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DCTG245



IN Telephone



Warning

Use only rechargeable batteries.

Charge each handset for 24 hours before use.

PHILIPS

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1 Important

Take time to read this user manual before you use your phone. It contains important information and notes regarding your phone.

1.1 Power requirements

- This product requires an electrical supply of 220-240 volts AC. In case of power failure, the communication can be lost.
- The Electrical network is classified as hazardous. The only way to power down the charger is to unplug the power supply from the electrical outlet. Ensure that the electrical outlet is always easily accessible.
- The voltage on the network is classified as TNV-3 (Telecommunication Network Voltages), as defined in the standard EN 60-950.

Warning

To avoid damage or malfunction:

- Do not allow the charging contacts or the battery to come into contact with metal objects.
- Never use any other battery than the one delivered with the product or recommended by Philips: risk of explosion.
- Always use the cables provided with the product.
- Handsfree activation could suddenly increase the volume in the earpiece to a very high level: make sure the handset is not too close to your ear.

1.2 Safety Information

- This equipment is not designed to make emergency calls when the power fails. An alternative has to be made available to allow emergency calls.
- Do not expose the phone to excessive heat caused by heating equipment or direct sunlight.
- Do not drop your phone or allow objects to fall on your phone.
- Do not use any cleaning agents containing alcohol, ammonia, benzene, or abrasives as these may harm the set.
- Do not use the product in places where there are explosive hazards.
- Do not let small metal objects come into contact with the product. This can deteriorate audio quality and damage the product.
- Active mobile phones in the vicinity may cause interference.
- Do not open it as you could be exposed to high voltages.
- Do not allow the charger to come into contact with liquids.

About operating and storage temperatures:

- Operate in a place where temperature is always between 0 and 35° C (32 to 95° F).
- Store in a place where temperature is always between -20 and 45° C (-4 to 113° F).
- Battery life may be shortened in low temperature conditions.

1.3 Conformity

We, Philips declare that the product is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC. This product can only be connected to the analogue telephone networks of the countries mentioned on the packaging.

You can find the Declaration of Conformity on www.p4c.philips.com.

1.4 Recycling and disposal

Disposal instructions for old products: The WEEE directive (Waste Electrical and Electronic Equipment Directive ; 2002/96/EC) has been put in place to ensure that products are recycled using best available treatment, recovery and recycling techniques to ensure human health and high environmental protection. Your product is designed and manufactured with high quality materials and components, which can be recycled and reused.

Do not dispose of your old product in your general household waste bin. Inform yourself about the local separate collection system for electrical and electronic products marked by this symbol.



Use one of the following disposal options:

- Dispose of the complete product (including its cables, plugs and accessories) in the designated WEEE collection facilities.
- If you purchase a replacement product, hand your complete old product back to the retailer. He should accept it as required by the WEEE directive.

Disposal instructions for batteries:

Batteries should not be disposed of with general household waste.



Packaging information:

Philips has marked the packaging with standard symbols designed to promote the recycling and appropriate disposal of your eventual waste.



A financial contribution has been paid to the associated national recovery & recycling system.



The labelled packaging material is recyclable.

1.5 Electric, Magnetic and Electromagnetic Fields ("EMF")

1. Philips Royal Electronics manufactures and sells many consumer oriented products which usually, as with any electronic apparatus, have the ability to emit and receive electro magnetic signals.
2. One of Philips' leading Business Principles is to take all necessary health and safety precautions for our products, to comply with all applicable legal requirements and to stay well within the EMF standards applicable at the time of producing the products.
3. Philips is committed to develop, produce and market products that cause no adverse health effects.
4. Philips confirms that if its products are handled properly for their intended use, they are safe to use according to scientific evidence available today.
5. Philips plays an active role in the development of international EMF and safety standards, enabling Philips to anticipate further developments in standardisation for early integration in its products.

2 Your phone

Congratulations on your purchase and welcome to Philips!

To fully benefit from the support that Philips offers, register your product at www.philips.com/welcome.

2.1 What's in the box



Handset



Base station



Battery door



**2 AAA
rechargeable batteries**



Power supply



Line cord*



User manual



Guarantee



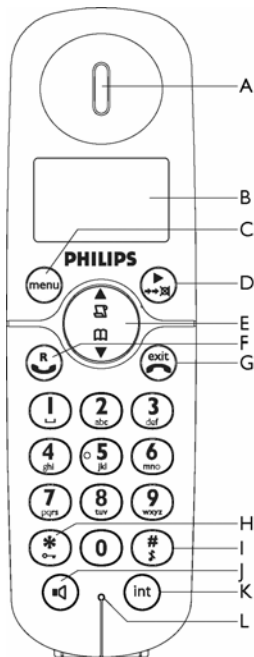
Quick Start Guide

Note

*You may find in the box the line adaptor delivered separately from the line cable. **In this case, you have to connect the line adaptor to the line cord first before plugging the line cord to the line socket.**

In multihandset packs, you will find one or more additional handsets, chargers with power supply units and additional rechargeable batteries.

2.2 Overview of your phone



A Earpiece

B Display

See page 9 for an overview of the display icons.

C Menu key & Left Softkey

In idle mode: Go to the main menu.
In other modes: Select the function displayed on the handset screen directly above it.

D Redial key & Right Softkey

In idle mode: Access the Redial list. *Long press* to switch to time/date display mode.
During a call: Mute/unmute the handset microphone.

In other modes: Select the function displayed on the handset screen directly above it.

E Navigation keys

In idle mode: Scroll up to access the Call log and scroll down to access the Phonebook.
During a call: Scroll up/down to increase or decrease earpiece and speaker volume.
In other modes: Scroll up/down a menu list or go to the previous or next record in the Phonebook, Redial list or Call log.

F Talk key

In idle mode: Answer an incoming external or internal call.
During a call: Activate the recall function.
In other modes: Dial the selected number in the Phonebook, Redial list or Call log.

G Hang-up key

In idle mode: *Long press* to switch on/off the handset.
During a call: Hang up a call.

In other modes: Return to idle mode.

H Keypad lock/Format key

In idle mode: Insert *. *Long press* to lock/unlock keypad.

During a call: Insert *.

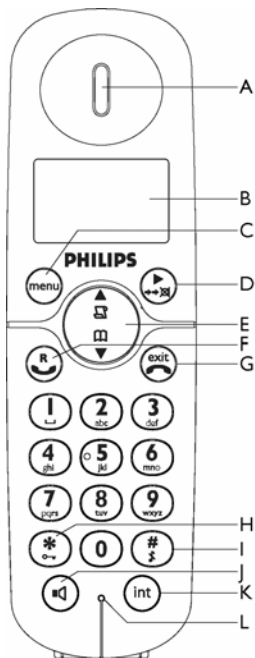
In call log reviewing mode: Press repeatedly to view the alternate dialing sequences.

I Ringer on/off key &

Pause key

In idle mode: Insert #. *Long press* to turn the ringer on/off.

During a call: Insert #. *Long press* to insert a pause.



J Loudspeaker key 

In idle mode: Turn on the loudspeaker and dial the number. Answer an incoming call using handsfree mode.

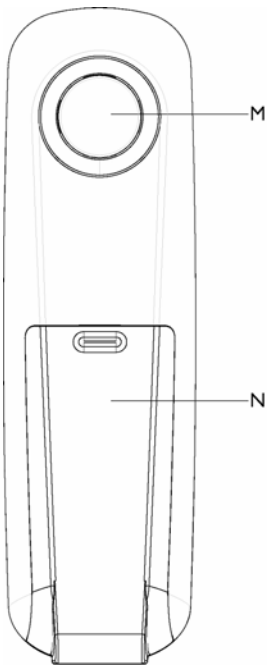
During a call: Toggle the loudspeaker on/off.

K Call transfer key & Intercom key 

In idle mode: Initiate an internal call.

During a call: Hold the line and page another handset.

L Microphone



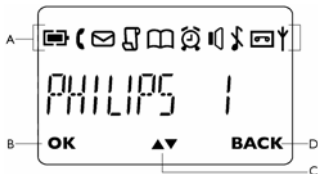
M Loudspeaker

 **Warning**

Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

N Battery door

2.3 Display icons



A Status bar



Indicates that the battery is fully charged. Icon blinks during charge and when the battery is low.



Indicates that there is an external incoming call, an external call is connected or an external call is held. Icon blinks during intercom mode.



Indicates new voice messages received. Icon blinks when there are unread messages.



Indicates new missed calls in the call log records.



Appears when the phonebook is accessed.



Appears when the alarm clock is activated.



Appears when the loudspeaker is activated.



Appears when ringer off is activated.



Appears when the answering machine is activated. Icon blinks when new answering machine messages are received. Icon blinks rapidly when the answering machine memory is full.



Indicates that the handset is registered and within range of the base station. Icon blinks when the handset is out of range or is searching for a base.

B OK key

Appears when in menu mode to confirm your selection.

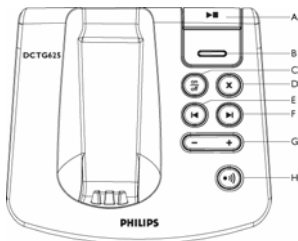
C ▲▼ key

Indicates that more options are available. Use the navigation keys to scroll up/down. Icon blinks when the handset is out of range.

D BACK key

Appears when in menu mode. Select **BACK** to return to the previous menu level. Select **BACK** to delete the last digit/character entered.

2.4 Overview of the base station



A Play/Stop key

Play phone messages (the first recorded will be played first).

Stop message playback.

B LED indicator

Slow Blinking (1 second interval):

Indicates that there are unread new messages.

Fast Blinking (0.5 seconds interval):

Indicates that the answering machine memory is full.

Steady:

Indicates that the answering machine is on.

Indicates an on-going TAM operation.

Indicates an on-going remote operation via handset.

C On/Off key

Short press to switch on/off the answering machine.

D Delete key

Delete current message during message playback.

Long press to delete all messages when TAM is in idle mode (unread messages will not be deleted).

E Previous message/ Replay message key

Go to previous message if pressed within 1 second of current message playback.

Replay current message if pressed after 1 second of current message playback.

F Next message key

Skip to the next message during message playback.

G Volume keys

Increase/Decrease speaker volume during playback.

There are 9 volume levels .

H Paging key

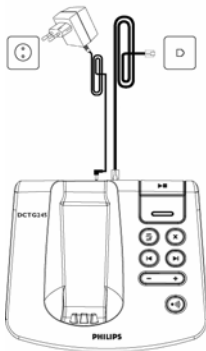
Page handset.

Long press to start registration procedure.

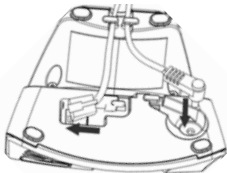
3 Getting started

3.1 Connect the base station

- 1 Place the base station in a central location near the telephone line socket and electricity socket.



- 2 Connect the line cord and the power cable to their corresponding connectors at the back of the base station.



- 3 Connect the other end of the line cord and power cable to their respective sockets.

Note

The line adaptor may not be attached to the line cord. In this case, you have to connect the line adaptor to the line cord first before plugging the line cord to the line socket.

Warning

Avoid placing the base station too close to large metal objects such as filing cabinets, radiators or electrical appliances. This can impair the range and sound quality.

Buildings with thick internal and external walls may impair transmission of signals to and from the base.

Warning

The base station does not have an ON/OFF switch. Power is applied when the power adaptor is plugged into the unit and connected to the electricity socket. The only way to power down the unit is to unplug the power adaptor from the electricity socket. Therefore, ensure that the electricity socket is easily accessible. The power adaptor and telephone line cord have to be connected correctly, as incorrect connection could damage the unit. Always use the telephone line cord supplied with the unit. Otherwise, you may not get a dial tone.

3.2 Install your phone

Before using the handset, the batteries have to be installed and fully charged.

Warning

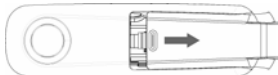
When the batteries are inserted for the first time, the word INITIAL will be displayed on the handset. The unit will not be able to start normally due to the low battery. Charge your handset for a few minutes before it can start normally.

3.2.1 Install battery

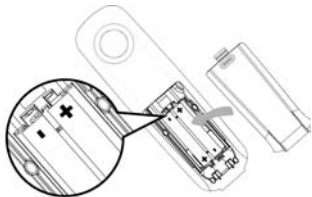
Warning

Always use AAA rechargeable batteries supplied with your unit. There could be risk of battery leakage if you use alkaline batteries or other battery types.

- 1 Slide out the battery cover.



- 2 Place the batteries in the correct polarity as indicated and replace the cover.




3.2.2 Charge battery


Warning

The handset must be charged for at least 24 hours before using it for the first time.

When the battery level becomes low, the low battery sensor alerts you by sounding an audible tone and blinking the battery icon. If the battery level becomes exceedingly low, the phone automatically switches off shortly after the alert and any function in progress will not be saved.


- 1 Place the handset on the charging cradle of the base station. A beep is emitted if the handset is placed correctly.

- 2 The battery icon  on the display blinks during charge.

- 3 The battery icon  becomes steady when the handset is fully charged.

Note

Optimal battery life is reached after 3 cycles of complete charging (over 15 hours) and discharging, allowing approximately 12 hours of talk-time and 150 hours of stand-by time.

The indoor and outdoor range of the phone is up to 50 metres and 300 metres respectively. When the handset moves beyond the operation range, the antenna icon  will blink.

Tip




When reaching the range limit and the conversation becomes crackly, move closer to the base.

3.3 Welcome mode

Before you first use your handset, you need to configure it according to the country of use. After charging it for a few minutes, the word WELCOME appears in various languages. Follow these steps to configure your phone:

Note

Depending on your country, the WELCOME screen may not appear. In this case, you are not required to select your country/operator/language settings. You can still make outgoing calls or receive incoming calls without first defining your country selection. However, you cannot use the answering machine function until you have selected your country.

- 1 Press  key to display a list of countries.
- 2 Scroll  to find your country.
- 3 Press  **OK** to confirm your selection.
 - *The default line settings and menu language for the selected country will be automatically configured.*
 - *To set date/time, see “Set Date and Time” on page 25.*

Your phone is now ready for use.

*** Tip**


You may change your country settings anytime after the first configuration. (see “Country Selection” on page 34)

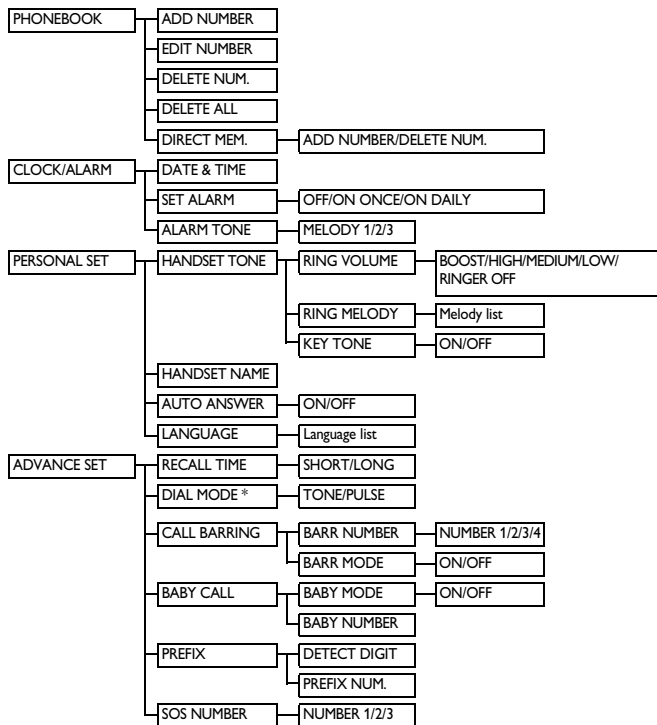
If there are no key presses for 15 seconds, the handset will automatically return to idle mode. It will also return to idle mode automatically when you place the handset back on the base station.

3.4 Menu structure

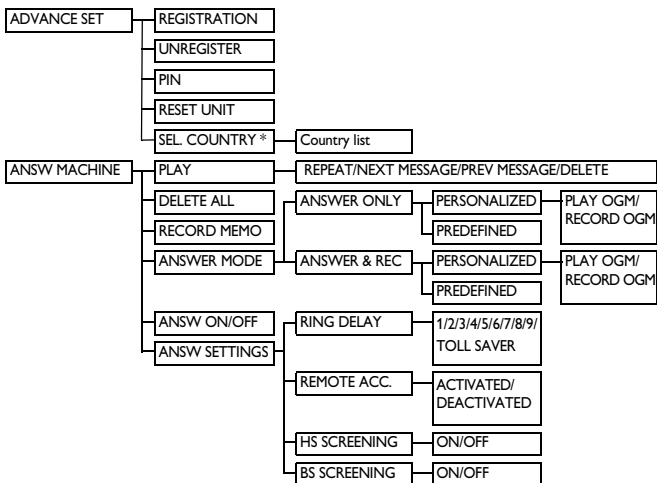
The table below describes the menu tree of your phone.

Press left menu key  to enter each option.

Use navigation keys  to navigate within the menus.



* Depending on your country, this feature may not be available for selection.




* Depending on your country, this feature may not be available for selection.

4 Using your phone

4.1 Make a call


4.1.1 Predialling

- 1 Dial the number (maximum 24 digits).
- 2 Press  key.
 - *The call is initiated.*




* Tip

You may insert a prefix number to the beginning of your predial number, see “Set Prefix” on page 31 for more information.




4.1.2 Direct dialling

- 1 Press  key to take the line.
 - 2 Dial the number.
 - *The call is initiated.*
-

4.1.3 Call from redial list

- 1 Press  key in idle mode.
 - 2 Scroll  to an entry in the redial list.
 - 3 Press  key.
 - *The call is initiated.*
-




4.1.4 Call from the call log

- 1 Press  in idle mode.
- 2 Scroll  to an entry in the call list.
- 3 Press  key.
 - *The call is initiated.*




Note

You need to subscribe to Caller Line Identification service to be able to see the caller's number or name in the call log (see “Access Call log” on page 22).

4.1.5 Call from the phonebook

- 1 Press  in idle mode.
- 2 Scroll  to a phonebook entry.
- 3 Press  key.
 - *The call is initiated.*


* Tip

Instead of scrolling  to browse the phonebook entries, you can press the numeric key corresponding to the first letter of the entry you wish to locate. For example, pressing  will show the entries starting with A. Pressing  again will show the entries starting with B, etc...

4.2 Answer a call

Danger

When the handset rings during an incoming call, please do not hold the handset too close to your ear as the volume of the ringing tone may damage your hearing.

When the phone rings, press  key.

- *The call is established.*

Note

Incoming call has priority over other events. Whenever there is an incoming call, other status in progress such as phone setting, menu navigation, etc will be aborted.


Tip

If **AUTO ANSWER** mode (see “Activate/Deactivate Auto Answer” on page 28) is activated, you can simply lift up the handset from its base station to answer the call. This feature is deactivated by default.

4.2.1 Handsfree answering


Danger

Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

When the phone rings, press  key.

- *The handset loudspeaker is activated.*
-

4.3 End a call


To end a conversation, press  key.

- *The call ends.*

Tip


You can simply place the handset back to its base station to end the call. This feature is activated by default.

Note

The call duration (HH-MM-SS) will be displayed on the handset screen for about 10 seconds. Press  **BACK** to return to idle mode.

5 Use more of your phone

5.1 Switch the handset on/off






Press and hold  key for more than 5 seconds to switch on/off the handset in idle mode.

5.2 Keypad lock/unlock





Press and hold  key for 1 second to lock/unlock the keypad in idle mode.









5.3 Text or number entry

When you select a field in which you can enter text, you can enter the letters that are printed on the keys by pressing the relevant key once or several times. For example, to enter the name "PETER":


- 1 Press  once: **P**
- 2 Press  twice: **PE**
- 3 Press  once: **PET**
- 4 Press  twice: **PETE**
- 5 Press  three times: **PETER**

The table below gives you the character assignment during text or number entry:

Keys	Assigned characters
	space 1 _ < > *
	A B C 2
	D E F 3
	G H I 4

	J K L 5
	M N O 6
	P Q R S 7
	T U V 8 ?
	W X Y Z 9
	0 -- / \ o +
	#
	*

Tip

Press  **BACK** to delete the last digit or character entered.

5.4 Call in progress



Some options are available to you during a call. The available options are :

5.4.1 Adjust earpiece volume

During a call, press  to select from **VOLUME 1** to **VOLUME 3**.

5.4.2 Mute/Unmute microphone



When the microphone is muted, your correspondent cannot hear you.

- 1 During a call, press  key to turn off the microphone.
- 2 Press  key again to turn on the microphone.

5.4.3 Activate/Deactivate loudspeaker mode

Danger

Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

- 1 During a call, press  key to activate the loudspeaker mode.
- 2 Press  key again to return to normal mode.



5.4.4 Adjust loudspeaker volume

During a call, press  to select from **VOLUME 1** to **VOLUME 5**.

5.5 Using your Phonebook

Your phone can store up to 100 phonebook memories. Each phonebook entry can have a maximum of 24 digits for the phone number and 12 characters for name.


5.5.1 Access phonebook



- 1 Press  in idle mode and scroll  to browse the phonebook.

- *The phonebook entries will be listed in alphabetical order.*

- 2 To view the details, press  key.

Tip


Instead of scrolling  to browse the phonebook entries, you can press the numeric key corresponding to the first


letter of the entry you wish to locate. For example, pressing  will show the entries starting with A. Pressing  again will show the entries starting with B, etc...

5.5.2 Store a contact in the phonebook

- 1 Press  key in idle mode, scroll  to **PHONEBOOK** and press  **OK**, press  **OK** to enter **ADD NUMBER**.


- 2 **ENTER NAME** is displayed on the screen.


- 3 Enter the name of the contact (maximum 12 characters) and press  **OK**.

- 4 Enter the number (maximum 24 digits) and press  **OK**.

- *A validation tone is emitted.*

Note





Press  **BACK** to delete the last digit or character entered.


To return to idle mode, press  key.

Tip

You cannot store a new phonebook entry when the memory is full. In this case, you have to delete existing entries to make space for new entries.

5.5.3 Modify a phonebook entry

- 1 Press  key in idle mode, scroll  to **PHONEBOOK** and press  **OK**, scroll  to **EDIT NUMBER** and press  **OK**.

- 2 Scroll  to select an entry to edit.

- Press **OK** to display name. Enter the new name and press **OK** to confirm.
- Enter the new number and press **OK** to confirm.
 - A validation tone is emitted.

5.5.4 Delete a phonebook entry

- Press in idle mode, scroll to **PHONEBOOK** and press **OK**, scroll to **DELETE NUM.** and press **OK**.
- Scroll to select an entry to delete and press **OK**.
- DELETE?** is displayed on the screen. Press **OK** again to confirm deletion.
 - A validation tone is emitted.

Note

Press **BACK** to discard change and the screen returns to phonebook list.

5.5.5 Delete the phonebook list

- Press key in idle mode, scroll to **PHONEBOOK** and press **OK**.
- Scroll to **DELETE ALL** and press **OK**.
- DELETE?** is displayed on the screen. Press **OK** again to confirm deletion.
 - A validation tone is emitted.

Note

Press **BACK** to discard change and the screen returns to phonebook list.

5.5.6 Direct Access Memory

There are 2 direct access memories (Keys and) included in the phonebook memory. A long press on the keys in idle mode will automatically dial the stored phone number.

5.5.6.1 Add/Edit Direct Access Memory

- Press key in idle mode, scroll to **PHONEBOOK** and press **OK**, scroll to **DIRECT MEM.** and press **OK**.
- Scroll to **KEY 1** or **KEY 2** and press **OK**.
 - The stored number is displayed (if any).
- Press **OK** to enter direct memory menu.
- Press **OK** again to enter **ADD NUMBER**.
- Enter the name and press **OK** to confirm.
- Enter the number and press **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.

Note

Press **BACK** to delete the last digit or character entered.

5.5.6.2 Delete Direct Access Memory

- Press key in idle mode, scroll to **PHONEBOOK** and press

OK, scroll to **DIRECT MEM.** and press **OK**.

- 2 Scroll to **KEY 1** or **KEY 2** and press **OK**.
 - *The stored number is displayed (if any).*
- 3 Press **OK** to enter direct memory menu.
- 4 Scroll to **DELETE NUM.** and press **OK**.
- 5 **DELETE?** is displayed on the screen. Press **OK** to confirm deletion.
 - *A validation tone is emitted and the screen returns to previous menu.*

5.6 Using the Redial list

The redial list stores the last 5 numbers dialed. A maximum of 24 digits can be displayed for each entry.

5.6.1 Access Redial list

- 1 Press key to go to the redial list and scroll to browse the redial list.
 - *The last number dialed will appear first in the redial list. If the redial number matches a phonebook entry, the name will be displayed instead.*

- 2 To view the details, press key.

Note

To return to idle mode, press key.

5.6.2 Save a redial number into the phonebook

- 1 Press key in idle mode, scroll to select an entry and press **OK**, press **OK** to enter **SAVE NUMBER**.
- 2 **ENTER NAME** is displayed on the screen.
- 3 Enter the name of the contact (maximum 12 characters) and press **OK**.
 - *SAVED is displayed for 5 seconds and the screen returns to redial list.*
 - *A validation tone is emitted and the screen returns to previous menu.*

Note

Press **BACK** to delete the last digit or character entered.

5.6.3 Modify a redial number


- 1 Press key in idle mode, scroll to select an entry and press **OK**, scroll to **EDIT NUMBER** and press **OK**.
- 2 Modify the number and press **OK** to confirm change.
 - *A validation tone is emitted.*

Note

Press **BACK** to discard change and the screen returns to redial list.


5.6.4 Delete a redial number

- 1 Press key in idle mode, scroll to select an entry and press **OK**, scroll to **DELETE NUM.** and press **OK**.






- 2** **DELETE?** is displayed on the screen.
Press  **OK** again to confirm deletion.

- A validation tone is emitted.


 **Note**

Press  **BACK** to discard change and the screen returns to redial list.

5.6.5 Delete the redial list

- 1** Press  key in idle mode and press  key.
- 2** Scroll  to **DELETE ALL** and press  **OK**.
- 3** **DELETE?** is displayed on the screen.
Press  **OK** again to confirm deletion.
- A validation tone is emitted.

 **Note**

Press  **BACK** to discard change and the screen returns to redial list.




5.7 Using the Call log

The call log stores the last 20 external calls and any new voice mail and answering machine messages received. If you have subscribed to Caller Line Identification (CLI), and provided the identity of the caller is not withheld, the name (or number) of the caller will be displayed.

 **Note**

If the identity of the caller is withheld or the network does not provide the date and time information, then the information will not be displayed in the call log. If you have not subscribed to Caller Line Identification service, there will not be any information displayed in the call log.

5.7.1 Access Call log

- 1** Press  in idle mode and scroll  to browse the call log.
- The calls (missed and received) are displayed in chronological order with the most recent call at the top of the list.
- 2** To view the details, press  key.

5.7.2 Consulting the call log


The screen can either display :

- the caller's number*
- the caller's name (if recorded in the phonebook)*
- **<UNKNOWN>** if it is an unidentified call**






* Subject to a subscription with your network operator.

** Unlisted numbers or withheld identity of the caller.

 **Note**

You can display the phone number, the time and the date of the call by pressing  key. The time and date displayed is dependent on the network.

5.7.3 Save call list entry into the phonebook

- 1** Press  in idle mode, scroll  to select an entry and press  **OK**, press  **OK** to enter **SAVE NUMBER**.
- 2** **ENTER NAME** is displayed on the screen.
- 3** Enter the name of the contact (maximum 12 characters) and press  **OK**.

- **SAVED** is displayed for 5 seconds and the screen returns to call log.

Note

Press **BACK** to delete the last digit or character entered.

5.7.4 Delete a call list entry

1 Press **UP** in idle mode, scroll **DOWN** to select an entry and press **OK**, scroll **DOWN** to **DELETE NUM.** and press **OK**.

2 **DELETE?** is displayed on the screen. Press **OK** again to confirm deletion.

- A validation tone is emitted.

Note

Press **BACK** to discard change and the screen returns to call log.

5.7.5 Delete the call list

1 Press **UP** in idle mode and press **menu** key.

2 Scroll **DOWN** to **DELETE ALL** and press **OK**.

3 **DELETE?** is displayed on the screen. Press **OK** again to confirm deletion.

- A validation tone is emitted.

Note

Press **BACK** to discard change and the screen returns to call log.

5.8 Using the Intercom

Warning

Intercom and call transfer is only possible

with handsets registered to the same base station.

This feature is only available when there are at least 2 registered handsets. It allows you to make free internal calls, transfer external calls from one handset to another and use the conference option.

5.8.1 Intercom another handset

Note

If the handset does not belong to DCTG240/245 range, this function may not be available.

1 Press **INT** key in idle mode.

- *Intercom is established immediately if there are only 2 registered handsets.*


2 If there are more than 2 registered handsets, enter the handset number (key **1** - **6**). To call all handsets at once, press ***** key.

5.8.2 Transfer an external call to another handset


1 During the call, press and hold **INT** key to put the external call on hold (the caller can no longer hear you).

- *INT 23456 * is displayed, representing the handset numbers available for intercom (* represents all handsets).*

2 Enter the handset number (key **2** - **6**) you wish to transfer your external call to. To call all handsets at once, press ***** key.


- 3** Press  key on the called handset to answer the internal call, where both internal callers can talk.

- *Intercom is established.*

- 4** Press  key on the first handset to transfer the external call to the called handset.


- *The external call is transferred.*

Note

If there is no answer from the called handset, press  key to resume the external call.


5.8.3 Answer an external call during intercom

- 1** During intercom, a new call tone is emitted when there is an incoming external call.


- 2** Press  to answer the external call and end the intercom.

- *The call is established.*

Note

To put the internal call on hold, press  key to answer the incoming external call.


5.8.4 Switch between an internal and external call

During the call, press and hold  key to switch between an internal or external call.




5.8.5 Establish a three-party conference call


The conference call feature allows one external call to be shared with two

handsets (in intercom). The three parties can share the conversation and no network subscription is required.


- 1** During the call, long press  key to put the external call on hold (the caller can no longer hear you).

- **INT 23456 *** is displayed, representing the handset numbers available for intercom (* represents all handsets).

- 2** Enter the handset number (key  - ) you wish to call for the conference. To call all handsets at once, press  key.

- 3** Press  key on the called handset to answer the internal call, where both internal callers can talk.


- *Intercom is established.*

- 4** Press and hold  key for 2 seconds on the first handset to start the three-party conference.

- **CONFERENCE** will be displayed on the screen once the conference call is established.

5.9 Paging

The paging feature enables you to locate a missing handset if the handset is in range and contains charged batteries.

- 1** Press  key on the base station.


- *All the registered handsets start to ring.*

- 2** Once retrieved, press any key on the handset to end the paging.

Note





If there are no key presses within 30 seconds, the handset and base station will automatically return to idle mode.

* Tip

Press  key on the base station again to stop paging.

5.10 Chain Dialling







This feature allows you to dial an extension to a number already saved in the phonebook during a call.

- 1 Press  to take the line and press  to open phonebook list.
 - The phonebook entries are listed in alphabetical order.
 - 2 Scroll  to select an entry and press  **OK**.
 - The first part is dialled.
 - 3 Enter the extension.
 - Each digit blinks to indicate dial out.
-

5.11 Clock and Alarm settings


This feature allows you to set the date, time and alarm settings for your phone. The default date and time is **01/01** and **00:00** respectively.

5.11.1 Set Date and Time

- 1 Press  in idle mode, scroll  to **CLOCK/ALARM** and press  **OK**, press  **OK** to enter **DATE & TIME**.
- 2 The last stored date is displayed. Enter the current date (DD/MM) and press  **OK**.
- 3 The last stored time is displayed. Enter the current time (HH:MM) and press  **OK** to confirm.

- A validation tone is emitted and the screen returns to previous menu.

* Tip

Press and hold  key in idle mode to switch between handset name and time/date display mode.

Note

Enter the date in Day/Month format and the time in 24-hour format.

An error tone will be emitted if an invalid digit is entered in the date/time fields.









Hour: 00 to 23; Minute: 00 to 59

Date: 01 to 31; Month: 01 to 12


Warning

If your phone is connected to an ISDN line through an adaptor, the date & time may be updated after each call. The availability of date & time update is dependent on your network provider. Please check the date & time settings in your ISDN system or contact your network provider.








5.11.2 Set Alarm

- 1 Press  in idle mode, scroll  to **CLOCK/ALARM** and press  **OK**, scroll  to **SET ALARM** and press  **OK**.
- 2 Scroll  to **OFF**, **ON ONCE** or **ON DAILY** and press  **OK**.
- 3 If you select **ON ONCE** or **ON DAILY**, enter the time (HH:MM) for the alarm and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.

Note

The alarm tone and alarm icon  will only sound/blink for 1 minute when the alarm time is reached. To mute the alarm tone, simply press any key on the handset.

5.11.3 Set Alarm Tone

- 1 Press  in idle mode, scroll  to **CLOCK/ALARM** and press  **OK**, scroll  to **ALARM TONE** and press  **OK**.
- 2 Scroll  to **MELODY 1**, **MELODY 2** or **MELODY 3** and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.

6 Personal settings








6.1 Handset Tones

6.1.1 Set the Ring Volume


Danger

When the handset rings during an incoming call, please do not hold the handset too close to your ear as the volume of the ringing tone may damage your hearing.

There are 5 ringer volume options (**BOOST**, **HIGH**, **MEDIUM**, **LOW** and **RINGER OFF**). The default level is **MEDIUM**.



- 1 Press  key in idle mode, scroll  to **PERSONAL SET** and press  **OK**, press  **OK** to enter **HANDSET TONE** and press  **OK** again to enter **RING VOLUME**.
- 2 Scroll  to your desired volume level and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.

Note



When **RINGER OFF** is activated, the icon  will be displayed on the screen.

6.1.2 Set the Ring Melody

There are 10 ring melodies available on your handset.









- 1 Press  key in idle mode, scroll  to **PERSONAL SET** and press

 **OK**, press  **OK** to enter **HANDSET TONE**, scroll  to **RING MELODY** and press  **OK**.

- 2 Scroll  to your desired melody to play the melody.
 - 3 Press  **OK** to set the ring melody.
 - A validation tone is emitted and the screen returns to previous menu.
-







6.1.3 Activate/Deactivate Key Tone


A single tone is emitted when a key is pressed. You can enable or disable the key tone. By default, the key tone is **ON**.

- 1 Press  key in idle mode, scroll  to **PERSONAL SET** and press  **OK**, press  **OK** to enter **HANDSET TONE**, scroll  to **KEY TONE** and press  **OK**.
 - 2 Scroll  to **ON** or **OFF** and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.
-


6.2 Change the Handset Name








You can name the handset and display the handset name in idle mode. The default handset name of your handset is **PHILIPS**.

- 1 Press  key in idle mode, scroll  to **PERSONAL SET** and press  **OK**, scroll  to **HANDSET NAME** and press  **OK**.
- 2 The last stored name is displayed. Press  **BACK** key to delete the characters one by one.

- 3** Enter the new name (maximum 10 characters) and press  **OK** to confirm.
- A validation tone is emitted and the screen returns to previous menu.
-








6.3 Activate/Deactivate Auto Answer

This function enables you to answer a call automatically by simply lifting the handset off the base station. By default, the Auto Answer feature is **OFF** and in this case you have to press the  key to answer a call.

- 1** Press  key in idle mode, scroll  to **PERSONAL SET** and press  **OK**, scroll  to **AUTO ANSWER** and press  **OK**.
- 2** Scroll  to **ON** or **OFF** and press  **OK** to confirm.
- A validation tone is emitted and the screen returns to previous menu.
-

6.4 Change the Display Language

Your handset can support different display languages, depending on your country selection during the WELCOME mode.


- 1** Press  key in idle mode, scroll  to **PERSONAL SET** and press  **OK**, scroll  to **LANGUAGE** and press  **OK**.
- 2** Scroll  to your desired language and press  **OK** to confirm.
- A validation tone is emitted and the screen returns to previous menu.

* Tip

Once the display language is set, the option menus on the handset will switch to display in the selected language immediately. However, it will not change the language of the predefined outgoing message of your answering machine.



7 Advanced settings

7.1 Change Recall time

Recall time (or dial delay) is the time delay by which the line will be disconnected after you press  key. It can be set to short or long.

The default value of recall time that is preset in your handset should be the best suited for your country network and therefore you should not need to change it.

1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, press  **OK** to enter **RECALL TIME**.



2 Scroll  to **SHORT** or **LONG** and press  **OK** to confirm.

- A validation tone is emitted and the screen returns to previous menu.

7.2 Change the Dial Mode (country-dependent)

The default value for dial mode that is preset in your handset should be the best suited for your country network and therefore you should not need to change it.

1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **DIAL MODE** and press  **OK**.

2 Scroll  to **TONE** or **PULSE** and press  **OK** to confirm.

- A validation tone is emitted and the screen returns to previous menu.

7.3 Set Area Code

This feature is useful when you have subscribed to Caller Line Identification service. It allows you to set an area code in your DCTG245. Once the local area code is set, the phone automatically filters the area code for all incoming calls, by removing the area code for local calls and retaining the area code for calls from other areas.


If it is a local call, then only the phone number of the caller is displayed during an incoming call or when you call the number from the call log. If it is a long distance call, then both the area code and phone number will be displayed in a proper format to be dialled out directly from the call log, or saved into the phonebook.

Note

You can enter a maximum of 4 digits for the area code.

You need to subscribe to Caller Line Identification service to be able to see the caller's number or name in the call log. See "Using the Call log" on page 22 for details.

1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **AREA CODE** and press  **OK**.







2 Enter the local area code (maximum 4 digits) and press  **OK** to save.

- A validation tone is emitted and the screen returns to previous menu.

7.4 Call Barring




Call barring enables you to restrict selected handsets from dialling a phone number beginning with certain numbers. You can set up to 4 different barring numbers, with each number containing up to 4 digits.

7.4.1 To activate/deactivate Call Barring

- 1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **CALL BARRING** and press  **OK**.
- 2 Enter the Master PIN when prompted and press  **OK** to confirm.

Note

By default, the Master PIN is 0000.

- 3 Press  **OK** to enter **BARR MODE**.
- 4 Scroll  to **ON** or **OFF** and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.







Note

When **CALL BARRING** is activated, **BR** will be displayed on the screen.

7.4.2 To modify Call Barring number





Note

If a restricted number is dialled, the call will not be connected. When this happens, the phone emits an error tone and returns to idle mode.

- 1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **CALL BARRING** and press  **OK**.
- 2 Enter the Master PIN when prompted and press  **OK** to confirm.

Note

By default, the Master PIN is 0000.







- 3 Press  **OK** to enter **BARR NUMBER**.
- 4 Scroll  to **NUMBER 1**, **NUMBER 2**, **NUMBER 3** or **NUMBER 4** and press  **OK**.
- 5 Enter the barring number (maximum 4 digits) and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.

7.5 Baby Call

When activated, the Baby Call feature enables you to dial a number by pressing any key on your handset. This feature is very useful for direct access to emergency services.


You can enter up to 24 digits for baby call number.



7.5.1 To activate Baby Call mode

- 1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **BABY CALL** and press  **OK**.
- 2 Enter the Master PIN when prompted and press  **OK** to confirm.

Note

By default, the Master PIN is 0000.

3 Press  **OK** to enter **BABY MODE**.





4 Scroll  to **ON** and press  **OK** to confirm.


5 **BABY CALL ON** is displayed on the screen.

- A validation tone is emitted and the screen returns to previous menu.

7.5.2 To deactivate Baby Call mode


1 Long press  key (when Baby Call mode has been activated before).



2 Scroll  to **ADVANCE SET** and press  **OK**, scroll  to **BABY CALL** and press  **OK**.

3 Enter the Master PIN when prompted and press  **OK** to confirm.

Note

By default, the Master PIN is 0000.


4 Press  **OK** to enter **BABY MODE**.

Scroll  to **OFF** and press  **OK** to confirm.

- A validation tone is emitted and the screen returns to previous menu.



7.5.3 To change Baby Call number

1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **BABY CALL** and press  **OK**.


2 Enter the Master PIN when prompted and press  **OK** to confirm.

Note

By default, the Master PIN is 0000.

3 Scroll  to **BABY NUMBER** and press  **OK**.

- The last stored Baby Call number is displayed (if any).






4 Enter the baby call number (maximum 24 digits) and press  **OK** to confirm.

- A validation tone is emitted and the screen returns to previous menu.

7.6 Set Prefix


This feature allows you to define a prefix number to be added to the beginning of a number during predialling (see “Predialling” on page 16). You may also use this feature to add a detect string to match and replace the first few digits of the number during predialling.

You can enter up to a maximum of 5 digits for the detect string and auto prefix number respectively.

1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **PREFIX** and press  **OK**.


2 **DETECT DIGIT** is displayed on the screen. Press  **OK** to enter.

- The last stored detect string is displayed (if any).

3 Enter a detect string number (maximum 5 digits) and press  **OK** to confirm.


4 **PREFIX NUM.** is displayed on the screen. Press  **OK** to enter.


- The last stored prefix number is displayed (if any).

- 5 Enter the prefix number (maximum 5 digits) and press  **OK** to confirm.

- A validation tone is emitted and the screen returns to previous menu.







Note

If no detect string (blank) is entered, the prefix number will be automatically added to the predial number after  key is pressed.

For numbers starting with *, # or P, the prefix number will not be added to the predial number after  key is pressed.




7.7 SOS Number

This feature allows you to make an emergency call beginning with certain numbers, even when the number is barred (see “Call Barring” on page 30). You can set up to 3 SOS numbers, with each number containing up to 4 digits.

- 1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **SOS NUMBER** and press  **OK**.
- 2 Enter the Master PIN when prompted and press  **OK** to confirm.

Note

By default, the Master PIN is 0000.

- 3 Scroll  to **NUMBER 1**, **NUMBER 2** or **NUMBER 3** and press  **OK**.
- 4 Enter the SOS number (maximum 4 digits) and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.







7.8 Registration

The procedures described below are the procedures that you will find in your handset. The procedures may vary according to the handset you want to register. In this case, please refer to the manufacturer of the additional handset. Additional handsets must be registered to the base unit before you can use them. Up to 6 handsets can be registered to one base station.

The Master PIN is required before you can register or unregister handsets.


Note

By default, the Master PIN is 0000.

- 1 On the base station, press and hold  for approximately 5 seconds.
- 2 On the handset, press  key, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **REGISTRATION** and press  **OK**.

Note

If no action is taken on the handset within 10 seconds, the registration procedure will be aborted. If this happens, repeat Step 1.

- 3 Enter the Master PIN when prompted and press  **OK** to confirm.

Note

By default, the Master PIN is 0000.

- 4 **WAITING __** is displayed on the screen.
 - Upon successful registration, a validation tone is emitted and the handset numbers (1 to 6) will be assigned by the base automatically.

7.9 Unregister

1 Press key in idle mode, scroll to **ADVANCE SET** and press **OK**, scroll to **UNREGISTER** and press **OK**.

2 Enter the Master PIN when prompted and press **OK** to confirm.

Note

By default, the Master PIN is 0000.

3 Scroll to select the handset number to unregister and press **OK**.

- A validation tone is emitted to indicate successful unregistration and the screen shows **UNREGISTERED**.

Note

If no action is taken on the handset within 15 seconds, the unregistration procedure will be aborted and the handset returns to idle mode.

To unregister a handset that does not belong to the DCTG240/245 range, you can only use the DCTG240/245 handset to unregister it.

7.10 Change Master PIN

The Master PIN is used for setting call barring/baby call number, registration/unregistration of handsets and for accessing the answering machine remotely. The default Master PIN number is 0000. The maximum length of the Master PIN is 8 digits. This PIN is also used to protect the settings of your handset. Your handset will prompt you whenever the PIN is required.

Note

The default pin code is preset to 0000. If you change this PIN code, keep the PIN details in a safe place where you have easy access to them. Do not lose the PIN code.

1 Press key in idle mode, scroll to **ADVANCE SET** and press **OK**, scroll to **PIN** and press **OK**.

2 Enter the current Master PIN when prompted and press **OK** to confirm.

- The PIN entered will be shown as asterisks (*) on the screen.

3 Enter the new PIN and press **OK** to confirm PIN change.

Tip

If you forget your PIN, you will need to reset your phone to its default settings. See next section “Reset Unit” for more details.

7.11 Reset Unit

You can reset your phone to its default settings with this feature.

Warning


Upon reset, all your personal settings, call log and redial list entries will be deleted and the phone will return to its default settings. However, your phonebook will remain unchanged after reset.

Note

You may have to configure your phone once again. In this case the WELCOME mode will appear again after master reset. (go to chapter 3.3)

1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **RESET UNIT** and press  **OK**.

2 **CONFIRM?** is displayed on the screen.

3 Press  **OK** again to confirm.

- A validation tone is emitted.
- The unit is reset to its default settings. (see “Default settings” on page 34)





7.12 Country Selection



The availability of this menu is dependent on your country.

You can select another country different from the one chosen during WELCOME mode.


Note

Once the country is selected, the default line settings for the selected country will be applied to the phone automatically (e.g. Recall time, Dial mode, Language, etc).

1 Press  key in idle mode, scroll  to **ADVANCE SET** and press  **OK**, scroll  to **SEL. COUNTRY** and press  **OK**.

2 Scroll  to the country of your choice and press  **OK**.

3 **CONFIRM?** is displayed on the screen.

Press  **OK** again to confirm.

- A validation tone is emitted and the screen returns to previous menu.

7.13 Default settings

Ringer Volume	MEDIUM
Ringer Melody	MELODY 1
Earpiece Volume	VOLUME 2
Speaker Volume	VOLUME 3
Key Tone	ON
Auto Answer	OFF
Handset Name	PHILIPS
Time/Date	01/01; 00:00
Master PIN	0000
Alarm	OFF
Alarm Tone	MELODY 1
Call Barring	OFF


Answering Machine

Answer Mode	ANSWER & REC mode ON
Number of rings before answer	5
Outgoing Messages	EMPTY
Base station screening	ON with default speakerphone level
Handset screening	OFF
Base speaker	LEVEL 5
Remote access	DEACTIVATED

8 Telephone answering machine (TAM)


Your phone features an answering machine that records unanswered calls when it is activated. The answering machine can store up to 99 messages. The maximum recording time is 15 minutes (including all your personalised outgoing messages).





You can use the control keys on the base station to perform the basic functions of the answering machine such as paging, message playback, deleting messages and adjustment of volume on the base station. For a description of each function of the control keys on the base station, please see "Overview of the base station" on page 10 for more details. You can also use the answer machine menu on the handset to access the answering machine functions. There is also a menu to set the answering machine options.

To begin, press  key on your base station to switch on the answering machine. Alternatively, you may switch on the answering machine via your handset (see "Switch the Answering Machine On/Off via handset" on page 38).

8.1 Play














8.1.1 Playback of new messages via handset

The last recorded message is played first via the loudspeaker. When all new messages have been played, the answering machine will stop and the  icon stops blinking.

1 Press  key in idle mode, scroll  to **ANSW MACHINE** and press **OK**, press **OK** to enter **PLAY** menu.







- The message number is displayed on the screen during playback. During playback, the screen displays "o_o XX HH/MM", where XX represents message number and HH/MM represents Hour/Minutes. The Month/Day which is represented as MM/DD will display alternatively with HH/MM.

2 During playback, you can:

Adjust volume	Press  key.
Stop playback	Press  BACK to return to PLAY menu.
Repeat	Press  OK and press  OK to enter REPEAT .
Next message	Press  OK , scroll  to NEXT MESSAGE and press  OK .
Previous message	Press  OK , scroll  to PREV MESSAGE and press  OK .
Delete message	Press  OK , scroll  to DELETE and press  OK . A validation tone is emitted and the screen returns to previous menu.

8.1.2 Playback of old messages via handset

Old messages can only be played if there are no new messages. The first recorded message will start to play until the last recorded message.

- 1 Press  key in idle mode, scroll  to **ANSW MACHINE** and press  **OK**, press  **OK** to enter **PLAY** menu.
- 2 Press  **OK**.
 - *The first recorded message will start to play until the last recorded message.*
- 3 During message playback, you can press  **OK** to select the available options (see options available under “Playback of new messages via handset” on page 35).







8.2 Delete all messages

Warning


Messages deleted cannot be recovered.







Note

Unread messages will not be deleted.


- 1 Press  key in idle mode, scroll  to **ANSW MACHINE** and press  **OK**, scroll  to **DELETE ALL** and press  **OK**.
- 2 **CONFIRM?** is displayed on the screen.
Press  **OK** again to confirm deletion of all your messages.
 - *A validation tone is emitted and the screen returns to previous menu.*

8.3 Memo recording

You can record a reminder message for yourself or for anyone else who uses your answering machine. The answering machine treats a memo recording the same way it treats any incoming message, and the new message indicator  will flash accordingly.

- 1 Press  key in idle mode, scroll  to **ANSW MACHINE** and press  **OK**, scroll  to **RECORD MEMO** and press  **OK**.
 - *A validation tone is emitted.*
 - *Recording starts.*
- 2 **RECORDING** is displayed on the screen.
To stop recording, press  **OK**.
 - *A validation tone is emitted and the screen returns to previous menu.*
 - *The recorded memo is automatically saved.*



Note

Press  **BACK** at any time to stop the recording and return to the previous menu.

8.4 Set the Answer mode

There are 2 answer modes available: Answer Only and Answer & Record. By default, the answer mode is **ANSWER & REC**, by which your correspondent can leave a message on the answering machine. This can be changed to **ANSWER ONLY** mode, by which your correspondent cannot leave any messages on the answering machine.

1 Press  key in idle mode, scroll  to **ANSW MACHINE** and press  **OK**, scroll  to **ANSWER MODE** and press  **OK**.



2 Scroll  to **ANSWER ONLY** or **ANSWER & REC** and press  **OK**.

- *The answer mode is set.*
- *If you wish to greet your correspondents with a personalised outgoing message instead of the default outgoing message, proceed with Steps 3 and 4.*

Note

Depending on the answer mode you have selected, the appropriate default outgoing message is played once the answering machine picks up an incoming call. The language of the default outgoing message depends on the country selected in Welcome mode (see page 12).

3 **SELECT OGM** is displayed on the screen. Press  **OK** to confirm.

4 Scroll  to **PERSONALISED** and press  **OK**.



- *You can now proceed to record your personalised outgoing message ("Record your Personalised Outgoing Message" on page 37).*

8.5 Record your Personalised Outgoing Message

You can record one personal outgoing message. This personal outgoing message replaces the default ones. To revert to the default outgoing message, simply delete the personal outgoing message you have recorded. If you are not satisfied with the recorded outgoing message,


simply record a new message to overwrite the old one.

1 Repeat Steps 1 to 4 in "Set the Answer mode" on page 36.

2 Scroll  to **RECORD OGM** and press  **OK**.

- *A validation tone is emitted and recording starts.*
- *When you record a new outgoing message, the previous one (if any) is overwritten automatically.*


3 **RECORDING** is displayed on the screen.

To stop recording, press  **OK**.

- *A validation tone is emitted and the screen returns to previous menu.*
- *The recorded outgoing message is automatically saved.*

Note

The maximum length of an outgoing message is 1 minute.

Press  **BACK** at any time to stop the recording and return to the previous menu.


8.5.1 Playback your Personalised Outgoing Message

1 Repeat Steps 1 to 4 in "Set the Answer mode" on page 36.








2 Scroll  to **PLAY OGM** and press  **OK**.

- *The previously recorded outgoing message (if any) is played, and then the screen returns to previous menu.*

Note

Press  **BACK** at any time to stop the playback and return to the previous menu.









8.6 Switch the Answering Machine On/Off via handset

- 1 Press  key in idle mode, scroll  to **ANSW MACHINE** and press  **OK**, scroll  to **ANSW ON/OFF** and press  **OK**.
- 2 Scroll  to **ON** or **OFF** and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.

8.7 Answering Machine settings

8.7.1 Ring Delay

This is the number of rings before the answering machine answers and starts playing your greeting message. You can set the answering machine to start playing your greeting message after 1 to 9 rings or **Toll saver**. The default ring delay is 5.

- 1 Press  key in idle mode, scroll  to **ANSW MACHINE** and press  **OK**, scroll  to **ANSW SETTINGS** and press  **OK**, press  **OK** to enter **RING DELAY**.
- 2 Scroll  to your desired ring delay setting (1 to 9 rings or **TOLL SAVER**) and press  **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.

* Tip

Toll saver mode can save you the cost of a long-distance call when you check your messages remotely. If there are new messages in your answering machine, the outgoing message will start playing after 3 rings. If there are no new messages, the outgoing message will be played after 5 rings. Hence, if you want to check if you have any messages without incurring call charges, you can hang up the call after the 4th ring.

8.7.2 Remote Control Access

If you are far away from home and want to check the messages on your answering machine, you can make use of the remote access feature to check your messages using another phone. Once you dial your home number from any other phone and enter the remote access code*, you will be able to obtain the messages on your answering machine. The keypad on the phone you use to dial acts like the functions on your answering machine where you can play or delete messages, turn your answering machine on or off, etc.

⊖ Note

This feature is deactivated by default.
* Remote access code (which is the same as your Master PIN code) prevents any unauthorised remote access of your answering machine.

8.7.2.1 Activate/Deactivate Remote Access

- 1 Press key in idle mode, scroll to **ANSW MACHINE** and press **OK**, scroll to **ANSW SETTINGS** and press **OK**, scroll to **REMOTE ACC.** and press **OK**.
- 2 Scroll to **ACTIVATED** or **DEACTIVATED** and press **OK** to confirm.
 - A validation tone is emitted and the screen returns to previous menu.

8.7.2.2 Controlling the Answering Machine from an external call

- 1 From another phone, dial home.
 - The answering machine answers and starts playing your greeting message.
- 2 Within 8 seconds, press # key on the phone you used to dial and enter the remote access code (same as your Master PIN code).
 - If the access code is incorrect, an error tone will be emitted. After the error tone is emitted, you can try to press the remote access code again until you enter the correct number.
 - The answer machine will drop the line immediately if there is no detection of the master PIN entry within 8 seconds.
 - If the remote access code is correct, a validation tone can be heard.

The following table indicates how to access the below features during remote access procedure:

	Go to previous message
	Play all recorded messages (new and old) or play current message again
	Go to next message
	Play the current outgoing message
	Delete current message
	Stop message playback or stop outgoing message playback

8.8 Call Screening

8.8.1 Set Handset Call Screening










If Handset call screening is set to **On**, you can hear the incoming message via the handset speaker and decide whether or not to pick up a call. To take the call, press .

This feature is deactivated by default.

- 1 Press key in idle mode, scroll to **ANSW MACHINE** and press **OK**, scroll to **ANSW SETTINGS** and press **OK**, scroll to **HS SCREENING** and press **OK**.
- 2 Scroll to **ON** or **OFF** and press **OK**.
 - A validation tone is emitted and the screen returns to previous menu.

8.8.2 Set Base Call Screening

If Base call screening is set to **On**, you can hear the incoming message via the loudspeaker of the base station and decide whether or not to pick up a call. This feature is activated by default.

- 1 Press  key in idle mode, scroll  to **ANSW MACHINE** and press  **OK**, scroll  to **ANSW SETTINGS** and press  **OK**, scroll  to **BS SCREENING** and press  **OK**.
- 2 Scroll  to **ON** or **OFF** and press  **OK**.
 - A validation tone is emitted and the screen returns to previous menu.

9 Technical data

Display

- Progressive LCD backlight
- The backlight remains on for 15 seconds after each activation such as an incoming call, key presses, lifting the handset off the base station, etc.
- The colour of the LCD backlight is Amber.

General telephone features

- Dual mode caller name & number identification
- 10 polyphonic ringer melodies

Phonebook list, Redial list and Call log

- Phonebook list with 100 entries
- Redial list with 5 entries
- Call log with 20 entries

Battery

- 2 x HR AAA NiMh 550 mAh batteries

Power Consumption

- Power consumption at idle mode: around 800mW

Weight and dimensions

- 160 grams
- 117mm x 109mm x 82mm
(H x D x W)

Temperature range

- Operation: Between 0 and 35° C (32 to 95° F).
- Storage: Between -20 and 45° C (-4 to 113° F).

Relative humidity

- Operation: Up to 95% at 40°C
- Storage: Up to 95% at 40°C

10 Frequently asked questions

www.philips.com/support

In this chapter, you will find the most frequently asked questions and answers about your phone.

Connection

The handset does not switch on!

- Charge the batteries: Put the handset on the base station to charge. After a few moments, the phone will switch on.

The handset does not charge!

- Check charger connections.

icon is not blinking during charge!

- Battery is full: There is no need to charge the battery.
- Bad battery contact: Adjust the handset slightly.
- Dirty contact: Clean the batteries contact with a cloth moistened with alcohol.

Communication is lost during a call!

- Charge the battery
- Move closer to the base station.

The phone is "Out of range"!

- Move closer to the base station.

Set-up

SEARCHING... is displayed on handset and icon is blinking!


- Move closer to the base station.
- Make sure that your base station is on.
- Reset your unit and restart handset registration.

INITIAL is displayed on handset during charge!


- Charge the batteries for a few more minutes to start up normally
-

Sound

Handset does not ring!

Check that the **RING VOLUME** is not set to **RINGER OFF**, and make sure  icon is not displayed on the screen (see "Set the Ring Volume" on page 27).

Caller does not hear me!

Microphone may be muted: During a call, press .

There's no dialling tone!

- No power: Check the connections.
- Batteries are empty: Charge the batteries.
- Move closer to the base station.
- Wrong line cable used: Use the line cable provided.

- Line adaptor is required: Connect the line adaptor to the line cord.

Caller does not hear me clearly!


- Move closer to the base station.
- Move the base station at least one metre away from any electronic appliances.

Frequent noise interference on my radio or television!

- Move the base station as far away as possible from the electrical appliances.
-

Product behaviour

Keypad does not work!

- Unlock your keypad: Long press  in idle mode.

The handset warms up when making a long call!

- This is a normal behavior. The handset consumes energy while calling.

The handset cannot be registered to the base station!

- Maximum number of handsets (6) has been reached. To register a new handset, unregister an existing handset.
- Remove and replace the handset batteries.
- Try again by disconnecting and connecting the base station power supply and follow the procedure to register a handset (see “Registration” on page 32).

Caller number is not displayed!

- Service is not activated: Check your subscription with your network operator.

My handset keeps going into idle mode!

- If there are no key presses for 15 seconds, the handset will automatically return to idle mode. It will also return to idle mode automatically when you place the handset back on the base station.

Phonebook entry cannot be stored and MEMORY FULL is displayed!

- Delete an entry to free memory before saving your contact again.

The Master PIN code is wrong!

- The default master PIN is 0000.
- Reset the handset to revert to the default master PIN code if it has been changed before (see “Reset Unit” on page 33).

The answering machine does not record messages!

- Memory is full: Delete your old messages.
- The **ANSWER ONLY** mode has been activated. Deactivate **ANSWER ONLY** and activate **ANSWER & REC** mode (see “Set the Answer mode” on page 36).

Remote control access does not work!

- Activate Remote Control Access (see “Remote Control Access” on page 38).

The phone hangs up during remote access!

- You have taken more than 4 seconds to enter the Master PIN code. Enter the code again within 4 seconds.

Answering machine stops before the recording is finished!

- Memory is full: Delete your old messages.

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Document order number: 3111 285 38491



Printed in China