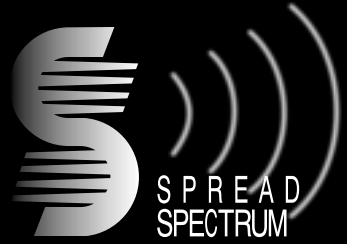




THE EXS 9995



Digital Spread Spectrum

provides the longest

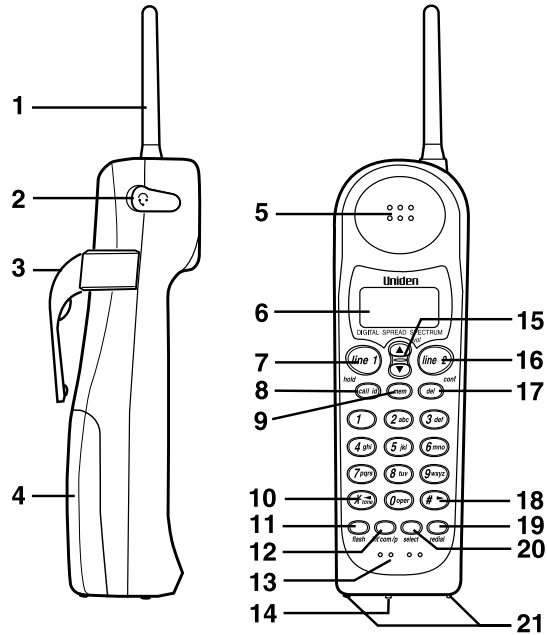
range, the clearest sound

and the best privacy.

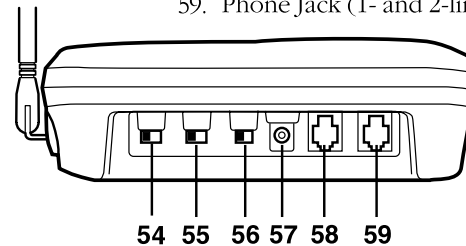
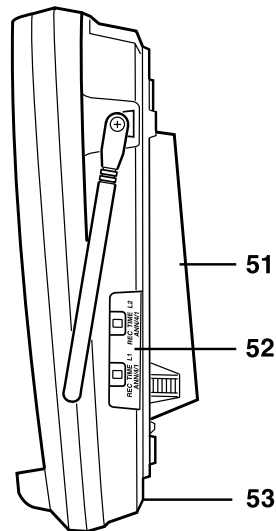
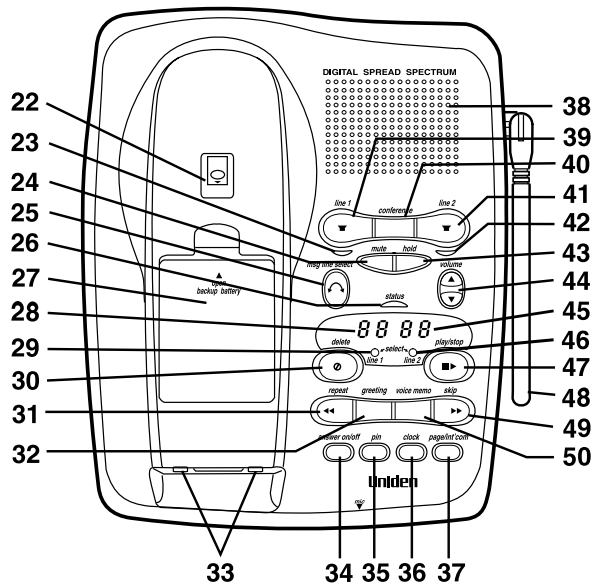
**Uniden®**

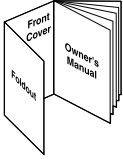
OWNER'S  
MANUAL

# CONTROLS AND FUNCTIONS



1. Handset Antenna
2. Headset Connection
3. Belt Clip
4. Handset Battery Compartment
5. Handset Speaker
6. LCD Display
7. Line 1 Key
8. Hold/Caller ID Key
9. Memory Key
10. Tone Key/Left Cursor
11. Flash Key
12. Intercom/Pause Key
13. Handset Microphone
14. Handset Ringer Switch
15. Volume/ Cursor Up and Down/ Character Select Key
16. Line 2 Key
17. Conference/Delete Key
18. Right Cursor
19. Redial Key
20. Select Key
21. Handset Contacts
22. Handset Retainer
23. Line 1 Status LED
24. Mute Key
25. Msg Line Select Key
26. Status LED
27. Spare battery compartment
28. Line 1 Message counter LED
29. Line 1 select LED
30. Delete Key
31. Repeat Key
32. Greeting Key
33. Base Contacts
34. Answer On/Off Key
35. Pin Key
36. Clock Key
37. Page/Intercom Key
38. Base Speaker
39. Line 1 Key
40. Conference Key
41. Line 2 Key
42. Line 2 Status LED
43. Hold Key
44. Volume Key
45. Line 2 Message counter LED
46. Line 2 select LED
47. Play/Stop Key
48. Base Antenna
49. Skip Key
50. Voice Memo Key
51. Wall Mount Adapter
52. Rec Time L1/L2 Switch
53. Base Microphone
54. Ring Time Switch
55. Ring Volume Switch
56. Pulse-Tone Switch
57. DC Power Input
58. Phone Jack (2nd Line)
59. Phone Jack (1- and 2-line)





Fold out the front cover of this owner's manual to use the handy CONTROLS AND FUNCTIONS page for reference.

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Introduction

Installing and Adjusting

Using Your New Phone

Using Caller ID

Using Your Answering System

Troubleshooting

# CONTENTS

OF YOUR OWNERS MANUAL

### WELCOME

Congratulations on your purchase of the Uniden EXS 9995 cordless telephone. This phone is designed for reliability, long life, and outstanding performance utilizing the latest 900 MHz Spread Spectrum Technology.

### FEATURES

- 900 MHz Spread Spectrum Technology
- 2-Line Operation
- Call Waiting/Caller ID
- 30 Minutes of Recording Time
- Time and Day Stamp
- 3 and 4-Way Conference Calling
- Speakerphone
- Back-up Power Supply with Optional Battery Pack
- 3-Line, 16-Character LCD Handset Display
- Backlit Keypad
- Headset Compatible
- Handset Earpiece and Ringer Volume Control
- 20 Channel AutoScan
- 30 Memory Dialing Locations
- 80 Number Caller ID Memory
- 3 Number Redial Memory
- 2-way Page/Intercom
- Hearing Aid Compatible
- Redial, Flash, and Pause
- Pulse/Tone Dialing
- 7-Day Standby Battery Time
- 4-Hour Talk Time
- 2 Line Integrated Telephone Answering Device (ITAD)
- Remote Message Retrieval and Room Monitor
- Toll Saver
- Selective Greeting (Outgoing Message)
- Conversation Recording

**Digital Spread Spectrum Technology** utilizes a “wider frequency band” vs. a “single narrow band” used in standard digital transmissions. The result is a more secure conversation with the clarity of digital sound, extended range, and minimal interference from other cordless phones.

**Random Code™** digital security automatically selects one of over 65,000 codes for the handset and base. This feature prevents unauthorized calls as a result of your phone being activated by other equipment.

## TIP

To get the most from your phone, please read this owner's manual thoroughly. Be sure to complete and mail the product registration form.

## NOTE

If any of these items are missing or damaged, contact the Uniden Parts Department at (800) 554-3988. Hours are from 8:30 a.m. to 5:00 p.m. Central Time, Monday through Friday. We can also be reached on the web at [www.uniden.com](http://www.uniden.com).

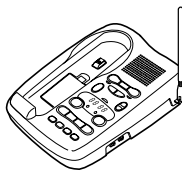
## HINT

You must have a two-line subscription from your phone company to realize the capability of your two-line phone.

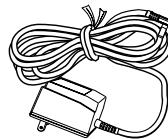
## INCLUDED IN YOUR PACKAGE



Handset



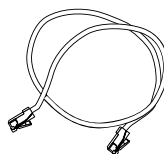
Base



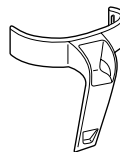
AC Adapter



Rechargeable  
Battery



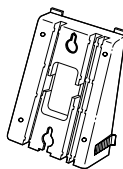
Short Telephone  
Cord



Beltclip



Long Telephone  
Cord



Wall Mount  
Adapter

- This Owner's Manual
- Precautions and Important Safety Instructions
- Registration Card

### SELECTING A LOCATION

Before choosing a location for your new phone, read the Installation Considerations included in the Precautions and Important Safety Instructions brochure. Here are some important guidelines you should consider:

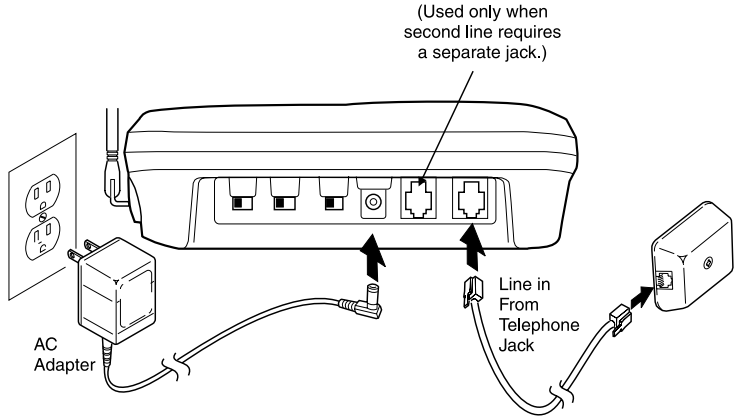
- The location should be close to both a phone jack and a continuous power outlet. (A continuous power outlet is an AC outlet which does not have a switch to interrupt its power.)
- Keep the base and handset away from sources of electrical noise such as motors and fluorescent lighting.
- Be sure there is sufficient space to rotate the base antenna fully vertical.
- The base can be placed on a desk, tabletop or mounted on a standard wall plate.
- You should charge your handset for 15-20 hours before connecting the phone line.
- If your second phone line has a separate jack, place your phone so you can access both jacks.



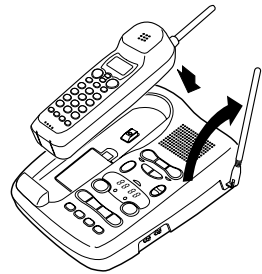
## NOTE

Before using your phone, charge the Nickel-Cadmium battery pack for 15-20 hours.

## DESK/TABLETOP INSTALLATION



1. Plug the AC adapter cord into the 10V DC input jack on the back of the base.
2. Wrap the AC adapter cord around the strain relief notch.
3. Plug the AC adapter into a standard 120V AC wall outlet.
4. Charge the battery (refer to Charging the Battery Pack, page 9).
5. Plug one end of the long telephone cord into the **TEL LINE 1/2** jack on the back of the base.
6. Plug the other end of the cord into the telephone jack on the wall.
7. Set the base on a desk or tabletop. Place the handset on the base with the keypad either facing up or down. Raise the antenna to a vertical position.



Place the power cord so that it does not create a trip hazard or where it could become chafed and create a fire or electrical hazard.

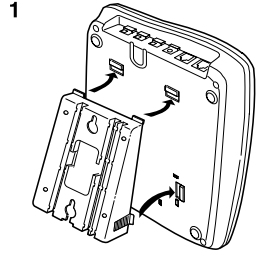
Use only the Uniden AC adapter supplied with this phone. DO NOT use an outlet controlled by a wall switch.

## WALL INSTALLATION

### ▼ Standard wall plate mounting

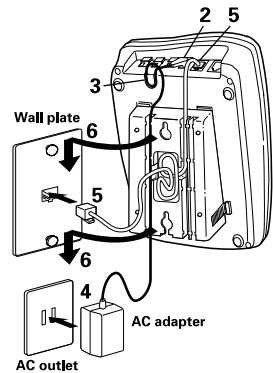
This phone can be mounted on any standard telephone wall plate.

1. Snap the wall mount adapter into the bottom of the base as shown.



2. Plug the AC adapter into the base.
3. Place the AC adapter cord inside the molded wiring channel. Wrap the cord around the strain relief notch.
4. Plug the AC adapter into a standard 120V AC wall outlet.

2 - 6



5. Plug one end of the short telephone cord into the **TEL LINE 1/2** jack on the back of the base. Plug the other end into a standard telephone jack.

*If your second line has a separate jack, plug the other cord into the base and wall jack.*

6. Align the mounting slots on the base with the mounting posts on the wall. Push in and down until the phone is firmly seated.



Place the power cord so that it does not create a trip hazard or where it could become chafed and create a fire or electrical hazard.



**DO NOT** use an outlet controlled by a wall switch.

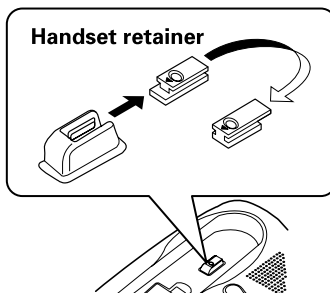


## NOTE

Before you plug the other end of the telephone cord into the modular jack on the wall, charge the battery (See Charging the Battery Pack, page 9).

7. On the base unit, pull the handset retainer out of the slot. Rotate it clockwise 180 degrees.

8. Flip the retainer from front to back. Slide it back into the slot so that the lip of the retainer is up and the ▼ is down. The retainer holds the handset in place.



### ▼ *Direct wall mounting*

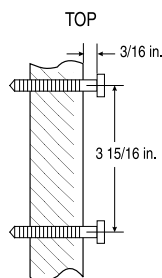
If you don't have a standard wall plate, you can mount your phone directly to the wall. Before doing this, consider the following:

- Select a location away from electrical cables, pipes, or other items behind the mounting location that could cause a hazard when inserting the screws into the wall.
- Mount your phone near a working phone jack to avoid excessive cord lengths.
- Make sure the wall material is capable of supporting the weight of the base and the handset.

## NOTE

Be careful not to insert the mounting screws into possible electrical hazards such as cables, wiring, or pipes.

1. Insert two #10 mounting screws (with 1-3/8 inches minimum length and the appropriate anchoring device) into the wall 3-15/16 inches apart. Allow about 3/16 of an inch between the wall and screw heads for mounting the phone.
2. Refer to steps 1 through 8 on page 6 and 7 to mount the telephone.

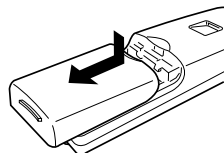




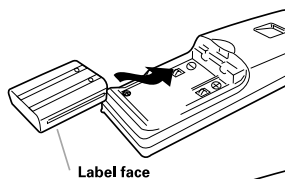
Use only Uniden Battery  
(model BT-999) supplied  
with your phone.

## INSTALLING THE HANDSET BATTERY PACK

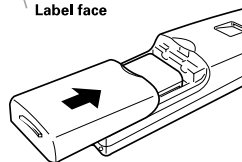
1. Press the battery cover release.  
Slide cover off.



2. Install the nickel-cadmium battery  
with the label down.



3. Slide the battery cover forward until  
it snaps into place

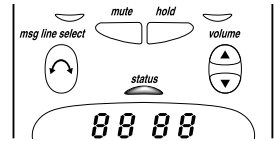


## CHARGING THE BATTERY PACK

### ▼ Initial battery charging

Before connecting your phone for the first time, charge the rechargeable battery pack for 15-20 hours without interruption.

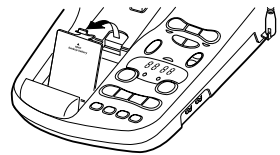
1. Place the handset on the base.
2. Make sure that **status** LED lights.  
If the LED doesn't light, be sure the AC adapter is plugged in and the handset makes good contact with the base charging contacts.



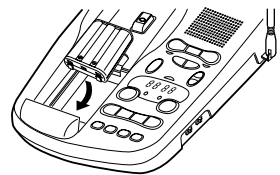
### ▼ Charging optional battery packs

The base of your phone is equipped with a compartment for charging an extra battery pack for use in your handset. **You can obtain an extra battery pack from your authorized Uniden dealer.**

1. Pull the cover of battery charger.
2. Put the battery pack in the compartment with contacts facing down.



3. Replace the charge cover.
4. Charge the battery for 24 hours. When charging is complete, and spare battery is needed, lift the latch to remove the battery pack. To install the charged battery into the handset, see Installing the Handset Battery Pack, page 8.



### NOTE

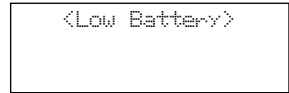
Please visit your authorized Uniden dealer to obtain an extra battery pack or contact the Uniden Parts Department at (800) 554-3988. Hours are from 8:30 a.m. to 5:00 p.m. Central Standard Time, Monday through Friday.

### NOTE

*In the event of a power failure, your spare battery pack temporarily provides power for the base so you can still use your phone. status LED blinks red when the base is powered by the spare battery.*

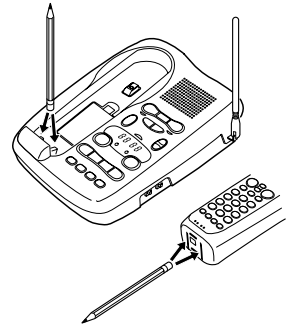
### ▼ *Low battery indicator*

When the battery pack is very low and needs to be charged, the phone is programmed to eliminate some functions to save power. If the phone is not in use, <Low Battery> flashes. If the phone is in use, <Low Battery> flashes and the handset beeps.



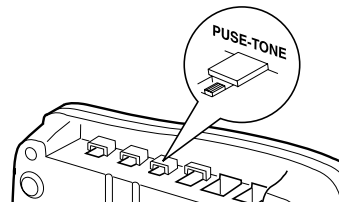
## CLEANING THE BATTERY CONTACTS

To maintain a good charge, clean all charging contacts on the handset and base about once a month. Use a pencil eraser or other contact cleaner. **DO NOT** use liquids or solvents; you may damage your phone.



## SETTING THE PULSE/TONE SWITCH

Be sure the **PULSE/TONE** switch is the **TONE** position unless your local phone system uses pulse dialing.



### TIP

Most phone systems use tone dialing. Check with your local phone company if you're not sure whether your system is tone or pulse.

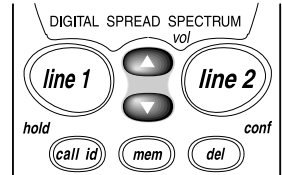
## NOTE

To disable the handset's ringer, set ringer on the bottom of the handset to off.

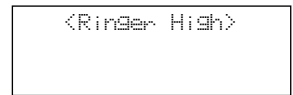
## ADJUSTING THE VOLUME CONTROLS

### ▼ Handset ringer volume

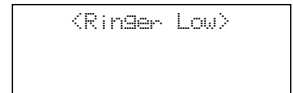
Remove the handset from the base. Press the **vol ▲** or **vol ▼** key on the handset to set the handset ringer volume. There are two ringer volume settings; high and low.



To select the high volume setting, press **vol ▲** key. The following screen displays:

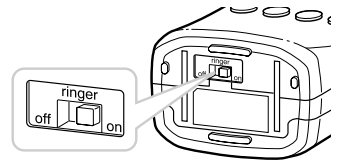


To select the low volume setting, press **vol ▼** key. The following screen displays:



### ▼ Handset ringer switch

This switch turns the handset ringer on or off.



### ▼ Handset earpiece volume

There are four volume settings for the handset earpiece; loud, high, medium and normal. The handset earpiece volume can be adjusted only during a call.

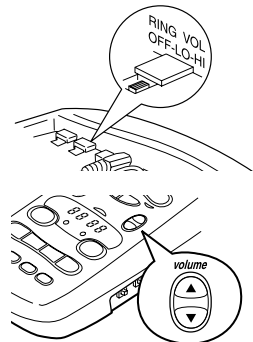
To lower the volume, press **vol ▼** key. To raise the volume, press **vol ▲** key. The handset displays <Loud>, <High>, <Medium> or <Normal> indicating the current volume setting.

### ▼ Base ringer volume

The ringer control for the base of your EXS 9995 allows you to turn the ringer **OFF** or to select **LO/HI** volume.

### ▼ Base speaker volume

To control the speaker volume of the base, adjust the **volume** key as desired.



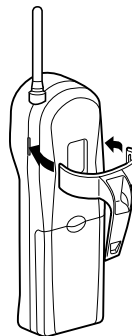


If you have wall mounted the base, you must remove the beltclip to charge the handset with facing forward.

## INSTALLING THE BELTCLIP

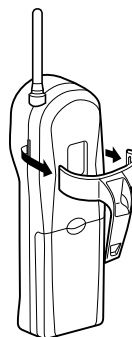
### ▼ *To attach the beltclip*

Insert the beltclip into the holes on each side of the handset.  
Press down until it clicks.



### ▼ *To remove the beltclip*

Pull both side of the tabs from the holes.

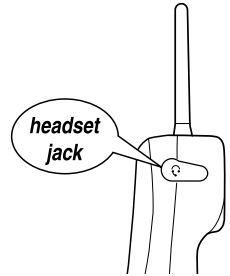


## IMPORTANT

Use only the Uniden HS910 headset specifically designed for Spread Spectrum phones. You may hear a buzz or hum on other headsets.

## HEADSET INSTALLATION

Your phone may be used with an optional headset, the Uniden HS910. To use this feature, simply plug the headset plug into the headset jack. Your phone is ready for hands-free conversation.



## NOTE

*If you are using an optional headset, you must still use the handset keypad for phone operations.*

## NOTE

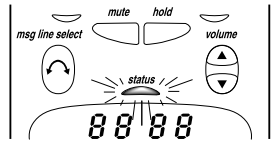
Keep the headset wire away from handset and base antennas.

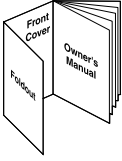
## AUTOMATIC DIGITAL CODE SECURITY

To prevent other parties from making unauthorized calls on your phone line, a digital code was added to the EXS 9995. Your phone's handset and base share this code. If the phone experiences a power failure, you must reset the digital security code by placing the handset in the base.

### ▼ To reset the digital security code

1. Remove the handset from the base, hold down **page/int'com** and you will hear the beep.
2. Replace the handset on the base while holding **page/int'com**. The paging stops.
3. Wait for 5 seconds.  
The **status** LED flashes to indicate that the digital security code is reset.

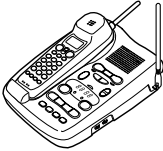
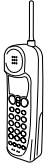
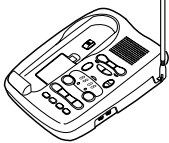




Fold out the front cover of this owner's manual to use the CONTROLS AND FUNCTIONS diagram for reference.

## MAKING AND RECEIVING CALLS

### ▼ Basic 2-line operation

	Handset On Base	Handset Off Base	Base Only
			
<b>To answer a call</b>	<b>AutoTalk On</b> - Pick up handset. <b>AutoTalk Off</b> - Pick up and press <i>line 1</i> or <i>line 2</i> .	Press <i>line 1</i> , <i>line 2</i> or any key.	Press <i>line 1</i> or <i>line 2</i> .
<b>To make a call</b>	1. Pick up handset. 2. Press <i>line 1</i> or <i>line 2</i> . 3. Listen for dial tone. 4. Dial number. <i>or</i> 1. Pick up handset. 2. Dial number. 3. Press <i>line 1</i> or <i>line 2</i> .	1. Press <i>line 1</i> or <i>line 2</i> . 2. Listen for dial tone. 3. Dial number. <i>or</i> 1. Dial number. 2. Press <i>line 1</i> or <i>line 2</i> .	
<b>To hang up</b>	Press <i>line 1</i> or <i>line 2</i> , or return the handset to the base (AutoStandby).		Press <i>line 1</i> or <i>line 2</i> .
<b>To redial</b>	1. Pick up handset. 2. Press <i>line 1</i> or <i>line 2</i> . 3. Listen for dial tone. 4. Press <i>redial</i> . <i>or</i> 1. Pick up handset. 2. Press <i>redial</i> repeatedly until the number you want to dial appears. 3. Press <i>line 1</i> or <i>line 2</i> .	1. Press <i>line 1</i> or <i>line 2</i> . 2. Listen for dial tone. 3. Press <i>redial</i> . <i>or</i> 1. Press <i>redial</i> repeatedly until the number you want to dial appears. 2. Press <i>line 1</i> or <i>line 2</i> .	





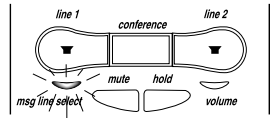
*You must have a 2-line subscription from your phone company to use the 2-line features.*

When you have connected power and a telephone line to your EXS 9995, the phone is in “**Standby mode**”, ready to receive and make calls.

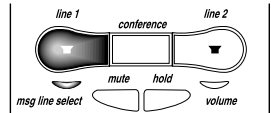
For clarity, the instructions in this User’s Manual designates line 1 unless the procedure requires using line 2. The same instructions apply to line 2.

## **ANSWERING A CALL FROM THE BASE**

1. The base rings. The corresponding line 1 LED on the base flashes.



2. Press the *line 1* button and speak.



*The base microphone is located under the phone.  
Position yourself as near to the base as possible and speak clearly.*

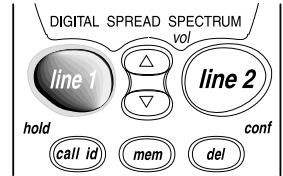
3. When you finish the call, press *line 1* to hang up.

## HINT

AutoStandby automatically hangs up when you place the handset on the base. There is no need to press *line 1* or *line 2* to hang up.

## ANSWERING A CALL FROM THE HANDSET

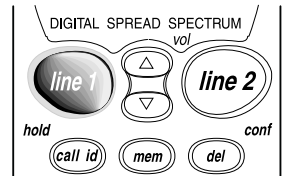
1. The handset rings and the following screen appears:
2. Press *line 1* to answer your call. Current volume setting appears on the LCD display.
3. When you finish the call press *line 1* on the handset, or return the handset to the base.



## MAKING A CALL FROM THE HANDSET

### ▼ *Dialing from Talk Mode*

1. Pick up the handset.
2. Press *line 1*.
3. Dial the number on the keypad, or use one of the memory features. (See Using Memory Dialing, page 32).
4. When you finish the call, press *line 1*, or return the handset to the base.



## NOTE

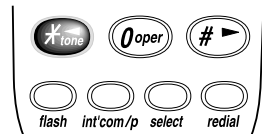
You may enter a pause in the dialing sequence during Standby Mode. You may not enter a pause in the dialing sequence during Talk Mode.

### ▼ *Dialing from Standby Mode*

1. Pick up the handset.
2. Use one of the memory features. (See Using Memory Dialing, page 32).
3. Press **line 1**.
4. When you finish the call, press **line 1**, or return the handset to the base.

## USING THE TONE FEATURE

If you are dialing in the pulse mode and need to enter tone digits, press **tone** then enter the digits. Once the call has ended, tone mode is canceled and pulse dialing resumes.

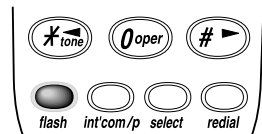


## NOTE

The tone feature applies only when the base is set to pulse.

## FLASH AND CALL WAITING

If you have Call Waiting service and a call waiting tone sounds, press **flash** to accept the call. After a short pause you will hear the new caller. To return to the original caller, press **flash** again.



## NOTE

The flash feature does not function when **line 1** and **line 2** are on a conference call. (See the 3-WAY CONFERENCING and 4-WAY CONFERENCING, pages 21 and 22.)

## TIP

The EXS 9995 has last three Number Redial memories. The redial memory is common to both lines.

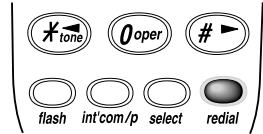
## USING REDIAL

Use the **redial** key to recall the last 3 numbers dialed. The redialed number can be up to 32 digits long.

*To redial from the handset:*

Press **redial** repeatedly to display the number you want to dial, then press **line 1**.

Or, press **line 1** before redial, only the last number dialed can be accessed for redial.



*After you've selected a line, if you press any number on the keypad, redial is no longer available.*

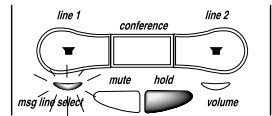
## NOTE

When the base is powered by the spare battery, the **hold** key (base) is disabled.

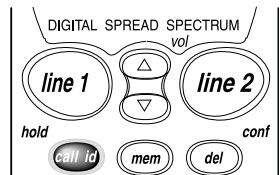
## PLACING A CALL ON HOLD

Use either the keypad on the handset or the keypad on the base.

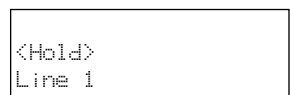
1. To place **line 1** on hold at the base, press **hold**. The **line 1** LED turns from green to red.



2. To place **line 1** on hold at the handset, press **call id/hold**.



The following screen appears:



3. To pick up the call that is holding, press **line 1** on the base or handset.

## NOTE

Do not press *line 1* to take the phone off mute or you will disconnect the call.

## NOTE

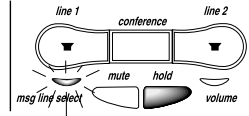
When the base is powered by the spare battery, the *mute* key is disabled.

## USING THE MUTE FEATURE

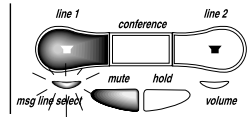
You can mute your conversation from the base. This prevents the party you are speaking to from hearing what you, or someone else in the room, is saying.

For example, to use this privacy feature while using line 1.

1. Press *mute*. The *line 1* LED flashes red.  
*You can hear the party on line 1, but they cannot hear you.*

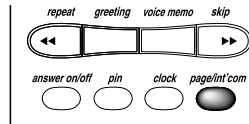


2. When you are ready to continue your conversation with the party on line 1, press *mute* again. The *line 1* LED changes to green.

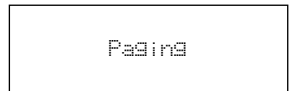


## USING THE PAGE FEATURE

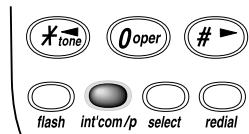
To locate the handset when it is off the base, press *page/int'com* on the base.



The handset beeps for 60 seconds.  
The following screen appears:



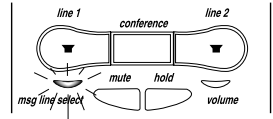
Press *int'com/p* on the handset to connect to the base. Press *page/int'com* again on the base or *int'com/p* on the handset to return to standby.



## 2-LINE OPERATION

The handset and the base can be used on separate telephone lines at the same time. For example, if the base is on a call with **line 1**, you can make or receive calls at the handset on **line 2**.

The **line 1** LED on the base blinks green to indicate line 1 is In Use at the handset.



When **line 1** is In Use at the base the LCD screen displays the following:



### ▼ Extension In Use

The Extension In Use feature prevents you from accidentally interrupting a call.

*If another phone is In Use on line 1, the handset LCD displays "In Use". (The line 1 LED at the base blinks.) If you press line 1, you will hear a beep. This warns you the line is In Use. To make your call, you must use line 2.*



*If you want to join a conversation on an extension currently In Use, press the corresponding line key twice.*

## NOTE

The Flash feature does not function when the phone is in Conference mode.

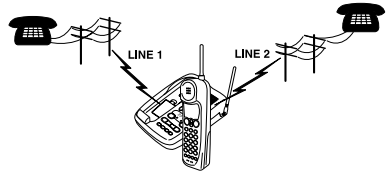
## NOTE

When the base is powered by the spare battery, the **conference** key (base) is disabled.

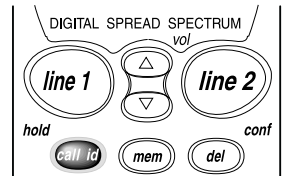
## 3-WAY CONFERENCING

This feature lets you add a third party to your conversation from either the handset or the base.

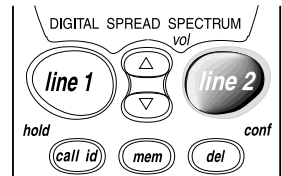
For example, to add a party to the current call on **line 1** at the handset:



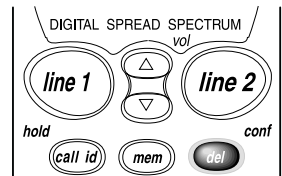
1. Press **call id/hold** to place the caller on hold. <Hold> appears on the display.



2. Press **line 2**.



3. Dial the number of the person you want to add to the conversation.  
When the person answers, you can speak privately before bringing the original caller back on the line.
4. Press the **del/conf** key to bring the original call back on line.  
<Conference> appears on the display.



*If the third person's number is busy or doesn't answer, press **line 2** to hang up. Return to the original call by pressing **line 1**.*

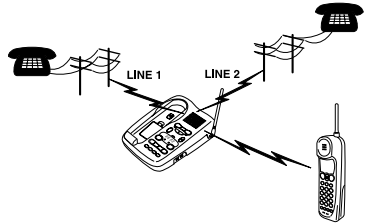
5. To remove either caller from your conversation, ask one of the parties to hang up. Press the corresponding line key to end the call.

*When you return the handset to the base, all calls are disconnected.*

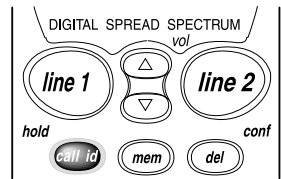
## 4-WAY CONFERENCING

A fourth person, at either the handset or the base, may be added to a conference call.

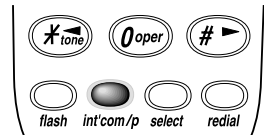
For example, to add a fourth party at the handset to an ongoing conference call at the handset:



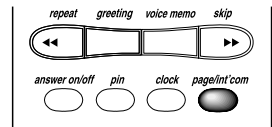
1. Press **call id/hold**.  
<Hold> appears on the display.



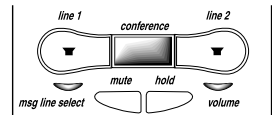
2. Press **int'com/p** on the handset to contact the base.



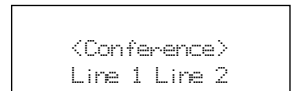
3. Press **page/int'com** on the base to answer the page.



4. Press **conference** at the base to bring the party at the handset in on the call. **line 1** and **line 2** LEDs turn green.



The following screen appears on the handset.



5. To remove either call from your conversation, ask one of the parties to hang up. Press the corresponding line key to end the call.



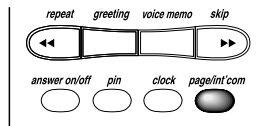
## TIP

When a call is on **hold** at the handset, and the base is paged, the base will ring even when the **RING VOL** switch is set to **OFF**.

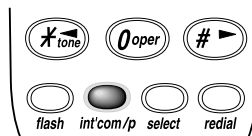
## USING YOUR EXS 9995 INTERCOM

### ▼ From the Base to the Handset

1. Press **page/int'com** on the base.  
The handset beeps. (If no answer, press **page/int'com** again to disconnect.)



2. Press **int'com/p** on the handset.  
Speak into the mouthpiece to answer the page.

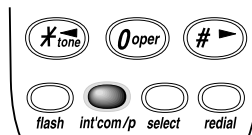


*To hang up at the base: Press **page/int'com**.*

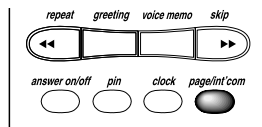
*To hang up at the handset: Press **int'com/p**.*

### ▼ From the Handset to the Base

1. Press **int'com/p** on the handset.  
(If no answer, press **int'com/p** to disconnect.)



2. At the base, press **page/int'com** to answer the page.  
Position yourself as near to the base as possible and speak clearly.



*To hang up at the handset: Press **int'com/p**.*

*To hang up at the base: Press **page/int'com**.*

## TIP

The person at the handset can join the conversation by pressing the button for the line In Use twice.

## TRANSFERRING A CALL

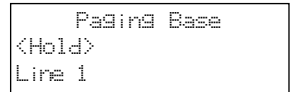
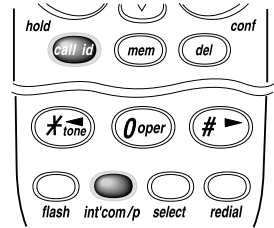
### ▼ From Handset to Base

- To transfer a call on **line 1** from the handset to the base, press **hold**.

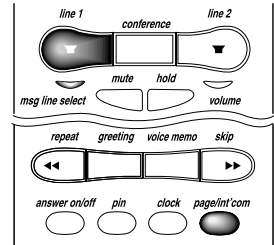
The **line 1** LED turns red on the base.

- On the handset, press **int'com/p**.  
The **status** LED flashes on the base.

The following screen appears:



- Answer at the base by pressing **page/int'com**. You may then announce the call with the intercom.



- On the base, press **line 1** to talk.

*If no one is available to take the call at the base, return to the caller by pressing **line 1** or **int'com/p** on the handset to take a message or complete the call.*

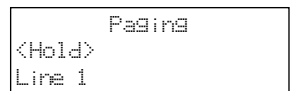
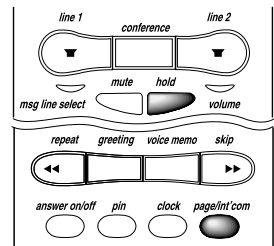
### ▼ From Base to Handset

- To transfer a call on **line 1** from the base to the handset, press **hold**.

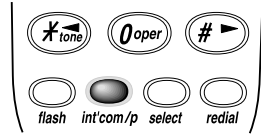
The **line 1** LED turns red.

- On the base, press **page/int'com**.  
The **status** LED flashes on the base.

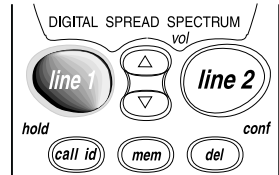
The following screen appears:



3. Answer at the handset by pressing **int'com/p**. You may then announce the call with the intercom.



4. On the handset, Press **line 1** to talk.



*If no one is available to take the call at the handset, return to the caller by pressing **line 1** or **page/int'com** on the base to take a message or complete the call.*

## TRAVELING OUT-OF-RANGE

As you begin to move too far from the base, you first hear a clicking sound. As you travel further, the noise increases. If you travel out-of-range, your call terminates.

## NOTE

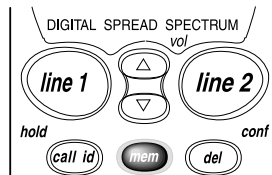
Whenever you are using a menu screen, you must press a key within 20 seconds or the phone will return to standby. You may also press **mem** to quit a memory menu at any time.

## STORING A PHONE NUMBER IN MEMORY

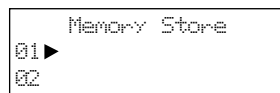
Your EXS 9995 stores up to 30 name/numbers in the handset. Memory locations are shared by both lines.

### ▼ *On the Handset*

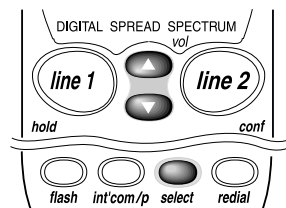
1. Remove the handset from the base.
2. Press and hold **mem** for two seconds.



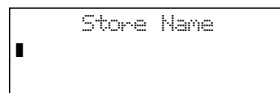
The following screen appears:



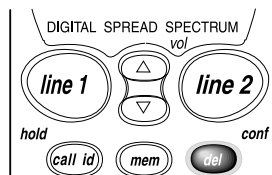
3. Use the ▲ and ▼ keys, or enter a two digit number (01-30), to choose the memory location to store a name/number.



4. Press **select**.  
The following screen appears:

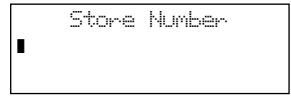


5. Enter a name by using the ▲ and ▼ keys to scroll through the character menu (up to 13 characters). Stop scrolling when you see the desired character. Use the ◀ and ▶ keys to move right or left or to create a blank space. (*The del/conf key deletes characters as the cursor moves left.*)



- When you have finished entering a name, press **select**.

The following screen appears.  
The cursor flashes indicating the display is ready for a number to be entered.

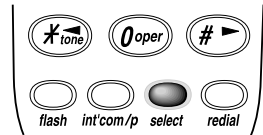


- Enter the phone number with the number keypad (direct entry up to 20 digits). Press **del** to erase the number, if you entered a wrong number.

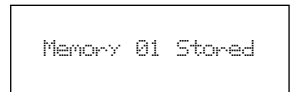


*When entering name/numbers, you may press **pause** to enter a pause in the dialing sequence. The display shows a P. The pause feature is useful for long distance calling, credit card dialing, or any other dialing sequence requiring a pause between digits.*

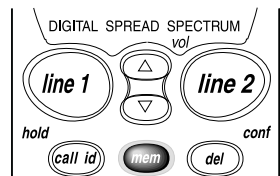
- When you have finished entering a name/number, press **select**.



The handset beeps and displays a confirmation screen.



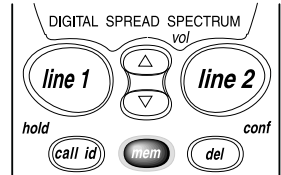
- The display returns to the Memory Store screen. You may select another number to store a name/number (return to step 3) or press **mem** to return to standby.



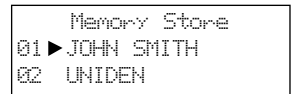
## EDITING A PHONE NUMBER IN MEMORY

To edit a number you have stored in the handset:

1. Remove the handset from the base.
2. Press and hold **mem** for two seconds.

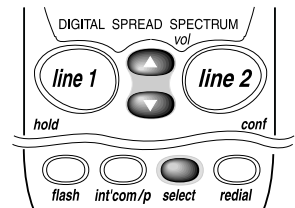


The display shows the Memory Store screen and any saved name/numbers.

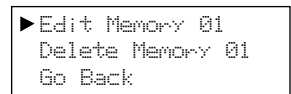


3. Use the ▲ and ▼ keys or enter a two digit number (01-30) to select the memory location you would like to edit.

The ◀ and ▶ keys toggle between the name display and the number display.



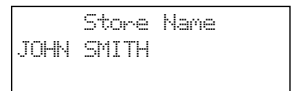
4. Press **select**.  
The display shows the memory location you have selected.



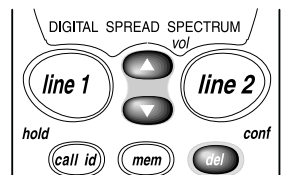
### NOTE

If you select **Go Back** at any time, no changes are made and the handset shows the Memory Store screen.

5. Press **select** again to enter the Edit Memory mode.  
The following screen appears.  
A cursor flashes indicating that the display is ready to edit the name/number.



6. Edit the name with the ▲ and ▼ keys.  
Use the ◀ and ▶ keys to move the cursor left and right.



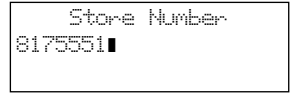
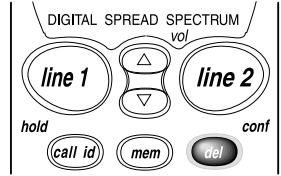
**NOTE**

Whenever you are using a menu screen, you must press a key within 20 seconds or the phone will return to standby. You may also press **mem** to exit a memory menu at any time.

Press **del/conf** to remove an unwanted character.  
Press and hold **del/conf** to clear the entire name.

7. Press **select**.

The following screen appears.  
A cursor flashes indicating that the display is ready for the number to be edited.

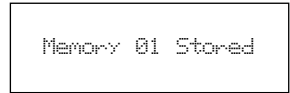


8. Enter the phone number with the number keypad. Press **del/conf** to remove an unwanted number.

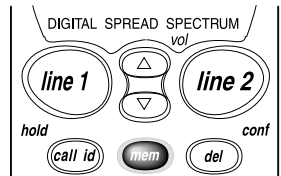
Press and hold **del/conf** to clear the entire number.

9. Press **select**.

The handset beeps and displays the confirmation screen.



10. The display then returns to the Memory Store screen. You may select another number to edit (return to step 3) or press **mem** to return to standby.

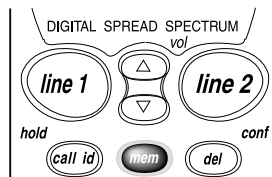


## ERASING A NUMBER FROM MEMORY

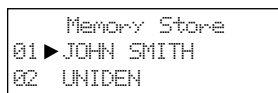
After erasing a number, you may add a new address to memory.

### ▼ From the Handset

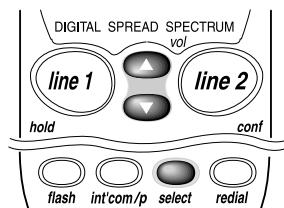
1. Remove the handset from the base.
2. Press and hold **mem** for two seconds.



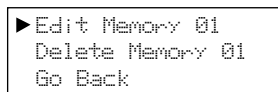
The handset shows the Memory Store screen with saved name/numbers displayed.



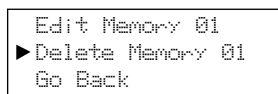
3. Use the ▲ and ▼ keys, or enter a two digit number (01-30), to select the memory location you would like to delete. Use the ◀ and ▶ keys to display either the name or the number stored in the location.



4. Press **select**.  
The following screen appears:

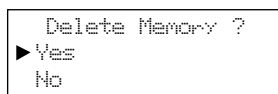


5. Use the ▼ key to move the ▶ cursor to **Delete Memory**.

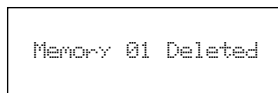


6. Press **select**.

7. Use the ▲ key to move the ▶ cursor to **Yes**.



8. Press **select**.  
There is a confirmation tone.  
The following screen appears:

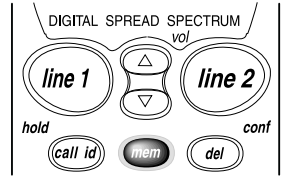


### NOTE

If you select **No**, no changes are made. The handset shows the Memory Store screen.



9. The display then returns to the Memory Store screen. You may select another number to delete (return to step 3) or you may press *mem* to return to standby.

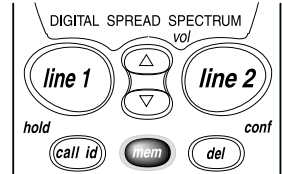


## USING MEMORY DIALING

Follow the steps below to dial a number using a programmed memory location:

### ▼ Standby Mode Dialing from the Handset

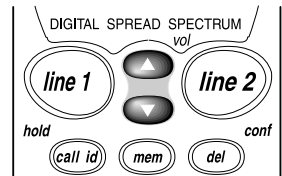
1. Press **mem**.



The handset displays your programmed memory locations.

```
01  
02 JOHN SMITH  
03 ► UNIDEN
```

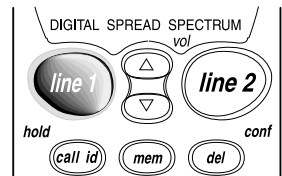
2. Use the ▲ and ▼ keys to select the memory location you would like to dial. Or, you may enter a two digit number (01-30).



The following screen appears:

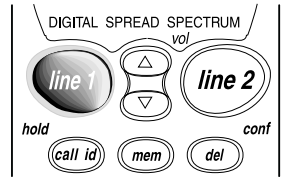
```
01  
02 ► JOHN SMITH  
03 UNIDEN
```

3. Press **line 1**. The number dials.

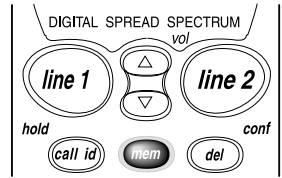


▼ *Talk Mode Dialing from the Handset*

1. Press *line 1*.



2. Press *mem*. Using the keypad, enter a two digit number (01-30).  
The number dials.



## USING CALLER ID

**You must subscribe to Caller ID from your phone company to use this feature.**

### ▼ *Setting up Caller ID options*

There are three Caller ID options available; they are AutoTalk, CIDCW, and Area Code.

**AutoTalk** allows you to answer the phone without pressing *line 1* or *line 2*. If the phone rings when AutoTalk is on, simply remove the handset from the base. If the handset is off the base, press any key. The phone automatically answers the call. If the phone rings when AutoTalk is off, you must press *line 1* or *line 2* to answer the call. This option is useful for screening calls.

**CIDCW** (Caller ID with Call Waiting) performs the same as regular Caller ID on a call waiting number. **You must subscribe to CIDCW from your phone company to use this feature.**

**Area Code** allows you to program your 3-digit area code number.

When reviewing Caller ID messages, you will see only a seven digit number for calls received from inside your area code. For calls from outside your area code, you will see a full 10-digit number.

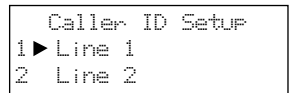


*If your calling area requires 10-digit dialing, do not program this option.*

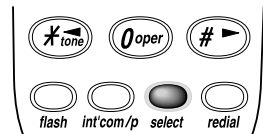
To change your Caller ID options:

### ▼ *Turning AutoTalk and Caller ID/Call Waiting On or Off*

1. Press and hold **call id/hold** for two seconds. The following screen appears.



2. Use the ▲ and ▼ keys to select **Line 1** or **Line 2** or also you can press 1 or 2.
3. Press **select**



- If you want to set CIDCW, use the ▲ and ▼ keys to move the cursor to 2 CIDCW or you can press 2.  
Press the **select** key to toggle between On and Off.

```

1 ► Auto Talk : Off
2  CIDCW      : On
3  Area Code  :
  
```

- After you finish the setting, press **call id/hold** and return the handset to the base.

### ▼ Programming Your Area Code

- Press and hold **call id/hold** for two seconds. The following screen appears.

```

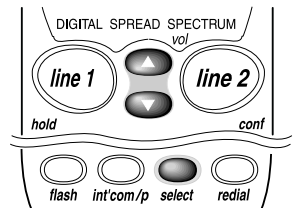
Caller ID Setup
1 ► Line 1
2  Line 2
  
```

- Use the ▲ and ▼ keys or the number key (1 or 2) to select Line 1 or Line 2. Then press **select**.  
The following screen appears.

```

1 ► Auto Talk : Off
2  CIDCW      : On
3  Area Code  :
  
```

- Use the ▲ and ▼ keys to move the cursor to select 3 Area Code:  
Press **select**. Use the number keypad to enter or change the area code. Press **select** again.



- After you have made your selections, press **call id/hold** and return the handset to the base.

### ▼ Screening Your Calls

Caller ID allows you to review caller information before answering your phone. At the beginning of the second ring, the display shows the line number, that is being used, name, and phone number of the caller. If your Caller ID service is number only, the name does not appear on the second line.

```

Line 1
Smith John
817-555-1212
  
```

If a name or number is not available, the display shows a message such as Incomplete Data, Private Number, Private Name, etc.

## NOTE

If you have no Caller ID name/numbers, then the total is shown as 00.

## NOTE

Once a Caller ID message has been viewed, it is no longer considered a new message.

## NOTE

If you have no Caller ID message, “-No Calls-” appears.

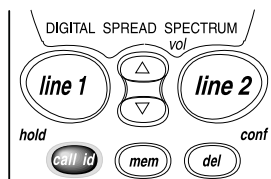
## NOTE

If you press ▲ to scan backwards, “-Start of List-” appears after the most recent message.

### ▼ Reviewing Caller ID name/numbers

To review your Caller ID name/numbers, follow the steps below:

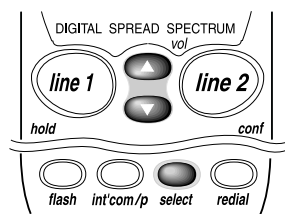
1. Press **call id/hold**.



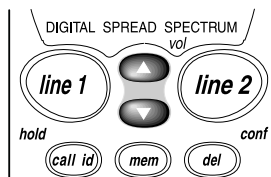
The following screen appears:

	New	Total
▶ Line 1	00	02
Line 2	01	01

2. Use ▲ or ▼ to select Line 1 or Line 2 or press 1 or 2. Press **select**.



3. Press ▼ to scan through the name/numbers.



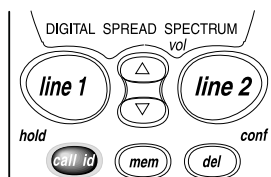
The most recent message appears first, with the date, time, call count, name, and phone number. Press ▲ to scan backwards.

12/21 12:30PM 03
Smith John
817-555-1212

4. Once you have reviewed your oldest name/number, the following screen appears.
5. Press **call id/hold** to return to standby.

-End of List-
---------------

*To review line 2, press call id/hold. Use ▲ or ▼ to select Line 2. Then, press select. Return to step 3.*

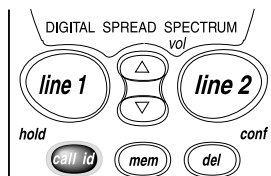




Once you have viewed all of your Caller ID name/numbers and reach the "End of List" display, the message list does not cycle back to the beginning. You must press ▲ to view your previous name/numbers.

▼ Calling a Caller ID name/number

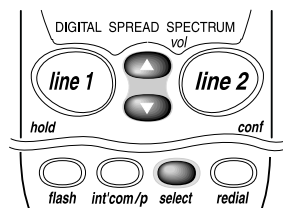
1. Press **call id/hold**.



The Caller ID summary screen shows the number of new callers and total number of calls.

	New	Total
▶ Line 1	00	02
Line 2	01	01

2. Use ▲ or ▼ to select Line 1 or Line 2.  
Press **select**.

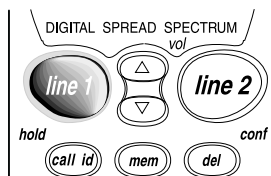


3. Press ▼ to scan forward. Press ▲ to scan backwards through the list.

4. Select the name/number that you would like to dial.

```
12/21 12:30PM 03
Smith John
817-555-1212
```

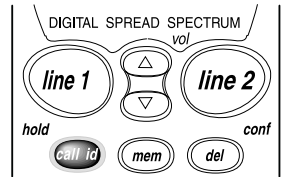
5. Press **line 1**.  
The number automatically dials.



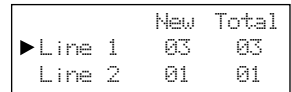
For long distance calling, insert "1" by pressing 1 on the keypad before pressing line 1.

▼ *Storing a Caller ID number in a memory location*

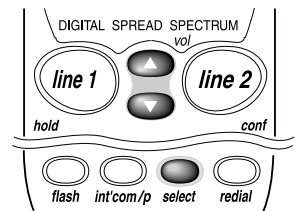
1. Press **call id/hold**.



The Caller ID summary screen shows the number of new calls and total number of callers.

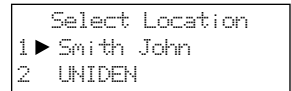


2. Use ▲ or ▼ to select Line 1 or Line 2.  
Press **select**.

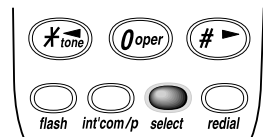


3. Press ▲ or ▼ to find the name/number that you would like to store.

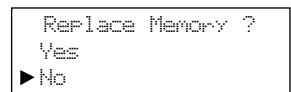
4. Press **mem** to store the selected message.  
The following screen appears:



5. The Select Location screen appears. Use the ▲ and ▼ keys or enter a two digit number (01-30) to select a blank memory location where you would like to store the number. (If you want to replace an existing number with the Caller ID number, skip to step 7.)
6. Press **select**. A confirmation tone sounds.  
The number is programmed.



7. If you choose to replace an existing number with the Caller ID number, press **select**. The following screen appears:



8. Use the ▲ key to move the cursor to **Yes**. Press **select**.  
A confirmation tone sounds. The number is programmed.

**NOTE**

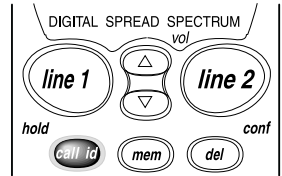
If you select **No**, then the Caller ID screen returns.



▼ *Deleting a Caller ID message*

To delete a single Caller ID message, follow the steps below.

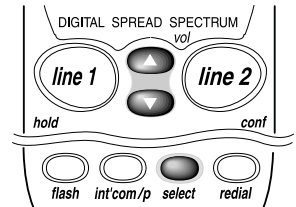
1. Press *call id/hold*.



The Caller ID summary screen shows the number of new callers and total number of calls.

	New	Total
▶ Line 1	01	02
Line 2	01	01

2. Use ▲ or ▼ to select Line 1 or Line 2.  
Press *select*.

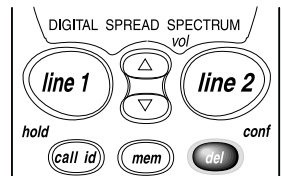


3. Select the number that you would like to delete. Press ▼ to scan forward through the name/numbers and ▲ to scan backwards.

```

12/21 12:30PM 03
Smith John
817-555-1212
    
```

4. Press *del/conf*.



The following screen appears:  
If you select No, the Caller ID screen returns.

```

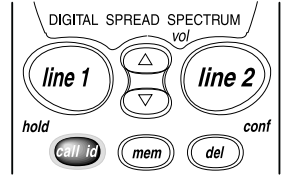
Delete Message ?
▶ Yes
No
    
```

5. Press *select* or *del/conf*. A confirmation tone sounds. The Caller ID screen returns with the next name/number displayed.

**NOTE**

If you select No, then the Caller ID screen returns.

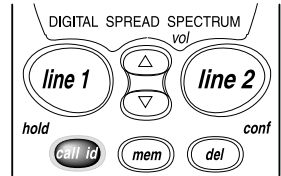
6. Press **call id/hold** to return to standby.



▼ *Deleting all Caller ID name/numbers*

To delete all of your Caller ID locations, follow the steps below:

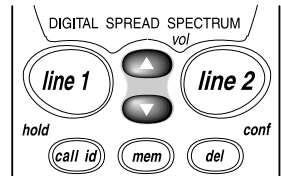
1. Press **call id/hold**.



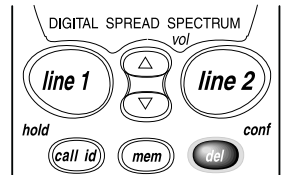
The Caller ID summary screen shows the number of new callers and total number of calls.

	New	Total
▶ Line 1	01	02
Line 2	01	01

2. Use ▲ or ▼ to move the cursor to Line 1 or Line 2.



3. Press **del/conf** to delete name/numbers.

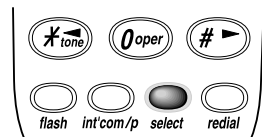


The following screen appears:

Delete All; Line 1?	
Yes	
▶ No	

4. Use the ▲ key to move the cursor to Yes.

5. Press **select** or **del/conf**.



6. A confirmation tone sounds. The following screen appears.

7. To delete Caller ID locations on Line 2, repeat steps 2 through 5.

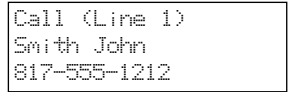
	New	Total
Line 1	00	00
▶ Line 2	00	01



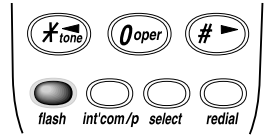
If you select **No**, then the Caller ID screen returns.

▼ *Using CIDCW (Caller ID with Call Waiting)*

1. During a call, when you hear the Caller Waiting tone, check the handset display for the name and number of incoming calls.



2. Press **flash** to accept the incoming call.  
(See FLASH AND CALL WAITING, page 17 for additional information.)



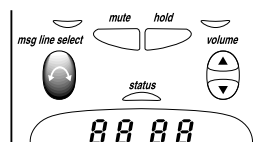
## SETTING UP YOUR ANSWERING SYSTEM

Your EXS 9995 2-Line answering system operates independently for each phone line. To review messages and record personal greetings, you must first select the appropriate line using the “*msg line select*” key.

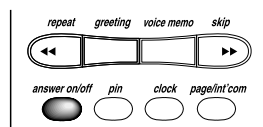
### ▼ *Turning the answering system on/off*

Press “*msg line select*” to select **line 1** or **line 2**.

The selected line indicator lights.



1. To turn the answering system on, press **answer on/off**. A tone will sound and the currently selected greeting message is played.
2. To turn the answering system off, press **answer on/off** again.



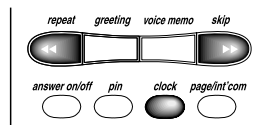
NOTE

*If you have not recorded a personal greeting when you turn the answering system on, a prerecorded greeting is automatically selected. To set a personal greeting, see page 43.*

### ▼ *Setting the clock*

The clock on EXS 9995 Answering System starts when power is applied to the base. Follow these steps to set the clock to the correct time.

1. Press and hold **clock** until a tone sounds.
2. First, press **skip** or **repeat** until the correct day of the week is announced, (Number 0 through 6 displays on the base Line 1 message counter LED as each day is announced.) Press **clock** again to select the day.



NOTE

*Press skip or repeat multiple times to scroll through days, hours, minutes, etc.*

3. Next, press **skip** or **repeat** until you hear the correct hour setting. (Numbers 1 through 12 display on the base as each hour is announced.) Press **clock** again to select the correct time.
4. Press **skip** or **repeat** until you hear the correct time setting. (Numbers 0 through 59 display on the base as each minute is announced.) Press **clock** again to select the correct time.
5. The LED displays an A or P. Press **skip** or **repeat** until you hear the correct AM/PM setting.
6. Press **clock** again to end the time/day setting. The EXS 9995 announces the time that you have set.



*If you don't set the clock within two minutes, the system returns to standby.*

## SETTING YOUR GREETING

When you receive a call, the answering system plays either a prerecorded greeting or a personal/user recorded greeting.

### ▼ *Prerecorded Greeting*

The following message is prerecorded:

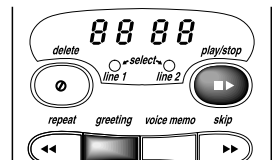
“Hello, no one is available to take your call. Please leave a message after the tone.”

### ▼ *Recording your Personal/User Greeting*

Press “**msg line select**” to select **line 1** or **line 2**.

The selected line LED lights.

1. Press and hold **greeting** until you hear a long tone. Start recording your message immediately after you hear the long tone end.
2. When you finish recording your message, press **play/stop**. A long tone sounds and your message plays back on the phone. You can cancel play back by pressing the **play/stop** key again.



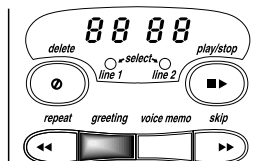
You can record a greeting up to 30 seconds for each line.

## NOTE

Position yourself as near to the base as possible and speak clearly when recording your greeting message.

### ▼ Choosing between Prerecorded and User Greetings

1. Press ***greeting*** to play the current greeting.
2. Press ***greeting*** again while the message is playing. This switches between the prerecorded and user greetings.



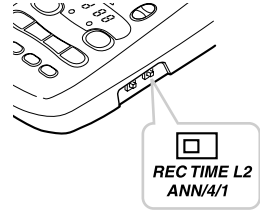
If you choose a personal/user greeting, the selected line message counter LED displays “U”. If you set a prerecorded greeting, “P” appears.

## SELECTING THE MESSAGE RECORD TIME

You can set your answering system to record messages up to one or four minutes long. There are two separate REC TIME switches on the side of the base unit, one for each line.

One minute option: move the **REC TIME** switch to 1.

Four minutes option: move the **REC TIME** switch to 4.



### ▼ *Announce only feature:*

The announce only feature plays an outgoing message, but it will not allow the caller to leave a message. Move the **REC TIME** switch to the **ANN** position. The message counter LED displays "A" when system is on standby. If you have selected the prerecorded greeting, the answering system announces:

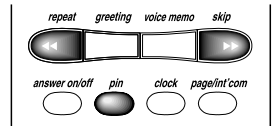
"Hello, no one is available to take your call." twice.

If you have selected the user greeting, the answering system announces your personal message twice.

## SELECTING A PIN CODE

To play your messages from a remote location, you will need to enter a two-digit Personal Identification Number (PIN) code (00-99). To select a PIN, perform the following steps.

1. On the base, press and hold **pin** for 2 seconds, you will hear the beep and the LED displays .
2. To set the first digit, press **skip** or **repeat** to scroll from 0 to 9. When the desired number appears in the display, press **pin**. This selects the first digit.
3. To set the second digit, press **skip** or **repeat** to scroll from 0 to 9. When the desired number appears in the display, press **pin**. This selects the second digit and the entered PIN is announced.



### NOTE

Press **skip** or **repeat** multiple times to scroll through numbers on the display.

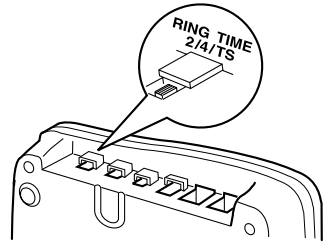
### NOTE

*line 1 and line 2 must use the same PIN code.*

## SETTING RING TIME SWITCH

The ring time switch is common for *line 1* and *line 2*.

The ring time/toll saver switch allows you to set the number of rings the caller hears before the answering system plays your greeting message. You can set the switch to answer after two rings or after four rings. Once the greeting has started, you can stop it when you pick up the call at the handset or base.



### NOTE

*If you answer at another phone extension and the greeting has started, you cannot stop the message. Wait until your greeting is complete before starting your conversation.*

In the **TS** (Toll Saver) position, the answering system picks up after two rings if you have new messages, and after four rings if there are none. This way, if you call long distance to check your messages, you can hang up after the third ring to avoid billing charges.



## NOTE

To stop playing your messages, press **play/stop** again.

## USING YOUR ANSWERING SYSTEM

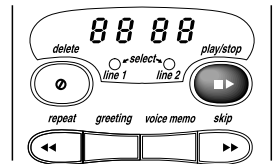
### ▼ *Playing your messages*

The base display shows the number of total messages received on each line. If the display is blinking, then there are new messages waiting for you. The EXS 9995 is designed to play your new messages first. After you play your new messages, you can then play your old messages.

Press "**msg line select**" to select **line 1** or **line 2**.

The selected line LED lights.

1. Press **play/stop**. The system announces the number of new and old messages, then the incoming messages are played. The time and day each message was received is announced after the message is played and the message counter LED displays the number of the current message.
2. When all new messages have played, a long tone is heard. The message counter LED stops flashing to indicate that all of the new messages have been reviewed.
3. After you have reviewed all your messages, you can play your old messages again. Press **play/stop** and follow the instructions above.



## NOTE

Pressing *repeat* before 2 seconds (4 seconds from remote) of the message has played causes the system to scan back one message.

## NOTE

If you have several messages, press *repeat* until you return to the message you want to replay.

## NOTE

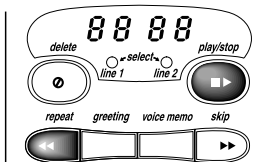
Each time *skip* is pressed, the system scans forward one message.

## NOTE

If you have several messages, press and hold *skip* to find the message you want to play.

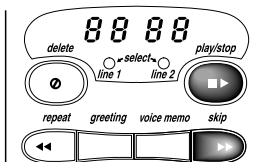
## REPEATING A MESSAGE

1. Press *play/stop* to review your message. The number of stored messages is announced.
2. After a message has played for a few seconds, press *repeat* to repeat the message.
3. Press *play/stop* at anytime to stop reviewing messages and return to standby. The message counter LED shows the total number of messages still on the system.



## SKIPPING A MESSAGE

1. Press *play/stop* to review your messages. The number of messages is announced.
2. Press *skip* at any time to skip to the next message.
3. Press *play/stop* at anytime to stop reviewing your messages and return to standby. The message counter LED shows the total number of messages on the system.



## NOTE

When you press *delete*, you are permanently deleting the message. Once deleted, the message cannot be replayed.

## NOTE

The voice memo function is completely independent of the outgoing message. It's handy for leaving others a quick message.

## NOTE

A voice memo message will be stored as a typical recorded message on the selected line.

## NOTE

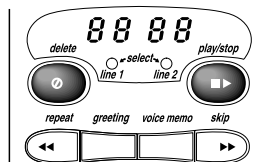
A voice memo recording automatically stops when you receive a call or page.

## DELETING A MESSAGE

### ▼ *Deleting individual message*

Press "*msg line select*" to select *line 1* or *line 2*. The selected line LED lights.

1. Press *play/stop* to review your message.
2. If you decide to delete a message, press *delete* anytime during the message. The system beeps and immediately goes to the next message.
3. After you have played all of your messages, a long tone sounds on the base speaker.



### ▼ *Deleting all messages*

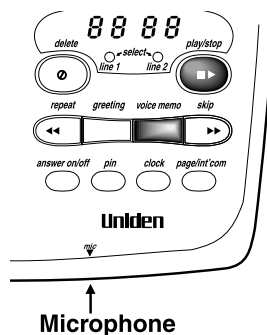
Press "*msg line select*" to select *line 1* or *line 2*. The selected line LED lights. Press and hold *delete* after reviewing your messages. A tone sounds when all messages are deleted. New messages will not be deleted until they have been reviewed.

## VOICE MEMO

Press "*msg line select*" to select *line 1* or *line 2*. The selected line LED lights.

The voice memo function allows the user to record a message (up to 10 minutes) on the base.

1. Press and hold *voice memo*, until you hear a long beep. The selected line message counter LED count up from 1 to 60 (for 10 minutes).
2. Speak into the microphone.
3. When you have finished, press *voice memo* or *play/stop* to stop recording. The system returns to standby.
4. To play voice memo, press *play/stop*.



## NOTE

A recorded conversation is stored and play back with typical recorded messages.

## NOTE

You cannot record a conversation while speaking on the base.

## NOTE

You can also record during 3 way, 4 way conference.

## NOTE

If you are recording a conversation, and you receive an incoming call, the answering system cannot answer the call.

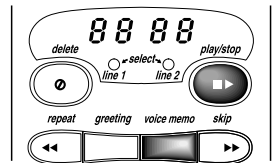
## RECORDING A CONVERSATION

Press “*msg line select*” to select *line 1* or *line 2*.

The selected line indicator lights.

You can record up to 10 minutes of conversation while you are making your call.

1. During the conversation, press and hold **voice memo** on the base. When it starts recording, the LED blinks. A beep that can be heard by both parties sounds every 15 seconds.
2. To stop the recording, press **voice memo** or **play/stop**.



## NOTE

*The conversation will be recorded on the line selected on the answering system at the time you press the voice memo key. The selected line on the answering system does not have to be the same line on which you are speaking*

## REMOTE ACCESS AWAY FROM HOME

### NOTE

You can check both line messages by calling either *line 1* or *line 2*.

### NOTE

You must enter a command within 15 seconds of entering command waiting mode or the answering system automatically hangs up and returns to standby.

### NOTE

The system will only playback messages for four minutes and then it returns to command waiting mode. To continue playing your message, press # then 2 again within 15 seconds.

You can operate your answering system from a remote location using any touch-tone telephone. Use this function to check for recorded messages, to play or delete messages, even to record a new greeting message, and to monitor sounds in the room.

1. Call your telephone number. (Either *line 1* or *line 2*)
2. During the answering machine is activated, press # and your PIN code.
3. The answering system announces the time and day stamp and the number of messages stored. Then the message playback automatically begins.
4. You may continue to listen to your message, or you may select a command from the following chart.

Command	Function
# then 1	Repeat
# then 2	Playing your messages
# then 3	Skipping a message
# then 4	Deleting a message
# then 5	Stop message playback
# then 6	Answering system On/Off
# then 7	Record Greeting
# then 8	Review Greeting
# then 9	Line Select
# then 0	Room monitor

5. After all of your messages have played, or the playback time exceeds 4 minutes, you will hear that the intermittent beeps indicating that the system is in the command waiting mode. You may enter another command at this time from the chart above.
6. When you finish, hang up to exit the system. The answering system automatically returns to standby.

### NOTE

*You can only operate one line at a time. When you press # then 9, "set to message on 1 (or 2)" will be announced and back to step 3.*

## REMOTE ROOM MONITOR

You can call your answering system from any touch-tone phone and monitor sounds in the room where your base is installed.

1. Call your telephone number. (Either *line 1* or *line 2*)
2. While the answering machine is activated, press # and your PIN code.
3. The answering system begins announcing the time and day.
4. Press # then 5 to stop the messages.
5. Press # then 0. You hear sounds in the room where your phone is installed. After 15 seconds, the answering system returns to the command waiting mode.
6. Press # then 0 to monitor the room for another 15 seconds. Or select another remote function. Or hang up to exit the system. The answering system automatically returns to standby.

### NOTE

You cannot use # and 0 while the new messages are playing. Press # then 5 to stop message playback first and go to step 5.

### NOTE

*When the speakerphone is in use, the room monitor feature cannot be activated from an outside line.*

## QUICK REFERENCE CHART

If your phone is not performing to your expectations, please try these simple steps before calling Uniden customer service at **(800) 297-1023**.

PROBLEM	SUGGESTION
The charge light won't come on when the handset is placed in the base.	<ul style="list-style-type: none"> <li>• Make sure the AC adapter is plugged into the base and wall outlet.</li> <li>• Make sure the handset is properly seated in the base.</li> <li>• Make sure the charging contacts on the handset and base are clean.</li> </ul>
The audio sounds weak and/or scratchy.	<ul style="list-style-type: none"> <li>• Make sure that the base antenna is in a vertical position.</li> <li>• Move the handset and/or base to a different location away from metal objects or appliances and try again.</li> </ul>
Can't make or receive calls.	<ul style="list-style-type: none"> <li>• Check both ends of the base telephone line cord.</li> <li>• Make sure the AC adapter is plugged into the base and wall outlet.</li> <li>• Disconnect the AC adapter for a few minutes, then reconnect it.</li> <li>• Place the handset back on the charging cradle for a few seconds. The <b>status</b> LED blinks indicating that the phone has been reset.</li> </ul>
The handset doesn't ring or receive a page.	<ul style="list-style-type: none"> <li>• The Nickel-Cadmium battery pack may be weak. Charge the battery on the base for 15-20 hours.</li> <li>• Be sure the antenna is in a vertical position.</li> <li>• The handset may be too far away from the base. Place the base away from appliances or metal objects.</li> <li>• Place the handset back on the charging cradle for a few seconds. The <b>status</b> LED blinks indicating that the phone has been reset.</li> </ul>

<b>PROBLEM</b>	<b>SUGGESTION</b>
The answering system does not work.	<ul style="list-style-type: none"> <li>• Make sure the base unit is plugged in.</li> <li>• Make sure that the answering system is turned on.</li> </ul>
Messages are incomplete.	<ul style="list-style-type: none"> <li>• The incoming messages may be too long. Remind callers to leave a brief message.</li> <li>• The memory may be full. Delete some or all of the saved messages.</li> </ul>
After a power failure, the outgoing message is deleted.	<ul style="list-style-type: none"> <li>• Record your greeting again. The prerecorded message remains.</li> </ul>
No sounds on the base unit speaker during call monitoring or message playback.	<ul style="list-style-type: none"> <li>• Adjust the speaker volume on the base.</li> </ul>
Cannot access remote call-in features from another touch-tone phone.	<ul style="list-style-type: none"> <li>• Make sure you are using the correct PIN code.</li> <li>• Make sure that the touch-tone phone you're using can transmit the tone for at least two seconds. If it cannot, you may have to use another phone to access your message.</li> <li>• When the base is in use, you cannot access remote call-in features.</li> </ul>



# MEMO

**MEMO**

**At Uniden, we'll take care of you!**

If you need any assistance with this product, please call our Customer Hotline at

**1-800-297-1023**

**PLEASE DO NOT RETURN THIS PRODUCT TO THE PLACE OF PURCHASE.**

*Our Uniden representatives will be happy to help you with any matters regarding the operation of this unit, available accessories, or any other related matters.*

*Hours: M-F 7:00a.m. to 7:00 p.m., CST  
Thank you for purchasing a Uniden product.*

# THANK YOU

FOR PURCHASING A UNIDEN PHONE

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5,650,790	5,660,269	5,661,780	5,663,981	5,671,248
5,717,312	5,754,407	5,768,345	5,787,356	5,838,721

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