Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
• Reorient or relocate the receiving antenna.
• Increase the separation between the equipment and receiver.
• Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
• Consult the dealer or an experienced radio/TV technician for help.

SURGE PROTECTORS:
It is recommended to use a surge protector for AC and telephone connection. Lightening and power surges ARE NOT covered under warranty for this product.

IMPORTANT:
PLEASE KEEP ALL PACKAGING MATERIAL FOR AT LEAST 90 DAYS IN CASE YOU NEED TO RETURN THIS PRODUCT TO YOUR PLACE OF PURCHASE OR MEMOREX.

IMPORTANT SAFETY INSTRUCTIONS

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

1. Read and understand all instructions.
2. Follow all warnings and instructions marked on this product.
3. Do not use this product near water- for example, near a bath tub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.
4. Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious injury and serious damage to the product.
5. Slots and openings in the cabinet and in the back or bottom are provided for ventilation and to ensure reliable operation of the product and to protect it from overheating. These openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat source. This product should not be placed in a built-in installation unless proper ventilation is provided.
6. Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill or spray any type of liquid on the product.
7. To reduce the risk of electric shock, do not disassemble this product, but take it to a qualified service personnel under the following conditions:
    A. If liquid has been spilled into the product.
    B. If the product has been exposed to rain or water.
    C. If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions, as an adjustment of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to its normal operation.
    D. If the product has been dropped or the cabinet has been damaged.
    E. If the product exhibits a distinct change in performance.
8. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
9. Do not use the telephone to report a gas leak in the vicinity of the leak.
10. Do not allow anything to rest on the telephone cord. Do not locate this product where the cord will be abused by persons walking on it.
11. Never install telephone wire during a lightning storm.
12. Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.
13. Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.
14. Use caution when installing or modifying telephone lines.

SAVE THESE INSTRUCTIONS

IMPORTANT SAFETY INSTRUCTIONS

1. If your local telephone exchange only accepts Pulse dialing, you may have to switch the Tone/Pulse switch to Tone to access certain services that require Tone signalling (such as home banking). After the initial line is connected to the number you are calling, switch the Tone/Pulse switch to Tone to access Tone signalling. When you have completed your call, please switch the Tone/Pulse switch back to Pulse.

2. Hearing aid compatibility - Your telephone is compatible for use with hearing aids.

FCC and Phone Company Information

Your telephone company is required by the Federal Communications Commission to allow you to connect FCC registered telephones to their lines. The FCC requires you to provide information, if requested by the local telephone company, about the connection of an FCC registered telephone to their lines. They may ask you for the FCC registration number and the ringer equivalence number (REN); both are at the bottom of the base. They may also ask for the Universal Service Order Code (USOC), which is the RJ-11C.

The REN is used to determine the quantity of devices which may be connected to the telephone line. Excessive REN's on the telephone line may result in the devices not ringing in response to an incoming call. In most, but not all areas, the sum of the REN's should not exceed five (5.0). To be certain of the number of devices that may be connected to the line, as determined by the total REN's, contact the telephone company to determine the maximum REN for the calling area.

Should your equipment cause trouble on your line which may harm the telephone network, the telephone company shall, where practical, notify you that temporary discontinuance of service may be required. Where prior notice is not practicable and the circumstances warrant such action, the telephone company may temporarily discontinue service immediately. In case of such temporary discontinuance, the telephone company must: (1) promptly notify you of such temporary discontinuance; (2) afford you the opportunity to correct the situation; (3) inform you of your right to bring a complaint to the Commission pursuant to procedures set forth in of Part 68 of FCC Rules and Regulations.
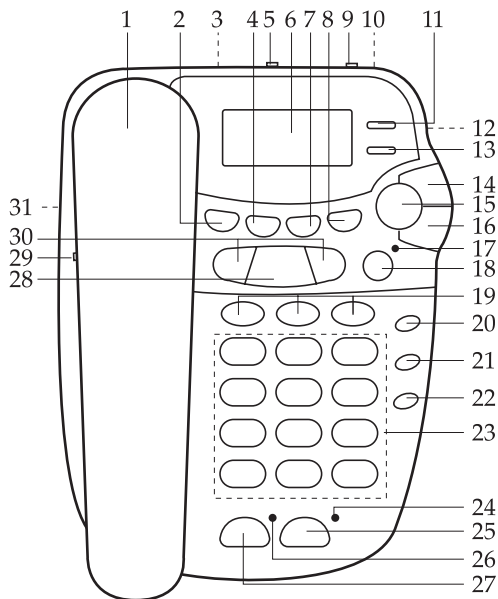
The telephone company may make changes in its communication facilities, equipment operations or procedures where such action is required in the operation of its business and not consistent with FCC Rules and Regulations. If these changes are expected to affect the use of performance of your telephone equipment, the telephone company must give you adequate notice in writing, to allow you to maintain uninterrupted service.

This equipment cannot be used on telephone company provided coin service. Connection to Party Line Service is subject to state tariffs.

Any changes or modifications not expressly approved by (state party responsible for compliance) can void the user's authority to operate the equipment.
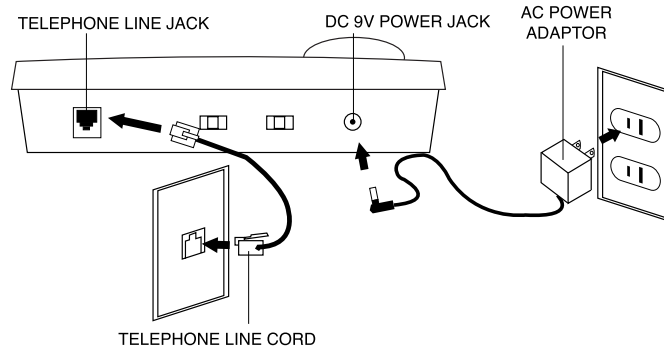
LOCATION OF CONTROLS

1. Handset
2. TIME Button
3. DC Jack (rear of unit) ⊕⊝⊖
4. MEMO Button
5. RINGER (HI/LO/OFF) Switch (rear of unit)
6. Display
7. OGM (Outgoing Message) Button
8. DELETE Button
9. TONE/PULSE Switch (rear of unit)
10. Telephone Line Jack (rear of unit)
11. FLASH Button
12. Battery Compartment (bottom of unit)
13. ERASE Button
14. SEARCH UP Button
15. DIAL Button
16. SEARCH DOWN Button
17. ANSWER/NEW MESSAGE Indicator
18. ANSWER ON/OFF Button
19. MEMORY Buttons (M1,M2,M3)
20. REDIAL/PAUSE Button
21. SPEED DIAL Button
22. PROGRAM Button
23. Key Buttons (0–9,#,*)
24. HOLD Indicator
25. HOLD Button
26. SPEAKERPHONE Indicator
27. SPEAKERPHONE Button
28. PLAY/STOP Button
29. Handset HI/LO Switch
30. SKIP/DOWN and UP Button
31. SPEAKER VOLUME Control

4

INSTALLATION

This section has been designed to provide a reference guide to help set up the unit.

1. Unpack and make sure all the items have been included:
    Base Unit, Power Adaptor and Telephone Line Cord(s).
2. Connect one end of the provided telephone line cord into the LINE jack on the rear of the unit and the other end into a modular telephone jack.
    If using a telephone splitter to connect the unit **AND** an additional phone, plug the telephone splitter into the modular phone jack and connect the provided telephone line cord into one jack of the telephone splitter and the additional telephone's line cord into the other jack.
3. Insert the small plug on the end of the AC adaptor into the DC power jack located on the rear of your unit. Use only the Center Negative AC adaptor provided with your unit: INPUT: 120VAC, 60Hz   OUTPUT: 8.4V DC
4. Plug the AC adaptor into a standard 120V AC wall outlet. Once plugged in, the display will count up from 0 to 6. After a beep, the unit will say, "ANNOUNCEMENT ON". The battery indicator will light if the battery is dead, weak, or not installed. Page 7 describes how to install the batteries.
5. This unit uses digital technology, so a microcassette is not used. Follow the instructions on the following pages to operate your unit.
6. During AC power failure, four (4) AA batteries provides battery backup so the unit can maintain the memory information. However, the unit cannot answer incoming calls without AC power.

INSTALLATION

This unit can be used on a desk, or other level surface or mounted on the wall away from excessive heat or direct sunlight.

TO TELEPHONE BASE

Desk or Table Use

1. Set the RINGER switch to LO or HI to have the ringer sound when receiving a phone call.
2. Set the TONE/PULSE switch to TONE or PULSE to match the service provided on your telephone line. If you are not sure of your service, please contact your telephone company.
3. Connect the coiled cord to the handset and base. Connect the straight cord to the base and telephone jack as shown in Figure 1.

TELEPHONE LINE CORD
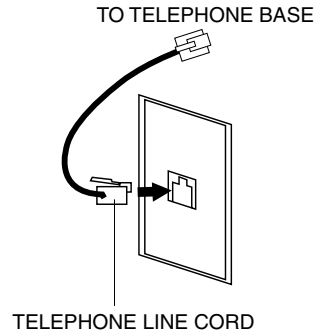
Figure 1

Wall Mounting

1. Attach the supplied Wall Mount adapter to the rear of the telephone.
2. Drill two holes with a vertical distance between the two marked positions of 83mm as shown in Figure 2.
3. Drive a screw into each of the holes. Tighten them to the end of the screw lines, only leaving the smooth part of the screw head outside the wall.
4. Plug the telephone line cord into the modular wall jack.
5. Reverse the position of the Wall Mount Hook on the base as shown in Figures 3 and 4.
6. Hang the unit onto the screws, then slide it down firmly to fasten the base securely.
7. When using this phone as a wall mount phone, be sure to route the short line cord on the back of the base unit and plug the other end into the wall mount jack.

83mm
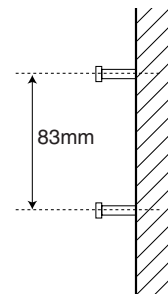
Figure 2

Figure 3   Figure 4

6
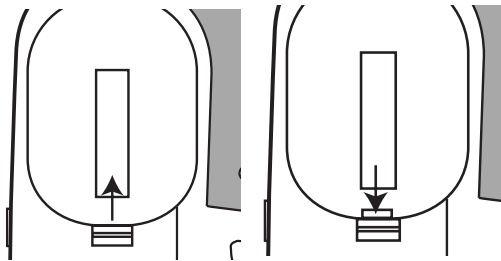
POWER SOURCES

AC Power Adapter

To operate the unit using AC power, connect the AC adapter to the DC jack on the rear of the unit and to a wall outlet having 120V, 60Hz only.

CAUTION: Use only the AC adapter provided with the unit. Using another AC adapter may damage the unit. When not using AC power, disconnect the AC adapter from the wall outlet by pulling the plug (not the cord). Do not touch the AC adapter with wet hands.

AC Outlet

AC Adapter's Plug
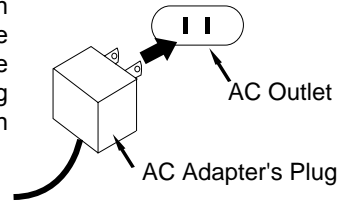
Battery Installation

To protect the memory if there is a power failure, insert 4 "AA" size batteries (not included). To install the batteries, open the battery compartment with a slotted screwdriver as shown in the figure, insert the batteries following the diagram and replace battery compartment cover.

Replace the batteries when the Battery indicator lights in the display.
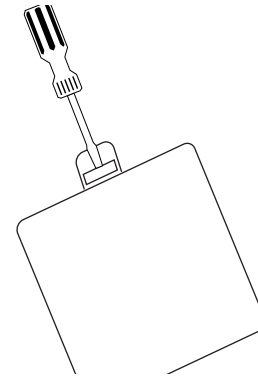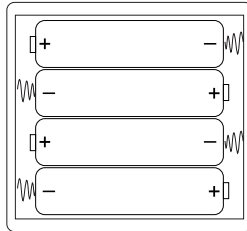
BATTERY PRECAUTIONS
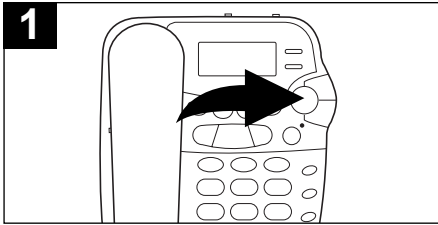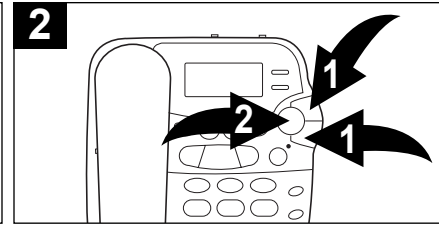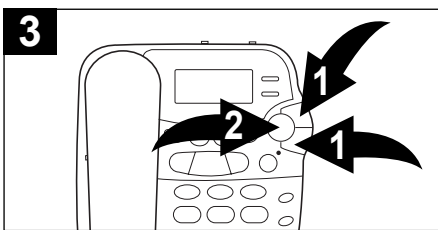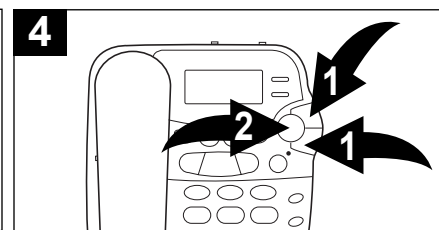
Follow these precautions when using batteries in this device:

1. Use only the size and type of batteries specified.
2. Be sure to follow the correct polarity when installing the batteries as indicated in the battery compartment. Reversed batteries may cause damage to the device.
3. Do not mix different types of batteries together (e.g. Alkaline and Carbon-zinc) or old batteries with fresh ones.
4. If the device is not to be used for a long period of time, remove the batteries to prevent damage or injury from possible battery leakage.
5. Do not try to recharge batteries not intended to be recharged; they can overheat and rupture.
   (Follow battery manufacturer's directions.)

TELEPHONE OPERATION

Programming the Time, Flash Time, Language, Number of Rings, Area Code, and Remote Code:
When you receive a call, the unit will automatically set the time and date.

1	2
Press and hold the DIAL button for 3 seconds to access the Options Menu, the display will show "SET HOUR".	Within 8 seconds, press the UP or DOWN button ❶ to select the desired hour, then press the DIAL button ❷ to confirm. Repeat this step for setting the minute, month, day, and day of week.
3	4
After setting the day of the week, press the DIAL button ❷ again. Press the UP or DOWN button ❶ to select the desired flash time (100MS, 300MS or 600MS), then press the DIAL button ❷ to confirm.	Press the UP or DOWN button ❶ to select the desired language (ENGLISH, SPANISH or FRENCH), then press the DIAL button ❷ to confirm.

•   When setting the information, make sure to press a button within 8 seconds, otherwise the display will revert back to normal operation.

8

TELEPHONE OPERATION
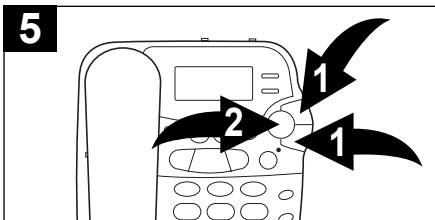
Press the UP or DOWN button ❶ to select the desired number of rings before the answering machine picks up. Select 2 for 2 rings, 4 for 4 rings or 2-4 to select Toll Saver. Toll Saver will answer the call after 4 rings until a message (ICM) is left and then it will answer after 2 rings. This is useful when calling in to determine if you have messages. Press the DIAL button ❷ to confirm.
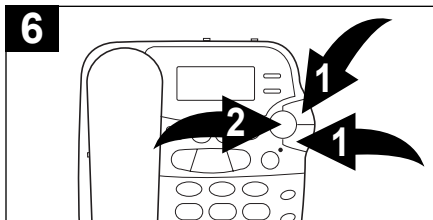
Press the UP or DOWN button ❶ to select the first digit of the area code, then press the DIAL button ❷. Repeat this procedure for the second and third digits of the area code.
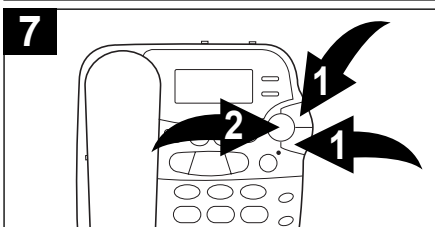
Press the UP or DOWN button ❶ to set the Remote Code (code you will use to access your answering machine from a remote location), then press the DIAL button ❷. The unit will now be set.

SPEAKERPHONE
1. Press the SPEAKERPHONE button.
2. Press the key buttons (0-9) for the specified number you wish to call.
3. Slide the SPEAKERPHONE VOLUME control on the base unit to adjust the volume of the speaker.

NOTES:
- When you receive a call, the unit will automatically set the time and date.
- The caller ID memory can store up to 64 name/numbers.
- When setting the information, make sure to press a button within 8 seconds, otherwise the display will revert back to normal operation.

9

TELEPHONE OPERATION

Making a Call Using Dialing Keys (0-9)
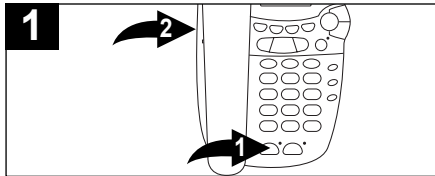
Lift the handset or press the SPEAKER-PHONE button ❶ and listen for a dial tone; the SPEAKERPHONE indicator will light. Adjust the SPEAKER VOLUME control ❷ as desired.
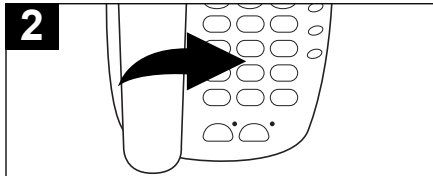
Press the key buttons (0-9) for the specified number you wish to call, which will also appear in the display. The display timer will show "00:00" and start counting after 10 seconds.

RINGER HI/LO/OFF Switch
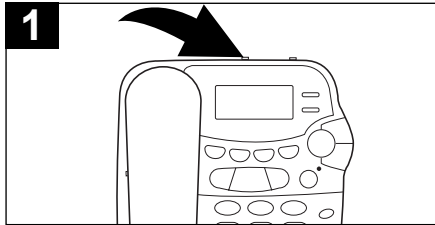
Slide the RINGER HI/LO/OFF switch to the HI or LO position to turn the ringer on.
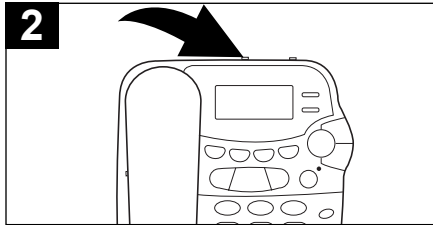
Slide the RINGER HI/LO/OFF switch to the OFF position to turn the ringer off.

TONE/PULSE Switch
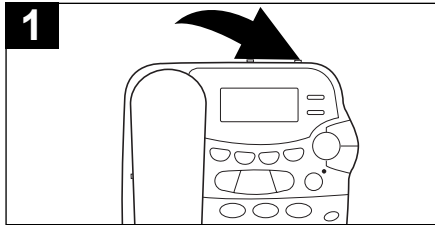
Slide the TONE/PULSE switch to TONE or PULSE to match the service provided on your telephone line. If you are not sure of your service, please contact your telephone company.

REDIAL/PAUSE Button
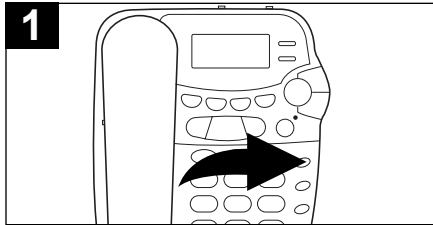
Press the REDIAL/PAUSE button to automatically redial the last number dialed. Also used to insert a pause when programming telephone numbers into memory.

10

TELEPHONE OPERATION

FLASH Button
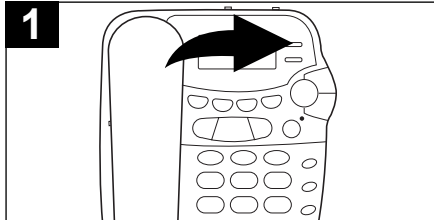
Press the FLASH button to hang up the phone without having to return it to the base. This is useful for using the phone with the Call Waiting feature.

Handset HI/LO Switch
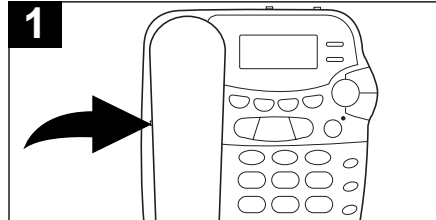
To increase/decrease the handset's volume, slide the Handset HI/LO switch to the HI or LO position.

HOLD Button
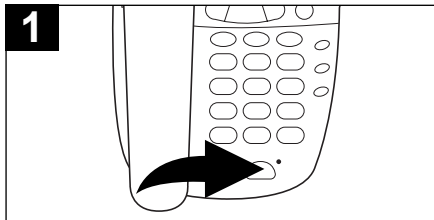
Press the HOLD button to put the caller on hold; the HOLD indicator will light. You can then hang up the handset if desired.
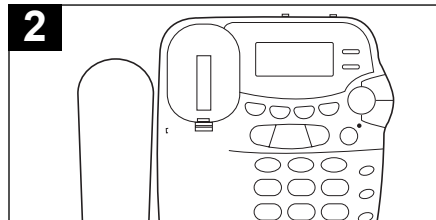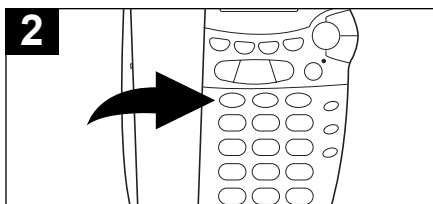

To take the caller off hold, pick up the handset.

11

# TELEPHONE OPERATION

Manually Storing/Accessing Numbers in One-Touch Memories (M1-M3)
This telephone is equipped with 3 memories for programming your most frequently dialed telephone numbers. You can store up to 18 digits in each memory position.
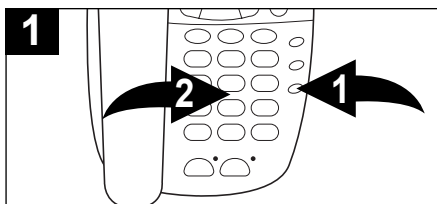
1	**2**
Press the PROGRAM button ❶, then press the key buttons (0–9) ❷ to enter the desired telephone number to memorize.	Press the desired memory location (M1, M2 or M3).
3	**4**
Repeat steps 1 and 2 for additional memories.	**To access M1–M3 memories:** When the handset is off the base or after pressing the SPEAKERPHONE button ❶, press M1,M2 or M3 ❷. The number will automatically be dialed.
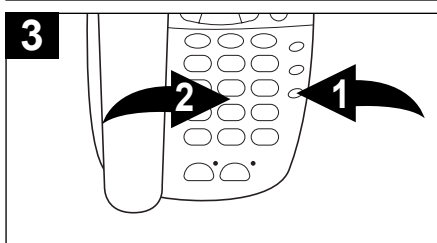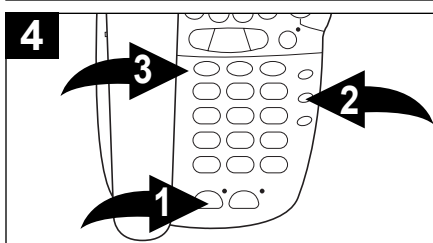
NOTE:
• To insert a pause, simply press the REDIAL/PAUSE button. This will count as a digit.

TELEPHONE OPERATION

Manually Storing/Accessing Numbers in Two-Touch Memories (0-9)
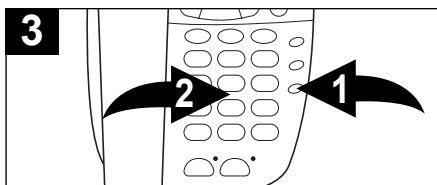This telephone is equipped with 10 additional memories for programming your most frequently dialed telephone numbers. You can store up to 18 digits in each memory position.
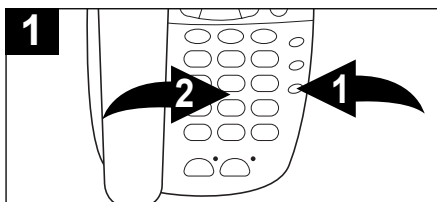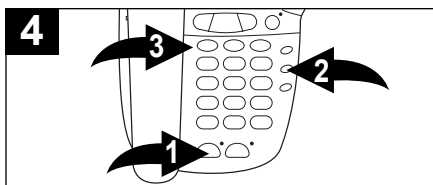

Press the PROGRAM button ❶, then press the key buttons (0–9) ❷ to enter the desired telephone number to memorize.
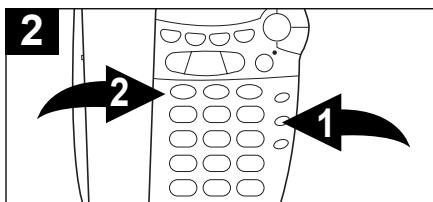
Press the SPEED DIAL button ❶, followed by the desired memory location (0-9) ❷.

Repeat steps 1 and 2 for additional memories.

To access 0-9 memories:
When the handset is off the base or after pressing the SPEAKERPHONE button ❶, press the SPEED DIAL button ❷ followed by the desired memory (0-9) ❸. The number will automatically be dialed.

NOTE:
• To insert a pause, simply press the REDIAL/PAUSE button. This will count as a digit.

TELEPHONE OPERATION

RECEIVING A CALL

1

12:00ᴬᴹ 6/04 CALL# 4 NEW
555-555-2700
TALMO HOLLY

Make sure that the Caller ID service is turned on by your phone company. When you receive a call, the display will show the name, number, time and date of the caller.
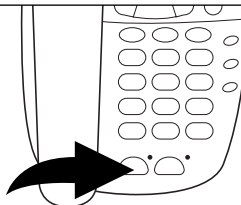
2

12:00ᴬᴹ 6/04 CALL# 4 NEW
555-555-2700
UNAVAILABLE

If a call is received from an area which does not provide caller ID service, the display will show, "UNAVAILABLE".

3

12:00ᴬᴹ 6/04 CALL# 4 NEW
555-555-2700
BLOCKED CALL

If a call is received from a caller that has blocked his/her information, the display will show, "BLOCKED CALL".

4

To answer the call, press the SPEAKERPHONE button, or pick up the handset. The timer will appear and then start counting after 10 seconds.

5

12:00ᴬᴹ 6/04

TOTAL 03 NEW 03

The display will indicate the total calls and the new calls. When you want to check the calls received, press the UP or DOWN buttons.

NOTES:
- When you receive a call, the unit will automatically set the time and date.
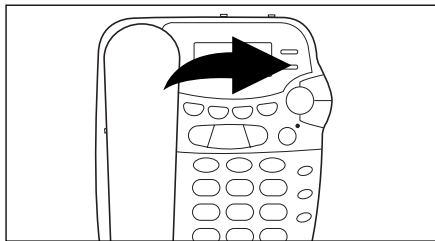- The caller ID memory can store up to 64 name/numbers.

14

## TELEPHONE OPERATION

TO DELETE 1 CALL
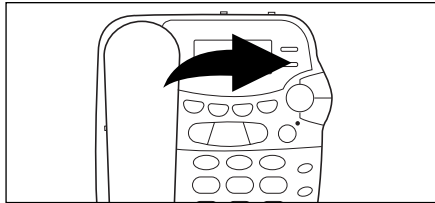
To Delete a Call: While the name and number are displayed, press the ERASE button; "DELETE?" will appear in the display. Press the ERASE button again to delete the call.

TO DELETE ALL CALLS

To Delete All Calls: While a name and number is displayed, press and hold the ERASE button for approximately 3 seconds; "DELETE ALL?" will appear in the display. Press the ERASE button again; the display will show, "NO CALL".

TO AUTOMATICALLY DIAL A NUMBER IN THE CALLER ID DISPLAY (ON HOOK)
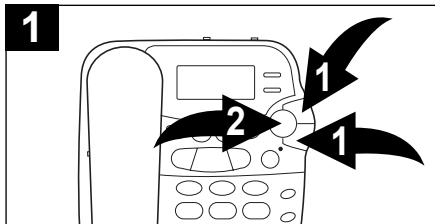
Select the number using the UP and DOWN buttons ❶. Press the DIAL button ❷, the display will show "PICKUP or ADJ". Press the DIAL button ❷ to cycle through the 7,10 and 11 digit numbers. For example, if a 10 digit number is displayed and you need to dial a one when dialing it, press the DIAL button ❷ until the "1" appears before the number.
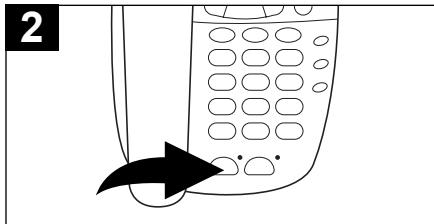
To make the call, press the SPEAKERPHONE button, or pick up the handset; "DIALING..." will appear in the display and the number will automatically dial.

15

TELEPHONE OPERATION

**TO AUTOMATICALLY DIAL A NUMBER IN THE CALLER ID DISPLAY (OFF HOOK)**
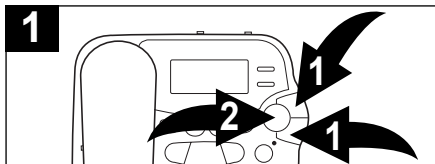
Make sure to program in the local area code before auto dialing (see pages 8 and 9). Select the number using the UP and DOWN buttons ❶. If the telephone number displayed is a 7 or 10 digit number, simply press the DIAL button ❷ and the number will automatically be dialed ("1" will be dialed before the area code for ones that require it).
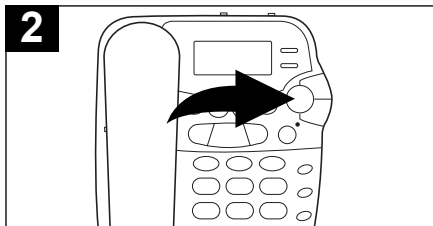
If you want to add the "1" before the area code, press and hold the DIAL button for 2 seconds and the 10 digit number will be dialed with the "1".

CALL WAITING
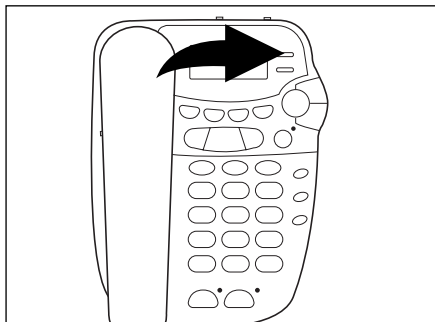
When a call is received when you are using the phone, and have the call waiting feature enabled through your telephone company, a beep will sound. Press the FLASH button to switch over to the new call.
This feature must be activated through your local telephone company.

ANSWERING MACHINE OPERATION

RECORDING OGM (OUTGOING MESSAGE)

Recording an OGM allows the caller to hear the OGM and then be able to leave a message. Please note that there is an automatic message on this unit, recording a new OGM will record over this default message.

1

2
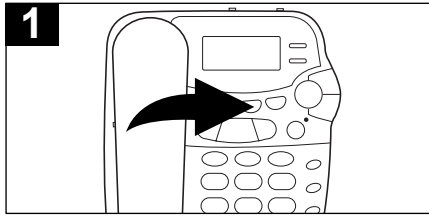
Press and hold the OGM button for approximately 2 seconds until a short beep is heard ("OGM RECORD" will appear in the display), and then release the button. Begin recording your outgoing message speaking in a normal tone of voice.
Typical Message: "You have reached the Smith residence. We are not able to come to the phone right now. If you'll leave your name, phone number and a brief message after the beep, we will call you back."
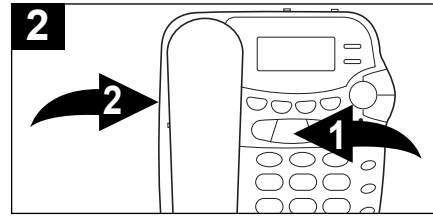
When finished recording, press the PLAY/STOP button ❶. The newly recorded outgoing message will then play once; "OGM PLAYBACK" will appear in the display. Make sure the SPEAKER VOLUME control ❷ is at a desirable level.
To record a new outgoing message, please repeat steps 1 and 2.

NOTES:
- If an invalid OGM is left, the unit will revert back to the default OGM.
- The maximum recording time for an OGM is 60 seconds.
- Make sure to raise the SPEAKER VOLUME when setting the OGM.
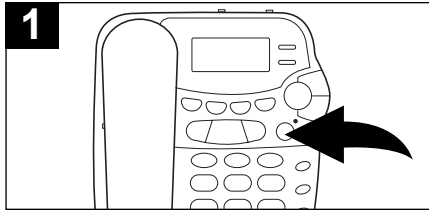
VERIFYING THE OUTGOING MESSAGE
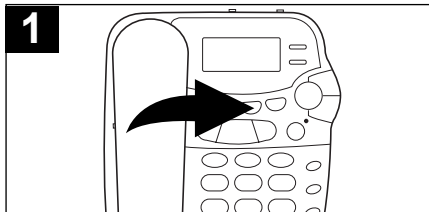
1

Press and release the OGM button and the selected Outgoing Message will play.

ANSWERING MACHINE OPERATION

SETTING THE UNIT TO ON MODE (Incoming Messages will be recorded)

When the answering machine is turned on, when a call is received, the unit will play the OGM and then record a message.

Make sure the OGM is recorded.
Press the ANSWER ON/OFF button;
the ANSWER/NEW MESSAGE
indicator will light solid.

NOTES:
• If the unit detects a dial tone, silence or a busy signal, the unit will hang up and may not register the message.
• When the memory is full, no ICMs can be recorded.
• When the batteries are low, dead or not installed, the battery indicator will appear in the display.

SETTING THE UNIT TO THE ANSWER-OFF MODE
Press the ANSWER ON/OFF button and the ANSWER/NEW MESSAGE indicator will go out.

ANSWERING MACHINE OPERATION

RECORDING/PLAYING A PERSONAL MEMO
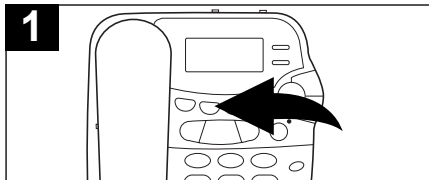
To record a personal memo which will be played the next time somebody retrieves the memos, press and hold the MEMO button for approximately 2 seconds; a beep will sound and "MEMO RECORDING" will appear in the display.
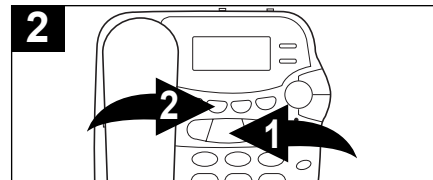

After the message is recorded, press the PLAY/STOP button ❶ to stop the recording. To hear the memo(s), press the MEMO button ❷. The ANSWER/NEW MESSAGE indicator will blink when a memo has been recorded, but the message counter will not increase.
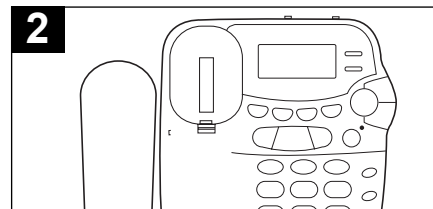
TO REPEAT OR SKIP MEMOS:

To repeat a memo while you are listening to it, simply press the SKIP/DOWN button. Repeatedly press this button to skip back to previous memos.
To skip a memo while you are listening to it, press the SKIP/UP button and the next recorded memo will play.

SCREENING YOUR CALLS
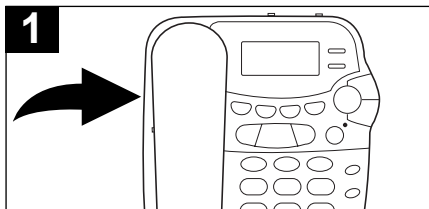
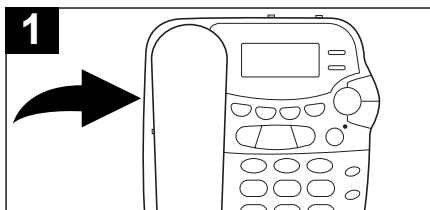Adjust the SPEAKER VOLUME control on the side of your unit to hear the caller.

When a call is received, you may listen to the caller leaving an incoming message. If you wish to speak with the caller, just pick up the handset to talk (the machine will turn off automatically).

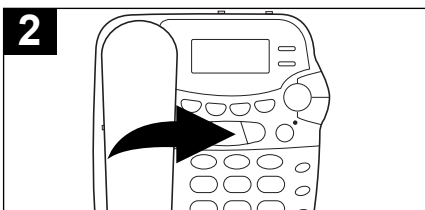19

ANSWERING MACHINE OPERATION

PLAYING BACK INCOMING MESSAGES (ICMs)

The NEW MESSAGE indicator will blink when the unit has recorded new messages and the display will show the amount of Total messages (previously recorded, but not deleted) and New messages.
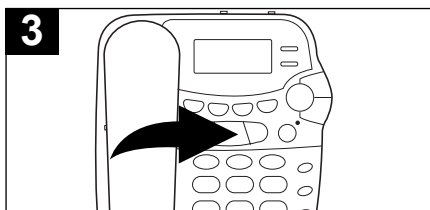To hear messages, proceed as follows:

1

Make sure the SPEAKER VOLUME control is adjusted as desired.

2

If new messages have been recorded, press the PLAY/STOP button to hear only the new ICM messages.
As the messages are played back, the unit will say the time they were received before playing the ICM.

3

If no new messages have been recorded, press the PLAY/STOP button to hear the previously heard messages that were not deleted. After playing the messages, the display will show the total ICM messages received.
**NOTE:** Messages will automatically be saved. To delete messages, see page 21.
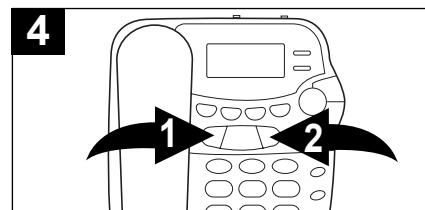
4

To repeat a message while you are listening to it, simply press the SKIP/DOWN button ❶. Repeatedly press this button to skip back to previous messages. To skip a message while you are listening to it, press the SKIP/UP button ❷ and the next recorded message will play.

ANSWERING MACHINE OPERATION

5
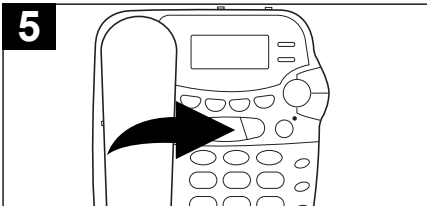
To stop playback, press the PLAY/STOP button and the unit will save the previous messages.

CHANGING THE REMOTE CODE

To change the remote code, please follow the instructions given on pages 8 and 9.
NOTES:
•   If a power failure occurs and there is a dead or no battery, the Access Code resets to 000.
•   If you forget the Access Code, unplug the AC adaptor and disconnect the battery and it will reset to 000.
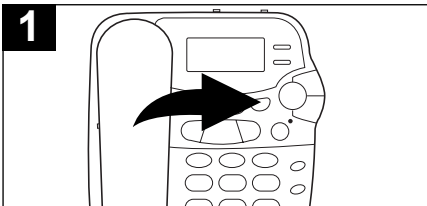•   Be sure to write down your new Access Code and store it in a safe place.

NOTES:
•   After playing the ICMs, the unit will automatically reset to take new messages.
•   The maximum recording time for an ICM (Incoming Message) is 60 seconds.

IF MEMORY IS FULL
If the memory is full, the unit will not allow any new messages.
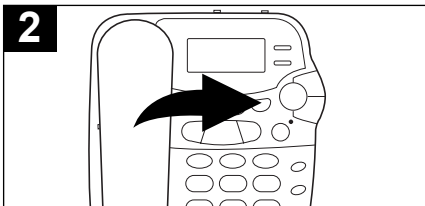
DELETING INCOMING MESSAGES AND MEMOS

1

To erase a single message or memo while playing it back, press the DELETE button and the display will show "DELETE?". Press the DELETE button again to delete the single message. The unit will delete the current message and play the next message.
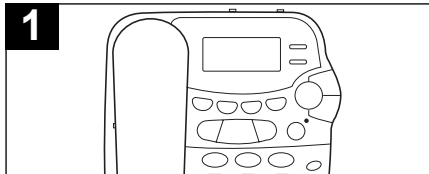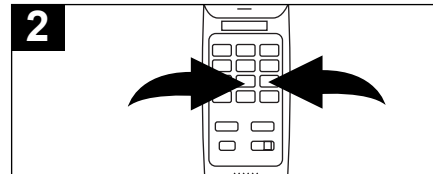
2

To delete all the messages, press and hold the DELETE button while in the Play mode until "DELETE ALL?" appears in the display. Press the DELETE button to confirm.

21

REMOTE OPERATION

TURNING THE ANSWERING MACHINE ON AND OFF
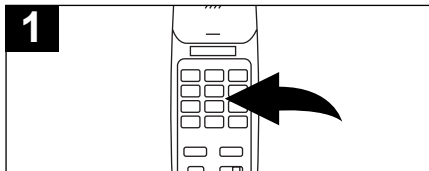
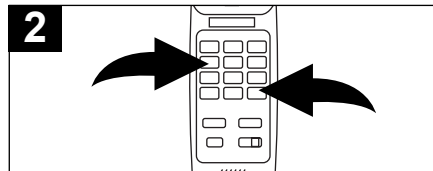| 1	2
Call the answering machine from a separate line. If the unit is off, it will answer after 10 rings.	Enter your remote code within 10 seconds. Press the "8" pad to turn the unit off, or the "9" pad to turn the unit on.

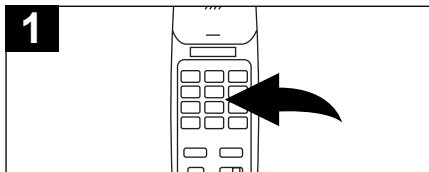**REMOTELY RECORDING A NEW OGM**

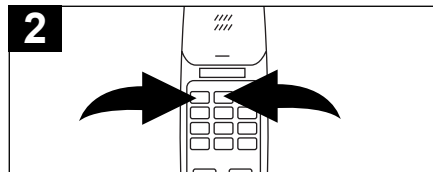| 1	2
Call the answering machine from a separate line. After the OGM is played, and the beep is heard, enter your remote code within 10 seconds.	Press the "4" pad and record a new OGM. Press the # button to stop OGM recording and new OGM will be played back. Press the "#" pad when done.

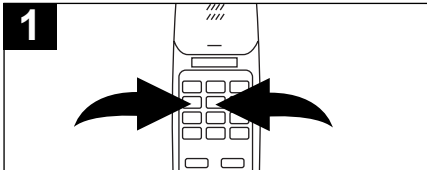**REMOTELY PLAYING INCOMING MESSAGES (ICM'S)**

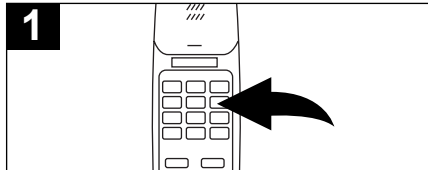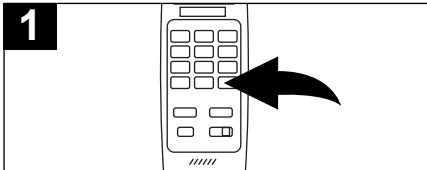| 1	2
Call the answering machine from a separate line. After the OGM is played, and the beep is heard, enter your remote code within 10 seconds.	Press the "2" pad to play all messages or the "1" pad to play only new messages.

22

REMOTE OPERATION

REPEATING ICM'S

1

WHILE PLAYING BACK MESSAGES:
To repeat the currently playing message, press the "5" pad.
To skip backward to previous messages, press "the 4" pad.
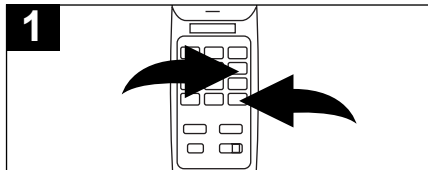
SKIPPING ICM'S

1

WHILE PLAYING BACK MESSAGES:
To skip forward to the next message, press the "6" pad.

TO STOP PLAYBACK

1

WHILE PLAYING BACK MESSAGES:
To stop playback, press the "#" button.

RECORDING A MEMO

1

After the OGM is played, and the beep is heard, enter your remote code within 10 seconds. Press the "6" pad to record a memo. Press the # button to stop recording.

PLAYING THE MEMOS
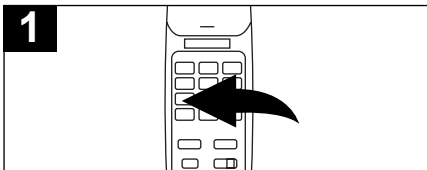
1

After the OGM is played, and the beep is heard, enter your remote code within 10 seconds. Press the "7" pad to play the memos.

2

You can skip, delete, stop or repeat memos using the "3", "4", "5", "6" and "#" pads as described above.

23

REMOTE OPERATION

ERASING ALL MESSAGES

After the OGM is played, and the beep is heard, enter your remote code within 10 seconds. To remotely erase all messages, press the "3" pad.

REMOTE ROOM MONITORING

This feature will allow you to call in and monitor the room in which the answering machine is located.

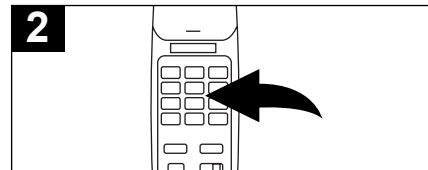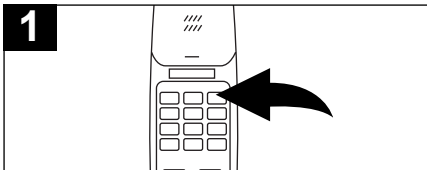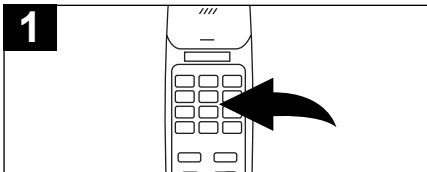
After the OGM is played, and the beep is heard, enter your remote code within 10 seconds.
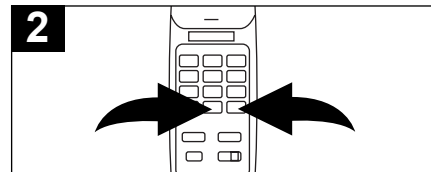
Press the "0" pad and the unit will monitor the situation for 30 seconds, beep and then stop. If you want to continue monitoring, immediately press the "0" pad again for an additional 30 second room monitoring.
To stop monitoring, press the "#" pad.

24

REMOTE OPERATION

HELP MENU
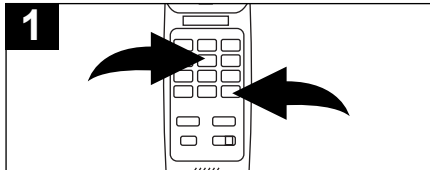
After the OGM is played, and the beep is heard, enter your remote code within 10 seconds. Press the "5" pad for the help menu. Press the "#" pad to stop help menu.

END CALL:
Press the "#" pad to stop remote operation and end the call.

Care and Maintenance
1. Clean your phone with a damp (never wet) cloth. Solvent or detergent should never be used.
2. Avoid operating your unit under direct sunlight or in hot, humid or dusty places.
3. Keep your unit away from heating appliances.

CONVENIENT REMOTE ACCESS CARD

For your convenience, cut out this card and keep it in your wallet as a reference guide when remotely calling your answering machine.

IDLE MODE (No Messages Playing)

Button	Function
1	Playback new message(s)
2	Playback all messages
3	Erases all ICM messages only
4	Record OGM (Outgoing Message)
5	Voice/Help menu
6	Record memo
7	Playback memo
8	Set answer mode off
9	Set answer on
0	Starts room monitoring
#	Stop current operation

PLAY MODE (Messages or Memos Playing)

Button	Function
3	Erase single memo / ICM message
4	Skip backward to the previous messages
5	Repeat current messages
6	Skip forward to next messages
#	Stop current operation.

TROUBLESHOOTING GUIDE

SYMPTOM	POSSIBLE CAUSE	POSSIBLE SOLUTION
Telephone not working.	Phone Locked Up.	Unplug the unit, wait one minute and then plug it back in.
No Dial Tone	Line cord not connected correctly.	Connect line cord, correctly.
Phone does not ring.	RINGER switch set to OFF position.	Slide RINGER switch to the HI or LO position.
	Line cord not connected correctly.	Connect line cord, correctly.
	Wall Jack not working.	Try phone in another wall jack.
Voice level too low.	Handset switch set to LO position.	Set Handset switch to HI position.
Unit will not memory dial.	Memory locations not set properly.	Reprogram memory location numbers as per this manual.
	Loss of power/memory.	Check batteries or AC Adapter. Reprogram memories.
Unit will not dial out.	PULSE/TONE switch not set properly.	Set PULSE/TONE switch properly.

TROUBLESHOOTING GUIDE

| SYMPTOM	POSSIBLE CAUSE	POSSIBLE SOLUTION
No Power.	AC adaptor not connected.	Connect AC adaptor to DC jack on unit and AC outlet.
	AC outlet not working.	Move to another outlet.
No OGM.	Volume is too low.	Increase volume.
	Message recorded too low.	Record message again.
Unit not answer-ing the phone.	Line cord(s) are not connected properly.	Connect line cord(s) securely.
	Unit is not on.	Turn unit on.
	Phone line problems.	Call local phone company for service.
No ICM recorded.	Unit is not on.	Turn unit on.
	Memory is full.	Delete old ICMs.
	The SPEAKER VOLUME control set too low.	Raise the SPEAKER VOLUME control.
ICM is incomplete.	Memory is full.	Delete old ICMs.
	ICM was more than 60 seconds.	Make sure ICMs are less than 60 seconds.
	The caller recorded silence, busy signal or dial tone.	Calls that fit these categories will be cut off.
ICM is low.	Volume is too low.	Increase volume.
No sound.	Volume is too low.	Increase volume.
The Battery indica-tor appears.	The battery is weak or not installed.	Install new battery.
No response to Access Code.	The phone is not a touch-tone phone.	Use a touch-tone phone.
	Incorrect Remote Code.	Enter the correct Remote Code.
	Using incorrect touch-tone phone.	Make sure phone is capable of transmitting 2 second tones.
Can't leave messages (ICMs).	Memory is full.	You cannot leave an ICM when the memory is full.

FOR ADDITIONAL SET-UP OR OPERATING ASSISTANCE, PLEASE VISIT OUR WEBSITE AT WWW.MEMCORPINC.COM OR CONTACT CUSTOMER SERVICE AT 1-800-919-3647

FOR PARTS AND ACCESSORIES, CONTACT FOX INT'L AT 1-800-321-6993.
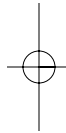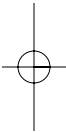
Memcorp, Inc.
Weston, FL 33331
Printed in Hong Kong
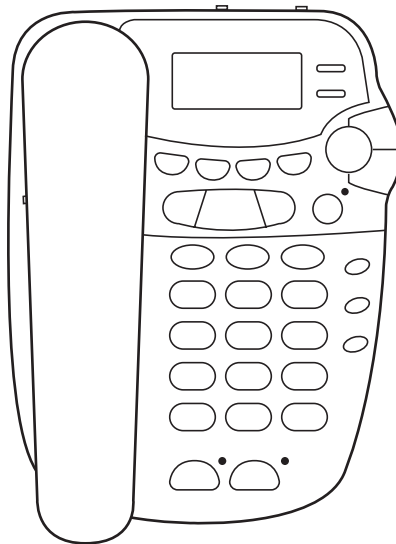
Visit our website at www.memcorpinc.com
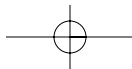
Memorex®

13 MEMORY DESKTOP TELEPHONE WITH DIGITAL ANSWERING MACHINE AND CALLER ID

MODEL: MPH4495

**BEFORE OPERATING THIS PRODUCT,
PLEASE READ THESE INSTRUCTIONS COMPLETELY.**

OPERATING INSTRUCTIONS