

# Panasonic

Cordless Answering System

Model No. **KX-TC1060ALW**

## Operating Instructions



Preparation

Cordless Telephone

Answering System

Useful Information

**PLEASE READ BEFORE USE AND SAVE.**

**Charge the battery for about 10 hours before initial use.**

# Before Initial Use

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*Thank you for purchasing your new Panasonic cordless telephone.*

## For your future reference

Serial No. \_\_\_\_\_

(found on the bottom of the unit)

Date of purchase \_\_\_\_\_

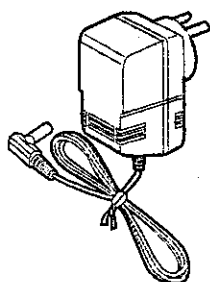
Name and address of dealer \_\_\_\_\_

Attach or keep original receipt to assist with any repair under warranty.

## Accessories (included)

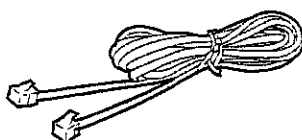
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AC Adaptor (p. 10)



one

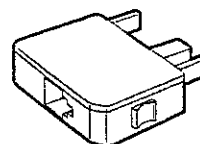
Telephone Line Cord  
(p. 10)



one

**For Australia only**

Telephone Plug  
(p. 10)



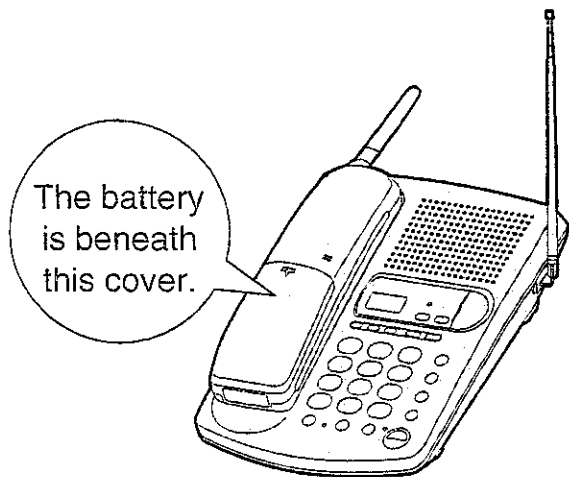
one

# For Best Performance

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## Battery Charge

A rechargeable Ni-Cd battery powers the handset. Charge the battery for about 10 hours before initial use (p. 11).

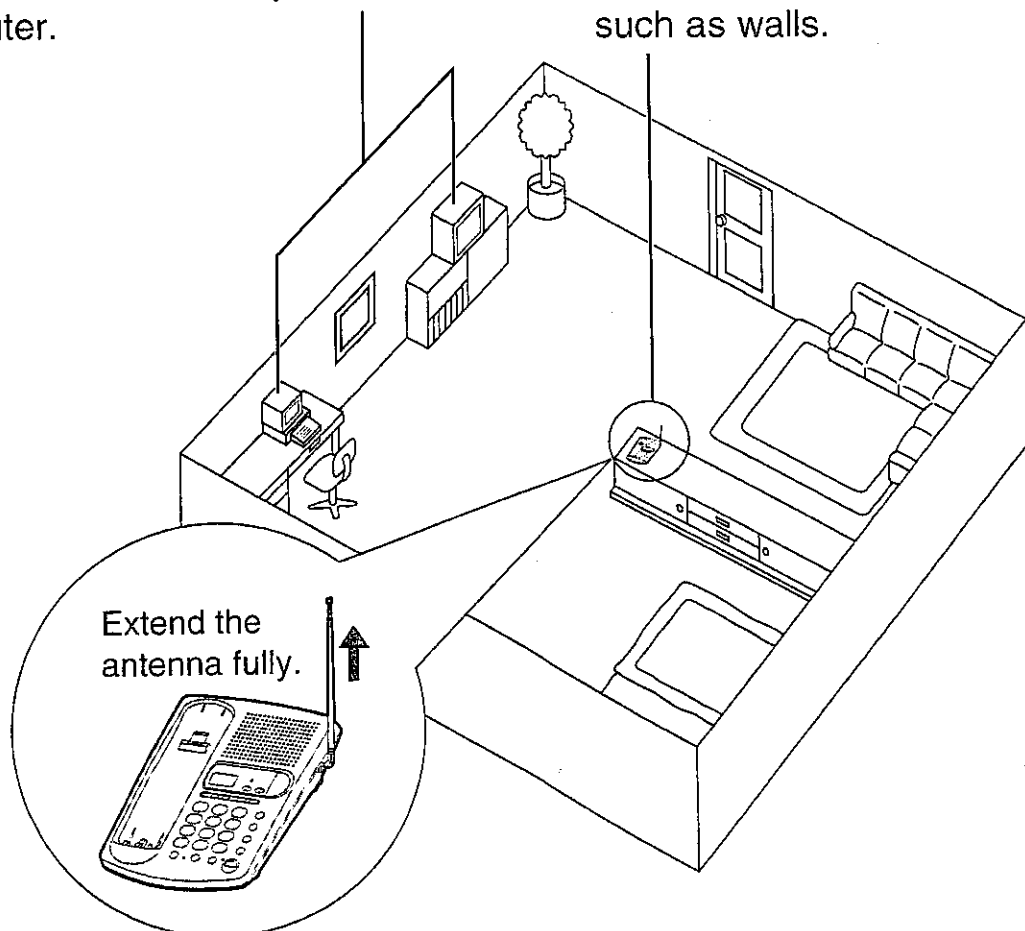


## Base Unit Location

Calls are transmitted between the base unit and the handset using wireless radio waves. **For maximum distance and noise-free operation**, the recommended base unit location is:

Away from electrical appliances such as a TV, radio or personal computer.

In a **HIGH** and **CENTRAL** location with no obstructions such as walls.



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## *Answering System*

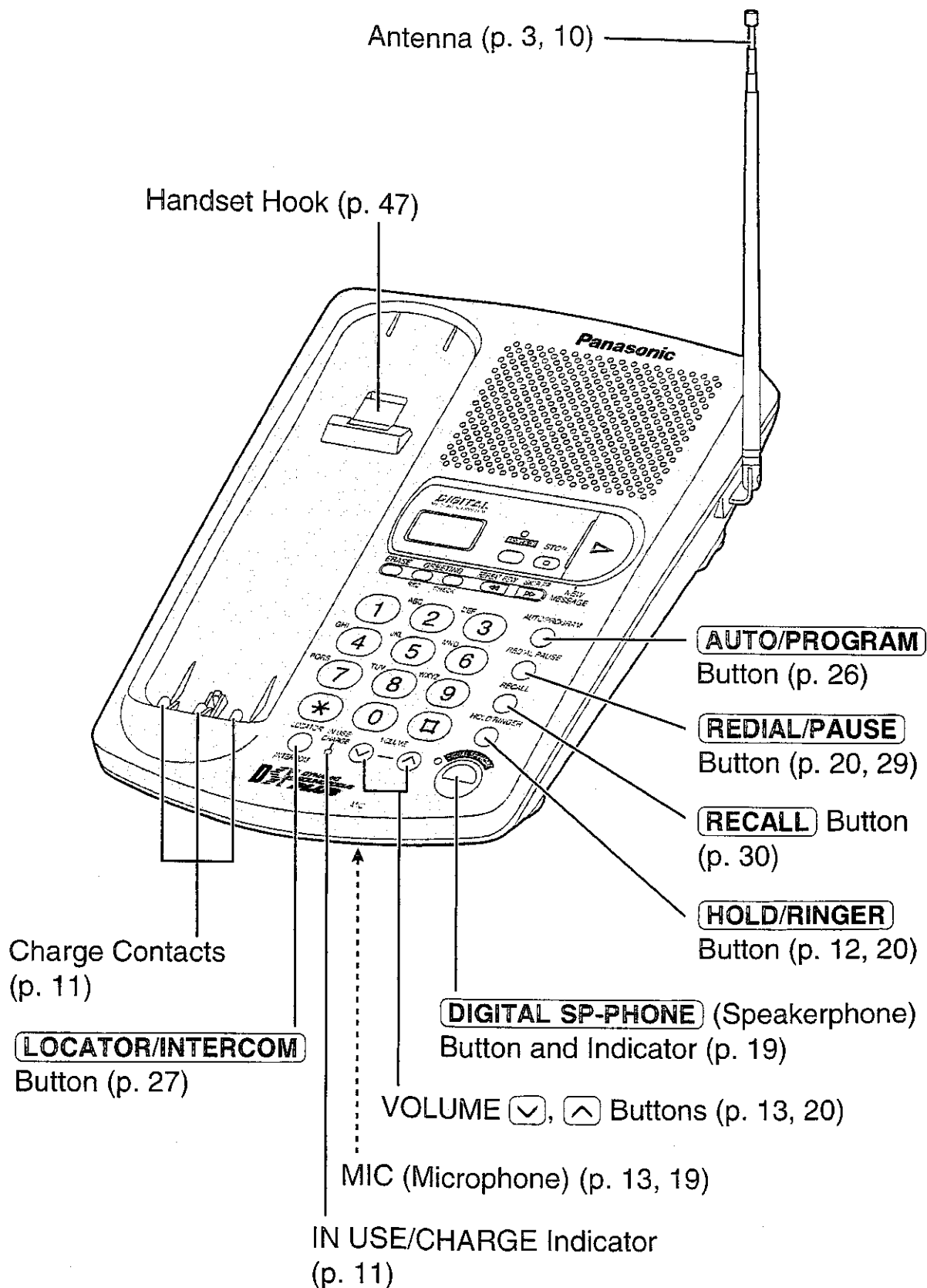
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# Location of Controls

## Base unit



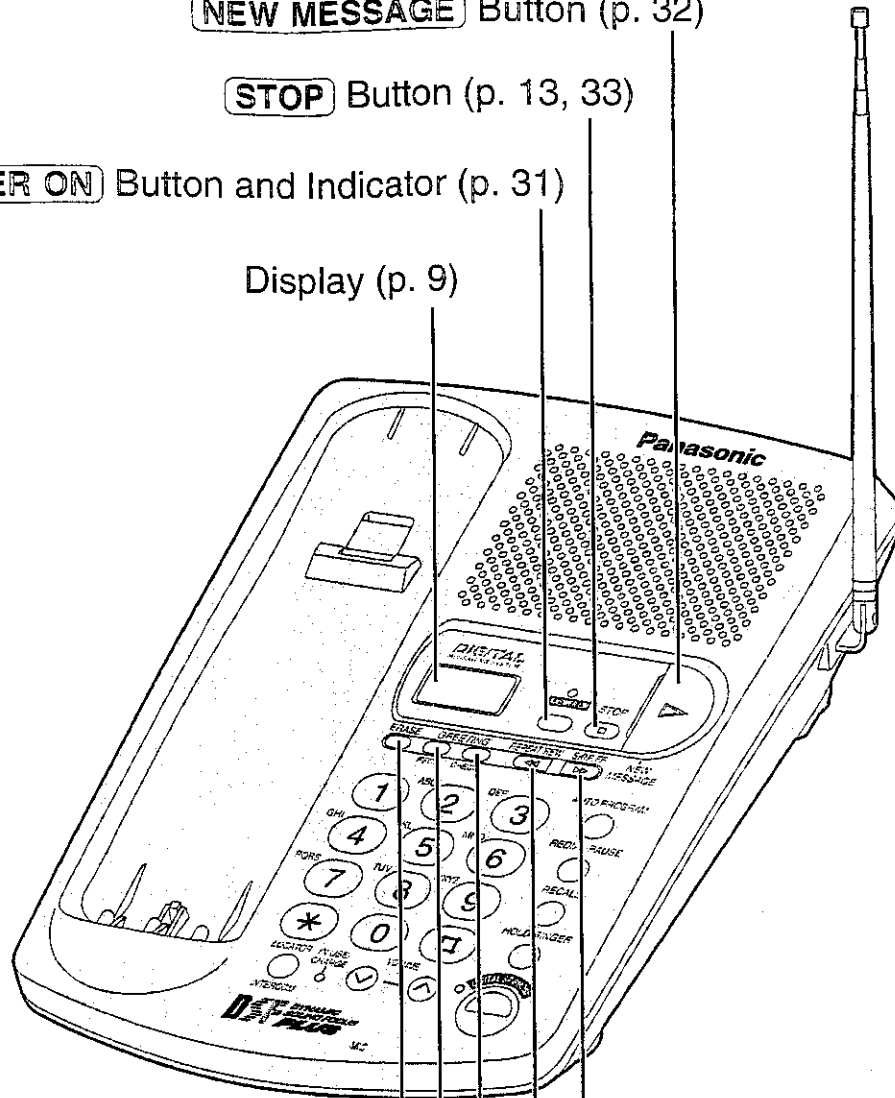


**NEW MESSAGE** Button (p. 32)

**STOP** Button (p. 13, 33)

**ANSWER ON** Button and Indicator (p. 31)

Display (p. 9)



**ERASE** Button (p. 14, 35)

**GREETING REC** (Record) Button  
(p. 13)

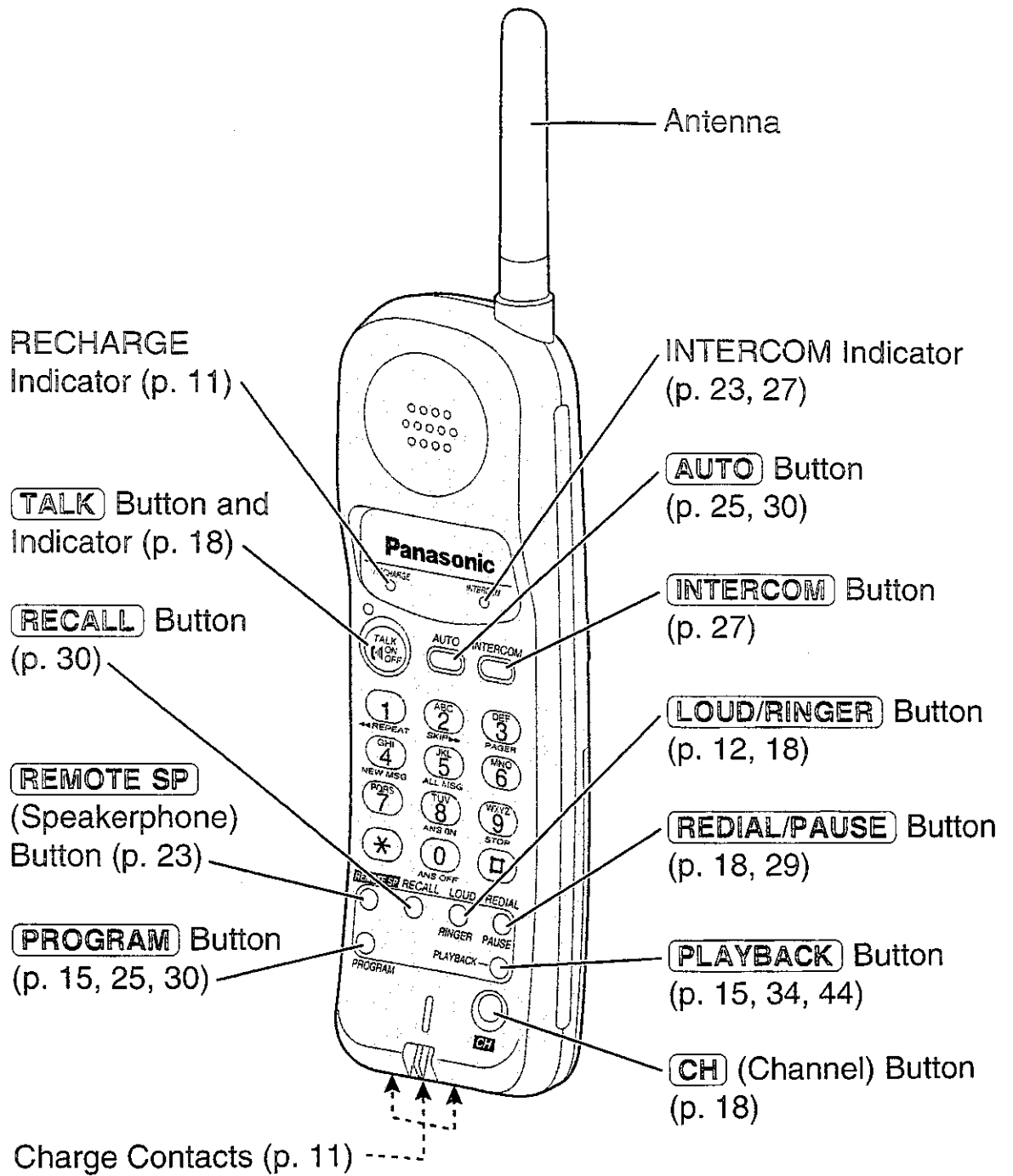
**GREETING CHECK** Button (p. 13)

**REPEAT/REW** (Rewind) Button (p. 33)

**SKIP/FF** (Fast Forward) Button (p. 33)

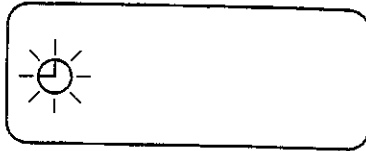
## ➔ Location of Controls

### Handset

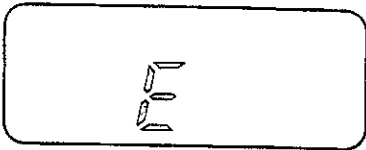




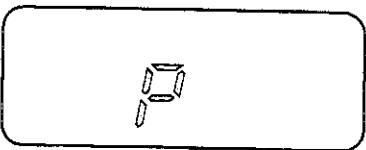
## Base unit display



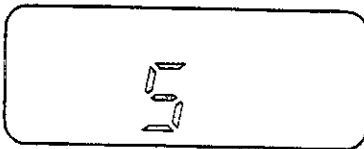
The clock needs adjusting (p. 16).



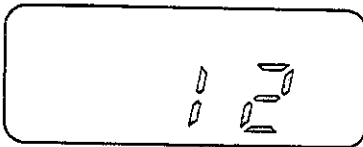
Your greeting message was not recorded correctly. Record it again (p. 13).



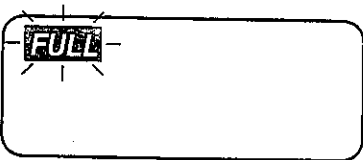
The unit is in the answering system programming mode.



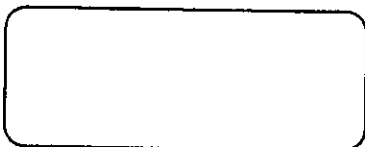
The speaker volume level is set to "5".  
You can select:  
—9 levels (0–8) while using the answering system (p. 13, 32).  
—8 levels (1–8) while using the speakerphone (p. 20).



12 messages have been recorded.



Memory is full. Erase some, or all, of the messages (p. 35).



The recording time is set to "greeting only" (p. 17). (The display is blank.)



The base unit ringer volume is set to OFF (p. 12).

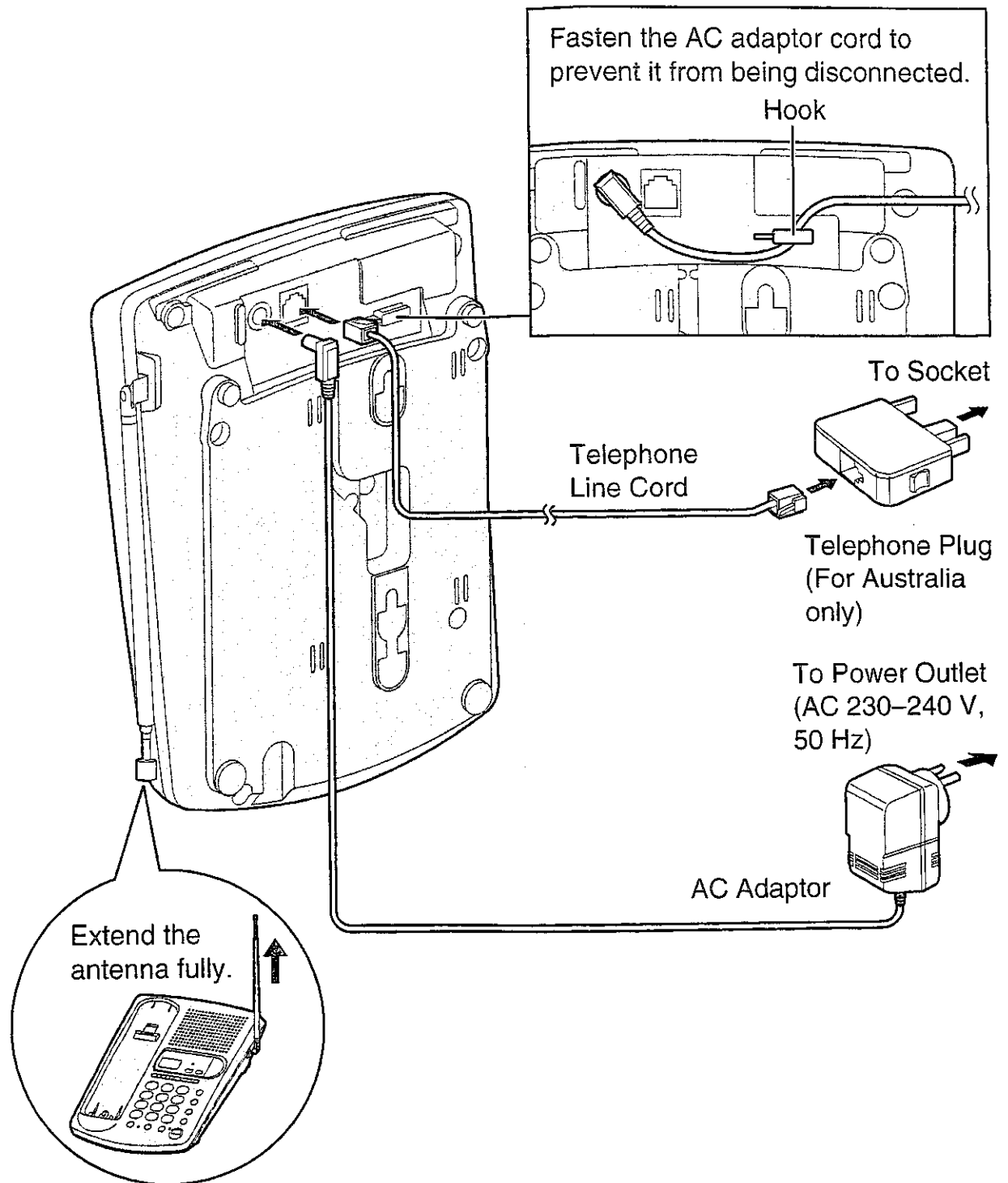


The pager call mode is set to ON (p. 37).



# Settings

## Connections



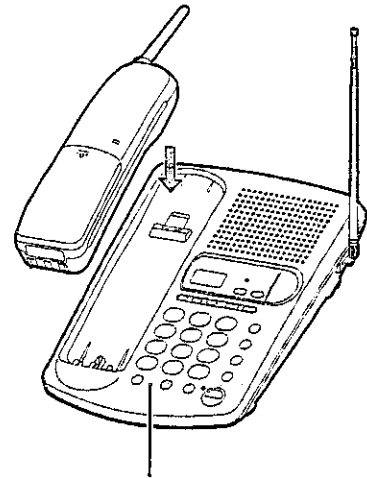
- USE ONLY WITH Panasonic AC ADAPTOR PQLV1AL.
- The AC adaptor must remain connected at all times. (It is normal for the adaptor to feel warm during use.)
- To connect a standard telephone on the same line, see page 46.
- KX-TC1060ALW is not designed to be used with rotary (pulse dialling) services.
- KX-TC1060ALW will not answer incoming calls on your FaxAbility number (New Zealand only).



## Battery Charge

Place the handset on the base unit and charge the battery for about **10 hours** before initial use.

- The IN USE/CHARGE indicator lights.

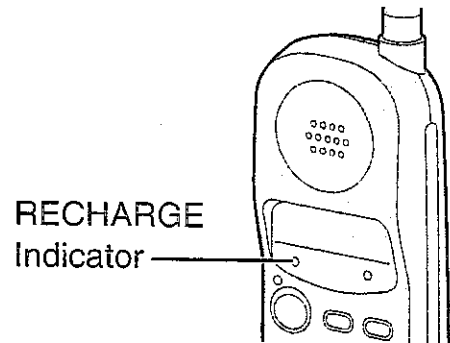


IN USE/CHARGE Indicator

## Recharge

When the RECHARGE indicator flashes, or the unit beeps intermittently, recharge the battery for about 10 hours.

- If you **DO NOT** recharge the handset battery for more than 30 minutes, the RECHARGE indicator will continue to flash.



RECHARGE Indicator

## Battery information

After your Panasonic battery is fully charged:

Operation	Approx. battery life
While in use (TALK)	Up to about 8 hours
While not in use (Stand-by)	Up to about 30 days

- Battery life may vary depending on usage conditions and ambient temperature.
- Clean the handset and the base unit charge contacts with a soft, dry cloth once a month. Clean more often if the unit is subject to grease, dust or high humidity.** Otherwise the battery may not charge properly.
- If the battery is fully charged, you do not have to place the handset on the base unit until the RECHARGE indicator flashes. This will maximize the battery life.
- The battery cannot be overcharged.

## ➔ Settings

### Selecting the Ringer Volume

#### With the handset

The TALK indicator light must be off.

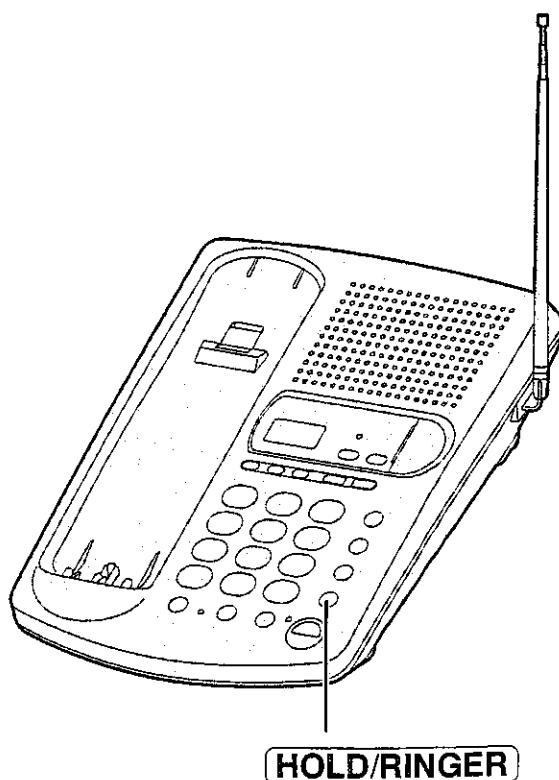
- To select **HIGH** (preset) or **LOW**, press **LOUD/RINGER**.  
Each time you press the button, the ringer volume will change and the selected volume will ring.
- To turn the ringer **OFF**, press and hold **LOUD/RINGER** until 2 beeps sound.
- To turn the ringer **ON**, press **LOUD/RINGER**.  
The ringer will sound at the **HIGH** level.



#### With the base unit

The TALK and DIGITAL SP-PHONE indicator lights must be off.

- To select **HIGH** (preset) or **LOW**, press **HOLD/RINGER**.  
Each time you press the button, the ringer volume will change and the selected volume will ring.
- To turn the ringer **OFF**, press and hold **HOLD/RINGER** until 2 beeps sound.  
"**RINGER OFF**" will be displayed.
- To turn the ringer **ON**, press **HOLD/RINGER**.  
The ringer will sound at the **HIGH** level.



# Preparing the Answering System



## Greeting Message

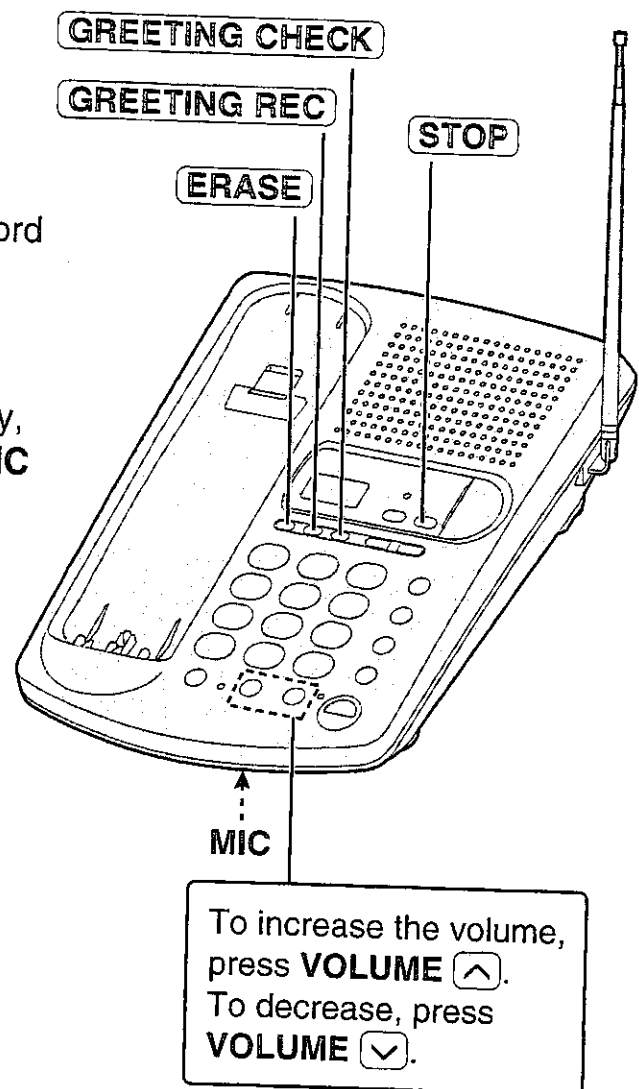
You can record a personal greeting message of up to 2 minutes. If a greeting message is not recorded, one of two pre-recorded greetings will be played when a call is received (p. 14).

All messages (greeting, incoming etc.) are stored in digital memory (p. 14). The **total recording time is about 15 minutes**.

We recommend you record a **brief greeting message** (see sample on next page) in order to leave more time for recording new messages.

### To record a greeting message

- 1 Press **GREETING REC** to start the recording mode.
  - "Press RECORD again to record greeting" is heard.
- 2 Within 5 seconds, press **GREETING REC** again to record your greeting.
  - A long beep sounds.
- 3 After the long beep, talk clearly, about 20 cm away from the **MIC** (microphone).
  - The display shows the elapsed recording time.
  - If you record for over 2 minutes, the unit will automatically stop recording.
- 4 When finished, press **STOP**.
  - To check the recorded greeting, press **GREETING CHECK**.
  - To change the message, start again from step 1.



## ➡ Preparing the Answering System

### Greeting message sample

"Hello, this is (your name and/or number). Sorry I cannot take your call. Please leave a message after the beep. Thank you."

- If the unit starts to ring while recording a greeting message, press **DIGITAL SP-PHONE** or lift the handset off the base unit or press **TALK** to answer the call. The recording will stop. Start again from the beginning after hanging up.

### To erase the recorded greeting message

Press **GREETING CHECK** ⇒ **ERASE** while the message is being played.

- The unit will answer a call with a pre-recorded greeting.

### Pre-recorded greeting message

If you do not record a greeting message (p. 13), one of two messages will be played when a call is received, depending on the caller's recording time (p. 17).

To check the pre-recorded greeting, press **GREETING CHECK**.

- A pre-recorded greeting will be played as follows:

- When the recording time is set to "1 minute" or "3 minutes":

"Hello, we are not available now. Please leave your name and phone number after the beep. We will return your call."

- When the recording time is set to "greeting only":

"Hello, we are not available now. Please call again. Thank you for your call."

### Flash Memory Message Backup

Messages are stored indefinitely on a "flash memory" IC chip and will not be affected by power failures. All messages are saved until you erase them.



## Programming Summary for the Answering System

You can program the following functions using the handset near the base unit. See the page numbers below for details.

The TALK and DIGITAL SP-PHONE indicator lights must be off before programming.

Lift the handset, and press **PROGRAM**.



Press **PLAYBACK**.



◦ If an alarm tone sounds, move closer to the base unit and try again.

To adjust the time and day, press **0**. (page 16)

To set the remote code, press **1**. (page 39)

To select the number of rings, press **2**. (page 17)

To select the caller's recording time, press **5**. (page 17)

To store a pager number, press **#**. (page 36)

◦ The display shows numbers or characters related to the adjustment or settings.



Press **PROGRAM**.

• A beep sounds.

• If 6 beeps sound, the setting is not correct. Start again from the beginning.

◦ To cancel during programming, press **PROGRAM**. Start again from the beginning.

◦ If 6 beeps sound during programming, a wrong key was pressed. Enter the correct number.

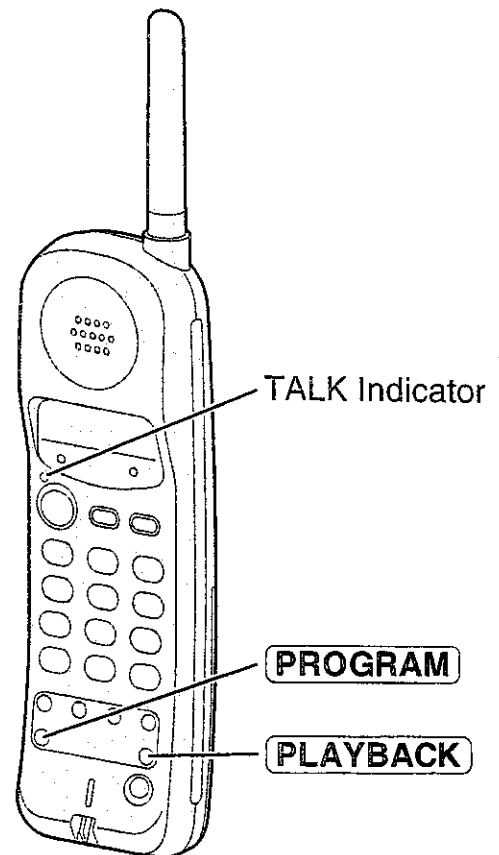
## ➤ Preparing the Answering System

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### Time and Day Adjustment

**Voice Time/Day Stamp:** During playback, a synthesised voice will announce the time and day that each message was recorded.

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press **PLAYBACK**.
  - “P” is displayed on the base unit.
- 3 Press **0**.
  - “Set time” is announced.
  - If previously adjusted, the time/day will be heard.
- 4 Enter the current time (hour and minute) using a 4-digit number. (Ex. To set 9:30, enter “0930”.)
  - The entered number is displayed.
- 5 Press **\*** to select “AM” or “PM”. Press **#** repeatedly to set the day.
- 6 Press **PROGRAM**.
  - The unit announces the time/day.
  - The clock starts working.



- In step 4, you cannot enter numbers greater than 12. **Do not use military time.** (To set 13:00 hours, enter “0100” and select “PM” by pressing **\***.)

### To check the time/day

Press **PROGRAM** ➔ **PLAYBACK** ➔ **0**.

- The current time/day is heard. When finished, press **PROGRAM**.

If a power failure occurs, the adjusted time/day will be erased.  
Reprogram the current time/day.



## Selecting the Caller's Recording Time

You can select "1 minute", "3 minutes" or "greeting only" for the caller's recording time. Your phone comes from the factory set to "3 minutes".

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press **PLAYBACK**.
  - "P" is displayed on the base unit.
- 3 Press **5**.
  - The current setting is displayed.
    - 1: 1 minute
    - 2: 3 minutes (factory preset)
    - 3: greeting only
- 4 Press **1**, **2** or **3** to select the recording time.
  - The setting is displayed.
- 5 Press **PROGRAM**.
  - A beep sounds.

If you select "greeting only", the unit will answer a call with the greeting message, and then hang up. The unit will not record any incoming messages.

## Selecting the Number of Rings

You can select the number of times the unit rings before the answering system answers a call, from "2" to "7" or "AUTO" (for Toll Saver\*). Your phone comes from the factory set to "AUTO".

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press **PLAYBACK**.
  - "P" is displayed on the base unit.
- 3 Press **2**.
  - The current setting is displayed.
- 4 Press **0**, or **2** to **7** to set the number of rings.
  - 0: Selects "AUTO".  
"A" is displayed.
  - 2-7: The unit will answer after the selected number of rings.
- 5 Press **PROGRAM**.
  - A beep sounds.

### \* Toll Saver (When set to "AUTO")

When you call the unit from a touch tone telephone:

If the unit answers on the 2nd ring, there is at least one new message.

If the unit answers on the 4th ring, there are no new messages.

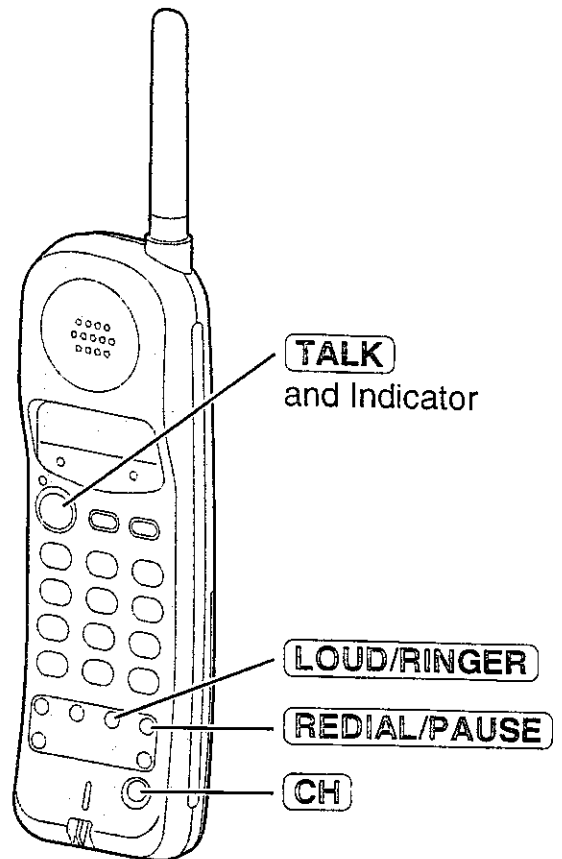
**Hang up when you hear the 3rd ring.** This will save you the toll charge for the call.

# Making Calls

## With the Handset

- 1 Press **TALK**.
  - The TALK indicator lights.
- 2 Dial a telephone number.
- 3 To hang up, press **TALK** or place the handset on the base unit.
  - The indicator light goes out.

- If an alarm tone sounds in step 1, move closer to the base unit or place the handset on the base unit, and try again.
- To switch a call from the handset to the speakerphone, see page 23.



## To redial the last number dialed on the handset

Press **TALK** → **REDIAL/PAUSE**.

## To select the handset receiver volume

Press **LOUD/RINGER** while talking.

- Each time you press the button, the volume level will change from LOW (preset) to HIGH.

## If noise interferes with the conversation

Press **CH** to select a clearer channel or move closer to the base unit.

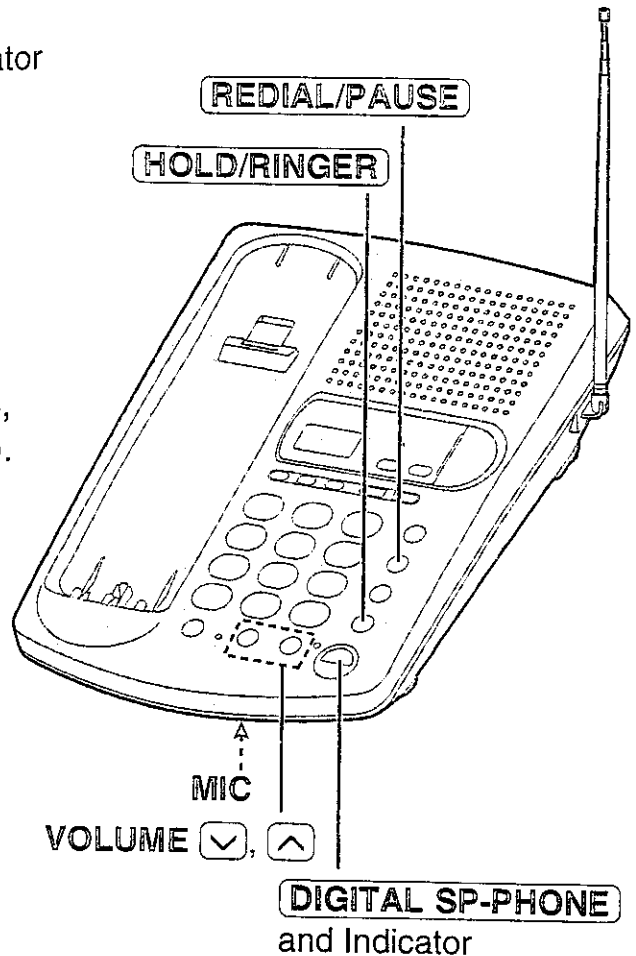
## Back-lit

The handset dialling buttons will light when you press a button or lift the handset off the base unit, and flash when a call is received. The lights will go out about 10 seconds after pressing a button, lifting the handset or answering a call.



## With the Base Unit (Digital Duplex Speakerphone)



- 1 Press **DIGITAL SP-PHONE**.
  - The DIGITAL SP-PHONE indicator lights.
- 2 Dial a telephone number.
- 3 When the other party answers, talk into the **MIC** (microphone).
- 4 To hang up, press **DIGITAL SP-PHONE**.
  - The indicator light goes out.



- To switch to the handset while using the speakerphone:
  - If the handset is off the base unit, press **TALK**.
  - If on the base unit, just lift up.
- During a call using the handset, the call cannot be switched to the speakerphone by pressing **DIGITAL SP-PHONE**. To switch to the speakerphone, press **REMOTE SP** on the handset (p. 23).

### Hands-free Digital Duplex Speakerphone

For best performance, please note the following:

- Talk alternately with the caller in a quiet room.
- If the other party has difficulty hearing you, press **VOLUME**  to decrease the speaker volume.
- If the other party's voice from the speaker cuts in/out during a conversation, press **VOLUME**  to decrease the speaker volume.

## ➡ Making Calls

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To adjust the speaker volume (8 levels) while talking

To increase, press VOLUME . To decrease, press VOLUME .

To redial the last number dialed on the base unit

Press **DIGITAL SP-PHONE** ⇨ **REDIAL/PAUSE**.

To put a call on hold

Press **HOLD/RINGER**.

◦The DIGITAL SP-PHONE indicator flashes.

To release the hold

From the base unit, press **DIGITAL SP-PHONE**.

From the handset, press **TALK** or lift the handset off the base unit.

◦You can also press **REMOTE SP** on the handset to release the hold at the base unit.

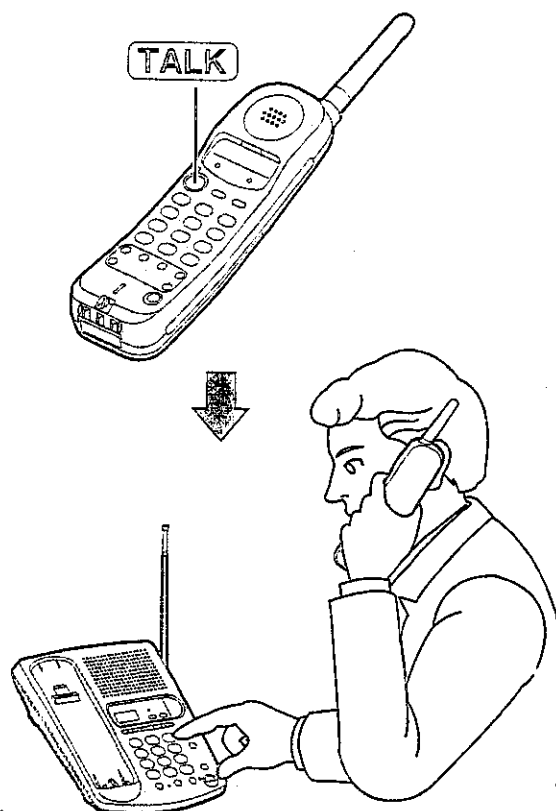
◦If another phone is connected on the same line (p. 46), you can also release the hold by lifting its handset.

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## Simultaneous Keypad Dialling

You can use the base unit like a standard telephone. After pressing **TALK** to make a call with the handset near the base unit, you can also dial using the base unit keypad.

- 1 Handset:  
Press **TALK**.
- 2 Base unit:  
Dial a telephone number while hearing a dial tone on the handset.
  - When the other party answers, talk using the handset.
- 3 Handset:  
To hang up, press **TALK** or place the handset on the base unit.



Cordless Telephone

Simultaneous Keypad Dialling is available only after pressing **REMOTE SP** (p. 23) or **TALK**.

### Useful information

You can enter numbers using the base unit keypad during a call with the handset. For example, to access an answering service, electronic banking service, etc.

1. Handset:  
Press **TALK**.
2. Handset:  
Dialling a telephone number.
  - You can also dial with the base unit keypad.
3. Base unit:  
Enter the required numbers while listening to the pre-recorded instructions.
4. Handset:  
To hang up, press **TALK** or place the handset on the base unit.

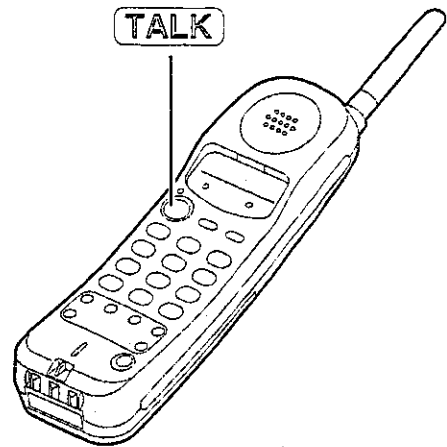
# Answering Calls

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## With the Handset

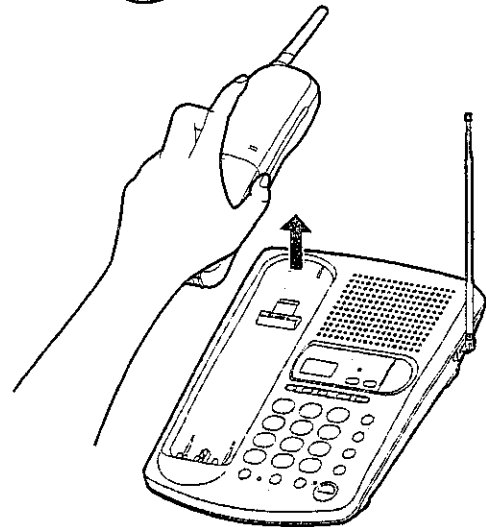
If the handset is off the base unit, press **TALK**.

o You can also answer a call by pressing any dialing button **0** to **9**, **\*** or **#** (—Any Key Talk).



**OR**

If on the base unit, just lift up.

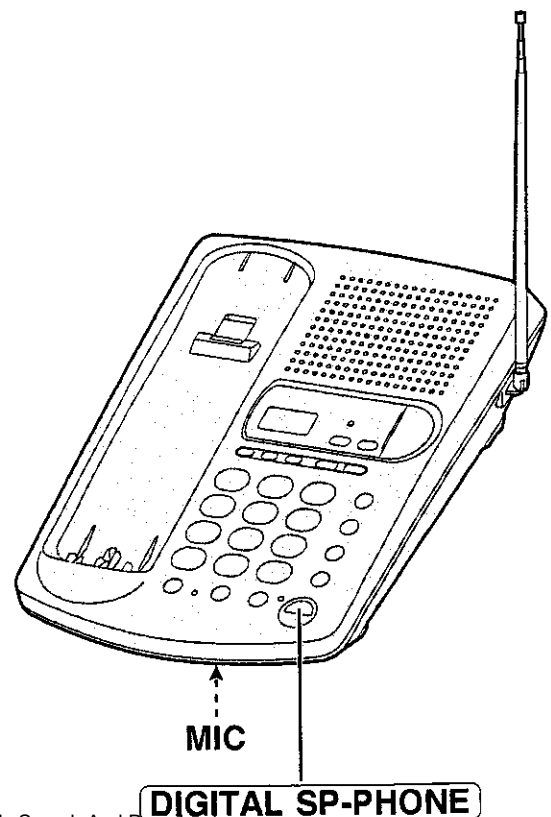


## With the Base Unit

**1** Press **DIGITAL SP-PHONE**.

**2** Talk into the **MIC**.

**3** To hang up, press **DIGITAL SP-PHONE**.



# Remote Speakerphone

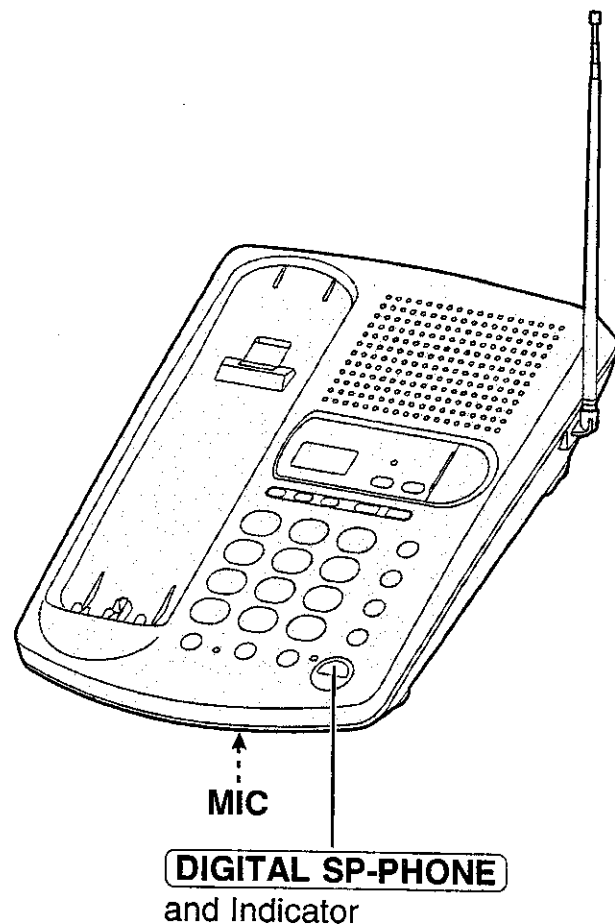
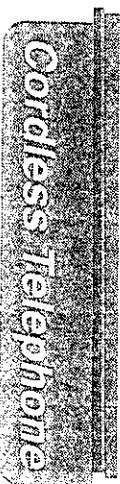
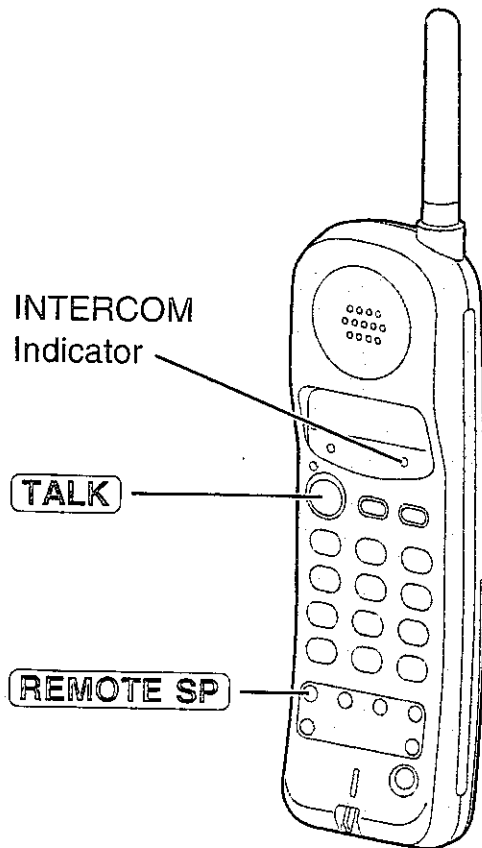


You can easily switch a call from the handset to the speakerphone.

- 1 Handset:  
During a call using the handset, press **REMOTE SP**.
  - The call is switched to the base unit.
  - The INTERCOM indicator flashes.
  - The DIGITAL SP-PHONE indicator lights.

- 2 Base unit:  
Talk into the **MIC**.

- 3 Base unit:  
To hang up, press **DIGITAL SP-PHONE**.
  - The indicator lights go out.
  - You can also hang up by pressing **REMOTE SP**.



## ➔ Remote Speakerphone

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You can turn on the base unit speakerphone using the handset as a remote control.

### Making calls using the handset as a remote control

1. Handset:  
Press **REMOTE SP**.
2. Handset:  
Dial a telephone number.  
• You can also dial with the base unit keypad.
3. Base unit:  
Talk into the **MIC**.
4. Handset:  
To hang up, press **REMOTE SP**.  
• You can also hang up by pressing **DIGITAL SP-PHONE**.

### When you redial

A number dialled with the handset keypad is saved in the handset.  
A number dialled with the base unit keypad is saved in the base unit.

### To switch to the handset (while using the remote speakerphone)

Press **TALK**.

- You can continue the conversation using the handset.
- To hang up, press **TALK** or place the handset on the base unit.

### Answering calls using the handset as a remote control

1. Handset:  
Press **REMOTE SP**.
2. Base unit:  
Talk into the **MIC**.
3. Handset:  
To hang up, press **REMOTE SP**.  
• You can also hang up by pressing **DIGITAL SP-PHONE**.

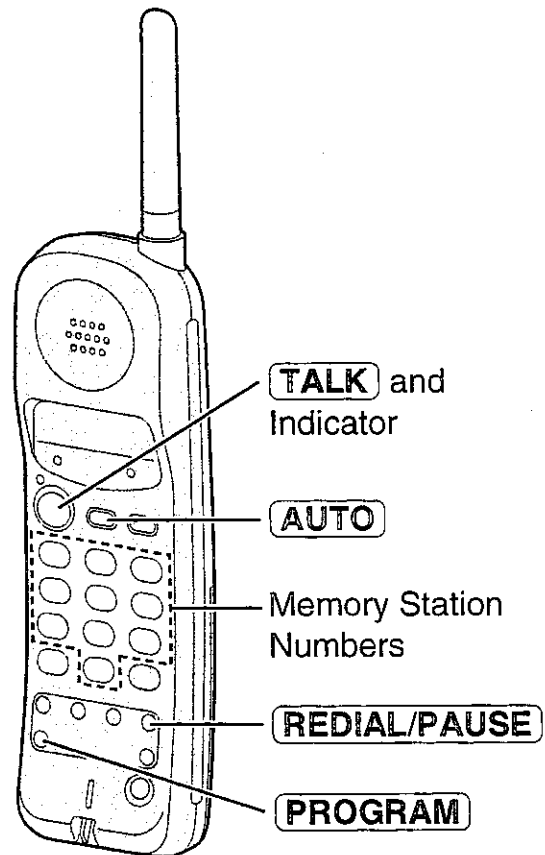


# Speed Dialler (Handset)

## Storing Phone Numbers in Memory

You can store up to 10 phone numbers in the handset. The dialling buttons (0) to (9) function as memory stations. The TALK indicator light must be off before programming.

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Enter a phone number up to 22 digits.
  - If you misdial, press **PROGRAM** to end storing, and start again from step 1.
- 3 Press **AUTO**.
- 4 Press a memory station number (0) to (9).
  - A beep sounds.
  - To store other numbers, repeat steps 1 through 4.



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- If a pause is required for dialling, press **REDIAL/PAUSE** where needed. Pressing **REDIAL/PAUSE** counts as one digit (p. 29).

### To erase a stored number

Press **PROGRAM** → **AUTO** → the memory station number (0) to (9) for the phone number to be erased.

## Dialling a Stored Number

- 1 Press **TALK**.
- 2 Press **AUTO**.
- 3 Press the memory station number (0) to (9).
  - The stored number is dialled.

- Numbers stored in the handset can only be dialled from the handset.

# Speed Dialler (Base Unit)

## Storing Phone Numbers in Memory

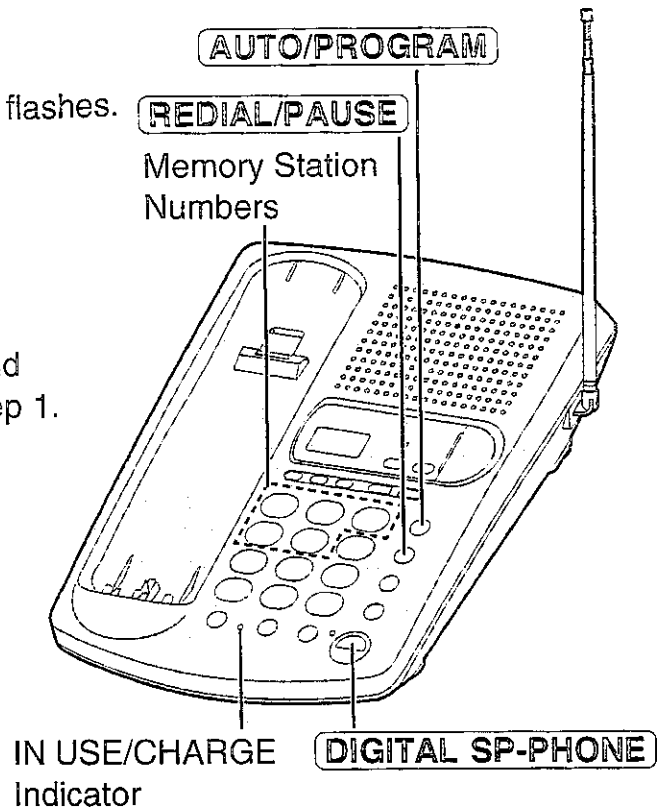
You can store up to 5 phone numbers in the base unit. The dialling buttons (1) to (5) function as memory stations. The TALK and DIGITAL SP-PHONE indicator lights must be off before programming.

- 1 Press **AUTO/PROGRAM**.
  - The IN USE/CHARGE indicator flashes.
  - “P” is displayed.

- 2 Enter a phone number up to 22 digits.
  - If you misdial, press **AUTO/PROGRAM** twice to end storing, and start again from step 1.

- 3 Press **AUTO/PROGRAM**.

- 4 Press a memory station number (1) to (5).
  - A beep sounds.
  - To store other numbers, repeat steps 1 through 4.



◦If a pause is required for dialling, press **REDIAL/PAUSE** where needed.  
Pressing **REDIAL/PAUSE** counts as one digit (p. 29).

### To erase a stored number

Press **AUTO/PROGRAM** twice → the memory station number (1) to (5) for the phone number to be erased.

## Dialling a Stored Number

- 1 Press **DIGITAL SP-PHONE**.
- 2 Press **AUTO/PROGRAM**.
- 3 Press the memory station number (1) to (5).
  - The stored number is dialled.

•Numbers stored in the base unit can only be dialled from the base unit.

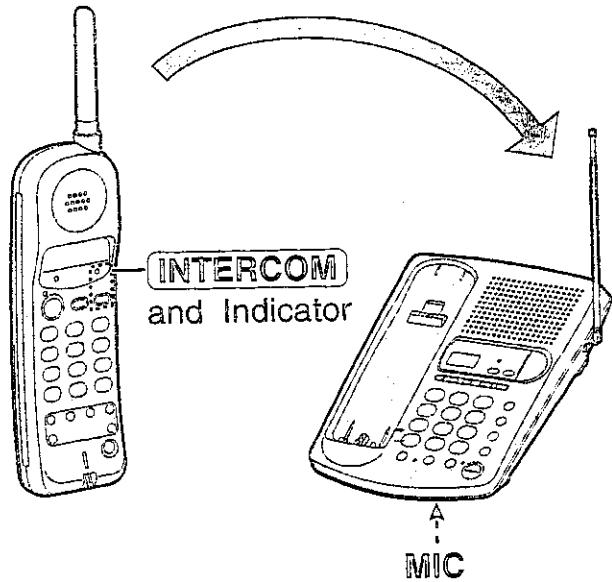
# Intercom



A 2-way intercom is possible between the handset and the base unit.

## Paging the base unit from the handset

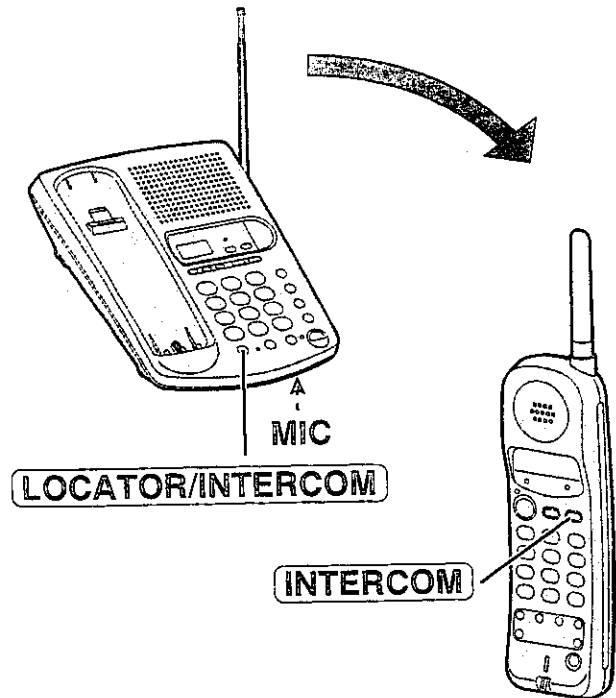
- 1 Handset:  
Press **INTERCOM**.  
Talk to the paged party after the beeps.  
◦The indicator lights.
- 2 Base unit:  
When the other party's voice is heard, answer using the **MIC**.
- 3 Handset:  
To end the intercom, press **INTERCOM**.




## Paging the handset from the base unit (Handset locator)

Using this feature, you can locate a misplaced handset.

- 1 Base unit:  
Press **LOCATOR/INTERCOM**.  
◦The handset beeps for 1 minute.  
◦To stop paging, press **LOCATOR/INTERCOM** again.
- 2 Handset:  
Press **INTERCOM** to answer.
- 3 Base unit:  
Talk into the **MIC**.
- 4 Handset:  
To end the intercom, press **INTERCOM**.



### During an intercom call:

- Intercom calls can only be ended with the handset.
- If the handset user has difficulty hearing the base unit user, decrease the base unit speaker volume by pressing **VOLUME** .
- If an incoming call is received, the intercom call stops and the unit starts to ring. To answer, press **TALK**, **REMOTE SP**, or **DIGITAL SP-PHONE**.

cordless Telephone

### Transferring a Call Using the Intercom

The intercom can be used during a call. This feature enables you to transfer a call between the handset and the base unit.

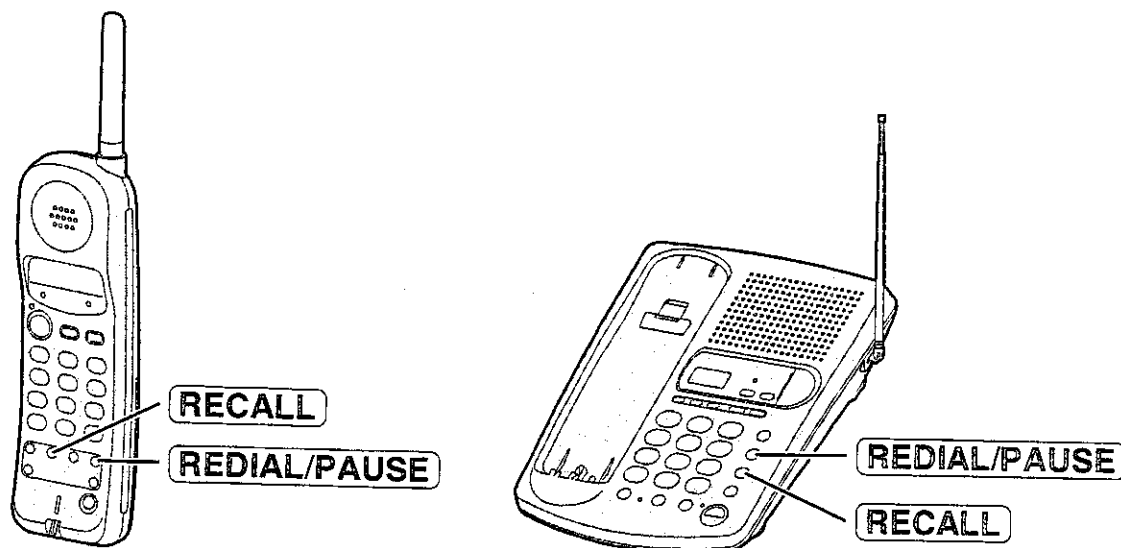
#### From the handset to the base unit

- 1 Handset:  
During a call, press **INTERCOM**.  
Talk to the paged party after the beep.
  - The call is put on hold.
  - If the base unit user does not answer, press **TALK**.
- 2 Base unit:  
When the paging party's voice is heard, answer using the **MIC**.
- 3 Base unit:  
To answer the call, press **DIGITAL SP-PHONE**.
  - The transfer is complete.

#### From the base unit to the handset

- 1 Base unit:  
During a call, press **LOCATOR/INTERCOM**.
  - The call is put on hold.
  - If the handset user does not answer, press **DIGITAL SP-PHONE**.
- 2 Handset:  
Press **INTERCOM** to answer the page.
- 3 Handset:  
To answer the call, press **TALK**.
  - The transfer is complete.

# Special Features



## Automatic Security Code Setting

Each time you place the handset on the base unit, the unit automatically selects one of a million security codes. These codes help prevent the unauthorised use of your telephone line by another cordless telephone user.

## How to Use the PAUSE Button (For Analog PBX Line/Long Distance Service Users)

We recommend you press **REDIAL/PAUSE** if a pause is required for dialling with a PBX or to access a long distance service.

Ex. Line access number **9** (PBX)

**9** → **REDIAL/PAUSE** → Phone number

- Pressing **REDIAL/PAUSE** once creates a 3.5 second pause. This prevents misdialling when you redial or dial a stored number.
- Pressing **REDIAL/PAUSE** more than once increases the length of the pause between numbers.

Cordless Telephone

### RECALL Button

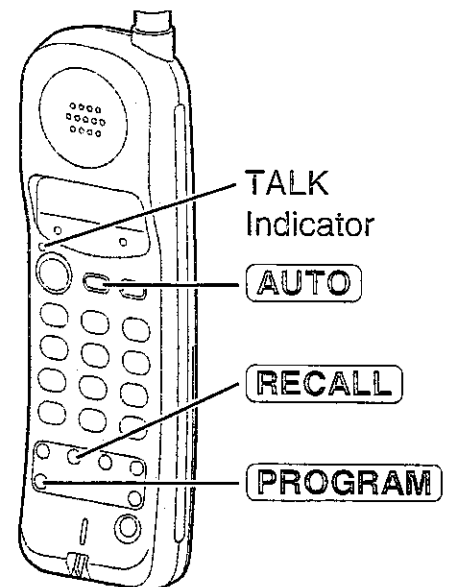
Pressing **RECALL** allows you to use special features of your host PBX such as transferring an extension call or accessing special telephone services (optional) such as call waiting.

#### Selecting the recall time

The recall time depends on your telephone exchange or host PBX. You can select the following recall times: "90, 100, 110, 250, 300, 400, 600, 700 msec (milliseconds)", using the handset near the base unit. Your phone comes from the factory set to "100 msec". The TALK and DIGITAL SP-PHONE indicator lights must be off before programming.

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press a dialling button (**1** to **8**).

<b>1</b> : 90 msec	<b>2</b> : 100 msec	<b>3</b> : 110 msec
<b>4</b> : 250 msec	<b>5</b> : 300 msec	<b>6</b> : 400 msec
<b>7</b> : 600 msec	<b>8</b> : 700 msec	
- 3 Press **AUTO**.
- 4 Press **RECALL**.
  - A beep sounds.



- If 3 beeps sound in step 4,
  - a wrong key was pressed. Start again from step 1.
  - the handset is too far from the base unit. Move closer to the base unit or place the handset on the base unit. Start again from step 1.
- Users in Australia can access Telstra's "EASY CALL" service by having the recall time set at 100 msec (this is the factory default setting), and then follow Telstra's "EASY CALL" instructions to operate this service.
- If you are connected via a PBX, a longer recall time may be necessary to use PBX functions (transferring a call etc.). Consult your PBX installer for the correct setting.

#### For Call Waiting Service Users in New Zealand

Adjust the recall time to 600 msec for use with Telecom's Call Waiting Service. Press **RECALL** if you hear a call-waiting tone while talking.

- The first call is put on hold and you can answer the second call.
- To return to the first caller, press **RECALL** again.

# Automatic Answering Operation

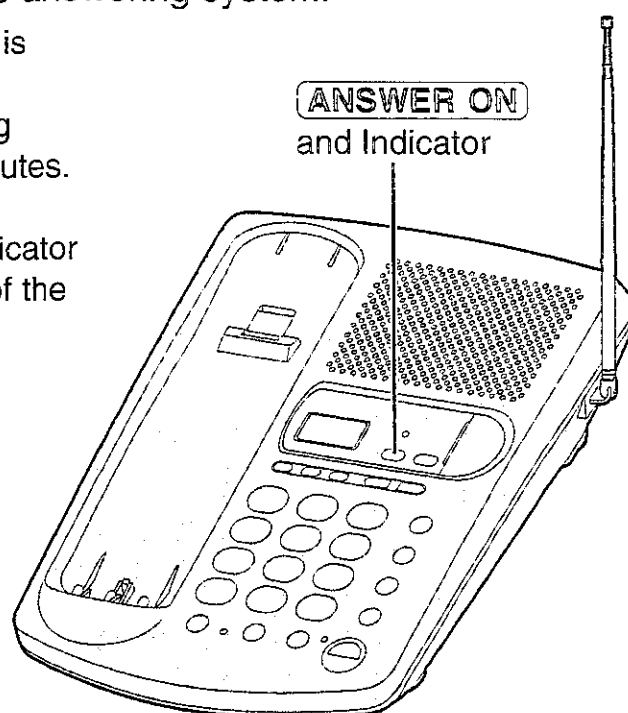
When the unit answers a call, a greeting message is played and the caller's message is recorded.

- The total recording time (including greeting message) is about **15 minutes**. If messages are recorded in noisy rooms, the time may be shortened by up to 3 minutes.
- A maximum of 64 messages (including greeting message) can be recorded.

## Setting the Unit to Answer Calls

Press **ANSWER ON** to turn on the answering system.

- The indicator lights and "Answer set" is heard.
- The unit will announce the remaining recording time if it is less than 5 minutes.
- If you hear "Memory full", "**FULL**" is displayed and the ANSWER ON indicator flashes rapidly, erase some, or all, of the messages (p. 35).



- If you do not want the unit to answer calls, press **ANSWER ON** again to turn off the answering system. The indicator light goes out and "Answer off" is heard.
- You can also turn on the answering system remotely using any other phone (p. 43).

## Monitoring incoming calls

While a call is being recorded, you can monitor it through the speaker. To answer the call with the speakerphone, press **DIGITAL SP-PHONE** or **REMOTE SP**. For the handset, lift the handset off the base unit or press **TALK** on the handset. The unit stops recording.

- KX-TC1060ALW will not answer incoming calls on your FaxAbility number (New Zealand only).

# Listening to Messages

You can see the total number of recorded messages on the display. If the ANSWER ON indicator flashes, new messages have been recorded.

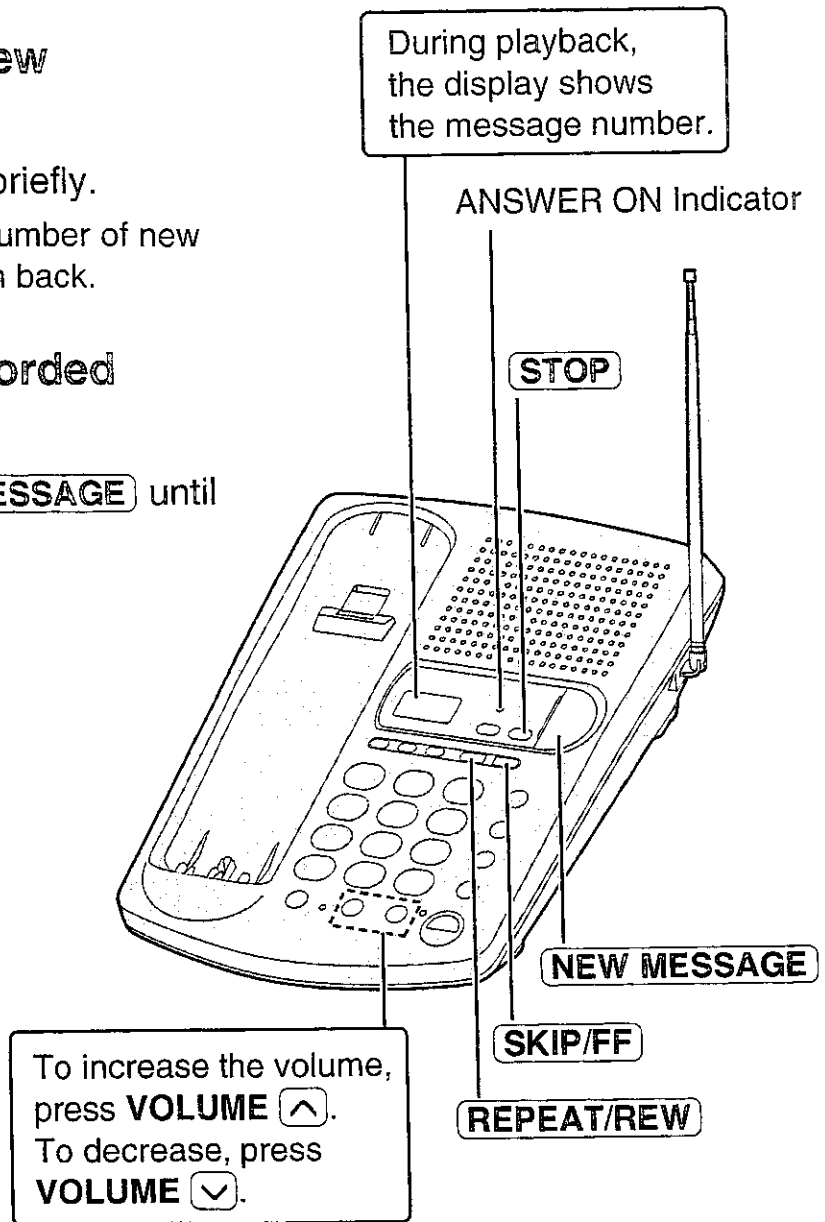
## Listening to only new messages

Press **NEW MESSAGE** briefly.

- The unit announces the number of new messages and plays them back.

## Listening to all recorded messages

Press and hold **NEW MESSAGE** until playback starts.



- At the end of the last message, "End of final message" is heard. The unit will announce the remaining recording time if it is less than 5 minutes.





## During playback

<b>To repeat/ rewind message</b>	<b>To repeat from the beginning of the message</b> Press <b>REPEAT/REW</b> briefly. • If you press within 5 seconds of playback, the previous message will be played.  <b>To rewind part of the message</b> Press and hold <b>REPEAT/REW</b> until you reach the desired place. • At the beginning of the message, 3 beeps will sound.
<b>To skip/cue message</b>	<b>To skip to the next message</b> Press <b>SKIP/FF</b> briefly.  <b>To cue to part of the message</b> Press and hold <b>SKIP/FF</b> until you reach the desired place. • The message will be heard at twice the normal speed. • At the end of the message, 3 beeps will sound.
<b>To stop operation</b>	Press <b>STOP</b> . • To resume playback, press <b>NEW MESSAGE</b> . • If you do not press any button for 60 seconds or if you press <b>STOP</b> again, the unit will return to the stand-by mode.

# Pager Call

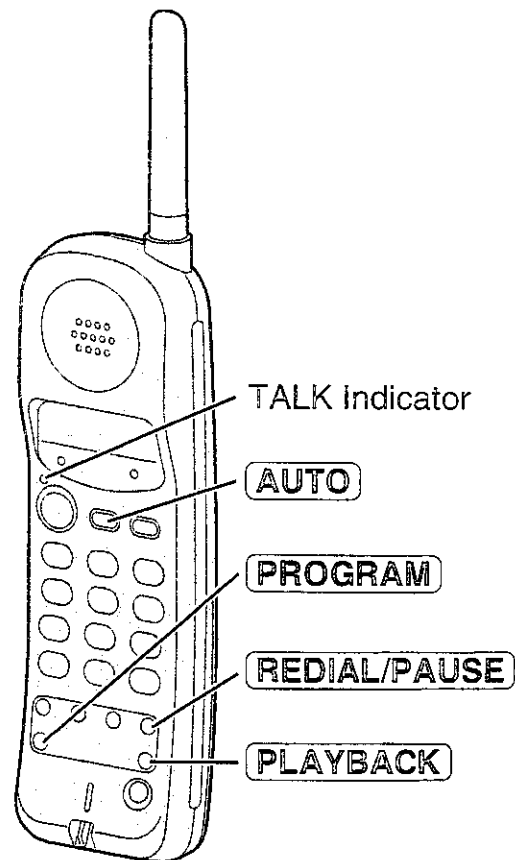
This feature allows you to alert your pager when the unit records an incoming message. You can retrieve the message from a touch tone telephone (p. 38). First store the pager number, then set the unit to call the pager.

- Consult your pager company to check whether the service alerts your pager automatically or via an operator. If an operator is used, this feature cannot be used.

The **TALK** and **DIGITAL SP-PHONE** indicator lights must be off before programming.

## Storing a Pager Number

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press **PLAYBACK**.
  - "P" is displayed on the base unit.
- 3 Press **#**.
  - "-" is displayed.
- 4
  - ① Enter your pager number, and press **REDIAL/PAUSE** twice.\* Enter the access code, if required by your pager company, and press **REDIAL/PAUSE** twice again.\*
  - ② Enter the call back number to be displayed on the pager (the telephone number where your unit is connected).
  - ③ Press **#** if required by your pager company.
  - If you misdial, press **PROGRAM** and start again from step 1.
  - You can enter a total of 48 digits.
- 5 Press **PROGRAM**.
  - A beep sounds.



\* Pager companies require a delay after the pager number and/or the access code is dialed. Contact your pager company regarding the required pause time. Pressing **REDIAL/PAUSE** once creates a 3.5 second delay and counts as one digit.

---

## To confirm the stored pager number

Press **TALK** ⇒ **AUTO** ⇒ **#**.

- The unit dials the stored pager number.
- If the pager does not beep, check your pager by calling it manually to ensure it works. Start again from step 1 to store the pager number.

## To erase the stored pager number

Press **PROGRAM** ⇒ **PLAYBACK** ⇒ **#** ⇒ **PROGRAM**.

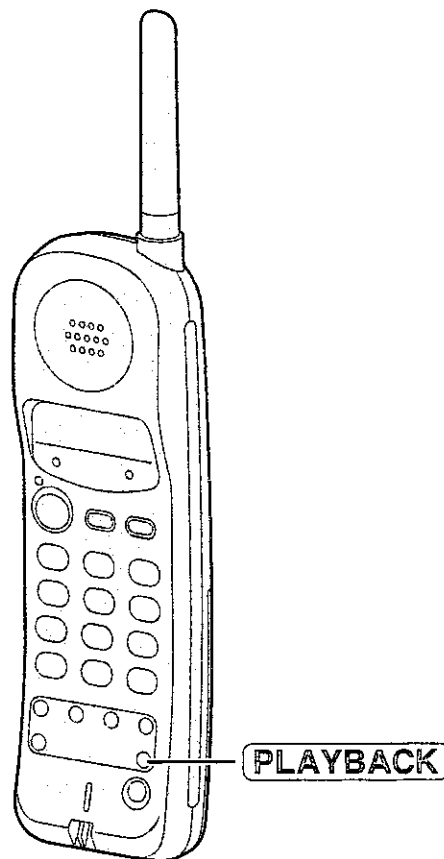
- The pager call mode will automatically return to OFF.

## Setting the Unit to Call a Pager

- 1 Press **PLAYBACK**.
  - The number of new messages is heard on the handset.
- 2 Press **3**.
  - "**PAGER**" is displayed on the base unit.
  - If "**PAGER**" is not displayed, the pager number has not been stored. Store the number (p. 36), and try again.
- 3 Press **PLAYBACK**.

To turn off the pager call mode, repeat steps 1 through 3.

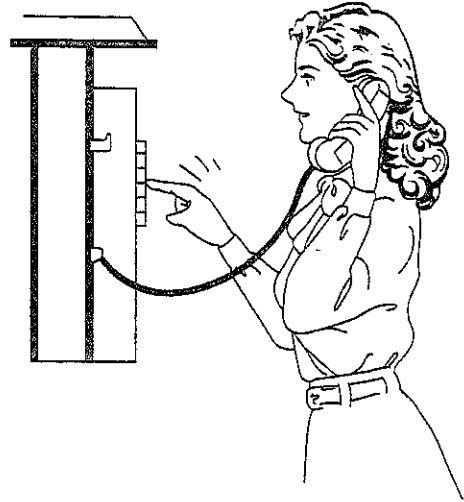
- "**PAGER**" will disappear.
- Each time you press **3** in step 2, the mode will turn on or off.



# Remote Operation with a Touch Tone Phone

You can operate the answering system from any touch tone phone. A synthesised voice menu will guide you on how to operate the unit (p. 40).

- To skip the voice menu and operate the unit directly, see page 42.



## Summary of remote operation

Call your unit from a touch tone phone.



Enter your remote code (p. 39) during or after the greeting message.  
• The number of new messages is heard.



After 3 seconds, the voice menu will start (p. 40).  
Follow the menu or enter the direct commands (p. 42, 43).



To end remote operation, hang up.  
• The messages are saved.

- The unit will announce the remaining recording time after playback, if it is less than 5 minutes.



## Setting the Remote Code

The remote code prevents unauthorised people from accessing your unit and listening to your messages. Choose any **2-digit number (00–99)**. The factory preset remote code is "11". If you do not program your own remote code, you can use "11".

**The TALK and DIGITAL SP-PHONE indicator lights must be off before programming.**

1 Press **PROGRAM**.

- The TALK indicator flashes.

2 Press **PLAYBACK**.

- "P" is displayed on the base unit.

3 Press **1**.

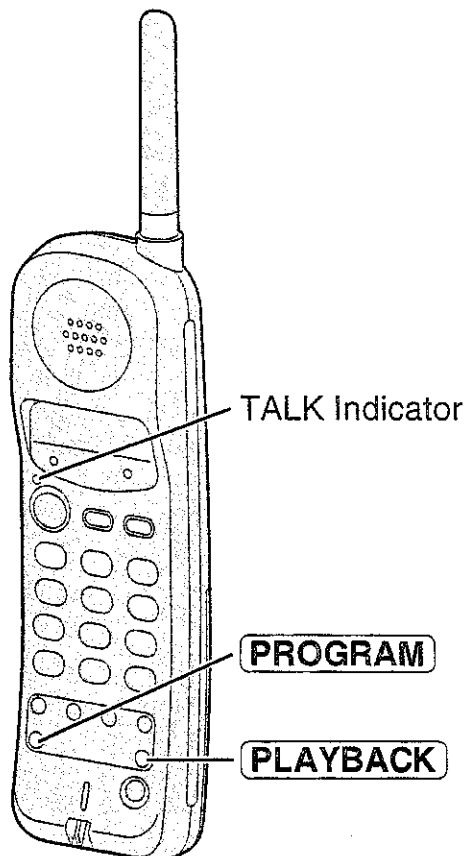
- The current remote code is displayed.

4 Enter a remote code using a **2-digit number (00–99)**.

- The entered number is displayed.

5 Press **PROGRAM**.

- A beep sounds.



If 6 beeps sound during programming, a wrong key was pressed. Enter the correct number.

### Check the remote code

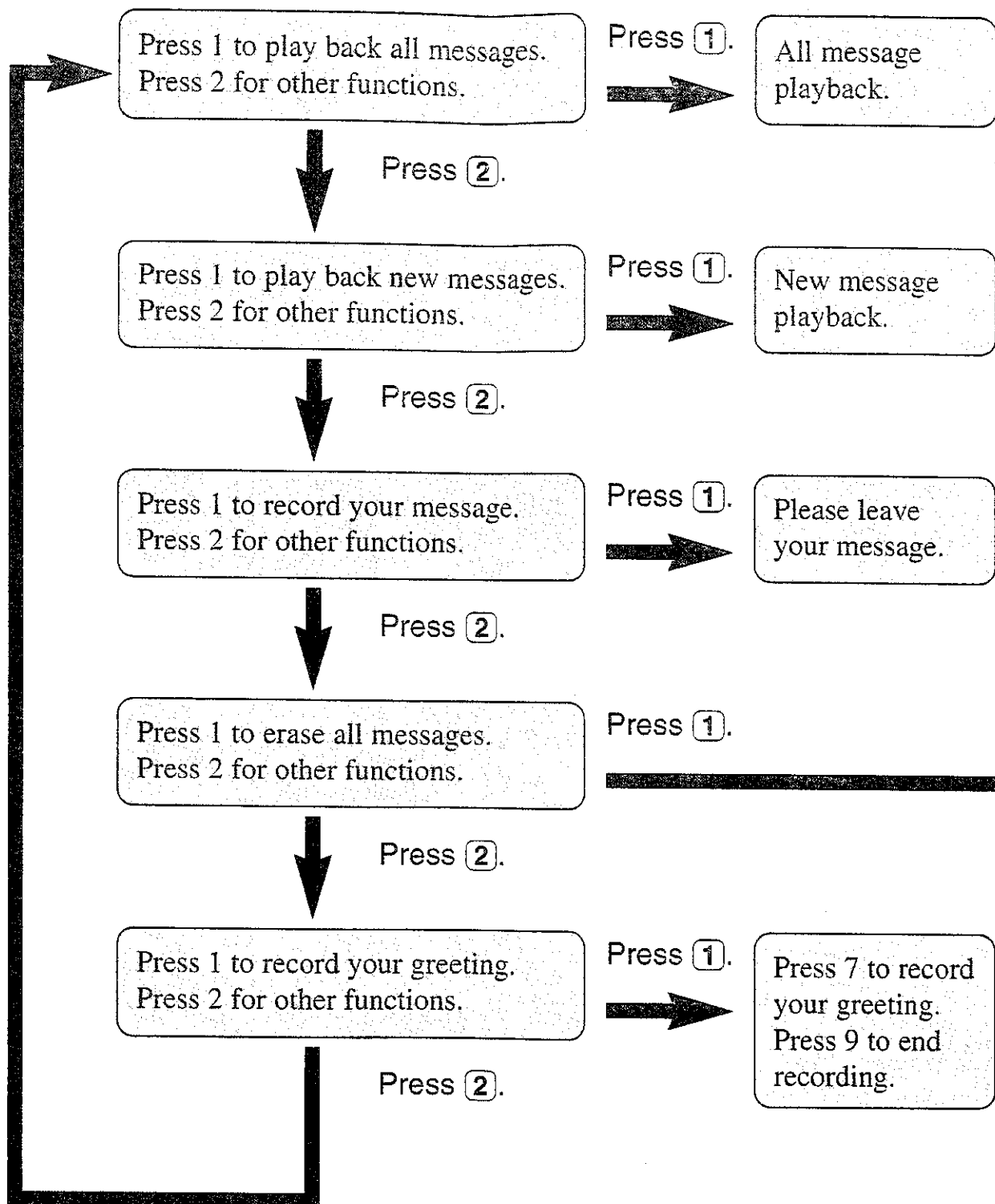
Press **PROGRAM** → **PLAYBACK** → **1**.

The current remote code is displayed. When finished, press **PROGRAM**.

# ▶ Remote Operation from a Touch Tone Phone

## Voice Menu

The shaded boxes are voice prompts.





### **All Message Playback**

All recorded messages are played back. At the end of the last message, "End of final message" is heard. The unit will announce the remaining recording time if it is less than 5 minutes.

### **New Message Playback**

Only new messages are played back. At the end of the last message, "End of final message" is heard. The unit will announce the remaining recording time if it is less than 5 minutes.

### **Recording a Memo Message**

You can leave a personal message.

1. Talk after you hear "Please leave your message".
2. When you finish recording, hang up.

### **Erasing All Messages**

All recorded messages (except greeting message) are erased.

### **Recording a Greeting Message**

You can re-record your greeting message.

1. Press **7**.  
You hear a voice prompt followed by a long beep.
2. After the beep, talk for up to 2 minutes.
3. When you finish recording, press **9**.
4. Your greeting will be played back for confirmation.

3 seconds after playback, the voice menu will start again from the beginning. If you hear "Memory full" after playback, erase some, or all, of the messages (p. 42).

## ► Remote Operation from a Touch Tone Phone

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### Direct Remote Operation

Once you have entered the remote code, you can also control your unit by direct commands instead of using the voice menu. To end the remote operation, hang up anytime.

#### Direct commands

---

NEW MESSAGE  
PLAYBACK

4

- Only new messages are played back.
- 

ALL MESSAGE  
PLAYBACK

5

- All messages are played back.
- 

REPEAT  
(During playback)

1

- The current message is repeated.
- 

SKIP  
(During playback)

2

- The current message is skipped.  
The next message is played.
- 

STOP

9

- Operation is stopped temporarily.
  - To resume operation, enter a direct command within 15 seconds, or the voice menu will start.
- 

GREETING  
MESSAGE  
RECORDING

7

- A long beep sounds.

↓  
RECORD

- After the beep, talk immediately for up to 2 minutes.

↓  
9

- The recording is stopped.
  - The recorded message is played.
- 

ERASING A  
SPECIFIC  
MESSAGE  
(During playback)

\* 4

- The current message is erased.
  - A short beep will sound and the next message will be played.
- 

ERASING ALL  
MESSAGES

\* 5

- All recorded messages are erased.
  - A long beep sounds and "No messages" is heard.
-



---

PAGER CALL  
ON/OFF

3

- Each time you press **3**, "On/Off" is heard and the mode will turn on/off.
- If you have not stored a pager number, 6 beeps will sound and the mode will not turn on.

---

ANSWERING  
SYSTEM OFF

0

- The unit hangs up and will not answer calls until turned on again.
- 

### Turning on the answering system

Call your unit and wait for 15 rings.

- The unit will answer and the greeting message will be played.
- The answering system will turn on. Hang up or enter the remote code for other options.
- When turning on the answering system using a rotary or pulse service telephone, you cannot enter the remote code for other options.

### Skipping the greeting message

After calling your unit, press **\*** during the greeting message.

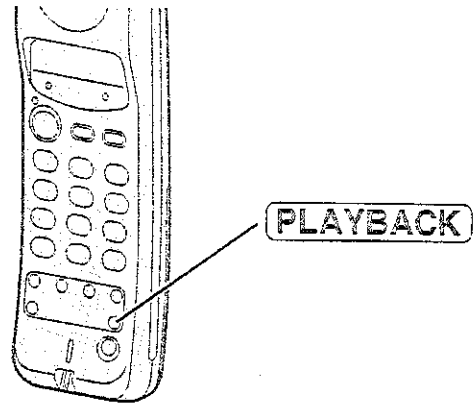
- The unit skips the rest of the greeting message and you can start recording your message after the long beep.

Answering System

# Remote Operation with the Handset

You can operate your answering system with the handset.

The announcements and recorded messages can only be heard with the handset.



## Summary of remote operation

Press **PLAYBACK**.

- The number of new messages is heard.



Enter the desired direct commands (p. 45).

- If you do not enter a command, the voice menu will start (see below).
- After the voice menu, all message playback will start.



To end remote operation, press **PLAYBACK**.

- The messages are saved.

- The unit will announce the remaining recording time after playback, if it is less than 5 minutes.
- If the unit starts to ring during the remote operation, press **TALK** to answer the call. The remote operation is ended.
- If you hear "Memory full" after playback, erase some, or all, of the messages (p. 45).

## Voice menu

If no commands are entered after you press **PLAYBACK**, the unit will start the following voice menu.

"Press 4 to play back new messages. Press 5 to play back all messages."

- You can enter direct commands even if the voice menu has started.

## Direct commands

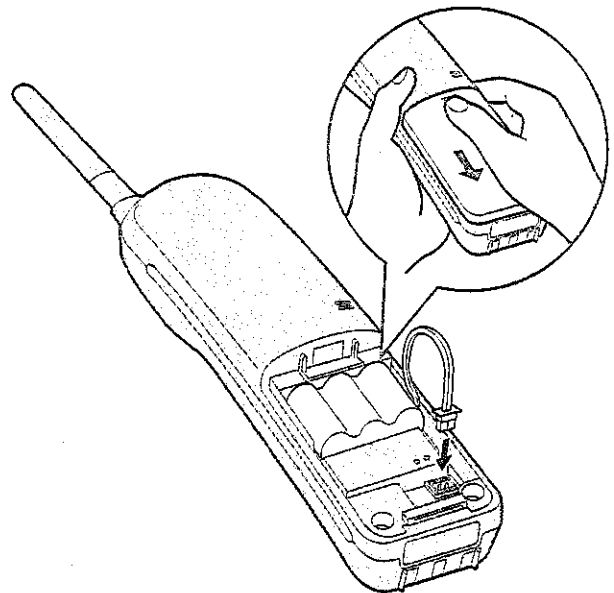
NEW MESSAGE PLAYBACK	4	<ul style="list-style-type: none"><li>• Only new messages are played back.</li></ul>
ALL MESSAGE PLAYBACK	5	<ul style="list-style-type: none"><li>• All messages are played back.</li></ul>
REPEAT (During playback)	1	<ul style="list-style-type: none"><li>• The current message is repeated.</li></ul>
SKIP (During playback)	2	<ul style="list-style-type: none"><li>• The current message is skipped. The next message is played.</li></ul>
STOP	9	<ul style="list-style-type: none"><li>• Operation is stopped temporarily.</li><li>• To resume operation, enter a direct command within 15 seconds, or the voice menu will start (p. 44).</li></ul>
ERASING A SPECIFIC MESSAGE (During playback)	* 4	<ul style="list-style-type: none"><li>• The current message is erased.</li><li>• A short beep will sound and the next message will be played.</li></ul>
ERASING ALL MESSAGES	* 5	<ul style="list-style-type: none"><li>• All recorded messages are erased.</li><li>• A long beep sounds and "No messages" is heard.</li></ul>
PAGER CALL ON/OFF	3	<ul style="list-style-type: none"><li>• Each time you press 3, the mode will turn on/off.</li><li>• If you have not stored a pager number, "PAGER" will not be displayed on the base unit, and the mode will not turn on.</li></ul>
ANSWERING SYSTEM OFF	0	<ul style="list-style-type: none"><li>• "Answer off" is heard and the answering system is turned off.</li></ul>
ANSWERING SYSTEM ON	8	<ul style="list-style-type: none"><li>• "Answer set" is heard and the answering system is turned on.</li></ul>

# Battery Replacement

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If the RECHARGE indicator flashes after being fully charged, replace the battery with a new Panasonic P-P301 (KX-A36A) battery. To avoid loss of memory, replace within 3 minutes.

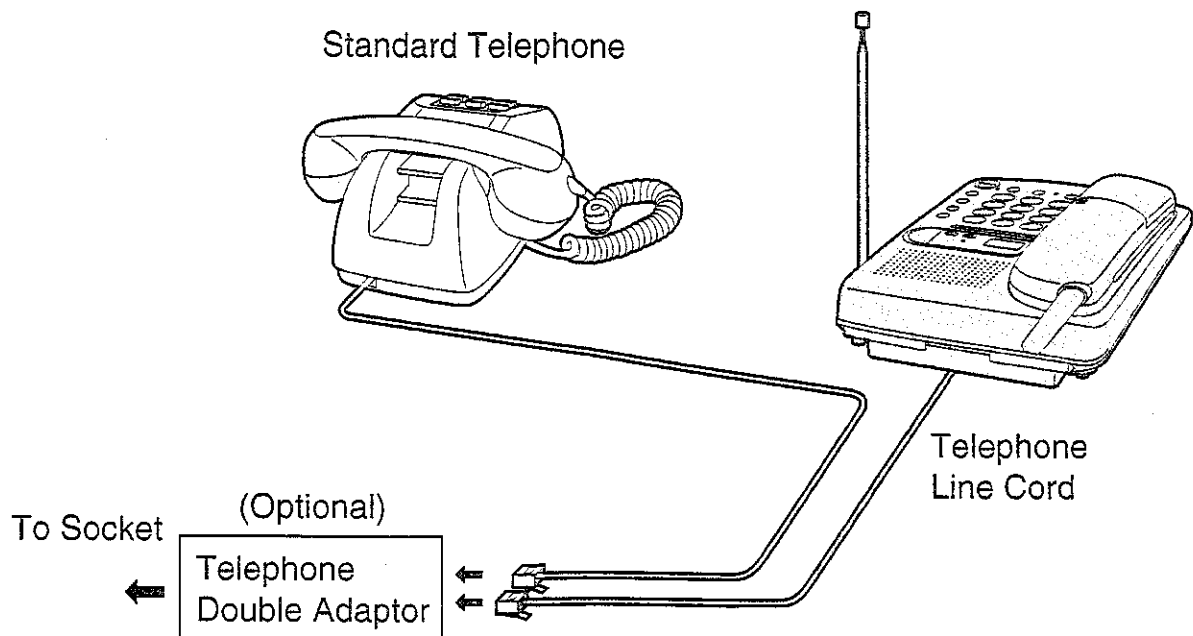
- 1 Remove the cover by sliding while pressing the arrow.
- 2 Replace the battery and close the cover.
- 3 Be sure to charge the new battery for about 10 hours.



# Adding Another Phone

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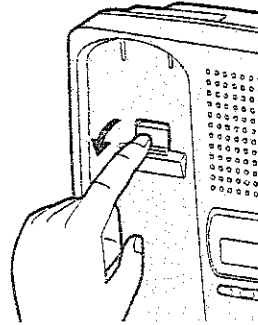
This unit will not function during a power failure. To connect a standard telephone on the same line, use a telephone double adaptor.



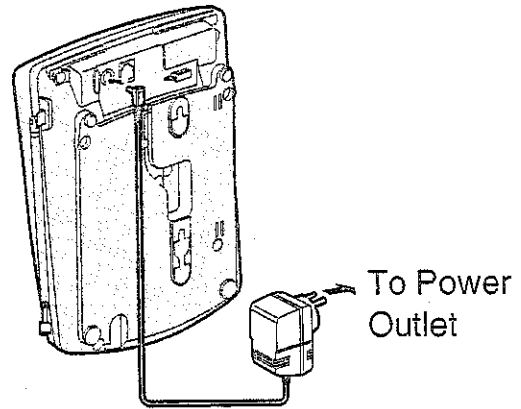
# Wall Mounting

This unit can be mounted on a wall.

- 1 Pull down the handset hook until it locks, so the tab holds the handset.

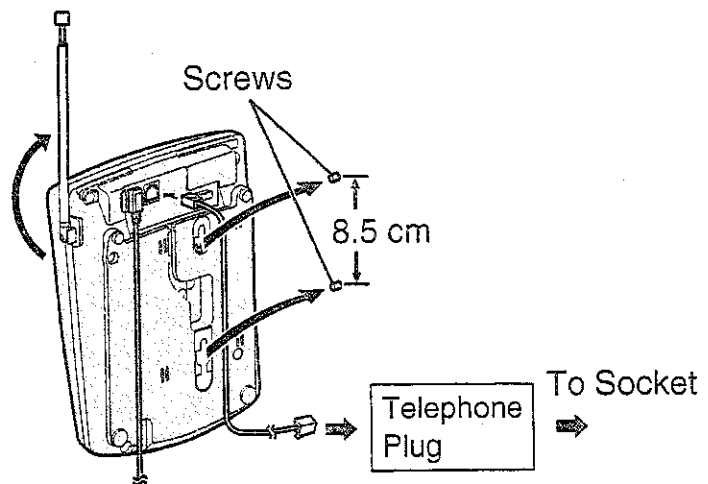


- 2 Connect the AC adaptor.



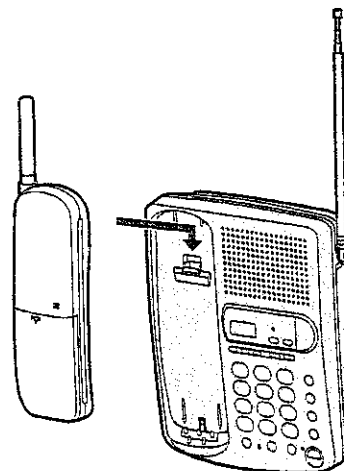
- 3 Install screws using the wall template below. Connect the telephone line cord. Mount the unit on the screws, then slide down to secure in position.

- Extend the antenna fully.



- 4 **To charge the battery:** Place the handset on the handset hook as shown.

- The IN USE/CHARGE indicator lights.



**Wall Template**



# Before Requesting Help

---

## Cordless Telephone

Problem	Remedy
An alarm tone sounds when you press <b>TALK</b> , <b>REMOTE SP</b> , <b>INTERCOM</b> or <b>PLAYBACK</b> .	<ul style="list-style-type: none"><li>• You are too far from the base unit. Move closer and try again.</li><li>• Place the handset on the base unit and try again.</li><li>• Plug in the AC adaptor.</li><li>• Extend the base unit antenna fully.</li></ul>
Static, sound cuts in/out, fades. Interference from other electrical units.	<ul style="list-style-type: none"><li>• Locate the handset and the base unit away from other electrical appliances (p. 3).</li><li>• Move closer to the base unit.</li><li>• Extend the base unit antenna fully.</li><li>• Press <b>CH</b> to select a clearer channel.</li></ul>
The handset does not ring.	<ul style="list-style-type: none"><li>• The ringer volume is set to OFF. Press <b>LOUD/RINGER</b> while the TALK indicator light is off (p. 12).</li></ul>
The base unit does not ring.	<ul style="list-style-type: none"><li>• The ringer volume is set to OFF. Press <b>HOLD/RINGER</b> while the TALK and DIGITAL SP-PHONE indicator lights are off (p. 12).</li></ul>
You cannot store a phone number in memory.	<ul style="list-style-type: none"><li>• You cannot store a number while the unit is in the talk, speakerphone or intercom mode, or while the answering system is in use.</li><li>• Do not pause for over 60 seconds while storing.</li></ul>
While storing a phone number, the unit starts to ring.	<ul style="list-style-type: none"><li>• To answer the call, press <b>TALK</b>, <b>REMOTE SP</b> or <b>DIGITAL SP-PHONE</b>. The program will be cancelled. Store the number again.</li></ul>
<b>LOCATOR/INTERCOM</b> does not function.	<ul style="list-style-type: none"><li>• The handset is too far from the base unit or is engaged in an outside call.</li></ul>



Problem	Remedy
<b>REDIAL/PAUSE</b> does not function properly.	<ul style="list-style-type: none"><li>• The button has a double function as either redial or pause. It will redial the last number dialled if pressed at the outset of a call (p. 18, 20). If another number has been dialled first, it will operate as a pause button (p. 29).</li></ul>
You cannot redial by pressing <b>REDIAL/PAUSE</b> .	<ul style="list-style-type: none"><li>• The redial function on the handset does not work right after storing phone numbers in the speed dialler (p. 25) and programming the recall time (p. 30).</li><li>• If the last number dialled was more than 32 digits long, the number will not be redialled.</li></ul>
<b>DIGITAL SP-PHONE</b> does not function.	<ul style="list-style-type: none"><li>• The handset is engaged in an outside call. Wait until the IN USE/CHARGE indicator light goes out.</li></ul>
During a call using the handset, the call cannot be switched to the speakerphone.	<ul style="list-style-type: none"><li>• To switch a call to the speakerphone, press <b>REMOTE SP</b> on the handset (p. 23).</li></ul>

## ► Before Requesting Help

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### Answering System

Problem	Remedy
The answering system is on, but incoming messages are not recorded.	<ul style="list-style-type: none"><li>• The recording time is set to "greeting only". Select "1 minute" or "3 minutes" (p. 17).</li><li>• Memory is full. Erase some, or all, of the messages (p. 35).</li></ul>
" <b>FULL</b> " is displayed, the ANSWER ON indicator flashes rapidly, and no new messages are recorded.	<ul style="list-style-type: none"><li>• Memory is full. Erase some, or all, of the messages (p. 35).</li></ul>
You cannot operate the answering system at the base unit.	<ul style="list-style-type: none"><li>• The handset user is operating the answering system. Wait until the IN USE/CHARGE indicator light goes out.</li></ul>
You cannot operate the answering system from a touch tone phone.	<ul style="list-style-type: none"><li>• Make sure you enter the correct remote code.</li><li>• The answering system may not respond if the tones are too short to activate the unit. Press each button firmly.</li><li>• The answering system is off. Turn it on (p. 43).</li></ul>
You cannot operate the answering system with the handset.	<ul style="list-style-type: none"><li>• Someone is operating the answering system.</li><li>• You are too far from the base unit. Move closer to the base unit.</li><li>• The unit is recording a message. To answer the call, press <b>TALK</b>.</li></ul>



## General

Problem	Remedy
The unit does not work.	<ul style="list-style-type: none"><li>• Check the settings (p. 10–12).</li><li>• Charge the battery fully (p. 11).</li><li>• Clean the charge contacts and charge again (p. 11).</li><li>• Install the battery properly (p. 46).</li><li>• Place the handset on the base unit and unplug the AC adaptor to reset. Plug in and try again.</li><li>• Re-insert the handset battery within 3 minutes to avoid loss of memory and place the handset on the base unit. Try again.</li><li>• KX-TC1060ALW is not designed to be used with rotary (pulse dialling) services.</li></ul>
You cannot program items, such as the time/day adjustment (p. 15).	<ul style="list-style-type: none"><li>• Programming is not possible while the unit is in the talk, speakerphone or intercom mode, or while the answering system is in use.</li><li>• Move closer to the base unit.</li></ul>
Previously programmed information is erased.	<ul style="list-style-type: none"><li>• If a power failure occurs, programmed information may be erased. Reprogram if necessary.</li></ul>
The RECHARGE indicator flashes or the unit beeps intermittently.	<ul style="list-style-type: none"><li>• Charge the battery fully (p. 11).</li></ul>
You charged the battery fully, but the RECHARGE indicator flashes.	<ul style="list-style-type: none"><li>• Clean the charge contacts and charge again (p. 11).</li><li>• Install a new battery (p. 47).</li></ul>
The IN USE/CHARGE indicator light does not go out while charging.	<ul style="list-style-type: none"><li>• This is normal.</li></ul>

# Safety Instructions

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Take special care to follow the safety suggestions listed below.

## Safety

- 1) The unit should be connected to a power supply only of the type described in the operating instructions or as marked on the unit.
- 2) When left unused for a long period of time, the base unit should be unplugged from the household AC outlet.
- 3) To minimize the possibility of lightning damage when you know that a thunderstorm is coming, we recommend that you:
  - a) Unplug the telephone line cord from the phone jack.
  - b) Unplug the power supply cord from the AC power outlet.

## Installations

### Environment

- 1) Do not use this unit near water—for example, near a bathtub, washbowl, sink, etc. Damp basements should also be avoided.
- 2) The unit should be kept away from heat sources such as radiators, kitchen range, etc. It also should not be placed in rooms where the temperature is less than 5°C or greater than 40°C.
- 3) The AC adaptor is used as the main disconnect device, ensure that the AC outlet is located/installed near the unit and is easily accessible.

### Placement

- 1) Do not place heavy objects on top of this unit.
- 2) Care should be taken so that objects do not fall onto and liquids are not spilled into the unit. Do not subject this unit to excessive smoke, dust, mechanical vibration, or shock.
- 3) Place the unit on a flat surface.

### For best performance

- 1) If noise prevents the conversation from being understood at the handset, approach the base unit to lessen the noise.
- 2) The handset should be used at the HIGH volume setting when the reception tone is difficult to hear.
- 3) The handset should be fully recharged on the base unit when the RECHARGE indicator flashes.
- 4) The handset antenna should not be touched during use because of its high sensitivity.
- 5) The maximum calling distance may be shortened when the unit is used in the following places: Near obstacles such as hills, tunnels, undergrounds, near metal objects such as wire fences, etc.

### WARNING:

TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS PRODUCT TO RAIN OR ANY TYPE OF MOISTURE.

When a failure occurs which results in the internal parts becoming accessible, disconnect AC adaptor immediately and return this unit to the place of purchase or service centre.

If there is any trouble, disconnect the unit from the telephone line and connect a known working phone. If the known working phone operates properly, do not reconnect the unit to the telephone line until the trouble has been repaired. If the known working phone does not operate properly, consult with your telephone company.

This equipment has been tested and found to comply with AS/NZS 3548:1995 limits for electromagnetic interference. Any modifications to any part of the system or to any peripherals may void the EMC compliance of the system or the peripherals.

**WARNING:**

This equipment will be inoperable if mains power fails.

**WARNING:**

The earcap on the handset is magnetised and may retain metallic objects.

**For New Zealand Users Only**

The grant of a Telepermit for any item of terminal equipment indicates only that Telecom has accepted that the item complies with minimum conditions for connection to its network. It indicates no endorsement of the product by Telecom, nor does it provide any sort of warranty. Above all, it provides no assurance that any item will work correctly in all respects with another item of Telepermitted equipment of a different make or model, nor does it imply that any product is compatible with all of Telecom's network services.

This equipment may not provide for the effective hand-over of a call to another device connected to the same line.

This device only responds to Distinctive Alert cadence(s) DA1 & DA3.

**WARNING NOTICE:**

No "111" or other calls can be made from this device during a mains power failure.

- We recommend that a standard phone which can be used in the case of a power failure be connected to the telephone line at all times.

# Important Information (For Australia only)

## Instructions to customer

### Installation

Attached to this apparatus is an approval label. This label is evidence that it is a "Permitted Attachment" which has been authorised to be connected to your telephone service.

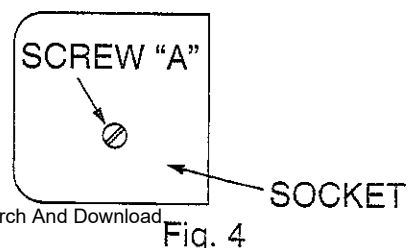
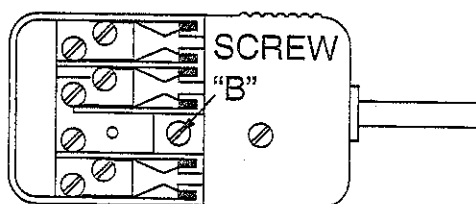
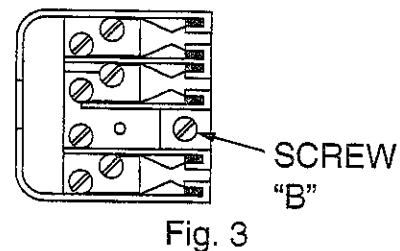
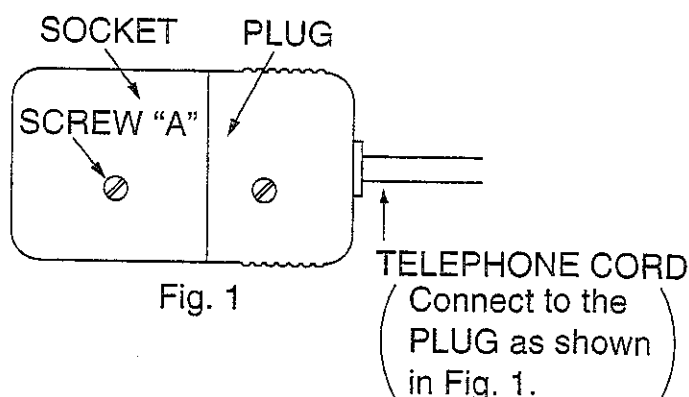
Conditions relating to connection and operation of this Permitted Attachment are contained in Telecommunications General By-Law 220 (5).

You are authorised to install this Permitted Attachment yourself by plugging it into the line socket of any regular telephone. You may connect it in place of your existing telephone or to any spare telephone socket installed in your premises.

To disconnect your existing telephone you must first remove its plug from the line socket. You can then insert the plug of your Permitted Attachment into the socket and use your equipment.

If the plug of your existing telephone cannot be readily removed, you will have to remove the screw securing it. To do this proceed as follows:

1. Loosen screw "A" sufficiently to remove the socket cover. (See Fig. 1.)
2. Remove screw "B" and withdraw the plug. (See Fig. 2.)
3. Replace screw "B". (See Fig. 3.) Ensure that it screws completely into the socket recess. (If the screw is too long, increase the hole depth or replace the screw with one 5 mm shorter.)
4. Replace socket cover and tighten screw "A". (See Fig. 4.)



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If you are satisfied with the operation of your telephone service after plugging in your Permitted Attachment, your installation is completed.

You will be unable to connect this Permitted Attachment if your telephone service consists only of a wall phone or an old style telephone which is not connected by means of a modern plug and socket. In such cases a new socket will need to be installed.

Should the Permitted Attachment not operate when plugged into a socket, it is either faulty or unsuitable for operation with your telephone service. It should be returned to the store where purchased.

### **Service difficulties**

If at any time a fault occurs on your telephone service carry out the following checks before you call for service:

- Disconnect the Permitted Attachment and try using the service with the normal telephone.
- If the telephone service then operates satisfactorily, the fault is in your Permitted Attachment. Leave the Permitted Attachment disconnected and report the fault to its supplier or agent to arrange for repair.
- If when using the telephone the service is still faulty, report the fault to "Service Difficulties and Faults" for attention.

You are required to keep this Permitted Attachment in good working order while it is connected to your telephone service. Its construction or internal circuit must not be modified in any way without permission.

### **WARNING**

This cordless telephone system does not incorporate provision for secrecy of conversations. Appropriately tuned radio equipment and other cordless telephone systems in close proximity may be used by a third party to monitor and possibly interrupt conversations in progress when this system is on radio operation.

Useful Information

Useful Information

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