



User Manual (Part 2)

2.4 GHz Cordless Speakerphone/ Answering System 1477/1177

with Caller ID & Call Waiting



**You must install and
charge the battery before
using the telephone**

STOP!

**See page 7
for easy instructions**



For customer service or product
information, visit our web site at
www.telephones.att.com
or call 1-800-222-3111

Please also read
Important Product Information
Enclosed in product package



CAUTION: To reduce the risk of fire or injury to persons or damage to the telephone, read and follow these instructions carefully:

- Use only Replacement Battery 2422 (SKU# 23402).
- Do not dispose of the battery in a fire. Like other batteries of this type, it could explode if burned. Check with local codes for special disposal instructions.
- Do not open or mutilate the battery. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
- Exercise care in handling batteries in order not to short the battery with conducting materials such as rings, bracelets, and keys. The battery or conductor may overheat and cause harm.
- Charge the battery provided with or identified for use with this product only in accordance with the instructions and limitations specified in this manual.
- Observe proper polarity orientation between the battery and battery charger.

Do not disassemble your telephone. There are no user-serviceable parts inside. Refer for servicing to qualified service personnel.

User Manual (Part 2)

2.4 GHz Cordless Speakerphone/ Answering System 1477/1177



with Caller ID & Call Waiting

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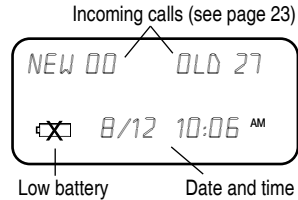
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Getting Started

Quick reference guide

Handset



HOLD

Press to place a call on hold. Press again to resume your call.

SELECT

Press to store a programming option (see page 10), or to store a directory entry in memory (see page 20).

PHONE/FLASH

Press to begin a call, then dial a number.

During a call, press to receive an incoming call, if Call Waiting is activated (see page 14).

VOLUME/FUNCTION

During a call, press to adjust listening volume.

While programming, press to change menu item or value (see page 10).

OFF

During a call, press to hang up.

During programming, press to exit without making changes.

Press **DIR** when phone is not in use to display Phonebook entries (see page 20). While entering letters, press to advance cursor.

Press **CID** when phone is not in use to display Caller ID information (see page 24). While entering numbers or letters, press to delete last character entered.

INTER/CID DEL

Press to initiate an intercom call between the handset and the base (see page 16).

Press to delete call log entries (see page 26).

PROG/CHAN

Press to customize the telephone's operation (see page 10).

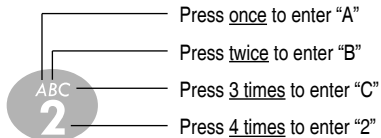
If call is noisy or unclear, press to switch to a clearer channel.

REDIAL/PAUSE

Press to display last number called (see page 12).

Press twice to delete the number.

Using the dial pad to enter letters (see page 20)

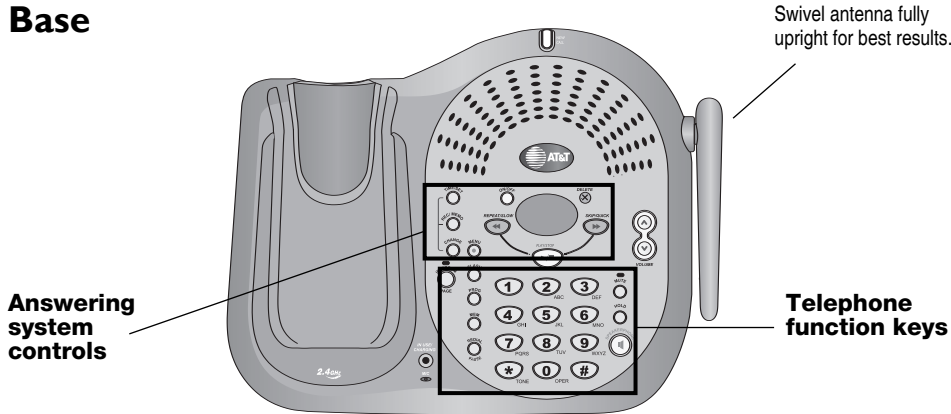


While dialing or entering numbers into your phone directory, press to insert a 4-second dialing pause (see page 20).

Getting Started

Quick reference guide

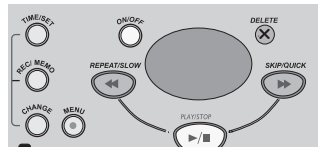
Base



Telephone function keys (see pages 10-22)

- FLASH**During a call, press to receive an incoming call, if Call Waiting is activated.
- PROG**Press to enter Speed Dialing program.
- MEM**Press, then enter location number (0-9) to call a number stored in Speed Dialing memory.
- REDIAL/PAUSE**Press to redial last number called.
- INTERCOMP/PAGE** ..Press to initiate an intercom call between the base and handset. Press and hold to locate handset if lost.
- MUTE**Press to silence microphone; press again to resume.
- HOLD**Press to place a call on hold; press ● **SPEAKERPHONE** or **HOLD** to resume.
- SPEAKERPHONE** ..Press to turn speakerphone on or off (begin or end a call).

Answering system controls (see pages 28-36)



- MENU**Press to review or change answering system options.
- CHANGE**Press to change a menu option.
- REC/MEMO**Press to record a memo or outgoing announcement.
- TIME/SET**Press to view or set date and time.
- ON/OFF**Press to turn answering system on or off.
- DELETE**Press to delete message currently playing.
- REPEAT/SLOW**Press to repeat message; hold to slow playback.
- SKIP/QUICK**Press to skip message; hold to speed up playback.
- PLAY/STOP**Press to retrieve messages or stop playback.

NOTE: Handset will not ring while in the base, unless the base ringer is turned off (see page 11).

Getting Started

Parts checklist

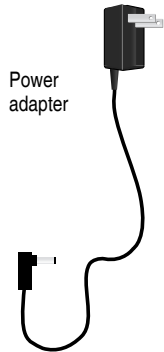
Remember to save your sales receipt and original packaging in case you ever need to ship your telephone for warranty service. Check to make sure the telephone package includes the following:



Telephone base



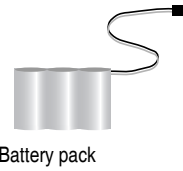
Telephone handset



Power adapter



Belt clip



Battery pack



Telephone line cord

Getting Started

Before you begin

About Caller Identification

Caller ID with Call Waiting features in this telephone let you see who's calling before you answer the phone, even when you're on another call. These features require services provided by your local telephone company.

Contact your telephone service provider if:

- You have both Caller ID and Call Waiting, but as separate services (you may need combined service)
- You have only Caller ID service, or only Call Waiting service
- You don't subscribe to any Caller ID or Call Waiting services.

You can use this phone with regular Caller ID service, and you can use its other features without subscribing to either Caller ID or combined Caller ID with Call Waiting service. There may be fees for these services, and they may not be available in all areas.

Caller ID features will work only if both you and the caller are in areas offering Caller ID service, and if both telephone companies use compatible equipment.



See Caller ID Operation, beginning on page 23, for more details about how these features work.

Telephone operating range

This cordless telephone operates with the maximum power allowed by the Federal Communications Commission (FCC). Even so, this handset and base can communicate over only a certain distance — which can vary with the locations of the base and handset, the weather, and the construction of your home or office. For best performance, keep the base antenna fully upright.

If you receive a call while you are out of range, the handset might not ring — or if it does ring, the call might not connect when you press **PHONE**. Move closer to the base, then press **PHONE** to answer the call.

If you move out of range during a phone conversation, you might hear noise or interference. To improve reception, move closer to the base.

If you move out of range without pressing , your phone will be left “off the hook.” To hang up properly, walk back toward the telephone base, periodically pressing **** until the call is disconnected.

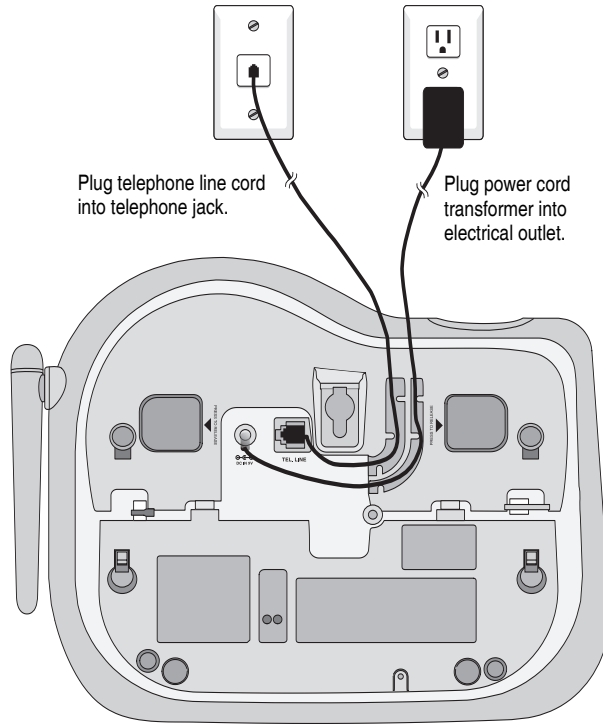
Getting Started

Telephone base installation

Install the speakerphone base as shown below. Choose a location away from electronic equipment, such as personal computers, television sets or microwave ovens. Avoid excessive heat, cold, dust or moisture.

NOTE: Use only the power cord supplied with this product. If you need a replacement, call 1-800-222-3111.

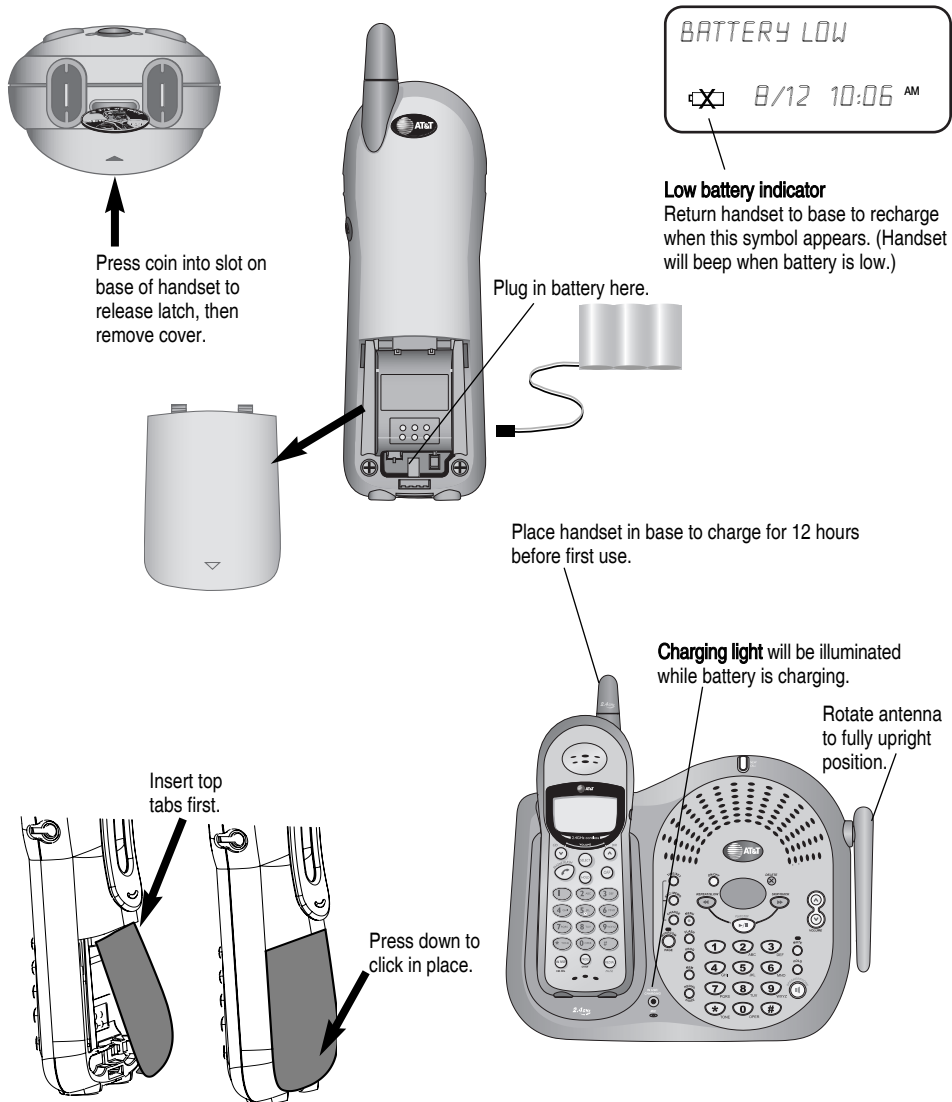
Be sure to use an electrical outlet not controlled by a wall switch.



Getting Started

Battery installation & charging

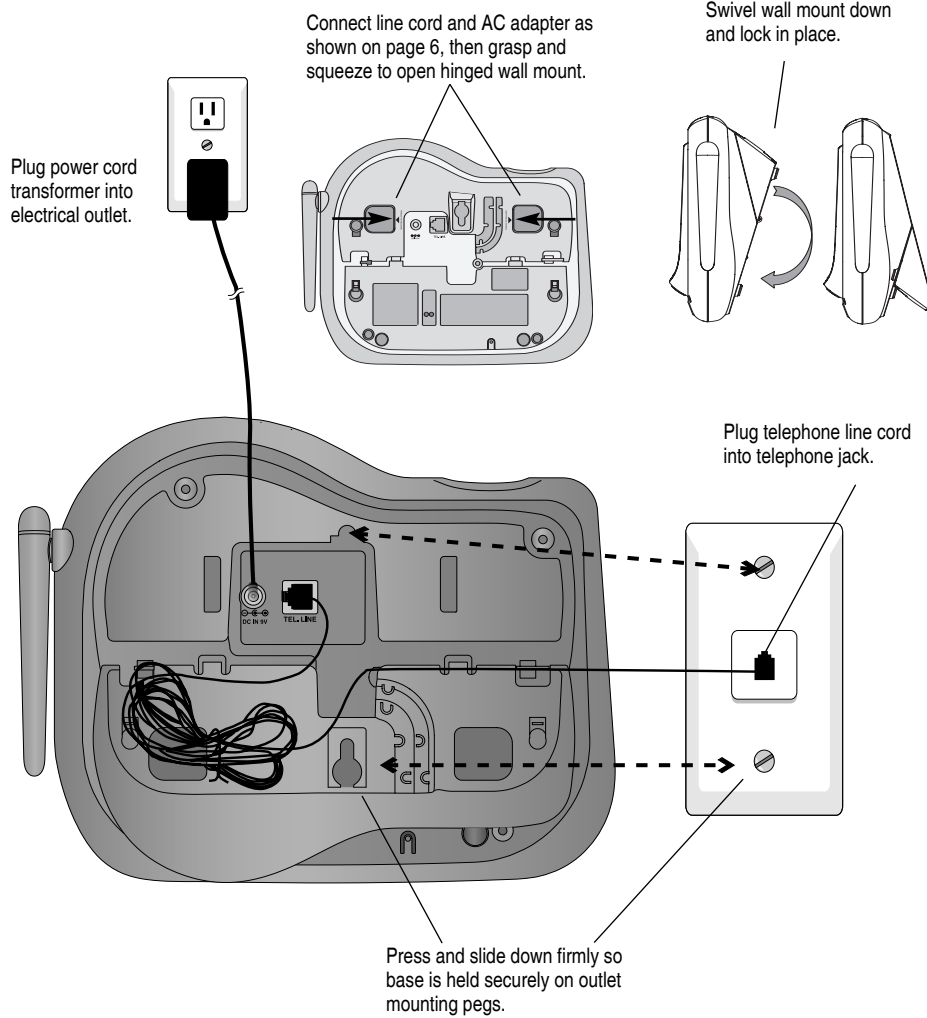
After installation, place the handset in the base and allow the battery to charge for 12 hours before use. You can keep the battery charged by returning the handset to the base after each use. When battery power is fully depleted, a full recharge takes about 8 hours.



Getting Started

Wall mounting

The speakerphone base can be installed on any standard wall-phone outlet as shown below. Choose a location away from electronic equipment, such as personal computers, television sets or microwave ovens. Avoid excessive heat, cold, dust or moisture.

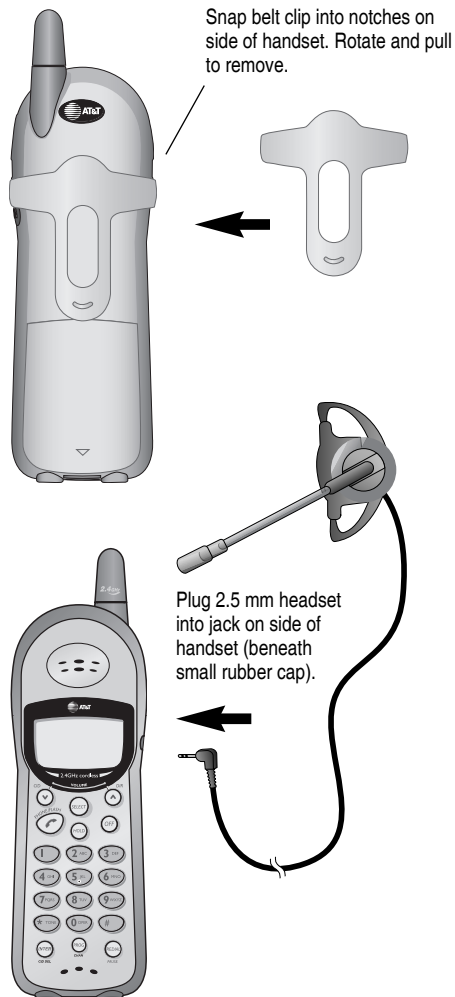


Getting Started

Belt clip & optional headset

Install belt clip as shown below if desired.

For hands-free telephone conversations, you can use any industry standard 2.5 mm headset (purchased separately). For best results use an AT&T 2.5 mm headset.





Press **PROG/CHAN** to begin programming

Press **▲** or **▼** to display features one by one

Press **SELECT** to modify a displayed feature

To stop at any time, press **OFF**

Telephone Operation

Customizing your telephone

Follow the steps below to program the telephone. To stop at any time, press **OFF**. If the phone rings, programming stops automatically so you may answer the call.

Choose ringer sound (see note on next page)

- 1 Press **PROG/CHAN** to begin programming.
- 2 Press **▲** until screen displays *RINGER & setting*.
- 3 Press **SELECT** to change current setting:

RINGER: 1

Default setting: 1

- 4 Press **▲** to display 1, 2, 3, 4, or OFF. You will hear a sample of each ringing type.
- 5 Press **SELECT** to select displayed ringing type and exit.

Set date and time

- 1 Press **PROG/CHAN** to begin programming.
- 2 Press **▲** until screen displays *DATE/TIME*.
- 3 Press **SELECT** to view or change date and time:

DATE/TIME

1/01 12:00 AM

Default setting:
1/01 12:00 AM

- 4 Press **▼** or **▲** to change month, then press **SELECT**.
- 5 Repeat Step 4 to set day, hour, minute, and AM/PM.
- 6 Press **SELECT** to save selection and exit.

i NOTE: You can choose to set the time manually, or you can allow it to be set automatically with incoming Caller ID information. The time will be set automatically only if you subscribe to Caller ID service provided by your local telephone company (see page 5).



Telephone Operation

Customizing your telephone

Choose dial mode

- 1 Press **PROG/CHAN** to begin programming.
- 2 Press **▲** until screen displays *DIAL MODE* & setting.
- 3 Press **SELECT** to change current setting:



Default setting: Tone

- 4 Press **▲** to display *TONE* or *PULSE*.
- 5 Press **SELECT** to select displayed dial mode and exit.

Choose language

- 1 Press **PROG/CHAN** to begin programming.
- 2 Press **▲** until screen displays *LANGUAGE* & setting.
- 3 Press **SELECT** to change current setting:



Default setting: ENG.

- 4 Press **▲** to display *ENG.*, *FRA.*, or *ESP.*
- 5 Press **SELECT** to select displayed language and exit.



i **NOTE:** Base ringer volume can be set by adjusting the switch on the side of the speakerphone base. This switch affects only base ringer volume; the handset ringer volume remains unchanged.

Telephone Operation

Making and answering calls

Handset calls

To answer an incoming call, press any key except **OFF**.
 To make a call, press **PHONE**, then dial a number. To hang up press **OFF** (to use the Auto Off feature simply place the handset on the cradle).

To preview numbers before dialing, enter numbers first, then press **PHONE** to dial. Press **CALL** at any time to make corrections as you are entering numbers.

Base Speakerphone calls

To answer an incoming call, press **SPEAKERPHONE**, (or **0-9, #, or ***). To make a call, press **SPEAKERPHONE**, then dial a number. Press **SPEAKERPHONE** again to hang up.

Speed dialing & directory dialing

Base: To use speed dialing, press **SPEAKERPHONE**, press **MEM**, then enter the one-digit speed-dial number (0-9) you want to call.

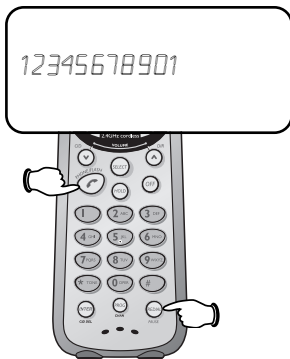
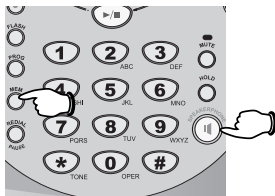
Handset: To use speed dialing, press and hold a dial pad button (1-9) to display the number and name stored in that speed-dial location, then press **PHONE** to dial.

To use directory dialing, please see pages 20-22 for details. (Handset only)

Last number redial

Press **REDIAL** on the handset to display the last number called (up to 32 digits). To dial the number displayed, press **PHONE**. To delete this number, press **REDIAL** again. This will clear the redial memory and leave it blank.

To use the base speakerphone, press **SPEAKERPHONE**, then press **REDIAL** on the base. The last number called (up to 32 digits) will be dialed immediately. To delete the number from the redial memory, press **REDIAL** twice.



Telephone Operation

Making and answering calls

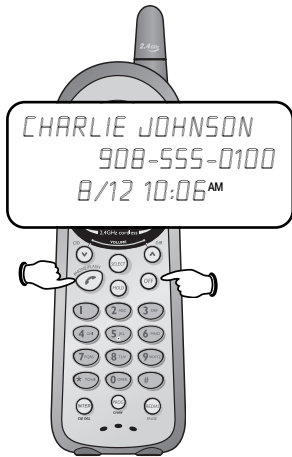
3-way conference calls

During a call, you can use both the handset and base speakerphone to allow three-way conversation.

Press **PHONE** at the handset to initiate a call. Someone else can press **● SPEAKERPHONE** at the base to join the conversation by using the speakerphone. Calls can be initiated either at the handset or at the base.

i NOTE: Pressing **● HOLD** at the handset or **HOLD** at the base will not place both handset and base calls on hold.





Telephone Operation

Options while on calls

Caller ID (Handset Only)

If you have Caller ID service, the caller's number will appear on the display screen after the first ring (see page 23 for additional Caller ID features and options).

Call waiting

If you have Call Waiting service, you will hear a beep if someone calls while you are already on a call. Press **PHONE** on the handset (or press **FLASH** at the base) to put your current call on hold and take the new call. You can press these buttons at any time to switch back and forth between calls.

Ring silencing (Handset Only)

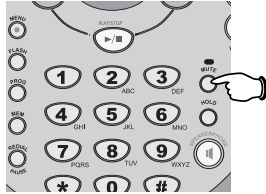
Press **OFF** while the phone is ringing to silence the ringer. You can answer the call, or let the caller leave a message.

Hold

During a call you can press **HOLD** at the handset (or **HOLD** at the base) to hold the call. Press **HOLD** or **PHONE** at the handset (or, **SPEAKERPHONE** or **HOLD** at the base) to resume the call.

Telephone Operation

Options while on calls

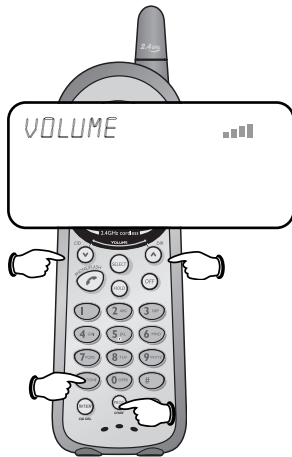


Mute (Base Only)

During a speakerphone call, press **MUTE** to silence the microphone. Your caller will not be able to hear you until you press **MUTE** again to resume speaking.

To adjust listening volume

During a call you can press **⏮** to decrease or **⏭** to increase the listening volume.



If sound is unclear (Handset Only)

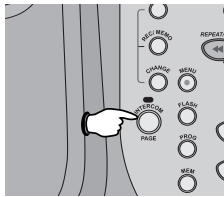
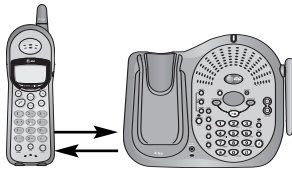
If noise or static disrupts a call, press **PROG/CHAN** to scan for a clearer radio channel between handset and base.

Temporary tone dialing

If you have dial pulse (rotary) service, you can switch to touch tone dialing during a call by pressing **PROG/CHAN**. This can be useful if you need to send tone signals for access to answering systems or long-distance services.

Telephone Operation

Handset locator & intercom



Handset locator

If the handset is misplaced, press **INTERCOM/PAGE** on the base. The handset will beep for 60 seconds to help you find it. When the handset is found, press **OFF** to stop the beeping (or press **INTERCOM/PAGE** on the base).

Intercom calls

The intercom feature allows conversation between the handset and base.

You can press **INTER/CID DEL** at the handset or **INTERCOM/PAGE** at the base to initiate an intercom call. If the call is initiated at the handset, the base will answer automatically after one ring. If the call is initiated at the base, you must press **INTER/CID DEL** at the handset to answer and begin talking.

When your intercom call is finished, press **OFF** at the handset (or **INTERCOM/PAGE** at the base) to end the call.

If the phone rings during an intercom call, press **PHONE** at the handset (or **SPEAKERPHONE** at the base) to terminate the intercom conversation and answer the incoming call.

Hold paging (for 3-way conference calls)

During a speakerphone conversation, press **HOLD** at the base to place your call on hold, then press **INTERCOM/PAGE** to page someone else at the handset.

The other person can then press **PHONE** and begin speaking to the caller. Press **SPEAKERPHONE** at the base to rejoin the call for three-way conversation.





Handset:
50 Directory numbers
9 Speed Dial Numbers

Speakerphone Base:
10 Speed Dial numbers



Directory Dialing

Directory dialing (handset)

The telephone directory in the handset can store up to 50 names and telephone numbers. Each entry can contain a number up to 24 digits, and a name up to 15 letters long. A convenient search feature can help you find and dial numbers quickly (see pages 20-22).

Speed dialing (handset)

You can add up to 9 names and numbers you dial frequently into the Speed Dial memory in the handset. These numbers can be dialed with two button presses (see next page).

Speed dialing(base)

You can add up to 10 numbers (up to 24 digits each), you dial frequently into the Speed Dial memory in the base. These numbers can be dialed with three button presses (see next page).

Error tones

Base: If you pause for too long while entering a Speed Dial number, an error tone may sound and you will have to begin again.

Handset: If all memory locations are in use, an error tone will sound when you press **PROG/CHAN** and **SELECT** to enter a number. This means the memory is full, and you will not be able to store a new entry until you delete an existing one.



Speakerphone Base

Directory Dialing

Speed dialing

Base: Numbers called most frequently can be stored in memory locations 0-9 and dialed with only three button presses. The base can store 10 Speed Dial numbers up to 24 digits long.

Handset: Numbers called most frequently can be stored in memory locations 1-9 and dialed with only two button presses. The handset can store 9 Speed Dial numbers (up to 24 digits) with names (up to 15 characters). Each entry is stored in a one-digit memory location(1-9).

To enter a Speed Dial number

Base:

- 1 Press ● **PROG** to begin programming.
- 2 Press ● **MEM** .
- 3 Press dial pad to choose memory location (0-9).
- 4 Enter a telephone number (up to 24 digits).
- 5 Press ● **PROG**. You'll hear a confirmation tone.

Handset:

- 1 Press ● **PROG/CHAN** to begin programming.
- 2 Press ▲ to display *SPEED DIAL*.
- 3 Press **SELECT**.
- 4 Press dial pad to choose memory location (1-9).
- 5 Enter a name (up to 15 characters), then press **SELECT**.
- 6 Enter a telephone number (up to 24 digits), then press **SELECT**.
- 7 Choose distinctive ringing (yes or no).
- 8 Press ● **PROG/CHAN** or **SELECT** to store the number. You will hear a confirmation tone.





Speakerphone Base



Directory Dialing

Speed dialing

To call, change or delete a Speed Dial number

Base: Press ● **SPEAKERPHONE**, then ● **MEM**, followed by the memory location number (0-9). The number is dialed automatically. Follow steps 1-5 on the previous page to change an existing number. To delete a number, press ● **PROG**, then press ● **MEM**, choose memory location on dial pad, press ● **PROG** to delete the number.

Handset: Press and hold a dial pad button (1-9) to display the number and name stored in that speed-dial location, then press **PHONE** to dial the number, or press **SELECT** to change or delete the number (see page 22).

1 **PROG/CHAN**



2 **SELECT**



3



4 **SELECT**



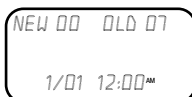
5



6 **SELECT**



7 **SELECT**

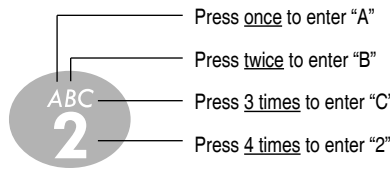


Directory Dialing

Entering names into directory

To enter a name

Press dial pad buttons once for the first letter, twice for the second, three times for the third, as shown in the example below. To enter a number, continue pressing the button until the number appears.



The cursor moves to the right when you press another dial pad button or the button. Press twice to enter a space. When the name is complete, press **SELECT**.

Options while entering names:

- Press to erase letters if you make a mistake.
- Press repeatedly to enter an ampersand (&), apostrophe ('), comma (,) hyphen (-), period (.), or pound sign (#).

To enter a number

Use the dial pad to enter up to 24 digits. When the number is complete, press **SELECT**.

Options while entering numbers:

- Press to erase numbers if you make a mistake.
- Press to enter a 4-second dialing pause.

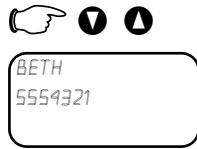
To assign a distinctive ring

Press to select **Y** (yes) or **N** (no). If you choose Yes (and if you have Caller ID service), a different handset ringing style will alert you when this person calls.

Press **SELECT** to choose the option displayed (**Y** or **N**) and store this entry in the directory.



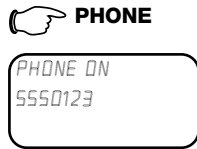
To display first listing



To scroll name by name



To search alphabetically



To dial this number

Directory Dialing

Directory name search

Follow the steps at left to browse through the telephone directory, or search to find a specific entry. You can press **OFF** at any time to exit the directory.

To browse through the directory

To browse, press or to scroll through all listings one by one.

NOTE: "D" will appear in the display if the entry has been assigned distinctive ring (See page 20).

To search alphabetically

To shorten your search, use the telephone dial pad to enter the first letter of a name, then press to scroll forward until you find the name you want.

Press dial pad buttons once for the first letter, twice for the second, three times for the third, as shown below.

.....Find names beginning with "A"

.....Find names beginning with "B"

.....Find names beginning with "C"

.....Find names beginning with "D"

.....Find names beginning with "E"

.....Find names beginning with "F"

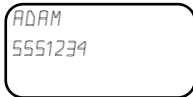
To call a displayed number

When you find the listing you want, press **PHONE** to dial. Or press **SELECT** to display other options (see next page).

1  **DIR**



2  





3  **SELECT**



Press **SELECT** to choose blinking option

Directory Dialing


To move, edit or delete a listing

When any listing is displayed, press **SELECT** to see options. Press  or  to highlight the option you want (blinking text), then press **SELECT** again to select it.


To move a listing

When *SPEED* is blinking, press **SELECT**, then dial a memory location (1-9) to transfer this entry to your Speed Dial directory.


To edit a listing

Press  until *EDIT* is blinking, then press **SELECT**. You can change the name, number or distinct ring setting by following the steps described on page 17.

To delete a listing

Press  until *ERASE* is blinking, then press **SELECT** to display a confirmation screen (*ERASE NO YES*).

To delete the listing, press  to highlight **YES**, then press **SELECT**.

To abort the procedure and leave the listing intact, press  to highlight **NO**, then press **SELECT**.

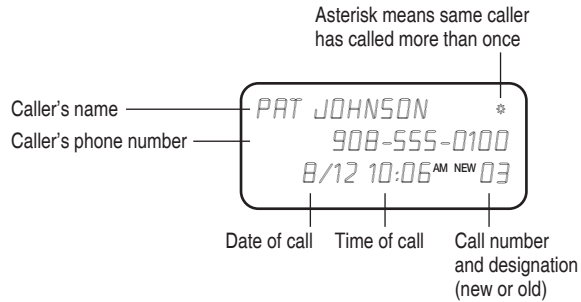


Caller ID Operation

Caller ID Operation

How Caller ID works

If you subscribe to Caller ID service provided by your local phone company, information about each caller will be displayed after the first ring.



Information about the last 90 incoming calls is stored in your call log. You can review the call log to find out who has called, return the call without dialing, or transfer the caller's name and number into your phone directory.

Each incoming call is numbered. The most recent call is assigned the highest number. When the call log is full, the oldest call information is deleted to make room for new incoming call information.

If you answer a call before the information appears on the screen, it will not be saved in your call log.

Display screen messages

<i>PRIVATE NAME</i>	Name of caller is not revealed at caller's request.
<i>PRIVATE CALLER</i>	Name and telephone number of caller are not revealed at caller's request.
<i>UNKNOWN NAME</i>	Your phone company is unable to determine caller's name.
<i>UNKNOWN CALLER</i>	Your phone company is unable to determine caller's name and telephone number.

1  **CID**

PAT JOHNSON
908-555-0100
8/12 10:06 AM NEW 03

2  

CHRIS WILLIAMS
908-555-1234
8/12 9:53 AM NEW 02

3  

MARK CLAYTON
908-555-5678
8/12 9:12 AM NEW 01

4  **PHONE**

PHONE ON
9085555678



To dial this number

Caller ID Operation

To review your call log

When the phone is not in use, press **CID** to display information about the most recent caller.

To review your call log

Press  to scroll backward (display older calls) or  to scroll forward (display newer calls). The highest call number is the most recent call received.

To return a call

Press **PHONE** to call the person currently displayed (see page 25 for important dialing options).

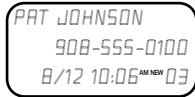
Other options

Press **SELECT** at any Caller ID screen to see options (Dial or Program; see pages 25-27).

New and Old calls

Each screen of information is designated New until you have read it by reviewing the Call Log. Each screen you display is then designated Old.

1  **CID**

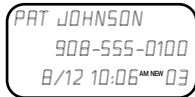


2  **PHONE**

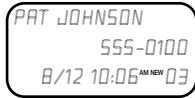


Or

1  **CID**



2  **#** (Twice)



3  **PHONE**



Caller ID Operation

To dial a call log entry

When any Caller ID screen is displayed, press **PHONE** to dial the number exactly as it appears on the screen.

Dialing options

Caller ID numbers may appear with an area code that may not be required for local calls.

If the number displayed is not in the correct format, you can change how it is dialed. Press **#** repeatedly to see dialing options. With each button press a new option will be displayed. Press **PHONE** to dial when the number appears in the proper format for your area.

Example:

CIDNumber displayed as **908-555-0100**

(Twice).....Number changes to **555-0100** (drops "1" + area code)

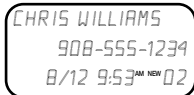
PHONEDials **555-0100**

Caller ID Operation

1  **CID**



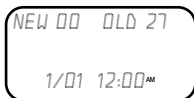
2  



3   **INTER/CID DEL**



Or



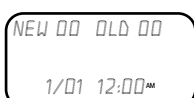
1   **INTER/CID DEL**



2  






3  **SELECT**




Call log cleared

To delete call log entries

To delete a single call log entry

Press **CID**, to display the first Caller ID listing. Use the   keys to find the entry you want to delete, then press  **INTER/CID DEL**. When the entry is deleted, the next oldest record is displayed.

To delete all call log entries

To clear your call log completely, press and hold  **INTER/CID DEL** while the phone is idle (not in use). This will display a confirmation screen asking if you want to erase all entries in the Caller ID log. If you select **YES**, the call log will be cleared and the screen will return to normal standby display, showing no old or new calls.

Caller ID Operation

To add entries to phone directory

When any Caller ID screen is displayed, follow the steps at left to enter it into your phone directory.

Both the caller's name and telephone number will be entered as they appear in the call log. At steps 3-4, you can make any changes to the name or number by using the **V** button to erase characters, or using the dial pad to enter new ones (see page 20 for instructions).

When the number is stored, the screen returns to the call log display. The entry copied to your phone directory remains in the call log until deleted.

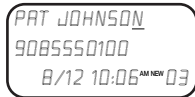
1  **CID**



2  **SELECT**

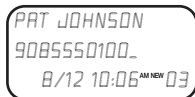


3  **SELECT**



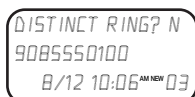
Edit name as desired

4  **SELECT**

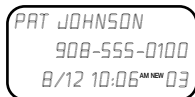


Edit number as desired

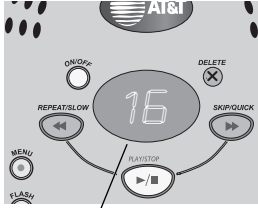
5  **SELECT**



6  **SELECT**



Entry added to phone directory



Call counter

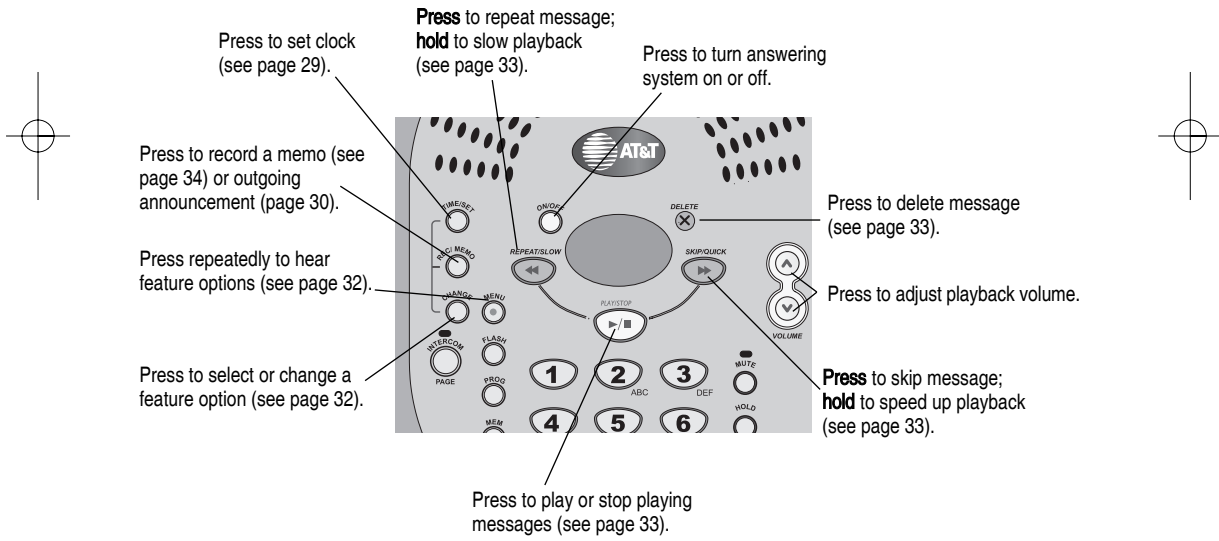
Number of messages (or, during playback, message number currently playing).

Answering System Operation

Answering System Operation

Message capacity

The answering system can record up to 99 messages, depending on how long each message is. Individual messages can be up to 4 minutes long, but total maximum recording time for all mailboxes is 15 minutes. Messages will remain available for replay until you delete them.



Answering System Operation

Day and time announcements

To set day and time

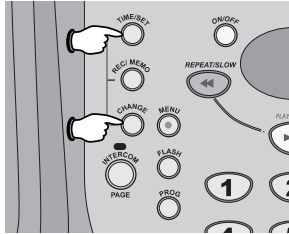
Before playing each message, the answering system announces the day and time the message was received.

Before using the answering system, you should follow the steps at left to set the day and time, so messages are dated correctly.

The system uses voice prompts to guide you. Each time you press **CHANGE**, the day, hour, minute or year advances by one. When you hear the correct setting, press **TIME/SET** to move to the next setting.

To check day and time

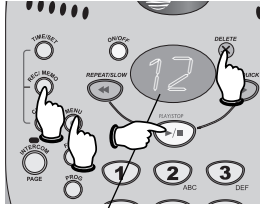
You can press **TIME/SET** at any time to hear the current day and time without changing it.



- 1** **TIME/SET**
 "Monday, 12:00 am, 2003"
 "To change clock, press Time Set"
- 2** **TIME/SET**
 "Monday"
- 3** **CHANGE** (Twice)
 "Tuesday"
 Press until correct day is spoken
- 4** **TIME/SET**
 "12 am"
- 5** **CHANGE** (Twice)
 "1 am"
 Press until correct hour is spoken
- 6** **TIME/SET**
 "00"
- 7** **CHANGE** (Twice)
 "01"
 Press until correct minute is spoken
- 8** **TIME/SET**
 "2003"
- 9** **CHANGE** (Twice)
 "2004"
 Press until correct year is spoken
- 10** **TIME/SET**
 "Tuesday, 1:01 am, 2004"

i NOTE: Press **CHANGE** to advance the minute or year by one digit at a time. Press and hold to advance by 10 digits at a time.

i NOTE: You can choose to set the time manually, or you can allow it to be set automatically with incoming Caller ID information. The time will be set automatically only if you subscribe to Caller ID service provided by your local telephone company (see page 5).



Elapsed recording time (seconds)

1 **MENU**
 "Change announcement"

2 **PLAY/STOP**
 (Plays announcement previously recorded)

Or

2 **REC**
 "Now recording..."

3 Speak into microphone



Microphone

Announcement example:

"Hello, you've reached the Jones family. Please leave a message after the beep"

4 **PLAY/STOP**
 (Announcement is played back)

Answering System Operation

Outgoing announcements

Outgoing announcements are the messages callers hear when calls are answered by the answering system.

The phone is pre-programmed with an announcement that answers calls with **"Hello. Please leave a message after the tone."** You can use this announcement, or replace it with a recording of your own voice.

To record your outgoing announcement

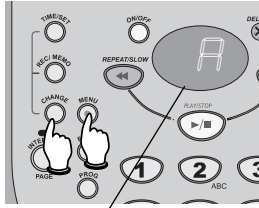
Press **MENU** repeatedly until you hear "Change announcement." Then press **REC** and begin speaking after you hear "Now recording." Speak facing the telephone base from about 9 inches away. Press **PLAY/STOP** to stop the recording.

Elapsed time (in seconds) will be shown in the message window as you record. You can record an announcement up to 90 seconds long. Announcements less than 3 seconds long will not be recorded.

To delete your outgoing announcement

Press **MENU** repeatedly until you hear "Change announcement," then press **PLAY/STOP** button to begin playback. Press **DELETE** during playback to delete your announcement.

When your announcement is deleted, calls will be answered with the pre-programmed announcement described above.



"A" is displayed with Announce Only is activated

- 1 **MENU**
 "Change Announce Only"
- 2 **CHANGE**
 "Off"
- 3 **CHANGE**
 "On"
- 4 **PLAY/STOP**
 Beep
 (Option selected)

Answering System Operation

Announce Only mode

In Announce Only mode, callers hear an announcement but cannot leave messages. This option is useful, for example, to notify callers that you will be away for an extended period and request that they call back after a certain date.

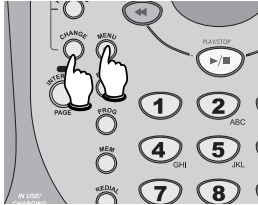
To turn Announce Only on or off

Press **MENU** repeatedly until you hear "Change Announce Only." Then press **CHANGE** until you hear the option you want (On or Off). Press **PLAY/STOP** button to store your selection and exit, or press **MENU** again to modify other features (see page 32).

To record your outgoing announcement

When Announce Only is turned on, calls are answered with a pre-recorded announcement that says **"We're sorry, messages to this number cannot be accepted."** You can use this announcement, or replace it with a recording of your own voice.

After turning on the Announce Only feature, follow the steps on page 30 to record your announcement. Callers will hear this announcement only when the Announce Only feature is turned on. Otherwise they will hear the standard announcement asking them to leave a message.



Answering System Operation

Changing feature options

Menu features can be changed to customize how the answering system operates. Press **MENU** repeatedly to hear each feature. Press **CHANGE** when you hear the feature you want to modify.

1 **MENU**
Press until desired feature is heard(see list at right)

2 **CHANGE**
Press until desired selection is heard

3 **MENU**
Press to set selection and **move** to next menu option

Or

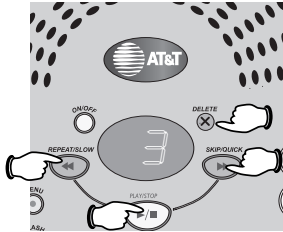
PLAY/STOP
Press to store selection and **exit** menu

Feature options (Default settings underlined>

System announces:	Feature description:
"Change Announcement" Options: [record announcement]	Record your outgoing announcement (see page 30).
"Change remote access code" Options: [enter 2-digit code] <u>19</u>	Enter a 2-digit number (10-99) for remote access from another phone (see page 36).
"Change message alert" Options: On / <u>Off</u>	When on, the telephone beeps every 10 seconds when you have new messages.
"Change announce only" Options: On / <u>Off</u>	When on, callers hear an announcement but cannot leave messages (see page 31).
"Change call screening" Options: <u>On</u> / Off	When on, you can hear callers leave messages, or press PHONE on the handset or SPEAKERPHONE on the base to answer the call
"Change number of rings" Options: 2 / <u>4</u> / 6 /Toll Saver	Choose number of rings before the system answers a call. When Toll Saver is active, the system answers after 2 rings if you have new messages, and after 4 rings if you have no new messages.

i NOTE: Press **CHANGE** to advance the remote access code number by one digit at a time. Press and hold to advance by 10 digits at a time.

i NOTE: If you turn your answering system off or if you experience a loss of power, the message alert feature will be turned off. To turn the message alert feature back on follow the above instructions.



Number of messages (or, during playback, message number currently playing)

1 **PLAY/STOP**

"You have [xx] new messages and [xx] old messages"

Message playback begins. See options at right.

2 **PLAY/STOP**

Message playback ends.

i **NOTE:** If "F" is flashing in the message window, memory is full. You will have to delete some messages before new ones can be received.

i **NOTE:** New (unheard) messages cannot be deleted.

Answering System Operation

Message playback

Press the **PLAY/STOP** button to hear incoming messages you've received. The system announces the number of messages, then begins playback.

If you have new messages, you will hear only the new messages (oldest first). If there are no new messages, the system will play back all messages (oldest first).

Announcements

- When playback begins, you will hear the number of messages.
- Before each message, you will hear the day and time it was received.
- After the last message, you will hear "End of messages." If the system has less than 5 minutes of recording time left, you will hear time remaining.

Options during playback

- Press to adjust speaker volume.
- Press to skip to next message (or hold down to speed up message playback).
- Press to repeat message currently playing. Press twice to hear previous message. (Hold down to slow message playback).
- Press **DELETE** to delete message being played back.
- Press **PLAY/STOP** to stop playback.

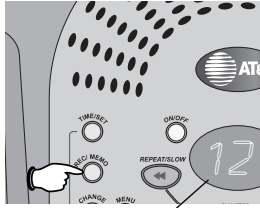
To delete all messages

To delete all messages, press and hold the **DELETE** button while the phone is idle (not during a call, or during message playback). This will delete all old messages. New messages (ones you have not yet played back) will not be deleted.

Answering System Operation

Recording and playing memos

Memos are messages you record yourself. They are saved, played back and deleted exactly like incoming messages from callers. You can record a memo as a reminder to yourself, or leave a message for someone else if others in your household use the answering system.

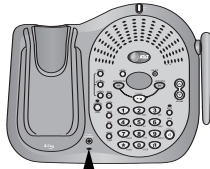


Elapsed recording time (seconds)

1 **MEMO**

"Now recording..."

2 Speak into microphone



Microphone

3 **PLAY/STOP**

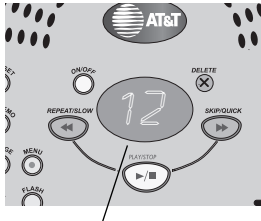
Beep
(Memo has been recorded)

To record a memo

Follow the steps at left to record a memo. Elapsed time (in seconds) will be shown in the message window as you record. You can record a memo up to 4 minutes long. Memos less than 1 second long will not be recorded.

To play back a memo

Press the **PLAY/STOP** button to hear messages and memos (see page 33 for other options).



Message window

Answering System Operation

Message window displays

The message window usually displays the total number of memos and incoming messages. See list below for explanation of other displays in this window.

Message window displays

□	No messages.
1-99	Total number of messages & memos, or message number currently playing (see page 33). Number flashes if you have new messages.
10-99	Current Remote Access Code while setting (see page 32).
1-99 (counting)	Elapsed time while recording a memo (see page 34) or announcement (page 30).
99 (flashing)	Memo recording exceeded maximum time of 99 seconds.
F (flashing)	Memory is full. Messages must be deleted before new messages can be received.
CL (flashing)	Clock needs to be set (see page 29).
A	Announce Only mode is on (see page 31).
--	System is answering a call, or being accessed remotely.
-- (flashing)	System is being programmed or initialized.
□n (or) □F	Displayed for 1 second when any feature option setting is turned on or off.



Dial your telephone number from any touch-tone phone



When system answers, enter 2-digit Remote Access Code ("19" unless you have changed it)



Enter remote commands (see list at right)



Hang up to end call and save all undeleted messages

i NOTE: If you pause for more than 10 seconds during remote access, you will hear a help menu listing all features & commands. If you issue no command for another 20 seconds, the call will end automatically.

Answering System Operation

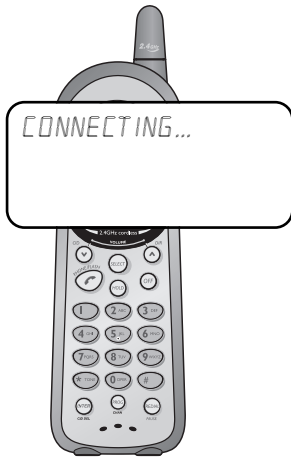
Remote access

A two-digit security code is required to access your answering system from any touch-tone phone. This code is "19" by default; see page 32 to change it.

- | | |
|---|--|
| Play messages
 | Press to hear new messages (if none are new, all messages play back). |
| Repeat or go back
 | Press to repeat current message. Press twice (# 4 # 4) to hear previous message. |
| Skip to next message
 | Press to skip current message and advance to next message. |
| Stop
 | Press to stop any operation (stop playback, stop recording). |
| Delete message
 | Press during playback to delete current message. |
| Review announcement
 | Press to review current outgoing announcement. |
| Record announcement
to begin recording
to stop recording | Press * 7 , wait for beep, then begin speaking. Press # 5 to stop recording and hear playback of new announcement. |
| Record memo
to begin recording
to stop recording | Press * 8 , wait for beep, then begin speaking. Press # 5 to stop recording. |
| Turn system off
 | Press to turn off answering system. Incoming calls will no longer be answered. |
| Turn system on
 | If off, system will answer after 10 rings. Enter your access code, then press # 0 to turn on. |
| Help Menu
 | Press to hear list of features & commands. |
| Exit
 | Press to end remote access call (or hang up). |

Appendix

Display screen messages, lights and tones



Screen display messages






<i>CONNECTING...</i>	The handset is waiting for a dial tone.
** <i>RINGING</i> **	There is a call coming in.
** <i>PAGING</i> **	The handset locator has been activated (handset beeps to help you locate it).
<i>NEEDS RECHARGING</i>	Handset battery is depleted. Place handset in base to charge the battery.
<i>BATTERY LOW</i>	Handset battery is low. Place handset in base to charge the battery.
<i>PHONE ON</i>	The handset is in use.
<i>RINGER OFF</i>	The handset ringer is turned off.
<i>HOLD</i>	Current call is on hold.
<i>SCANNING...</i>	Handset is scanning for a clear channel to improve sound quality.
<i>NO CONNECT</i>	Telephone is not connected. Check the power jack.
<i>INTERCOM</i>	The base and the handset enter intercom mode.

Appendix

Display screen messages, lights and tones



Alert tones

 "Beep-Beep...Beep-Beep..." (Double beep every 5 seconds)	Handset battery is low. Place handset in base to charge the battery.
 "Beep-Beep-Beep-Beep-Beep" (5 quick beeps)	Error tone (current operation has been unsuccessful; try again). Or handset has not registered with base. Place handset in base to re-register.
 "Beep-Beep" (1 double beep)	Volume is at the highest or lowest setting.
 "Beep" (Single beep)	Handset has registered with base.
 "Beeeeeeeep" (1 long beep)	Confirm tone (current operation has been successfully completed).

Indicator lights

ON/OFF
On when answering system is turned on.

PLAY/STOP
Flashing: There are new messages in your mailbox.
Steady: There are no new messages in your mailbox.

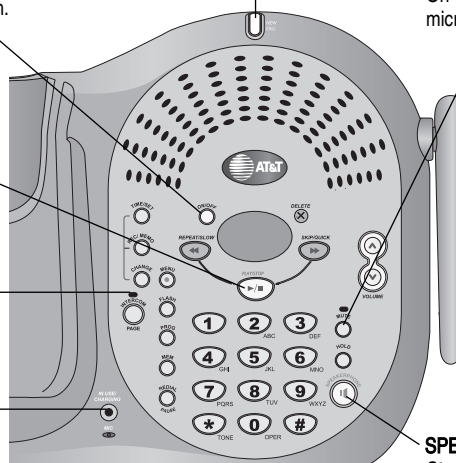
INTERCOM
Flashing: Base is paging handset.
Steady: Intercom is in use.

IN USE/CHARGING
Steady: Handset battery is charging.
Flashing: Phone is in use, or call is on hold.

NEW CALL

If you have Caller ID service: Flashes when new calls have been received; off when all new Caller ID records have been reviewed (see page 23).

MUTE
On when base microphone is muted.



SPEAKERPHONE
Steady: Base speakerphone is in use.
Flashing: Call is on hold.

Appendix

In case of difficulty

If you have difficulty with your phone, please try the suggestions below. For Customer Service, visit our web site at www.telephones.att.com, or call 1-800-222-3111.

Telephone does not work at all

- Make sure the battery pack is installed and charged correctly (see page 7).
- Make sure the AC adapter is plugged into an outlet not controlled by a wall switch.
- Make sure the telephone line cord is plugged firmly into the base unit and the modular jack.
- Make sure the base antenna is fully upright.
- If you have dial pulse telephone service, make sure the dial mode is set to dial pulse (see page 11).
- If these suggestions do not work, unplug the base, remove and re-insert the battery, then place the handset in the base to re-initialize.

Phone does not ring

- Make sure the ringer is on (see page 10 or 11).
- Make sure the telephone line cord and AC adapter are plugged in properly (see page 6).
- Make sure the base antenna is fully upright.
- Move the handset closer to the base.
- You might have too many extension phones on your telephone line to allow all of them to ring. Try unplugging some of them.

If you hear noise or interference during a call

- Make sure the base antenna is fully upright.
- You may be out of range. Move closer to the base.
- Press **PROG/CHAN** to select another channel. If noise is exceptionally loud, move closer to the base before changing channels.
- Appliances plugged into the same circuit as the base can cause interference. Try moving the appliance or base to another outlet.
- The layout of your home or office might be limiting the operating range. Try moving the base to another location, preferably on an upper floor.
- If the buttons don't work, try placing the handset in the base for at least 15 seconds.
- Disconnect the base from the modular jack and plug in a corded telephone. If calls are still not clear, the problem is probably in your wiring or local service. Call your local telephone service company.

Appendix

In case of difficulty


If you lose a call after changing channels

- You were probably almost out of range. Move closer to the base before changing channels. Before placing another call, set the handset in the base for at least 15 seconds.

Incomplete messages

- If a caller leaves a very long message, part of it may be lost when the system disconnects the call after 4 minutes.
- If the caller pauses for more than 7 seconds, the system stops recording and disconnects the call.
- If the system's memory becomes full during a message, the system stops recording and disconnects the call.

Difficulty hearing messages

- Press  to increase speaker volume.

System does not answer after correct number of rings

- Make sure that the answering system is on.
- If Toll Saver is activated, the number of rings changes to two when you have new messages (see page 32).
- In some cases, the system may be affected by the ringing system used by the local telephone company.
- If the memory is full or the system is off, the system will answer after 10 rings.

"CL" appears in message window

- You need to reset the answering system clock (see page 29).

System does not respond to remote commands

- Make sure to enter your Remote Access Code correctly (see page 36).
- Make sure you are calling from a touch-tone phone. When you dial a number, you should hear tones. If you hear clicks, the phone is not a touch-tone telephone and cannot activate the answering system.
- The answering system may not detect the Remote Access Code while your announcement is playing. Try waiting until the announcement is over before entering the code.
- There may be noise or interference on the phone line you are using. Press dial-pad buttons firmly.

Announcement message is not clear

- When you record your announcement, make sure you speak in a normal tone of voice, about 9 inches from the base.
- Make sure there is no "background" noise (TV, music, etc.) while you are recording.

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*Appendix***Technical specifications**

RF Frequency Band (Handset to Base)	912.75MHz — 917.10MHz
RF Frequency Band (Base to Handset)	2410.2MHz — 2418.9MHz
Channels	30
Modulation	FM
Operating Temperature	32°F — 122°F 0°C — 50°C
Base Unit Voltage (AC Voltage, 60Hz)	108 — 132 Vrms
Base Unit Voltage (AC Adapter Output)	9 Vdc @600 mA
Handset Voltage	3.1 — 4.2 Vdc @400 mAh

Appendix

Remote access wallet card

Use the wallet card below to help you remember commands to control your answering system from any touch tone telephone.

Cut along dotted line



Call your phone number, then enter your 2-digit access code (preset to 19).

Action

Remote Command

Voice help menu	# 1
Play messages	# 2
Repeat message	# 4
Skip message	# 6
Stop	# 5
Save messages	Hang up
Delete message	# 9 while message plays

Fold card here

Review announcement	# 7
Record announcement	* 7 speak after beep
	# 5 to stop
Record memo	* 8 speak after prompt
	# 5 to stop
End remote access call	* 0 (or hang up)
Turn system off	# 0 (enter again to turn on)
Turn system on	If off, system answers after 10 rings. Enter access code at prompt, then press # 0 to turn system on.

2.4 GHz Cordless Speakerphone/Answering System 1477/1177

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