ClearSounds®

Hear how good life can be

Photo50

V608

Congratulations on your purchase of the Photo50 Phone from ClearSounds Communications®. Please read this User Guide carefully in order to get the very best results from your telephone. Keep the manual near the telephone for easy reference.

Please visit our web site at www.clearsounds.com to: Register your product, download additional manuals, and review trouble shooting tips.

CAUTION: The Photo50 phone is capable of amplifying sounds to a loud volume. It is important to instruct all potential users of its proper operation. It is advised to adjust the volume control to its minimum level when not in use and alert other users that hearing damage can potentially result from misuse.
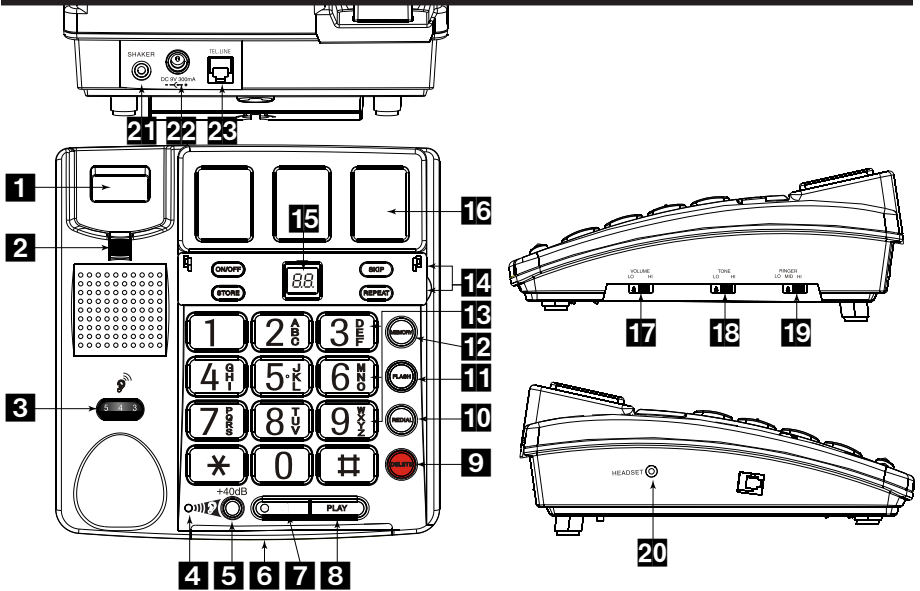
Important Safety Instructions

Follow basic safety precautions when using your telephone to reduce the risk of fire, electric shock and injury to persons.

- Plug the adapter into an outlet that is easily accessible and near the equipment.
- Keep your phone dry; if it gets wet, wipe it immediately.
- Handle your phone carefully, DO NOT drop it
- Keep your phone away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new. Do not use liquid cleaners or aerosol cleaners on the phone.
- Do not use this product near water, for example, near a bathtub, washbowl, kitchen sink or laundry tub, in a wet basement or near a swimming pool.
- Avoid using the telephone during electrical storms. There may be a remote risk of electric shock from lightning.
- Do not use the telephone if you suspect a gas leak in the area.

Due to the nature of VOIP/Broadband technology results may vary when used with VOIP/Broadband service.

LOCATION OF CONTROLS

1   Hook Switch
2   Handset Holder
3   Handset Volume Control (Booster)
4   Boost LED – Lights when booster is activated.
5   Boost
6   Ringer LED
7   Speakerphone Button with LED – Press to switch between the handset and speakerphone, or to make, answer or end a call.
8   Play – listen to answering machine messages
9   Delete – erase messages
10 Redial – to redial last number called
11 Flash
12 Memory – Two-touch memory dialing
13 Keypad

14 Answering Machine Controls
    • On/Off
    • Skip
    • Repeat
    • Store – Used to program one and two-touch memory dialing.
15 Message Display
16 Memory Dial Buttons – Store numbers to dial with one touch
17 Volume – Slide to adjust the speakerphone volume
18 Tone – Slide to adjust the tone volume for the handset when BOOSTER is activated
19 Ringer LO MID HI – Set the ringer volume
20 Headset Jack
21 Shaker Jack
22 Power Jack – AC Power
23 Telephone Line Jack

SET-UP

Connecting The Telephone

1 Connect the curly cord to the handset and to the jack on the left side of the telephone.

2 Place the handset into the cradle.

3 Connect the telephone line cord to the TEL.LINE jack at the rear of the unit.

4 Connect the other end into the telephone wall jack. You will hear a click when the modular plug is correctly in place.

Connecting The Power Supply

Plug the AC adapter into the AC Power Jack on the back of your phone, then into a standard electrical outlet or surge protector, if you are using one.

Note: For safety reasons, use only the AC120v DC9v 300mA adapter provided. The adapter is required for the telephone to work correctly.

Hanging The Phone On The Wall

You can place your phone on a flat surface or mount it on a telephone wall plate (not included).

1 To mount using an existing wall plate adapter.*

2 Connect one end of the short phone cord to the telephone wall plate and the other to the telephone

3 Insert the supplied mounting bracket into the slots on the back of the phone and push the bracket up until it clicks. To detach the bracket, simply press the tab and slide down bracket down.

4 Insert the two keyhole slots on the phone with the wall plate and slide the phone down, being careful not to pinch the telephone line, until the phone is secure.

5 Press and lift out the handset holder. Remove the hanging peg (located by the switch hook) by pushing it upwards then rotate the peg 180 degrees, then snap it into place so it will hold the handset in place when the phone is mounted on the wall.

*If you do not have an existing wall mount plate adapter they are available at most major electronic and hardware retailers, simply follow the manufacturer's instructions for installation.

Switching the Answering Machine On/Off

The answering machine can be switched ON/OFF using the button. In the ON position, incoming calls will be answered by the answering machine, in the OFF position no calls will be answered and the display will be off.

NOTE: Although turned Off, the Answering Machine will answer a call after 10 rings. This is to allow some features to be accessed remotely.

Using the telephone

1 Lift the handset and wait until you hear the dial tone.

2 Using the keypad, press the telephone number you wish to dial or press the photo of the person you wish to call.

3 To end the call simply replace the handset.

Receiving calls

When you receive a call you will hear the telephone ring. The call can now be accepted by lifting the handset.

Amplification & Receiver volume control

The receiver volume can be boosted up to +40dB max during a conversation. Press the +40dB key, and the Boost LED will light.

You can increase the handset volume by turning the volume control wheel (located under the handset) to the listening level (1-9)

You can turn OFF the BOOST by pressing the RED +40dB Boost key at anytime during your conversation the BOOST LED will turn off and the volume will return to normal level. After the call when you replace the handset to the cradle, the boost volume will be reset to normal automatically.

Note: If you do not need the additional amplification you do not need to press the RED +40dB BOOST Button.

Tone control

If the volume has been boosted up, you can also adjust the tone control. You can adjust and increase the low frequency or high frequency sounds to suit your hearing needs.

Ringer

The ringer volume level can be adjusted by sliding the switch on the right side of the unit to select LO MID HI.

Redial

Lift the handset and press the Redial button to redial the last number (up to 32 digits).

MEMORY DIALING

This telephone has 3 One-Touch memory buttons. A picture or symbol can be placed under the transparent cover on the speed dial buttons so it is easy to see who you are calling.

Once a number has been stored in a memory location, you only need to press one button to make the call.

Storing One-touch Memory Buttons

1 Lift the handset.

2 Press the STORE button.

3 Enter the telephone number to be stored.

4 Press the STORE button again.

5 Press Memory Button to store the number.

6 Replace the handset.

NOTE: Press the Redial button if you need to insert a pause in the telephone number.

Dialing using One-touch Memory Buttons

1 Lift the handset and wait for a dial tone.

2 Press either M1-M3, The stored telephone number will now be dialed.

Storing Two-touch Memory Buttons

The Photo 50 can store up to 10 phone numbers using two-touch memory.

1 Lift the handset.

2 Press the STORE button.

3 Enter the telephone number to be stored.

4 Press the STORE button again.

5 Press 0-9 to store the number.

6 Replace the handset.

NOTE: Press the Redial button if you need to insert a pause in the telephone number.

Dialing using two-touch Memory Buttons

1 Lift the handset and wait for a dial tone.
2 Press the MEMORY key and memory location (0-9), the stored telephone number will now be dialed.

Flash

The FLASH button can be used to obtain a new dial tone after ending a call. If you subscribe to Call Waiting or three-way calling from your local phone company you can use the FLASH button to switch between calls.

Speakerphone

You can make outgoing or receive incoming calls by speakerphone. Simply press the SPEAKERPHONE button and the sound will be switched to speaker. The Speakerphone LED will light.

You can adjust speaker volume by setting the right side speaker volume control.

To switch between the handset and the speakerphone.

While on a call using the handset, press the Speaker Button and replace the handset in the cradle.

While on a call using the speakerphone, simply lift the handset.

Headset (headset not included)

You can plug a 2.5mm headset instead of the speakerphone or handset mode.

To make outgoing calls and receive incoming calls, plug the headset to the 2.5mm headset jack (located on the left side of the phone). Press the Speakerphone button to get a dial tone.

Note: When using the headset the call is not amplified

Shaker (Shaker not included)

At the rear of the phone, there is a 3.5mm shaker jack. You can connect an optional shaker device. During ringing, the shaker will vibrate to alert you.

ANSWERING MACHINE OPERATION

The answering machine has to be turned on in order to receive messages. When a call is received it will be answered after the selected number of rings (see Answering machine set-up).

When the answering machine answers an incoming call, the caller will hear your outgoing message. After a short beep they can then leave a message up to 2 minutes.

Should the caller exceed this limit, the call will be disconnected.

The memory will store approximately 14 minutes of incoming messages (including the outgoing message).

Voice Control

The answering machine will record a message up to 2 minutes. If the caller stops speaking, the answering machine will disconnect after approximately 7 seconds.

Outgoing Message

Before you use the answering machine you should record an outgoing message. The outgoing message is your message to an incoming caller and may be up to 60 seconds in length.

You may want the message to tell the caller that they may start speaking once the beep is heard.

Recording an Outgoing Message

1 Press and hold REPEAT. You will hear a short beep, and the display will show rA. (Hold the REPEAT key down while recording your message)

2 Record your outgoing message (min 5 seconds). Speak clearly towards the machine from a distance of 6-8 inches.

3 Release REPEAT to stop recording.

4 The outgoing message will be repeated after a few seconds. Repeat this procedure if you want to change the message, any old outgoing message will automatically be erased when a new one is recorded.

Checking the Outgoing Message

Press REPEAT. The current outgoing message will now be played. Press ON/OFF on the answering machine, to stop playing the Out Going Message.

ANSWERING MACHINE SET-UP

Use the 2\ 6 \TS switch on the bottom of the phone to select after how many rings the unit will respond to an incoming call.
- 2 = calls are answered after two rings.
- 6 = calls are answered after six rings.
- TS (TOLL SAVER) = activates the toll saver function.

In Toll Saver mode incoming calls are answered after six rings until the first new message has been recorded. Once a message has been recorded the answering machine will answer after approximately two rings.

This is useful when trying to remotely access the answering machine; if the answering machine has not answered at the fourth ring, no messages have been recorded and you can hang up before you are charged for the call.

If the machine answers after two rings new messages have been recorded.

Setting the date and time

Press and hold the SKIP button for 2 seconds. The system announces Sunday.

Press the SKIP button repeatedly until you hear the correct day of the week.

Confirm by pressing the PLAY button, the system will announce "0"

Press the SKIP button repeatedly until you hear the correct time

Confirm by pressing the PLAY button, you will hear the minutes currently set.

Press the SKIP button until you hear the correct minutes announced.

Confirm by pressing the PLAY button and the complete day and time will be announced.

You can check the day and time setting at any time by pressing the SKIP button.

Note: In case of a power failure the date and time must be reset

Playback of messages

The display flashes to show how many new messages have been received. If no new messages have been received the display shows total messages (old).

Playback will always begin with any new messages. For example if there are three old messages and two new ones, only the two new ones will be played back, then the answering machine will return to standby mode.

Press the play button once again to listen to all messages, starting with the oldest messages.

1 *Press* PLAY t*o start playback*. If you want to pause during playback

of a message press the PLAY button and the message will pause (max. 7 seconds). Press PLAY again to resume playback.

2 When playback is finished you will hear two short beeps, and the machine will return to standby mode. All incoming messages are saved (unless you have erased any during playback, see below), new messages will then be recorded after the old ones.

The following functions are available during playback:

Button Function

SKIP	Skip to next message.
REPEAT	Repeats the current message, or hold down until you hear a beep to step back through the messages
ON/OFF	Stop playback.
DELETE	Erase messages.

Playback through handset receiver (+40dB volume)

To playback your messages, pick-up the handset and press PLAY, now you can press the +40dB BOOST key to boost the message volume to 40dB.

Delete Incoming Messages

If you want to delete a single incoming message press DELETE while the message is playing.

To erase all messages after playback, press and hold DELETE until unit beeps.

Please note that new messages cannot be deleted until they have been played.

Call Screening

Incoming messages can be heard through the Speakerphone as they are received. If there is no sound adjust the volume using the control on the right side of the phone.

You can lift the handset to speak directly to the caller. If the recording does not stop automatically, press ON/OFF on the answering machine, or press * (2 seconds) on the telephone.

Checking your messages from a remote location.

This machine can be remotely controlled using the keys of an ordinary tone dialing telephone. Call up the answering machine and enter the remote code while the outgoing message is playing. Once the code is accepted, several remote control commands are available.

Remote Code

This three-digit remote code is required in order to gain access to the remote functions of the answering machine. The remote code is printed underneath the machine.

Remote Control

1 Call up the answering machine.

2 While the outgoing message is playing, enter the remote code. If the code is accepted, you will hear two beeps.

3 Select a remote control command (within 20 seconds) from below.

4 When you have finished accessing the machine replace the handset.

Command Functions

25 .... Play new messages

2# .... Play all messages

During playback:

3# .... Erase single message during playback

6# .... Skip to previous message

7# .... Skip to next message

8# .... Repeat message

.... Stop playback

After playback:

3# .... Erase all messages

7# .... Record a new outgoing message, to Stop recording press 7#again.

8# .... Record a MEMO, to Stop recording press 8# again.

9# .... Turn the answering machine either On or Off. Three beeps indicate Off- Two beeps indicate On.

0# .... Room monitor, press 5# to stop the room monitoring.

NOTE: If the machine doesn't respond correctly to the remote control commands, try pressing the telephone buttons for a longer or shorter time. In normal cases, the answering machine should react to tones approximately 0.5 – 1 seconds in length, but longer tones may be necessary. If you do not enter any remote control command, the answering machine will disconnect after a few seconds.

If you listen to any incoming messages for more than 2 minutes and

40 seconds, you will hear a tone. Press any key to continue.

Room Monitoring

This remote access feature enables you to call your home and turn ON the answering machine's microphone function, allowing you to monitor sounds in the room where the answering machine is situated.

Turning the answering machine on from a remote location

The answering machine can be activated using the remote control functions.

1 Call up the answering machine. After approximately 10 rings, the machine will answer and emit a long tone.

2 Enter the remote code, printed underneath the unit. If the code is accepted, you will hear two short beeps.

3 Press 9#. Two beeps confirms that the answering machine is now on. Replace the handset.

Out of Memory

The total capacity of the answering machine's memory is approximately 14 minutes.

The memory space is shared between the outgoing message, personal memos, and regular incoming messages.

When the memory is full the display will show FL, the answering machine will answer after 10 rings to allow remote playback and deletion of messages, no new messages will be accepted until the existing messages have been played and erased.

FCC WANTS YOU TO KNOW

This equipment complies with Part 68 of the FCC rules and the requirements adopted by the ACTA. On the bottom of this equipment is a label that contains, among other information, a product identifier in the format US: AAAEQ##TXXXX. If requested, this number must be provided to the telephone company. An applicable certification jacks Universal Service Order Codes (USOC) for the equipment is provided (i.e., RJ11C) in the packaging with each piece of approved terminal equipment

The REN is useful to determine the quantity of devices you may connect to your telephone line and still have all of those devices ring when your telephone number is called. In most, but not all areas, the sum of the REN's of all devices connected to one line should not exceed five (5.0). To be certain of the number of devices you may

connect to your line, as determined by the REN, you should contact your local telephone company to determine the maximum REN for your calling area.

If your telephone equipment causes harm to the telephone network, the telephone company may discontinue your service temporarily. If possible, they will notify you in advance. But if advance notice isn't practical, you will be notified as soon as possible. You will be informed of your right to file a complaint with the FCC.

Your telephone company may make changes in its facilities, equipment, operations, or procedures that could affect the proper functioning of your equipment. If they do, you will be notified in advance to give you an opportunity to maintain uninterrupted telephone service. If you experience trouble with this telephone equipment disconnect from the network until the problem has been corrected or until you are sure that the equipment is not malfunctioning.

This equipment may not be used on coin service provided by the telephone company. Connection to party lines is subject to state tariffs. This equipment is hearing aid compatible.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. Some cordless telephones operate at frequencies that may cause interference to nearby TV's and VCR's; to minimize or prevent such interference, the base of the cordless telephone should not be placed near or on top of a TV or VCR; and, if interference is experienced, moving the cordless telephone farther away from the TV or VCR will often reduce or eliminate the interference. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio TV technician for help.

INDUSTRY CANADA CS03 STATEMENT

This product meets the applicable Industry Canada technical specifications. This is confirmed by the registration number. The abbreviation, IC before the registration number signifies that registration was performed based on a Declaration of Conformity indicating that Industry Canada technical specifications were met. It does not imply that Industry Canada approved the equipment.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connections. The customer should be aware that compliance with the above conditions may not prevent degradation of service in some situations.

Repairs to certified equipment should be made by an authorized Canadian maintenance facility designated by the supplier. Any repairs or alterations made by the user of this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment.

WARNING! Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or an electrician, as appropriate.

CAUTION: The Ringer Equivalence Number (REN) assigned to each terminal device provides an indication of the maximum number of terminals allowed to be connected to a telephone interface.

The termination on an interface may consist of any combination of devices subject only to the requirement that the sum of the Ringer Equivalence Numbers of all the devices does not exceed 5. An alternative indication of the REN is the Load Number (LN); this number should be divided by 20 to approximate the equivalent REN. The REN Number of this unit is indicated on the bottom of your answering machine.

If your home has specially wired alarm equipment connected to the telephone line, ensure the installation of Photo50 does not disable your alarm equipment. If you have questions about what will disable alarm equipment, consult your telephone company or a qualified installer.

This Class B digital apparatus complies with Canadian ICES-003.

LIMITED ONE-YEAR WARRANTY

The product is warranted by ClearSounds against manufacturing defect in material and workmanship under normal use for one (1) year from the date of purchase. Should you experience a problem, contact our customer service department or visit our website at www.clearsounds.com.

Be sure to save your sales receipt as proof of purchase date should you need warranty service.

Within a period of one year from purchase date, ClearSounds Communications® will repair or replace (our discretion) your phone, if a defect in materials or workmanship is found. If we elect to replace your phone, we may replace it with a new or reconditioned product of the same or similar design. Repair or replacement will be warranted for a period of 90 days or the remainder of the warranty period (from original purchase date), whichever is longer.

The warranty does not cover accidents, negligence or breakage to any parts. This includes shipping damage, failure to follow instructions, misuse, fire, floods, use of incompatible accessories, Acts of God or failure in your phone service carrier's line service. The product must not be tampered with or taken apart by anyone who is not an authorized ClearSounds Communications® representative. Tampering with the phone will void any written or implied warranties.

IMPORTANT: YOUR RECEIPT IS PART OF YOUR WARRANTY AND MUST BE RETAINED AND PRODUCED IN THE EVENT OF A WARRANTY CLAIM.

Service in United States & Canada, please contact:

ClearSounds Communications   **ClearSounds Canada**

Attention: Repair Center
1743 Quincy Ave, Suite 155
Napervillee, IL 60540
USA
800-965-9043

ClearSounds®
Hear how good life can be

Check our website www.Clearsounds.Com for additional information and to download additional manuals and information.