

# Panasonic

Digital Answering System

Model No. **KX-TM150B**

## Operating Instructions



**DIGITAL**

Caller ID Compatible

**PLEASE READ BEFORE USE AND SAVE.**

# Before Initial Use

Please read **IMPORTANT SAFETY INSTRUCTIONS** on pages 37–38 before use.

Read and understand all instructions.

*Thank you for purchasing your new Panasonic digital answering system.*

Caller ID, where available, is a telephone company service. After subscribing to Caller ID, this unit will display the caller's name and phone number.

Attach your purchase receipt here.

## For your future reference

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

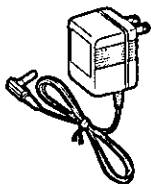
(found on the bottom of the unit)

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

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

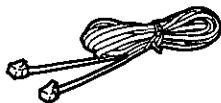
**Accessories (Included)** For extra orders, call 1-800-332-5368.

- AC Adaptor (p. 7)  
Order No. PQLV1Z



one

- Telephone Line Cord (p. 7)



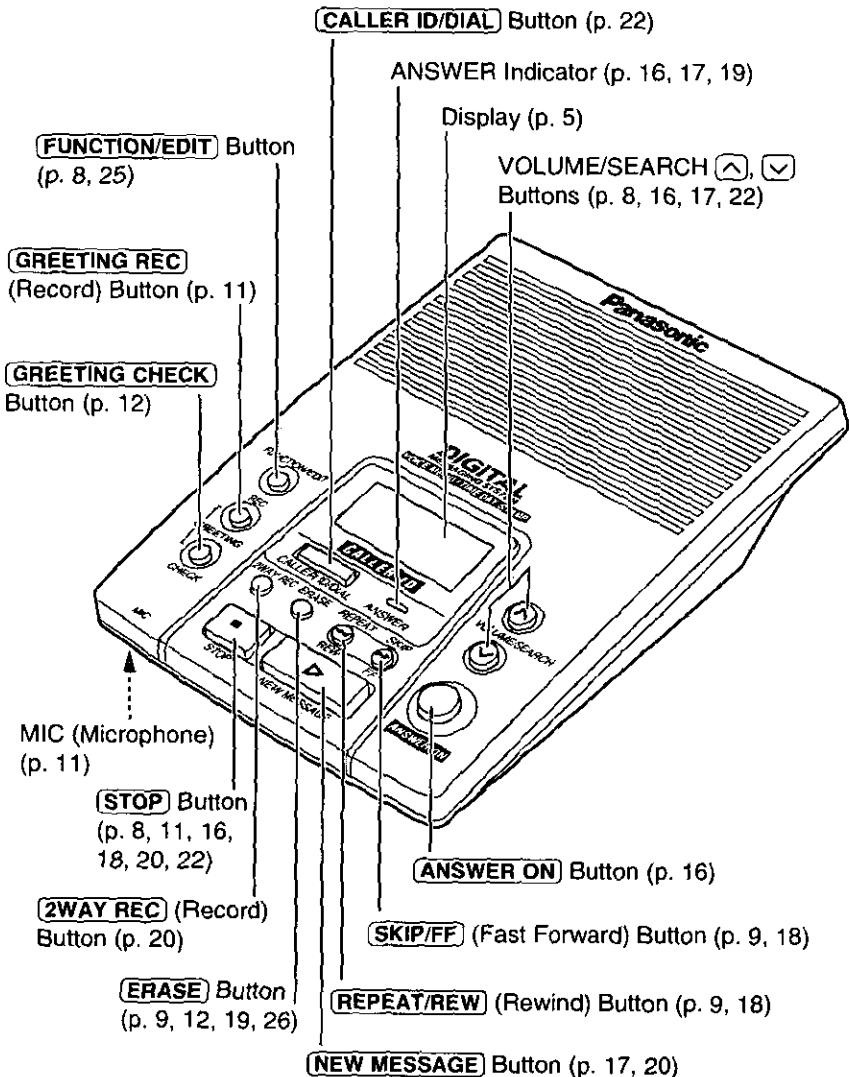
one

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# Location of Controls



# Display



```
SUN 12:00AM
 5 new calls
10 messages
```

In the stand-by mode, the display shows the current day and time, the number of new calls and recorded messages. (Ex. 5 new calls have been received and 10 messages have been recorded.)

```
SUN 12:00AM
 0 message
```

When the clock needs adjusting, the day and time flash (p. 14).

```
TINA ROBINSON
1-000-222-3333
```

When a call is received, the display shows the caller's name and/or number after the first ring.

```
1-000-222-3333
```

```
JACK SMITH
111-2222
11:20A JAN12 x3
```

This is a name from the Caller List.

The display shows:

- the caller's name,
- the caller's number,
- the time and date of the last call (Ex. Jan. 12, 11:20 AM), and
- the number of times called (Ex. 3 times).

```
 5 new calls
v=New      ^=Old
```

This display will be shown when **CALLER ID/DIAL** is pressed. To search from the most recent call, press **VOLUME/SEARCH**  (New key). To search from the oldest call, press **VOLUME/SEARCH**  (Old key) (p. 22).

```
No items stored
```

The Caller List is empty.

## ◆ Display

---

Greeting record  
Recording error

Your greeting message or your telephone conversation was not recorded correctly. Record it again (p. 11, 20).

SUN 12:00AM  
2way recording  
Recording error

Greeting check  
00-12

A greeting message is being played (p. 12). The display shows the elapsed time.

NANCY BROWN  
1-000-222-3333  
- Answering -

The answering system is recording a message (p. 16). (“- Answering -” flashes.)

SUN 12:00AM  
5 new calls  
Message full

Message memory is full. (“Message full” flashes.) Erase some or all of the messages (p. 19).

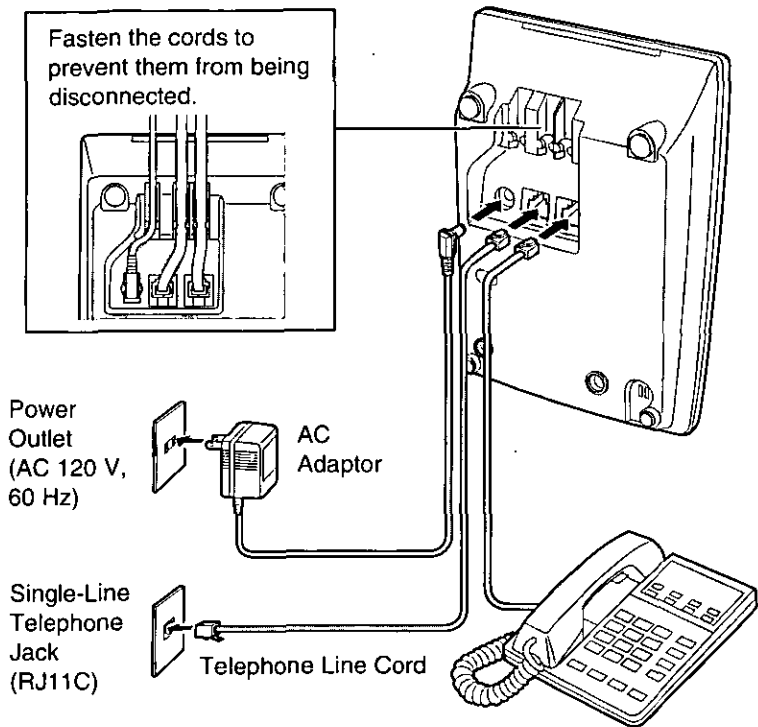
Ex. Volume level: 5

Low ■■■■■ High

The display shows the volume level. You can select from 9 levels (0-8) (p. 16, 17).

# Settings

## Connections



- **USE ONLY WITH Panasonic AC ADAPTOR PQLV1.** (Order No. PQLV1Z).
- The AC adaptor must remain connected at all times. (It is normal for the adaptor to feel warm during use.)
- If your unit is connected to a PBX which does not support Caller ID services, you cannot access those services.

## ► Settings

### Selecting the Dialing Mode

You may select the dialing mode by programming. If you have touch tone service, set to "Tone". If rotary or pulse service is used, set to "Pulse". Your unit comes from the factory set to "Tone".

- 1 Press **FUNCTION/EDIT** until "Dialing mode" is displayed.

•The current mode is displayed.

```
Dialing mode
:Tone
FUNCTION=Next
```

- 2 Press **VOLUME/SEARCH**  or  until the desired mode is displayed.

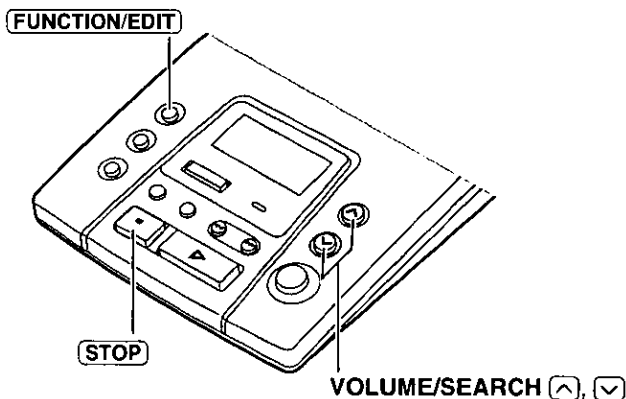
```
Dialing mode
:Pulse
FUNCTION=Save
```

- 3 Press **FUNCTION/EDIT**.

- A long beep sounds and the mode is saved.
- The display will return to the stand-by mode.

```
Dialing mode
:Pulse
```

- To exit the programming mode, press **STOP** or wait for 60 seconds.









## Storing Your Area Code

We recommend that you program your area code first before using the Caller ID feature (p. 21). Incoming calls from the same area code will then be recorded in the Caller List without the area code. You do not have to remove the area code before calling back or storing. Also, when incoming calls from a different area code are received, "1" will automatically be added before the area code.

**1** Press **FUNCTION/EDIT** until "Area code" is displayed.

```
Area code
:  --
  FUNCTION=Next
```

- The current code is displayed.  
If no area code has been programmed, "----" will be displayed.

**2** Press **VOLUME/SEARCH**  or  until the desired number is displayed. Press **SKIP/FF** or **REPEAT/REW** to move the cursor.

```
Area code
: 1  --
  FUNCTION=Save
```

- Press **ERASE** to clear the number.

**3** Press **FUNCTION/EDIT**.

```
Area code
: 123
```

- A long beep sounds and the code is saved.
- The display will return to the stand-by mode.
- If 6 beeps sound, a 1 or 2-digit number has been entered in step 2. Start again from step 1.

- To exit the programming mode, press **STOP** or wait for 60 seconds.

### To erase the area code

Press **FUNCTION/EDIT** 5 times  **ERASE**  **FUNCTION/EDIT**.

- If a "2nd area code" has been stored (p. 10), it will also be erased automatically.

## ► Settings

### Storing a Second Area Code

You can also program another local area code. This area code does not require dialing "1" before it. After storing this area code, the display will show the 10 digits (3-digit area code plus 7-digit phone number) after a call is received from that area code. Calls will be recorded in the Caller List without "1". You cannot store a second area code unless your area code is stored first (p. 9).

- 1 Press **FUNCTION/EDIT** until "2nd area code" is displayed.
  - The current code is displayed.  
If no second area code has been programmed, "---" will be displayed.

2nd area code  
: 8--  
FUNCTION=Next

- 2 Press **VOLUME/SEARCH** (▲) or (▼) until the desired number is displayed. Press **SKIP/FF** or **REPEAT/REW** to move the cursor.
  - Press **ERASE** to clear the number.

2nd area code  
: 18-  
FUNCTION=Save

- 3 Press **FUNCTION/EDIT**.
  - A long beep sounds and the code is saved.
  - The display will return to the stand-by mode.
  - If 6 beeps sound, your area code has not been stored. Store the code first (p. 9), then try again.
  - 6 beeps will also be heard if you only entered a 1 or 2-digit number in step 2. Start again from step 1.

2nd area code  
: 124

- To exit the programming mode, press **STOP** or wait for 60 seconds.

### To erase the second area code

Press **FUNCTION/EDIT** 6 times ► **ERASE** ► **FUNCTION/EDIT**.

## Greeting Message

You can record a personal greeting message **up to 2 minutes**. If a message is not recorded, one of two pre-recorded greetings will be played when a call is received (p. 12).

All messages (greeting, incoming, etc.) are stored in digital memory (p. 12). 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.

```
SUN 12:00AM
0 message
```

- 2** Within 5 seconds, press **[GREETING REC]** again to record your greeting.

```
Greeting record
00-00
```

- A long beep sounds.

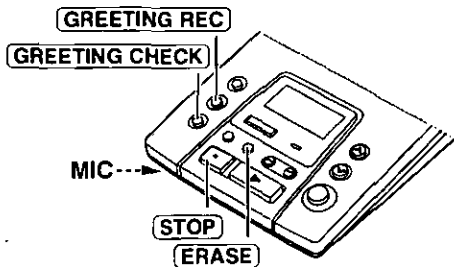
- 3** After the long beep, talk clearly, about 8 inches (20 cm) away from the **MIC** (microphone).

```
Greeting record
00-12
```

- The display shows the elapsed recording time.
- If you record for over 2 minutes, the unit will stop recording automatically.

- 4** Press **[STOP]**.

- A long beep sounds.
- To change the message, repeat from step 1.



## ► Settings

---

### 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."

### To check the greeting message

Press **GREETING CHECK**.

- The greeting is played back and the display shows the elapsed time.

### To erase the recorded greeting message

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

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

### Pre-recorded greeting message

If you do not record a greeting message (p. 11), one of two messages will be played when a call is received, depending on the remaining recording time.

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

- A pre-recorded greeting is played as follows.  
"Hello, we are not available now. Please leave your name and phone number after the beep. We will return your call."  
When "Message full" is displayed:  
"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 of the messages are saved until you erase them.

## Programming Summary of Preparation

You can program the following functions. See the page numbers below for details.

Press **(FUNCTION/EDIT)** to enter the programming mode.

Day/time  
SON 12:00AM  
FUNCTION=Next

To adjust the **day and time**,  
see page 14.

↓ Press **(FUNCTION/EDIT)**.

Number of rings  
:Toll saver  
FUNCTION=Next

To select the **number of rings**,  
see page 15.

↓ Press **(FUNCTION/EDIT)**.

Remote code  
:11  
FUNCTION=Next

To set the **remote code**,  
see page 27.

↓ Press **(FUNCTION/EDIT)**.

Dialing mode  
:Tone  
FUNCTION=Next

To select the **dialing mode**,  
see page 8.

↓ Press **(FUNCTION/EDIT)**.

Area code  
:8--  
FUNCTION=Next

To store **your area code**,  
see page 9.

↓ Press **(FUNCTION/EDIT)**.

2nd area code  
:8--  
FUNCTION=Next

To store a **second area code**,  
see page 10.

Press **(FUNCTION/EDIT)**.

Press **VOLUME/SEARCH** (▲) or (▼) for the desired settings.

When finished, press **(FUNCTION/EDIT)**.

- You can exit the programming mode any time by pressing **(STOP)** or waiting for 60 seconds.

## Day and Time Adjustment

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

1 Press **FUNCTION/EDIT** until "Day/time" is displayed.

- The current setting is displayed.

```
Day/time
SUN 12:00AM
FUNCTION=Next
```

2 Press **SKIP/FF** or **REPEAT/REW** to move the cursor.

- Each time you press **SKIP/FF**, the cursor moves in this order:

Day ▶ Hour ▶ Minute.

```
Day/time
SUN 12:00AM
FUNCTION=Save
```

3 Press **VOLUME/SEARCH** (▲) or (▼) until the desired setting is displayed.

- Each time you press the button, the display changes as follows.

Day: Sun ▶ Mon ▶ Tue ▶ Wed ▶  
▶ Thu ▶ Fri ▶ Sat ▶ Sun

Hour: 12AM ▶ 1AM ▶ ... ▶ 11AM ▶  
▶ 12PM ▶ ... ▶ 11PM ▶ 12AM

Minute: 00 ▶ 01 ▶ ... ▶ 59 ▶ 00

```
Day/time
SUN 11:00PM
FUNCTION=Save
```

4 Press **FUNCTION/EDIT**.

- A long beep sounds and the clock starts working.
- The display will return to the stand-by mode.

```
Day/time
SUN 1:00PM
```

- To exit the programming mode, press **STOP** or wait for 60 seconds.

If a power failure occurs or the AC adaptor is disconnected for more than 10 minutes, the adjusted day/time will be erased.

### For Caller ID service users (p. 21)

- The Caller ID information will re-set the clock after the first ring if the adjusted time is incorrect.
- The Caller ID information will automatically adjust the clock for daylight saving time.

## 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 "Toll saver". Your unit comes from the factory set to "Toll saver".

1 Press **FUNCTION/EDIT** until "Number of rings" is displayed.

- The current setting is displayed.

```
Number of rings
:Toll saver
FUNCTION=Next
```

2 Press **VOLUME/SEARCH** (▲) or (▼) until the desired setting is displayed.

- 2-7: The unit will answer after the selected number of rings.

**Toll saver:** Toll saver\* function is selected.

```
Number of rings
:2
FUNCTION=Save
```

3 Press **FUNCTION/EDIT**.

- A long beep sounds and the setting is saved.
- The display will return to the stand-by mode.

```
Number of rings
:2
```

- To exit the programming mode, press **STOP** or wait for 60 seconds.

### \*Toll saver

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.

# Automatic Answering Operation

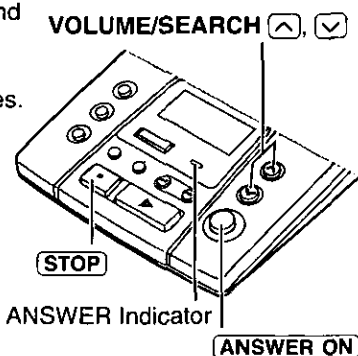
When the unit answers a call, a greeting message is played and the caller's message is recorded. While recording, "- Answering -" will be displayed.

- The total recording time (including the greeting message and 2-way recording) 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 the greeting message and 2-way recording) can be recorded.
- The maximum recording time per caller is 3 minutes. If a caller records for over 3 minutes, the unit will announce "Thank you for your call.", then terminate.

## Setting the Unit to Answer Calls



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

- The indicator lights, and "Answer set" and the current day/time are heard.
- The unit will announce the remaining recording time if it is less than 5 minutes.
- If you hear "Memory full", "Message full" is displayed and the indicator flashes rapidly, erase some or all of the messages (p. 19).
- 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. 31).



## Monitoring incoming calls

While a call is being recorded, you can monitor it through the speaker. To answer the call, lift the handset of the telephone connected to the same line. The unit stops recording.

- You can adjust the monitor volume by pressing **VOLUME/SEARCH**  or .
- If the answering machine does not stop recording when you lift the handset, press **STOP**.



# Listening to Messages



You can see the total number of recorded messages on the display. If the ANSWER 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.
- If there are no new messages, "No new messages" is heard.

## Listening to all recorded messages

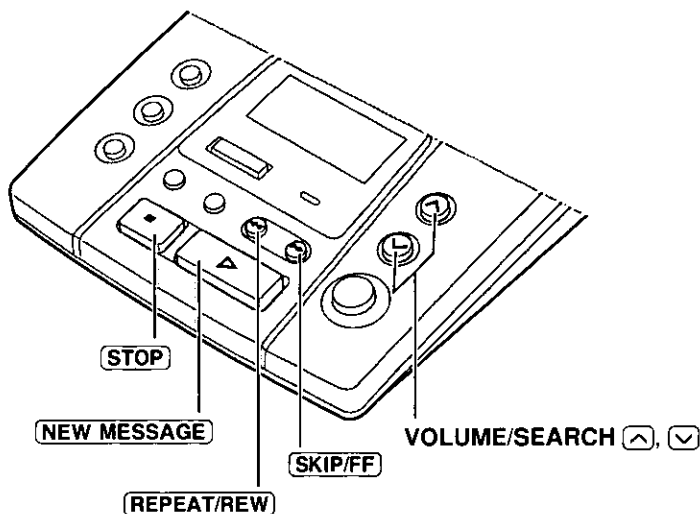
Press and hold **NEW MESSAGE** until a short beep sounds.

- If there are no messages, "No messages" is heard.

### To adjust the speaker volume (9 levels):

While using the answering system, press **VOLUME/SEARCH**  or .

- The display shows the volume level.



## ▶ Listening to Messages

- During playback, the display shows which message is being played. (Ex. While the first message is being played back, "Message 1" is displayed.)
- 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.
- All recorded messages are saved until you erase them.

### During playback

<p>To repeat/ rewind message</p>	<p><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.)</p> <p><b>To rewind part of the message</b> Press and hold <b>REPEAT/REW</b> until you reach the desired place.</p> <ul style="list-style-type: none"><li>• At the beginning of the message, 3 beeps will sound.</li></ul>
<p>To skip/cue message</p>	<p><b>To skip to the next message</b> Press <b>SKIP/FF</b> briefly.</p> <p><b>To cue to part of the message</b> Press and hold <b>SKIP/FF</b> until you reach the desired place.</p> <ul style="list-style-type: none"><li>• The message will be heard at twice the normal speed.</li><li>• At the end of the message, 3 beeps will sound.</li></ul>
<p>To stop operation</p>	<p>Press <b>STOP</b>.</p> <ul style="list-style-type: none"><li>• To resume playback, press <b>NEW MESSAGE</b>.</li><li>• 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.</li></ul>

### For Caller ID service users (p. 21)

After listening to new incoming messages, "✓" will be added to the call entries in the Caller ID Caller List (p. 23).

# Erasing Messages

The unit will announce the remaining recording time after playback, if it is less than 5 minutes. New messages cannot be recorded when:

- “Memory full” is heard.
- “Message full” is displayed.
- the ANSWER indicator flashes rapidly.

Erase some or all of the messages. We recommend you erase unnecessary messages after each playback.

## Erasing a specific message

Press **ERASE** while the message you want to erase is being played.

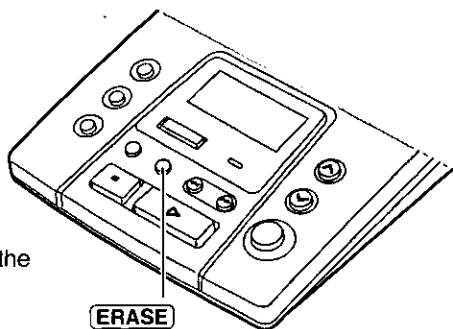
- The unit erases the message.
- A short beep will sound and the unit will continue to play the next message.

## Erasing all messages

All recorded messages, except the greeting message, can be erased at one time.

- 1 Press **ERASE**.
  - “Press ERASE again to erase all messages.” is heard.

- 2 Within 5 seconds, press **ERASE** again.
  - A long beep sounds and “No messages” is heard.
  - The display shows “0 message”.
  - After the announcement, the display will return to the stand-by mode.



- The information in the Caller List will not be erased. To erase the Caller List information, see page 26.

# Recording Your Telephone Conversation

You can record your telephone conversation in memory. The maximum recording time is unlimited.

- 1 During a conversation, press **2WAY REC**.

- A short beep sounds.

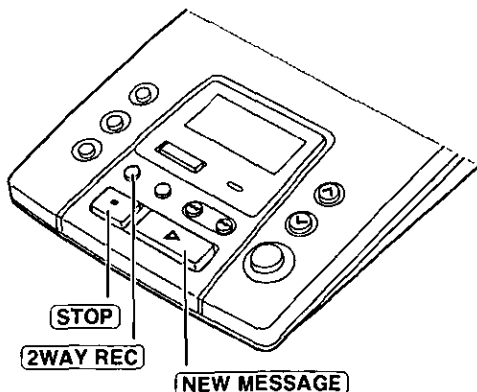
```
SUN 12:00AM
2way recording
00-00
```

- 2 Continue your conversation.
- “2way recording” and the elapsed recording time are displayed.

```
SUN 12:00AM
2way recording
00-27
```

- 3 When you finish recording the conversation, press **STOP** or **2WAY REC**.

- A long beep sounds.
- The recorded conversation is stored as a new message. To listen, press **NEW MESSAGE** briefly (p. 17).



Many states have imposed regulations on the manner in which 2-way telephone conversations may be recorded, so you should inform the other party that the conversation is being recorded. Consult your local telephone company for further information.

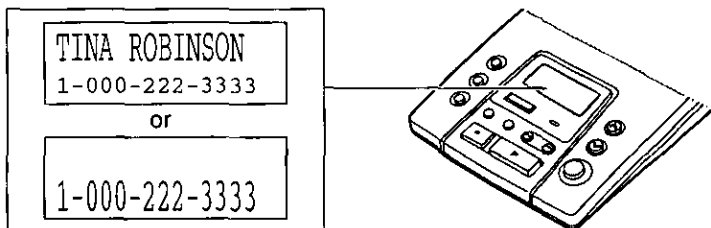
# Caller ID Service

This unit is compatible with a Caller ID service offered by your telephone company. After you subscribe to a Caller ID service, the calling party information will be displayed after the first ring.

The unit can record information of up to 50 different callers, including the time and date received and the number of times called, in the Caller List. The Caller List information is sorted by the most recent to oldest call. When the 51st call is received, the first call is deleted. Using the list, you can automatically call back a caller.

## How caller information is displayed when a call is received

The display shows the caller's name and/or number after the first ring.



- Caller information cannot be displayed in the following cases:
  - If the caller dialed from an area which does not provide a Caller ID service, the display will show "Out of area".
  - If the caller has requested not to display his/her information, the display will show "Private caller".
- If your unit is connected to a PBX system which does not support Caller ID services, you cannot access those services.
- In some calling areas, the name display service may not be available. For further information, please contact your telephone company.

## To check the number of new calls

You have received 5 new calls.

SUN 12:00AM  
5 new calls  
10 messages

You have received no new calls.

SUN 12:00AM  
10 messages

# Using the Caller List

## Viewing the Caller List

To check who has called you, follow the steps below.

1 Press **CALLER ID/DIAL** to enter the list.

- The number of new calls will be shown.

5 new calls	
v=New	^=Old

2 To search from the most recent to oldest call, press **VOLUME/SEARCH**  (New key).

To search from the oldest to most recent call, press

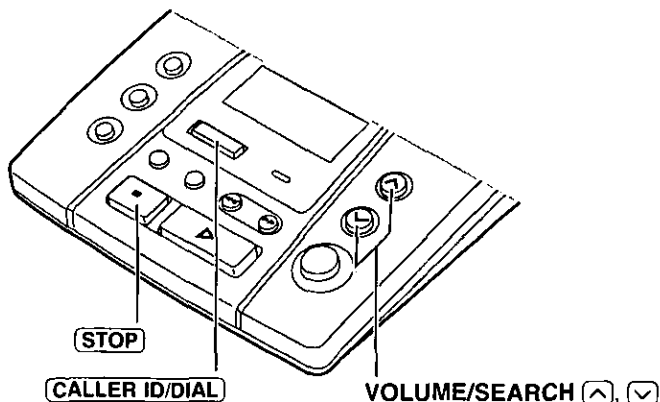
**VOLUME/SEARCH**  (Old key).

- To move between callers, press **VOLUME/SEARCH**  or .

3 To exit the list, press **STOP**.

- The display will return to the stand-by mode.

- Once new calls have been checked, "√" will be added.
- When you answer a call, it will be treated as new and "√" will not be added.
- If "No items stored" is displayed in step 1, the Caller List is empty. Press **STOP** to exit the list.
- If more than one call is received from the same caller, the date and time of the last call will be recorded. Also, when the same caller calls again, the call entry with "√" will be deleted.



## Ex. When you search from the most recent call:

Press **CALLER ID/DIAL** to enter the list.

2 new calls  
v=New     ^=Old

Press **VOLUME/SEARCH** .

JACK SMITH  
111-2222  
3:10P JUN10

Press **VOLUME/SEARCH** .

KEVIN PARKER  
333-4444  
11:50A JUN10 ✓

Press **VOLUME/SEARCH** .

NANCY BROWN  
222-3333  
1:54P JUN 9 ×2

Press **VOLUME/SEARCH** .

CINDY TURNER  
1-234-456-7890  
10:38A JUN 9 ✓

Press **VOLUME/SEARCH** .

To return to the previous caller, press **VOLUME/SEARCH** .

To exit the Caller List, press **(STOP)**.

• The display will return to the stand-by mode.

• If the caller does not have name information, the display will only show the phone number.

### Display meaning:

- ✓ : You have checked this caller information, called back the caller or played back the message.  
×2-×9 : The number of times they called (up to 9).  
After checking, "×2" - "×9" will be replaced with "✓".

## ► Using the Caller List

### Calling Back from the Caller List

- 1 Press **CALLER ID/DIAL** to enter the list.

```
5 new calls
v=New      ^=Old
```

- 2 Press **VOLUME/SEARCH**  or  repeatedly to find the desired caller.

```
CINDY TURNER
1-234-456-7890
11:20A JAN12 x3
```

- 3 Press **CALLER ID/DIAL**.
- The displayed phone number is dialed automatically.

```
CINDY TURNER
1-234-456-7890
- Now dialing -
```

- 4 After dialing, two short beeps are heard and the display shows "Lift up the TEL handset and talk".

```
Lift up the TEL
handset
and talk
```

- After 10 seconds, the display will return to the stand-by mode.

- 5 Lift the handset of the telephone connected to the same line and talk.

- In some cases, you may have to edit the number before dialing (p. 25). (Ex. You may have to add "1" for long distance calls.) If you did not store your area code (p. 9), the edited number will not be saved in the Caller List.
- If a phone number is not displayed in the caller information, you cannot call back that caller.
- The phone number may not be dialed if you lift the handset before you press **CALLER ID/DIAL** or when "- Now dialing -" is being displayed.



## Editing the Caller's Phone Number

The unit can edit a phone number into one of 4 patterns.

- 1 Press **CALLER ID/DIAL** to enter the list.

```
5 new calls
v=New      ^=Old
```

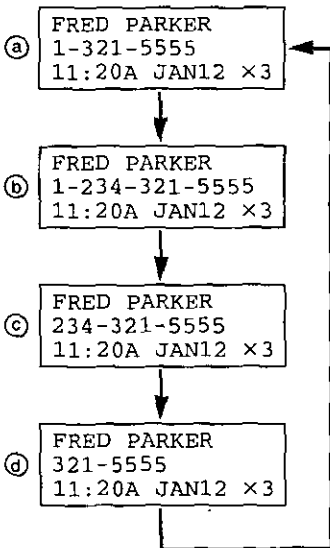
- 2 Press **VOLUME/SEARCH**  $\downarrow$  or  $\uparrow$  repeatedly to find the desired caller.

```
FRED PARKER
321-5555
11:20A JAN12 x3
```

- 3 Press **FUNCTION/EDIT** to select a pattern.  
Each time you press **FUNCTION/EDIT**, the number is rearranged into one of 4 different patterns.

- (a) 1 -  Phone no.  
(b) 1 -  Area code -  Phone no.  
(c)  Area code -  Phone no.  
(d)  Phone no.

- The order in which patterns (a) - (d) are displayed depends on which pattern the telephone number is displayed in step 2.



- 4 After editing the number, you can continue with calling back procedures.  
To call back, press **CALLER ID/DIAL** (p. 24).

## ▶ Using the Caller List



### Erasing the Caller List Information

After checking the Caller List, you can erase some or all of the entries.

#### To erase a specific caller from the Caller List

- 1 Press **CALLER ID/DIAL** to enter the list.

5 new calls  
v=New      ^=Old

- 2 Press **VOLUME/SEARCH**  or  repeatedly to find the caller you want to erase from the Caller List.

TOM REAGAN  
444-5555  
12:20A JAN12 ✓

- 3 Press **ERASE**.
- A long beep sounds and the information is erased.
  - After a few seconds, the display will show the previous caller information.

Clear

#### To erase all entries in the Caller List

- 1 Press **CALLER ID/DIAL** to enter the list.

Be sure this display is shown.

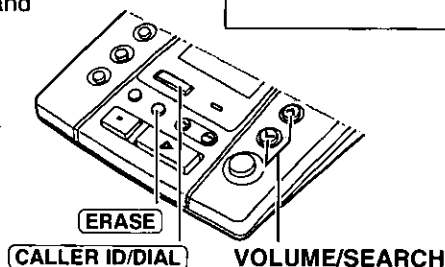
0 new call  
v=New      ^=Old

- 2 Press **ERASE**.
- A short beep sounds.

Press ERASE for  
all clear

- 3 Press **ERASE** again.
- A long beep sounds and all entries are erased.
  - After a few seconds, the display will return to the stand-by mode.

All clear



# Remote Operation from a Touch Tone Phone

You can operate the answering system from any touch tone phone. A synthesized voice menu will guide you on how to operate the unit (p. 28).



## Summary of remote operation

- 1 Call your unit from a touch tone phone.
  - The greeting message is played.
- 2 During or after the greeting message, enter your remote code. (See below.)
  - The number of new messages is heard.
- 3 After 3 seconds, the voice menu will start (p. 28). Follow the menu or enter the direct commands (p. 30, 31).
- 4 To end remote operation, hang up.
  - The messages are saved.

•For your convenience, you can use the dial card on pages 31, 32.

## Setting the Remote Code

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

- 1 Press **(FUNCTION/EDIT)** until "Remote code" is displayed.
  - The current remote code is displayed.
- 2 Press **VOLUME/SEARCH**  or  until the desired code is displayed.
  - Press **(ERASE)** to clear the code.
- 3 Press **(FUNCTION/EDIT)**.
  - A long beep sounds and the code is saved.

```
Remote code
:11
FUNCTION=Next
```

```
Remote code
:23
FUNCTION=Save
```

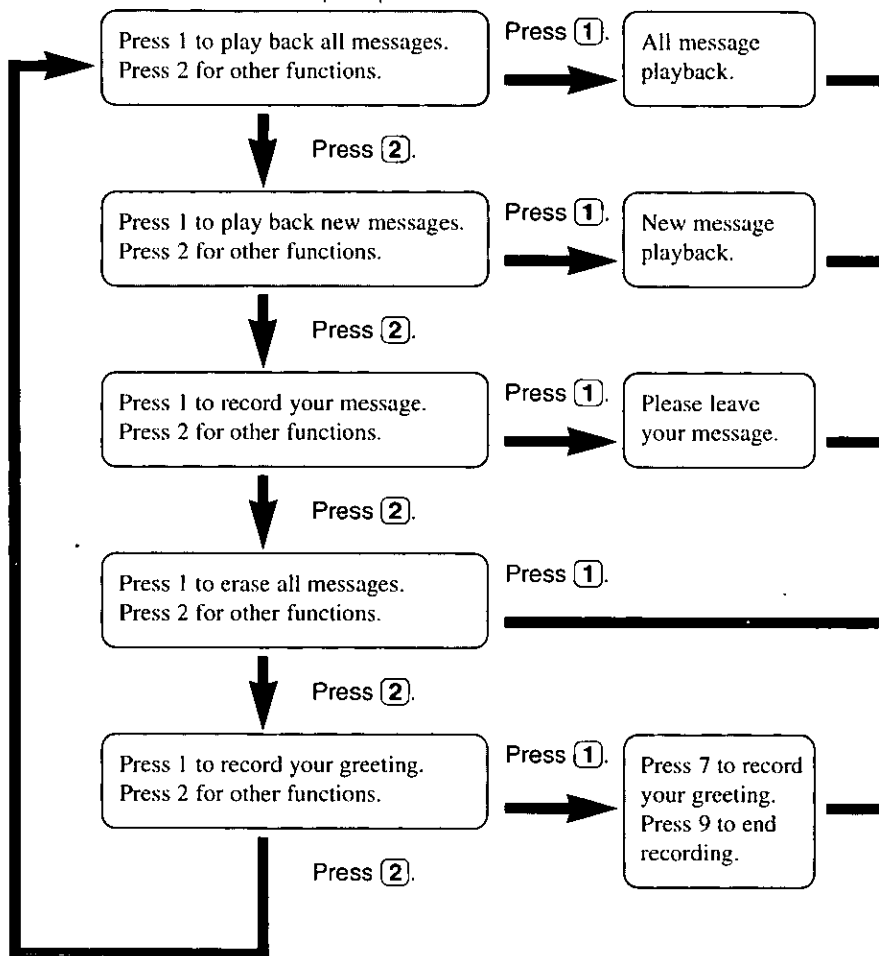
```
Remote code
:23
```

•To exit the programming mode, press **(STOP)** or wait for 60 seconds.

## 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 will 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.
- You can re-record the greeting message again by pressing **7** instead of **9** in step 3.

- 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. 19).

## ▶ Remote Operation from a Touch Tone Phone

### 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 voice prompt and a long beep are heard.

↓  
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.

## ANSWERING SYSTEM OFF

0

- "Answer off" is heard. The unit then 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 callers can start recording their message after the long beep.

### OPERATION FROM A TOUCH TONE PHONE

Call your unit.



Enter your remote code \_\_\_\_\_.



Press the desired direct commands as shown here.

OR

Wait for 3 seconds and the voice menu will start. Follow the instructions.

(See reverse side.)



To end remote operation, hang up.

No.	Direct Command
1	Repeat message
2	Skip message
4	New message playback
5	All message playback
7	Record your greeting
9	Stop
0	Answer off
*	Skip greeting message
*4	Erase a specific message
*5	Erase all messages

- Press buttons firmly.

## ◆ Remote Operation from a Touch Tone Phone

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### ● To use the voice menu:

Call your unit.



Enter your remote code \_\_\_\_\_.



After 3 seconds, the voice menu will start.



Press **1** to use the voice feature.  
OR  
Press **2** to proceed with other functions.



To end the remote operation, hang up.

### ● To turn on the answering system:

Call your unit and wait for 15 rings. When the unit answers, hang up.


### ● To skip the greeting message:

After calling your unit, press **\*** during the greeting message. Callers can start recording their message after the long beep.



# Before Requesting Help



Problem	Remedy
The unit does not work.	<ul style="list-style-type: none"><li>● Check the settings (p. 7–15).</li><li>● Unplug the AC adaptor to reset. Plug in, then try again.</li></ul>
You cannot program function items, such as the dialing mode.	<ul style="list-style-type: none"><li>● Do not pause for over 60 seconds while programming.</li></ul>
While programming or searching, a telephone connected to the same line starts to ring and stops the program/search.	<ul style="list-style-type: none"><li>● To answer the call, lift the handset. Start from the beginning after hanging up.</li></ul>
The unit does not display the caller's name and/or number whose message is being played.	<ul style="list-style-type: none"><li>● If the caller is not stored in the Caller List, the unit will not display the caller's information.</li></ul>
The display goes to the stand-by mode while viewing the Caller List.	<ul style="list-style-type: none"><li>● Do not pause for over 60 seconds while searching.</li></ul>
During message playback or monitoring a call, no sounds are heard.	<ul style="list-style-type: none"><li>● Press <b>VOLUME/SEARCH</b>  to increase volume.</li></ul>
The answering system is on, but incoming messages are not recorded.	<ul style="list-style-type: none"><li>● Memory is full. Erase some or all of the messages (p. 19).</li></ul>
"Message full" is displayed, the ANSWER 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. 19).</li></ul>

## ▶ Before Requesting Help

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Problem	Remedy
You cannot operate the answering system from a touch tone phone.	<ul style="list-style-type: none"><li>● Be sure to 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. 16).</li></ul>
While recording a greeting message, a telephone connected to the same line starts to ring and stops recording.	<ul style="list-style-type: none"><li>● To answer the call, lift the handset. The recording will stop. Start from the beginning after hanging up.</li></ul>
During playback, a telephone connected to the same line starts to ring and stops playback.	<ul style="list-style-type: none"><li>● To answer the call, lift the handset. To resume playback, press <b>NEW MESSAGE</b> after hanging up.</li></ul>
If you cannot solve your problem	<ul style="list-style-type: none"><li>● Call our customer call center at 1-800-211-PANA(7262).</li></ul>

# FCC and Other Information



If requested by the telephone company, inform them as follows:  
FCC Registration No.

(found on the bottom of the unit)  
Ringer Equivalence . . . . . 0.1B

The particular telephone line to which the equipment is connected.

This unit must not be connected to a coin operated line.

If you are on a party line, check with your local telephone company.

## **Ringer Equivalence No. (REN):**

The REN is useful in determining 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.

In the event terminal equipment causes harm to the telephone network, the telephone company should notify the customer, if possible, that service may be stopped.

However, where prior notice is impractical, the company may temporarily cease service providing that they:

- (a) Promptly notify the customer.
- (b) Give the customer an opportunity to correct the

- (c) problem with their equipment.
- (c) Inform the customer of the right to bring a complaint to the Federal Communication Commission pursuant to procedures set out in FCC Rules and Regulations Subpart E of Part 68.

The Telephone Company may make changes in its communications facilities, equipment, operations or procedures, where such action is reasonably required in the operation of its business and is not inconsistent with the rules and regulations in FCC Part 68.

If such changes can be reasonably expected to render any customer terminal equipment incompatible with telephone company communications facilities, or require modification or alteration of such terminal equipment, or otherwise materially affect its use or performance, the customer shall be given adequate notice in writing, to allow the customer an opportunity to maintain uninterrupted service.

## **CAUTION:**

Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this device.

## **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

## ► FCC and Other Information

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Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. 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.

●**Environment**—do not place the unit in a room where the temperature is less than 5°C (41°F) or greater than 40°C (104°F). Allow 10 cm (4") clearance around the unit for proper ventilation. Avoid excessive smoke, dust, mechanical vibration, shock, or direct sunlight.

- Routine care**—wipe the unit with a soft cloth. Do not use benzine, thinner, or any abrasive powder. When you leave the unit unused for long period of time, unplug the AC adaptor from the outlet.
- 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, have your unit repaired by one of the authorized Panasonic Factory Service Centers. If the known working phone does not operate properly, consult with your telephone company.

# Important Safety Instructions



When using this unit, basic safety precautions should always be followed to reduce the risk of fire, electric shock, or personal injury.

1. Read and understand all instructions.
2. Follow all warnings and instructions marked on this unit.
3. Unplug this unit from AC outlets before cleaning. Do not use liquid or aerosol cleaners. Use a damp cloth for cleaning.
4. Do not use this unit near water, for example, near a bathtub, washbowl, kitchen sink, or the like.
5. Place this unit securely on a stable surface. Serious damage and/or injury may result if the unit falls.
6. Do not cover slots and openings on the unit. They are provided for ventilation and protection against overheating. Never place the unit near radiators, or in a place where proper ventilation is not provided.
7. Use only the power source marked on the unit. If you are not sure of the type of power supplied to your home, consult your dealer or local power company.
8. Do not place objects on the power cord. Install the unit where no one can step or trip on the cord.
9. Do not overload wall outlets and extension cords. This can result in the risk of fire or electric shock.
10. Never push any objects through slots in this unit. This may result in the risk of fire or electric shock. Never spill any liquid on the unit.
11. To reduce the risk of electric shock, do not disassemble this unit. Take the unit to an authorized servicer when service is required. Opening or removing covers may expose you to dangerous voltages or other risks. Incorrect reassembly can cause electric shock when the unit is subsequently used.
12. Unplug this unit from the wall outlet and refer servicing to an authorized servicer when the following conditions occur:
  - A. When the power supply cord or plug is damaged or frayed.
  - B. If liquid has been spilled into the unit.

## ► Important Safety Instructions

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- C. If the unit has been exposed to rain or water.
  - D. If the unit does not work normally by following the operating instructions. Adjust only controls covered by the operating instructions. Improper adjustment may require extensive work by an authorized servicer.
  - E. If the unit has been dropped or physically damaged.
  - F. If the unit exhibits a distinct change in performance.
13. During thunderstorms, avoid using telephones except cordless types. There may be a remote risk of an electric shock from lightning.
14. Do not use this unit to report a gas leak, when in the vicinity of the leak.

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

# SAVE THESE INSTRUCTIONS

### **For product service**

- Panasonic Servicenters are listed in the servicenter directory.
- Call 1-800-211-PANA(7262) for the location of an authorized servicenter.

### **When you ship the product**

- Carefully pack your unit, preferably in the original carton.
- Attach a letter, detailing the symptom, to the outside of the carton.

### Symptom

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- Send the unit to an authorized servicenter, prepaid and adequately insured.
- Do not send your unit to the Panasonic Consumer Electronics Company listed on the back cover or to executive or regional sales offices. These locations do not repair consumer products.

**Panasonic Consumer Electronics Company,  
Division of Matsushita Electric Corporation of America**  
One Panasonic Way, Secaucus, New Jersey 07094

**Panasonic Sales Company,  
Division of Matsushita Electric of Puerto Rico, Inc.**  
Ave. 65 de Infantería, Km. 9.5, San Gabriel Industrial Park  
Carolina, Puerto Rico 00985



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