Start Here!
1 2 3

Quick Start Guide Next Page...

Quick Start Guide

XS 915

900 MHz

Caller ID

10 Number

Memory

Plus
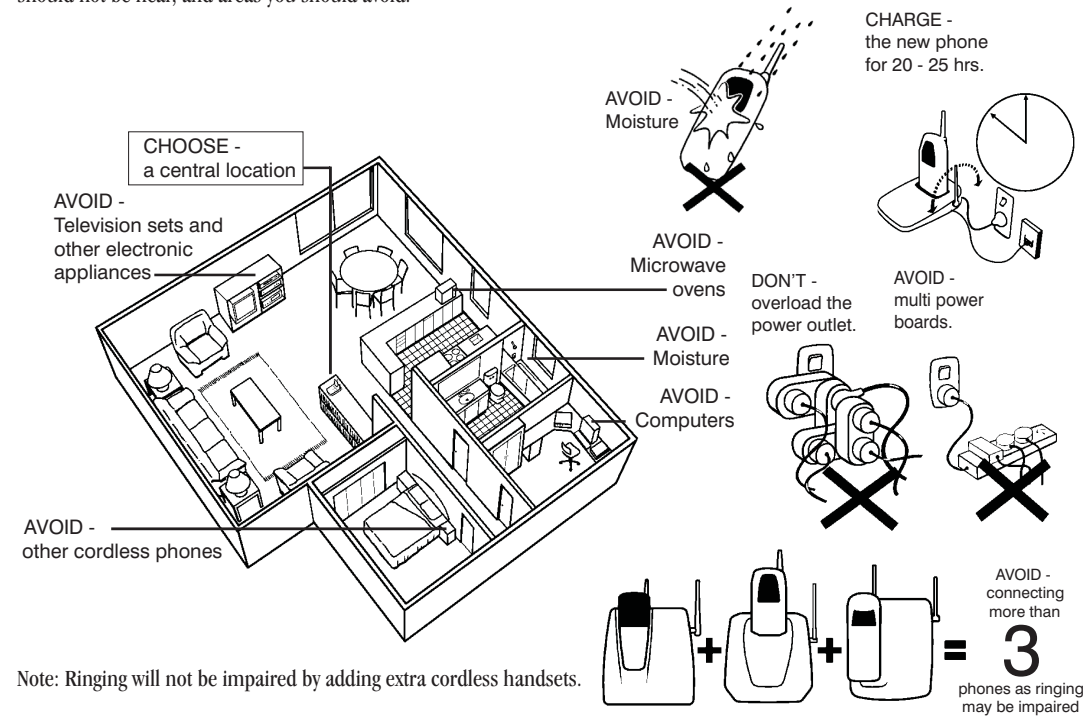
Rocketdial

Uniden

INSTALLATION & SAFETY

Choosing the best location for your phone.
When choosing a location for your phone there are a number of appliances the phone should not be near, and areas you should avoid.

CHOOSE -
a central location

AVOID -
Television sets and
other electronic
appliances

AVOID -
Moisture

AVOID -
Computers

AVOID -
other cordless phones

AVOID -
Moisture

AVOID -
Microwave
ovens

DON'T -
overload the
power outlet.

CHARGE -
the new phone
for 20 - 25 hrs.

AVOID -
multi power
boards.

AVOID -
connecting
more than

+ + = 3

phones as ringing
may be impaired

Note: Ringing will not be impaired by adding extra cordless handsets.

# Start Here! **1 2 3**

Quick Start Guide Next Page...

1 Installing the Base Unit

- Plug the telephone cord into the Base Unit, then into the telephone socket on the wall.
- Plug the AC Adaptor cord into the Base Unit, then the AC Adaptor into the wall power point.
- Press the AC Adaptor cord into the curved recess under the Base Unit.

Main Base

New Zealand

Australia
Tel Line Adaptor (Not supplied)

Power Point
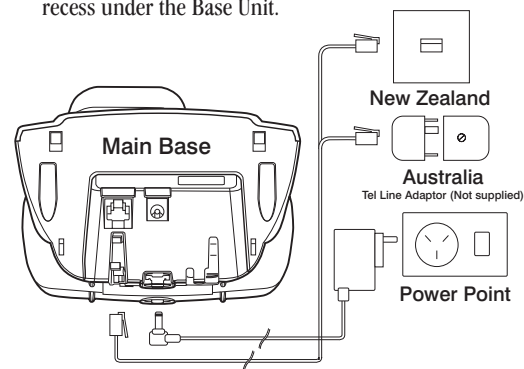
2 Installing the Handset Battery

- Press the battery cover and slide it off
- Connect the battery plug to the socket at the rear of the battery compartment. *Make sure that the plug is the right way round.*
  The RED and BLACK battery wires must match the RED and BLACK printed on the phone case for the plug to fit properly. Press firmly until it clicks into place.

RED BLACK
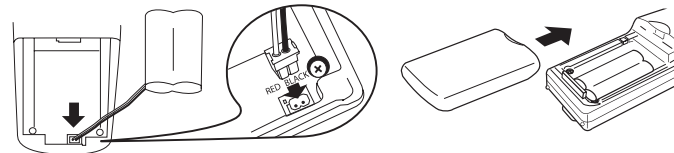
3 Making a Call

- Pick up the handset and press (*talk*)
  Dial the phone number

OR

  Dial the phone number
  then press (*end*)

- To hang up - press (*end*)

OR

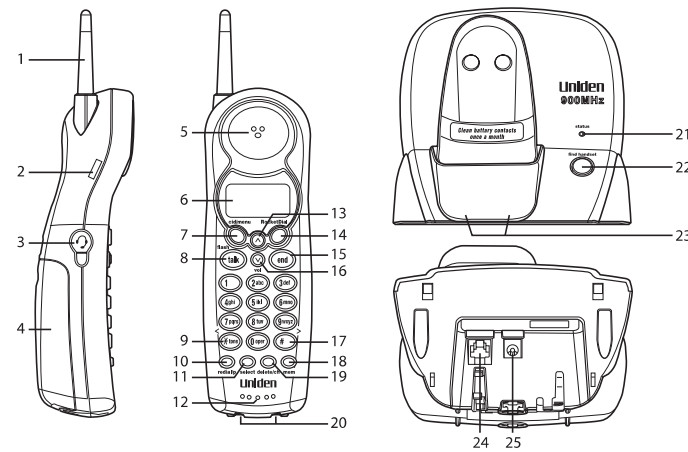 Place the handset on the Base Unit.

Answering a Call

- Handset on Base Unit:
  Remove the handset from the base and speak (Auto Talk).
- Handset off the Base Unit:
  Pick up the handset, press (*talk*) and speak.
- To hang up - press (*end*)

OR

  Place the handset on the base unit.

CONTENTS

CONTROLS AND FUNCTIONS

1. Handset antenna
2. Beltclip holes
3. Optional headset jack
4. Handset battery compartment
5. Handset earpiece
6. LCD display
7. (cid/menu) key
8. (talk) /flash key
9. (✱) /< cursor key
10. (redial) /pause key
11. (select) key
12. Handset microphone and ringer speaker
13. (∧) volume up key
14. (Rocker Dial) key
15. (end) key
16. (∨) volume down key
17. (#) /> key
18. (mem) key
19. (transfer) /channel key
20. Handset charging contacts
21. Status light
22. (find) key
23. Base charging contacts
24. Telephone line jack
25. AC adaptor input

WELCOME

Congratulations on your purchase of this Uniden cordless telephone. This is designed for reliability, long life and outstanding performance utilising the latest in 900MHz Technology.

FEATURES

- 900MHz SCR Technology (Sound Clarity and Range)
- Caller ID Display*
- Pop Up Name - Caller Name Identification #
- 30 Caller ID Memories
- Alphanumeric Memory Dialing
- Super Chat Battery - 10 Hours Talk Time
- Maxi-Sound - Extra Loud Handset Volume Control
- Rocketdial - One Touch VIP Dial
- 20 Days Standby Time

- LCD Back Light
- Wall or Desk Mountable
- Page/Find Handset Feature
- AutoTalk
- 32 Digit Redial
- Pause
- Flash Button
- 2 Type Tone Ringer
- 2 Step Ringer Volume Control

NOTES

* Caller ID feature only works if you subscribe to the service by your local telephone company. There is usually a fee for this service.
# Pop Up Name feature only works if you subscribe to your telephone company Caller ID service and record names into your phones memory.

INCLUDED IN YOUR PACKAGE

Make sure you have received the following items in the package. If any of these items are missing or damaged, contact the Uniden Parts Department.

Super Chat
Rechargeable Battery
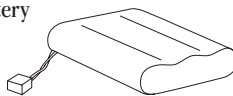
AC Adaptor

Telephone Cord

Belt Clip

Handset
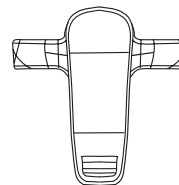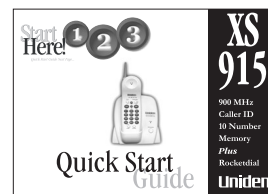
Owners Manual
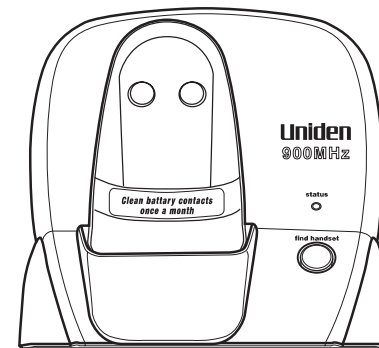
Base Unit

MOUNTING THE BASE UNIT ON A WALL

Direct wall mounting

- You can mount your phone directly to the wall. Before doing this, consider the following:
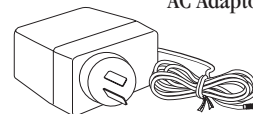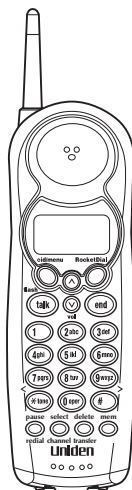- Avoid electrical cables, pipes or other items behind the mounting location that could cause a hazard when inserting screws into the wall.
- Mount your phone within distance of a working phone jack.
- Make sure the wall material is capable of supporting the weight of the base and handset.
- Use screws with anchoring devices suitable for the wall material where the base unit will be placed.

1. Insert two mounting screw into a wall (with their appropriate anchoring device), 10cm apart. Allow about 3mm between the wall and screw heads for mounting the phone.
2. Plug the AC adaptor into the Base Unit and then into a power point.
3. Plug the telephone cord into the Base Unit and then into the telephone socket on the wall.
4. Align the mounting slots on the base with the mounting posts on the wall. Then push in and down until the phone is firmly seated.

TOP

3mm

10cm

35mm

BATTERY MAINTENANCE

Battery use time (per charge)
- 10 hours continuous use • 20 days when handset is in the standby mode.

When the Battery charge becomes low
If the phone is not in use, the 'Low Battery' flashes and none of the keys will operate. If the phone is in use, the 'Low Battery' flashes and the handset beeps. Complete your conversation as quickly as possible and return the handset to the base unit for charging.
- You cannot overcharge the battery.
- You may return the handset to the charger after each call or when the battery is low.

Cleaning the charging contacts
To maintain a good charge, it is important to clean the charging contacts on the handset base unit and additional charge cradle with a dry cloth or a pencil eraser about once a month. Do not use any liquids or solvents.

INSTALLING THE BELTCLIP

To attach the beltclip:
Insert the beltclip into the holes on each side of the handset. Press down until it clicks.
To remove the beltclip:
Pull both sides of the beltclip to release the tabs from the holes.

Headset Jack

HEADSET INSTALLATION

Your phone may be used with an optional headset. To use this feature, simply plug the headset into the headset jack.
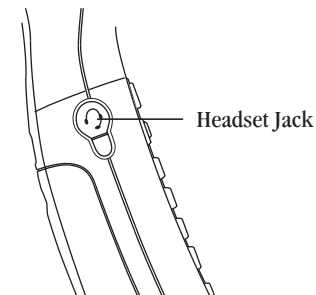
SETTING MENU OPTIONS

Options available include AutoTalk and Pop Up Name.

AUTOTALK

AutoTalk allows you to answer the phone without pressing the (talk) button. If the phone rings when Autotalk is on, simply remove the handset from the base and the phone automatically answers the call. If the phone rings when Autotalk is off, you must press (talk) to answer the call.

POP UP NAME

If the displayed Caller ID telephone number is **exactly** the same as a number stored in memory, then the stored name will also be displayed with the caller ID telephone number.

To change your AutoTalk and Pop Up Name (Name Tag)

1. Press and hold (cid/menu) . The following screen appears.

```
1 ▶ Auto Talk :On
2   Name Tag  :On
```

2. Use (∧) and (∨) or a number key (1)   an (2)   ) to move the pointer to the selection that you would like to change. Press (select) to toggle between 'On' and 'Off' for AutoTalk and Pop Up Name (Name Tag).
3. Press (end) and return the handset to the base unit. The handset returns to the standby mode.

NOTE

Refer to page 6 "Setting Menu Options" to turn on the Autotalk feature if desired.

MAKING AND RECEIVING CALLS

	Handset On Base	Handset Off Base/Charger
To answer a call	Pick up the handset (*Autotalk on*) or pick up the handset and press (**talk**).	Press (**talk**), any number, (✱) or (#) (*Autotalk on*).

To make a call	1. Pick up the handset.
	2. Press (**talk**).
	3. Listen for the dial tone.
	4. Dial the number.
	    OR
	1. Pick up the handset.
	2. Dial the number, then press (**talk**).
		1. Press (**talk**).
		2. Listen for dial tone.
		3. Dial the number.
		    OR
		Dial the number then press (**talk**).

To hang up	Press (**end**), or return the handset to the base (*AutoStandby*).	Press (**end**).

To redial	1. Pick up the handset.
	2. Press (**talk**).
	3. Listen for the dial tone.
	4. Press (**redial**).
	    OR
	1. Pick up the handset.
	2. Press (**redial**), then press (**talk**).
		1. Press (**talk**).
		2. Listen for the dial tone.
		3. Press (**redial**).
		    OR
		Press (**redial**), then press (**talk**).

ADJUSTING THE RINGER VOLUME AND EARPIECE VOLUME

Handset ringer tone and volume

Press $\wedge$ or $\vee$ in standby mode to select one of five ringer tones and volume combinations. The telephone will keep this setting for all future calls.

Earpiece Volume

Pressing $\wedge$ or $\vee$ during a call will change the earpiece volume of the handset. The telephone will keep this setting for all future calls.

Volume Maximum → Volume High → Volume Medium → Volume Low

Ringer Mute

You can temporarily mute the ringer tone. When the handset is off the base and the phone is ringing, press (end). The ringer tone will return to normal with the next incoming call.

```
Ring Type A
    High
  ⇩   ⇧
Ring Type A
    Low
  ⇩   ⇧
Ring Type B
    High
  ⇩   ⇧
Ring Type B
    Low
  ⇩   ⇧
Ringer Off
```
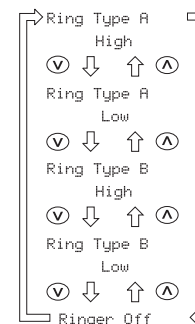
REDIAL

The (redial) key redials the last number dialed. The redialed number can be up to 32 digits long.
1.   Press (talk).
2.   Press (redial). The last number dialed will be called.

TRAVELLING OUT-OF-RANGE

During a call, noise will increase if you move your handset too far from your base unit. If the range limit of your base unit is exceeded, your call will terminate within five minutes.

SELECTING A DIFFERENT CHANNEL

If you encounter interference while using your phone, you can manually change the phone's channel for clear operation. This function works only when the phone is in use.

Press ⓢelect/channel. 'Scanning' appears on the display, indicating the phone is changing to another channel.

FIND HANDSET

To locate the handset (while it's off the base), press ⓕind on the base. The handset/s beeps for 60 seconds.

Paging is cancelled by pressing any key or the handset is returned to the base.
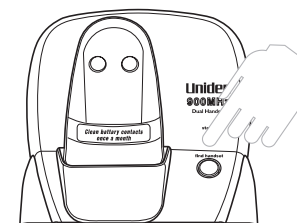
CALL WAITING/FLASH

If the call waiting tone sounds during a call:

AUSTRALIA: Press ⓣalk/flash, then ② to switch between callers.

NEW ZEALAND: Press ⓣalk/flash to switch between callers.

! NOTE

You must subscribe through your local telephone company to receive Call Waiting services.

STORING PHONE NUMBERS AND NAMES

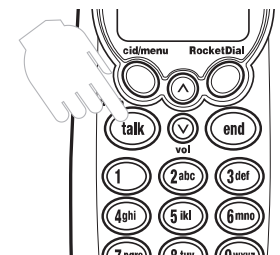Memory Dialing allows you to dial a number using just a few key presses. Your XS915 stores up to 10 names/numbers in each handset.

1. Press and hold (mem), 'Memory Store' is displayed.
2. Press (Λ) or (V) or enter a number ((0) - (9)) to select the memory location where you would like to store the number.
3. Press (select). 'Store Name' is displayed on the screen and a cursor flashes indicating that the display is ready for a name to be entered.
   If the screen shown to the right appears, the selected memory location is already stored. Then you must either edit the entry in this location, delete the entry in this location (page 12) or select "Go Back" to choose another location.
4. Use the Alpha Numeric keys to enter a name. The name cannot exceed 14 characters.
   - Use (<) and (>) to move the cursor to the desired location.
   - Use (transfer)/delete to delete characters as needed.
   - Press and hold (transfer)/delete to delete all the characters.
   - If a name is not required, go to step 5.
5. Press (select), 'Store Number' is displayed. The cursor flashes indicating that the display is ready for the number to be entered.
6. Use the number keys to enter the phone number. The phone number cannot exceed 20 digits. Use the (redial)/pause to enter a pause in the dialing sequence if required. The display shows a 'P'. Each pause counts as one digit and represents a two second delay of time between the digits. Use (transfer)/delete to delete digits as needed.
7. Press (select), you will hear a confirmation tone, and the following screen appears. Memory storage is complete. For example, if you store a number into the memory location number 7, the display shows 'Memory 7 Stored'. After about 2 seconds, 'Memory Store' is displayed. Repeat steps 2-7 to store more numbers.
8. Press (end) to return to standby mode.

```
   Memory Store
1 ▶
2
```

```
   Store Name
■
```

```
▶ Edit Memory 1
  Delete Memory 1
  Go Back
```

```
   Store Number
■
```

```
   Store Number
8002971023
```

```
Memory 7 Stored
```

```
   Memory Store
7 ▶ UNIDEN AUS
8   <Memory 8>
```

MAKING CALLS WITH MEMORY DIALING

Memory dialing from Standby Mode.
1. Press (mem) . The handset displays your programmed memory locations.
2. Press (∧) or (∨), or enter the number ((0) - (9)) to select the memory location you would like to dial.
3. Press (talk) 'Talk' and the volume settings are displayed. Then the displayed number is dialed.

```
1 ▶ UNIDEN AUS
2   JOE BLOGGS
3   JOHN DOE
```

```
   Talk
0800123456789
```

Display a Programmed Number
Press (mem) . The handset displays your programmed memory locations.
Use (>) and (<) to toggle between the names and numbers displayed.

```
1   UNIDEN AUS
2   JOE BLOGGS
3 ▶ JOHN DOE
```
⟹ (>) ⟹
⟸ (<) ⟸
```
1   0800123456789
2   5452930
3 ▶ 6567983
```
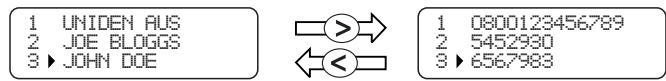
MEMORY DIALING FROM TALK MODE

1. Press (talk). 'Talk' and the volume setting appears.
2. Press (mem).
3. Enter a number ((0) - (9)) to select the memory location of the desired phone number. The selected phone number is displayed. Then the number is dialed. If the memory location selected does not have a number stored, a series of beeps is sounded.
4. To hang up, press (end).

CHAIN DIALING

On certain occasions after dialing a number, you may be required to enter an access code such as your account number for phone banking. You can enter this number into a memory location for later use by doing the following:
1. Store the access code into one of the memory locations ((0) - (9)) following the steps on page 10.
2. Dial the party or service main number.
3. When you need to enter the special number, press (mem) followed by the memory location ((0) - (9)).

EDITING A STORED NAME AND PHONE NUMBER

1. Press and hold (*mem*). 'Memory Store' is displayed.
2. Press (∧) or (∨), or enter a number ((*0*) - (*9*)) to select the memory location you would like to edit.
3. Press (*select*) . The memory location is displayed.
4. Press (*select*) to select 'Edit Memory'. The cursor flashes indicating that the display is ready for the name to be edited. When a name has not been stored, the cursor appears at the beginning of the second line.
5. Use the number keys, (<) , (>), or (*transfer*)/delete to edit the name. To edit only the phone number, skip this step.
6. Press (*select*). The cursor flashes indicating that the display is ready for the number to be edited.
7. Use the number key, (*redial*)/pause and (*transfer*)/delete to edit the phone number. The phone number cannot exceed 20 digits. If you don't want to change the phone number, skip this step.
8. Press (*select*). You hear a confirmation tone. Memory Storage is complete. For example, if you store a name and number into memory location number 1, the display shows 'Memory 1 Stored'. After about 2 seconds, 'Memory Store' is displayed.
9. Press (*end*) to return to standby mode.

ERASING A STORED NAME AND PHONE NUMBER

1. Press and hold (*mem*) . 'Memory Store' is displayed.
2. Press (∧) or (∨) or enter a number ((*0*) - (*9*)) to select the memory location you would like to erase.
3. Press (*select*) .
4. Press (∨) to move the pointer down to 'Delete Memory'.
5. Press (*select*).
6. Press (∧) to move the pointer to 'Yes'.
7. Press (*select*) . A confirmation tone is sounded.
8. After about 2 seconds, 'Memory Store' is displayed. You may delete the information in another memory location (return to step 2) or press (*end*) to return to standby mode.

ROCKETDIAL

You can store your most frequent dialed number in the Rocketdial location on each handset. The Rocketdial allows you to dial a number with one key press (there is no need to press **talk**. The phone will automatically dial the number stored).

STORING AND EDITING THE ROCKETDIAL

1. When the phone is in standby mode, press and hold ⟨Rocket Dial⟩. The following 'Store Number' display appears.
   If the following 'Edit Number' screen appears, there is a number already stored. Press ⟨∧⟩ to ⟨∨⟩ to select 'Edit Number' then press ⟨select⟩.
2. Store the number by following step 6 under "Storing Phone Numbers and Names" on page 10.
3. Press ⟨select⟩. A confirmation tone is sounded, and 'Number Stored' appears. Memory storage is complete.

```
     Store Number
■
```

```
▶ Edit Number
  Delete Number
  Go Back
```

```
     Store Number
800■
```

MAKING CALLS WITH ROCKETDIAL

When the phone is in the standby mode, simply press ⟨Rocket Dial⟩. The number stored in the Rocketdial memory location is instantly dialed.

DELETING THE ROCKETDIAL

1. When the phone is in the standby mode, press and hold ⟨Rocket Dial⟩. The following display appears.
2. Press ⟨∧⟩ or ⟨∨⟩ to select 'Delete Number'.
3. Press ⟨select⟩. The following display appears.
4. Press ⟨∧⟩ to move the pointer to 'Yes'.
5. Press ⟨select⟩. A confirmation tone is sounded, and the following display appears. After about 2 seconds, the handset returns to standby mode.

```
▶ Edit Number
  Delete Number
  Go Back
```

```
Delete Number?
▶ Yes
  No
```

```
Number Deleted
```

CALLER ID

You must subscribe to a Caller ID service to use these facilities. When the telephone rings, the Caller ID feature allows you to view the caller's name and phone number on the display before you answer the telephone.
The handset displays the phone number of the incoming call, the name, time and number of calls. Additionally, you can dial the displayed number and store the information for memory dialing.

WHEN THE TELEPHONE RINGS

When the Caller ID message is received, the display shows the caller's phone number along with the date and time. The incoming call information is stored in the Caller ID record. If the Caller ID service includes the callers name, the caller's name appears on the display (currently not supported in Australia or New Zealand).

The date and time received ——
Caller's name ————
Caller's phone number ——
```
21/12  12:30PM
JIM STATEN
0295979035
```

Here are some typical displays:

When the mobile phone number and date are received.
```
21/12  12:30PM
MOBILE
0295979035
```

When invalid data is received.
```
INCOMPLETE DATA
```

When a private number is received.
```
21/12  12:30PM
PRIVATE
```

When an unknown number is received.
```
21/12  12:30PM
UNAVAILABLE
```

When a call is coming from a payphone (Australia only).
```
21/12  12:30PM
PAYPHONE
```

NOTE

If you answer a call before the Caller ID message is received (Example: before the second ring), the Caller ID message will not appear.

VIEWING THE CALLER ID MESSAGE LIST

The Caller ID list stores information for up to 30 incoming calls - even unanswered calls.
1. Press (*cid/menu*) . The summary screen appears. The screen shows the number of new messages and total messages.
2. Press (V) to display the latest Caller ID message.
3. Press (V) to see the next message. Or press (∧) to see the previous message.
4. Press (*end*) to return to standby mode.

DELETING INFORMATION FROM THE CALLER ID LIST

The XS915 stores up to 30 messages. If the phone receives the 31st message, the oldest one in the list is automatically deleted. Caller ID data can also be deleted manually.

DELETING A CALLER ID MESSAGE

1. Press (*cid/menu*) . Display the message to be deleted from the Caller ID list by pressing (∧) or (V) .
2. Press (*transfer*)/delete.
3. Press (∧) or (V) to select 'Yes' or 'No'.
4. Press (*select*) or (*transfer*)/delete.

When the pointer is at 'Yes'**:**
A tone sounds and the Caller ID message is deleted. The next Caller ID message is then displayed.
When the pointer is at 'No'**:**
The display returns to Caller ID message.

DELETING ALL CALLER ID NAMES AND NUMBERS

1. Press (*cid/menu*).
2. Press (*transfer*)/delete.
3. Press (∧) or (V) to select 'Yes' or 'No'.
4. Press (*select*) or (*transfer*)/delete.

When the pointer is at 'Yes'**:**
A tone sounds all stored Caller ID messages are deleted.
When the pointer is at 'No'**:**
The display returns to the summary screen.

CALLING A PARTY FROM THE CALLER ID LIST

You can place a call from the Caller ID list.

1. Press (cid/menu). Select the phone number that you want to dial by pressing (V) or (∧) .
2. Press (talk). The displayed phone number dials automatically.

DIAL EDIT

You can temporarily edit the Caller ID number that is displayed by pressing (select). A cursor appears in the display. Press (transfer)/delete to move the cursor left, make your changes and then press (talk). This will not change the number in the Caller ID list memory.

STORED CALLER ID MESSAGES IN MEMORY DIALING

Messages shown in the Caller ID list can be stored in memory dialing. Using the incoming call information (i.e., Caller ID list), the phone number of the party on the Caller ID can be stored in memory.

1. Press (cid/menu) . Select the phone number to be stored from the Caller ID list by pressing (∧) or (V) .
2. Press (mem) .
3. Press (∧) or (V) to enter a number ((0) - (9)) to select the memory location to be stored.
4. Press (select) . You hear a confirmation tone and the number is stored in memory. The display returns to the Caller ID list.
5. Press (end) to return to standby mode.

If a message has already been stored in the selected memory number location, a confirmation screen is displayed.
Press (∧) to select 'Yes'. Press (select) to replace. The display returns to the Caller ID list.

TROUBLESHOOTING

The status light won't illuminate when the handset is placed on the base.	• Make sure the AC adaptor is plugged into each base and wall outlet. • Make sure the handset is properly seated in the base. • Make sure the charging contacts on each handset and base are clean.
The audio sounds weak and/or scratchy.	• Move the handset and/or base to a different location away from metal objects or appliances and try again. • Press (select)/channel while on a call to change the operating channel. • Make sure that you are not too far away from the base.
Can't make or receive calls.	• Check both ends of the telephone line cord are plugged in firmly. • Make sure the AC adaptor is plugged into the base and wall outlet. • Disconnect the AC adaptor for a few minutes, then reconnect it. • Make sure that you are not too far from the base. • Charge the handset.
The handset doesn't ring or receive a page.	• The battery pack may be weak. Charge the battery for 20-25 hours. • The handset may be too far way from the base unit. • Place the base unit away from appliances or metal objects.
Caller ID does not display.	• The handset was picked up before the second ring. • The call was placed through a switchboard. • Call your local telephone company to verify your Caller ID service is current.
If you still have a problem.	Australia: www.uniden.com.au New Zealand: www.uniden.co.nz

MEMO

MEMO

One Year Limited Warranty

Important:	Evidence of original purchase is required for warranty service.
Warrantor:	Uniden Australia Pty Limited A.B.N. 58 001 865 498
	Uniden New Zealand Limited

ELEMENT OF WARRANTY: Uniden warrants to the original retail owner for the duration of this warranty, its XS915 (herein after referred to as the Product), to be free from defects in materials and craftsmanship with only the limitations or exclusions set out below.

WARRANTY DURATION: This warranty to the original retail owner only, shall terminate and be of no further effect 12 months after the date of original retail sale. This warranty will be deemed invalid if the product is; (A) Damaged or not maintained as reasonable and necessary, (B) Modified, altered or used as part of any conversion kits, subassemblies, or any configurations not sold by Uniden. (C) Improperly installed, (D) Repaired by someone other than an authorised Uniden Repair Agent for a defect or malfunction covered by this warranty. (E) Used in conjunction with any equipment or parts or as part of a system not manufactured by Uniden, (F) Warranty is only valid in original country of purchase.

PARTS COVERED: This warranty covers for one (1) year, the Base Unit and Handset only. All accessories (AC Adaptor etc) are covered for 90 days only.

STATEMENT OF REMEDY: In the event that the product does not conform to this warranty at any time while this warranty is in effect, the warrantor at its discretion, will repair the defect or replace the product and return it to you without charge for parts or service. THIS WARRANTY DOES NOT COVER OR PROVIDE FOR THE REIMBURSEMENT OR PAYMENT OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. THIS GUARANTEE IS IN ADDITION TO AND DOES NOT IN ANY WAY AFFECT YOUR RIGHTS UNDER THE CONSUMER GUARANTEE ACT.

PROCEDURE FOR OBTAINING PERFORMANCE OR WARRANTY: In the event that the product does not conform to this warranty, the Product should be shipped or delivered, freight pre-paid, with evidence of original purchase (eg. a copy of the sales docket), to the warrantor at:

UNIDEN AUSTRALIA PTY LIMITED	UNIDEN NEW ZEALAND LIMITED
SERVICE DIVISION	SERVICE DIVISION
345 Princes Highway,	150 Harris Road,
Rockdale NSW 2216	East Tamaki, Auckland
Fx (02) 9599 3278	Fx (09) 274 4253
www.uniden.com.au	www.uniden.co.nz

Customers in other states should ship or deliver the Product freight pre-paid to their nearest Uniden Authorised Repair Centre (Contact Uniden for the nearest Warranty Agent to you).

THANK YOU

FOR PURCHASING A UNIDEN PRODUCT

Uniden

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