

### USER'S MANUAL Part 2

# TRIMLINE<sup>®</sup> Memory Telephone 210

Please also read **Part 1** — Important Product Information.



AT&T and the globe symbol are registered trademarks of AT&T Corp. licensed to Advanced American Telephones.

© 2000 Advanced American Telephones. All rights reserved. Printed in China. 850005208 Issue 2AT&T 12/00

Download from Www.Somanuals.com. All Manuals Search And Download.

# **TABLE/DESK INSTALLATION**

This telephone includes a 7-foot line cord with a modular plug on each end. Use this cord to connect the telephone to a modular jack.

Fill in directory card 1 Remove the directory card and write in your own telephone number. Also write the telephone numbers (or names) that you want to store in each memory location.

Reinstall the card and clear plastic cover.

- 2 Connect line cord to telephone Plug the long line cord into the jack on the underside of the telephone base. Then feed the line cord through the channel provided so the telephone sits flat on your table or desk during use (Figure 1).
- 3 Connect line cord to wall jack Plug free end of the line cord into a modular jack. Make sure it snaps firmly into place.

#### 4 Set DIAL mode switch This product comes set in the tone (TT) mode. Make sure you choose the correct dialing method (TT or DP); touch tone dialing will not work if you have dial pulse service.

```
Connect handset to base
5
  Plug one end of the coiled handset cord into the
  handset, and the other end into the base. Then
  hang up.
```

6 Check for dial tone

Lift the handset and listen for dial tone. If you cannot hear a dial tone, refer to "In Case of Difficulty" and try to correct the problem.

TO DISCONNECT the telephone, squeeze the clip on the modular plug and pull it out of the jack.



Figure 2

Download from Www.Somanuals.com. All Manuals Search And Download.

## WALL INSTALLATION

#### 1 Fill in directory card

Remove the directory card and write in your own telephone number. Also write the telephone numbers (or names) that you want to store in each memory location.

#### 2 Reverse handset tab

To install the telephone on a wall jack, you must reverse the small tab beneath the directory card. This tab holds the handset in place when you hang up.

Remove the directory card and plastic cover. Use a paper clip to lift and remove the handset tab. Reverse the tab and reinstall it as shown (Figure 1). Then replace the directory card and cover.

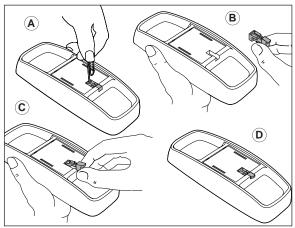
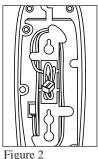


Figure 1

**3** Plug the line cord into the jack on the underside of the base. Feed the line cord into the channel and wind it around the mounting area. Feed the last portion (as short as possible), through one of the slots in the mounting area (Figure 2).



4 Install telephone base on wall jack Hold the base up next to the wall jack, and plug in the line cord (Figure 3). Then push the base against the wall jack and down until it is held securely by the mounting studs.

> **NOTE:** If you cannot fit the base onto the wall jack, remove the four non-slip pads.

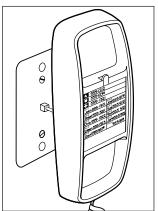


Figure 3

5 Set DIAL mode switch Refer to Step 4 in "Table/Desk Installation."

### 6 Connect handset to telephone

Connect one end of the coiled handset cord into the base. Plug the other end into the handset (Figure 4). Then hang up.

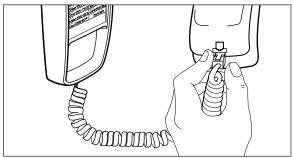


Figure 4

#### 7 Check for dial tone

Lift the handset and listen for dial tone. If you cannot hear a dial tone, refer to "In Case of Difficulty" and try to correct the problem.

## **OPERATION**

### Redial

This telephone stores in memory the last phone number dialed. However, if the phone is unplugged from the line jack for 30 minutes or more, redial memory will be lost.

The redial memory can accept numbers up to 31 digits long. The number will remain in memory until you change it by dialing another telephone number.

To dial the same number again, lift the handset, and press *REDIAL*.

**NOTE:** If the number is more than 31 digits long, no digits will be stored in the redial memory.

### **Erasing Redial**

For privacy, you can erase the redial memory. Lift the handset, then press  $\boxed{1}$  and hang up.

### Flash

Press *FLASH* instead of pressing the switchhook to activate custom calling services such as call waiting or 3-way calling.

You may have to press other buttons before or after  $\overline{FLASH}$  as explained in custom calling instructions provided by your local telephone company.

### Mute

While on a call, press *PROG/MUTE* to mute the microphone. The other party cannot hear you, but you can hear the other party.

Press **PROG/MUTE** again to return to two-way conversation.

### **Ringer Volume**

The RINGER volume switch allows you to turn the telephone ringer OFF, or set it to ring at LO or HI volume. You can dial or answer calls normally when the ringer is off. Other telephones in your home will still ring; they are not affected by the switch.

### Select Ringer Tone

You can select from three different ringer tones. The phone comes set to Tone 2.

- 1 Press PROG/MUTE.
- **2** Press *#*.
- 3 Press 3 for Tone 1 -OR-Press 6 for Tone 2 -OR-Press 9 for Tone 3.
- 4 Press **PROG/MUTE** to save your selection.

### Receiver (Handset) Volume

The RECEIVER volume switch on the side of the handset can be adjusted for a comfortable listening level. The switch has three volume positions.

#### 5

Download from Www.Somanuals.com. All Manuals Search And Download.

### **Temporary Tone Dialing**

Temporary tone dialing is used only when you have rotary service. It allows you access to services that require tone signaling, including some tone-activated computer systems (e.g., telephone banking).

To change from pulse (rotary) to tone dialing during a call:

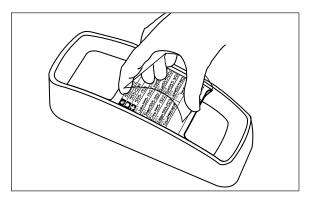
- 1 Dial a telephone number with the DIAL switch set to **DP** (pulse).
- 2 Press  $(\underline{\times TONE})$ ; all buttons pressed after this will send tone signals.
- **3** After you hang up, the phone automatically returns to rotary service.

### **Memory Features**

This telephone can store up to 13 different phone numbers, each up to 21 digits long. Numbers will remain stored in memory unless you erase or change them by entering other numbers.

**NOTE:** Numbers programmed into a memory location might not be retained if the telephone has been unplugged from the line jack for a half hour or more.

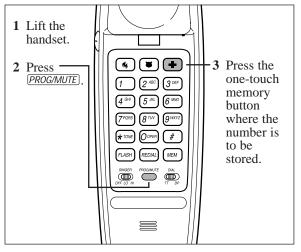
**Directory Card:** Remove the directory card. Write your telephone number in the space provided. Also write the telephone numbers (or names) that you want to store in each memory location. Reinstall the card and clear plastic cover.



### **One-Touch Dialing**

Three numbers can be stored in one-touch memory locations . You can dial these numbers by pressing one of the buttons marked with an emergency symbol (6, 5) or +).

#### To program numbers into memory



- 4 Enter telephone number. You will hear a click when each button is pressed.
- 5 Press PROG/MUTE
- 6 Hang up after the number is entered correctly.
- 7 Repeat **Steps 1–6** to store another number.

#### To dial

- 1 Listen for dial tone.
- 2 Press the one-touch memory button (, , ) or .

### **Speed Dialing**

Ten telephone numbers can be stored in standard speed-dialing locations. You can dial any of these numbers by pressing two buttons.

#### To program numbers into memory

- 1 Lift the handset.
- 2 Press PROG/MUTE.
- 3 Press MEM.
- 4 Enter a digit (0-9) for the memory location where the number is to be stored.
- 5 Enter telephone number. You will hear a click when each button is pressed.
- 6 Press PROG/MUTE.
- 7 Hang up after the number is entered correctly.
- 8 Repeat Steps 1–7 to store another number.

#### To dial

- 1 Listen for dial tone.
- 2 Press MEM.
- **3** Press memory location (0-9).

#### Memory Erase

To erase any number from memory, you can enter another number in the same location.

# **IN CASE OF DIFFICULTY**

If you have difficulty operating this phone, try the suggestions below. For Customer Service, visit our website at *www.telephones.att.com* or call 1 800 222-3111. **Please retain your receipt as your proof of purchase.** 

#### No Dial Tone

- Make sure all plugs are connected properly. Inspect the line cord connections at the modular jack and at the telephone. Also inspect the coiled handset cord connections at both ends.
- Unplug the telephone and connect it to another modular jack. If it still does not work, try another telephone; if neither telephone works, the problem is not in your telephone. The trouble may be caused by local telephone company lines, central office equipment, or the wiring in your home.

#### Calls Cannot Be Dialed, Or Are Dialed Slowly

This product comes set in the tone (**TT**) mode. Make sure you choose the correct dialing method (**TT** or **DP**); touch tone dialing will not work if you have dial pulse service.

If you have tone dialing service, you can use either tone or dial pulse mode. If you set the switch to **TT**, numbers are dialed much more quickly.

# You Can Hear the Other Party, but Other Party Can't Hear You

- The Mute feature might be activated. Try pressing <u>PROG/MUTE</u>. If this doesn't work, try pressing <u>PROG/MUTE</u> again.
- If you program a number into memory while on a call, the other party will be unable to hear you.

#### **Telephone Does Not Ring**

- Make sure the RINGER volume switch is not set to **OFF**.
- You may have inadvertently turned off the ringer. Press (*PROG/MUTE*), (#), (6), (*PROG/MUTE*).
- If there are several other phones on the same line, try disconnecting some of the other telephones. Having too many telephones can also create problems such as low ringer volume or impaired quality during calls.

Free Manuals Download Website <u>http://myh66.com</u> <u>http://usermanuals.us</u> <u>http://www.somanuals.com</u> <u>http://www.4manuals.cc</u> <u>http://www.4manuals.cc</u> <u>http://www.4manuals.cc</u> <u>http://www.4manuals.com</u> <u>http://www.404manual.com</u> <u>http://www.luxmanual.com</u> <u>http://aubethermostatmanual.com</u> Golf course search by state

http://golfingnear.com Email search by domain

http://emailbydomain.com Auto manuals search

http://auto.somanuals.com TV manuals search

http://tv.somanuals.com