

IDea

(Model 9859)

Calling Line ID Phone

From the Discovery Series




USER GUIDE

IQTEL Business Telephones - Quality at your fingertips

by **INTERQUARTZ®**

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1. Features

- Clock
- Timer
- Large LCD
- Preview dialling
- Alpha-Numeric keypad
- Push-and-Hold Mute button on handset
- MUTE key to mute handset, handsfree and headset microphone
- Calling Line ID function stores Time / Date / Number of incoming calls
- Displays incoming call number and name
- 30 memory locations for storing incoming calls
- 140 personal directory memory locations
- 20 repertory dialling memory locations of 10 One-Touch and 10 Two-Touch
- 5 redial memory locations
- EEPROM memory feature
- Handsfree operation
- Built in Headset support
- Handsfree Speaker / Headset Earpiece volume control
- Handsfree microphone sensitivity adjustment
- Headset microphone sensitivity adjustment
- Ringer pitch control
- Ringer volume control
- Ringer indicator light
- PBX Recall key
- T-switch hearing aid compatible handset
- RJ11 – BT (or optional RJ45) line cord

2. Important Notes

This Interquartz telephone has been manufactured to very high standards and is very easy to use. Please read this User Guide carefully to find out how to use the features.

CONDITIONS OF USE

This telephone has the Telecom New Zealand's *Telepermit* approval for use in the Telecom Public Switched Telephone Network.

Use this telephone as a stand-alone unit only. Do not connect this telephone to a telephone line that has other equipment sharing the same line.

LOCATION

This telephone should be placed on a desk, table or shelf where it is not likely to be pushed off and damaged. Avoid excessive heat, damp, dust, direct sunlight, vibration, and other appliances or devices that may transmit or emit electrical or electromagnetic radio frequency signals.

EMERGENCY CALLS "111"

If this telephone is connected to a telephone system, whether a PABX or Centrex type system, you may need to dial an access code before reaching "an outside line".

For example:

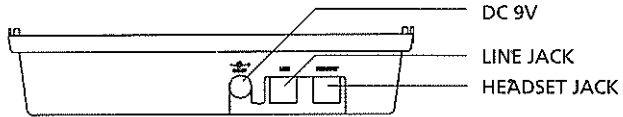
If access code is "1" then you must dial "1" before "111".

Or if access code is "9" then you must dial "9" before "111".

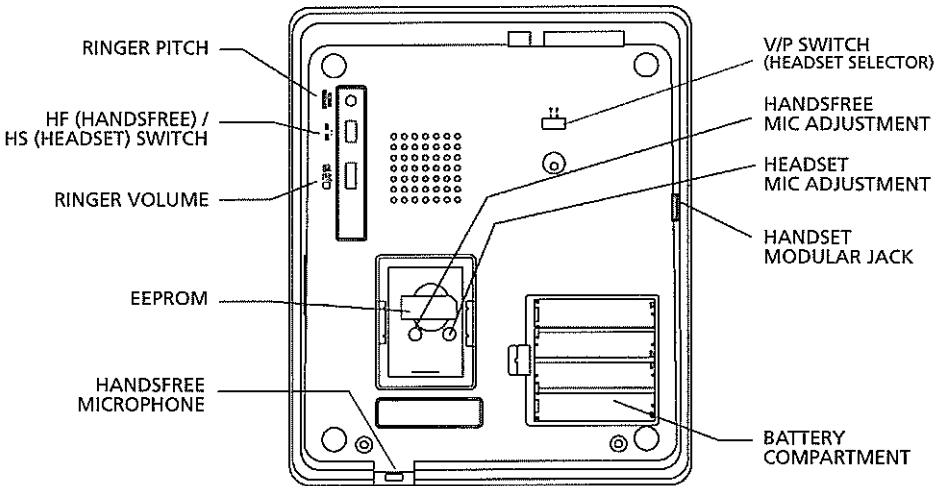
Figure 1 - IDea Profiles



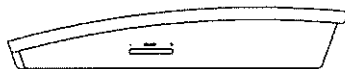
TOP VIEW OF IDea



REAR VIEW OF IDea

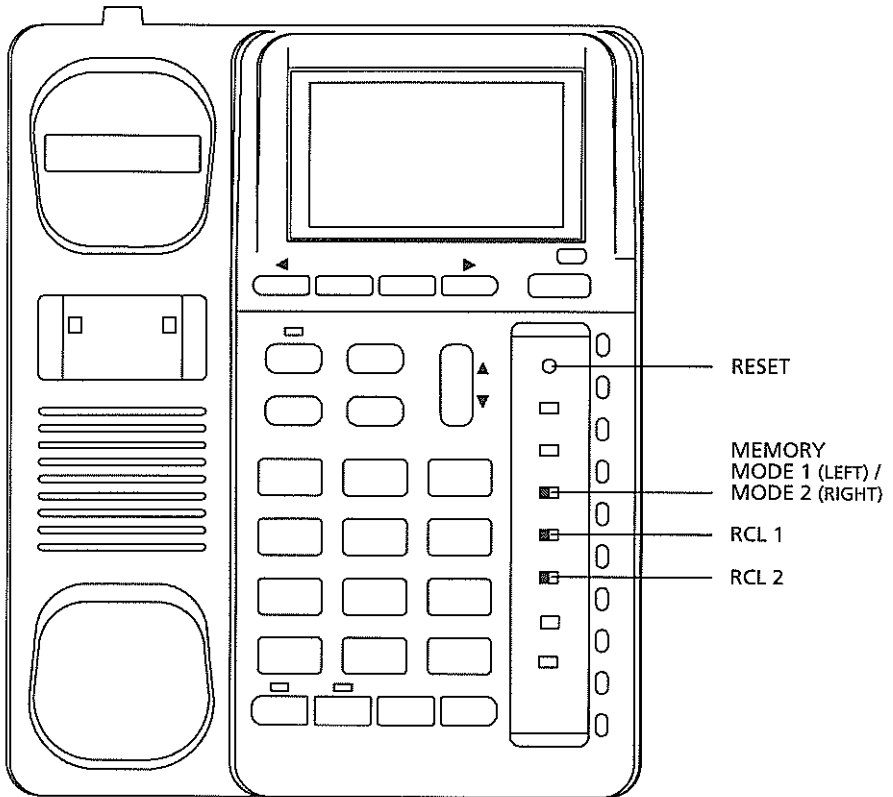


BOTTOM VIEW OF IDea



SIDE VIEW OF IDea

Figure 2 - IDea Setting Up



RCL1	RCL2	TIME BREAK
LEFT	LEFT	90ms
RIGHT	LEFT	200ms
LEFT	RIGHT	350ms
RIGHT	RIGHT	700ms

3. Setting Up

UNPACKING

The carton contains the following:

- Telephone base
- Telephone handset
- Coiled handset cord
- RJ11 – BT (or optional RJ45) line cord,
- AC-DC Power pack
- User Guide

INSTALLATION

Caution: please exercise care during installation and when adjusting all selectors described, as they and their surrounding electronic components may be damaged by rough treatment

- (1) Fit the coiled handset cord to the appropriate sockets in the handset and telephone base
- (2) Select the setting for the PBX RECALL key

PBX RECALL key setting

To achieve compatibility with different systems and networks, you may select the PBX RECALL key to execute different timed-break (hook flash) duration by switches under the telephone memory card.

→Determine the setting required for your system or network

→Set the timing switches (RCL1 and RCL2) to suit (see Figure 2)

For connection to the Telecom New Zealand Public Switched Telephone Network, set timing to 700ms.

- (3) Set the HF / HS switch

HF (HANDSFREE) / HS (HEADSET) switch

The HF (HANDSFREE) / HS (HEADSET) switch is located on the underside of the telephone (see Figure 1). Set switch to HS (HEADSET) if you are going to use a headset with the telephone. If not then set the switched to HF (HANDSFREE).

- (4) Connect the power pack to a wall socket and to the socket at the rear of the telephone marked DC 9V

- (5) If you prefer to have complete power back-up then install 4 x AA alkaline batteries in the battery compartment as shown in Figure 1 (batteries are not included as they are not required to operate the telephone when the power pack and the telephone line are supplying the power)

Note: We recommend using the power pack at all times. The batteries are back-up power supply only and not intended for long term use.

- (6) Fit the line cord to the rear socket marked LINE and to your telephone network outlet
- (7) Set the V / P switch if applicable

V / P switch for headset

The setting for this switch depends on the type of headset you are using. Select either the “V” position or the “P” position accordingly to achieve correct headset to telephone “pin-out” compatibility.

- (8) Set ringer volume and ringer pitch control
- (9) Find the “Reset” button under the memory card (see Figure 2). Press once to reset the telephone before use
- (10) Refer to Section 4 TECHNICAL ADJUSTMENT for more advanced settings to suit your application

PROGRAMMING THE CLOCK

For example: to set the time for 08:18PM

- (1) Press the STORE key then press the TIMER key
- (2) Follow the screen prompts and enter the time using the Alpha-Numeric keypad:
Hour time as two digits (HH = **08**) then
Minute time as two digits (MM = **18**); then enter
“0” for AM
“1” for **PM**
“2” for 24 hour mode
- (3) Complete setting the time by pressing the STORE key – if the programming was correct then the telephone will “Beep” a valid tone and displays “STORED” temporarily on the LCD before returning to the idle state. The clock should now read **08:18 PM** on the LCD. If the telephone sounded a “Boop” invalid tone then there may have been a programming error. You will need to repeat the programming steps

Or to set the time for *20:18* hours:

- (1) Press the STORE key then press the TIMER key
- (2) Follow the screen prompts and enter the time using the Alpha-Numeric keypad:
Hour time as two digits (HH = **20**) then
Minute time as two digits (MM = **18**); then enter
“0” for AM
“1” for PM
“2” for **24 hour mode**
- (3) Complete setting the time by pressing the STORE key – if the programming was correct then the telephone will “Beep” a valid tone and displays “STORED” temporarily on the LCD before returning to the idle state. The clock should now read **20:18** on the LCD. If the telephone sounded a “Boop” invalid tone then there may have been a programming error. You will need to repeat the programming steps

If your network operator provides calling line identification then the clock will automatically update to the current time whenever the telephone receives the calling line identification signal.

LINE CONNECTION

This telephone is normally supplied with a line cord terminated with RJ11-plug at one end and BT-plug the other end for connection to your network. Other types of plugs and cords are available on request, for example RJ11-plug one end to RJ45-plug the other end.

4. Technical Adjustment - For Correct Operation

Handsfree Microphone Sensitivity Adjustment (HF/MIC ADJUST)

Located on the underside of the telephone (see Figure 1), this control allows the user to adjust their voice level as heard by the person they are speaking to. Using a small screwdriver or similar implement that will fit into the control slot, turn the control clockwise to increase your voice level and anti-clockwise to decrease your voice level.

Headset Microphone Sensitivity Adjustment (HS/MIC ADJUST)

This control allows a number of different headsets to function correctly with the IDEa telephone. The control is located on the underside of the telephone (see Figure 1). You can make the adjustment with a small screwdriver or similar implement that will fit into the control slot.

To make the adjustment

- (1) Connect the headset to the socket at the rear of the telephone marked HEADSET; (see Figure 1)
- (2) Set the HF / HS switch to HS (HEADSET) and select the V / P switch accordingly
- (3) While wearing the headset, lift the handset to the other ear, and make an out-going call
- (4) Use the HANDSFREE / HEADSET key to switch between HEADSET and HANDSET modes (the HANDSFREE / HEADSET key indicator will illuminate when in the HEADSET mode) while speaking to the other party
- (5) Determine with the other party if your voice level is the same while swapping between the HEADSET and HANDSET modes
- (6) If different then adjust the Headset Microphone Sensitivity control so that your voice level is about the same in the HEADSET mode and the HANDSET mode

Figure 3 - General Controls and Indicators

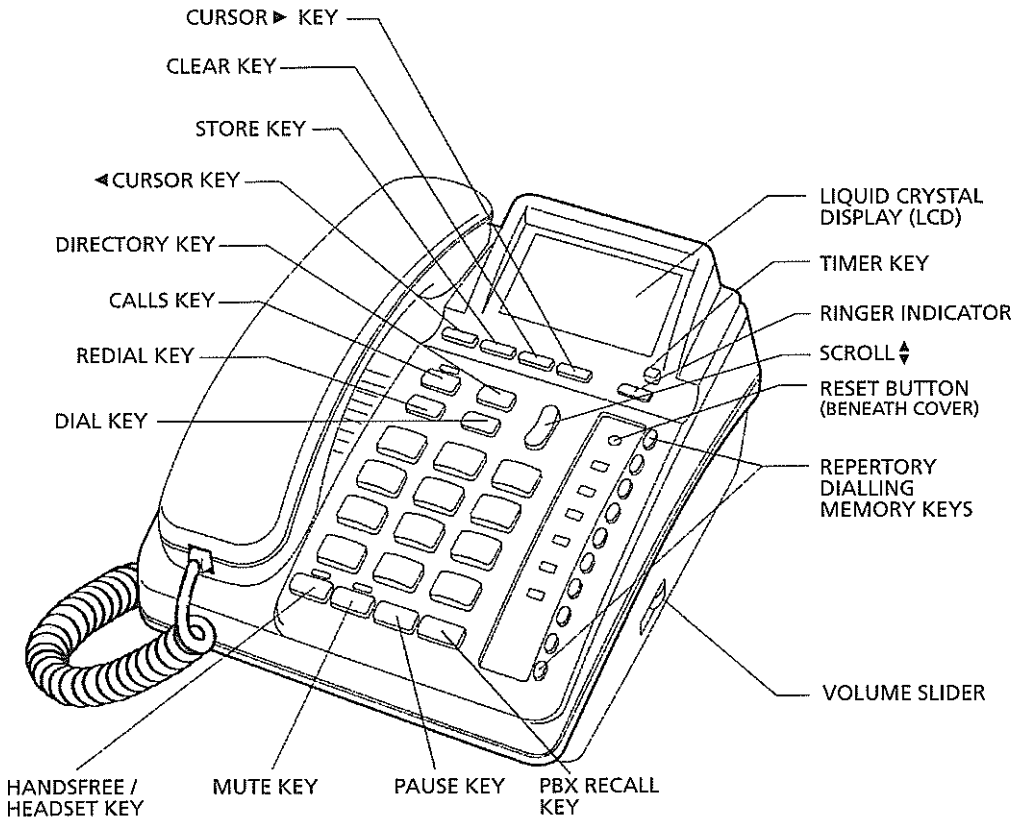
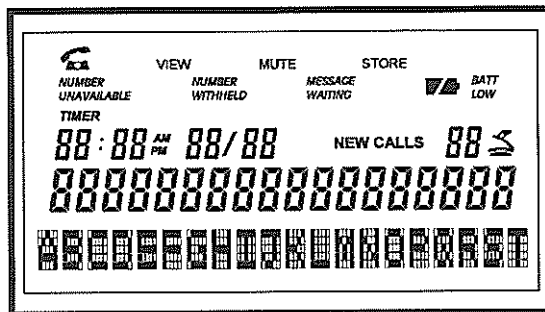


Figure 4 - LCD Indicators and Information Fields



5. General Controls and Indicators

LIQUID CRYSTAL DISPLAY (LCD)

The LCD is used for viewing keypad entries, the memory lists and several other prompts indicating the state the telephone is in (see Figure 4). When the telephone is not in use (in the idle state) the LCD will show the time of day and, if calling line identification is available, the number of new calls received that have not yet been viewed.

TIMER key

The TIMER key is used to select either the timer display or clock display.

TIMER function

While the telephone is idle the LCD will display the time of day. When making or answering a call the telephone will automatically record the call duration in minutes and seconds and display the information on the screen. Pressing the TIMER key once will change the TIMER display to the time of day. Press again and the display will return to the continuing TIMER mode.

While the telephone is not in use, pressing the TIMER key changes the display mode in the following sequence:

- (1) Press **TIMER** once will show previous elapsed time
- (2) Press again will reset and restart the timer
- (3) Press again will stop timer
- (4) Press again will show time of day

The TIMER key is also used to set the clock (see Section 3 SETTING UP)

Ringer Indicator

Flashes when the telephone receives an incoming call.

SCROLL key ↕

You can use this key to move up and down the list of stored information in the CALLS memory, the REDIAL memory or the DIRECTORY.

RESET button

This button is located under the memory card for initialising or re-initialising the telephone circuits.

Memory keys

10 memory keys allow access to 20 memory locations, 10 One-Touch and 10 Two-Touch.

Volume Slider

Adjusts the volume of the handsfree speaker (or headset earpiece).

PBX RECALL key

Use this key to invoke a “hook flash” or “Timed-Break” signal for accessing special functions available from your telephone system or network, such as “Call-Hold” and “Call-Waiting”.

PAUSE key

Pressing the PAUSE key once in a dialling sequence will temporarily stop the dialling function by about 2.5 seconds before dialling resumes.

The PAUSE command may be needed if your telephone is connected to some types of PABX or to any network where a pause is required, for example, between internal and external dial tones.

For example: To dial the telephone number “2339355” on a telephone connected to a PABX that requires an access code of “1” followed by a 2-second pause.

- (1) Lift the HANDSET or press the HANDSFREE / HEADSET key
- (2) Dial “1” on the keypad
- (3) Press PAUSE
- (4) Dial “2339355” on the keypad

After dialling “1” the telephone will automatically delay the dialling by 2.5 seconds before dialling “2339355”.

Automatic Access Pause Insertion

You can programme the telephone to automatically insert an access pause after it has dialled the access code and before dialling the remainder of the number. Note: For Automatic Access Pause Insertion the access code cannot be more than two (2) digits long.

For example: If the access code is “1” then you can programme the telephone as follows.

- (1) Press STORE then press “1”
- (2) Press STORE again then press “*” to complete programming

This will automatically insert a 2.5 seconds pause in the dialling sequence after the access code “1”.

For pause duration longer than 2.5 seconds, then you will need to press the PAUSE key after the access code during programming – press once for 5 seconds duration and press twice to reach the maximum pause duration of 7.5 seconds.

Then whenever you dial a telephone number that starts with the access code you can complete the dialling without pausing, the telephone will pause automatically.

For example: you can dial “12339355” without pausing. The telephone will dial out “1” then automatically pause for approximately 2.5 seconds, or more, before dialling out “2339355”.

To cancel Automatic Access Pause Insertion programming

- (1) Press STORE twice then press “*”

MUTE key and indicator

When pressed it cuts off transmission from the handset, handsfree and headset microphones to allow user privacy. The adjacent red indicator will illuminate while the mute condition is active. Press MUTE again to release the mute condition.

Mute button on HANDSET: In addition to the MUTE key there is also a Mute button on the HANDSET for “Push-and-Hold” muting of the handset microphone. When you stop pushing on the button you can then resume transmission.

HANDSFREE / HEADSET key and indicator

When the HANDSFREE / HEADSET key is pressed the adjacent red indicator will illuminate to show that the HANDSFREE mode or HEADSET mode is activated. Press the key again to release the HANDSFREE or HEADSET mode.

Note: The HF (HANDSFREE) / HS (HEADSET) switch setting will determine the mode in which the HANDSFREE / HEADSET key will activate (see Section 3 SETTING UP – INSTALLATION)

Alpha-Numeric keypad

This is a standard keypad of 4 x 3 configuration for manual dialling and for numeric and name entries when programming the telephone.

DIAL key

Allow direct dialling of numbers displayed on the LCD screen.

REDIAL key

Press this key to access the REDIAL memory.

CALLS key and indicator

Provides access to the CALLS memory. The adjacent red indicator will flash when a new call has entered the CALLS memory. Flashing will stop after pressing the CALLS key.

DIRECTORY key

You can access up to 140 sets of numbers and names in your personal directory memory via this key.

CURSOR keys (◀ and ▶)

You use these keys to move the cursor to the left or to the right on the display.

STORE key

You use this key to initiate any programming function on the telephone. For example, setting the clock or storing new information into any of the memory locations.

CLEAR key

You use this key to erase unwanted information either by each digit or the complete entry.

Ringer Volume Control

Located on the under side of the telephone (see Figure 1) available in Hi / Low / Off settings.

Ringer Pitch Control

Located on the under side of the telephone (see Figure 1), rotating this knob alters the pitch of the ringing sound, useful where there is more than one telephone in the room.

HANG-UP function

If you depress the Cradle Switch Lever you will invoke the Hang-Up function and the telephone will automatically disconnect from the telephone line irrespective of how long you keep the Cradle Switch Lever depressed.

If you depress the Cradle Switch Lever and then immediately release it you will experience silence in the handset earpiece for approximately 2 seconds before you hear the dial tone from the telephone line.

The Hang-Up function prevents the transmission of a “hook flash” or “Timed-Break” signal from the Cradle Switch thus prevents the triggering of a “phantom call” or “ring-back” after you hang-up.

Caution: Tapping the Cradle Switch (as recommended in some PABX or network services user guides) will **not** create a “hook flash” or “Timed-Break” signal, it will only hang-up the call. Use the PBX RECALL key to create a “hook flash” or “Timed-Break” signal for invoking PABX and network services features.

Preview-Dialling

The preview-dialling feature allows you to enter and view a number without first either lifting the handset or engaging the HANDSFREE / HEADSET function.

- (1) Enter desired number using keypad or select a number from one of the memory locations
- (2) Confirm that the number on the LCD screen is correct then press the DIAL key while the number is still showing on the LCD screen
- (3) The telephone will dial out the number in the HANDSFREE / HEADSET mode

You can lift the HANDSET to change to HANDSET mode or continue using the HANDSFREE / HEADSET mode.

6. Handsfree and Headset Operation

HANDSFREE operation

For the HANDSFREE function to operate, the HF (HANDSFREE) / HS (HEADSET) selection switch must be set to HF (see Section 3 SETTING UP – INSTALLATION).

HANDSFREE microphone

Located at the front of the telephone (see Figure 1), to transmit your voice as you speak to the other party while your telephone is in HANDSFREE mode. Positioning of the telephone, and therefore the microphone, is important to ensure optimum performance. You can also adjust the microphone sensitivity to further enhance performance (see Section 4 TECHNICAL ADJUSTMENT).

HANDSFREE key and indicator

You can press the HANDSFREE / HEADSET key to commence a handsfree call. The telephone will activate the line, the handsfree speaker and the handsfree microphone and the indicator will switch on to provide confirmation. Dialling and speech can then commence. Pressing the HANDSFREE / HEADSET key again will terminate the call.

Incoming call using HANDSFREE mode:

- (1) The telephone rings
- (2) Press the HANDSFREE / HEADSET key to answer
- (3) Commence your HANDSFREE conversation

Changing from HANDSFREE mode to HANDSET mode during a call:

- (1) Lift the HANDSET and resume your conversation
- (2) The HANDSFREE function will switch off automatically

Changing from HANDSET mode to HANDSFREE mode during a call:

- (1) Press the HANDSFREE / HEADSET key
- (2) Replace HANDSET
- (3) Resume your conversation in the HANDSFREE mode

Outgoing call using HANDSFREE mode (manual or memory dialling):

- (1) Press the HANDSFREE / HEADSET key
- (2) Enter the required number on the Alpha-Numeric keypad, the telephone will dial out each digit as you enter it. Alternatively you can select a number from one of the memory locations, confirm that the number on the LCD screen is correct then press the DIAL key while the number is still showing on the LCD screen
- (3) When connected commence your HANDSFREE conversation

Or

- (1) Enter the required number on the Alpha-Numeric keypad. Alternatively you can select a number from one of the memory locations
- (2) Confirm that the number on the LCD screen is correct then press the DIAL key while the number is still showing on the LCD screen
- (3) When connected commence your HANDSFREE conversation

Hints for HANDSFREE operation

As a courtesy, tell the other party that you are using the HANDSFREE function. He/She may or may not want people other than yourself to hear the conversation. A quiet environment ensures best HANDSFREE performance. When in a noisy room or near a noise generating device, for example a TV set, all or part of the message may be interrupted and cannot be heard. To eliminate this problem try to lower the noise level in the room.

During the HANDSFREE conversation, your telephone will give priority to the person who speaks louder when both people are talking simultaneously. Speak only when the other person pauses or stops talking.

If the other person complains about poor transmission, talk directly at your microphone and from a closer distance as necessary, or lower the HANDSFREE speaker volume.

HEADSET operation

For a HEADSET to operate, the HF (HANDSFREE) / HS (HEADSET) selection switch must be set to HS (see Section 3 SETTING UP – INSTALLATION). A HEADSET Microphone Sensitivity control allows most headsets to function correctly when used with the IDEa telephone (see Section 4 TECHNICAL ADJUSTMENT)

Incoming call using a HEADSET mode:

- (1) The telephone rings
- (2) Press the HANDSFREE / HEADSET key
- (3) Commence your HEADSET conversation

Changing from HEADSET mode to HANDSET mode during a call:

- (1) Lift the HANDSET and resume your conversation
- (2) The HEADSET function will switch off automatically

Changing from HANDSET mode to HEADSET mode during a call:

- (1) Press the HANDSFREE / HEADSET key
- (2) Replace HANDSET to the cradle
- (3) Resume your conversation using the HEADSET

Outgoing call using a HEADSET mode (manual or memory dialling):

- (1) Press the HANDSFREE / HEADSET key
- (2) Enter the required number on the Alpha-Numeric keypad, the telephone will dial out each digit as you enter it. Alternatively you can select a number from one of the memory locations, confirm that the number on the LCD screen is correct then press the DIAL key while the number is still showing on the LCD screen
- (3) When connected commence your HEADSET conversation

Or

- (1) Enter the required number on the Alpha-Numeric keypad. Alternatively you can select a number from one of the memory locations
- (2) Confirm that the number on the LCD screen is correct then press the DIAL key while the number is still showing on the LCD screen
- (3) When connected commence your HEADSET conversation

Trainee / Supervisor Mode

The HANDSET and the HEADSET can be used in tandem. This enables a supervisor to monitor a trainee's progress during a call, or "take-over" a call. The following procedure assumes that the trainee is wearing the HEADSET and a call is in progress.

Trainee mode

This mode allows a supervisor to monitor a trainee during a call.

- (1) During a trainee's call the supervisor may lift the HANDSET
(The telephone will automatically change to the HANDSET mode and the HANDSFREE / HEADSET key indicator will turn off).
- (2) Quickly press the HANDSFREE / HEADSET key and the indicator will illuminate
- (3) The trainee may continue the conversation with the supervisor only listening to the progress

Supervisor mode

This mode allows a supervisor to "take-over" a call between a trainee and another party.

- (1) During a call, the supervisor may lift the HANDSET to continue a normal conversation with the other party, while the trainee listens to the progress through the HEADSET
- (2) To return the call to the trainee, press the HANDSFREE / HEADSET key and replace the HANDSET in the cradle

7. Memory Operation

Memory back-up

An EEPROM chip inside the telephone (see Figure 2) stores the content of all the memory locations and prevents them from being lost during power failure.

REDIAL memory

The REDIAL memory can store up to five previously dialled numbers from the telephone (each number can be up to 32 digits long)

To access the REDIAL memory

- (1) Press the REDIAL key
- (2) Use the SCROLL key \updownarrow to view the numbers
- (3) Press DIAL to redial a number while the number is still showing on the LCD screen

Repertory dialling memory

The IDEa telephone is capable of storing 20 number and name sets in 20 Repertory Dialling Memories of 10 One-Touch and 10 Two-Touch memory locations.

Two user selectable memory modes enable various memory locations to be protected.

Memory Mode 1

Memory Mode 1 provides

- 10 one-touch memories - Non-Protected
- 10 two-touch memories - Non-Protected.

All 20 memories are user accessible and user programmable

Memory Mode 2

Memory Mode 2 provides

- 10 one-touch memories - Protected
- 10 two-touch memories - Protected

Once set to Mode 2 these memories are protected against overwriting. You can first programme the memories under Mode 1 or pre-programme the EEPROM memory chip via a computer, and an EEPROM programmer, before inserting the EEPROM chip into the telephone.

Selecting Memory Mode 2

- (1) Disconnect line cord and power pack; remove back-up batteries (if used)
- (2) Remove plastic cover and memory card from right of keypad area (see Figure 2)
- (3) Locate the Memory Mode selection switch (see Figure 2)
- (4) Select Mode 2
- (5) Reconnect line cord and power pack; re-install back-up batteries (if used)
- (6) To activate Mode 2, lift the HANDSET (off hook) and then replace the HANDSET (on hook)

One-Touch Memories

Located down the right side of the keypad, these keys provide easy dialling of often-used numbers. Each memory can store 32 digits and 20 characters.

Two-Touch Memories

Press the same keys as the One-Touch memories twice in quick succession to access 10 other memories. Each memory can store 32 digits and 20 characters.

Programming the 10 One-Touch and 10 Two-Touch memory locations

- (1) Press STORE
- (2) If you prefer you can also store the HANDSFREE / HEADSET function in front of these Repertory Memories
- (3) Enter the desired number on the Alpha-Numeric keypad (32 digit maximum)

The number you have entered will be displayed on the screen.

If you have made an error you may use the CURSOR key ◀ and ▶ to edit the number.

- (4) If the number is correct press the STORE key
A screen prompt will ask you to ENTER NAME.
- (5) Enter the name using the Alpha-Numeric keypad

For example: to enter DANNY

- (1) Press key “3” once for (D)
- (2) Press key “2” once for (A)
- (3) Press key “6” twice for (N)
- (4) Press CURSOR key ► to move right one space
- (5) Press key “6” twice for (N)
- (6) Press key “9” three times for (Y)
- (7) To complete the storing process you will need to press the desired memory key once for a One-Touch memory location or twice for a Two-Touch memory location

The telephone will sound a valid tone “Beep” and the LCD screen will temporarily show “STORE COMPLETED”. A “Boop” will mean try again.

Dialling a number from the memories

To dial a number from the One-Touch memories:

- (1) Lift the HANDSET or press the HANDSFREE / HEADSET key
- (2) Press desired memory key once

Or

- (1) Press desired memory key once
- (2) Confirm that the number on the LCD screen is correct then press the DIAL key while the number is still showing on the LCD screen
- (3) You can lift the HANDSET to use HANDSET mode or simply continue using the HANDSFREE or HEADSET mode

Or if you have stored HANDSFREE / HEADSET function in the front of the number then

- (1) Press desired memory key once
- (2) You can lift the HANDSET to use HANDSET mode or simply continue using the HANDSFREE or HEADSET mode

To dial a number from the Two-Touch memories:

- (1) Lift the HANDSET or press the HANDSFREE / HEADSET key
- (2) Press desired memory key twice in quick succession

Or

- (1) Press desired memory key twice in quick succession
- (2) Confirm that the number on the LCD screen is correct then press the DIAL key while the number is still showing on the LCD screen
- (3) You can lift the HANDSET to use HANDSET mode or simply continue using the HANDSFREE or HEADSET mode

Or if you have stored HANDSFREE / HEADSET function in the front of the number then

- (1) Press desired memory key twice in quick succession
- (2) You can lift the HANDSET to use HANDSET mode or simply continue using the HANDSFREE or HEADSET mode

DIRECTORY memory

Your personal Directory memory allows you to store up to 140 sets of numbers and names – entries have a maximum of 32 digits and 20 characters.

Programming the directory

- (1) Press **STORE** then press **DIRECTORY**

A screen prompt will indicate how many entries your directory contains followed by the prompt **ENTER NUMBER**.

- (2) Enter desired number on the Alpha-Numeric keypad then press **STORE**

The next screen prompt will read **ENTER NAME** when the prompt disappears, a shaded box will flash under the number you have just entered.

- (3) Enter the desired name on the Alpha-Numeric keypad

For example: to enter **DANNY**

- (1) Press key “3” once for (D)
- (2) Press key “2” once for (A)
- (3) Press key “6” twice for (N)
- (4) Press **CURSOR** key ► to move right one space
- (5) Press key “6” twice for (N)
- (6) Press key “9” three times for (Y)
- (7) Press **STORE** to complete the process

The telephone will sound a valid tone “Beep” and the LCD will temporarily show “STORED”. A “Boop” will mean try again.

Viewing and dialling from your personal DIRECTORY

All entries in your personal DIRECTORY are stored in alphabetical order. DIRECTORY entries may be accessed by:

- (1) Press the DIRECTORY key
- (2) Use the SCROLL key \blacktriangleup to view the entries

Or

- (1) Press the DIRECTORY key
- (2) Press the key on the Alpha-Numeric keypad that corresponds to the first letter of the DIRECTORY entry that you wish to view
- (3) Use the Scroll key \blacktriangleup to view the entries

For example: if you wish to view an entry with the name NEIL

- (1) Press the DIRECTORY key
- (2) Press the key “6” twice for (N)

A screen prompt will read “SEARCHING N” and then the first entry in the directory beginning with the letter N will be displayed

- (3) Use the SCROLL key \blacktriangleup to locate the exact entry you require
- (4) Confirm that the number on the LCD screen is correct then press the DIAL key while the number is still showing on the LCD screen

The telephone will automatically dial out the number in the HANDSFREE / HEADSET mode. You can lift the HANDSET to use the HANDSET mode or simply continue using the HANDSFREE / HEADSET mode.

Editing your personal DIRECTORY:

Please note that you can only delete or overwrite. You cannot insert.

- (1) Locate the entry you wish to edit by searching it same as “Viewing and dialling” above
- (2) When the desired entry is displayed on the LCD press the STORE key
- (3) The first digit of the telephone number in the entry will begin to flash and a prompt under the number will read ENTER NUMBER
- (4) Use the CURSOR keys ◀ and ▶ to select the digit that you wish to delete or change
- (5) Delete the digit by pressing the CLEAR key or change the desired digit using the keypad to overwrite with a new digit when finished editing then press STORE
- (6) The first letter of the name will begin to flash
- (7) Edit the name as desired using the CURSOR keys ◀ and ▶, the CLEAR key and the Alpha-Numeric keypad
- (8) Press STORE to lock in the edited entry, the display will temporarily show “STORED” and the telephone will “Beep” with a valid tone before returning to the idle display

To delete an entry:

- (1) Locate the entry you wish to delete by searching it same as “Viewing and dialling” above
- (2) Press the CLEAR key twice in quick succession
- (3) The LCD will display the prompt ERASED temporarily when the procedure is complete

8. Calling Line Identification Feature

Note: The telephone line must have a compatible Calling Line Identification service available before these features are applicable.

CALLS memory

The CALLS memory is capable of storing the details of the last 30 incoming calls received by the telephone. The CALLS memory will record the date and time of the call, the number of the calling line (and name if this information is stored in the memories) and whether the call was answered or unanswered.

It is possible to programme the telephone to store either “ALL” incoming calls or only “UNANSWERED” incoming calls.

Programming the desired setting:

- (1) Press and hold the CALLS key until the display shows:
SET LIST TYPE
- (2) The display will then automatically change to show:
< UNANSWERED ALL >
- (3) The current setting will flash. Select the desired mode using the CURSOR keys ◀ and ▶
- (4) Press the STORE key to set the mode and the LCD will return to the idle state

Viewing the CALLS memory

When the telephone receives a new call, the red indicator above the CALLS key will flash and the NEW CALLS display on the LCD will indicate the number of new calls that have not been viewed. To view the CALLS memory:

- (1) Press the CALLS key to access the CALLS memory
- (2) Use the SCROLL key ⬆ to view the CALLS memory, each entry on the display will show:
 - The time the call was received
 - The date (day/month only) the call was received
 - The location of the number in the CALLS memory (CALL 1 to CALL 30)
 - If the call was “answered” or “unanswered” by the symbol on the right-hand side of the LCD screen
 - The number of the calling line (if presented)
 - The name of the calling line (if stored in the memories)

Note: There are circumstances where the telephone number of the calling line may not be available due to the calling line number being withheld by the network or calling from a payphone or calling from overseas. Such calls will be displayed on the screen as PRIVATE or “0000” depending on the circumstance.

Zero insertion to CALLS memory numbers

The New Zealand Telecom Calling Line Identification system will present the calling number with an area code (such as “9” or “4” or “3”) or cellular code (such as “25” or “21”) included in the front (left-hand side) of the number.

For example, the Wellington telephone number “2339355” will be presented as “42339355”.

The IDea telephone will automatically insert a “0” in front (left-hand side) of these numbers if they are eight or nine digits long. If the presented number is longer than nine digits then the number will be interpreted as an international number and the IDea will insert “00” in front.

If the number is seven digits or less then the IDea will not insert any “0”. This will be the case if you are a Telecom Centrex user. Your display will show the Centrex extension number used within your Organisation.

Therefore if the number “42339355” was presented then the IDea will store this number in the CALLS memory as “042339355”. This is then in a format that you can use to dial out directly without editing. If you are calling from the same area code then there may or may not be a toll charge applicable. Please check with your toll operator.

IMPORTANT NOTE: The above information was correct at time of printing. However telephone companies’ toll charge policies may change from time to time. Please check with your toll operator before dialling.

Editing the CALLS memory

When the CALLS memory reaches its capacity of 30 entries, any NEW CALLS entering the memory will “push” the oldest entry out.

The CALLS memory can be edited to remove unwanted entries or change the content of existing entries. Please note that you can only delete or overwrite. You cannot insert.

To delete an entry

- (1) Press the CALLS key
- (2) Use the SCROLL key \blacktriangle to select the entry you want to delete
- (3) Press the CLEAR key twice in quick succession
- (4) The LCD will display the prompt ERASED temporarily when the procedure is complete

To edit an existing entry

- (1) Press the CALLS key
- (2) Use the SCROLL key \blacktriangle to select the entry that you wish to edit
- (3) When the desired entry is displayed on the LCD press the STORE key
- (4) The first digit of the telephone number in the entry will begin to flash and a prompt under the number will read ENTER NUMBER
- (5) Use the CURSOR keys \blacktriangleleft and \blacktriangleright to select the digit that you wish to delete or change
- (6) Delete the digit by pressing the CLEAR key or change the digit using the keypad to overwrite with a new digit, when finished then press STORE
- (7) The first letter of the name (if available) will begin to flash
- (8) Enter a name or edit the name as desired using the CURSOR keys \blacktriangleleft and \blacktriangleright , the CLEAR key and the Alpha-Numeric keypad
- (9) Press STORE or you can press DIRECTORY to lock in the edited entry, the display will temporarily show "STORED" and the telephone will "Beep" with a valid tone before returning to the idle display. Pressing STORE will store the edited entry back into the CALLS memory. Pressing DIRECTORY will store the edited entry in the DIRECTORY

Dialling from the CALLS memory

While viewing the CALLS memory you may wish to return a NEW CALL that you did not answer. This can be done directly from the CALLS memory.

- (1) Press the CALLS key to access and view the CALLS memory
- (2) Use the SCROLL key \blacktriangle to select the desired entry
- (3) If the number showing is in a suitable format for dialling and no access code required then just press DIAL
- (4) You can lift the HANDSET to use HANDSET mode or simply continue using the HANDSFREE or HEADSET mode

What if the displayed number is not of a suitable format?

- (1) Edit and store the number as required
- (2) Bring up again the number (now edited) from where you have just stored it to and then just press DIAL while the number is still showing on the LCD screen

What if an access code is required?

- (1) Edit the number as required and then store it in a one-touch memory location
To cater for this situation you need to have at least one One-Touch memory location set aside as temporary storage location.
- (2) Dial the access code followed by accessing the One-Touch memory you have just stored the edited entry to

9. General Care and Maintenance

This telephone is a precision electronic instrument. While in use and storage, care should be taken to avoid rough handling, extreme temperature and damp or dirty environments.

Cleaning

NEVER use aerosol sprays or other chemical agents or substances that leaves a residue (furniture polish for example). Use a mild detergent and a damp, clean cloth when cleaning. Do not allow moisture to enter the telephone's interior.

Failure to Operate and Service Difficulties

If you are satisfied with the operation of your telephone service, your installation is completed. However, if telephone service problems occur at any time, it is recommended that you recheck the installation procedure described in this User Guide.

If a fault occurs, try to determine if the fault is with the telephone, or with the network or system to which the telephone is connected:

- (1) Disconnect the "suspect" telephone and test the line with a substitute telephone that is known to be in good working order
- (2) If the telephone service then operates satisfactorily, the fault is likely to be in the "suspect" telephone
- (3) Test the "suspect" telephone on a known good line, if the fault still exists then the fault is likely to be in the "suspect" telephone

Consult your Interquartz dealer for further advice if necessary.

10. Thunderstorms

The telephone, in common with household electrical appliances, can be a source of electric and acoustic shock during thunderstorms. The possibility of a telephone user experiencing a shock is minimal. Nevertheless, customers should be aware of some simple precautions to follow during thunderstorms:

- Use your telephone only for calls of the utmost urgency. Keep these calls brief
- Whilst using your telephone keep clear of electrical appliances and metal fixtures such as stoves, air conditioners, refrigerators, window frames and sinks

11. Warranty

Interquartz (NZ) Limited warrants the original purchaser against failure under normal usage resulting from defective material and workmanship at time of manufacture for a period of three years from the date of purchase. Proof of purchase including the date is required for determining validity of this warranty. This warranty does not cover defects or damage due to normal wear and tear, negligence, accidents, exposure to radiation, misuse, improper maintenance, lightning strikes or unauthorised repairs or modifications and excludes freight or postage costs to/from your local authorised service centre unless otherwise arranged. Consequential loss not included. Notification of any defect must be made within the warranty period before a warranty repair can be effected.