Pocket UK

INTERNATIONAL

Executive AN200

DIGITAL ANSWER MACHINE

USER GUIDE

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1. GUARANTEE

Your Executive Digital Answer Machine is guaranteed for one year from the date of purchase. If found to be faulty within the guarantee period it will be repaired or replaced at our discretion , subject to our standard terms and conditions. The guarantee does not cover accidental damage or negligence. The EDAM must only be used in the U.K. in accordance with its instructions for use and must not be tampered with, or taken apart by anyone who is not an authorised representative of the company. The guarantee in no way limits your legal rights. Should you have any problems, please return your EDAM to your supplier.

Please ensure that a note of your name and address and details of the problems are enclosed, together with a copy of your purchase invoice, and that goods are returned in their full original packaging with instructions enclosed. Goods are returned to the supplier at the customers own risk and expense.

2. CONDITIONS OF USE

Your Executive Digital Answer Machine is approved for use on business or private direct exchange lines and on compatible PBX extensions.

When connected to a direct exchange line this must be a standard exclusive (not shared service) line.

This Answer Machine is not suitable for use on an extension to a payphone or on shared service or (1+1) carrier systems.

3. FACILITIES AND FEATURES

This apparatus has been approved for the use of the following facilities

- Answer & Recording of incoming messages.
- Call screening via the loudspeaker.
- Day / Time stamp on messages.
- Memo facility.
- Battery back-up.
- Message counter.
- Remote access via Tone Pad/Tone Telephone.
- Serial connection of extension telephone.

Any other usage will invalidate the approval of the apparatus if as a result it then ceases to conform to the standards against which approval was gained.

4. LOCATIONS OF CONTROLS

| On/Off | Clock | Delete | Memo << | Stop > | OGM >> |

10V AC   TELEPHONE

VOL

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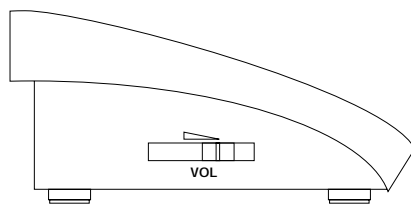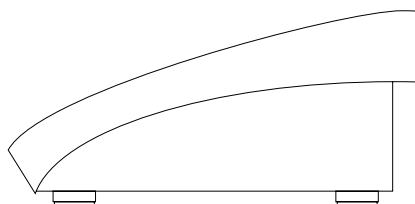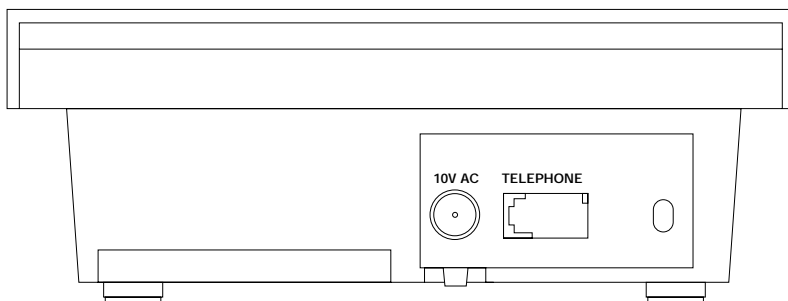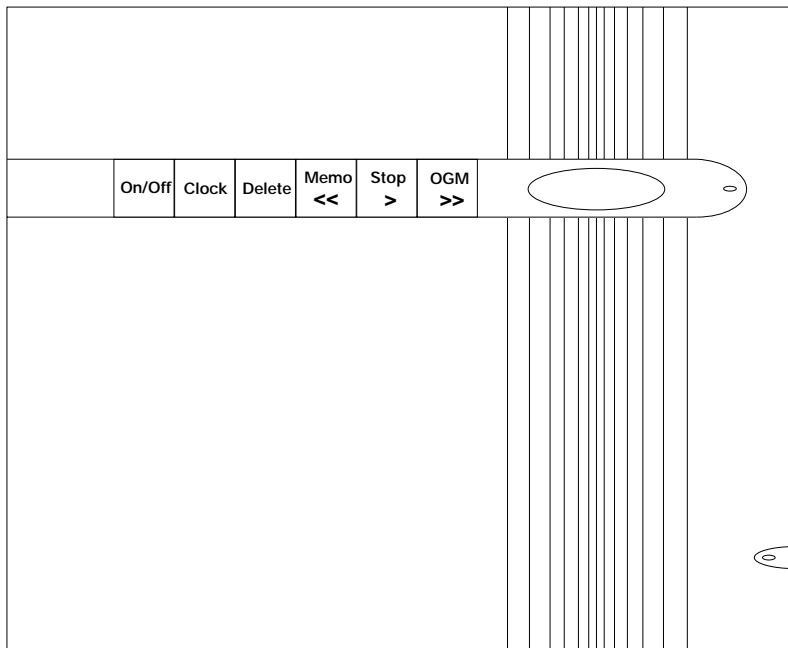
5. UTILISATION OF CONTROLS

CLOCK	-	For announcing & setting the time / day.
OGM	-	For setting / playback of main "outgoing message".
DELETE	-	For deleting messages & memos.
ON/OFF	-	Press to turn the EDAM on & off.
>>	-	Skip messages & increase numeric inputs.
<<	-	Repeat messages & decrease numeric inputs.
■ STOP	-	Pressing this will end the current operation.
● MEMO	-	To enable the user to store memo's.
VOL	-	To increase / decrease the loudness when call screening.

6. GETTING STARTED

6.1 BATTERY INSTALLATION.

Remove the screw securing the cover in place. **Please not**e it is important that a good quality leak resistant alkaline PP3 battery battery is fitted correctly and the battery cover is secured back in place.

6.2 MAINS CONNECTION

Insert the adaptor plug into the rear of the answer machine. Then plug the mains adaptor into the wall socket. The unit will beep and the display will count from 0 to 15 & "CL" and 0 will be alternately shown in the display.

6.3 SETTING THE CLOCK

Press and hold the CLOCK key, until the unit announces the day. Then release the CLOCK key.

To set the day, press the >> key or the << key until the correct day, is heard, then press the CLOCK key.

To set the hours, press the >> key or the << key until the correct hour is heard, then press the CLOCK key.

To set the minutes, press the >> key or << key until the correct minute are heard and then press the CLOCK key. The answer machine will announce the day and time. To change the setting, repeat the above procedure.

6.4 RECORDING THE OUT GOING MESSAGE (OGM)

Press and hold the OGM key until the answer machine beeps, release the button. Hold the answer machine approx 10 to 15 cm and recite your message into the answer machine.

The answer machine will display the how many seconds the message has taken. The message length must not be longer than 60 Seconds. After the OGM has been completed, press the STOP key.

The answer machine will replay your OGM, repeat the above procedure if you need to make changes to your OGM.

6.5 ANSWER MACHINE CONNECTIONS

Plug the white connector on your telephone into the telephone socket on the rear of the answer machine. Plug the white connector from the rear of the answer machine into the telephone wall socket.

6.6 SWITCHING THE ANSWER MACHINE ON

Pressing the ON / OFF button will toggle between on and off & the display will show " On " and " OF " for a short period when the answer machine is switched on or off.

7. EXTENDED FEATURES

7.1 LEAVING MEMO MESSAGES
Press the MEMO button until " oo " appears in the display and the unit beeps. As you leave your message, the display will count the number of seconds which have elapsed. The message length will not exceed 60 seconds.
Pressing STOP will cause the ANSWER MACHINE to stop recording.

7.2 RETRIEVING YOUR MESSAGES / MEMO
When a message has been left, both the red LED in the display and the ON / OFF LED will flash. The display will indicate how many messages have been left.
To play, press the **>.** If more than one message is recorded then pressing >> will start the next message & pressing << will play the last message again.

7.3 CALL MONITORING
The incoming call will be heard through the loud speaker of the ANSWER MACHINE. Without lifting the handset pressing STOP will terminate an unwanted or nuisance call. To speak to the caller, lift the handset of the telephone. If the ANSWER MACHINE continues to record, press the STOP key on the ANSWER MACHINE.

7.4 DELETING MESSAGES & MEMORY FULL
To delete a single message, press the delete key whilst the message is in the process of playing. Delete all messages by pressing and holding delete key for about 2 seconds.
If " Fu " is showing in the display, you will need to delete some or all of the messages as the 14 minutes record time is full.

7.5 CHANGING THE SECURITY CODE
Your security code will default to 159 if the ANSWER MACHINE looses power and the batteries are removed or become flat. The security code must never be changed to 999 or 112 as these are used by the emergency services.
To change your security code, press and hold ON/OFF key until three horizontal bars appear on the left of the display with the first digit of the security code in the right side of the display. The display will scroll the present code then after the long beep, press the >> or << keys to increase or decrease the first digit of the security code. Press the ON / OFF key to change to the second digit. Carry out the above procedure to change the three digit security code.

8. REMOTE ACCESS

8.1 INTRODUCTION

The remote telephone must be capable of dialling in tone, a pulse dialling telephone can be used with a suitable tone dialler. Mobile / cordless telephones can also be used on the long tone setting. The security code is pre set to 159. It can be changed either remotely or it can be changed from the ANSWER MACHINE (see below). The ANSWER MACHINE will cut the caller off if more than 8 seconds lapse in between key presses, after the ANSWER MACHINE receives a command , it will transmit an acknowledge beep. To access another function, press 7, there will be no need to enter the security code again. Before you hang up, you must press the # key on the telephone.

8.2 RETRIEVE MESSAGES

You need to ring into your answer machine, to collect messages.

After dialling your number, you will hear your OGM. Before the OGM ends, press * . The OGM will stop, dial your security code. The ANSWER MACHINE will tell you how many messages you have. This is the total number of messages in all message stores.

To playback the messages press 4. The message can be paused by pressing 4, to continue the message, press 4 again within 8 seconds. A message can be repeated by pressing 3, before the message ends. A message can be skipped by pressing 5. To retrieve only new messages, press 5.

8.3 DELETE MESSAGES

After dialling your number, Press the * key during the OGM and dial your security code. Messages can be deleted by pressing 6, while a message is playing to delete it. All messages can be deleted by pressing *4. Press # and hang up.

8.4 LEAVING MEMOS

After dialling your number, Press the * key during the OGM and dial your security code. Memo's can be stored by pressing *2, then leave your message after the beep. Press 7 to stop recording and Press # and hang up.

8.5 SWITCHING THE ANSWER MACHINE ON

After dialling your number, the ANSWER MACHINE will ring ten times and then beep twice, dial your security number. A beep will sound followed by the OGM. Press # and hang up.

8.6 SWITCHING THE ANSWER MACHINE OFF

After dialling your number, press the * key and dial your security number. Press *5 then # and hang up.

8.7 SECURITY CODE CHANGE

After dialling your number, Press the * key during the OGM and dial your security code. Press * 3, after the beep dial your new three digit security code. The security code must never be changed to 999 or 112 as these are emergency numbers. Press # and hang up.

8.8 RECORD A NEW OGM

After dialling your number, Press the * key during the OGM and dial your security code. Press * 1 to record a new OGM. After the beep, recite your new OGM and press 7 to stop recording, the answer machine will replay new OGM. Press 1 to replay the OGM. Press # and hang up.

TROUBLE SHOOTING / ADVICE.

DISPLAY SHOWING LO

If " Lo " appears on the display, the battery will require replacing. Always disconnect from the mains before opening the battery compartment, re-set the clock & OGM's.

DISPLAY SHOWING CL

If the clock has not been set, then "CL" will flash in the display and received messages will not be time and day stamped.

RED TRANSLUCENT LED'S FLASHING

A message has been left, pressing the > key will retrieve the message.

DISPLAY SHOWS "FU"

The Answer Machine's memory is full, delete some or all of the messages in memory. The answer only message will be played when the memory is full.

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