and then 3	<p>Record a new Outgoing Message 1. A beep tone will be generated to indicate the start of the recording, You may speak the message for recording. Press digit “ 0 ” will terminate the recording and return to the Remote Access Mode.</p>
2 and then 4	<p>Record a new Outgoing Message 2 (Announce Only message). A beep tone will be generated to indicate the start of the recording, You may speak the message for recording. Press digit “ 0 ” will terminate the recording and return to the Remote Access Mode.</p>

REMOTE ACCESS

3 and then 1	Switch ON the Answering Machine and for answering according to the Ring switch (at bottom of base unit) setting. The MESSAGE LED will be lit in green. If the respective Outgoing message has not been recorded previously, this command will have no effect to the unit. After setting, it will return to Remote Access mode.
3 and then 3	Switch OFF the Answering Machine. The MESSAGE LED will be switched OFF.
7 and then 7	Delete all old messages (recorded from telephone line or memo).
8	Room monitoring. This will switch on the CLT-D14' base microphone and you can monitor from the telephone for 30 seconds. After the 30 seconds, you will hear a beep tone and it will return to Remote Access mode, you can enter " 8 " again to continue for another 30 seconds room monitor. You can also leave the Room monitoring mode at any time by entering " 0 " to return to Remote Access mode.

When the remote operation is finished, simply terminate the call and the answering machine will automatically drop the telephone line.

Note:

- During waiting for next command in remote access mode, do not leave more than 8 seconds between key presses, or the machine will drop the line.
- The phone will enter communication mode if you press "phone" button during remote operation.

CHANGING THE BATTERY

Battery replacement and handling

When the operating time becomes short even after a battery is recharged, please replace the batteries.

With normal usage, your battery should last about one year.

Caution:

- Use only the specified battery type (AAA Ni-MH 1.2V, 550mAh).
- Only use rechargeable batteries.
- Never throw the battery into a fire, disassemble it or heat it.
- Do not remove or damage the battery casing.

Replace the batteries

1. Slide off the battery compartment cover.
2. Remove the batteries from the compartment.
3. Insert the new batteries according to the polarity printed.
4. Put the battery compartment cover back on.
5. Place handset on the base to charge for 16 hours.

Note: Charge the handset batteries for at least 16 hours continuously prior to first use. The initial charge is important for best performance.

Batteries and handset may become warm during charging. This is normal

Caution: To reduce the risk of fire or personal injury, use AAA 1.2V, 550mAh rechargeable batteries.

Under no circumstances should non-rechargeable batteries be used. Only use the approved batteries will invalidate your warranty and may damage the telephone.

POWER FAILURE

When power is off, you will not be able to make or receive calls with the DECT telephone.

TROUBLE-SHOOTING


CALLER-ID

No Display

- Is the battery fully charged? Try to replace the batteries.
- Make sure that the base is connected to a non-switched AC outlet. Disconnect the base from the plug and plug it in again.
- Have you subscribed to the Caller ID service from your local telephone company? The display will not work unless you do this.

Telephone

No dial tone

- Check installation:
 - Is the base power cord connected to a working outlet?
 - Is the telephone line cord connected to the base unit and the wall jack?
 - Disconnect the base from the wall jack and connect another to the same jack. If there is no dial tone in the second phone, the problem might be your wiring or local service.
 - Is the handset out of range of the base?
 - Make sure the batteries properly charged (at least 16 continuous hours).
 - Are the batteries installed properly?
 - Did the handset beep when you press the  ? Did the CHARGE indicator come during battery charging? The batteries may need to be charged.

Phone Beeps

- If it does not work, charge the batteries for 16 continuous hours.
- Replace batteries.

Dialing from memory

- Did you program the memories correctly?

TROUBLE-SHOOTING

Causes of poor reception

- Aluminum siding.
- Foil backing on insulation.
- Heating ducts and other metal construction can shield radio signals.
- You are too close to appliances such as microwaves, stoves, computers etc.
- Atmospheric conditions, such as storms.
- Base is installed in the basement or lower floor of the house.
- Handset batteries are low.
- You are out of range of the base.

MAINTENANCE

The freedom that your cordless telephone can offer is fully dependent on the performance of the rechargeable batteries in the handset. To maximize the battery performance, follow these guidelines:

Charge it for at least 16 continuous hours.

Before initial use of your new battery, charge it for at least 16 hours continuously. The proper initial charging is very important to maximize the battery performance.

Battery Performance

To keep your batteries in the best condition, leave the handset off the base for a few hours at a time. Running the batteries right down at least once a week will help them last as long as possible.

REFRESH BATTERY

If your batteries seem to need recharging more often than usual, it may have lost part of its charging capacity because of premature recharges. To bring back its full capacity, try “refreshing” the batteries:

1. First discharge the batteries by leaving the handset in TALK mode until Battery Low indicator turns on (Disconnect the base from the phone line, so that your line is not busy all the time.)
2. Then charge it for 16 continuous hours.
3. Repeat the above once more.

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SANYO Electric Co.,Ltd.