USER'S MANUAL

Profoon®

PDX-2708
PDX-2728

1   OVERVIEWS

1.1   HANDSET:

indicator; flashes when receiving a call, remains lit when the BOOST function is enabled

handset speaker

▲ and ▼ buttons, see the next page

button, see the next page

display, see the next paragraph

direct memory buttons

telephone function buttons, see the next page

keypad, see the next page

handset microphone

recharge contacts, to recharge the handset battery by placing the handset onto the cradle/charger

BOOST button: during a call, press to enable the extra amplifier

▲ and ▼ buttons: during a call, press to increase or decrease the volume

in standby mode, press to open the menu during setup, press to confirm your settings

press to answer an incoming call or to start a phone conversation
during a call, press again to enable or disable the speaker function

in standby mode, press to open the Caller-ID memory
press to scroll memories or settings
during a call, press to increase the volume

in standby mode, press to open the last dialled number memory
press to scroll memories or settings
during a call, press to decrease the volume

correction button when entering phone numbers or names
during a call, press to switch off the microphone
in stand-by mode, press to start an intercom call
during setup, press to go back one step

press to end a call
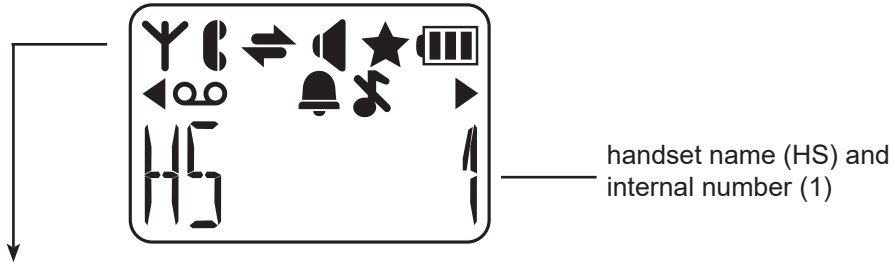press and hold (> 5 sec.) to switch off the handset

0-9 buttons: to dial phone numbers and to enter memories
0 button: press and hold to insert a dialling space

'asterisk' and 'pound' buttons: used for e.g. telecom banking
R button: function button for certain telecom services

1.2 DISPLAY:

handset name (HS) and internal number (1)

Y flashes when the connection between the handset and base is lost
remains lit when the handset is within range of the base

(flashes when receiving an external call
remains lit during a call

⇌ flashes when receiving an internal call
remains lit during an intercom call

◀ illuminates when the speaker function is enabled

★ illuminates when checking the Caller-ID memory and having new calls

(III) shows the status of the rechargeable batteries:
(III) = batteries are full
(II) = batteries are 2/3 full
(I) = batteries are 1/3 full, recharge as soon as possible
( ) = batteries are empty, the handset will switch off and you can no longer make calls
the battery symbol will scroll while charging until the batteries are fully charged

◀▶ illuminates when the number is too long to be shown in the display
(press the # button to see the rest of the number)

4

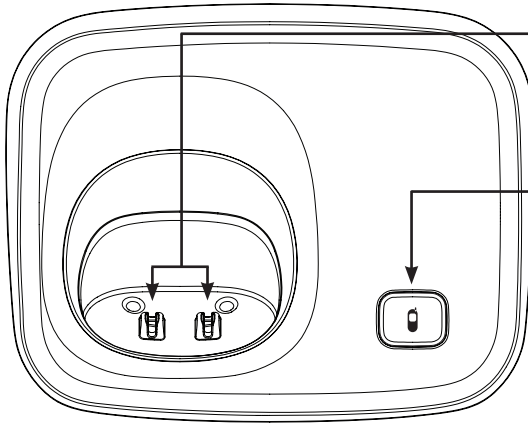illuminates when you've receiver a voicemail message (only FSK systems)

illuminates when the alarm (wake-up) function is enabled

illuminates when the ring volume is set to 0 (switched off)

1.3 BASE:

charging contacts:the re-chargeable batteries in the handset are charged via these contacts

page button: to page all handsets (handset search button), also used for registering new handsets.

2 INSTALLATION

2.1 BASE STATION:

Telephone connection:
Plug the small connector at the phone cable into the back of the base station ☎ (press the connector until you hear a click). Plug the phone connector into the phone socket.

Power supply:
Connect the supplied power adaptor to the ⊶ input at the rear of the base and insert the adaptor into a 230V wall socket.

📖 ONLY CONNECT THE INCLUDED ADAPTER. CONNECTING OTHER ADAPTERS MAY RESULT IN DANGEROUS SITUATIONS OR MAY CAUSE DAMAGE TO THE ELECTRONICS OF THE PHONE.

Phone line input — ⌐ ⌐ — power adaptor input
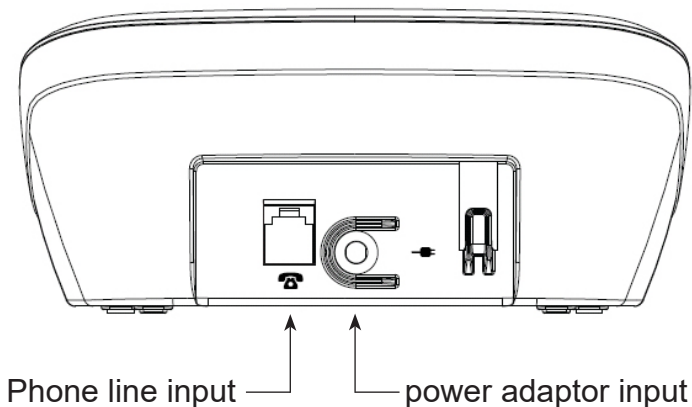
2.2 HANDSET:

1. Open the battery compartment of the handset, by sliding the battery cover down.
2. Insert the batteries into the battery compartment; at this, pay attention to the polarity (+ and -).
3. Slide the battery cover back onto the handset and place the handset on the base station.
4. Leave the handset continuously during 15 hours on the base station, to charge the batteries properly.

> **ℹ** INSERT ONLY RECHARGEABLE NiMH (NICKEL METAL HYDRIDE) BATTERIES. THE USE OF NOT RECHARGEABLE BATTERIES MAY CAUSE DANGEROUS SITUATIONS OR EXPLOSION HAZARD.
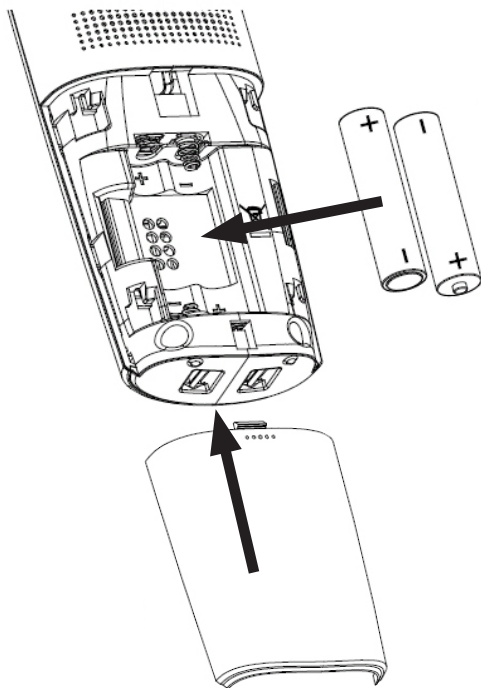
2.3 EXTRA HANDSETS AND CHARGERS:

2 batteries and a charger with adapter will be included for every handset. Plug the adapter of these chargers in a 230 Volt mains socket, insert the batteries into the handset(s) and place the handset(s) on the charger(s) for 15 hours to charge the batteries.

3   CALLING

3.1   CALLING WITH THE PHONE OR USING THE HANDS-FREE FUNCTION:
You can make calls holding the handset against your ear or you can use the speaker function allowing other household members to listen in or to keep your hands free for e.g. making notes

during a call, press the Call button again to switch on the speaker function

press the Call button again to switch the speaker function back off

3.2   RECEIVING CALLS:
when you receive a call, the display lighting of the handset will switch on and the indicator at the top of the handset starts flashing

press the Call button to answer this call

• *see paragraph 10.2, item [Auto antw] answering calls by only from the base station*

3.3   ENDING CALLS:

press the End button to disconnect your call

• *you can also place the handset back onto the base or cradle/charger to disconnect a call*

3.4 DIALLING NUMBERS:

Direct dialing:
Press the phone-on key and wait for the dial tone.

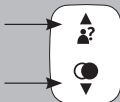Enter the phone number through the keyboard; this number will be dialed directly.

pre-dialling:
Enter the phone number through the keyboard.
- *press and hold the 0 button for at least once second to insert a dialling pause (the display will show -P-)*
- *press the C button to delete any incorrect input*

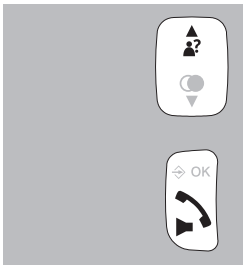press the Call button to dial the number

dialling from the phonebook memory:
press 2x the ⇔ OK button

use the ▲ and ▼ buttons to search for the desired memory
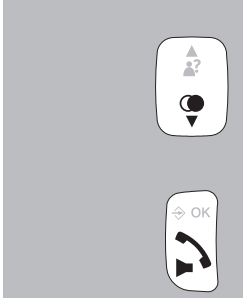
press the Call button to dial the number
- *see paragraph 7.3 for programming phonebook memories*

dialling from the Caller-ID memory:
press the 🔍 button and use the ▲ and ▼ buttons to select the desired call
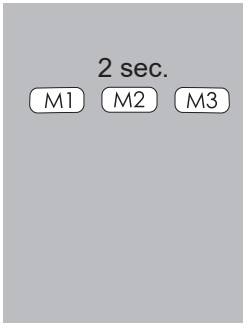
press the Call button to dial the selected number

dialling from the last dialled number memory:
press the 💬 button and use the ▲ and ▼ buttons to select the desired call

press the Call button to dial the selected number
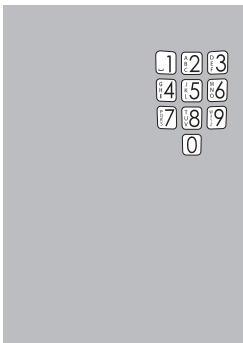
2 sec.

M1 M2 M3

dialling speed-dial contacts
press and hold the M1, M2 or M3 button for 2 seconds

the handset will switch on and the number is dialled
• *see paragraph 10.2, item [Snelkeuz] for programming these speed-dial memories*

dialling direct memories
press and hold one of the 0-9 buttons on the keypad for at least 2 seconds

the handset will switch on and the number is dialled
• *see paragraph 7.4 for programming the direct memories*
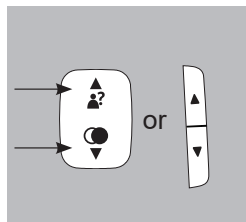
3.5 TO MUTE THE MICROPHONE:

During a call, you can switch off the microphone allowing you to consult with other household members without having your call partner listening.
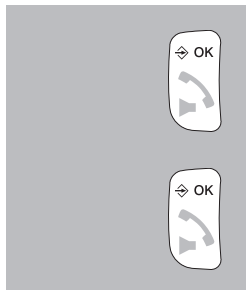
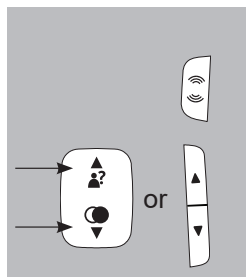during a call, press the C ⊗l button to switch off the microphone;

press the C ⊗l again to switch the microphone back on

3.6 RECEPTION VOLUME:

normal amplification:
during a call, use the ▲ and ▼ buttons to adjust the reception volume; for this you may also use the ▲ and ▼ buttons at the right side of the handset or the ▲ and ▼ buttons underneath the M2 button

boost apmplification:
first press the ⌇ button at the left side of the handset; the indicator above the display will switch on

now use the ▲ and ▼ buttons to set the desired volume level

- *the volume level for calling via the handset or hands-free can be set separately*
- *the selected setting will be kept in the memory*
- *after disconnecting a call, the boost amplifier will be switched off automatically*
- *the boost amplifier level is +9dB*

3.7   CALL DURATION:
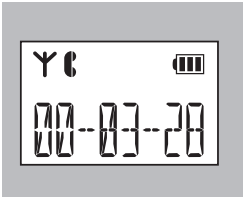
during a call, the call duration will be shown in the display; the call duration will disappear from the display as soon as you disconnect

3.8   R/FLASH FUNCTION:

R/FLASH means you briefly interrupt the telephone connection. This function allows you to forward calls with certain home or office switchboards or activate telephone services such as 'Call waiting'.

during a call, press and hold the #/**R** button for at least 2 seconds to emit a FLASH pulse

• *Some telephone service providers require you to press a numeric button after giving the FLASH pulse to use e.g. 'Call Waiting'; contact your provider for more information.*
• *The interruption duration of the FLASH pulse can be adjusted; for this, see paragraph 11.2 [Flash].*

3.9   HANDSET SEARCH FUNCTION:
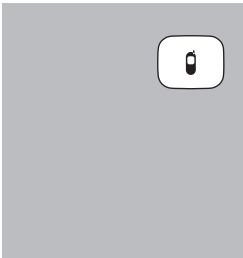
in case you've misplaced the handset, briefly press the 📞 button on the base
the handset will then sound a signal for 60 seconds while [PAGING] appears in the display. This signal will stop after 60 seconds or you can press a random button to stop it beforehand.
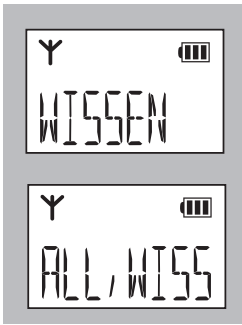
3.10 TO SWITCH OFF THE HANDSET:

You can fully switch off the handset to save battery power or when you don't want to be disturbed:
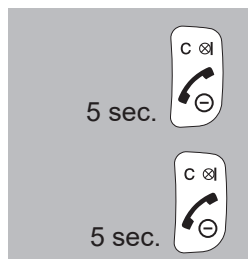
press and hold the End button for 5 seconds; the handset will now switch itself off completely

press and hold again for 5 seconds to switch the handset back on
(or place the handset onto the cradle/charger)

• *keep in mind that you cannot call or be called while the handset is switched off*

4   RE-DIALLING

4.1   INTRODUCTION:
The handset memorizes the 5 last dialled numbers. You can redial these numbers, save them in the phonebook memories or delete them.

4.2   TO REDIAL:

press the ☺ button and use the ▲ and ▼ buttons to select the desired last dialled number

press the Call button to dial the selected number

4.3   TO SAVE OR DELETE:

press the ☺ button and use the ▲ and ▼ buttons to select the desired number

press the ⬦ OK button

use the ▲ and ▼ buttons to choose one of the following options:

save:
select this option to add the number to the phonebook memory of the telephone (*)

delete:
use this option to only delete the selected call from the memory

delete all:
use this option to delete the entire last dialled number memory

: when saving a number, you may set a ringtone that'll sound when that subscriber calls you; for this function you must be subscribed to the Caller-ID service

# 5   CALLER IDENTIFICATION

5.1   INTRODUCTION:

If you have the service Caller Identification at your disposal, the number of the calling party is displayed on the display of your handset(s).
You have programmed this number including name and the phone book memory of the handset, the name is also displayed on the display and you can set an individual ringtone for each memory. Each handset has a memory for 10 calls.

5.2   INDICATION NEW CALLS:
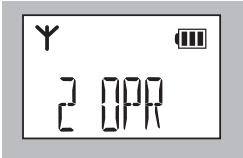
The display of the handset shows how many new calls you've received since the last time you checked the memory.

5.3   VIEW MEMORY AND CALLBACK:
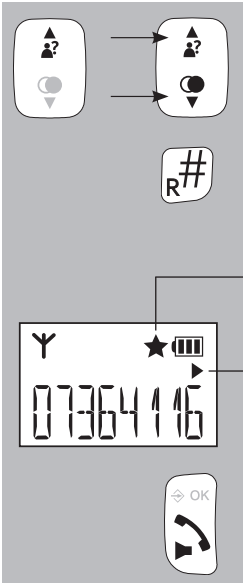
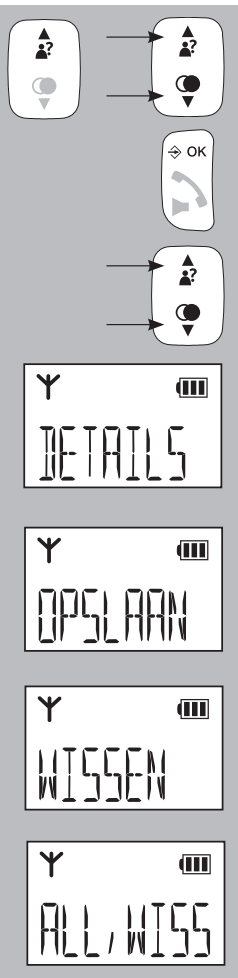press the button and use the ▲ and ▼ buttons to scroll the memory

if a name is shown, you can press the # button to display the number

new calls are indicated by a star in the display

the triangular arrow pointing to the right indicates that there are additional digits at the right side of the displayed number; press the # button to show these digits

press the Call button to dial the selected number

5.4   DETAILS, SAVE OR DELETE:

press the ⊕ button and use the ▲ and ▼ buttons to select the desired number

press the ⊕ OK button

use the ▲ and ▼ buttons to choose one of the following options:

details:
choose this option to show the date of the call, now press the # button to display the time of this call (*)

save:
select this option to add the number to the phonebook memory of the telephone

delete:
use this option to only delete the selected call from the memory

delete all:
use this option to delete the entire last dialled number memory

5.5   ADDITIONAL INFORMATION:

- The PDX-2708 / PDX-2728 is suitable for both the DTMF system, offered by the Dutch PTT and for the FSK system, offered by the Belgian PTT and by cable companies in the Netherlands and Belgium for as far as this service is offered.
- The Caller-ID service often requires an additional subscription; please contact your telephone service provider for more information.
- Name display:
    - the DTMF system doesn't send any names; the name will only appear in the display when you've programmed it in the phonebook memory of the handset
    - the FSK system does send names (ask your telephone service provider for more information)
- If the display shows [ONBEKEND], [PRIVE], [ONDERDRUKT] or [0000000000], the calling subscriber has blocked sending his or her name and number.
- The names/numbers of the calls you've answered are also saved.
- When using multiple handsets: memories must be deleted separately in each handset.

6   VOICEMAIL INDICATION

6.1   INTRODUCTION:
Voicemail is a service offered by the telephone service provider, allowing callers to leave a message. You can listen to this message at a later time. (*)

6.2   NEW VOICEMAIL INDICATION:
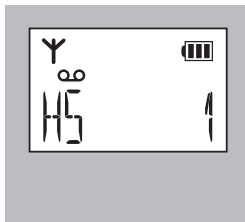
If your service provider supports voicemail, based on the FSK system, you may receive a notification when a new message has been left for you. This is indicated by the voicemail symbol (ᴏᴏ) in the display of your handset

this voicemail notification will disappear after you've listened to your message

- *You can remove this notification also by resetting the settings, please see paragraph 12.2.*
- *Underneath button 1 you can save the number of your voicemail, please see paragraph 10.2, item [MAILBOX]*
- *For any questions about the voicemail function, please contact your telephone service provider.*

7   PHONE BOOK MEMORY

7.1   INTRODUCTION:

Every PDX-2708 / PDX-2728 handset has a phone book memory with a capacity of 50 phone numbers of at most 20 digits. You can program a name of at most 8 characters with each number. The phone book memory in the handset is connected to the function Caller Identification. When you are called by somebody, whose name and number you have programmed in the memory, the name of this person is also displayed beside the number on the display of your handset. (However, for this you need to subscribe to the service Caller Identification.)

7.2   SEARCHING FOR AND CALLING CONTACTS:

press 2x the ⇔ OK button to open the phonebook memory, the display will then show the name of the first contact or [LEEG] appears when no contacts are saved
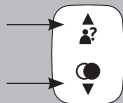
use the ▲ and ▼ buttons to scroll the memory
you can also search using the keypad, for example press 2x the 5 button to search for the first contact starting with the letter K, now continue searching with the ▲ and ▼ buttons

press the Call button to dial the selected number

7.3 TO ADD, EDIT OR DELETE CONTACTS:

to add:
press 4x the ⇔ OK button

use the keypad to enter the name
- *use the C button to correct any incorrect input*
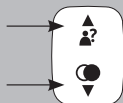- *see the next page for all available characters*

press the ⇔ OK button

use the keypad to enter the phone number
- *use the C button to correct any incorrect input*
- *briefly press and hold the 0 button to insert a dialling pause*

press the ⇔ OK button

use the ▲ and ▼ buttons to select the desired melody that must sound when this subscriber calls you, to use this function *you must be subscribed to the Caller-ID service*

press the ⇔ OK button to save this contact

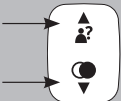press the End button to stop programming and return the handset to standby mode

2x ⟺ OK

to edit:
press 2x the ⟺ OK button
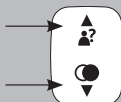
use the ▲ and ▼ buttons to select the contact you want to edit

⟺ OK

press the ⟺ OK button

use the ▲ and ▼ buttons to select the option
[BEWERKEN]

⟺ OK

press the ⟺ OK button

C ⊗

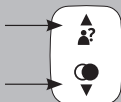use the C button to delete the old name and use the keypad to enter the new name

⟺ OK

press the ⟺ OK button

C ⊗

use the C button to delete the old number and use the keypad to enter the new name

⟺ OK

press the ⟺ OK button

use the ▲ and ▼ buttons to select a different ringtone that must sound when this subscriber calls you
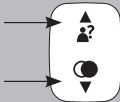
press the ⇔ OK button to save this memory

press the End button to stop editing and return the handset to standby mode
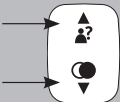
to delete:
press 2x the ⇔ OK button

use the ▲ and ▼ buttons to select the contact you want to delete

press the ⇔ OK button

use the ▲ and ▼ buttons to select the option [WISSEN] to only delete the selected contact or select [ALL. WISS] to delete all contacts

press the ⇔ OK button
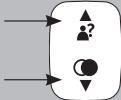*when using [ALL. WISS] you must press ⇔ OK 2x*

press the End button to stop deleting and return the handset to standby mode

7.4   DIRECT MEMORIES:

A contact from the memory can be assigned to each of the 2-9 buttons.
Whit the handset in standby mode, you can then press and hold that button for at least 2 seconds to automatically dial the assigned number.
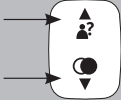
3x ⊕ OK
to assign a contact:
press 3x the ⊕ OK button

use the ▲ and ▼ buttons to select the option
[SNELKEUZ]

⊕ OK
press the ⊕ OK button

use the ▲ and ▼ buttons to select the desired button (2~9)
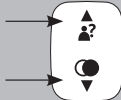
⊕ OK
press the ⊕ OK button

[LEEG] will appear when no contact is yet assigned to this button, otherwise the name of the assigned contact will be shown
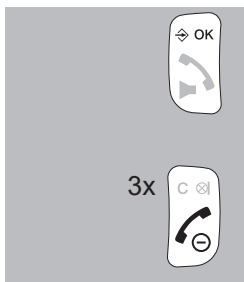
when [LEEG]   contact already assigned

after a second or more the   See the next paragraph:
first contact in the memory   'to assign, edit or delete'
of your handset will appear,
now use the ▲ and ▼ buttons to select the desired
contact

press the ⇔ OK button

3x press 3x the End button to stop assigning and return the handset to standby mode

See paragraph 10.2, item [MAILBOX] for programming a number underneath button 1
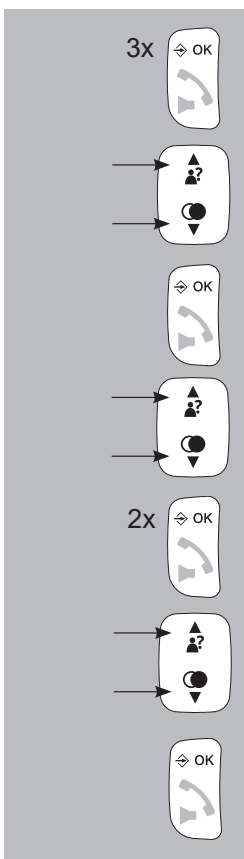
3x to assign, edit or delete:
press 3x the ⇔ OK button

use the ▲ and ▼ buttons to select the option [SNELKEUZ]

press the ⇔ OK button

use the ▲ and ▼ buttons to select the desired button (2~9)

2x press 2x the ⇔ OK button

use the ▲ and ▼ buttons to select the option [WISSEN] to remove the assigned contact or select [BEWERKEN] to assign a different contact to the selected button

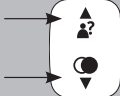press the ⇔ OK button to confirm deleting the contact or assigning another contact

7.5 TO VIEW CONTACTS:

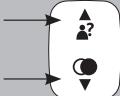You can check the number and the set ringtone for each contact as follows:

press 2x the ⬦ OK button
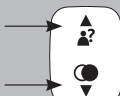
use the ▲ and ▼ buttons to select the desired contact

press the ⬦ OK button

use the ▲ and ▼ buttons to select the option
[BEKIJKEN]

press the ⬦ OK button

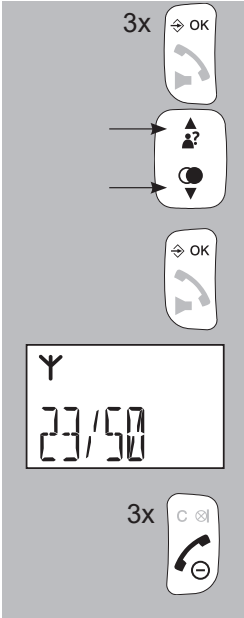now use the ▲ and ▼ buttons to view the name, number and set ringtone for the selected contact

press the ⬦ OK button

press the End button to stop viewing and return the handset to standby mode

7.6 MEMORY STATUS:

You can check the memory status of your handset as follows:

press 3x the ⇔ OK button

use the ▲ and ▼ buttons to select the option [GEHEUGEN]

press the ⇔ OK button

the display will now show how many of the available 50 memories you're currently using (the example below shows that 23 of the 50 are being used)

press 3x the End button to stop viewing and return the handset to standby mode

7.7 AVAILABLE CHARACTERS:

While programming the names of your contact, you can use the following available characters:
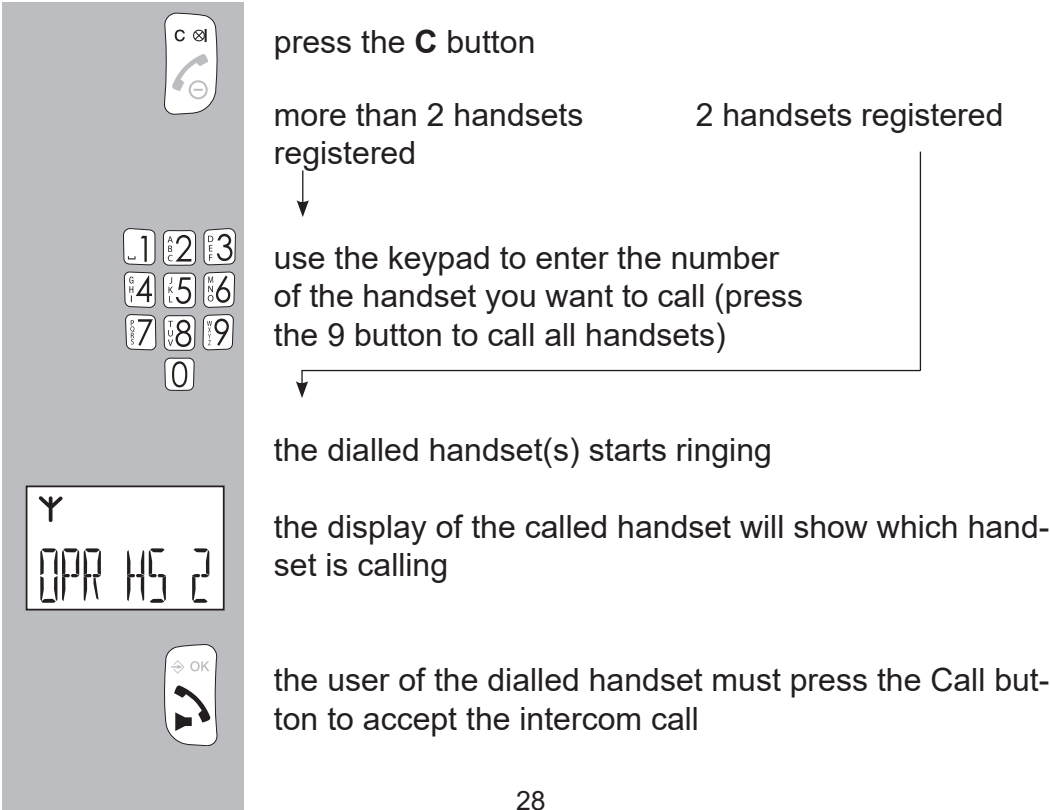
	.. x indrukken:					
toets:	1x	2x	3x	4x	5x	6x
1	sp	-	1	(sp = spatie)		
2	A	B	C	2		
3	D	E	F	3		
4	G	H	I	4		
5	J	K	L	5		
6	M	N	O	6		
7	P	Q	R	S	7	
8	T	U	V	8		
9	W	X	Y	Z	9	
0	0					
*	*	?	/	\	(	)
#	#	'	,	-	.	&

27

8   INTERCOM, TRANSFER AND CONFERENCE

8.1   INTRODUCTION:
You can register up to 5 handsets on the PDX-2708 / PDX-2728 base station. When registering multiple handsets, you can make internal calls free of charge and you may transfer calls. If your telephone was supplied with multiple handsets, you can immediately start using these functions. If your telephone was supplied with only one handset, you can purchase additional handsets that must be registered on the base first. See paragraph 13.2 for instructions.

8.2   INTERCOM:

press the **C** button

more than 2 handsets registered   2 handsets registered

use the keypad to enter the number of the handset you want to call (press the 9 button to call all handsets)

the dialled handset(s) starts ringing

the display of the called handset will show which handset is calling

the user of the dialled handset must press the Call button to accept the intercom call

press the End button to disconnect the intercom call

When receiving an external call during an intercom call, the handset will emit notification tones. Disconnect your intercom call, wait until the usual ringtone sounds and answer the outside call (when using more than 2 handsets, you can also accept the outside line using any free handset).
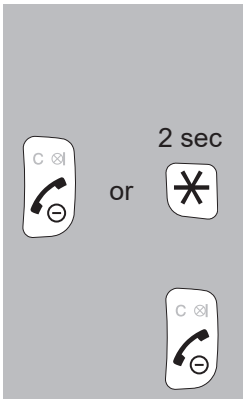
8.3 TRANSFER / CONFERENCE CALL:
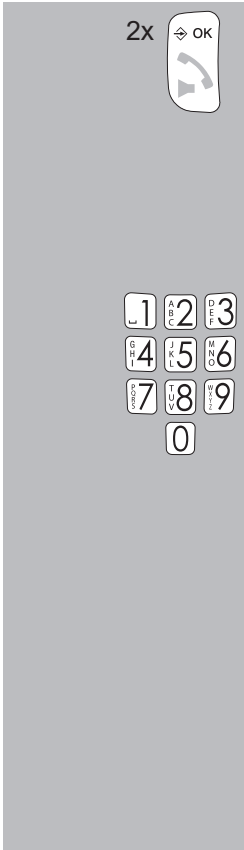
2x during a call with the outside line, press 2x the ⇔ OK button

more than 2 handsets registered   2 handsets registered

use the keypad to enter the number of the handset you want to transfer the call to or you want to add to the conversation (press the 9 button to dial all handsets)

wait for the dialled handset to pick up. *If the dialled handset doesn't answer, briefly press the End button to retrieve the outside line*

transfer

press the End button to transfer the call to the other handset

conference call

press and hold the * (asterisk) button for at least 2 seconds to start the 3-way call

2 sec

or

press the End button to disconnect the call.

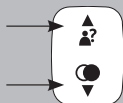# 9 CLOCK & ALARM (WAKE-UP) FUNCTION

9.1 INTRODUCTION:

In standby mode, the display of the handset(s) shows the time. Moreover, you can program an alarm or wake-up time (for each handset).
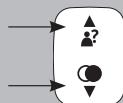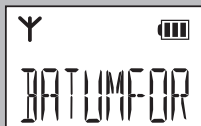
9.2 TIME AND DATE SETUP:

press the ⇔ OK button

use the ▲ and ▼ buttons to select the option [DAT/TIJD]
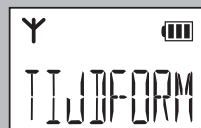
press the ⇔ OK button

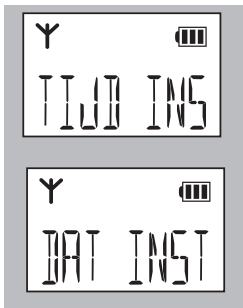use the ▲ and ▼ buttons to choose one of the following options:

[DATUMFOR]
select this option to set the time display format:
day-month-year or month-day-year

[TIJDFORM]
use this option to switch between the 12-hour or 24-hour clock. *For example at quarter past nine in the evening:*
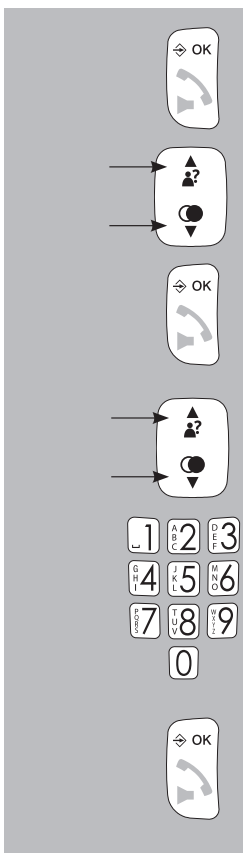*12-hour clock: 9:15 PM / 24-hour clock: 21:15*

Y ▭ **TIJD INS**	[TIJD INST] here you can set the time
Y ▭ **DAT INST**	[DAT INST] here you can set the date

9.3 TO ENABLE/DISABLE THE ALARM AND TO SET THE ALARM TIME:
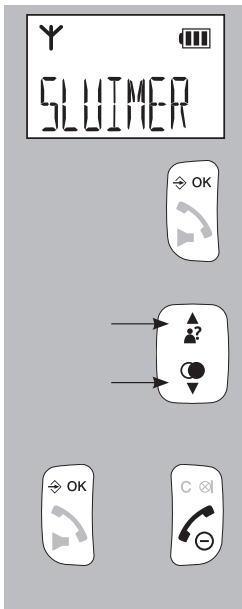
press the ⇔ OK button

use the ▲ and ▼ buttons to select the option [ALARM]

press the ⇔ OK button

use the ▲ and ▼ buttons to switch the alarm ON or OFF

use the keypad to enter the desired alarm time
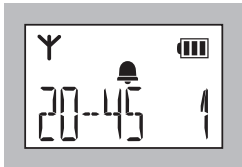
press the ⇔ OK button

the display will show the word [SLUIMER]

press the ⇔ OK button

now use the ▲ and ▼ buttons to enable or disable the snooze function *(see below an explanation of the snooze function)*

press the ⇔ OK button to save your settings and press the End button to return the handset to standby mode

9.4 ALARM OPERATION:

• the 🔔 symbol appears in the display when the wake-up signal is enabled
• at the set time, the alarm will sound for 45 seconds or until you press a random button to stop the alarm signal beforehand
• when the [sluimer] function is enabled and you press a random button to stop the alarm signal, the alarm will sound again after 7 minutes; you can disable an enabled snooze function by pressing and holding the End button for at least 5 seconds while the alarm sounds *(or by disabling the alarm function according to the instructions in the previous paragraph)*
• the alarm is not repeated daily
• the alarm volume is the same as the set ring volume; if the ring volume is set to 0 (off), the alarm signal is set to volume level 1

10 HANDSET PREFERENCES

10.1 INTRODUCTION:
You can use the menu [HS INST] to adjust various handset settings to your personal preferences.

10.2 MENU FOR HANDSET PREFERENCES:
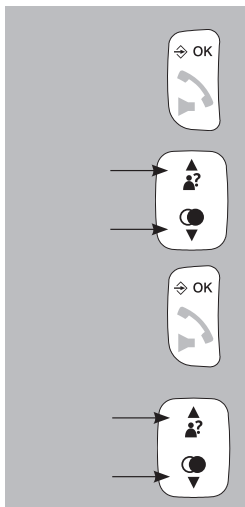
press the ⇔ OK button

use the ▲ and ▼ buttons to select the option [HS INST]

press the ⇔ OK button

now use the ▲ and ▼ buttons to choose from the following options:

[BEL INST]
Here you can set the ringtone signals. Keep in mind that you can set different signals for internal calls and for outside calls. You can also choose to turn the ring volume off, in this case the ✘ symbol will appear in the display

[TOON INS]
Here you can enable or disable the following tones:
- Key tone: the tones that are emitted when pressing buttons
- Batt weak: the tones that are emitted when the batteries are nearly empty
- Range: the tones that are emitted when the handset is nearly out of
              range from the base station

[EQUALIZER]
You can use the equalizer to (extra) amplify the treble or bass levels. This tone control is disabled when set to 'natural'

[TAAL]
Here you can set the language in which the various messages are displayed on the display.
You can restore a known language as follows in case you've set an unknown language accidentally:
1. press: ⬧ OK ▼ ▼ ▼ ⬧ OK ▼ ▼ ⬧ OK
2. now use ▲ and ▼ to select the desired language
3. press ⬧ OK to confirm

[HS NAAM]
Use this option to assign a personal name to the handset of up to 6 characters. Use the **C** button to delete the old name.
See paragraph 7.7 for all available characters.

[DISPLAY]
Here you can determine whether the handset name or actual time must be shown with the handset in standby mode.

[AUT.ANTW]
Here you can determine whether an incoming call can be answered directly by picking up the receiver from the base or charger. With this function disabled, you must always press the Call button to accept incoming calls.

[SNELKEUZ]
Here you can enter numbers for the direct memory buttons M1, M2 and M3. By pressing and holding these buttons in standby mode, the assigned number will be dialled directly.
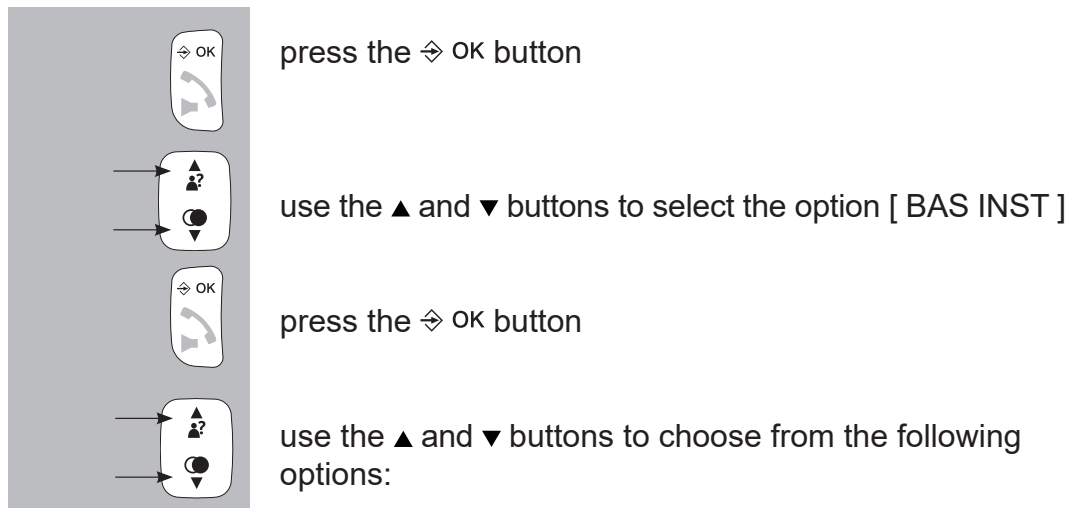
[MAILBOX]
The number you can enter here will be saved underneath button 1. By pressing and holding the 1 button for at least 2 seconds in standby mode, this number will be dialled. Usually the phone number for your voicemail is stored underneath the 1 button, but you may store any frequently used number.

11   BASE PREFERENCES

11.1 INTRODUCTION:
Via the menu [BS voorkeuren] you can, amongst others, deregister other handsets, adjust the FLASH interruption time and change your PIN code.

11.2 MENU FOR BASIS PREFERENCES:

press the ⇔ OK button

use the ▲ and ▼ buttons to select the option [BAS INST]

press the ⇔ OK button

use the ▲ and ▼ buttons to choose from the following options:

[HS AFMEL]
Here you may deregister faulty or lost handset. Keep in mind that you can only deregister other handsets, you cannot deregister your own handset. See also paragraph 13.4.

[FLASH]
Here you can set the interruption duration of the flash pulse (see also paragraph 3.8):
- short setting: 100mS
- average setting: 300mS
- long setting: 600mS

Ask your telephone service provider or the supplier of your home or office switchboard for the most suitable interruption time. The default flash time of 100 mS is used in the Benelux, which is already set upon leaving the factory.

[PIN WIJZ]
A PIN code is required for various settings and for registering and deregistering handsets. The stand factory PIN code is 0000, but you can use this menu to change this PIN code into your personal 4-digit PIN code.
1. make sure the display shows [PIN WIJZ]
2. press 2x the OK button
3. now first enter the old PIN code
4. press 2x the OK button
5. enter the new PIN code
6. press 2x the OK button
7. enter the new PIN code again
8. you'll hear a confirmation tone; the new PIN code is now stored

Instructions to restore the default factory PIN code 0000 in case you've forgotten or lost your personal PIN code:
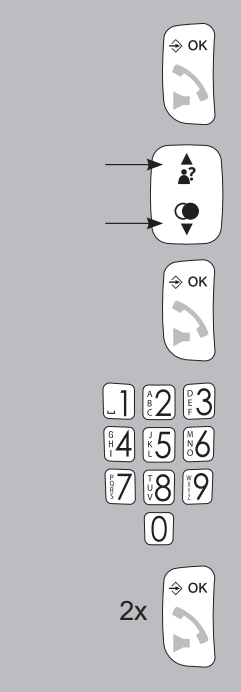1. remove the power adaptor of the base from the wall socket
2. on the base, press the 📞 button AND KEEP THIS BUTTON DEPRESSED
3. now insert the adaptor back into the wall socket (keep the 📞 button depressed)
4. after 5 seconds, release the 📞 button
5. the PIN-code is now changed back into 0000

12 RESETTING PREFERENCES

12.1 INTRODUCTION:
Via the menu [STANDARD], you can reset your settings to the standard factory settings.

12.2 MENU FOR RESETTING PREFERENCES:

press the ⇔ OK button

use the ▲ and ▼ buttons to select the option [STANDARD]

press the ⇔ OK button

use the keypad to enter the PIN code

2x   press 2x the ⇔ OK button

12.3 FACTORY SETTINGS:

|	
Name handset	handset
Display language	Dutch
Internal ringtone	Melody 2
External ringtone	Melody 6
Ring volume	Level 4
Receiver volume	Level 3
Hands-free volume	Level 3
Battery tone	Enabled
Out-of-range tone	Enabled
Key tones	Enabled
Auto answer	Disabled
Clock format	24 HR
Date/time	01-01-11 / 00:00
Flash:	100mS ('short' setting)
Voicemail indication:	off
PIN code:	0000
Last dialled memory:	empty
Caller-ID memory:	empty
Phonebook memory:	unchanged

13 ADDITIONAL HANDSETS

13.1 INTRODUCTION:
You can connect 5 handsets with each base station from the PDX-2708 / PDX-2728 series. This way you can make internal calls free of charge and you can also transfer calls.

13.2 TO REGISTER HANDSETS:
Attention, the handset(s) supplied with the basis is (are) already registered to that base. The following instructions are only valid for registering new handsets or for re-registering handsets in case of a power outage.
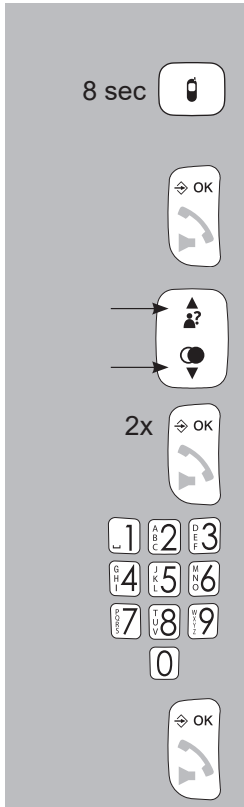
base:
press and hold the base button 📱 for at least 8 seconds

handset:
press 2x the ⬦ OK button

use the ▲ and ▼ buttons to select the option
[REGISTR]

press 2x the ⬦ OK button

use the keypad to enter the PIN code

press the ⬦ OK button, the handset will now start searching for the base station

After several seconds the base and handset will have 'found' each other and the display of the handset will show the internal number of that handset (1-5); the handset is now registered

13.3 TIPS FOR MULTIPLE HANDSETS:
• Instructions for dialling and incoming calls are identical for all handsets of the PDX-2708 / PDX-2728 series.
• Intercom calls are free of charge.
• When receiving an external call during an intercom call, the handsets will emit a notification tone. Disconnect the internal call, wait for the regular ringtone to sound and answer the external call. In case you've registered more than 2 handsets on the base, you can also answer the outside call using any free handset.
• When an outside call is being received, all handsets will start ringing. The handset that's the first to answer the call will be connected with the outside line.

13.4 DE-REGISTERING HANDSETS:
Defect or lost handsets must be de-registered:
1. press the ⇔ OK button
2. use the ▲ and ▼ buttons to select the [BAS INST] option
3. press the ⇔ OK button
4. use the ▲ and ▼ buttons to select the [HS AFMEL] option
5. press the ⇔ OK button
6. use the keypad to enter the PIN code
7. press the ⇔ OK button
8. use the ▲ and ▼ buttons to select the handset you want to deregister
9. press the ⇔ OK button
Keep in mind that you can only deregister other handsets; you cannot deregister your own handset.

14 TIPS AND WARNINGS

14.3 PLACEMENT:
• Preferably, do not place the device on surfaces that have been treated with cellulose; the rubber feet can leave traces on these.

• Do not place the phone in the direct vicinity of other phones or other electronic (medical) devices, TL tubes and other gas discharge lamps; the emitted radio waves of these (and other) wireless phone(s) may disrupt the functioning of the equipment, or the emitted signals of the equipment disrupt the functioning of the phone.

14.4 RANGE:
• The range of the phone is up to 300 meters in the open field and up to 50 meters inside; the range depends on local circumstances. When you get out of reach of the base station, the symbol Y will start flashing and the text [ZOEKEN] appears on the display. In this state, you cannot receive or make any calls. In case the power supply adapter of the base station is unplugged from the mains socket, the handset will lose contact with the base station, the display will display [ZOEKEN], and the antenna symbol will start flashing. The handset will restore contact with the base station within several minutes after the power supply adapter has been plugged in again.

14.5 POWER SUPPLY HANDSET:
• The display of the handset is provided with a built-in battery capacity meter ( ). When the battery symbol is full, the batteries are charged; when the battery symbol is empty or only half full, the batteries should be recharged.
• For optimal use, we recommend you to place the handset onto the charger every evening. This does not have an adverse effect on the rechargeable batteries.

14.6 HEARING AIDS:

- Users of older generation hearing aids always shall keep into account a possible uncomfortable buzzing tone when using DECT phones.

14.7 MEDICAL EQUIPMENT:

- It is possible that enabled DECT phones interfere with sensitive medical equipment. When the phone is kept in the vicinity of the medical device, interference can occur. Do not place a DECT phone on or near a medical device, not even when it is in standby mode.

14.8 POWER FAILURE:

- This phone obtains its power supply from the mains power. In case of failure of the mains power, this phone cannot be used.

14.9 EAVESDROPPING:

- Eavesdropping on a DECT phone is virtually impossible. Not only shall one be within reach of the DECT phone, one also needs expensive equipment.

15 POSSIBLE PROBLEMS AND SOLUTIONS

15.1 POSSIBLE PROBLEMS AND SOLUTIONS

- No dialling tone.
  - − The outside line is being used by another unit. Wait until that call has ended and try again.
  - − Check the connection between the base and you telephone socket (when in doubt, connect a different phone to your telephone socket).
- The power supply is interrupted.
  - − Check whether the adaptor below at the rear of the base is plugged in and that the power adaptor is connected with a wall socket.

15.2 PROBLEMS WITH INCOMING CALLS:

- No notification of incoming calls:
  - − The bell is disabled; enable it.
  - − Check the connection between the phone and your telephone socket (when in doubt, connect a different phone to your telephone socket)
- You are continuously busy:
  - − Check whether you have a 2nd telephone with the receiver next to it.
  - − Check whether another handset registered on your telephone is keeping the line busy.
  - − Connect another phone to your phone connection, and use this to check whether the malfunction originates from your connection or your carrier.
- Handset switches itself off when it starts ringing:
  - − The batteries cannot supply power for the ringtone. Clean the battery contacts or replace the batteries.

15.3 PROBLEMS DURING CALLING:

- Beep tones during an intercom call:
  - You are called from outside during an intercom call; end this call, wait until the phone rings normally and answer the call.
- Beep tones during a call:
  - The batteries are nearly empty; disconnect the call and replace the handset onto the base or charger to recharge the batteries
- Noise and other distortions:
  - You are getting out of reach of the base station; reduce the distance.
  - There are other electrical devices in the vicinity that interfere with the radio waves of your phone; try another location.

15.4 PROBLEMS WITH CALLER IDENTIFICATION:

- You do not receive Name or Caller Identification information on the display:
  - Check whether your carrier transmits these signals (you shall subscribe to this service with some telephone companies).
- You do receive the numbers on the display of your phone, but not the name.
  - The carrier does not forward names; consult your carrier for this.
  - The name has not been programmed in the memory of your phone; program it. (see paragraph 7.3)

15.5 OTHER:

- The display stays blank:
  - The batteries are empty , please recharge them
- The handset does not have contact with the base station:
  - You are too far from the base station; reduce the distance.
  - The base station has been switched off. Check and repair it.
  - The handset is not registered with the base station (anymore); register it (again). (see paragraph 13.2)

In case the failure has not been solved with aforementioned solutions:
- Remove the batteries from the handset, and unplug the power supply adapter and the phone connector from their sockets; connect everything again after several minutes.
- You can also contact the Profoon service center on phone number +31 (0) 73 6411 355 of with the supplier of this phone.

17 SPECIFICATIONS

Protocol:	DECT / GAP, 5 handsets
Phone book:	50 names and number
Call history:	DTMF & FSK, 10 memories
Last number memory:	5 numbers
Dialling:	TONNE (DTMF)
FLASH :	100, 300 & 600 ms, adjustable.
Boost amplification:	+9dB
Power supply charger:	2x 1.2V NiMH batteries, 500mAh, format AAA
Power supply base station:	6 VDC, 450 mA, ▬ ─◖─ +
	Adapter model number: VT05EEU06045
Range:	50 m indoors, 300 m outdoors
Operational life (with full batteries):	
	standby: > 100 hours
	use: > 10 hours
Connection factor:	12.5 (according to the old method, this corresponds with a connection factor of 0.5)
Operational temperature:	15°C to 40°C
Storage temperature:	-20°C to 60°C

Information Power Adapter:
Manufacturers name and address : Vtech Telecommunications LTD, 23/F., Tai Ping Industrial Centre, Block 1, 57 Ting Kok Road, Tai Po, Hong Kong.
Model Identifier : VT05EEU06045
Input voltage : 100-240VAC
Input AC frequency : 50/60 Hz
Output voltage : 6.0V DC
Output current : 0.45 A
Output Power : 2.7 W
Average active efficiency : 74.2 %
Efficiency at low 10% load : -
No load Power consumption : 0.07 W

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