



USER GUIDE

e820 System

Digital Cordless Telephone
with Caller Display
and Answering
Machine



THIS EQUIPMENT IS NOT DESIGNED FOR
MAKING EMERGENCY TELEPHONE CALLS
WHEN THE POWER FAILS. ALTERNATIVE
ARRANGEMENTS SHOULD BE MADE FOR
ACCESS TO DIAL EMERGENCY SERVICES.

Aus Ver 1, Jan, 05

Before operating this set,
please read these instructions carefully.

BINATONE " e820 System "
User Guide - Back Page

BINATONE " e820 System "
User Guide - Front Page
1) White background and black letters
2) Material: 100lb Double face art paper
3) Size: 105mm(w) x 148mm(H) A6



Important note — emergency calls

The e820 is not designed for making emergency calls when the mains power fails. So you should make alternative arrangements for access to Emergency Services.

(This means that you should also have a basic phone that does not need mains power, connected to your line so that you can make calls during a power failure.)

If you need help ...

The Binatone service Line is available from 9.00 am to 5.00 pm, Monday to Friday, on 1300 768 112

Calls are charged at Local Call rate.



Unpacking your e820 system

In the box are:

- the **cordless handset** (up to six, depending on which e820 system you've bought)
- the **base unit/answering machine**
- three rechargeable **batteries** and a **battery compartment cover** for each handset
- a **telephone line cable** for the base unit
- a **mains power lead and adapter** for the base unit
- up to five **charger pods**, each with a separate mains power lead and adapter

Keep the packaging materials in a safe place in case you later need to transport the unit.

Keep your sales (till) receipt, which is your warranty.



Where to find it

UP ▲ and DOWN ▼ buttons

Press during a call to adjust the volume in the earpiece.

Press to move through the list of stored numbers or Caller Display records.

PHONE /OK button

Press to begin or answer a phone call.
Press while programming to confirm your selection.

PROG button

Press to start programming.

Press during a call to make a note of a number in the Notebook.

● (Last Number Redial)/ CDS/ PAUSE button

Press ONCE to make a repeat call to one of the last five numbers you dialed.

Press TWICE to see a list of Caller Display records.

Press to generate pauses when using the phone on a PBX.

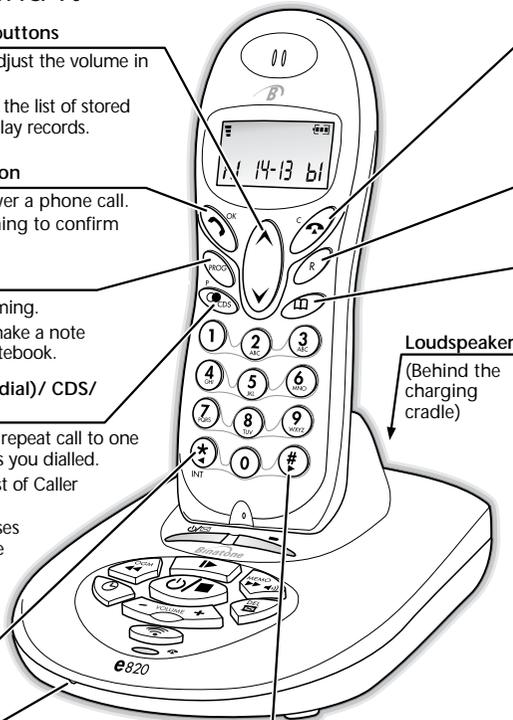
* /INT (Intercom) button

Press to make an intercom call (if you have more than one handset).

Microphone

If the display is blank

Press the  button to switch the handset on



Loudspeaker
(Behind the charging cradle)

HANG UP / C (Cancel) button

Press to hang up at the end of a call.

Press and hold for 1 second to lock the keypad.

Press and hold for 3 seconds to turn the handset on and off.

While dialling or programming, press BRIEFLY to delete digits from the display; or press and HOLD to clear the display.

R (Recall) button

You may need this during a call if your e820 is connected to a PBX, or if you use BT's Select Services.

MEMORY button

Press to store numbers in memory and to make calls to stored numbers.

Volume +/- buttons

To adjust the loudspeaker volume.

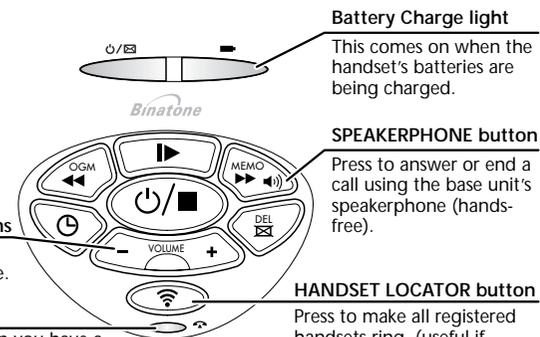
IN USE light

This comes on when you have a connection to the telephone line. It flashes when the phone is ringing for an incoming call.

For details of the answering machine buttons and lights, see the diagram on page 25.

Before you can use the handset to make calls you will need to fit and fully charge the batteries, as described on pages 6 and 7.

Please read the notes on pages 3 and 4 before you install the base unit.



Battery Charge light

This comes on when the handset's batteries are being charged.

SPEAKERPHONE button

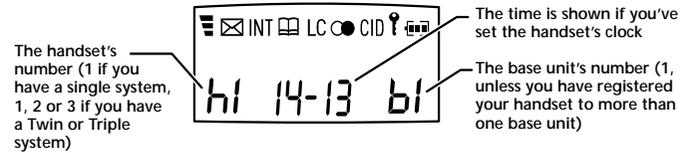
Press to answer or end a call using the base unit's speakerphone (hands-free).

HANDSET LOCATOR button

Press to make all registered handsets ring. (useful if you've forgotten where you put a handset).



Symbols on the display



The duration of each call is shown on the display from 20 seconds after you press the PHONE button for a line, until 5 seconds after you end the call.

What the symbols mean

	Signal level	This shows the strength of the signal between the handset and base unit. It flashes while the handset is trying to establish a radio link to the base unit. If this symbol flashes while you're on a call, move closer to the base unit.
	New call	This appears when you missed incoming calls (even if you do not use Caller Display).
	Intercom call	This flashes while your handset is ringing for an intercom call, and comes on steadily when the call's connected.
	Memory/store	This comes on when you're storing numbers in memory, and when you're making calls to stored numbers.
	Indirect network	This appears when the handset is dialling a non-local number via an alternative provider's network.
	Redialling	This appears when you're using Last Number Redial.
	Caller Display	This appears when you're checking, or dialling from, the list of Caller Display records.
	Keypad locked	This appears when the keypad is locked, or when you're trying to dial a barred number.
	Battery charge level	When this shows 'nearly empty' (🔋), put the handset onto the base unit or charger pod as soon as possible, to charge the batteries. While the batteries are being charged, this symbol blinks.





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Read these notes first

Choosing a site for the base unit and charger pod The base unit and charger pod(s) should be placed on a level surface, in a position where:

- the mains adapter plug will reach an easily accessible 230-V AC switched mains supply socket — **never try to lengthen the mains power cable**
- the base unit's telephone line cable will reach your telephone line socket or extension socket (the charger pod does not have a telephone line connection)
- it is not close to another telephone — this can cause radio interference
- it is not close to a sink, bath or shower, or anywhere else where it might get wet
- it is not close to other electrical equipment — fridges, washing machines, microwave ovens, fluorescent lights, TVs etc.

Radio signals between handset and base unit To use your handset and base unit together, you must be able to establish a radio link between them. Be aware that:

- Any **large metal object** — like a refrigerator, a mirror or a filing cabinet — between the handset and the base unit may block the radio signal.
- Other **solid structures**, like walls, may reduce the signal strength.

Mains power connection **IMPORTANT** — The e820 base unit and charger pod must be used with the mains adapter supplied with the unit. Using any other adapter will result in non-compliance with EN60950, and will invalidate any approval given to this apparatus.





Read these notes first

Battery safety Only use the rechargeable batteries supplied with the handset. **DON'T use non-rechargeable batteries — they may burst, causing damage.**

Connection and conditions for use You can connect your e820 to a direct exchange line (DEL) — a line connected to a local exchange, with its own phone number; to an extension socket connected to a DEL; or to an extension on an approved compatible PBX. Do not connect the e820 as an extension to a payphone.

The **ringer equivalence numbers (RENs)** of all instruments (phones, fax machines, etc.) connected to an exchange line **must not add up to more than 4** — otherwise, one or more of them may not ring and/or answer calls correctly. The e820 has a REN of 1, and most other telephones have a REN of 1 unless marked otherwise.

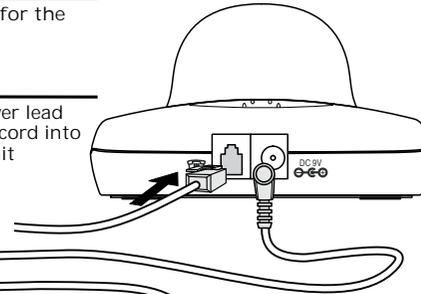


Installation and set-up

- 1 Choose a suitable site for the base unit. See page 4.

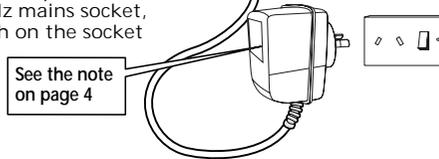
- 2 Connect the mains power lead and the telephone line cord into the back of the base unit.

Use the telephone line cord supplied with your e820 — do not use any other telephone line cord.

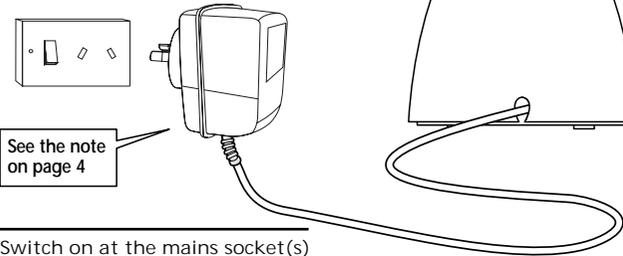


- 3 Plug the mains adapter into a 230 V AC, 50 Hz mains socket, with the switch on the socket set to OFF.

See the note on page 4.



- 4 If you have one or more charger pods ...
Plug the mains adapter into a 230 V AC, 50 Hz mains socket, with the switch on the socket set to OFF.



See the note on page 4.

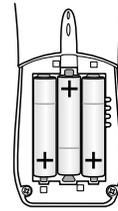
- 5 Switch on at the mains socket(s).

6

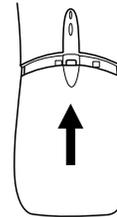


6 Fit the rechargeable batteries in each handset

A. Fit the three batteries as shown, making sure you match the + and - ends to the markings in the battery compartment



B. Fit the battery compartment cover, sliding it into place and pressing firmly to make sure it is secure



DON'T use non-rechargeable batteries in the handset.

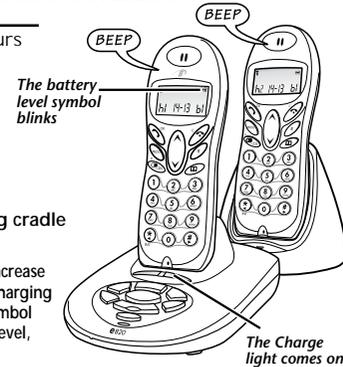
7 Charge the batteries for 15 hours

Before you use the handset for the first time, it's important to charge the batteries fully.

The handset 'beeps' when it's correctly in position on the charging cradle.

Leave the handset on the charging cradle for 15 hours.

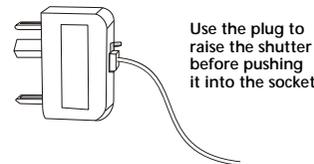
The battery charge level symbol should increase by one bar every half hour when you're charging an empty battery. If you think that the symbol isn't showing the correct battery charge level, remove and refit the batteries.



8 Connect the base unit to the telephone line

Switch off power at the mains socket
Insert the telephone line plug into the socket as shown
Switch mains power back on

Make sure the mains socket is switched on if you want to use the phone — it will not work without electrical power



NOTE: the charger pod does not have a connection to the telephone line.





Before you start

Electrical safety

- ◆ **DO NOT** let the base unit or charger pod get wet. Electrical equipment can cause serious injury if used while you are wet or standing in water.
- ◆ If the base unit or charger pod ever falls into water, **DO NOT** retrieve it until you have unplugged the power lead from the mains and the telephone line plug from the telephone socket (base unit only); then pull it out by the unplugged cables.
- ◆ **NEVER** use your e820 outdoors during a thunderstorm — unplug the base unit from the telephone line and the mains socket when there are storms in your area. Damage caused by lightning is not covered by the guarantee.

Interference

If the sound quality gets worse as you move around while on a call, this is probably caused by interference between the handset and the base unit, perhaps because you are too near to another phone or other electrical equipment.

Move to a different position to clear the interference. If you do not move, your call may be cut off.

- ! **Radio interference in the environment may occasionally cause a short break in the link between the handset and the base unit while you are on a call. The handset's display will flash briefly, while the unit automatically restores the link.**

'Out of range' warning

If you hear a **warning tone** during a call, and/or the sound in the earpiece becomes faint or distorted, you may be going out of range of the base unit. **Move nearer to the base unit within 20 seconds**, until the tone stops. Otherwise, your call may be cut off.





Switching on and off

To switch the handset on and off



To switch the handset off and save battery power:

Press the HANG UP/C button and hold it for 3 seconds until the display goes blank

To switch the handset back on:

Briefly press the HANG UP/C button

To lock the keypad



To lock the keypad:

Press the HANG UP/C button and hold it for 1 second until the 'key' symbol and a group of dashes appear on the display

To unlock the keypad:

Press the HANG UP/C button and hold it for 1 second until the 'key' symbol disappears from the display

Or simply replace the handset on the base unit or charger pod

Notes

- When the handset is switched off, it can't be used for making calls, **including emergency calls.**
- When the handset is switched off, it won't ring for incoming calls, but the base unit will still ring. To answer a call when the handset is switched off, you need to switch it back on. Remember that it may take a few moments for the handset to re-establish a radio link with the base unit.
- When you don't need to use the handset (for example, overnight or when you go out), replace it on the base unit or charger pod, to keep the batteries charged





Making and answering calls

- To make a call
-  **Key in the telephone number**
If you make a mistake, press the **HANG UP/C** button to clear digits one by one from the display.
 -  **Press the PHONE/OK button**
(You can dial the number *after* you press the **PHONE/OK** button to get Dial tone if you prefer, but you won't be able to correct any mistakes if you do it this way.)
- If you want to use the **Indirect Network** feature, turn to page 44 for more information.

- To answer a call
- When there's an incoming call, **CALL** or the phone number (if you subscribe to Caller Display: see page 16) flashes on the display; and the base unit and handset ring.
- ▶ **Press any button to answer the call**

- To end a call
- ▶  **Press the HANG UP/C button so that the IN USE light on the base unit goes out**
 - ▶ **Or simply replace the handset on the base unit or charger pod**

- Earpiece volume
- ▶  **Press the ▲ or ▼ button**
During a call, to adjust the volume in the earpiece:
There are three volume levels, shown by bars on the right-hand side of the display. After you end your call, the earpiece volume will stay at the level you have set.





Making and answering calls

Last Number Redial (LNR)

- To make a repeat call to the last number you dialed (up to 24 digits):
- 1  Press the Redial/CDS button
 - 2  Press the PHONE/OK button
- To make a repeat call to one of the the last five numbers you dialed:
- 1  Press the Redial/CDS button
 - 2  Press the ▲ or ▼ button if necessary until the number you want is displayed
 - 3  Press the PHONE/OK button
- To clear a number from the Last Number Redial (LNR) memories:
- 1  Press the Redial/CDS button, then the ▲ or ▼ button until the number you want to delete is displayed
 - 2  Press and hold the HANG UP/C button until you hear a tone;
OR press and hold the HANG UP/C button for 5 seconds to clear all five LNR memories

- Notes**
- Only numbers you've dialed manually will be stored in the LNR memories; not numbers you've dialed from memory or from the Caller Display list.
 - Numbers you've dialed more than once will be stored only once.
 - Each time you dial a number, it clears the oldest one from the LNR memories; so you don't *need* to clear numbers manually unless you want to.





Using the base unit's speakerphone

You can answer calls using the base unit as a speakerphone. But you cannot make outgoing calls using the base unit.

! Speakerphone calls using the base unit are 'one way at a time' — while the other person is talking, s/he can't hear you. So try not to interrupt each other.

To answer a call



When the phone rings, to answer it using the base unit's speakerphone:

Press the SPEAKERPHONE button on the base unit

To end a speakerphone call



If you're talking through the base unit's speakerphone, to end the call:

Press the SPEAKERPHONE button on the base unit

Make sure the IN USE light goes out.

To adjust the volume



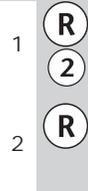
To adjust the volume of the loudspeaker:

Press the VOLUME - or + buttons on the base unit

Call waiting function

Please ensure your call waiting function is on, otherwise please contact your service provider for availability.

Call waiting



1 To answer call waiting, simply press R then 2

2 To return to your first caller, press R then 1





Memory dialling

You can store up to 20 phone numbers in memory. Each number can have up to 24 digits. The 20 **memory locations** are numbered 01 to 20.

- | | | | |
|-------------------|---|--|--|
| To store a number | 1 | | Key in the phone number
If you make a mistake, press the HANG UP/C button to clear one digit at a time from the display. |
| | 2 | | Press and hold the MEMORY button for at least a second
⇨ The phone number appears on the display, with the first free memory location to the left of it. To store it in a different location, use the ▲ or ▼ button to move to the one you prefer. |
| | 3 | | Press the PHONE/OK button to confirm |

- | | | | |
|-----------------------|---|--|--|
| To make a memory call | 1 | | Press the MEMORY button briefly
⇨ Two dashes flash on the left side of the display |
| | 2 | | Either press the ▲ or ▼ button to find the number you want;
or key in a two-digit memory location number (01 to 20) using the numbered keys |
| | 3 | | Press the PHONE/OK button |

Chain dialling You can store part of a number (for example, the long-distance dialling code) in memory, and use any combination of memory and manual dialling to make a call.





Memory dialling

- To change a stored number
- 1  Press the **PROG** button
 - 2  Press the **MEMORY** button
 - 3  Press the **▲** or **▼** button until the number you want to change is displayed
 - 4  Press the **HANG UP/C** button to delete digits one by one; then key in the new digits
- 
- 5  Press the **PHONE/OK** button

- To delete a stored number
- 1  Press the **MEMORY** button
 - 2  Press the **▲** or **▼** button until the number you want to delete is displayed
 - 3  Press and hold the **HANG UP/C** button until you hear a tone and the number disappears from the display;
OR press and hold the **HANG UP/C** button for 5 seconds to clear all 20 memories



Memory dialling

To use the notebook

- 1 
- 2 
- 3 
- 4 
- 5 

You can store a number in memory while you are busy on a call.

Press the PROG button

Press the MEMORY button

**Press the ▲ or ▼ button to find a free memory location;
OR key in a memory location number using the numbered keys**

Key in the phone number you want to store

Press the PHONE/OK button to confirm

Note: If you want to quit the notebook without storing a number, press the **HANG UP/C** button for one second.

To store an LNR number in memory

- 1 
- 2 
- 3 
- 4 

You can move a number from the Last Number Redial (LNR) memories (see page 11) to a more permanent memory location.

Press the Redial/CDS button

Press the ▲ or ▼ button if necessary until the number you want is displayed

Press and hold the MEMORY button for one second

⇔ The display shows a free memory location. You can press the ▲ or ▼ button to select a different free location if you wish (only free locations are displayed).

Press the PHONE/OK button to store the number



Caller Display

If you subscribe to this feature from your service provider, you can see the phone numbers of your callers on the display, before you answer. If a caller withholds their number, or if they are calling from a network that does not transmit the number, no number will be shown on the display when the phone rings.

The e820 will store the numbers of the last 10 callers (whether or not you answered the call) so you can call them back later. When all 10 Caller Display memories are full, the next incoming number will overwrite the oldest one. If the number was withheld or unavailable, no record will be stored.

If you've got new Caller Display records, the ☒ symbol is shown on the display.



To check
Caller Display
records



1 **Press the Redial/CDS button TWICE**

⇒ The most recent caller's number is shown on the display.

2 **Press the STAR (*) button to switch between the number, and the time/date of the call**

If the number had more than 13 digits, you'll see the first 13 digits of the number when you press the * button once; press it again to see the time/date.

3 **Press the ▲ or ▼ button to scroll through the records**

⇒ Once you've checked all the records, the CID symbol disappears from the display.





Caller Display

To return a call

1

To ring back someone who's called you:
Follow steps 1 to 3 on page 16 to display the number

2



Press the PHONE/OK button to dial the number

To delete Caller Display records

1

To delete a Caller Display record:
Follow steps 1 to 3 on page 16 to display the number

2



Press and hold the HANG UP/C button until you hear a tone;
OR press and hold the HANG UP/C button for 5 seconds to clear all 10 records

To store a Caller Display number in memory

1

To move a Caller Display record to a more permanent memory location:
Follow steps 1 to 3 on page 16 to display the number

2



Press and hold the MEMORY button for one second

⇒ The display shows the first free memory location. You can press the ▲ or ▼ button to select a different free location if you wish (only free locations are displayed).

3



Press the PHONE/OK button to store the number





Using a multi-handset system

If you have an e820 multi-handset system, you already have up to six handsets registered to your base unit. You can register additional handsets — **altogether, up to six handsets per base unit**. With two or more handsets registered, you can:

- make **intercom calls** from one handset to another
- **transfer** an outside call from one handset to another
- **shuttle** between an outside call and an intercom call
- set up a three-way **conference call**

Each handset's number (**h1** to **h6**) is shown on its display.

- ! **Only one handset can be connected to the outside line at once. If you try to make a call while another handset is already on the line, you'll hear Busy tone.**
- ! **Some of the instructions in this section tell you to press a button 'for one second'. This means that you should press the button and hold it down for a moment until the display changes, you hear a tone, or you are connected to another call.**

To make an intercom call

1



Press the ***/INT** button for one second

⇒ **INT** appears on your handset's display, with the numbers of all other registered handsets.

2



Key in a handset number; **OR** press **9** to call all other registered handsets

⇒ The other handset rings, and the **INT** symbol flashes on its display. When the other handset user answers, you will be connected.





Using a multi-handset system

To answer an intercom call

The ringing tune for intercom calls is different from that for outside calls. When someone makes an intercom call to you **INT** appears on your handset's display, with the number of the handset calling you.

- ▶ Press any button to answer the call

To end an intercom call



Press the **HANG UP/C button**
Or simply replace the handset on the base unit or charger pod

To transfer a call



When you have made or answered an outside call, to transfer it to another handset:

Press the ★/INT button for one second then key in the number of the other handset

⇨ The outside call is put on hold and the other handset rings. When the other handset user answers, you can speak to her/him.

If the other user does not answer, you can get back to the outside call at any time by **pressing and holding** the ★/INT button again.



Press the HANG UP/C button to hang up and transfer the call

You can press the **HANG UP/C** to transfer the outside call *before* the other handset answers your intercom call. If the user hasn't answered after 30 seconds, the outside call will come back to you and your handset will ring.





Using a multi-handset system

To shuttle between two calls



When you have both an outside call and an intercom call in progress, you can shuttle from one to the other, like this:

Press the **★/INT** button for one second to speak to each in turn, putting the other on hold



You can transfer the outside call to the other handset by pressing the HANG UP/C button while you're connected to the intercom call

If you press the HANG UP/C button while you're connected to the outside call, you will disconnect it.

To set up a three-way conference



When you have an outside call in progress, you can set up a three-way conference call with another handset, like this:

Press the **★/INT** button for one second then key in the number of the other handset

When the other user answers:



Press the **#** (HASH) button to bring in the outside call

(If the other user does not answer after step 1, you can get back to the outside call by pressing the **★/INT** button for one second.)





Using a multi-handset system

New Call tone

When you are on an intercom call and an outside call comes in, you will hear **New Call** tone over your conversation to tell you that someone is calling you.

To answer the outside call and end the intercom call:



Press the R button briefly



OR, to answer the outside call and put the intercom call on hold (so you can later use shuttle, conference or transfer):

Press the */INT** button for one second**

To page all handsets from the base unit

To make all registered handsets ring (this is useful if you've forgotten where you put a handset):



Press the HANDSET LOCATOR button on the base unit

⇒ Handsets ring for up to 30 seconds. To stop the ringing before this time:



Press the HANDSET LOCATOR button again



OR press any button on any handset





Handset registration

The handset(s) supplied with your base unit are already registered; you shouldn't need to re-register them. But if you've bought extra handsets separately, you will need to register them. Each handset can be registered to **up to four base units**, numbered 1 to 4.

- To register a new handset or to re-register an existing handset
-  **Press and hold the HANDSET LOCATOR button on the base unit until you hear Registration tone (slow 'beeps')**
You now have **30 seconds** in which to register the handset.
 -  **On the handset, press the PROG button then key in 1 6 followed by 1 (the base unit number)**

 -  **Key in 0000 (the base unit's PIN code)**
 -  **Press the PHONE/OK button**
⇒ The display shows the handset numbers which are still free on the base unit.
 -  **(Optional) Key in a handset number**
If you don't key in a number at this point, the handset will be registered with the lowest free number.
⇒ The handset beeps to confirm registration.

To register your handset to a new base unit Follow the steps above, but key in a new base unit number (2, 3 or 4) after 16 at step 2.





Handset registration

To de-register a handset

You may need to do this in order to replace a faulty handset.

- 1  Press the **PROG** button then **2 6**
 ⇒ The display shows the numbers of all handsets registered to the base unit.
- 2  **Key in the number of the handset to be de-registered**
⇒ The display flashes, and the handset is de-registered.

To select a base unit

If your handset is registered to more than one base unit, it will automatically select the one with which it can best set up a radio link (usually the nearest one). Or you can select a base unit manually.

You don't need this function if you have only one base unit.

- 1  Press the **PROG** button then **1 7**

- 2  **Use the ▲ or ▼ buttons to select a base unit**
Base units are numbered **1 to 4**. If you select **0**, your handset will automatically select the base unit that gives the strongest connection.
- 3  **Press the PHONE/OK button to confirm**





Handset registration

To register to a different brand of base unit

Your e820 can be registered to any GAP-compatible base unit; or you can register other GAP-compatible handsets to your e820 base unit. **But we do not guarantee that all features or display messages will be available using other manufacturers' equipment.**

- 1 Follow the instructions in the **base unit's** User Guide to put the base unit into registration mode (for example, step 1 on page 22).
- 2 Follow the instructions in the **handset's** User Guide to register the handset (for example, steps 2 to 5 on page 22).

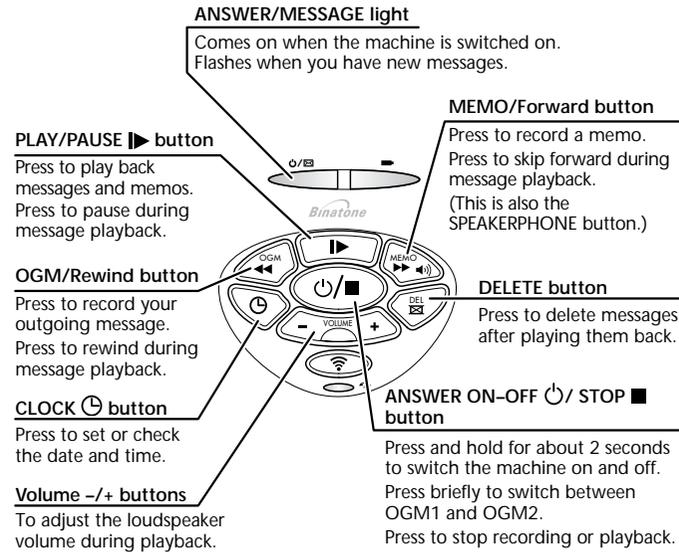
If you need to enter a PIN code for the base unit, refer to the **base unit's** User Guide.

If you have problems, contact the Binatone service Line for more advice.

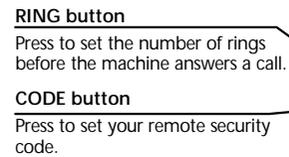


Answering machine buttons and lights

ANSWERING MACHINE



Underneath —





Setting up the answering machine

ANSWERING MACHINE

Note — if you pause too long between the steps listed below, the machine will time out and you'll need to start again.

To set the clock

- 1  Press and **hold** the CLOCK button until the machine says '**set day**'
⇒ When you release the button, the machine tells you the current day setting.
 - 2  Briefly press and **release** the FORWARD (MEMO) or REWIND (OGM) button repeatedly until machine says the correct day
 - 3  Press and **release** the CLOCK button
⇒ The machine says '**set hour**' and tells you the current hour (24-hour clock).
 - 4  Press and **release** the FORWARD (MEMO) or REWIND (OGM) button until the machine says the correct hour
 - 5  Press and **release** the CLOCK button
⇒ The machine says '**set minutes**' and tells you the current minutes setting.
 - 6  Press and **release** the FORWARD (MEMO) or REWIND (OGM) button until the machine says the correct minutes
 - 7  Press and **release** the CLOCK button
⇒ The machine tells you the day and time you have set.
- If you want to change the setting, just repeat steps 1 to 7**

To check the clock



To check the day and time any time:

Briefly press the CLOCK button





Setting up the answering machine

Outgoing messages (OGMs)

An OGM is what callers hear when the machine answers. The e820 has two OGMs; it is supplied with pre-recorded messages, but you can record your own versions:

- OGM1 — this invites callers to leave a message. The default is *"Sorry — we cannot answer your call now. Please leave your message after the beep"*.
- OGM2 — this simply asks callers to try later and does not give them the opportunity to leave a message. The default is *"Please call later"*.

Each OGM can be between 3 seconds and 1 minute long. If you speak for less than 3 seconds, your message will not be recorded.

ANSWERING MACHINE

To record OGM1

- 1  Press and **hold** the ON-OFF/STOP button for about 2 seconds until the machine says: **"Answering on."**
⇒ The base unit's ANSWER/MESSAGE light should come on.
- 2  Press and **hold** the OGM (REWIND) button until you hear a 'beep'
- 3  Record your OGM, speaking clearly about 15 cm (6 inches) from the base unit's microphone
- 4  As soon as you have finished speaking, press the ON-OFF/STOP button to stop recording
⇒ The machine plays back your OGM. If you want to change it, simply record it again.
You can listen to your OGM at any time by briefly pressing the OGM button





Setting up the answering machine

ANSWERING MACHINE

- To record OGM2
-  If necessary, press and hold the ON-OFF/STOP button to switch the machine on
 -  Briefly press the ON-OFF/STOP button so that the machine says: *"Please call later"*
 -  Press and hold the OGM (REWIND) button until you hear a 'beep'
 -  Record your OGM into the base unit's microphone
 -  As soon as you have finished speaking, press the ON-OFF/STOP button to stop recording
⇒ The machine plays back your OGM. If you want to change it, simply record it again.

To set the number of rings

The machine can answer calls after **two to nine rings**. If you don't set a number, it will answer after **five rings**.
If you check your messages remotely, you can set **Toll Saver** — the machine will answer after **two rings** if there are new messages; after **five rings** if there are no new messages. So, if it hasn't answered after two rings, you can hang up to save the cost of the call.

-  Press and **hold** the RING button (on the underside of the base unit) for about 2 seconds until you hear *"Set rings"*. Then release the button
- 
 Briefly press and release the FORWARD (MEMO) or REWIND (OGM) button repeatedly to change the number of rings
-  Press the RING button again to confirm the number of rings you have set
You can check the number of rings at any time by briefly pressing the RING button.





Using the answering machine

To switch on and off



Press and **hold** the ON-OFF/STOP button to switch the machine on and off

When the machine is first switched on, OGM1 is selected, so callers will be able to leave messages.

When the machine is switched off, it will answer after 10 rings and play OGM2. You can switch it on using remote operation (see page 33).

To switch between OGMs



Briefly press the ON-OFF/STOP button to switch between OGM1 and OGM2

When you switch between OGMs, the machine plays the one now selected.

! The machine does not record messages with OGM2 selected; make sure OGM1 is selected if you want callers to leave messages.

To record a memo

1



You can record a memo (between 3 seconds and 2 minutes long) directly into the machine. It will be played back together with any messages from callers.

Press and **hold** the MEMO (FORWARD) button until you hear a 'beep'

2



Record your memo, speaking clearly from about 15 cm (6 inches) from the base unit's microphone

3



As soon as you have finished speaking, press the ON-OFF/STOP button to stop recording





Using the answering machine

ANSWERING MACHINE

To play back your messages When there are new messages and/or memos waiting, the base unit's ANSWER/MESSAGE light flashes. Memos are counted as messages.

Playback and Pause

- ▶  **Press the PLAY/PAUSE button to play all new messages and memos**
⇒ The machine tells you how many messages you have altogether; then how many new messages. Before playing each new message, it tells you the day and time it was recorded (if you have set the clock — see page 26).
- ▶  **To pause and restart during playback, briefly press the PLAY/PAUSE button**
⇒ Playback pauses. If you don't press the **PLAY/PAUSE** button to restart playback, it will restart automatically after a 2-minute pause.
- ▶  **After playing your new messages you can press the PLAY/PAUSE button again to play all your messages**

Repeat/Rewind

- ▶  **To repeat the current message, press the REWIND (OGM) button *briefly***
- ▶  **To replay the previous message, press the REWIND button *twice***

Skip/Fast Forward

- ▶  **To skip to the next message, press the FORWARD (MEMO) button**





Using the answering machine

Stop playback

- ▶  To stop message playback, press the ON-OFF/STOP (STOP) button

Volume control

To adjust the volume of the loudspeaker during playback:

- ▶  Press the VOLUME - or + button
There are ten volume levels altogether, including 'off'.

ANSWERING MACHINE

To intercept a call

- ▶  pressing the PHONE button on the e820 handset; OR
- ▶  pressing the SPEAKERPHONE button on the e820 base unit; OR
- ▶ lifting the handset of any other phone connected to the same line.

⇒ When you intercept a call, the machine will stop recording the caller's message.





Using the answering machine

ANSWERING MACHINE

To delete messages



To delete the current message:

Briefly press the DELETE button *during playback*

⇒ If this is a new message, it will carry being played, and will be deleted after you've listened to all new messages. If it's an old message (one you've listened to before), it will stop and be deleted immediately.



To delete all old messages together:

Press and hold the DELETE button for 2 seconds *after playback*

! Remember to delete messages after you've listened to them — otherwise, the machine's memory may become too full to record new messages.

The machine will not delete any messages you have not yet listened to.

The machine's memory has room for about 11 minutes of recording time, or up to 99 individual messages.

To go back to the default OGMs



If you no longer want callers to hear the OGMs you have recorded, you can delete them and revert to the pre-recorded defaults as follows:

1 If necessary, briefly press the ON-OFF/STOP button to switch to the OGM you want to delete



2 Briefly press the OGM (REWIND) button to play the message



3 While the message is playing, press the DELETE button





Remote operation

To set a remote security code

- 1  Press and **hold** the CODE button (on the underside of the base unit) for about 2 seconds until the machine says 'Set security code'. Then release the button
- 2  Press the FORWARD (MEMO) or REWIND (OGM) button to set the first digit
- 3  Press the CODE button again
- 4 Repeat steps 2 and 3 to set the second and third digits

- To check your remote security code
- 1  Briefly press the CODE button

- To check your messages remotely
- 1 Using a tone dialling phone, dial your home number
 - 2 When you hear your outgoing message, press 
⇒ You hear 'Security code' then a 'beep'.
 - 3 Key in your remote security code
⇒ You hear one long 'beep'.
 - 4 Press  to play back your messages and/or use the keys listed overleaf

- Notes**
- ◆ At steps 2, 3 and 4, you must press a key within 10 seconds, or the machine will cut off your call.
 - ◆ At step 3, if you key in the wrong code, you can try again. You have up to three attempts to get the code right before the machine cuts off your call.
 - ◆ After about 2½ minutes playback, the machine will pause and you'll hear a tone (short 'beeps'). To continue playback, press any key within 10 seconds. If you don't press a key, your call will be cut off.





Remote operation

ANSWERING MACHINE

Keys to press during remote operation	Interrupt and bypass the outgoing message (OGM)	*
	Play new messages (<i>after playing back new messages, you can press this again to hear all recorded messages</i>)	2
	Pause and restart during message playback	2
	Skip forward to the next message	3
	Repeat the current message	1
	Skip back to the previous message	1 1
	Stop playback or recording	6
	Delete the message currently being played back	7
	Delete all messages that have been played back	0
	Play the outgoing message (OGM1 or OGM2)	4
	Record a new outgoing message (OGM1 or OGM2)	5
	Record a memo	#
	Switch the machine on	9
	Switch the machine off	8

Switching on remotely If the answering machine is switched off, it will answer your call after 10 rings. To switch it on remotely:

- 1 When you hear your outgoing message, press *
- 2 When you hear 'Security code' then a 'beep', key in your remote security code
- 3 Press 9 to switch on





Customising your handset

- General points** You can customise the settings of your e820 handset, using a menu which is shown on the handset's display. Please note that:
- If you don't press any button for about 25 seconds, the handset will **time out** and the display will return to standby mode.
 - When you confirm any setting you have made, you'll hear a **confirmation tone**. If you make a mistake, you'll hear a **warning tone**.
 - **At the end of each set of steps**, you can return the handset to standby mode by either:
 - replacing the handset on the base unit
 - pressing and holding the **HANG UP/C** button

Auto-answer When a call comes in, you need to press any button to answer it. Or you can set auto-answer — so, if the handset is in place on the base unit, you simply lift it to answer the call, without pressing any button.

- 1  Press the **PROG** button then 1 5

- 2  Use the **▲** or **▼** button to set:
0 for auto-answer **off**
1 for auto-answer **on**
- 3  Press the **PHONE/OK** button to confirm





Customising your handset

Ringer volume and melody The handset has eight ringer volume levels, including 0 for off; and eight ringer melodies. With the volume set to 0, the handset will not ring for an incoming call, but the display will show *CALL* or the phone number.

To change the volume:

1  Press the PROG button then 1 1 1

2  Use the  or  button to change the volume

3  Press the PHONE/OK button to confirm

To change the melody:

1  Press the PROG button then 1 1 2

2  Use the  or  button to change the melody

3  Press the PHONE/OK button to confirm

Key tone Normally, whenever you press a button on the handset, you hear a 'beep' tone. You can turn these tones off if you prefer.

1  Press the PROG button then 1 1 3

2  Use the  or  buttons to set:
0 for key tone off
1 for key tone on

3  Press the PHONE/OK button to confirm





Customising your handset

Direct Call With Direct Call turned on, when you press any key except the **PROG** button, the handset will automatically make a call to a number you have programmed in. This feature is sometimes called *babysitter's call*.

! With Direct Call turned on, it is not possible to make emergency calls, unless you have programmed an emergency number such as 000 as the Direct Call number. But remember that the number you have programmed will be dialled automatically when any key is pressed.

Before you can turn Direct Call on, you must program the telephone number.

1  Press the **PROG** button then 1 3

2  **Key in the number**

You can press the **HANG UP/C** button to clear digits one by one; or press and hold the **HANG UP/C** button to clear the Direct Call number completely.

3  Press the **PHONE/OK** button to confirm

To turn Direct Call on and off:

1  Press the **PROG** button then 1 2

2  Use the **▲** or **▼** buttons to set:

0 for Direct Call off
1 for Direct Call on

3  Press the **PHONE/OK** button to confirm

While Direct Call is turned on, the display shows  and the Direct Call number. You can answer calls as normal.





Customising your handset

To clear all memories

This is a way of clearing all stored numbers at once, from the memory locations and the Last Number Redial memories. If you have set a Direct Call number, it will be cleared too.

1  Press the PROG button then 1 9

2  Press the PHONE/OK button to confirm

Note: Caller ID memories are cleared by resetting the base unit (see page 43).

To reset the handset

When you reset the handset, you return all its settings to their defaults, as follows:

- ringer volume 7
- ringer melody 4
- key tone on
- Indirect Network off (see page 44)
- auto-answer off
- select base unit automatic (best connection)

1  Press the PROG button then 1 0

2  Press the PHONE/OK button to confirm





Customising your base unit

- General points** You can customise the settings of your e820 base unit, using a menu which is shown on the handset's display. Please note that:
- If you don't press any button for about 25 seconds, the handset will **time out** and the display will return to standby mode.
 - When you confirm any setting you have made, you'll hear a **confirmation tone**. If you make a mistake, you'll hear a **warning tone**.
 - **At the end of each set of steps**, you can return the handset to standby mode by either:
 - replacing the handset on the base unit
 - pressing and holding the **HANG UP/C** button

Emergency numbers

These two numbers can be dialled even when call barring is set (see page 40).

- 1  Press the **PROG** button then 2 2 3 1
   
- 2  Key in the first emergency number
- 3  Press the **PHONE/OK** button to confirm
- 4    Press 2 3 2
- 5  Key in the second emergency number
- 6  Press the **PHONE/OK** button to confirm





Customising your base unit

Ringer volume and melody The base unit has ten ringer volume levels, including **0** for off; and eight ringer melodies. With the volume set to 0, the base unit will not ring for an incoming call.

To change the **volume**:

1  Press the **PROG** button then **2 1 1**

2  Use the **▲** or **▼** button to change the volume

3  Press the **PHONE/OK** button to confirm

To change the **melody**:

1  Press the **PROG** button then **2 1 2**

2  Use the **▲** or **▼** button to change the melody

3  Press the **PHONE/OK** button to confirm

Call barring You can set call barring for individual handsets registered to your base unit. There are **two kinds of call barring**:

- You can bar calls to up to **two specific numbers** (which can be dialling codes) with up to **eight digits** each. With this option, you need to program in the numbers first, then turn the barring on and off.
- You can bar certain **types of call** — no outside calls, or no international calls.

When either kind of call barring is turned on, you may not be able to make a call, and you may see a 'key'  symbol on the display.





Customising your base unit

-
- To bar calls to specific numbers
- 1  Press the **PROG** button then 2 2 2
  
 - 2  Key in the handset number (1 to 6)
 - 3   Press 1 1
 - 4  Key in the first barred number
 - 5  Press the **PHONE/OK** button to confirm
 - 6   Press 2 2
 - 7  Key in the handset number (1 to 6)
 - 8   Press 1 2
 - 9  Key in the second barred number
 - 10  Press the **PHONE/OK** button to confirm
-
- To turn specific number barring ON and OFF:
- 1  Press the **PROG** button then 2 2 2
  
 - 2  Key in the handset number (1 to 6)
 - 3  Press 0 then use the **▲** or **▼** button to set:
0 for call barring OFF
1 for call barring ON
 
 - 4  Press the **PHONE/OK** button to confirm





Customising your base unit

- To turn barring of certain types of call ON and OFF
- 1 Press the **PROG** button then 2 2 1
 - 2 Key in the handset number (1 to 6)
 - 3 Use the **▲** or **▼** button to set:
0 no outside calls (intercom calls only)
1 no international calls
2 all calls allowed (call barring OFF)
 - 4 Press the **PHONE/OK** button to confirm

Date and time

You need to set the date and time if they are to be shown correctly on the handsets' displays and stored with Caller Display records.

- 1 Press the **PROG** button then 2 3
- 2 Key in the date as a six-digit number
...for example, 131002 for 13 October 2002,
020303 for 2 March 2003.
- 3 Press the **PHONE/OK** button to confirm
- 4 Key in the time as a four-digit number
...for example, 0830 for 8:30 am, 1406 for 2:06 pm.
- 5 Press the **PHONE/OK** button to confirm





Customising your base unit

To clear all
Caller Display
memories

1



Press the **PROG** button then 2 9



2



Press the **PHONE/OK** button to confirm

To reset the
base unit

When you reset the base unit, you return all its settings
to their defaults, as follows:

- ringer volume 9
- ringer melody 4
- call barring none
- Caller Display memories empty
- Indirect Network codes none (see page 44)

1



Press the **PROG** button then 2 0



2



Press the **PHONE/OK** button to confirm





Indirect Network

You can use this feature if you make some of your calls via a different network from the one that supplies your exchange line. By using indirect access to an alternative network, you may be able to save money on long-distance and international calls. When you subscribe to an alternative network provider, they will send you a **network access code**

To route calls over the alternative network, you need to key in the access code each time you make a call. Your e820 can do this automatically when you dial a long-distance or international number (beginning with 0), either manually or from memory.

For local calls (numbers not beginning with 0), the e820 will not dial the network access code; so these calls will be routed over your local network. You can also set two **'local' dialling codes**, beginning with 0, for which the network access code won't be dialled.

The network access code and the additional 'local' dialling codes are set on the **base unit**, and apply to all registered handsets. But you need to turn the Indirect Network feature on and off on **individual handsets**.

- To set the network access code
- 1  Press the **PROG** button then 2 4 0
 - 2  Key in the network access code (up to six digits)
 - 3  Press the **PHONE/OK** button to confirm





Indirect Network

- To set additional 'local' dialling codes
- 1 Press the PROG button then 2 4 1
 - 2 Key in the first dialling code (up to 6 digits)
 - 3 Press the PHONE/OK button to confirm
 - 4 Press 4 2
 - 5 Key in the second dialling code (up to 6 digits)
 - 6 Press the PHONE/OK button to confirm

- To turn Indirect Network on and off
- 1 You need to do this on each handset.
Press the PROG button then 1 4
 - 2 Use the **▲** or **▼** buttons to set:
0 for Indirect Network off
1 for Indirect Network on
 - 3 Press the PHONE/OK button to confirm

When you make a call, the handset will dial the network access code when you dial a number beginning with 0, except when it's to one of the 'local' codes you have set. When a call is routed via Indirect Network, **LC** is shown on the display.

! Note — for Indirect Network to work, you must dial the phone number (or select it from memory, LNR memory or Caller Display memory) before you press the PHONE/OK button for an outside line.





Troubleshooting

- ! The e820 must be serviced by trained engineers.
NEVER attempt any repairs or adjustments yourself
— you could make the problem worse and invalidate the Warranty.

-
- ALWAYS check first that:**
- you have followed all the steps listed on pages 6 and 7 to install and set up your e820
 - all **connectors** are firmly inserted in their sockets
 - **mains power** is switched on at the socket
 - the handset's **batteries** are correctly and securely installed, and are not run down

Everyday use

"I cannot make or answer calls." If the handset's display is blank, it may be **switched off**. Press the **HANG UP/C** button to switch it back on.

Check that the base unit's **mains power adapter** is plugged in and **power is switched on**. The base unit needs mains power for normal operation of the phone — not just for charging the batteries.

Make sure you're using the **telephone line cable** that was supplied with your e820. Other telephone line cables might not work.

Move the handset **closer** to the base unit.

Check the **Battery Level** symbol on the display. If it is low, replace the handset on the base unit or charger pod to recharge the batteries.

Switch off power at the mains socket, wait for a few seconds and then **switch back on**. This may solve the problem.





Troubleshooting

"I cannot make a call."	<p>The handset's keypad may be locked (see page 9). Unlock it before you make a call.</p> <hr/> <p>Call barring to specific numbers may have been set and turned on (see page 41).</p> <hr/> <p>Barring of certain types of call (international, or all outside calls) may have been turned on (see page 42).</p>
"When I press keys, nothing happens."	<p>Make sure the batteries are fitted in your handset. If the Battery Level symbol on the display shows 'low', recharge the batteries.</p>
"When I key in a number, it appears on the display, but I can't make an outside call."	<p>Try moving the handset closer to the base unit.</p> <hr/> <p>Try a different position for the base unit — somewhere higher if possible, or further from other electrical equipment.</p> <hr/> <p>Call barring to specific numbers may have been set and turned on (see page 41).</p> <hr/> <p>Barring of certain types of call (international, or all outside calls) may have been turned on (see page 42).</p>
"The phone does not ring"	<p>Check that the base unit's mains power adapter is plugged in and power is switched on. The base unit needs mains power for normal operation of the phone — not just for charging the batteries.</p> <hr/> <p>Make sure you're using the telephone line cable that was supplied with your e820. Other telephone line cables might not work.</p> <hr/> <p>Check that the total REN value of all equipment connected to your telephone line is no more than 4 (see page 3). Disconnect one or more telephones and see whether that helps.</p>





Troubleshooting

“My call was cut off when I went out of range. Now I can’t use my handset.” Move the handset **closer** to the base unit before you try again to make a call.

“There is interference and noise on the line.” Move the handset **closer** to the base unit, or to a different position.
Try moving the base unit so that it’s **not near other electrical equipment**, such as a television or a computer.

You’ll get the best results if you site the base unit **as high as possible**. For example, in a two-storey house, the first-floor landing is an ideal place for the base unit.

“I hear ‘beeps’ from my handset while I’m on a call.” You may be going **out of range** of the base unit. Move closer, or your call may be cut off.
Check the **Battery Level** symbol on the display. If it is low, recharge the batteries.

“When I try to make a call, I hear Busy tone.” If you’re using a e820 Twin system, or have extra handsets registered to your base unit, check that another handset isn’t already in use on a call.





Troubleshooting

“The volume in the earpiece is low when I’m on a call.” Make sure you’re holding the earpiece correctly over your ear.
Adjust the volume using the ▲ or ▼ button.

Using a multi-handset system

“I can’t transfer a call.” Make sure the other handset is in range of the base unit.
Make sure you’re dialling the correct number for the other handset (1 to 6, or 9 for all registered handsets).

Batteries

“The handset’s battery pack is running low within an hour or two.” Before you first used the handset, you should have left it on the base unit or charger pod for **up to 15 hours** to charge the batteries fully.
You may need to **replace the batteries** (see below).
Clean the battery charging contacts with a dry cloth.
Check the connections between the base unit and the mains power socket.

“I try to recharge the batteries, but I still get a warning that they are low.” You need to **replace the batteries**. To find out how to obtain replacements, call the **Binatone service Department** on **1300 768 112**, between 9.00 am and 5.00 pm, Monday to Friday.
Dispose of used batteries safely — never burn them, or put them where they could get punctured.
DON’T use non-rechargeable batteries in your e820 — they may burst, causing damage.





Troubleshooting

The answering machine

“The machine won’t record messages.” The machine’s memory may be full. You need to **delete** enough recorded messages to free at least one minute’s recording time. Or you can delete all recorded messages to make room for new ones (see page 32).

Make sure the machine is **switched on** — the ANSWER/MESSAGE light on the base unit should be on.

Make sure you have not selected OGM2 — with OGM2 selected, callers cannot leave messages (see page 27).

“Remote operation doesn’t work.” Make sure you’re using the **correct remote security code**.

Check that you’re using a **suitable tone-dialling phone**. Some cordless or mobile phones don’t generate continuous tones and so are not ideal for remote operation.

Don’t leave more than 10 seconds between key presses; otherwise, your call will be cut off.

If the machine pauses during playback and you hear a tone, press any key within 10 seconds to continue; otherwise, your call will be cut off.

Indirect Network

“The Indirect Network feature isn’t working.” You must **subscribe to an alternative network provider** before you can use this feature.

If you have more than one registered handset, you need to turn the feature on for **each one individually**, as well as setting the network access code on the base unit.

When making a call, you must dial the number (or select the number from memory, LNR memory or Caller Display memory) before you press the **PHONE/OK** button for an outside line.





Troubleshooting

PBX use

“The Recall function doesn’t seem to work.” You may need to press and hold the R button for a couple of seconds, rather than pressing it briefly. Try this and see if it works.

“Last Number Redial and/or memory dialling don’t work on a PBX.” When you first make a call, press the Redial/CDS/P button for a **pause** between the outside line access code (e.g. 9) and the telephone number. You should later be able to redial the number.

When storing numbers in memory, you can include the **outside line access code** (e.g. 9) with each number.

If your PBX requires you to wait for a **second Dial tone** before dialling the telephone number, press the Redial/CDS/P button for a pause between the access code and the number.

You can also set up your e820 so that it **automatically inserts a 2-second pause** after you dial the outside line access code, as follows:

- 1  Press the **PROG** button then 2 5 0

- 2  Key in the line access code (up to four digits)
- 3  Press the **PHONE/OK** button to confirm





Troubleshooting

If the fault persists ...

Disconnect all other instruments connected to the same line as the e820 and see whether you can make a call.

Disconnect the base unit from the telephone line and plug a different phone into the master telephone socket. Try making a call. If this works, the line is OK.

If the call does not work, and you are using a **two-way socket adapter**, remove it and plug a telephone directly into the socket. If the call now works, the adapter may be faulty.

If you cannot make a call, the fault may be on the **exchange line**. Contact the service provider.

If you still cannot identify the cause of the problem, contact the **Binatone service Line** on 1300 768 112.

Cleaning and care

- ◆ **Do not clean** any part of your e820 with benzene, thinner or other solvent chemicals — this may cause permanent damage which is not covered by the Warranty. When necessary, **clean it with a damp cloth**.
- ◆ Keep your e820 away from **hot, humid conditions or strong sunlight**, and **don't let it get wet**.
- ◆ Every effort has been made to ensure high standards of reliability for your e820. However, if something does go wrong, please **do not try to repair it yourself** — consult your supplier or Binatone service Line.





SHRIRO AUSTRALIAN WARRANTY

You may have rights implied by State or Federal Law. Nothing in the terms of this warranty is to be taken to exclude condition or warranties implied by State or Federal Law, which cannot be excluded or modified.

IMPORTANT!

Please keep your purchase receipt and packaging as they will be required when making a claim under the terms of this warranty, we recommend you staple or pin your receipt to this page and file for future reference.

TERMS OF WARRANTY:

- Binatone telephone products and accessories are covered by a one year manufacturers replacement warranty.
- Products found to be defective due to faulty materials and or workmanship will be replaced free of charge following inspection and approval by Shriro Australia or it's Authorised Service Centre.
- Replacement will be of the faulty product and or accessory, superseded models which no longer have a replacement equivalent will be repaired free of charge during the warranty period.

WHAT IS NOT COVERED:

1. This warranty excludes damage resulting from misuse, abuse, negligence or where the product is not used in accordance with the operating instructions supplied.
2. This warranty excludes damage resulting from the product being dismantled, altered or serviced by non authorised persons.
3. This warranty excludes damage resulting from power surges or the use of non original accessories e.g power adaptor.

HOW TO CLAIM WARRANTY:

IN THE EVENT THAT YOU NEED TO CLAIM UNDER THE TERMS OF THIS WARRANTY, PLEASE CONTACT OUR SERVICE SUPPORT LINE ON PHONE NUMBER **1300 768 112** DURING NORMAL BUSINESS HOURS (LOCAL CALL FEE ONLY APPLIES FROM LAND LINE, EXTRA FOR MOBILES), OUR SERVICE TEAM WILL ASSIST YOU WITH YOUR CLAIM.

NOTE:

RECHARGEABLE BATTERY PACKS CAN BE DISPOSED OF BY FORWARDING TO SHRIRO AUSTRALIA FOR COLLECTION.

BINATONE

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Technical details

Standard	Digital Enhanced Cordless Telecommunications (DECT)
Frequency range	1.88 to 1.9 GHz (bandwidth = 20 MHz)
Channel bandwidth	1.728 MHz
Operating range	up to 300 m outdoors; up to 50 m indoors
Operating time	standby: 100 hours approx. talking: 9 hours approx. battery charge time: 15 hours
Temperature range	Operating 0 °C to 40 °C Storage -20 °C to 60 °C
Electrical power	HANDSET — three AAA-size 300 mAh Nickel Cadmium (NiCd) rechargeable batteries BASE UNIT — input 230 V AC, 50 Hz; output DC 9 V, 500 mA CHARGER POD — input 230 V AC, 50 Hz; output AC 9 V, 300 mA
Port specification	The  port (connected to the mains power supply) is a SELV port with respect to EN41003. The  port (connected to the telephone line) is a TNV port with respect to EN41003.
PBX compatibility	Timed break recall: 100 ms (short press); 250 ms (long press). Pause length (using the Redial/CDS button): 3 seconds. Signalling type: DTMF (dual-tone multifrequency), also called tone dialling.
Network connection	This equipment is intended to be used in Australia only. Operation on other countries' PSTN termination points cannot be guaranteed.





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