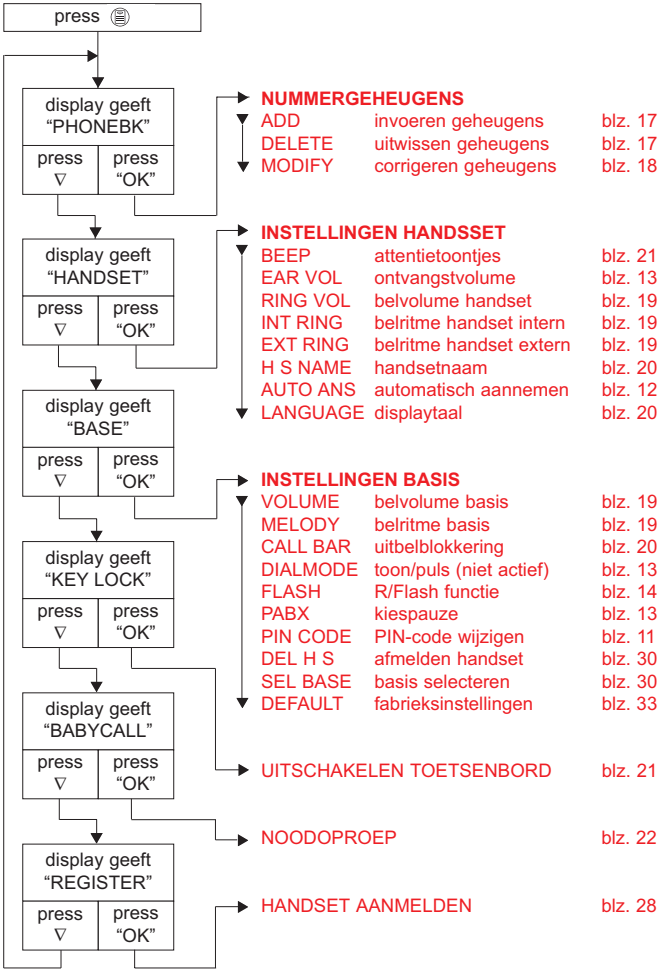
USERS MANUAL

Profoon®

PDX-5200
series

MENUGUIDED PROGRAMMING



INTRODUCTION

The PROFOON PDX-5200 series DECT telephones are cordless telecommunication systems, based on the DECT (Digital Enhanced Cordless Telephone) technology.

The telephone can come with one or with multiple handsets and/or may have an asnwering machine built-in

The PROFOON PDX-5200 series DECT telephones are GAP compatible. Up to 5 handsets can be registered to a single base and each handset can be registered to up to 4 bases.

DECLARATION OF CONFORMITY

The declaration of conformity is available on the website WWW.PROFOON.COM

DECLARATION OF NETWORKCOMPATIBILITY

The Profoon PDX-5200 series is designed for use on the 'public switched telephone networks (analogue single-line)' of telephone- and cable-companies inside the European Union.

Each country and/or provider might require a different telephoneplug.
The function Caller-ID is based on both the DTMF and the FSK system. It might be possible that you have to subscribe to this feature.

The Profoon PDX-5200 series complies with the essential requirements and provisions as described in the European Directive 1999/5/EC.

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WHERE TO FIND: HANDSET

built-in loud-speaker

display, see page 8

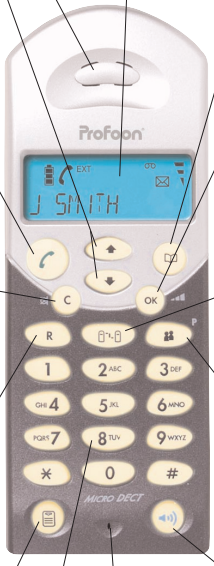
button ∆ and ∇:
- press to display the last 10 numbers you dialled
- press during programming to move through the menu's
-press during a call to change the volume in the earpiece

telephonebutton:
- press to begin, answewr and end a telephone call

C(clear) button:
- press during programming to go back to the previous option
- to clear digitsfrom the display
- press during a call to mute the microphone

R-button:
- press to begin and end answering machine functions
- pree during a call to use select services

Menu button:
- press to start and end the programming menu



Memory button:
- press to make calls to numbers stored in memory

OK button:
- press during programming to confirm your selections
- press and hold to switch the handset off

intercom button
- press to make an intercom call (if more handsets are registered)

Caller display / pause:
- press to display details of people who have called you
- press to generate pauses when using the phone on a PABX

Speakerphone button:
- press to turn the speakerphone on and off

built-in microphone

keyboard:
- to dial a number
- to key in the telephonenumbers and names in programming mode
- to control the answering functions (in answering mode)

WHERE TO FIND: BASE

connections for the power adapter and for the telephonecable (backside base)

handset locator:
- press to call all handsets
- press and hold to register new handsets

telephone-LED (green)
- comes on during a telephonecall
- flashes when new messages are recorded or new caller-ID's have been received (when you have listened to all messages and viewed the callers list, this LED will go off.

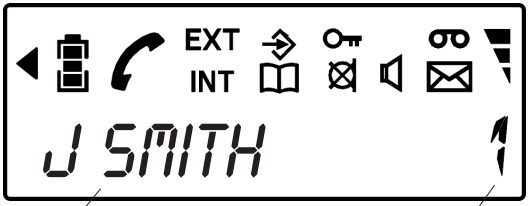
charge-LED (red)
- comes on when the handset is placed in the cradle and the batteries are being charged (stays on, even when the batteries are full)

WERE TO FIND: CHARGERPOD

connection for the power adapter (backside chargerpod)

charge-LED (red)
- comes on when the handset is placed in the cradle and the batteries are being charged (stays on, even when the batteries are full)

DISPLAY SYMBOLS



handsetname
(free programmable)

handsetnumber

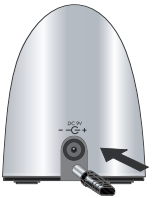
◀	There are more than 12 digits, the display shows the last 12 only.
	Batterylevel.
INT	You are connected on an intercom call.
EXT	You are connected to the telephone line.
INT	your handset is ringing for an intercom call.
EXT	Your handset is ringing for an incoming call..
	You are programming the handset or base unit.
	The phonebookmemory is activated
	Your handset's keypad is locked.
	Your handset's microphone is muted.
	Your handset's loudspeaker is on.
	You have received new Caller Display messages.
	Steady: The answering machine is switched on. Flashing: new mesasages recorded
	Shows the strength of the signal between the handset and base unit

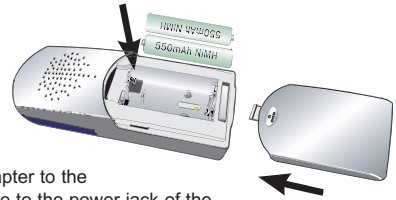
This telephone is not designed for making emergency telephone calls when the power fails. Make alternative arrangements for access to emergency services.

SAFETY INFORMATION

1. Please read all the instructions of this manual before using this product.
2. Observe all the instructions marked on this product.
3. Install this product on a stable surface and to avoid anyone from stepping over the telephone line.
4. Do not fix the AC power supply cord to building surfaces with metal fittings.
5. This product should be operated only from the type of power source indicated on the product. If you are not sure of the type of power supply to your home, consult your local power company.
6. Do not use this product near water, or when your hands are wet. If the product comes into contact with any liquids, disconnect the power supply immediately and contact repair centre.
7. To prevent fire or electrical shock hazard, do not expose this product to rain or moisture.
8. Before cleaning the product, disconnect it from the telephone jack and power source. Use a soft, damp cloth to clean the product. Do not use liquid cleaner, aerosol cleaners or abrasive powder to clean this product.
9. As there maybe electric shock from lightning, avoid using or installing this product during thunderstorms.
10. If the product is not operating normally or if it is damaged, do not open the cabinet or try to repair by yourself. This will void your warranty and also expose you to dangerous electrical shock or other risks. Please contact repair centre.
11. Do not use any metallic objects to connect the charging terminals on the Base Station as this may cause fire due to overloading the power source.
12. Do not charge the battery by any devices other than that provided by this product.
13. Never use ordinary (non-rechargeable) batteries. Only use approved batteries of the same type (rechargeable), otherwise battery damage can result.
14. Dispose the damaged battery properly.
15. Do not touch the uninsulated telephone wires or terminals unless the telephone line and power source has been disconnected.
16. Do not overload wall outlets and extension cords as this can lead to electrical shock.
17. Medical equipment can be affected by the handset.

INSTALLATION





1. Connect the telephone line cord, one side into the wall socket, another side to station socket.
2. Power-up the base station by connecting the AC power adapter to the mains socket and another side to the power jack of the base station.
3. Open the handset's battery door and insert the rechargeable battery to the handset, ensuring correct polarity. Replace the battery door.

NEVER USE NON-RECHARGEABLE BATTERIES.

4. Place the handset to the base station for charging about **15 hours** before any operation. The Battery Icon will start to scroll.
5. The handset is already registered to the base when shipped. The Antenna Icon should be in steady state to show that the handset is synchronized with the base. If the Antenna Icon is flashing, than please refer to chaper xxx how to register the handset to the base (see page xx)

REMARKS:

1. *This product operates at frequency 1.89GHz.*
2. *Place the base in a high location to ensure a maximum operating range.*
3. *Do not install the base station in bathrooms.*
4. *The operating range of the Dect Phone may vary depending on the environment.*

Your security PIN

You will need the PIN-code for setting or changing some features and to register new handsets.
The default PIN is 0000. You can change it to any number, up to eight digits.

1 Press the button ☰, the display shows PHONEBK
2 Press the xx button TWICE, the display shows BASE
3 Press the **OK** button
4 Press the xx button SIX times, the display shows PIN CODE
5 Press the **OK** button, the display shows PIN
6 Key in the existing PIN (0000 by default) and press the **OK** button, the display shows NEW PIN
7 Key in the your new PIN and press the **OK** button, the display shows RETYPE
8 Key in the your new PIN again and press the **OK** button
9 Press the button ☰ to go back into standby mode

! If you forget your new PIN, you'll need to reset the system, as described on page 45, and you'll lose any numbers you've stored in memory.

MAKING AND ANSWERING CALLS

Speakerphone function:
When you press the **SPEAKERPHONE** (xxxx) button, you can listen without holding the handset to your ear.
You can start a call by pressing the **SPEAKERPHONE** button, or press it any time during a call; but you must press the **PHONE** ( ) button to end a call.

To make a call:
1. Key in the telephone number
   If you make a mistake, press button **C** to clear digits from the display. To clear all digits, press and hold button **C**.
2. Press the **PHONE** or **SPEAKERPHONE** button
   (You can dial the number after you press the **PHONE** or **SPEAKERPHONE** button if you prefer, but you won't be able to correct any mistakes if you do it this way.)

To answer a call:
When the handset and base unit ring, Press the **PHONE** or **SPEAKERPHONE** button to answer the call.

To end a call:
Press the **PHONE** button so that the xx symbol disappears from the display.

Last Number Redial:
To make a repeat call to the last number you dialled:
1. Press the **PHONE** or **SPEAKERPHONE** button, you hear the dial tone in the earpiece.
2. Press the ∇ button

To make a repeat call to one of the 10 last numbers you dialled:
1. Press the Δ or ∇ button until the number you want is shown on the display
2. Press the PHONE or SPEAKERPHONE button to dial the number

Muting the mouthpiece:
Press the **C** button once to put a call 'on hold', so that the person on the other end cannot hear you. While the mouthpiece is muted, xx is shown on the display. Press the **C** button again to get back to the call.

Earpiece volume:
During a call, to adjust the volume in the earpiece or speakerphone:
1. Press the **OK** button
   The display shows the current volume level (1 to 5)
2. Press the Δ or ∇ button to change the volume
3. Press the OK button again

Memory dialling

You can store up to 40 numbers in each handset's memory. Each number can have up to 20 digits, and you can store a name of up to eight characters with the number.

To store a number:

1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the **OK** button, the display shows "ADD"
3. Press the **OK** button, the display shows "NAME?"
4. Key in the name (see page xx)
5. Press the **OK** button, the display shows "NUMBER?"
6. Key in the number
   Note: if you're using the Caller Display feature (see page xx), you should store the full number, including the STD dialling code (starting with 0). If it's a local number, you'll still be charged the Local rate when you dial it from memory.
7. Press the **OK** button, the display shows "ADD" again. You can now continue to store more numbers, or press the **MENU** button again to go back to standby mode.

To clear a number from memory:

1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the **OK** button, the display shows "ADD"
3. Press the xx button, the display shows "DELETE"
4. Press the **OK** button
5. Press the xx or xx button until the display shows the number you want to delete
6. Press the **OK** button

You can now carry on deleting numbers, or press the MENU button again to go back to standby mode.

How to key in letters and other characters

When you're keying in names (such as when storing numbers in memory), the numbered keys 1 to 9 give you letters, depending on how many times you press them, as follows:

1 gives space, -, 1 2 gives A, B, C, 2 3 gives D, e, f, 3 … etc.

For example, to key in jane - press 5 once, press 2 once, press 6 twice and press 3 twice.

After keying in a character, wait for the cursor (the flashing line) to move to the next position before you key in the next one.

C takes you back to the previous character; . (dot) takes you to the next one.

If you need to insert a pause in a number, press the CALLER button. (You'll only need this if you're using your phone on a PBX.)

To make a memory call:

1. Press the **MEMORY** button, the display shows xx
2. Press the xx or xx button until the display shows the name or number you want
3. Press the **PHONE** or **SPEAKERPHONE** button

To modify (change) a number in memory:

1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the **OK** button, the display shows "ADD"
3. Press the xx button TWICE, the display shows "MODIFY"
4. Press the **OK** button
5. Press the xx or xx button until the display shows the name you want to modify
6. Press the **OK** button
7. Modify the name if necessary
8. Press the **OK** button, the display shows the corresponding number
9. Modify the number if necessary then press the **OK** button

You can now continue to modify numbers, or press the **MENU** button again to go back to standby mode.

CALLER DISPLAY

If you subscribe to this feature from your service provider, you can see the phone numbers of people calling you, before you answer. The telephone will store the numbers of the last 30 calls so that you can call them back later.

Each Caller Display record includes:

* The caller's name, if it's one you've already stored in your phone's memory.
* The caller's number (up to 20 digits) (a caller's number won't be displayed if the network they're calling from doesn't support this feature).
* The month, date and time of the call.

When there have been calls you haven't answered, the symbol xx is shown on the display and the green **IN USE** light on the base unit flashes.

To check Caller Display records:

1. Press the **CALLER** button
2. Press the xx or xx button to scroll through the records,
   you'll see either names or numbers. If you see a name displayed, to check the number and the time of the call:
3. Press the **OK** button once then press it again to show the time
   When you reach the beginning or end of the list of records, you'll hear a warning 'beep'.

Once you've checked all the records, the xx symbol disappears from the display

and the IN USE light stops flashing.

To return a call:
To make a return call to someone who's called you:
1. Press the **PHONE** or **SPEAKERPHONE**
   button while either the name or number is shown on the display.

To delete a Caller Display record:
1. Press the **CALLER** button, then the xx or xx button, then the **OK**
   button (once or twice), until the time of the call is displayed
2. Press the **OK** button again, the display shows delete?
3. Press the **OK** button to delete this record OR press the **C**
   button if you don't want to delete the record

When there are no more Caller Display records, the display shows "EMPTY".

To delete all Caller Display records:
1. Press the **CALLER** button, the display shows the first Caller Display record
2. Briefly press the **C** button, the display shows "DEL ALL?"
3. Press the **OK** button to delete all records OR press the **C**
   button if you don't want to delete all records

When there are no more Caller Display records, the display shows "EMPTY".

ANSWERING MACHINE

The answering machine (if built into your telephone, see the productsticker on the bottomside of the base unit) is operated through your handset, so you can record and listen to your messages anywhere within range of the base unit. You can also dial home from elsewhere to check your messages.

The answering machine has a total of 4 to 6 minutes recording time, which includes:
* an outgoing message (OGM) up to 40 seconds long
* one memo (a message you record to yourself)

When the 4/6-minute limit is reached, "MEM FULL" will flash once on the display and the machine switch itself off. It won't record any new messages until you've cleared some memory to make room. So you should make a habit of deleting messages after you've listened to them (see also page xx).

! The answering machine won't work until you have recorded an OGM.
Recorded messages will not be lost if the handset's batteries become run down.

Shortcut buttons

To control answering machine functions, you first press the button xx (also labelled R).
You can then scroll through the menus for the functions you want.
Some of the numbered buttons also give you shortcuts for functions you often use. Just press the button followed by the numbered button, as shown here.

1 OGM	Record the outgoing message (OGM)
2 OGM	Play the OGM
3	Record a memo
4 X	Delete this message
5 ON	Turn the answering machine on
6 OFF	Turn the answering machine off
7	Go back to the previous message
8	Play back messages and memos
9	Go forward to the next message
0	Stop message playback

Your outgoing message (OGM):
You need to record an outgoing message (OGM) before the answering machine will work. Your OGM can be up to 40 seconds long.

To record an OGM:
1. Press the xx button, the display shows "MSG PLAY"
2. Press the **1** button OR press the xx button then the **OK** button, the display shows "OGM REC"
3. Wait until you hear a 'beep' (the display also flashes)
4. Record your OGM, speaking clearly into the microphone
5. Press the **0** button to stop recording
6. Press the xx button to go back to standby mode

! You must complete steps 1 to 5 in the correct order.
If you interrupt OGM recording before you've finished, you will lose any OGM already recorded and your answering machine won't work. Go back and start again from step 1.

To play back your OGM:
1. Press the xx button, the display shows "MSG PLAY"
2. Press the 2 button OR press the xx button TWICE then press the **OK** button "OGM PLAY" flashes on the display as your OGM is played.
3. Press the xx button to go back into standby mode

Switching the machine on and off:
To switch ON:
1. Press the xx button, the display shows "MSG PLAY"
2. Press the 5 button OR press the xx button three times so the display shows "TAM ON" then press the **OK** button

The display shows messages 0 (or the current number of recorded messages) and the symbol while the machine is switched on.
If "MEM FULL" flashes momentarily on the display, and you hear a warning 'beep', the machine's memory is full. You'll need to delete some or all recorded messages before you can switch on (see page xx).

To switch OFF:
1. Press the button xx, the display shows "MSG PLAY"
2. Press the **6** button OR press the xx button four times so the display shows "TAM OFF" then press the **OK** button

The display shows the handset's name. If there are still new messages, the symbol xx flashes on the display.

NOTE: When the machine is switched off, it will answer incoming calls after 12 rings and give a 'beep'. This is so that you can switch it on using remote operation (see page xx).

To set Answer Only mode:
In Answer Only mode, the answering machine does not record messages from callers; it just plays the OGM (such as 'Please call back later') then drops the call.
! If you set 'answer only' mode, say clearly in your OGM that callers can't leave messages.
1. Press the button xx, the display shows "MSG PLAY"
2. Press the xx button TWICE, the display shows "ANS ONLY"
3. Press the **OK** button, the display shows the current setting "NO" or "YES"
4. Press the xx or xx button to change the setting
5. Press the **OK** button
6. Press the button xx to go back to standby mode

To intercept a call:
When someone calls you, they hear your OGM followed by a 'beep' and they can then leave a message. To interrupt recording and speak to the caller, press the PHONE or SPEAKERPHONE button or lift the handset of any other phone connected to the same line as the PDX-5200.

To record a memo:
You can have only one memo recorded at a time. So, before recording a new one, you'll need to delete any memo you've recorded previously. See page xx for more information.
1. Press the button xx, the display shows "MSG PLAY".
2. Press the 3 button OR press the xx button six times then press the **OK** button, "MEMO REC" flashes on the display.
3. Record your memo, speaking clearly into the microphone
4. Press the **0** button to stop recording

5. Press the button xx to go back to standby mode

Message playback:
While the answering machine is switched on, the total number of recorded messages (new and old, and including a memo, if you have recorded one) is shown on the display.
When there are new messages, the symbol xx flashes on the display, and the green IN USE light on the base unit flashes.

1. Press the button xx, the display shows "MSG PLAY"
2. Press the **8** button or the **OK** button, if there are new messages, they will be played back. If there are no new messages, any old messages will be played back. As each message is played, its sequence number (01, 02, etc.) is shown on the display. 'memo' indicates that this is a memo.

You can press the SPEAKERPHONE button to turn off the speakerphone and listen using the earpiece; or the xx or xx buttons to adjust the volume.
When all messages have been played, you hear two 'beeps'.

While playing messages …
You can press:
. to GO BACK to the previous message
. to SKIP to the next message
. to play the current message AGAIN
. to STOP playback
. to return to standby mode

Settings for the answering machine:

The number of rings:
The answering machine can answer calls after two to nine rings. If you don't set a number, it will answer after six rings.
If you'll want to dial in and check your messages while you're away, you can set Toll Saver - if there are new messages, the telephone will answer after two rings; if there are no new messages, it will answer after five rings. So, if you call in and you don't get an answer after two or three rings, you can hang up and save on call charges.
1. Press the button xx, the display shows "MSG PLAY"
2. Press the xx button THREE times, the display shows "RING NUM"
3. Press the **OK** button
4. Press the xx or xx button to select the number of rings you want or tolsaver
5. Press the **OK** button to confirm
6. Press the button xx to go back to standby mode

To set the maximum length:
With the maximum incoming message length set to 40 seconds, the machine

can record up to 13 messages; with the maximum length set to 60 seconds, it can record up to 8 messages.

1. Press the button xx, the display shows "MSG PLAY"
2. Press the xx button FOUR times, the display shows "ICM LENGTH"
3. Press the **OK** button, the display shows the current setting (default 40 sec)
4. Press the xx or xx button to select the setting you want
5. Press the **OK** button
6. Press the xx button to go back to standby mode

Your remote security code:

This is the three-digit code you'll need to key in if you dial in and check your messages when you're away from home. The default security code is 000; you can change it to any three digits you'll easily remember

1. Press the button xx, the display shows "MSG PLAY"
2. Press the xx button, the display shows "SEC CODE"
3. Press the **OK** button, the display shows "CODE ?"
4. Key in the current security code and press the **OK** button
   If you key in the correct code (default 000), the display will show "NEW PIN". If you key in the wrong code, you'll hear a long 'beep' and you'll need to try again.
5. Key in your new code and press the **OK** button, the display shows "RETYPE"
6. Key in your new code again and press the **OK** button, you hear a 'beep' to confirm.
7. Press the button xx to go back to standby mode

Deleting messages:

To delete a message:

* Press the 4 button while the message is being played back

To delete ALL stored messages

1. Press the xx button, the display shows "MSG PLAY"
2. Press the xx button five times, the display shows "DEL ALL"
3. Press the **OK** button, the display shows "CONFIRM"
4. Press the **OK** button to delete all messages OR press the **C** button if you don't want to delete all messages
   While the messages are being deleted, the display shows deleting. This can take up to 45 seconds.
   While the messages are being deleted, you cannot program any answering machine functions and the machine will not automatically answer incoming calls. You can make and answer calls manually as normal.
5. Press the xx button to go back to standby mode

Remote operation:

To dial home from elsewhere and check your messages:

1. Using a tone dialling phone, dial your home phone number

2. While your OGM is playing, press xx, your OGM stops playing.
3. Key in your remote security code (see page xx)
   If there are new messages, they will be played back. If there are no new messages, any old messages will be played back. When all messages have been played, you'll hear two 'beeps'.
4. During new message playback, you can use these keys:
   Skip forward to the next message 9
   Play the current message again 2
   Delete the message currently being played back 4
   Stop playback 0
5. After your new messages have been played back, you can use the keys listed overleaf

Notes:
* During remote operation, do not leave more than 8 seconds between key presses, or the machine will cut off your call.
* If you key in the wrong code at step 3, your OGM will be played again and you can try again. You have a total of three attempts.
* If you press 3, 5 or # during message playback, your call will be cut off.

Keys to use after new messages have been played back:
Play all recorded messages (new and old) 8
Play the current message again 8
Skip forward to the next message 9
Go back to the previous message 7
Delete the message currently being played back 4
Record a new OGM 1
Play back the OGM 2
Stop playback or recording 0
Switch the answering machine on 5
Switch the answering machine off 6

To switch the machine on remotely:
1. Using a tone dialling phone, dial your home number, the machine will answer after 12 rings. You'll hear a long 'beep'.
2. Key in your remote security code (see page xx)
   If you key in the wrong code, the machine will cut off your call. You'll need to redial and try again.
3. Press xx to switch on, the machine will start playing your messages. You can press keys for all the remote operation functions on page xx and above???.

Note: If the machine is switched off when you dial in, this may be because its memory is full. So you should delete each message by pressing 4 as it's being played back (you can do this just as it finishes, so as not to miss any of it).

Tones and volumes

Earpiece volume:
While the phone is not connected on a call:
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the xx button, the display shows "EAR VOL"
5. Press the **OK** button, the display shows "EAR VOL" and the current level (1 to 5)
6. Press the xx or xx button to change the volume
7. Press the **OK** button to confirm, you hear a 'beep'
8. Press the **MENU** button to go back into standby mode

Handset ringing melodies:
You have a choice of five ringing melodies for external incoming calls; and five for intercom calls (or when your handset is paged from the base unit).

External ringing melody:
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the xx button FOUR times, the display shows "EXT RING"
5. Press the **OK** button, the display shows "MELODY" and the current melody (1 to 5)
6. Press the xx or xx button to change the melody, you hear each melody in turn*.
7. Press the **OK** button to confirm the melody you want
8. Press the **MENU** button to go back into standby mode

* If you've set the ringer volume to OFF (see xxx next page), you won't hear any melody at this point.

Handset intercom ringing melody:
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the xx button THREE times, the display shows "INT RING"
5. Press the **OK** button, the display shows "MELODY" and the current melody (1 to 5)
6. Press the xx or xx button to change the melody, you hear each melody in turn*.
7. Press the **OK** button to confirm the melody you want
8. Press the **MENU** button to go back into standby mode

* If you've set the ringer volume to OFF (see xxx next page), you won't hear any melody at this point.

Handset ringing volume:
You have a choice of five volume levels or of turning the ringer off.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the xx button TWICE, the display shows "RING VOL"
5. Press the **OK** button, the display shows the current level, or "VOL OFF"
6. Press the xx or xx button to change the volume
7. Press the **OK** button to confirm the volume level you want
8. Press the **MENU** button to go back into standby mode

Base unit ringing melody:
You have a choice of five ringing melodies for the base unit.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button TWICE, the display shows "BASE"
3. Press the **OK** button, the display shows "VOLUME"
4. Press the xx button, the display shows "MELODY"
5. Press the **OK** button, the display shows "MELODY" and the current one
6. Press the xx or xx button to change the melody, you hear each melody in turn*.
7. Press the **OK** button to confirm the melody you want
8. Press the **MENU** button to go back into standby mode

* If you've set the ringer volume to OFF (see next point), you won't hear any melody at this point.

Base unit ringing volume:
You have a choice of five volume levels or of turning the ringer off.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button TWICE, the display shows "BASE"
3. Press the **OK** button, the display shows "VOLUME"
4. Press the **OK** button, the display shows "RING VOL" and the current level, or "VOL OFF"
5. Press the xx or xx button to change the volume
6. Press the **OK** button to confirm the volume level you want
7. Press the **MENU** button to go back into standby mode

Key tone on/off:
Each time you press a key on your handset, you hear a tone. You can turn this off if you prefer.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the **OK** button, the display shows "KEYTONE"
5. Press the **OK** button, the display shows "ON" or "OFF"
6. Press the xx button to switch on or the xx button to switch off

7. Press the **OK** button to confirm
8. Press the **MENU** button to go back into standby mode

Low Battery tone on/off:
When the battery level is low, as well as seeing the symbol on the display, you also hear a tone. You can turn the tone off if you prefer.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the **OK** button, the display shows "KEYTONE"
5. Press the xx button, the display shows "LOW BATT"
6. Press the **OK** button, the display shows "ON" or "OFF"
7. Press the xx button to switch on or the xx button to switch off
8. Press the **OK** button to confirm
9. Press the **MENU** button to go back into standby mode

'Out of range' warning tone on/off:
When the handset goes out of range of the base unit, you hear a tone. You can turn the tone off if you prefer.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the **OK** button, the display shows "KEYTONE"
5. Press the xx button TWICE, the display shows "OUTRANGE"
6. Press the **OK** button, the display shows "ON" or "OFF"
7. Press the xx button to switch on or the xx button to switch off
8. Press the **OK** button to confirm
9. Press the **MENU** button to go back into standby mode

CUSTOMISING YOUR PHONE

Your handset name:
The default name shown on your handset's display is "PROFOON". You can change this to anything with up to eight characters.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the xx button FIVE times, the display shows "HSNAME"
5. Press the **OK** button, the display shows the current name
6. Press the **C** button repeatedly to clear the display, then key in your chosen name (see also page xx)
7. Press the **OK** button to confirm, then the MENU button to go back into standby mode

Auto-answer:
Normally, you need to press the PHONE or SPEAKERPHONE button to answer an incoming call. But with auto-answer turned on, when your handset is resting on the base unit or in a charger-pod and it rings for an incoming call, you can answer by simply lifting the handset. To turn auto-answer on or off:

1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the xx button SIX times, the display shows "AUTO ANS"
5. Press the **OK** button, the display shows the current setting
6. Press the xx button to switch on or the xx button to switch off
7. Press the **OK** button to confirm, then the **MENU** button to go back into standby mode

! If you have turned auto-answer on, do not press the **PHONE** button after you've answered a call by lifting the handset; if you do, you'll disconnect the call.

Display language:
By default, display messages are shown in English; you can change the language if you prefer.

1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button, the display shows "HANDSET"
3. Press the **OK** button, the display shows "BEEP"
4. Press the xx button SEVEN times, the display shows "LANGUAGE"
5. Press the **OK** button, the display shows the current language
6. Press the xx button until the language you want is shown on the display
7. Press the **OK** button to confirm, then the **MENU** button to go back into standby mode

Locking the keypad:
When the keypad is locked, no numbered keys can be pressed so you can't make calls by mistake.

To lock the keypad:

1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button THREE times, the display shows "KEY LOCK"
3. Press the **OK** button
4. Press the xx button so the display shows "ON"
5. Press the **OK** button to confirm

The display shows the symbol xx when the keypad is locked.

To unlock the keypad:

1. Press the **MENU** button, the display shows "KEY LOCK"
2. Press the **OK** button
3. Press the xx button so the display shows "OFF"
4. Press the **OK** button to confirm

! With the keypad locked, you cannot make emergency calls to 999 or 112.

Your security PIN:
You will only need this feature if you plan to set up Call Barring (see page xx) and to register new handsets (see page xx).
The base unit has a default PIN (personal identity number) of 0000. You can change it to any number you'll remember, up to eight digits.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button TWICE, the display shows "BASE"
3. Press the **OK** button
4. Press the xx button SIX times, the display shows "PIN CODE"
5. Press the **OK** button, the display shows "PIN"
6. Key in the existing PIN (0000 by default) and press the **OK** button, the display shows "NEW PIN"
7. Key in the your new PIN and press the **OK** button, the display shows "RETYPE"
8. Key in the your new PIN again and press the **OK** button
9. Press the **MENU** button to go back into standby mode

! If you forget your new PIN, you'll need to reset the system, as described on page xx, and you'll lose any numbers you've stored in memory.

Call barring:
Using call barring, you can prevent certain types of call being made on your handset. There are four levels of Call Barring:
* no bar: all calls are allowed. This is the default.
* National: you can make local and long-distance calls, but no international calls (numbers starting with 00).
* local: you can make local calls, but no longdistance calls (numbers starting with 0).
* internal: you can't make any outgoing calls except emergency calls to 112 and 999.

To set Call Barring:
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button TWICE, the display shows "BASE"
3. Press the **OK** button
4. Press the xx button TWICE, the display shows "CALL BAR"
5. Press the **OK** button, the display shows "PIN"
6. Key in your PIN (default 0000) and press the **OK** button, the display shows "HANDSET 1" .
7. If you want to set call barring for a different handset, press the xx or xx button until its handsetnumber is shown on the display
8. Press the **OK** button
   The display shows the current level of call barring for the handset you have selected.

9. Press the xx or xx button to change the level of call barring
10. Press the **OK** button to confirm
11. Press the **MENU** button to go back into standby mode

To turn call barring OFF:
Follow steps 1 to 11, setting the level to "NO BAR" at step 9

Emergency call (BabyCall)
With this option turned on, the handset can't be used to make any outside calls except to a number you have programmed in. When you press any key except the MENU button, the programmed number will be dialled out automatically.

! With BabyCall turned on, it is not possible to make emergency calls, unless you have programmed an emergency number such as 112 or 999 as the BabyCall number. But remember that the number you have programmed will be dialled out automatically when any key is pressed.
Before turning BabyCall on, you must first program the telephone number.

To change or program the BabyCall number:
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button FOUR times, the display shows "BABYCALL"
3. Press the **OK** button
4. Press the xx button ONCE OR TWICE until the display shows "NUMBER?"
5. Press the **OK** button
6. Use button **C** to delete the present number (if any) and key in the new number (up to 20 digits)
   If you make a mistake, press the **C** button to delete digits from the display.
7. Press the **OK** button to confirm
8. Press the **MENU** button to go back into standby mode

To turn BabyCall ON:
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button FOUR times, the display shows "BABYCALL"
3. Press the **OK** button, the display shows "OFF"
4. Press the xx button, the display shows "ON"
5. Press the **OK** button

As long as "BABYCALL" is shown on the display, pressing any key will automatically make a call to the BabyCall number.

To turn BabyCall OFF:
1. Press the **MENU** button, the display shows "BABYCALL"
2. Press the **OK** button, the display shows "ON"
3. Press the xx button, the display shows "OFF"
4. Press the **MENU** button to go back into standby mode

Resetting the system:

! If you reset the system, you will lose all stored information (including numbers in memory) and all features will return to their default settings.

! While you are resetting the system, you should disconnect the telephone line cord from the back of the base unit, so you won't be interrupted by incoming calls.

Reset with the PIN:

1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button twice. the display shows "BASE"
3. Press the **OK** button, the display shows "VOLUME"
4. Press the xx button NINE times, the display shows "DEFAULT"
5. Press the **OK** button, the display shows "PIN"
6. Key in your PIN (default 0000)
7. Press the **OK** button

You'll hear a confirmation tone from the handset and base unit.

Reset without the PIN:

1. Remove the batteries from the handset
2. Press and hold the * (STAR) key while you replace the batteries, the display shows "DEFAULT"
3. Release the * (STAR) key and press the **OK** button

You'll hear a confirmation tone from the handset and base unit, and search 1 will appear on the display for a few moments.

SYSTEM FAILURE:

In case of a possible system failure, please remove the battery-pack from the handset(s) and disconnect the power adapter and telephone connectioncord from the corresponding wall outlets. Wait several minuts and reconnect all. If this does not help, than please consult your dealer.

MULTI-HANDSET USE

If you have a Twin, Triple or Quad system, you will already have two, three or four handsets. You can also buy spare handsets and charger pods separately - they're supplied as PROFOON PDX-5210.

Altogether, you can have up to five handsets registered to the base unit, as numbers 2, 3, 4 and 5. With more than one handset registered to your base unit, you can:

* make intercom calls from one handset to another

* make a new intercom call while you are on an outside call
* shuttle between an outside call and an intercom call
* transfer an outside call from one handset to another
* set up a three-way conference call between yourself, an outside call and an intercom call

Each handset has its own number - 1, 2, 3, 4 or 5 - which is shown on the right-hand side of the display.
You can change each handset's name from "PROFOON" to a name of your choice, as described on page xx.

Please note:
- Among the handsets registered to a single base unit, only one outside call and two intercom calls can take place at once.
- If you try to make an outside call while another handset is already on the line, you will hear Busy tone.
- If you try to make an intercom call when one is already in progress, you will hear Busy tone.
- When one handset has taken the outside line, the EXT symbol will appear on the displays of all other handsets.

Registering new handsets:
If you have a Twin, Triple or Quad system, all the handsets supplied with your base unit are already registered to it - the first one as handset number 1, the second as number 2, etc. You won't need to re-register them unless you have a problem.
If you've bought extra handsets separately, you'll need to register each one to your original base unit.

To register a handset:
1. Press and hold the handset locator button on the base unit ( ) for about 3 seconds, until you hear two short beeps and the green IN USE light flashes
   You now have 3 minutes in which to register the handset.
2. Press the **MENU** button, the display shows "REGISTER"
   (If the display does not show register at this point, press the xx button until it does.)
3. Press the **OK** button. the display shows: "BS 1 2 3 4"
   These are the base station numbers. Any number that is flashing is already in use for a base station.
4. Key in a base unit number that is not flashing
5. The display shows "PIN"
6. Key in your PIN (default 0000) and press the **OK** button
   The display shows "SEARCH". After a few moments, when the handset finds the base unit, a number* appears on the display.
7. Press the **OK** button to confirm registration

If the display says "NOT SUB" at this point, repeat the registration procedure again from step 1. If it still doesn't work, consult your dealer for advice.
Once your new handset is registered to your base unit, the display shows its number, for example: xxxx
* This is the RFPI number, a universal DECT identity number. You won't need it unless you want to register your handset to a different brand of DECT base unit.

To de-register a handset:
You may need to do this if you have more than one handset registered to your base unit and you need to replace a faulty handset.
1. Press the **MENU** button, the display shows "PHONEBK"
2. Press the xx button TWICE, the display shows "BASE"
3. Press the **OK** button, the display shows "VOLUME"
4. Press the xx button SEVEN times, the display shows "DEL HS"
5. Press the **OK** button, the display shows "PIN"
6. Key in your PIN (default 0000) and press the **OK** button
7. Press the xx button repeatedly to go to the number of the handset you want to de-register
8. Press the **OK** button, the display shows "CONFIRM"
9. Press the **OK** button to confirm de-registration

! You cannot de-register the handset you are currently using.

Registering to a different brand of base unit:
Each PDX-5200 series handset can be registered to any GAP-compatible base unit; or you can register other GAP-compatible handsets to your PDX-5200 series base unit. 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 xx).
2. Follow the instructions in the handset's User Guide to register the handset (for example, steps 2 to 5 on pages xx to xx).

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

Intercom and transfer:

To make an intercom call:
1. Press the **INTERCOM** button, you hear Dial tone.
2. Key in the number of the other handset (1, 2, 3, 4 or 5)
   The other handset's number appears on your display. On its display, your number appears, and the "INT" symbol flashes. When the other handset user presses the **PHONE** button to answer, you will be connected.
   For details of how to change the ringing melody for intercom calls, see 'Handset internal ringing melody' on page xx.

3. Press the **PHONE** button on your handset to end the intercom call (the other person will hear Busy tone, and should also press the **PHONE** button to hang up)

To transfer a call:

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

1. Press the **INTERCOM** button and key in the number of the other handset (1, 2, 3, 4 or 5)
   The outside call is put on hold. When the other handset answers, you can speak to the user. If the other handset does not answer, you can get back to the outside call by pressing the **INT** button again.
2. Press the **PHONE** button to hang up and transfer the call

Shuttle:

When you have both an outside call and an intercom call in progress, you can shuttle from one to the other by pressing the **INT** button.

Conference calls:

To set up a three-way conference between yourself, an outside call and an intercom call with another handset:

1. Either make or answer an outside call
2. Press the **INT** button and key in the number of the other handset
   The other user answers by pressing the PHONE button
3. Press the # (HASH) button and hold it for about 2 seconds
   You hear a confirmation tone when your conference call is connected.

If either handset user presses the **PHONE** button to hang up, the other user will be left connected to the outside call.

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. The EXT symbol will also flash on your handset's display.

To answer the outside call:

1. Press the **PHONE** button to end the intercom call, your handset will ring.
2. Press the **PHONE** button again to answer the outside call