

**OPTIONS AFTER
3 BEEP SIGNAL****TOUCH TONE
COMMAND**

Bypass Announcement	ANY KEY	
Play Messages	1	
Play Announcement	2	
Advance to Next Menu	3	
Stop	*	
Delete Message	0	
Play Previous Message	7	
Repeat Message	8	
Skip Message	9	
Record Announcement	start 4	stop 4
Record Memo	start 5	stop 5
Turn System On	6	
Turn System Off	#	

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**Digital
Answer-Phone™**

MODEL 2-9831

- 1** Dial telephone number and wait for system to answer.
- 2** Press any key for OGA (Outgoing Announcement) bypass.
- 3** Enter 3-digit security code after transfer tone.
- 4** Listen for messages or,
Enter Touch Tone Command.
- 5** Hang up.

<input type="text"/>	<input type="text"/>	<input type="text"/>
----------------------	----------------------	----------------------

Write 3-digit security code in boxes.

Write 3-digit security code in boxes on card. 3-digit security code can be found on bottom of base.



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Enter Touch Tone Command.
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<input type="text"/>	<input type="text"/>	<input type="text"/>
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Write 3-digit security code in boxes.

Remove remote pocket card and store in wallet or purse for reference away from home.

QUICK SET-UP

Read the Use and Care Guide for the details of operation and other features.

IMPORTANT: INSTALL THE ENCLOSED 4 "AAA" BATTERIES IN THE COMPARTMENT UNDERNEATH THE MEMORY LOG. This will preserve your announcement and messages in the event of power loss.

For Desk Use

- 1 Unwrap the long straight line cord and plug one end into the "PHONE LINE" jack on the back of the telephone base. Plug the other end into your telephone wall outlet.
- 2 Plug the jack end of the power supply into the "POWER" jack on the back of the telephone base. Plug the other end into your power outlet. **NOTE:** Display will flash "Lo" if fresh batteries have not been added.
- 3 Plug one end of the coiled cord into the handset and the other end into the jack on the side of the telephone base.
- 4 Check the side switch settings. **NOTE:** Set the "PULSE TONE" switch to "TONE" if you subscribe to Touch Tone Service.
- 5 Record your Out Going Announcement. Lift the door on top of the telephone base. Press and hold the "ANNOUNCEMENT" button, speak clearly after the tone, release the button when finished. To check your Announcement, tap the "ANNOUNCEMENT" button.
- 6 Set the Time / Day: Press and hold the "HOUR", "MINUTE", and "DAY" buttons to set the current time and day. Tap the "TIME CHECK" button to review.
- 7 Set the "RING SELECT" switch, located on the back, to either 2 or 4 rings. The machine will answer on the second or fourth ring respectively. The "TOLL SAVER" is a special feature explained in the Use and Care Guide.
- 8 Store Emergency (see Use and Care Guide) and frequently called numbers as described on the underside of the memory log.

For Wall Use

- 1 Turn the telephone base over and remove the wall/desk adapter.
- 2 Plug the jack end of the power supply into the "POWER" jack on the back of the telephone base. Position the power supply cord so that it runs down the center of the telephone back.
- 3 Reverse the wall/desk adapter so that the "THIS END UP..." notice is pointing upward. Position over the power supply cord.
- 4 Reconnect the adapter to the base, in the lower position, so that the power cord runs through the small rectangular notches.
- 5 Plug one end of the **SHORT** straight line cord into the back of the telephone base. Plug the other end into your telephone wall outlet.
- 6 Slip the adapter mounting holes over the wall plate posts and slide the phone down so that the adapter/base assembly is firmly in place.
- 7 Plug the other end of the power supply into your power outlet.
- 8 Push up and slide out the handset hook. Rotate a half turn and slide back down into place.
- 9 Follow "For Desk Use" instructions 3 - 8.



Digital Answer-Phone™

MODEL 2-9831



INTRODUCTION

CONTROLS AND FEATURES

INSTALLATION

TELEPHONE OPERATION

TELEPHONE MEMORY OPERATION

ANSWERING SYSTEM OPERATION

REMOTE OPERATION

IN CASE OF DIFFICULTY

PRODUCT CARE & SERVICE

GE LIMITED WARRANTY

USE & CARE GUIDE

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		INFORMATION	BACK COVER
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		COMPATIBILITY	BACK COVER

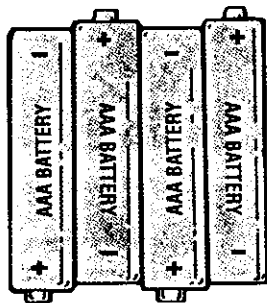
INTRODUCTION

Your new GE Model 2-9831 Fully Digital Answer Phone System combines the features of a memory telephone and an answering machine into a compact, easy-to-install, and easy-to-use unit. This system is designed to store up to 12 telephone numbers and record incoming messages using digital memory, eliminating the need for tapes while providing a full range of answering system features.

Please read this USE AND CARE GUIDE carefully to familiarize yourself with all the features of your new Answer Phone System. Retain this guide for future reference.

FCC NUMBER IS LOCATED ON THE BOTTOM OF THE BASE
REN NUMBER IS LOCATED ON THE BOTTOM OF BASE
OTHER IMPORTANT INFORMATION ON BACK COVER OF THIS GUIDE

4 AAA Alkaline Batteries are provided for backup power. Please be sure to install them into the GE 2-9831 to retain your messages, outgoing announcement, and time clock during a power failure.



See Installation Instructions (Desk or Table Top Installation on p. 10 or Wall Mount Installation on p. 12) for proper installation procedure.

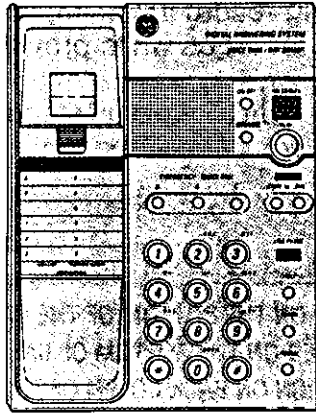
••• **A. Importance
of Installing
Batteries**

•••

INTRODUCTION

B. Parts Check List

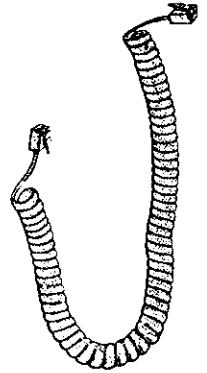
Carefully remove unit from the package. Check this list to be certain all components are included. Remember to save your sales receipt in case you ever need warranty service.



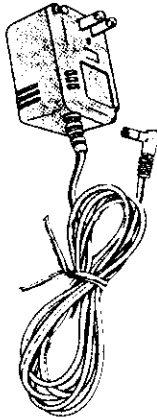
Telephone/Answerer



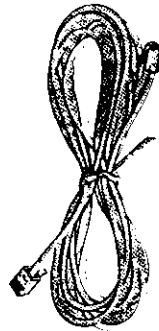
Handset



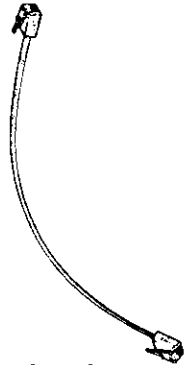
Coiled Cord



AC Power Supply
With Power Cord



One Long
Telephone Line Cord



One Short
Telephone Line Cord

QUICK SET-UP

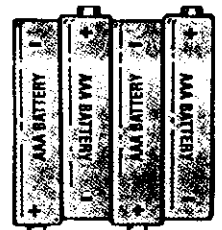
Read the Use and Care Guide for the details of operation and other features.

IMPORTANT: INSTALL THE ENCLOSED 4 "AAA" BATTERIES IN THE COMPARTMENT UNDERNEATH THE MEMORY LOG. This will preserve your announcement and messages in the event of power loss.

For Desk Use

- 1 Unwrap the long straight line cord and plug one end into the "PHONE LINE" jack on the back of the telephone base. Plug the other end into a wall outlet.
- 2 Plug the jack end of the power cord into the "POWER" jack on the back of the telephone base. The display will flash.

Quick Set-up Sheet



4 AAA Batteries

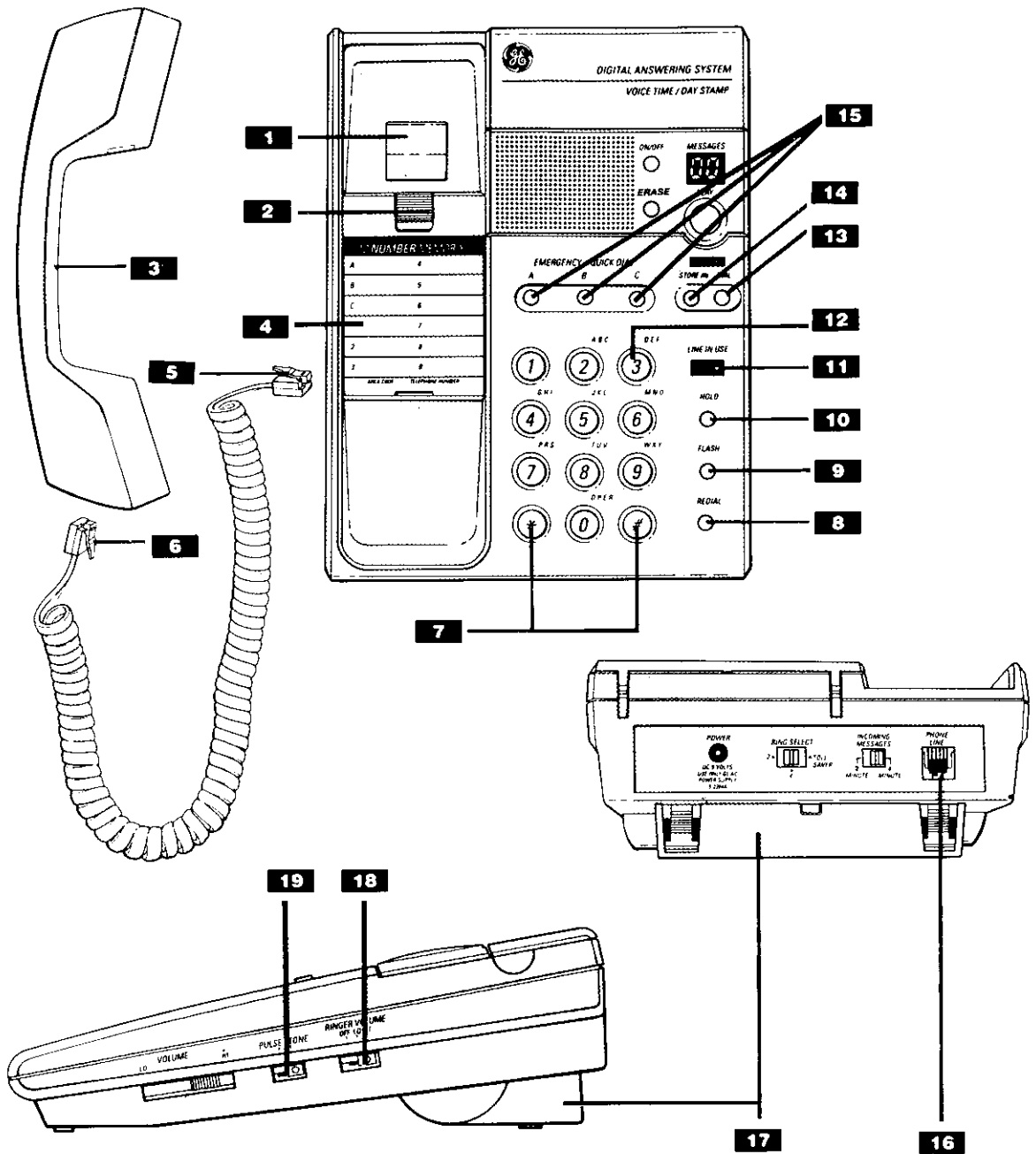
- **12 Number Memory**
 - 3 One-touch memory locations.
 - Memory for 9 additional frequently called numbers.
- **Line-In-Use Indicator** — tells you that the line is being used by this phone, the answerer, or an extension.
- **One Touch redial** of last number dialed.
- **Electronic Hold** can be released from this phone or any extension on the line.
- **Flash Function** for easy use of enhanced phone services such as call waiting.
- **Ringer Volume Control**
- **Tone/Pulse Switchable dialing**
- **Hearing Aid Compatible**

A. Telephone Features

- **Fully Digital** (Tapeless recording)
 - Better reliability than tape.
 - No moving parts to break, jam, or wear out.
 - Instant playback of incoming messages — no need to wait for a tape to fast forward or rewind.
- **Fourteen minutes of total recording time** or a maximum of 40 messages.
- **Voice Time/Day Stamp:** answerer will tell you the time and day each message was received.
- **Digital Message Counter** tells you the number of messages you have received.
- **Auto Disconnect** stops answerer when any phone extension is picked up.
- **Battery Back-Up** to save outgoing announcement, recorded messages, message count, and clock function during a power failure. 4 fresh "AAA" batteries must be installed for the back-up feature to function.
- **Battery Low Indicator**
- **Skip messages**, forward or backward, instantly with the press of a button. Message counter will tell you what message you are on.
- **Erase Button** allows you to erase messages in answering system.
- **Beeperless remote message retrieval** with 10 functions and a voice menu to assist you. Messages are automatically saved unless you intentionally erase them.
- **Call Screening Speaker**
- **Memo Recording** — allows local message recording.
- **Message Length Control** — 2 min. or 4 min. max. for incoming messages.
- **Toll Saver** for remote operation.
- **Two-Year Limited Warranty**

B. Answerer Features

CONTROLS & FEATURES



C. Telephone Controls

1. **Hook Switch** – Connects and disconnects the telephone line.
2. **Handset Hook** – Holds the handset in place when mounted on the wall.
3. **Handset** – Contains transmitter and receiver for phone conversation.
4. **Directory Card** – Listing space for names/numbers in phone memory.
5. **Base Jack** – Jack for coil cord.
6. **Handset Jack** – Jack for coil cord.
7. **(*) and (#) Buttons** – Used in touch tone mode for special service functions.
8. **Redial Button** – Redials last number dialed and acts as pause function in memory storage of phone numbers.
9. **Flash Button** – Creates a signal for special services such as call waiting.
10. **Hold Button** – Places call on hold.
11. **Line In Use Indicator** – Shows when line is in-use (solid red) or when phone is on hold (flashing red).
12. **Telephone Key Pad** – Dials, enters phone numbers into phone memory, and selects 1-9 stored numbers.
13. **Memory Dial Button** – Dials stored phone numbers.
14. **Memory Store/In Button** – Stores phone numbers in phone memory.
15. **Emergency Quick Dial Buttons** – Provide instant dialing of up to 3 important telephone numbers by pressing A, B, or C.
16. **Phone Line Jack** – Connects the supplied modular cord.
17. **Base Plate** – Used to adapt the phone to either table top or wall mount installation.
18. **Ringer Volume** – Sets ringer volume Hi, Lo, or Off.
19. **Pulse/Tone Switch** – Sets the dialing mode to match your phone system.

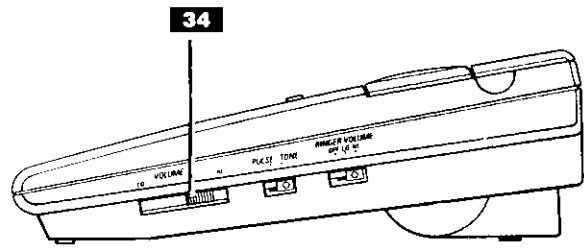
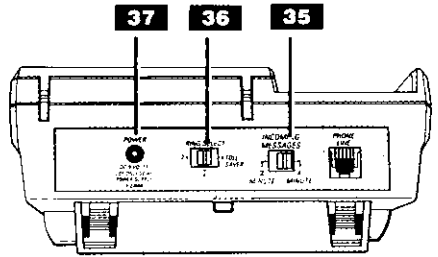
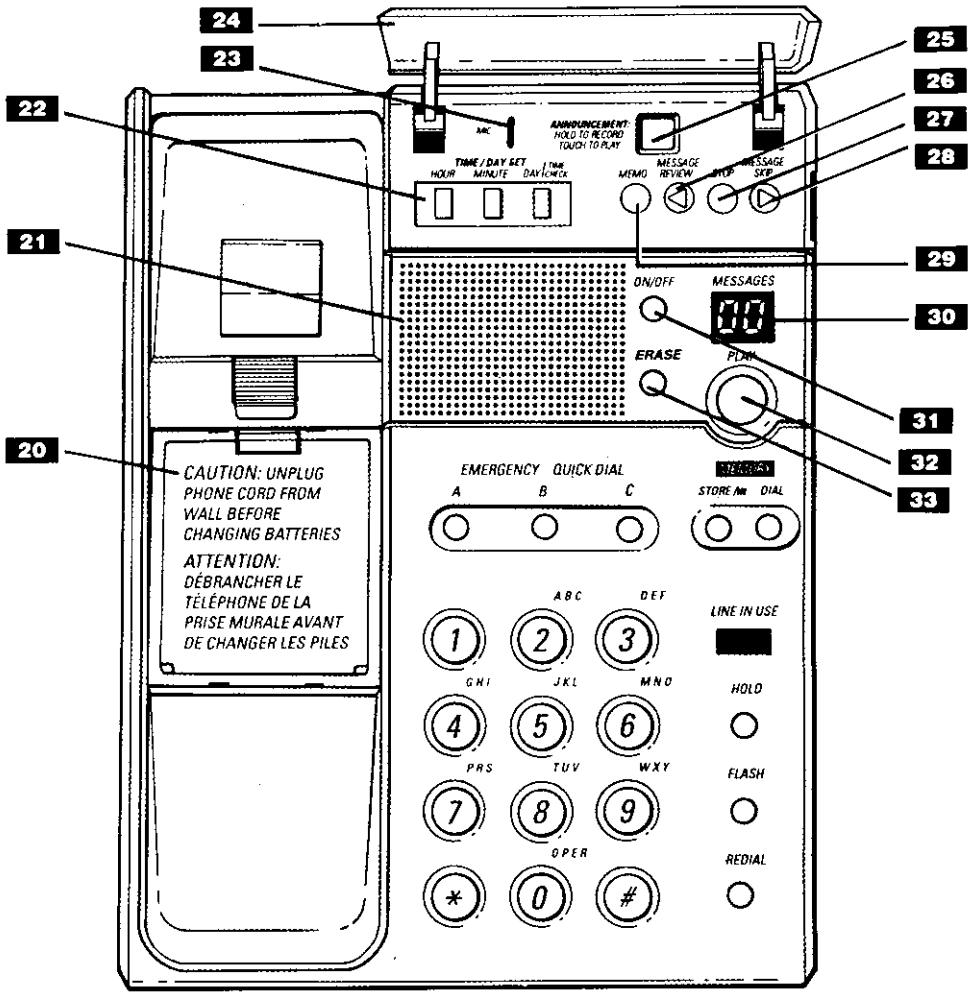
CONTROLS & FEATURES

D. Answerer Controls

20. **Battery Compartment** — Holds 4 “AAA” Batteries for answer function's memory backup.
21. **Speaker** — Plays back messages and provides voice menu.
22. **Time/Day Set** — Allows setting of time/day stamp message added to incoming messages.
Hour Button — Sets the hour.
Minute Button — Sets the minute.
Day/Time Check Button — Sets day of the week. Also provides audible time/day setting report.
23. **Mic** — Microphone picks up voice to record announcements or memos.
24. **Door** — Opens for access to controls of the answering system.
25. **Announcement Button** — Records outgoing greeting or allows playback to review.
26. **Message Review Button** — During playback, replays an earlier recorded message in sequence or scans backward within the message.
27. **Stop Button** — Stops recorded message playback.
28. **Message Skip Button** — During playback, skips messages or fast forwards within current message.
29. **Memo Button** — Records memo in answering system.
30. **Messages Indicator** — Displays number of messages in memory and battery status.
31. **On/Off Button** — Turns answer function on or off. (Message indicator displays “—” for OFF).
32. **Play Button** — Plays messages stored in answering system.
33. **Erase Button** — Erases messages in answering system.
34. **Volume** — Sets message volume for answering system.
35. **Incoming Messages Switch** — Limits incoming message length to 2 or 4 minutes.
36. **Ringer Select Switch** — Selects number of rings (2, 4, or Toll Saver) for answer function pickup. The machine will answer on the ring selected.
37. **Power Jack** — AC/DC Adapter input.
***Security Code** — Factory preset 3-digit number that limits remote access to your messages (on bottom of unit, not shown).

CONTROLS & FEATURES

CONTROLS AND FEATURES



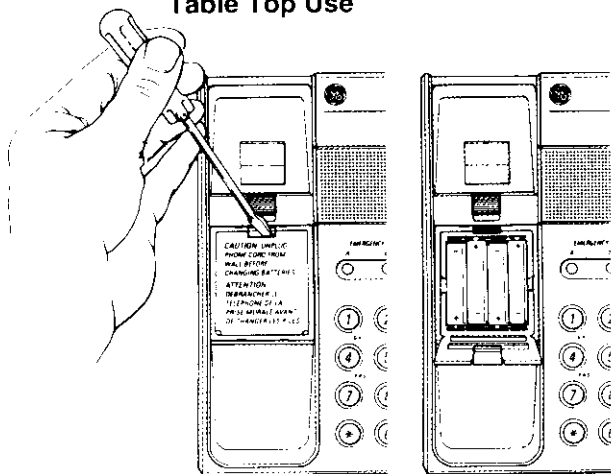
*Security Code, on bottom of unit, not shown.

INSTALLATION – DESK OR TABLE TOP

A. Introduction

Follow these steps to connect your new Answerphone for proper operation. Make sure you have a modular telephone jack and a standard 110 V AC electrical outlet near the place you have chosen to install your Answerphone.

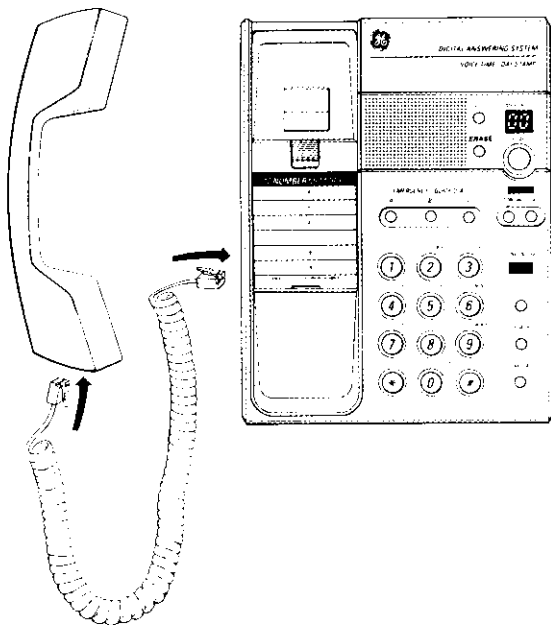
B. Installation for Desk or Table Top Use



1. *Install the Batteries*

Open the battery cover, located under the handset and number directory, with a screwdriver.

Insert 4 AAA Alkaline Batteries, paying attention to the polarity in the holder, and replace the cover. The black ribbon goes under the batteries. Leave the end exposed to allow easy removal when batteries need to be replaced.

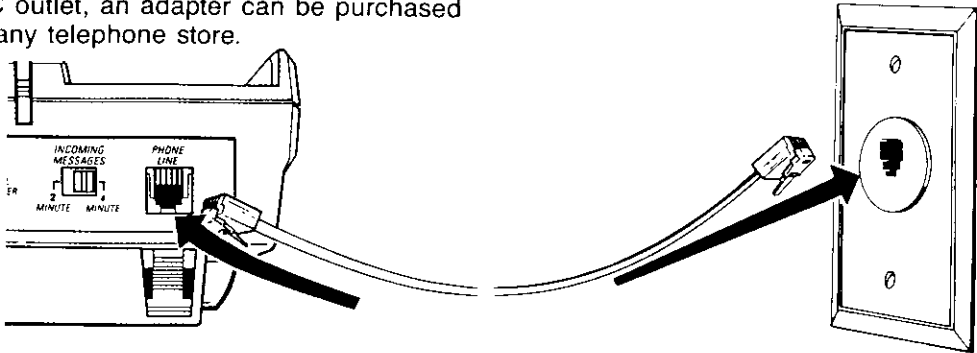


2. *Connect the Coiled Cord*

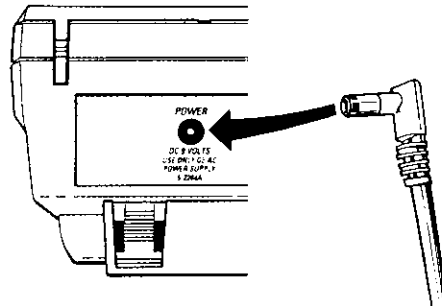
Plug one end of the coiled cord to the handset and plug the other into the handset jack. Place the handset in the cradle.

INSTALLATION – DESK OR TABLE TOP

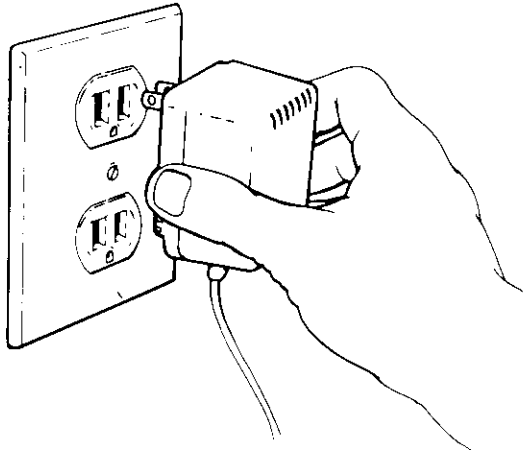
3. **Connect the Long Telephone Line Cord**
Plug one end of the line cord into the *PHONE LINE* plug on the unit. Plug the other end into the telephone outlet. A RJ11C outlet jack is required. If you don't have a RJ11C outlet, an adapter can be purchased from any telephone store.



4. **Connect the Power Cord**
Plug the right angle plug on the power cord into the Answer-Phone™ power jack.

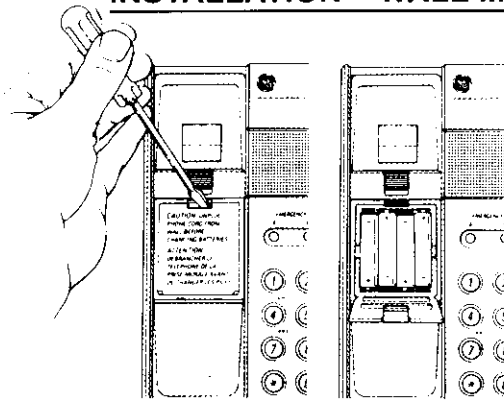


5. **Plug in the Power Supply**
Plug the Power Supply into the 110 V AC power outlet. A tone signal will be heard and the *MESSAGES INDICATOR* will read "00".
Lift the *HANDSET* to check for dial tone. The *LINE IN USE* indicator will turn *RED* while the handset is off the hook. Your installation is completed.



Note: During power outages the Answering system will not function even though batteries are installed. The telephone, however, will remain operational. The backup batteries will retain your announcement, messages, and clock for over 24 hours.

INSTALLATION – WALL MOUNT

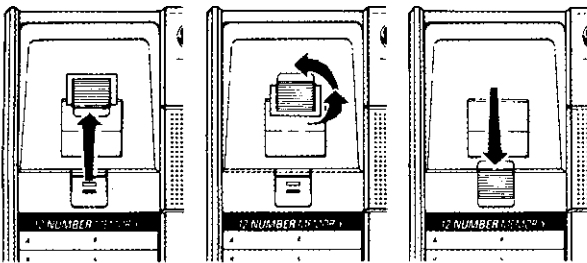


C. Installation for Wall Mount Use

1. **Install the Batteries**

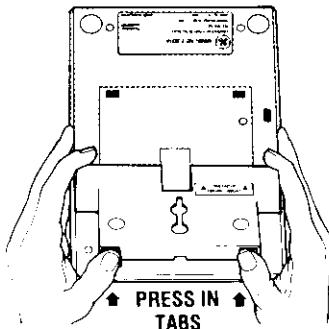
Open the battery cover located under the handset and number directory with a screwdriver.

Insert 4 AAA Alkaline Batteries paying attention to the polarity in the holder and replace the cover. The black ribbon goes under the batteries. Leave the end exposed to allow easy removal when batteries need to be replaced.



2. **Reverse the Handset Hook**

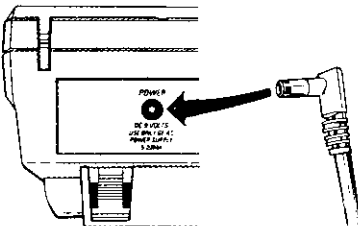
Firmly slide the *HANDSET HOOK* out of the cradle. Rotate it 180° and slide it back into the cradle.



3. **Remove the Base Plate**

For wall mount installations,
– Press in the two tabs and pull the *BASE PLATE* from the back of the telephone.

Note: For future reference, please copy your 3-digit security code located on the back of the unit.



4. **Connect the Power Cord**

Insert the right angle plug of the *POWER CORD* into the *POWER JACK* on the back of the telephone.

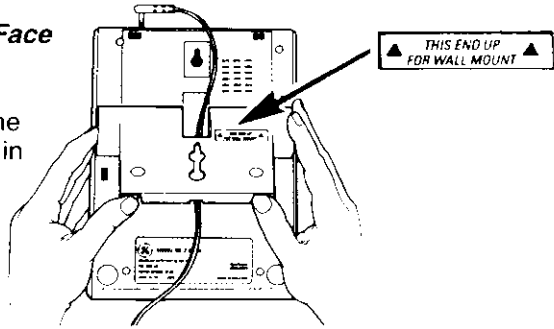
Note: Do *not* plug Power Supply into wall outlet until all other steps are completed.

Note: During power outages the Answering system will not function even though batteries are installed. The telephone, however, will remain operational. The backup batteries will retain your announcement and messages, and clock for over 24 hours.

INSTALLATION – WALL MOUNT

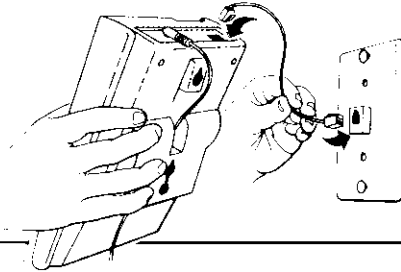
5. **Install the Base Plate so that the Arrows Face Upward**

Position the *POWER CORD* in the top and bottom notches in the *BASE PLATE*. Snap the base plate into the lower set of tab openings in the base of the telephone.



6. **Connect the Short Telephone Line Cord**

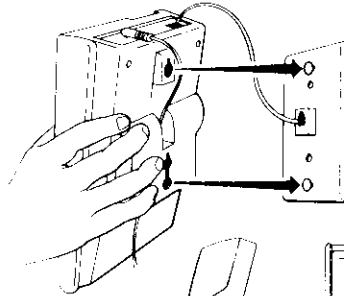
Plug either end of the *SHORT TELEPHONE LINE CORD* into the *PHONE LINE JACK* on the back of the telephone. Connect the other end to the wall phone jack.



7. **Mount the Telephone to the Wall Plate**

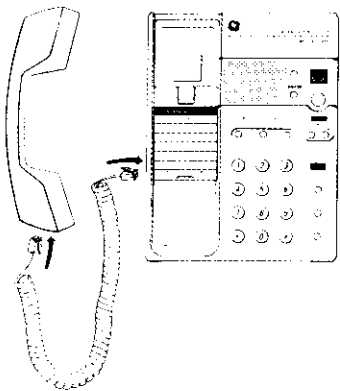
Position the telephone against the wall jack plate so that pins of the plate align with key hole slots on the *BASE PLATE*. Press the telephone against the jack plate so that pins pass through key hole slots in the *BASE PLATE*. Gently guide the telephone downward to secure the telephone to the jack plate.

Note: Be certain that the *AC POWER CORD* and the *TELEPHONE LINE CORD* stay clear of the pins of the wall plate and the keyhole slots on the *BASE PLATE*.



8. **Connect the Coiled Cord**

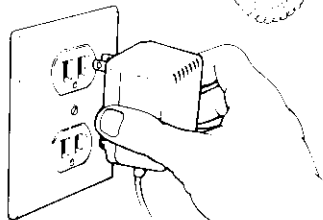
Plug one end of the coiled cord to the handset and plug the other into the handset jack. Place the handset in the cradle.



9. **Plug in the Power Supply**

Plug the Power Supply into the 110 V AC power outlet. A tone signal will be heard and the *MESSAGES INDICATOR* will read "00".

Lift the *HANDSET* to check for dial tone. The *LINE IN USE* indicator will turn RED. Your installation is complete.

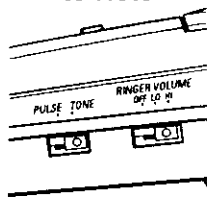


TELEPHONE OPERATION

A. Introduction

The GE Model 2-9831 Answerphone provides normal telephone operation along with storage of up to twelve telephone numbers in memory for automatic dialing of frequently called or emergency numbers.

B. Important Features to Note



1. Pulse/Tone Switch

The *PULSE/TONE* switch located on the side of the unit should be set to the proper position. The switch should be set to *TONE* if you have "touch tone" service. Otherwise, set to *PULSE*.

Note: If one has a pulse service, the switch may be changed to *TONE* after a call is made. This allows access to phone services that require a tone. Return switch to *PULSE* when call is completed.

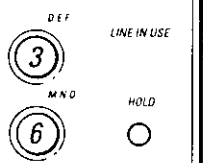
2. Ringer Volume

The *RINGER VOLUME* switch located on the side of the unit can be set to the following:

- Hi – Maximum Volume
- Lo – Lower Volume
- Off – Ringer is not heard

3. Line In Use Status Light will indicate the following:

- SOLID RED – Telephone or extension is in use or answerer is taking a call.
- SLOW BLINKING RED – A call is on hold.



C. How to Make and Receive Calls

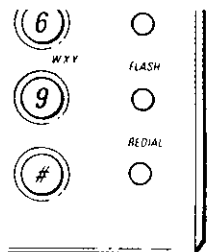
To Make A Call:

1. Pick up *HANDSET*.
2. Wait for dial tone.
3. Dial telephone number.
4. When finished, hang up.

To Receive a Call:

1. When phone rings, pick up *HANDSET* and talk.
2. When finished, hang-up *HANDSET*.

D. How to Use Automatic Redial



The telephone automatically remembers the last number dialed (up to 16 digits long). This number will remain in redial memory until another number is dialed.

To Redial Last Number:

1. Pick up *HANDSET*.
2. Wait for dial tone.
3. Press *REDIAL*.

An incoming or outgoing call can be temporarily placed on hold. No sound can be heard through the handset by either party.

To Place Call on Hold:

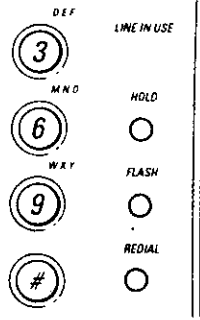
1. Inform other party you are placing them on hold.
2. Press **HOLD** button. **LINE IN USE** indicator will blink red.
3. Hang up the **HANDSET** or place it on the table beside the telephone.

To Take a Call off Hold:

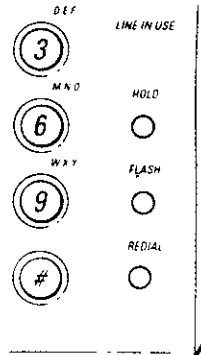
1. If you left the **HANDSET** in the **CRADLE**, pick up the **HANDSET** at this phone or any extension and the call is off hold.
2. If you placed the **HANDSET** beside the telephone, press the **HOLD** button and the call is off hold.

The momentary press of the **FLASH** button allows enhanced features provided by the telephone company, such as call waiting, to be used. If you subscribe to any of these services, refer to the telephone company's instruction on use.

E. How to Place a Call on Hold



F. How to Use the Flash Button

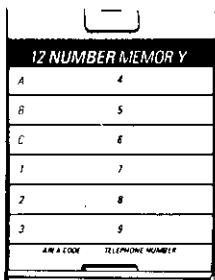
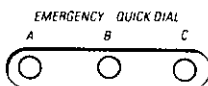
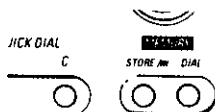


TELEPHONE MEMORY OPERATION

A. Introduction

Your new GE Model 2-9831 Answerphone has 12 memory locations capable of storing a telephone number of up to 16 digits. Three telephone numbers can be stored in the 3 Emergency/Quick Dial positions and dialed with one touch. 9 Memory positions are dialed with two touches (DIAL and the number button 1-9 corresponding to the memory location).

B. How to Store



Important: Before you begin storing telephone numbers in memory you must set the *PULSE/TONE* switch to the correct position.

Emergency/Quick Dial Numbers

1. Pick up the *HANDSET*.
2. Push *STORE/IN*.
3. Enter the telephone number (it will not actually call the number in this mode).
4. Push *STORE/IN* again.
5. Push selected emergency Quick Dial location – A, B, or C.
6. Hang up *HANDSET*.
7. Write the name or number of party stored in memory location on Directory Card.

Frequently Called Numbers

1. Pick up the *HANDSET*.
2. Push *STORE/IN*.
3. Enter the telephone number (it will not actually call the number in this mode).
4. Push *STORE/IN* again.
5. Push key pad 1, or 2..., or 9 for memory location.
6. Hang up *HANDSET*.
7. Write the name or number of party stored in the memory location on Directory Card.

C. Changing or Correcting a Stored Number

How to Change a Stored Number

Repeat the storage sequence. The new number will replace the old number at the memory location.

How to Clear a Stored Number

Repeat the storage sequence. Skip step 3 in the sequence (i.e. do not enter a telephone number). The storage location will be blank when sequence is completed.

How to Correct an Error while Storing

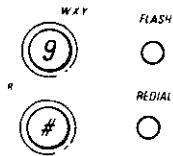
Simply hang up and repeat the procedure for storing from the beginning.

TELEPHONE MEMORY OPERATION

When storing a number, a momentary delay may be needed in the dialing sequence for a stored telephone number. This is generally used when a "PAUSE" is needed to wait for a dial tone (e.g. after dialing a long distance access number). The *REDIAL* button should be pressed at the point where a pause is needed in the dialing sequence. During storage, pushing the *REDIAL* button serves to store a pause in the dialing sequence as often as needed. (Note: Each pause counts as one digit in the sequence.)

Example: 123 *REDIAL* 456-789-0123

D. Storing a Pause in Dialing



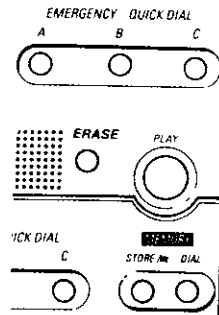
Emergency/Quick Dial Numbers

1. Pick up *HANDSET*.
2. Wait for Dial Tone.
3. Press *A* or *B* or *C*.

Frequently Called Numbers in Memory

1. Pick up *HANDSET*.
2. Wait for Dial Tone.
3. Press *DIAL*.
4. Press *1*, or *2...*, or *9*.

E. How to Dial a Stored Number



TELEPHONE
MEMORY
OPERATION

This feature allows you to dial in succession a chain of numbers in different memory locations. This is useful when you must dial more than one number in memory to complete a call, such as with frequent calls via an independent service (e.g. MCI or Sprint).

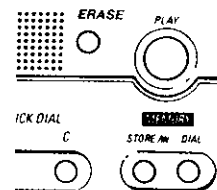
For Example:

Local Access Number of Long distance company, and 2 or 3 pauses at end	6
Authorization Code (ID)	7
Long distance phone number	8

To initiate Chain Dialing

1. Press *DIAL*.
2. Press *6*.
3. Press *DIAL*.
4. Press *7*.
5. Press *DIAL*.
6. Press *8*.

F. How to Chain Dial Using the Memory



ANSWERING SYSTEM OPERATION

A. Introduction

Your new Answer-Phone™ has digital memory eliminating the need for tapes and provides a full range of features. The answering system can hold up to 14 minutes of messages or a maximum of 40 individual messages.

When you are at home, you can use your new system to

- Answer calls when you cannot answer the telephone.
- Screen incoming calls when you do not want to be disturbed.
- Take messages from callers.
- Record memos directly using the unit's built in microphone.

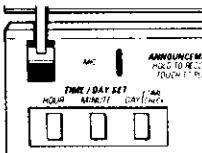
SuperVox allows the Answer-Phone™ to disconnect automatically if a calling party hangs up or stops talking. The unit also places a time and day stamp on each incoming message or memo.

When you are away, you can use any touch tone phone to

- Listen to messages.
- Bypass the announcement and leave a message quickly.
- Delete selected messages from memory.
- Skip through or repeat your messages.
- Turn your answering system on or off.
- Change your announcement.
- Leave a memo.

A three digit, factory set security code is written on the underside of the Answer-Phone™. Your security code must be entered to use any remote functions. This code prevents unauthorized use of remote operation. A voice prompt is programmed into your new Answer-Phone™ to guide you through remote operations.

B. Setting the Time/Day Stamp



The Time and Date is added to the end of each message or memo. Before using your new Answer-Phone™ the time/day stamp should be properly set.

1. Slide *VOLUME* control to a comfortable level (usually midway). When you power-up the unit, the answerer is automatically turned on and the *MESSAGES* display reads "00".

Open the *DOOR* to expose the Answerer Controls.

2. To set hour.

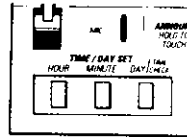
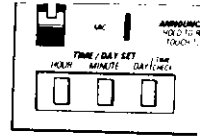
- a) Advance the hour by holding the *HOUR* button until unit voices the appropriate hour, "01"- "12".

Note: Voice will announce "AM" or "PM" as it reaches one o'clock while advancing hours.

3. **To set minute.**
 - a) Advance the minute by holding or tapping the *MINUTE* button until unit voices the appropriate minute "01"- "59".
4. **To set day.**
 - a) Advance the day by pressing and holding the *DAY/TIME CHECK* button until the voice announces each day in sequence.
 - b) Release the button at correct day.
5. **Checking the Time/Day Stamp.**
 - a) Tap the *DAY/TIME CHECK* button.
 - b) The Voice will respond with the current time and day.

Note: A time check can be made at anytime answering system is not playing.

Important: If the Time/Day Stamp has not been set, the VOICE system will announce the following during a time check: "1:00 AM Monday".



Before using your new Answer-Phone™, you should record an outgoing announcement (OGA). This is the announcement that callers will hear when the system answers a call.

1. **Prepare your announcement.**
Example: "Hello. I cannot come to the phone right now. Please leave your name, telephone number, and message after the tone. I will return your call as soon as possible. Thank you."

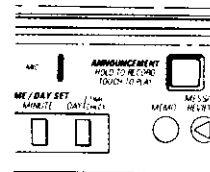
Note: The 14 minute all digital memory is shared between the announcement and all messages and memos. The briefer your announcement, the more memory there will be left for messages.

2. **Hold down ANNOUNCEMENT button.**
 When tone sounds start recording your message by speaking into the microphone. Speak clearly and close to the microphone. Recording will stop when button is released and another tone will sound.

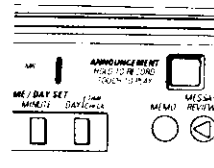
Tap *ANNOUNCEMENT* button to replay OGA. If there is no OGA, the VOICE will speak, "Please leave message after tone."

Note: If a call comes in and no OGA has been recorded, the Answer-Phone™ will give the caller a built-in prerecorded announcement, "please leave message after tone."

C. Recording Your Announcement

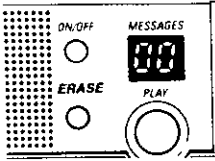


D. Playing Back Your Announcement



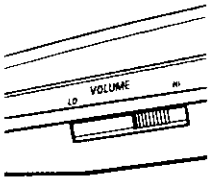
ANSWERING SYSTEM OPERATION

E. Turning the Answering System On or Off



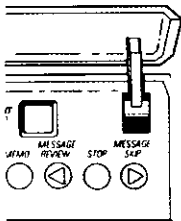
1. Pressing the *ON/OFF* button will turn on the answering system. (It does not control the telephone operation.) The *VOICE* will announce, "Answer functions are on." The display will show the number of messages.
2. Pressing the *ON/OFF* button again will turn off the answering system. The *VOICE* will announce, "Answer functions are off." The display will show "---".

F. Message Volume Control



You can use the volume control on the side of the Answer-Phone™ to adjust the volume of the systems speaker. Slide the switch until you find a comfortable volume level.

G. Recording a Memo

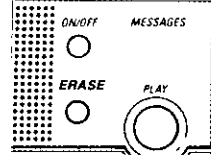


Press and hold down *MEMO* button. Recording will start after the tone. Speak into the microphone and release the *MEMO* button when finished. The unit will beep and the *MESSAGES* indicator will be advanced by one count.

The LED *MESSAGES* indicator will display the following in the two digit display:

1. If answerer is ON, the number of messages in memory will be displayed.
2. If answerer is OFF, the middle segment of each of the two LED's will show " -- ".
3. If answerer is not receiving AC power, the display will be blank.
4. If the answerer is on and replaying a message, the number of that message will be displayed.
5. If no batteries have been installed or the batteries are going low on power, a "Lo" display will alternate on the display.

H. Message Counter Display Operation



After you have recorded your announcement, the *MESSAGES* indicator should be on and reading "00". The system is ready to answer calls.

If the message indicator reads " -- ", push and release *ON/OFF* button to turn answerer on.

When the system answers a call, the caller hears the outgoing announcement followed by a beep.

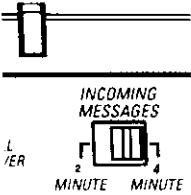
After the caller leaves a message, the answerer records a Time/Day Stamp at the end of the message. The message is stored in memory and the *MESSAGES* window displays the total number of messages currently stored.

Note: Lifting the *HANDSET* on your GE 2-9831, or any extension telephone on the same line while the answerer is recording a phone message, will automatically interrupt and stop the answerer portion of the unit.

I. Automatic Answering Operation

ANSWERING SYSTEM OPERATION

J. Incoming Message Length



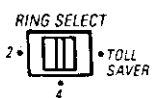
1. The maximum recording time per message depends on the setting of the *INCOMING MESSAGES* switch.
Position "2 MINUTE" allows recording an incoming message as long as the caller is speaking and the memory is available up to a maximum of two minutes.
Position "4 MINUTE" is the same as above except the maximum time will now be 4 minutes instead of 2 minutes.
2. The SuperVox feature disconnects the answerer automatically after the party hangs up, or stops talking for seven seconds. It also hangs up on dial tone or non-voice signals from local phone company.
3. If the unit phone or an extension phone is picked up during the answerer operation, the answer function will auto-disconnect. The caller can be talked to directly at this point.

K. Screening Your Calls

To screen calls, simply set the system to answer calls. Adjust the *VOLUME* setting so you can hear the OGA and the caller's message on the Answerphone's built in speaker.

If you decide to take the call, lift the handset of the GE 2-9831 or any extension on the line. The system will stop recording and you may speak to the caller.

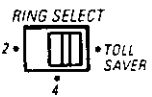
L. Ring Select



Set the *RING SELECT* switch on your Answerphone to 2, 4, or Toll Saver to choose the number of rings before the system answers.

1. Position '2' – the unit will answer on the second ring.
2. Position '4' – the unit will answer on the fourth ring.
3. Position 'Toll Saver' – the unit will answer on the second ring if you have new messages and answer on the fourth ring if there are no new messages.

M. Toll Saver



Use the – 'Toll Saver' setting when you will be calling from another location to check for messages. If you have new messages waiting the system will answer on the second ring. If there are no new messages, the phone will answer on the fourth ring. You can then hang up after the third ring to avoid paying long distance charges.

1. **Before playing your messages**, set *SPEAKER* volume to an appropriate level with *VOLUME* control.
2. **To play all messages and memos**, press and release *PLAY* button.

The answer system begins playing the first message stored in memory to the end. The *VOICE* will add the message number to the beginning and the time/day stamp to the end of each message. The *MESSAGES* indicator will show the number of the message being played.

Example:

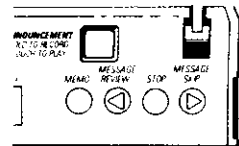
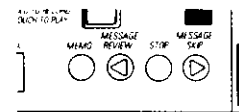
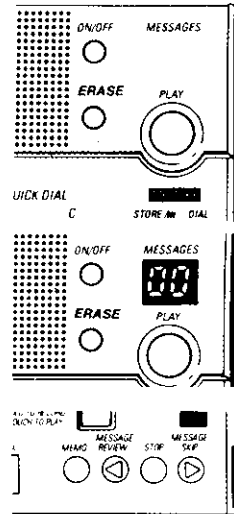
"Message 1", (message. . .), "Hour, Minute, Day"

"Message 2", (message. . .), "Hour, Minute, Day" ETC. . .

Until the end where *VOICE* will announce, "End of Messages".

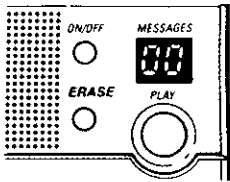
3. **To erase all messages**, press *ERASE* button at the end of playback before another incoming message. To erase a specific message, press *ERASE* while that message is playing.
4. **To stop playback**, press *STOP* button at anytime.
5. **To review a message from the beginning**, tap *MESSAGE REVIEW* button during that message. The unit will move back to the beginning of that message. To reverse through a specific message, press and hold the *MESSAGE REVIEW* button. Release when at the desired point in the message.
6. **To review any previous message**, tap *MESSAGE REVIEW* button during the *VOICE* announcement of a "message number." Continued tapping of *MESSAGE REVIEW* button will move back through the messages to the first message and start playback.
7. **To advance to next message**, tap *MESSAGE SKIP* button at any time during the message. The unit will move forward to the next message. If there are no more messages the unit will stop. To advance through a specific message, press and hold *SKIP* button. Release when at the desired point in the message.

N. Playing Your Message/Memos



ANSWERING SYSTEM OPERATION

O. Erasing Your Messages



To erase all your messages without playback, press the *ERASE* button.

To erase a specific message, press *ERASE* button while that message is playing.

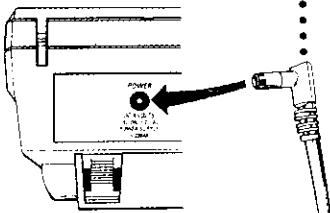
P. When Memory is Full

When the system's memory is full, the *MESSAGES* indicator will flash rapidly. The unit will answer on the tenth ring. A *VOICE* will announce "Memory is full, please enter security code after tone." If the caller does not enter the unit's (factory set-3 digit) security code within 7 seconds, the Answer-Phone™ will hang up. To make room for new messages, press *PLAY* to allow for deletion of some messages. (See section on Remote Operation on page 27.)

Q. When the Answer Function is Off

When off, the answer function will answer on the tenth ring and a voice will announce "Answer functions are off, please enter security code after tone" and wait for your security code to be entered.

R. Answerer Reset



If the unit does not seem to be functioning properly, pull the *AC/DC POWER ADAPTER* from the *POWER 9VDC* Jack on the back of the Answerer. Wait at least 5 seconds and plug back in. All messages/memos will be erased. Time and Day have to be re-entered and the announcements re-recorded.

Note: Disconnecting the *AC/DC POWER ADAPTER* at the 110 VAC wall plug will not reset the answerer.

When you call your Answer-Phone™ from another location, using a touch tone phone you can enter your three digit security code. (This code is factory preset and written on the bottom of the unit.) You may then listen to your messages or enter a command to request one of the other features normally available to you at home.

Note: Remote operation will be terminated locally by pressing *STOP* or by picking up any phone on the same line.

A. Introduction

You can press any key from a touch tone phone while outgoing message is playing to bypass the announcement. The unit emits a transfer tone when bypassed. You may leave a message or dial the 3-digit security code to enter remote operations.

B. Outgoing Announcement (OGA) Bypass

The Answer-Phone™ has been programmed to be “user friendly” while you are away from home.

When you call from a remote touch tone phone

1. Listen to or bypass the OGA.
2. You will hear a transfer tone.
3. Enter your 3-digit security code. A voice will announce how many messages you have, followed by 3 beeps.
4. A voice will begin to recite part one of the menu.
5. At the end of the first menu you will hear 3 beeps. This indicates that answerer is waiting for a command from you. If a command is not received by the answerer within 7 seconds, it will hang up.
6. At the completion of any function, you will again hear 3 beeps meaning the answerer is awaiting your next command. If no command is given within 7 seconds, the machine will hang up.

Note: You don't have to listen to the entire menu before giving a command. You may enter the desired menu number at any time.

C. Using the Remote Voice Menus

1st Menu

“Press 1 to play messages.
Press 2 to play announcement.
Press * to stop functions.
Press 3 for other functions.”

2nd Menu

“While playing messages. . .
Press 7 to play previous message.
Press 8 to repeat message.
Press 9 to skip message.
Press 3 for other functions.”

D. Remote Voice Menus

REMOTE OPERATION

3rd Menu

“Press 4 to record new announcement. Press 4 again to stop.
Press 5 to record memo. Press 5 again to stop.
Press 6 to turn on.
Press # to turn off.
Press 3 for other functions.”

Note: Only the 1st menu will play unless you press 3 to reach the next menus.

E. Touch Tone Commands

1

Remote Message Play — Pressing 1 for message play will cause the unit to start playing all messages from beginning to end. The answerer will voice prompt for the 0 key for erasure at the end of each message allowing 3 seconds for the 0 key to be pressed if message is to be erased, then the unit will voice “message number” then play the next message.

*

Message Stop — Pressing * for ‘STOP’ at anytime will terminate message playback. You will then hear the 3 tone prompt.

8

Remote Message Repeat — During message playback, pressing 8 for ‘REPEAT’ during a message will cause the unit to restart the same message.

9

Remote Message Skip — During message playback, pressing 9 for ‘SKIP’ during a message will cause the unit to stop playing the present message and start playing the next message.

7

Previous Message Play — During message play, pressing 7 will terminate present message and play previous message.

4

Remote Announcement Change — After the beep press 4 to start recording new announcement. After the beep speak into the phone. Press 4 again to stop.

2

Remote Announcement Playback — Press 2 to play announcement. If there is no announcement, the unit will speak the default announcement: “Please leave message after tone.”

5

Remote Memo — After the beep, press 5 to start recording memo. After the beep, speak into the phone. Press 5 again to stop.

#

Remote Turn Off — Press # to turn answering machine off.

When the system's memory is full or the system is turned off, it answers after ten rings. The unit will answer with a tone on the tenth ring and the answerer will announce "Memory full, please enter security code after tone". It will allow 7 seconds for the security code to be entered. If it is not, the unit will hang up.

To make room for new messages, you should press *1* on your remote phone to listen to your messages and press *0* deleting some or all messages to make room in the memory.

**F. When
Memory is
Full**

When off, the answer function will answer on the tenth ring, announce "Answer functions are off, please enter security code after tone", and wait for your security code to be entered.

**G. When
Answer
Function
Is in Off
Position**

IN CASE OF DIFFICULTY

If your Answer-Phone™ does not work properly, follow the Service Check List. If it is still inoperative then disconnect the Answer-Phone™ and try another telephone to determine if the problem is with the telephone line. If it is the telephone line, notify the telephone company for service.

If the Answer-Phone™ continues to malfunction, please make sure you have followed all the instructions in this manual to correct the problem.

If you cannot correct the problem, reset the answerer by following the instructions on page 24.

If you continue to have problems, refer to the service information on page 30 of this guide. If the problem cannot be corrected, then the Answer-Phone™ must be disconnected.

TELEPHONE PROBLEM	SOLUTION
1. No Dial tone	<ul style="list-style-type: none"> • Check Cords to make sure they are inserted correctly. • Does <i>HOOK SWITCH</i> extend fully when handset is removed from cradle?
2. Phone does not dial	<ul style="list-style-type: none"> • Check <i>PULSE/TONE</i> switch. Place in the PULSE position.
3. You cannot be heard by other party	<ul style="list-style-type: none"> • Check that handset coil cord is fully inserted at both ends.
4. <i>LINE IN USE INDICATOR</i> is solid red	<ul style="list-style-type: none"> • Check that Answer-Phone™ telephone cord is connected at both ends. • Check that other phone(s) is on hook.
5. Incoming and Outgoing voice volume is too low	<ul style="list-style-type: none"> • Check that other phones are off hook at the same time. If so, this is a normal condition as volume drops when additional phones are used at once.
6. Phone does not ring	<ul style="list-style-type: none"> • Is <i>RINGER SELECT</i> set to <i>OFF</i> position? • Are you using too many phones on one line? (See FCC Information on back cover.)
7. Tone Feedback Flutter while dialing in pulse mode	<ul style="list-style-type: none"> • This is normal as power is fluctuating with phone out-pulsing.
8. Memory Dialing Problems	<ul style="list-style-type: none"> • Did you program number correctly? • Did you follow the proper dialing sequence?

ANSWERER PROBLEM	SOLUTION
1. Does not answer calls	<ul style="list-style-type: none"> • Check that answer function is ON.
2. Only answers after 10 rings	<ul style="list-style-type: none"> • Check that answer function is ON. • Check that message memory is not full.
3. "Lo" flashes in <i>MESSAGES</i> indicator	<ul style="list-style-type: none"> • Check that 4 fresh "AAA" Alkaline Batteries are installed properly. • Batteries need to be replaced.
4. Batteries fail frequently	<ul style="list-style-type: none"> • Battery power is used during power outages, or when AC power is not supplied to unit.
5. After power outage, announcement and message are lost	<ul style="list-style-type: none"> • "AAA" batteries are not installed or needs replacing.
6. Time announcement does not advance	<ul style="list-style-type: none"> • Time not set. Set time (page 18).
7. No outgoing message	<ul style="list-style-type: none"> • Answer function is OFF. Turn ON. • Re-record OGA message.
8. Unit answers but does not record	<ul style="list-style-type: none"> • Memory is full, play messages. • Was STOP pressed? • Was an extension phone picked-up?
9. No audio during replay or call screening	<ul style="list-style-type: none"> • Adjust <i>VOLUME</i> switch.
10. Messages are incomplete	<ul style="list-style-type: none"> • Incoming call exceeded <i>INCOMING MESSAGES</i> limit. 2 min/4 min. • Memory is full.

REMOTE OPERATION PROBLEM	SOLUTION
1. System does not respond to commands	<ul style="list-style-type: none"> • Check to make sure you are using Touch-Tone phone. • Start entering codes before 7 second timeout. • Enter correct 3 digit security code. • Press dial buttons firmly. (There may be noise interference on the phone lines.)
2. System doesn't answer until the 10th ring	<ul style="list-style-type: none"> • Answerer is turned off. • Enter 3 digit security code and press 6 to turn on. • If memory is full, enter Security Code, then listen to and delete messages to make room in memory (page 27).

**IN CASE OF
DIFFICULTY**

PRODUCT CARE & SERVICE

To keep your telephone working and looking good, follow these few simple rules

- Avoid putting telephone near heating appliances or other high temperature sources.
- Try to avoid placing telephone near devices that generate electrical noise. (i.e., motors, fluorescent lamps.)
- Telephone should not be exposed to direct sunlight or moisture.
- Avoid dropping the Handset as well as other rough treatment to the phone.
- Clean telephone with a soft cloth dampened with water. (Remember to first unplug phone from wall outlet.)
- Never use a strong cleaning agent or abrasive powder, as this will damage the finish.
- Retain the original packaging, should you need to ship the phone at a later date.

A. Product Care



This product should be serviced only by those specially trained in appropriate servicing techniques. For instructions on how to obtain service, refer to the warranty included in this Guide, or call Consumer Information: (800) 448-0329.

Attach your sales receipt to the booklet for future reference or jot down the date this product was purchased or received as a gift. This information will be valuable if service should be required during the warranty period.

Purchase date _____

Name of store _____

B. Service

What does your warranty cover?

- Any defect in material or workmanship.

For how long after the original purchase?

- Two years.
- The warranty for rental units begins with the first rental.

What will we do?

- Provide you with a new, or at our option, a reconditioned unit.
- The exchange unit is warranted for the remainder of your product's original two-year warranty period.

How do you make a warranty claim?

- Properly pack your unit. Include any cables, etc., which were originally provided with the product. We recommend using the original carton and packing materials.
- Include in the package a copy of the sales receipt or other evidence of date of original purchase. If the unit was a gift, provide a statement specifying the date received. Also print your name and address and a description of the defect.
- Ship the unit standard UPS or equivalent to:
Thomson Consumer Electronics, Inc.
Product Exchange Center
32 Spur Drive
El Paso, Texas 79906
- Pay any charges billed to you by the Exchange Center for service not covered by the warranty.
- A new or reconditioned unit will be shipped to you prepaid freight.

What does your warranty not cover?

- Customer instruction. Your Owner's Manual provides information regarding operating instructions and user controls. For additional information, ask your dealer.
- Installation and set-up service adjustments.
- Batteries.
- Damage from misuse or neglect.
- Product which have been modified or incorporated into other products.
- Product purchased or serviced outside the USA.

How does state law relate to this warranty?

- This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

What if you purchased your unit in Canada?

- Refer to the Canadian Warranty.

For products purchased outside the United States and Canada, see dealer for warranty.

Thomson Consumer Electronics, Inc.

FCC REGISTRATION INFORMATION

Your GE telephone equipment is registered with the Federal Communications Commission and is in compliance with parts 15 and 68, FCC Rules and Regulations.

1. **Notification to the Local Telephone Company**

On the bottom of this equipment is a label indicating among other information, the FCC Registration number and Ringer Equivalence Number (REN) for the equipment. You must, upon request, provide this information to your telephone company.

The REN is useful to determine the number of devices you may connect to your telephone line and still have all these 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 5. 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.

NOTES: This equipment may not be used on coin service provided by the telephone company.

Party lines are subject to state tariffs, and therefore, you may not be able to use your own telephone equipment if you are on a party line. Check with your local telephone company.

Notice must be given to the telephone company upon permanent disconnection of your telephone from your line.

2. **Rights of the Telephone Company.**

Should your equipment cause trouble on your line which may harm the telephone network, the telephone company shall, where practicable, notify you that temporary discontinuance of service may be required. Where prior notice is not practicable and the circumstances warrant such action, the telephone company may temporarily discontinue service immediately. In case of such temporary discontinuance, the telephone company must: (1) promptly notify you of such temporary discontinuance, (2) afford you the opportunity to correct the situation and (3) inform you of your right to bring a complaint to the Commission pursuant to procedures set forth in Subpart E of Part 68, FCC Rules and Regulations.

The telephone company may make changes in its communications facilities, equipment, operations or procedures where such action is required in the operation of its business and not inconsistent with FCC Rules and Regulations. If these changes are expected to affect the use or performance of your telephone equipment, the telephone company must give you adequate notice, in writing, to allow you to maintain uninterrupted service.

INTERFERENCE INFORMATION

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation.

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 (that is, the antenna for radio or television that is "receiving" the interference).
- Reorient or relocate and increase the separation between the telecommunications equipment and receiving antenna for radio or television that is "receiving" the interference).
- Connect the telecommunications equipment into an outlet on a circuit different from that to which the receiving antenna is connected.
- Consult the dealer or an experienced radio/TV technician for help.

If these measures do not eliminate the interference, please consult your dealer or an experienced radio/television technician for additional suggestions. Also, the Federal Communications Commission has prepared a helpful booklet, "How To Identify and Resolve Radio/TV Interference Problems". This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Please specify stock number 004-000-00345-4 when ordering copies.

HEARING AID COMPATIBILITY

This telephone system meets FCC standards for Hearing Aid Compatibility.



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