Belgacom Twist™ 319

User manual



3111 285 50281

belgacom

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1 Important

Take time to read this user manual before you use your phone. It contains important information and notes regarding your phone.

1.1 Power requirements

- This product requires an electrical supply of 100-240 volts AC. In case of power failure, communication can be lost
- The Electrical network is classified as hazardous. The only way to power down the charger is to unplug the power supply from the electrical outlet. Ensure that the electrical outlet is always easily accessible.
- The voltage on the network is classified as TNV-3 (Telecommunication Network Voltages), as defined in the standard EN 60-950.

Warning

To avoid damage or malfunction:

- Do not allow the charging contacts or the battery to come into contact with metal objects.
- Never use any other battery than the one delivered with the product or recommended by Belgacom: risk of explosion.
- Always use the cables provided with the product.
- Handsfree activation could suddenly increase the volume in the earpiece to

- a very high level: make sure the handset is not too close to your ear.
- This equipment is not designed to make emergency calls when the power fails. An alternative has to be made available to allow emergency calls
- Do not expose the phone to excessive heat caused by heating equipment or direct sunlight.
- Do not drop your phone or allow objects to fall on your phone.
- Do not use any cleaning agents containing alcohol, ammonia, benzene, or abrasives as these may harm the set.
- Do not use the product in places where there are explosive hazards.
- Do not let small metal objects come into contact with the product. This can deteriorate audio quality and damage the product.
- Active mobile phones in the vicinity may cause interference.
- Do not open your product as you could be exposed to high voltages.
- Do not allow the charger to come into contact with liquids.
- · Use only with provided batteries.
- Rechargeable batteries information Ni-MH battery, AAA × 2, 1.2V, 600mAh
- · Use only with provided power supply.
- Power supply information for base station

Input: AC100-240V/0.3A, 50/60Hz Output: DC6V/0.5A JOD-SWR-07340 (JODEN)

Important 3

Input: AC100-240V/150mA, 50/60Hz Output: DC6V/500mA S005CV0600050 (TEN PAO)

 Power supply information for charger (multihandset pack only) Input: AC100-240V/0.3A, 50/60Hz Output: DC6V/0.21A JOD-SWR-07341 (JODEN) or

Input: AC100-240V/100mA, 50/60Hz Output: DC6V/210mA S002CV0600021 (TEN PAO)

 Risk of explosion if battery is replaced by an incorrect type.
 Dispose of used batteries according to the instructions.

About operating and storage temperatures:

- Operate in a place where temperature is always between 0 and 35°C (32 to 95°F).
- Store in a place where temperature is always between -20 and 70°C (-4 to 158°F).
- Battery life may be shortened in low temperature conditions.

1.2 Using GAP standard compliance

The GAP standard guarantees that all DECT™ GAP handsets and base stations comply with a minimum operating standard irrespective of their make. Your handset and base station are GAP compliant, which means the minimum guaranteed functions are: register a handset, take the line, receive a call and dial. The advanced features may not be

available if you use a handset other than the handset of one of the model described in this manual with your base station.

To register and use your phone's handset with a GAP standard base station of a different make, first follow the procedure described in the manufacturer's instructions, then follow the procedure described on page 28. To register a handset of another make to your phone's base station, place the base station into registration mode (page 28), then follow the procedure in the manufacturer's instructions.

1.3 Recycling & disposal

Disposal instructions for old products.

The WEEE directive (Waste Electrical and Electronic Equipment; 2002/96/EC) has been put in place to ensure that products are recycled using best available treatment, recovery and recycling techniques to ensure human health and high environmental protection.

Your product is designed and manufactured with high quality materials and components, which can be recycled and reused

Do not dispose of your old product in your general household waste bin.

4 Important

Inform yourself about the local separate collection system for electrical and electronic products marked by this symbol:



Use one of the following disposal options:

- Dispose of the complete product (including its cables, plugs and accessories) in the designated WEEE collection facilities.
- If you purchase a replacement product, hand your complete old product back to the retailer. He should accept it as required by the WEEE directive.

Disposal instructions for batteries:
Batteries should not be
disposed of with general
household waste.

Packaging information:

Belgacom has marked the packaging with standard symbols designed to promote the recycling and appropriate disposal of your eventual waste.



A financial contribution has been paid to the associated national recovery & recycling system.

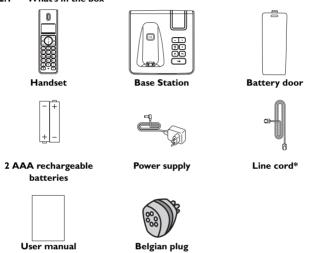


The labeled packaging material is recyclable.

Important 5

2 Your phone

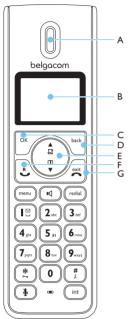
2.1 What's in the box



Note

^{*} You may find in the box the line adaptor delivered separately from the line cord. In this case, you have to connect the line adaptor to the line cord first before plugging the line cord to the line socket.

2.2 Overview of your phone



A Earpiece

B Display

See page 9 for an overview of the display icons.

C OK key

In idle mode: Long press to toggle between displaying the handset name and the date/time

In other modes: Select the function displayed on the screen. Also used to

confirm entries (for example when setting date and time).

D Back/Clear key

Press to clear (delete) a character or number when making an entry. Long press to clear all.

When navigating menus, press to move to the previous menu level (**BACK** is displayed).

When **b** is displayed, press to see characters/numbers to the right of those shown

E Navigation keys

In idle mode: Scroll up to access the Call log and scroll down to access the Phonebook.

During a call: Scroll up/down to increase or decrease earpiece and speaker volume

Editing and entry: Move to the previous character or next character. In other modes: Scroll up/down a menu list or go to the previous or next record in the Phonebook. Redial list. or Call log.

F Talk/Recall key

Make an external call or answer an incoming external or internal call. During a call: Activate the recall function. In other modes: Dial the selected number in the Phonebook, Redial list, or Call log.

G Hang-up & Exit Menu key An idle mode: Long press (5 seconds) to

When the handset is switched off: Long press (1 second) to switch it on.

During a call: Hang up a call.

switch off the handset

In other modes: Long press to return to idle mode. Short press to move to the previous menu level.

H Menu key menu

In idle mode: Go to the main menu.

I Redial key redal

Access the Redial list in idle mode.
When making a call, press to redial the last number dialed

J Loudspeaker key 👊

In idle mode: Turn on the loudspeaker and dial the number. Answer an incoming call using handsfree mode.

During a call: Toggle the loudspeaker on/ off.

K Number keys

Use to dial numbers and write characters.

Long press key 🖺 or 🗷 to dial a direct access memory number.

. */Keypad lock key 🏝

In idle mode: Long press to lock/ unlock keypad.

Dialling or editing: Press to enter a "*".

M #/Ringer ON/OFF & Pause key

In idle mode: Long press to turn the ringer on/off.

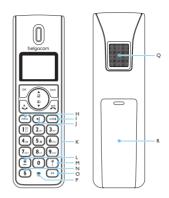
Dialling or Editing: Long press to insert a pause. Short press to insert a "#" (On the display, # appears as $\ddot{\Box}$.).

N Mute key 🛂

Mute/unmute the microphone.

O Call transfer & Intercom key int

In idle mode: Initiate an internal call. During a call: Short press to hold the line and page another handset. Long press to set up a conference between an external call and two handsets.



P Microphone

Q Loudspeaker

Warning

Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

R Battery door

2.3 Display icons



- Indicates that the battery is fully charged. This icon blinks during charge and when the battery is low.
- When the Icon is empty the battery is practically discharged.
 - Note

If **WARNING BATT** appears together with a blinking battery icon, batteries of the wrong type are installed in the handset.
Replace with batteries of the correct type.

- (Blinks when there is an incoming call. Steady ON during a call.

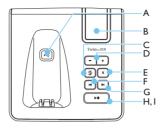
 Indicates new and missed calls in the call log records. Blinks
- when there are missed calls.

 Blinks when new message is received.
- Appears when the phonebook is accessed.
- O Appears when the alarm clock is activated.
- Appears when the loudspeaker is activated.
- Appears when ringer off is activated.

- Appears when the answering machine is activated. Blinks when messages have been received by the answering machine; blinks rapidly when answering machine memory is full
- Y Indicates that the handset is registered and within range of the base station. Icon blinks when the handset is out of range or is searching for a base.
- OK Appears to request confirmation of an operation.

 Press the key directly below to confirm.
- Indicates that more options are available in a scroll list, or that you can adjust the volume.
- BACK Appears when in menu mode.
 Press the key directly below to
 return to the previous menu
 level, or to delete a character
 or number when making an
 entry.
- Indicates that there are more digits or characters to the right of those displayed.

2.4 Overview of the base station



A Paging key • 1)

Page handset.
Long press to start registration procedure.

B Speaker

C On/Off key @

Short press to switch the answering machine on/off.

D Volume keys -+

Increase or decrease the speaker volume. There are 5 volume levels during playback. There are 5 volume levels plus OFF during idle mode and call screening.

E Delete key (x)

Short press to delete the current message during message playback. Long press (2 seconds) when in idle mode to delete all old messages. New messages will not be deleted.

F Skip back key

Go to previous message if pressed within 1 second of current message playback. New messages will not be deleted.

G Skip forward key

Skip to the next message during message playback.

H Play/Stop key

Play phone messages (the first recorded will be played first). There will be a short beep between messages and a double beep when all messages have been played.

Stop message playback.

I LED Indicator

Slow Blinking (1 second interval): Indicates that there are new messages. Fast Blinking (0.5 seconds interval): Indicates that the answering machine memory is full.

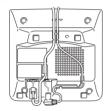
Steady: Indicates that the answering machine is on.

Off: when the answering machine is off.

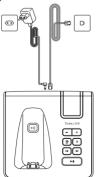
3 Getting started

3.1 Connect the base station

- Place the base station in a central location near the telephone line socket and electricity socket.
- Connect the line cord and the power cable to their corresponding connectors at the back of the base station.



Connect the other end of the line cord and power cable to their respective sockets. .



Warning

Avoid placing the base station too close to large metal objects such as filing cabinets, radiators or electrical appliances. This can impair the range and sound quality. Buildings with thick internal and external walls may impair transmission of signals to and from the base.

Warning

Power is applied when the power adaptor is plugged into the unit and connected to the electricity socket. The only way to power down the unit is to unplug the power adaptor from the electricity socket. Therefore, ensure that the electricity socket is easily accessible. The power adaptor and telephone line cord have to be connected correctly, as incorrect connection could damage the unit. Always use the telephone line cord supplied with the unit. Otherwise, you may not get a dial tone.

3.2 Install your phone

Before using the handset, the batteries have to be installed and fully charged.

Warning

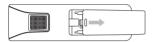
When the batteries are inserted for the first time, the unit will not be able to start normally due to the low battery. You must charge the batteries on the base station before you can use the handset.

3.2.1 Install battery

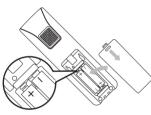


Always use AAA rechargeable batteries supplied with your unit. If alkaline batteries are used instead of rechargeable batteries, "WARNING BATT" will show on the display and the battery icon will blink quickly.

Slide out the battery cover.



Place the batteries in the correct polarity as indicated and replace the cover.



3.2.2 Charge battery



The handset must be charged for at least 24 hours before using it for the first time. When the battery level becomes low, the low battery sensor alerts you by sounding an audible tone and blinking the battery icon. If the battery level becomes exceedingly low, the phone automatically switches off shortly after the alert and

any function in progress will not be saved.

- Place the handset on the charging cradle of the base station. A beep is emitted if the handset is placed correctly.
- The battery icon on the display blinks during charge.
- The battery icon becomes steady when the handset is fully charged.

Note

Optimal battery life is reached after 3 cycles of complete charging (over 15 hours) and discharging, allowing approximately 12 hours of talk-time and 150 hours of stand-by time.

The indoor and outdoor range of the phone is up to 50 metres and 300 metres respectively. When the handset moves beyond the operation range, the antenna icon Υ will blink.

♂ Tip

When you reach the range limit the conversation may become crackly. Move closer to the base.

3.3 Configuration of your Twist 319 telephone

In order to use more easily your phone, we suggest you to modify the menu language (Default language is English). Press in idle mode, scroll with to personal set, press for scroll with to LANGUAGE, press for a scroll through the various languages until you reach your preferred one, and press for to confirm.

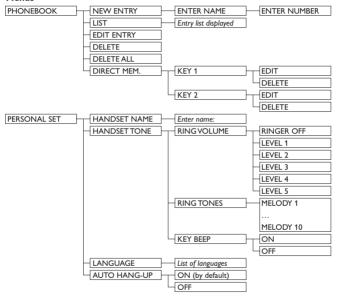
3.4 Menu structure

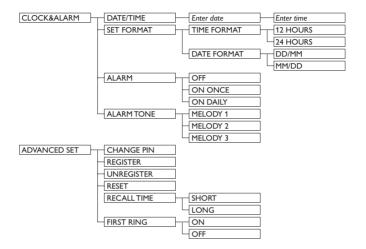
The chart below shows the menu tree of your phone.

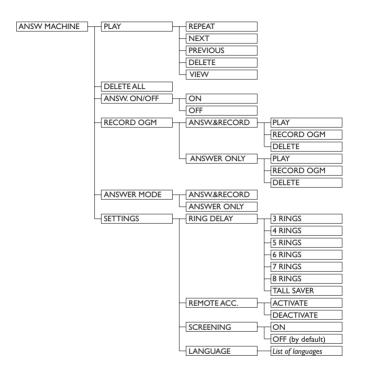
Press the menu key $\stackrel{\text{\tiny memo}}{}$ to enter each option. Press $\stackrel{\text{\tiny mem}}{}$ to go to the previous level in a menu.

Use navigation keys (to navigate within the menus.

Menus







4 Using your phone

4.1 Make a call

4.1.1 Predialling

- Dial the number (maximum 24 digits).
- 2 Press 👟.
 - · The call is initiated.

4.1.2 Direct dialling

- Pick up the handset and press (Or press to start a call in speaker mode.)
- Dial the number.
 - The call is initiated

4.1.3 Call from redial list

- 1 Press (redial) in idle mode.
- 2 Scroll (to an entry in the redial
- Press .
 - The call is initiated.

4.1.4 Call from the call log ■ Note

You need to subscribe to Caller Line Identification service to be able to see the caller's number or name in the call log. (See "Access the Call log" on page 22.)

- 1 Press 🕏 in idle mode.
- Scroll (to an entry in the call list.

Press .

· The call is initiated.

4.1.5 Call from the phonebook

- Press ♥ in idle mode.
 - Scroll (to a phonebook entry.
- Press ...
 - · The call is initiated.
- 3 Tip

Instead of scrolling (1) to browse the phonebook entries, you can press the numeric key corresponding to the first letter of the entry you wish to locate. For example, pressing (2) will show the entries starting with A. Pressing (2) again will show the entries starting with B, etc...

4.1.6 Dialing from the phonebook while on the phone

You can call from the phonebook while on the phone. You can use this, for example, to send an extension number.

- While on the phone, press or to enter the phonebook name list.
- Scroll (the phonebook name list.
- Press to dial the number.

4.1.7 Call using Direct Access Memory

In idle mode, long press (12) or (2∞) to dial a stored direct access memory number.



See section 5.5.6 for instructions on how to store, edit, and delete direct access. memory numbers.

4.1.8 Enter a Dialing Pause

Make a long press (#) after entering one or more digits to enter a pause in the dialling sequence.

4.2 Answer a call



When the handset rings during an incoming call, please do not hold the handset too close to your ear as the volume of the ringing tone may damage your hearing.

When the phone rings, press &.

· The call is established.

■ Note

Incoming call has priority over other events. Whenever there is an incoming call, other status in progress such as phone setting, menu navigation, etc will he aborted

4.2.1 Handsfree answering



Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

When the phone rings, press (•4).

The handset loudspeaker is activated.

4.2.2 Call waiting

If you have subscribed to Call Waiting services, the earpiece will emit a beep tone to inform you that there is a second incoming call. The number or name of the second caller will also be displayed if you have subscribed to Caller Line Identification service (CLI). Please contact Belgacom for more information on this service

To answer the second call, press 🖎 and then 2 to answer the call

 The first call is put on hold, and you are now connected to the second call

OR

Press and then (12) to end the current call and answer the second call

4.3 End a call

To end a conversation, press $\sqrt{2}$.



· The call ends.

C) Tip

When auto hang-up is on, you can simply place the handset back to its base station or charger to end the call. This feature is activated by default.

Note

The call duration (MM-SS) will be displayed on the handset screen for about 5 seconds

17 Using your phone

5 Use more of your phone

5.1 Switch the handset on/off

Press of or at least one second to switch the handset on. To switch it off, press and hold in idle mode for at least 5 seconds.

5.2 Keypad lock/unlock

Press and hold * for 3 seconds to lock/ unlock the keypad in idle mode.

5.3 Text or number entry

When you select a field in which you can enter text, you can enter the letters that are printed on the keys by pressing the relevant key once or several times. For example, to enter the name "PAUL":

Press 7 once: P

Press 2 once: PA

Press 8 twice: PAU

Press 5 three times: PAUL

The table below gives you the character assignment during text or number entry:

Keys	Assigned characters
0	0 / + - * \
	SPACE 1 # < >
(2 abc)	ABC2Æ
3 def	DEF3
4 4	GHI4
(5 _M)	JKL5
6 _{mm}	M N O 6 Ñ
7 _{pqrs}	PQRS7

Keys	Assigned characters
8 us	TUV8
9,	WXYZ9Ø

Note

On the display, # appears as [].

Press to delete the last digit or character entered, or long press to delete all.

5.4 Call in progress

Some options are available to you during a call. The available options are :

5.4.1 Adjust earpiece or speaker volume

During a call, press (to select from **LEVEL 1** to **LEVEL 5**.

5.4.2 Mute/Unmute microphone

When the microphone is muted, your correspondent cannot hear you.

- During a call, press to turn off the microphone.
- Press again to turn on the microphone.

5.4.3 Activate/Deactivate loudspeaker mode

Danger

Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

- During a call, press to activate the loudspeaker mode.
- Press again to deactivate the loudspeaker mode.

5.5 Using your Phonebook

Your phone can store up to 100 phonebook memories. Each phonebook entry can have a maximum of 24 digits for the phone number and 12 characters for the name

5.5.1 Store a contact in the phonebook

- PHONEBOOK and press , press to enter NEW ENTRY.
- 2 ENTER NAME is displayed on the screen
- 3 Enter the name of the contact (maximum 12 characters) and press
- 4 ENTER NUMBER is displayed on the screen
- Enter the number (maximum 24 digits) and press or.
 - A validation tone is emitted.

Note

Press to delete the last digit or character entered. Or long press to delete all.

To return to idle mode, press for more than 5 seconds.

Tip

You cannot store a new phonebook entry when the memory is full. In this

case, you have to delete existing entries to make space for new entries.

5.5.2 Access phonebook

- Press in idle mode and scroll to browse the phonebook.
 - The phonebook entries will be listed in alphabetical order.
- To view the details, press Press to display the remaining digits if the entry is more than 12 digits.

🚱 Tip

Instead of scrolling (1) to browse the phonebook entries, you can press the numeric key corresponding to the first letter of the entry you wish to locate. For example, pressing (2) will show the entries starting with A. Pressing (2) again will show the entries starting with B, etc...

5.5.3 Modify a phonebook entry

- Press in idle mode, scroll to PHONEBOOK and press, scroll to EDIT ENTRY and press.
- Scroll (to select an entry to edit.
 Press (to display the name. Edit
 - Press of to display the name. Edit the name and press of to confirm.
 - 4 Edit the number and press of to confirm.
 - · A validation tone is emitted.

5.5.4 Delete a phonebook entry

- Press (mm) in idle mode, scroll (1) to PHONEBOOK and press (25, scroll (1) to DELETE and press (25, sc
- 2 Scroll (to select an entry to delete and press .
- **DELETE?** is displayed on the screen. Press again to confirm deletion
 - · A validation tone is emitted.

Note

Press to discard the deletion. The screen returns to the phonebook list.

5.5.5 Delete all phonebook entries

- Press in idle mode, scroll to PHONEBOOK and press or.
- 2 Scroll to **DELETE ALL** and press of.
- 3 **DELETE?** is displayed on the screen. Press of again to confirm deletion.
 - · A validation tone is emitted.

⊜ Note

Press to discard the deletion. The screen returns to the phonebook list.

5.5.6 PhoneMail

There is a PhoneMail number (Key [18]) included in the phonebook memory. A long press on the key in idle mode will automatically dial the stored phone number. The number is displayed and the call is initiated. Follow the instructions for listen, save or delete your messages.

If you have subscribed to Belgacom service PhoneMail, the screen of your Twist 319 indicates when there are new PhoneMails.

5.5.6.1 Add/Edit PhoneMail

- Press in idle mode, scroll (1) to PHONEBOOK and press , scroll (1) to DIRECT MEM. and press .
- Scroll to **KEY 1** or **KEY 2** and press or.
 - The stored number is displayed

 (if any)
 - Press menu to enter direct memory menu.
- 4 Press of to enter EDIT.
- Scroll (to select the name and press or to confirm.
 - A validation tone is emitted and the screen returns to the previous menu.

5.5.6.2 Delete PhoneMail

- Press in idle mode, scroll to to PHONEBOOK and press , scroll to DIRECT MEM. and press of.
 - 2 Scroll (1) to **KEY 1** or **KEY 2** and press ox.
 - The stored number is displayed (if any).
- Press menu to enter direct memory menu.
- Scroll (1) to **DELETE** and press

- CONFIRM? is displayed on the screen.
- 6 Press of to confirm deletion.
 - A validation tone is emitted and the screen returns to the previous menu.

5.6 Using the Redial list

The redial list stores the last 10 numbers dialed. A maximum of 24 digits can be displayed for each entry.

5.6.1 Access Redial list

- Press (mail) to go to the redial list and scroll (1) to browse the redial list.
 - The last number dialed will appear first in the redial list. If the redial number matches a phonebook entry, the name will be displayed instead.



Press to return to idle mode.

5.6.2 Save a redial number into the phonebook

- Press end in idle mode, scroll to select an entry and press from to enter SAVE NUMBER.
- ENTER NAME is displayed on the screen.
- Enter the name of the contact (maximum 12 characters) and press
- 4 ENTER NUMBER is displayed and the selected number from the

- redial list appears in the number field. At this time you can edit the number if you wish to.
- 5 Press OK.
 - A validation tone is emitted and the screen returns to redial list.

Note

Press to delete the last digit or character entered. Or long press to delete all.

5.6.3 Delete a redial number

- Press (redial) in idle mode, and scroll
- Press to enter the Redial list options.
- Scroll (to **DELETE** and press
- DELETE? is displayed on the screen. Press again to confirm deletion.
 - A validation tone is emitted.



Press to discard the deletion. The screen returns to the previous high menu level

5.6.4 Delete all redial numbers

- Press redial in idle mode and press
- Scroll (to **DELETE ALL** and press .
- CONFIRM? is displayed on the screen. Press again to confirm deletion.
 - A validation tone is emitted.



Press to discard the deletion. The screen returns to the redial list.

5.7 Using the Call log

The call log stores the last 20 external calls and any new voice mail received. When browsing the call list, the \square icon will flash for new and unanswered calls and will stay steady for answered calls. If you have subscribed to Caller Line Identification (CLI), and provided the identity of the caller is not withheld, the name (or number) of the caller will be displayed.



If the identity of the caller is withheld or the network does not provide the date and time information, then the information will not be displayed in the call log. If you have not subscribed to Caller Line Identification service, there will not be any information displayed in the call log.

5.7.1 Access the Call log

- 1 Press in idle mode and scroll () to browse the call log.
 - The calls (missed and received) are displayed in chronological order with the most recent call at the top of the list.
- To view the details, press
- **VIEW** is displayed. Press .
- Press repeatedly to cycle through the received time (date & time), the number of the call, and

the name of the caller. Press at any time to return to the call list.

5.7.2 Save call list entry into the phonebook

- Press ∰ in idle mode, scroll ∰ to select an entry and press , scroll ⊕ to select **SAVE NUMBER** and press .
 - ENTER NAME is displayed on the screen
- Enter the name of the contact (maximum 12 characters) and press
- ENTER NUMBER is displayed and the selected number from the call list appears in the number field. At this time you can edit the number if you wish to.
- 5 Press 🖔
 - A validation tone is emitted and the screen returns to call list.
- Note

Press to delete the last digit or character entered

5.7.3 Delete a call list entry

- Press ∰ in idle mode, scroll ∰ to select an entry and press , scroll ∰ to **DELETE** and press ✓.
- DELETE? is displayed on the screen. Press again to confirm deletion.
 - A validation tone is emitted.



Press to discard the deletion. The screen returns to the previous high menu level.

5.7.4 Delete all call list entries

- Press in idle mode and press .
- Scroll to **DELETE ALL** and press of.
- **CONFIRM?** is displayed on the screen. Press of again to confirm deletion
 - · A validation tone is emitted.



Press to discard the deletion. The screen returns to the call list.

5.8 Using the Intercom

Warning

Intercom and call transfer is only possible when you have at least 2 handsets registered to the same base station. It allows you to make free internal calls, transfer external calls from one handset to another and use the conference option.

5.8.1 Intercom another handset Note

If the handset does not belong to Twist309/319 range, this function may not be available.

- 1 Press (int) in idle mode.
 - If you have two handsets, the other handset is paged automatically.

- INT 2345 * is displayed, representing the handset numbers available for intercom (* represents all handsets).
- 2 If there are more than 2 registered handsets, enter the handset number (key (18) (5 p)). To call all handsets at once, press (20).
- Press on the called handset.
 - · The intercom is established.

5.8.2 Transfer an external call to another handset

- During the call, press int to put the external call on hold (the caller can no longer hear you).
- Enter the handset number (key (1º)
 (5) you wish to transfer your external call to.
- Press on the called handset to answer the internal call, where both internal callers can talk.
 - · Intercom is established.
- Press on the first handset to transfer the external call to the called handset.
- The external call is transferred.

Note

If there is no answer from the called handset, press int to resume the external call.

5.8.3 Answer an external call during intercom

 During intercom, a new call tone is emitted when there is an incoming external call.

- 2 Press to answer the external
 - · The call is established.

5.8.4 Switch between an internal and external call

During the call, press int to switch between an internal or external call.

5.8.5 Establish a three-party conference call

The conference call feature allows one external call to be shared with two handsets (in intercom). The three parties can share the conversation and no network subscription is required.

- During the call, press int to put the external call on hold (the caller can no longer hear you).
- Enter the handset number (key 🕒 🌖) you wish to establish the
 - conference call with.

 Press on the called handset to answer the internal call, where both
 - internal callers can talk.Intercom is established.
- Press and hold (int) for 2 seconds on the first handset to start the three-party conference.
 - CONFERENCE will be displayed on the screen once the conference call is established.

5.9 Paging

The paging feature enables you to locate a missing handset if the handset is in range and contains charged batteries.

- Press (•1)) on the base station.
 - All the registered handsets start to ring.
- Once retrieved, press any key on the handset to end the paging.
- Note

If there are no key presses within 30 seconds, the handset and base station will automatically return to idle mode.

Tip

Press (•1)) on the base station again to stop paging.

5.10 Chain Dialing

This feature allows you to dial an extension to a number already saved in the phonebook during a call.

- Press to take the line and press to open phonebook list.
 - The phonebook entries are listed in alphabetical order.
- Scroll (to select an entry, then press ...
 - The first part is dialed.
- Enter the extension.
 - Each digit blinks to indicate dial out.

5.11 Clock and Alarm settings

This feature allows you to set the date, time and alarm settings for your phone. The default date and time are 01/01 and 00:00 respectively.

5.11.1 Set Date and Time

- Press in idle mode, scroll to CLOCK&ALARM, and press for press for to enter DATE/TIME.
- The last stored date is displayed. Enter the current date (DD/MM) and press of the current date (DD/MM).
- The last stored time is displayed.

 Enter the current time (HH-MM)
 and press to confirm.
 - A validation tone is emitted and the screen returns to the previous menu.



By default the time is in the 24-hour format. If the 12-hour format has been selected, use (1) to scroll between AM and PM. An error tone will be emitted if an invalid digit is entered in the date/time fields.

Hour: 00 to 23; Minute: 00 to 59 Date: 01 to 31; Month: 01 to 12

Warning

If your phone is connected to an ISDN line through an adaptor, the date & time may be updated after each call. The availability of date & time update is dependent on Belgacom. Please check the date & time settings in your ISDN system or contact Belgacom.

5.11.2 Set Time and Date Format

5.11.2.1 Set Time Format

Press menu in idle mode, scroll to CLOCK&ALARM, and press or.

- DATE/TIME is displayed. Scroll (*) to SET FORMAT and press (**).
- TIME FORMAT is displayed. Press , scroll (1) to select 12HOURS or 24HOURS.
- 4 Press of to select the option.
 - A validation tone is emitted and the screen returns to the SET FORMAT menu.

5.11.2.2 Set Date Format

- Press menu in idle mode, scroll (to CLOCK&ALARM, and press ox
- DATE/TIME is displayed. Scroll (1) to SET FORMAT and press (5).
- TIME FORMAT is displayed. Scroll (1) to DATE FORMAT and press .
- 4 Scroll (a) to select **DD/MM** or **MM/DD** and press (b) to select the option.
 - A validation tone is emitted and the screen returns to the SET FORMAT menu

5.11.3 Set Alarm

- Press me in idle mode, scroll to CLOCK&ALARM and press , scroll to ALARM and press .
- 2 Scroll (a) to OFF, ON ONCE or ON DAILY and press .
- If you select **ON ONCE** or **ON**DAILY, enter the time (HH-MM)

 for the alarm and press to

 confirm

 A validation tone is emitted and the screen returns to the previous menu.



The alarm tone will sound for 1 minute when the alarm time is reached. To mute the alarm tone, simply press any key on the handset

5.11.4 Set Alarm Tone

- Press (mm) in idle mode, scroll (1) to CLOCK&ALARM and press (10), scroll (1) to ALARM TONE and press (10).
- Scroll (1) to MELODY 1, MELODY 2 or MELODY 3 and press of to confirm.
 - A validation tone is emitted and the screen returns to the previous menu.

6 Personal settings

6.1 Change the Handset Name

You can name the handset and display the handset name in idle mode. The default handset name of your handset is RFI GACOM

Press in idle mode, scroll (1) to
PERSONAL SET and press (7),
and then press (7) again to enter
HANDSET NAME.

- The handset name is displayed.

 Press to delete the characters one by one. Or long press to delete all.
- 3 Enter the new name (maximum 10 characters) and press to
 - A validation tone is emitted and the screen returns to the previous menu.

6.2 Handset Tones

6.2.1 Set the Ring Volume

(7) Danger

When the handset rings during an incoming call, please do not hold the handset too close to your ear as the volume of the ringing tone may damage your hearing.

There are 6 ringer volume options (Level 1 to Level 5 and **RINGER OFF**). The default level is 3

- Press (mean) in idle mode, scroll (1) to PERSONAL SET and press (or Scroll (1) to HANDSET TONE and press (or And then press (or again to enter RING VOLUME.
- Scroll (1) to your desired volume level and press (5) to confirm.
 - A validation tone is emitted and the screen returns to the previous menu.

Note

When **RINGER OFF** is activated, the icon 3 will be displayed on the screen.

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6.2.2 Set the Ring Melody

There are 10 ring melodies available on your handset.

- Press menu in idle mode, scroll to PERSONAL SET and press .
- 2 Scroll (1) to HANDSET TONE and press (2), then scroll (1) to RING TONES and press (2).
- Scroll (to your desired melody to play the melody.
- 4 Press or to set the ring melody.
 - A validation tone is emitted and the screen returns to the previous menu.

6.2.3 Activate/Deactivate Key Beep

A single beep tone is emitted when a key is pressed. You can enable or disable the key beep. By default, the key beep is **ON**.

- Press menu in idle mode, scroll to PERSONAL SET and press .
- 2 Scroll (1) to HANDSET TONE and press (27), then scroll (1) to KEY BEEP and press (27).
- Scroll to select **ON** or **OFF** and press or to confirm.
 - A validation tone is emitted and the screen returns to the previous menu.

6.3 Change the Display Language Your handset can support different display languages.

Press (menu) in idle mode, scroll (1) to PERSONAL SET and press (0),

- scroll $^{\scriptsize{\textcircled{\scriptsize 1}}}$ to **LANGUAGE** and press $^{\scriptsize{\textcircled{\scriptsize OK}}}$.
- Scroll (to your desired language and press (to confirm.
 - A validation tone is emitted and the screen returns to the previous menu.

Tip

Once the display language is set, the option menus on the handset will switch to display in the selected language immediately.

6.4 Deactivate/Activate Auto Hang-Up

If auto hang-up is set to ON, it will automatically release the line when the phone is put back to the cradle.

If auto Hang-up is set to OFF, putting the handset back on the cradle while in talk mode will switch the handset to hands free talk mode. This allows you to charge the handset during calls.

The default setting for auto hang up is ON.

- Press menu in idle mode, scroll to PERSONAL SET and press .
- 2 Scroll (a) to AUTO HANG-UP and press . The current setting is shown.
- Scroll (to select **ON** or **OFF** and press to confirm.
 - A validation tone is emitted and the screen returns to the AUTO HANG-UP menu.

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7 Advanced settings

7.1 Change PIN

The PIN is used for registration/ unregistration of handsets. The default PIN number is 0000. The maximum length of the PIN is 4 digits. This PIN is also used to protect the settings of your handset. Your handset will prompt you whenever the PIN is required.



The default pin code is preset to 0000. If you change this PIN code, keep the PIN details in a safe place where you have easy access to them. Do not lose the PIN code.

- Press in idle mode, scroll to the total the press of again to enter CHANGE PIN.
- 2 Enter the current PIN when prompted and press to confirm.
 - The PIN entered will be shown as asterisks (*) on the screen.
- Enter the new PIN and press to confirm PIN change. A validation tone is emitted and SAVED appears for a moment, and then the screen returns to the idle screen.

Tip

If you forget your PIN, you will need to reset your phone to its default settings. See section 7.4 "Reset Unit" for more details.

7.2 Register

If you wish to register an additional handset or if you have inadvertently unregistered your phone's handset and want to re-register it, follow the procedure described below. This is the procedure for registering handsets of one of the model described in this manual. Procedures may vary for other types of handsets. In this case, please refer to the manufacturer of the handset. Additional handsets must be registered to the base unit before you can use them. Up to 5 handsets can be registered to one base station.

The PIN is required before you can register or unregister handsets.

🖨 Note

By default, the PIN is 0000.

- On the base station, press and hold

 (*)) for approximately 3 seconds. A
 beep is emitted to indicate that the
 base station is ready to accept
 registration.
- Note

If no action is taken on the handset within 90 seconds, the registration procedure will be aborted. If this happens, repeat Step 1.

- 2 On the handset, press , scroll (1) to ADVANCED SET and press , scroll (1) to REGISTER and press (2).
- Enter the PIN when prompted and press or to confirm.
- Note

By default, the PIN is 0000.

SEARCHING is displayed on the screen.

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 Upon successful registration, a validation tone is emitted and the handset numbers (1 to 5) will be assigned by the base automatically.

7.3 Unregister

- Press in idle mode, scroll (1) to ADVANCED SET and press (2), scroll (1) to UNREGISTER and press (2).
- 2 Enter the PIN when prompted and press or to confirm.



By default, the PIN is 0000.

- Scroll (1) to select the handset number to unregister and press
 - A validation tone is emitted to indicate successful unregistration and the screen shows

UNREGISTERED



If no action is taken on the handset within 15 seconds, the unregistration procedure will be aborted and the handset returns to idle mode.

A registered handset other than one of the model described in this manual can only be unregistered using a handset

7.4 Reset Unit

described in this manual.

You can reset your phone to its default settings with this feature.

Warning

Upon reset, all your personal settings, call log and redial list entries will be deleted and the phone will return to its default settings. However, your phonebook as well as the unread messages of your answering machine will remain unchanged after reset.

Note

You may have to configure your phone once again.

- Press in idle mode, scroll to to ADVANCED SET and press scroll to RESET and RESET an
- 2 CONFIRM? is displayed on the
- 3 Press of again to confirm.
 - A validation tone is emitted
 - The unit is reset to its default settings. (See "Default settings" on page 30)

7.5 Change Flash time

Flash time (or dial delay) is the time delay by which the line will be disconnected after you press key. It can be set to short or long.

The default value of flash time that is preset in your handset should be the best suited for Belgacom and therefore you should not need to change it.

- Press menu in idle mode, scroll to

 ADVANCED SET and press or.
- 2 Scroll to **RECALL TIME** and press of
- Scroll (to **SHORT** or **LONG** and press or to confirm.

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 A validation tone is emitted and the screen returns to the previous menu.



The use of your phone cannot be guaranteed on all PABX.

7.6 Set First Ring Detection

First ring detection allows the phone to ring upon reception of the first ring signal. It is recommended that you set first ring detection **OFF** if you subscribe to caller line identification service. If you do not subscribe to caller line identification service, it is recommended that you set first ring detection **ON**. (See Section 6.2.2.)

- Press menu in idle mode, scroll to

 ADVANCED SET, and press ...
- 2 Scroll (to **FIRST RING** and press ox.
- Scroll to **ON** or **OFF** and press to confirm.
 - A validation tone is emitted and the screen returns to the previous higher menu level.

Parameter	Default Value
Handset	BELGACOM
Name	
Time/Date	00:00; 01-01
Alarm	OFF
Alarm Tone	MAPLE LEAF
PIN	0000
First Ring	ON
Phonebook	AFTER A RESET,
Memory	PHONEBOOK IS
	MAINTAINED AS IT
	WAS JUST BEFORE
	THE RESET
Redial	CLEARED
Memory	
Call Log	CLEARED
For Telepho	ne Answering Machine
Mode	ANSWER AND REC.
	MODE
Ring Delay	5
Outgoing	PREDEFINED OGM
Message	
Answer ON/	ON
OFF	
Screening	OFF
Remote	OFF
Access	

7.7 Default settings

	•
P arameter	Default Value
Ring Volume	LEVEL 3
Ring Melody	MELODY 1
Earpiece/	Medium (VOLUME 3)
Speaker	
Volume	
Auto Hang-	ON
Up	

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8 Telephone answering machine (TAM)

Your phone features an answering machine that records unanswered calls when it is activated. The answering machine can store up to 59 messages. The maximum recording time is 3 minutes per message, or 15 minutes for all messages. The maximum length of an outgoing message is 1 minute. You can use the control keys on the base station to perform the basic functions of the answering machine such as paging, message playback, deleting messages and adjustment of volume on the base station. For a description of each function of the control keys on the base station, please see "Overview of the base station" (Section 2.4) for more details. You can also use the answering machine menu on the handset to access the answering machine functions. Those procedures are covered below. There is also a menu to set the answering machine options.

The telephone answering machine is ON by default. To switch the answering machine between on and off, press (and on your base station. Alternatively, you may switch the answering machine on and off via your handset (See section 8.3 below.)

8.1 Playing Messages

8.1.1 Playback of messages via handset

The conclusion blinks when there are new messages. The first recorded message is played first via the loudspeaker. When all new messages have been played, the answering machine will stop and the icon conclusion.

- Press e in idle mode, scroll to to ANSW MACHINE and press
- PLAY is displayed. Press of to start playing new messages.
 - The handset displays **NEW** and the number of new messages in the format **01/04**, where **01** is the number of the message being played and **04** is the number of new messages.
 - If there are no new messages, the handset displays the number of old messages in the same format (however 'NEW' is not displayed.) and plays the old messages.
 - If Caller Line Identification (CLI) is available (subscription dependent), press during playback to see the caller's number and the date and time information

Functions available during playback During playback, you can enable the following functions by pressing . Use

to scroll between the functions. Press or select the function.

D to select the full time in		
REPEAT	Replay the current	
	message	
NEXT	Listen to the next	
	message.	
PREVIOUS	Listen to the previous	
	message.	
DELETE	Delete the message	
	currently playing.	
VIEW	View the date and time	
	the message was	
	received.	

8.2 Delete all messages

Warning

Deleted messages cannot be recovered.

Note

Unread messages will not be deleted.

- Press men in idle mode, scroll (1) to ANSW MACHINE and press
- PLAY is displayed. Scroll (1) to DELETE ALL and press ...
- **3 CONFIRM?** is displayed on the screen. Press of again to confirm deletion of all your messages.
 - A validation tone is emitted and the screen returns to previous menu.

8.3 Turn the Answering Machine ON/OFF

You can turn the answering machine on or off from the handset as follows.

- Press menu in idle mode, scroll (1) to

 ANSW MACHINE and press
- PLAY is displayed. Scroll to ANSW. ON/OFF and press ox.
- The current status is displayed.

 Scroll (1) to select **ON** or **OFF** and press (1).
 - A validation tone is emitted and the screen returns to previous menu.

8.4 Play, Record, or Delete an Outgoing Message

You can record a personalized message to be played when the answering machine picks up an incoming call.

Note

The maximum length of an outgoing message is 1 minute.

- Press in idle mode, scroll (1) to ANSW MACHINE and press
- PLAY is displayed. Scroll (to RECORD OGM and press)
- ANSW.&RECORD is displayed.

 Scroll (1) to select

ANSW.&RECORD or ANSWER ONLY and press .

- 4 PLAY is displayed. Scroll (1) to select PLAY, RECORD OGM, or DELETE and press (1).
 - If PLAY is selected, the current outgoing message is played.
 - If RECORD OGM is selected, a beep sounds and the handset starts automatically recording a message.

 If DELETE is selected and a personal outgoing message was previously recorded, DELETE? is displayed. Press of to delete the personal message and replace it with the predefined default message.

(If a personal outgoing message was not previously recorded, an error tone plays and the handset goes back to the previous step.)

8.5 Set the answer mode

There are 2 answer modes available: Answer Only and Answer & Record. By default, the answer mode is Answer & Record, which lets your caller leave a message on the answering machine. This can be changed to Answer Only mode, which does not allow your caller to leave any messages on the answering machine.

- Press mem in idle mode, scroll (1) to ANSW MACHINE and press
- PLAY is displayed. Scroll (1) to ANSWER MODE and press (0).
- The current status is displayed.

 Scroll (1) to select

ANSWER ONLY and press .

- · The answer mode is set.
- A validation tone is emitted and the screen returns to previous menu.



Depending on the answer mode you have selected, the appropriate default outgoing message is played once the answering machine picks up an incoming

Tip

You can set the answering machine to play a personalized outgoing message. See "Play, Record, or Delete an Outgoing Message" above.

8.6 Answering Machine settings

8.6.1 Ring Delay

This is the number of rings before the answering machine answers and starts playing your greeting message. You can set the answering machine to start playing your greeting message after 3 to 8 rings or the "TALL SAVER" option. The default ring delay is 5.

- Press in idle mode, scroll to ANSW MACHINE and press
- PLAY is displayed. Scroll (\$\frac{1}{2}\$) to **SETTINGS** and press (\sqrt{2}\sqrt{2}\).
- 3 RING DELAY is displayed. Press

 , then scroll (1) to select from 3 to 8 or TALL SAVER.
- Press of again to confirm.
- A validation tone is emitted.

Note

If **TALL SAVER** is selected, the ring delay depends on the answering machine's condition.

 If there are new messages in the answering machine, it will pick up the line after 2 rings.

- If there are no new messages in the answering machine, it will pick up the line after 6 rings.
- Hence, if you want to check if you have any messages without incurring call charges, you can hang up the call after the 3rd ring.

8.6.2 Remote Access

You can check the messages on your answering machine by calling in from an outside line and entering the remote access code*, you will be able to obtain the messages on your answering machine. The keypad on the phone you use to dial in acts like the functions on your answering machine.

■ Note

This feature is deactivated by default.

* The remote access code (which is the same as your PIN code) prevents any unauthorised remote access of your answering machine.

8.6.2.1 Activate/Deactivate Remote Access

- Press mee in idle mode, scroll (1) to ANSW MACHINE and press
- 2 PLAY is displayed. Scroll (to SETTINGS and press ...
- RING DELAY is displayed. Scroll to REMOTE ACC. and press
- The current status is displayed.

 Scroll (1) to select ACTIVATE or

 DEACTIVATE and press (1).

 A validation tone is emitted and the screen returns to previous menu.

8.6.2.2 Controlling the Answering Machine from an external call

- From your external phone, dial home.
 - The answering machine answers and starts playing your greeting message.
- Press # key and enter the remote access code (same as your PIN code).
 - If the access code is incorrect, an error tone will be emitted. Then enter the PIN code again. If the PIN code is still incorrect, the answering machine will drop the line immediately.
 - If the remote access code is correct, a short validation tone will be heard

Note

Operation is cancelled if the PIN code is not entered within 7 seconds. If the answering machine is off, the phone will enter into the remote access mode after 10 rings. A beep will then sound, prompting you to enter the PIN code. Enter the PIN (default is 0000) to activate the remote access feature. You can then turn ON the answering machine and play the recorded messages.

The following table indicates how to access the functions of the answering machine using the telephone keypad.

Key	Action
1	Go to previous message.
2	Play all recorded messages
	(new and old) or play
	current message again.
3	Go to next message.
6	Delete the playing
	message.
7	Turn on the answering
	machine.
8	Stop message playback.
9	Turn off the answering
	machine.

8.6.3 Handset Screening

If Handset call screening is set to ON, you can hear the incoming message during recording via the handset speaker and decide whether or not to pick up a call. To take the call, press .

- Press mee in idle mode, scroll (1) to ANSW MACHINE and press
- PLAY is displayed. Scroll (to SETTINGS and press or ...
- 3 RING DELAY is displayed. Scroll to SCREENING and press
- The current status is displayed.
 Scroll (1) to select **ON** or **OFF** and press (1).
 - A validation tone is emitted and the screen returns to previous menu.

8.6.4 Setting the outgoing message language

- Press mee in idle mode, scroll (1) to ANSW MACHINE and press
- PLAY is displayed. Scroll (\$\frac{1}{2}\$) to **SETTINGS** and press (\sqrt{2}\sqrt{2}\).
- RING DELAY is displayed. Scroll to LANGUAGE and press
- The current status is displayed. Scroll (1) to select the language and press .
 - A validation tone is emitted and the screen returns to previous menu.

9 Technical data

Display

- · Progressive LCD backlight
- The backlight remains on for 8 seconds after each activation such as an incoming call, key presses, lifting the handset off the base station, etc.
- The colour of the LCD backlight is Amber

General telephone features

- · Caller name & number identification
- 5 standard + 5 polyphonic ringer melodies

Phonebook list, Redial list and Call log

· Phonebook list with 100 entries

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- · Redial list with 10 entries
- · Call log with 20 entries

Battery

· 2 × HR AAA NiMh 600mAh batteries

Weight and dimensions

Base:

- 174 grams
- 77mm × 115mm × 116.5mm (H × D × W)

Handset:

- · 135.5 grams
- 162mm × 31.5mm × 48mm (H × D × W)

Temperature range

- Operation: Between 0 and 35°C (32 to 95°F).
- Storage: Between -20 and 70°C (-4 to 158°F).

Relative humidity

- Operation: Up to 95% at 40°C
- Storage: Up to 95% at 40°C

10 Frequently asked questions

In this chapter, you will find the most frequently asked questions and answers about your phone.

10.1 Connection

The handset does not switch on!

 Charge the batteries: Put the handset on the base station to charge. After a few moments, the phone will switch on

The handset does not charge!

· Check charger connections.

icon is not blinking during charge!

- Battery is full: There is no need to charge the battery.
- Bad battery contact: Adjust the handset slightly.
- Dirty contact: Clean the batteries contact with a cloth moistened with alcohol.

Communication is lost during a call!

- · Charge the battery
- · Move closer to the base station.

The phone is "Out of range"!

Move closer to the base station.

10.2 Set-up

SEARCHING is displayed on handset and ∀ icon is blinking!

- Move closer to the base station
- Make sure that your base station is on
- Reset your unit and restart handset registration.

10.3 Sound

Handset does not ring!

Check that the **RING VOLUME** is not set to **RINGER OFF**, and make sure the $\mbox{\ \ }$ icon is not displayed on the screen (see "Set the Ring Volume" on page 26).

Caller does not hear me!

Microphone may be muted: During a call, press 4.

There's no dialling tone!

- No power: Check the connections.
- Batteries are empty: Charge the batteries
- · Move closer to the base station.
- Wrong line cord used: Use the line cord provided.
- Line adaptor may be required: If applicable, connect the line adaptor to the line cord.

Caller does not hear me clearly!

- Move closer to the base station
- Move the base station at least one metre away from any electronic appliances.

Frequent noise interference on my radio or television!

 Move the base station as far away as possible from the electrical appliances.

10.4 Product behaviour

Keypad does not work!

Unlock your keypad: Long press *
 in idle mode.

The handset warms up when making a long call!

 This is a normal behavior. The handset consumes energy while calling.

The handset cannot be registered to the base station!

- Maximum number of handsets (5) has been reached. To register a new handset, unregister an existing handset.
- Remove and replace the handset batteries
- Try again by disconnecting and connecting the base station power supply and follow the procedure to register a handset (see "Register" on page 28).

Caller number is not displayed!

 Service is not activated: Check your subscription with Belgacom.

I cannot change the settings of my PhoneMail.

 Operator PhoneMail is managed by Belgacom and not the phone itself.
 Please contact Belgacom should you want to change the settings.

My handset keeps going into idle mode!

 If there are no key presses for 15 seconds, the handset will automatically return to idle mode. It will also return to idle mode automatically when you place the handset back on the base station (if auto hang-up feature is on).

Phonebook entry cannot be stored and MEMORY FULL is displayed!

 Delete an entry to free memory before saving your contact again.

The PIN code is wrong!

- · The default PIN is 0000.
- Reset the handset to revert to the default PIN code if it has been changed before (see "Reset Unit" on page 29).

The answering machine does not record calls.

- Make sure the answering machine is connected to the power adaptor, and the power adaptor is plugged into mains supply which is switched on.
- Check if the answer machine is off, or Answer only mode is selected.
- Check to see if the answering machine is memory full. If so, delete some or all messages.
- Try switching off the power at the mains socket, and then turn it on again after 1 minute.

Unable to perform remote operation

- Make sure the remote access is on (see Section 8.6.2).
- Make sure you entered the correct remote access code.
- · Use a touch-tone phone.



If the above solutions do not help, remove the power from both the handset and the base. Wait for 1 minute and try again.

11 Declaration of Conformity

We.

PCF

9. rue Maurice Trintignant 72081 Le Mans Cedex 9 France

Declare that the products TwistTM 319 are in compliance with ANNEX IV of the R&TTE-Directive 1999/5/EC and then with the following essential requirements:

(protection of the health & the safety of the user) Article 31a

Safety: EN 60950-1 (2006)

(protection requrements with respect to electromagnetic Article 3.1 h ·

compatibility)

EMC: ETSI EN 301 489-6 V1.2.1 (2002) & ETSI EN 301 489-1 V1.6.1

(2005)

Article 32 · (effective use of the radio spectrum)

Radio: EN 301 406 V1.5.1 (2003)

The presumption of conformity with the essential requirements regarding Council Directive 1999/5/FC is ensured

Date : 01/07/2008 Le Mans

C € 0168

Product Quality Manager Home Communication

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