Gigaset

DL500 A

Congratulations

By purchasing a Gigaset, you have chosen a brand that is fully committed to sustainability. This product's packaging is eco-friendly!

To learn more, visit www.gigaset.com.

green home

SUSTAINABLE PACKAGING

Gigaset DL500A – your perfect companion

... impressive inside and out. Go crazy for the vibrant 3.5" TFT display, first-class sound quality and elegant exterior. Your Gigaset can do a lot more than just make calls:

Bluetooth, Ethernetand DECT port

Connect your Gigaset to the Internet and your PC via Ethernet. Use your public and private directories on the Internet **(➔ page 41)**. Update the directory on your Gigaset, the directory on your Bluetooth mobile and your directory on the PC simultaneously.

Directory for up to 500 vCards – calendar and appointments

Save phone numbers and other data to the local directory **(➔ page 36)**. Enter appointments and birthdays in the calendar and set reminders **(➔ page 69)**.

Use your Gigaset as a PABX

Register up to six handsets and use your Gigaset answering machine.

Go online with your Gigaset

Use your phone's info centre and have information specifically provided for the phone from the Internet shown on the display **(➔ page 57)**.

Do not disturb

Switch off the display backlight at night **(➔ page 74)**, use time control for calls **(➔ page 76)** or reject unknown calls **(➔ page 76)**.

Other practical information

Transfer the directory from an existing Gigaset handset **(➔ page 38)**, use the programmable function keys **(➔ page 72)** for quick dial or quick access to important functions, use the convenient headset to make calls (with cord ➔ **page 94** or Bluetooth ➔ **page 91**), skip back five seconds when listening to answering machine messages to repeat the last section **(➔ page 60)**, use your phone to read your e-mail (without a PC).

Environment

Gigaset Green Home – be environmentally aware when using your phone. For details of our ECO DECT products, visit www.gigaset.com/service.

Gigaset DL500A – your perfect companion

For more information about your phone, visit www.gigaset.com/gigasetDL500A.

After purchasing your Gigaset phone, please register it at www.gigaset.com/service – this will ensure any questions you may have or warranty services you request are dealt with even faster!

Have fun using your new phone!

> ──────── **Please note** ────────
>
> **To change the display language**, proceed as follows **(➔ page 73):**
>
> ▸ Press right on the control key ▭▸.
> ▸ Press the following keys in sequence: ✳ ⁕ ＃ ⁎A 0 ⁔ 3 ᴅᴇꜰ ＃ ⁎A .
> ▸ Press the control key ◨ to move up or down until the correct language is selected. Then press the right display key.

Base overview

1 **Adjust volume** $\boxed{-}$ = quieter; $\boxed{+}$ = louder
During a call/message playback: handsfree/
receiver volume;
When an external call is being signalled:
ringer volume

2 **Display**

3 **Display keys** (programmable; **page 19**,
page 72)
In the menu: open a menu for further func-
tions

4 **Message key (page 35)**
Access to call and message lists;
Flashes: new message/call or new firmwareav-
ailable

5 **End/back key** (red)
End, cancel function, go back one menu level
(press briefly); back to idle status (press and
hold)

6 **Function keys** (programmable; **page 72**)

7 **Redial**
Open redial list **(page 33)**

8 **Handsfree key**

9 **Mute key**
During a call: activate/deactivate microphone

10 *** key**
Activate/deactivate ringer (press and hold);
Text input: special characters table

11 **Back key** for answering machine
During playback: back to the start of the mes-
sage/previous message

12 **Playing back messages**
Activate/deactivate message playback

13 **On/off key** for answering machine
Activate/deactivate answering machine(s)
(page 60)

14 **# key**
For text input: switch between upper/lower
case letters and digits

15 **Control key (page 18)**

16 **Microphone**

Display icons

Display in idle status (example)

Base status
(two lines)

Current month/year

Time

Internal name

Mo Tu We Th Fr Sa Su

| | | | | | | | |
| ꙩ 06:30 |
| ꙩꙩ |
| ꙩꙩ 02 |
Mar 2010	01	02	03	04	05	06	07
13:52	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
INT 1	22	23	24	25	26	27	28
	29	30	31
Calls				Calendar

Appointment entered in
the calendar **(page 69)**

Current date

Status display in the headers: The following icons are displayed dependent on the settings and the operating status of your base:

Answering machine icon

1 (orange) answering machine activated

Eco Mode+ activated (white),
Eco Mode+ and Eco Mode activated (green) **(page 68)**

∗: Bluetooth activated **(page 88)**
additionally ⌒ if Bluetooth headset connected,
additionally ⎙ if Bluetooth GSM mobile connected

Ringer deactivated **(page 77)**
Replaced by ⏚ , when alert tone activated

Alarm clock switched on and wake-up time set **(page 71)**

Number of new messages:
◆ In the missed alarms list **(page 70)**
◆ In the SMS list **(page 48)** or e-mail list **(page 54)**
◆ In the missed calls list **(page 35)**
◆ On the network mailbox **(page 67)**

Signalling:

External call **(page 27)**	Internal call **(page 85)**	Answering machine is recording **(page 60)**	Alarm **(page 71)**	Appointment **(page 69)**/anniversary **(page 40)**

Contents

Contents

Safety precautions

> **Warning**
>
> Read the safety precautions and the user guide before use.
>
> Explain their content and the potential hazards associated with using the telephone to your children.

Use only the power adapter supplied, as indicated on the underside of the base.

Use only the cables supplied for fixed line, LAN and receiver connection and connect these to the intended port only.

Using your telephone may affect nearby medical equipment. Be aware of the technical conditions in your particular environment e.g., doctor's surgery.

Do not install the phone in a bathroom or shower room. The phone is not splash-proof.

Do not use your phone in environments with a potential explosion hazard (e.g., paint shops).

If you give your phone to a third party, make sure you also give them the user guide.

Remove faulty telephones from use or have them repaired by our Service team, as they could interfere with other wireless services.

> **Please note**
>
> ◆ Please note that only terminals that are operated in-house (inside buildings) may be connected to the analogue TAE.
>
> ◆ Not all functions described in this user guide are available in all countries and with all providers.

First steps

Checking the package contents
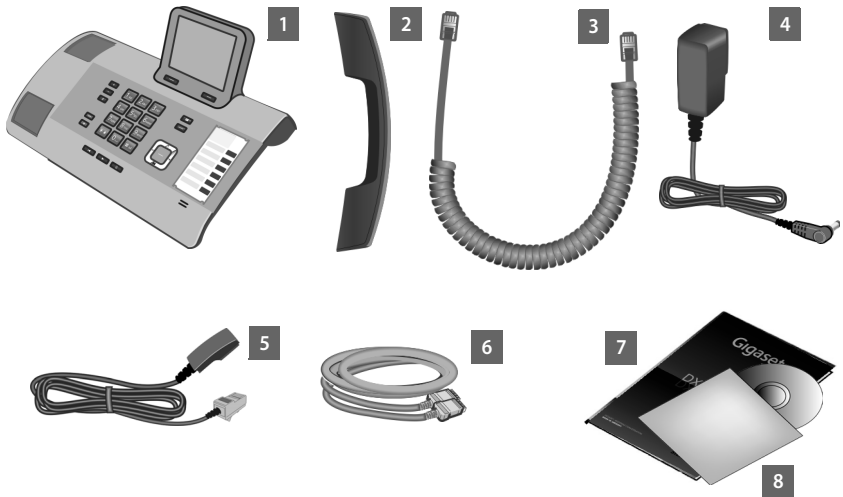
1 One base
2 One receiver to be connected to the base
3 One (coiled) cable for connecting the receiver to the base
4 One power cable for connecting the base to the mains power supply
5 One phone cable for connecting the base to the analogue fixed line
  (TAE RJ11 6-pin)
6 One Ethernet (LAN) cable (Cat 5 with 2 RJ45 modular jacks) for connecting the
  base to a router (LAN/Internet) or PC
7 One quick user guide
8 One CD

> **Firmware updates**
>
> This user guide describes the functions of your base from firmware
> version 56.00.
>
> Whenever there are new or improved functions for your Gigaset, firmware
> updates are made available for you to download to your base **(➜ page 81)**.
> If this results in operational changes for using your base, a new version of this
> user guide or the necessary amendments will be published on the Internet at
>
> www.gigaset.com.
>
> Select the product to open the relevant product page for your base, where you
> will find a link to the user guide.
>
> To find out what version of firmware is currently loaded **(➜ page 100)**.

Setting up the base

The base is designed for use in dry rooms in a temperature range of +5°C to +45°C.

▸ Set up the base at a central point in the building.

Please note

If you wish to operate handsets from the base, consider the range of the base. This is up to 300 m in unobstructed outdoor areas and up to 50 m inside buildings. The range is reduced when **Eco Mode** is activated **(➔ page 68)**.

The phone's feet do not usually leave any marks on surfaces. However, due to the multitude of different varnishes and polishes used on today's furnishings, the occurrence of marks on the surfaces cannot be completely ruled out.

Warning

◆ Never expose the telephone to any of the following: heat sources, direct sunlight or other electrical appliances.

◆ Protect your Gigaset from moisture, dust, corrosive liquids and fumes.

Connecting the base

The following diagram is an overview of all connections for your base.
The individual connections are described in detail below.
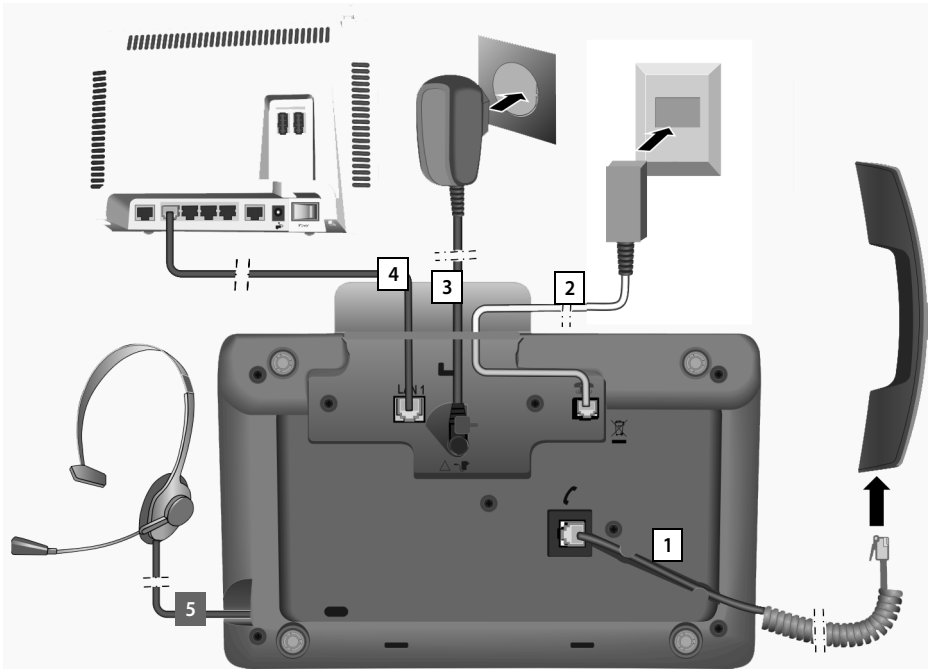
Follow the steps in the order given below:

1. Connect the receiver to the base.
2. Connect the base to the telephone network (analogue fixed line).
3. Connect the base to the mains power supply.
4. Connect the base to the router for accessing the Internet (via router and modem or via router with integrated modem) and for configuring the base via the Web configurator.
5. Connect a wire-bound headset to the base.

   For instructions on using the headset see **page 94**, **page 26** and **page 28**.

   For instructions on connecting and using a Bluetooth headset (see **page 88**, **page 26** and **page 28**).

1. Connecting the receiver to the base

Underside of
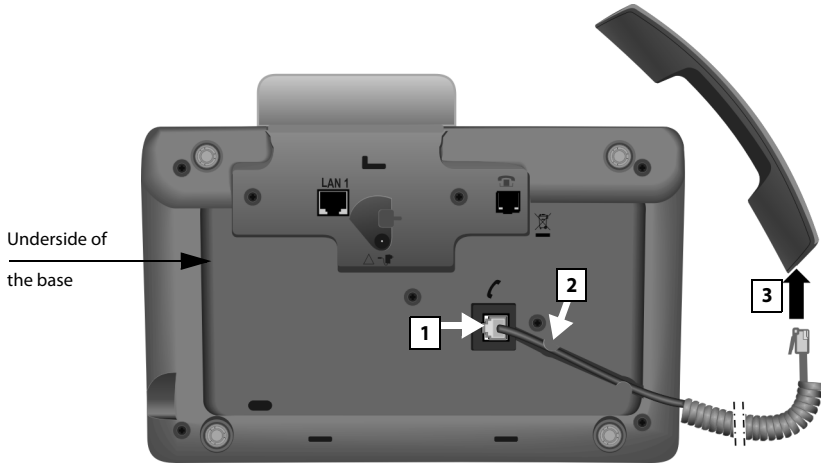
the base

1. Insert the jack, which can be found on the longer straight end of the connection cable, into the connection port marked with the *(* icon on the underside of the base.
2. Place the straight part of the cable in the cable recess provided.
3. Insert the other jack on the connection cable into the port on the receiver.

2. Connecting the base to the telephone network

Underside of
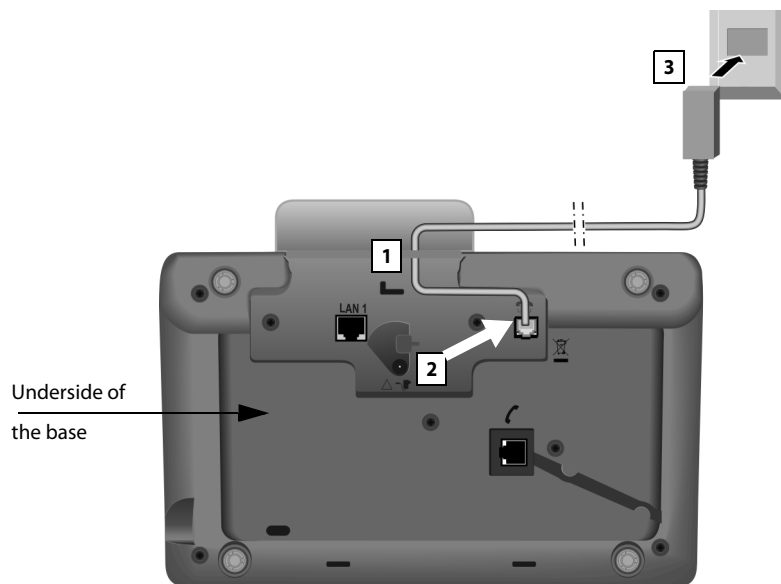
the base

1. Pass one end of the phone cable (TAE connection cable with RJ11 plug) from be-
   hind through the recess in the housing.
2 Plug the telephone cable into the port marked with the 📞 icon on the under-
   side of the base.
3 Then connect the telephone cable to the fixed line connection.

3. Connecting the base to the mains power supply
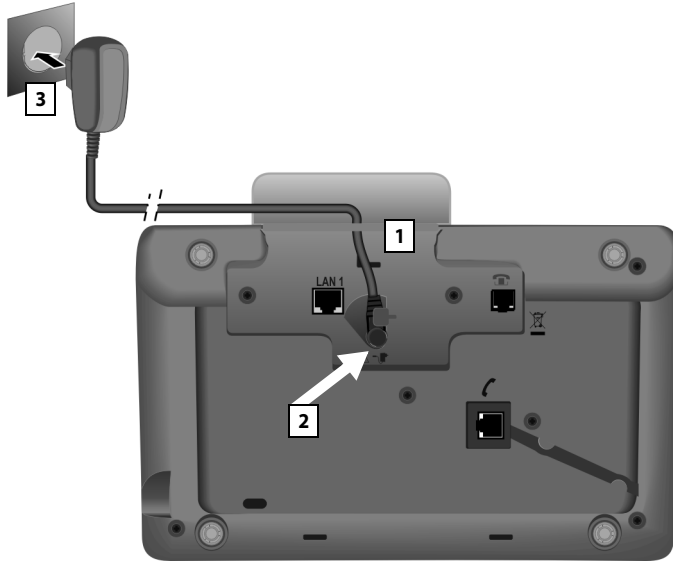
1. Insert the small jack on the power cable from the rear into the recess in the housing.
2. Plug the jack into the port marked with the ⌐🖥 icon on the underside of the base.
3. **Then** connect the power cable to the mains power supply.

Warning

◆ Keep the power adapter **plugged in at all times** for operation, as the base does not work without a mains connection.

◆ Use only the power and telephone cables **supplied**. Pin connections on telephone cables can vary (pin connections ➜ **page 102**).

The software of the base is loaded. After a short while the idle display appears on the base; it is in idle status (for an example of the display in idle status ➜ **page 4**).

You can now use your base to make calls and can be reached on your fixed line number!

An answering machine on the base is set with a pre-recorded announcement in answer and record mode (➜ page 60).

4. Connecting the base with a router (Internet) or PC

Your base features a LAN connection, via which you can connect the base to a router or PC.

It is at your discretion as to whether to connect the base to a router and thus the Internet. However, you will require this connection if you wish to use the following features with your base:

◆ You wish to be notified as soon as new software is available for your base on the Internet.

◆ The date and time on your base should be updated by a time server on the Internet.

◆ You want to use info services and/or online directories on your base.

The base will have to be connected to a PC if you wish to use the following features of your base:

◆ You wish to set up the base using its Web configurator.

◆ You wish to use the additional PC software "**Gigaset QuickSync over Ethernet**" to dial numbers via the PC (e.g., numbers from the PC directory) or to load images or melodies from the PC to your base.

For Internet access you need a router connected to the Internet via a modem (this may be integrated in the router).
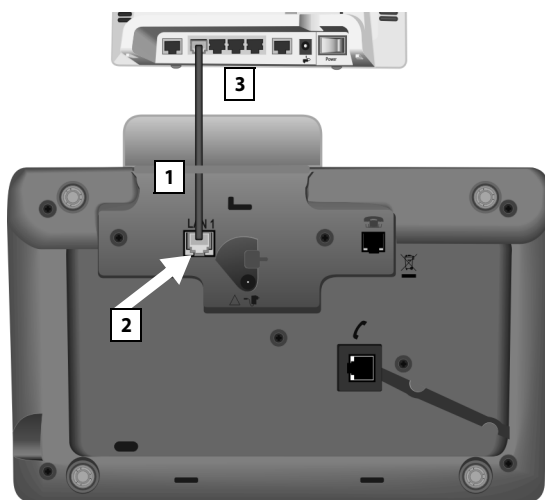
1. Guide the end of the Ethernet cable provided (Cat 5 with 2 RJ45 modular jacks) from the rear through the recess in the housing.
2 Plug the jack on the Ethernet cable into the LAN port on the underside of the base.
3 Then insert the second Ethernet cable jack into a LAN port on the router or PC.

Please note

To protect your phone and its system settings from unauthorised access, please define a 4-digit number code (system PIN) known only to yourself. This code must be entered before you can register/de-register handsets or alter your phone's LAN settings.

The default system PIN is 0000 (4 x zero). For instructions on changing the PIN (➜ **page 79)**.

Setting the date and time

There are two methods of setting the date and time:

◆ By default, your base is configured so that the date and time are transferred from a time server on the Internet, provided it is connected to the Internet.

You can activate/deactivate the synchronisation with a time server via the Web configurator. Detailed information can be found in the Web configurator's user guide on the enclosed CD.

◆ You can also set the date and time manually via the base menu or one of the reg-istered handsets (see below).

To ensure you have the correct time for incoming calls and to use the alarm clock and calendar, the date and time must be set.

Setting the date and time manually

If the date and time have not been set, the time will flash in the base's idle display (00:00) and Time is displayed above the right display key.

| Calls | Time |

▶ Press the key under Time on the display screen.

Enter day, month and year as an 8-digit number via the keypad, e.g., ⓪④ ⓪⑨②⓪ ①⓪ for 04.09.2010. This overwrites the dis-played date.

▶ Press down on control key 🔽 to scroll to the time entry line.

▶ Enter the hours and minutes in 4-digit format via the keypad, e.g., ⓪⑦①⑤ for 07:15 am.

▶ Press the display key Save to save the settings.

Proceeding

Now you have successfully set up your base, you will certainly want to adapt it to your personal requirements. Use the following guide to quickly locate the most important subjects.

If you are unfamiliar with menu-driven devices such as other Gigaset telephones, read the section entitled "**Operating the base**" **(➜ page 18)** first.

Information on …	… is located here.
Making external calls and accepting calls ▶	**page 26**
Setting the ringer melody and volume ▶	**page 75**
Setting the receiver volume ▶	**page 75**
Storing your own area code in the telephone ▶	**page 80**
Setting Eco Mode ▶	**page 68**
Preparing the base for SMS reception ▶	**page 46**
Operating the base on a PABX ▶	**page 95**
Registering existing Gigaset handsets to the base ▶	**page 84**
Transferring directory entries from existing Gigaset handsets to the base ▶	**page 38**
Using online directories ▶	**page 41**

If you have any questions about using your phone, please read the tips on troubleshooting (➜ page 98) or contact our Customer Care team (➜ page 98).

Operating the base

Control key

Below, the side of the control key that you must press in the respective operating situation is marked in black (top, bottom, right, left, centre) e.g., ▣ for "press right on the control key" or ■ for "press the centre of the control key".

The control key has a number of different functions:

In idle status

▣   Open the local directory (press **briefly**).
    Open the list of online directories (press and **hold**).

▣   Open the main menu.

▣   Open the list of internal parties (handsets, base) (press **briefly**).
    Start a group call to all internal parties (press and **hold**).

▣   Open the call list.

In the main menu, in submenus and lists

▣ / ▣ Scroll up/down line by line.

In input fields

Use the control key to move the cursor up ▣, down ▣, right ▣ or left ▣.
Press and **hold** ▣ or ▣ to move the cursor **word by word**.

During an external call

▣   Open the directory.

▣   Initiate an internal consultation call.

Functions when pressing the middle of the control key

Depending on the operating situation, the key has different functions.

◆ **In idle status** the key opens the main menu.

◆ **In submenus, selection and input fields**, the key takes on the function of the display keys OK, Yes, Save, Select, View or Change.

Please note

In these instructions, functions are explained using the right side of the control key and the display keys. However, if you prefer, you can use the control key as described above.

Display keys

The functions of the display keys change depending on the particular operating situation. Example:

Current display key functions
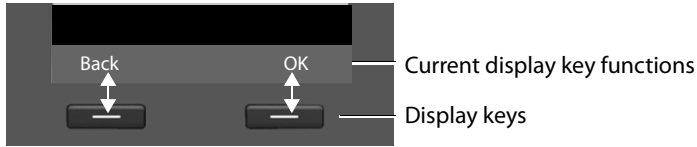
Display keys

Some important display keys:

Options	Open a menu for further functions.
OK	Confirm selection.
< C	Delete key: Delete character by character/word by word from right to left.
Back	Go back one menu level or cancel operation.
Save	Save entry.

You can set the functions of the keys in idle status individually **(➜ page 72)**.

Keys on the keypad

⟍ / 0 / * etc.
Press the matching key on the handset.

🖐 Enter digits or letters.

Correcting incorrect entries

You can correct incorrect characters in the input fields by navigating to the incorrect entry using the control key. You can then:

◆ Delete the **character** to the left of the cursor with the display key **< C** (press and **hold** to delete the **word**)

◆ Insert characters to the left of the cursor

◆ Overwrite the highlighted (flashing) character e.g., when entering time and date

Using the menus

You can access your base's functions using a menu that has a number of levels.

Main menu (first menu level)

▶ When the handset is in idle status, press the **right** control key ▷ to open the main menu.

The main menu functions are shown in the display as icons. The selected function is marked by an orange circle around the icon and the corresponding name is shown in the display header.

To access a function i.e., to open the corresponding submenu (next menu level):

▶ Use the control key ✜ to select the required function and press the display key OK.

Briefly press the display key Back or the red end key ⊏—⊐ to revert to idle status.
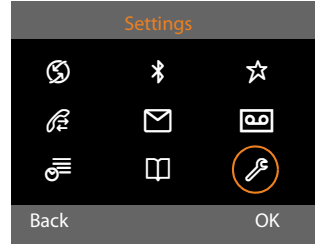
Submenus

The functions in the submenus are displayed as lists (example on the right).

To access a function:

▶ Scroll to a function using the control key ☐ and then press OK or the middle of the control key.

Press the display key Back or **briefly** press the red end key ⊏—⊐ to return to the previous menu level/cancel the operation.
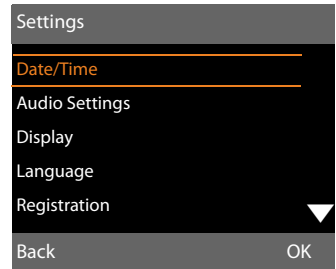
If it is not possible to view all of the functions/list entries at the same time on the display (list is too long), arrows appear on the right-hand side of the screen. The arrows indicate the direction in which you need to scroll to view the rest of the entries in the list (in the example: ▼ to scroll down).

Reverting to idle status

You can revert to idle status from anywhere in the menu as follows:

▶ Press and **hold** the red end key ⊏—⊐.

Or:

▶ Do not press any key: After 2 minutes the display will **automatically** revert to idle status.

Settings that have not been saved by selecting the display keys OK, Yes, Save or Change are lost.

An example of the display in idle status is shown on **page 4**.

20

Understanding the operating steps

The operating steps are shown in abbreviated form.

Example:

The display:

▢ ➔ 🔧 Settings ➔ Audio Settings ➔ Music on hold (☑ = on)

means:
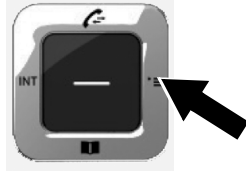
▸ Press **right** on the control key ▢ to open the main menu.
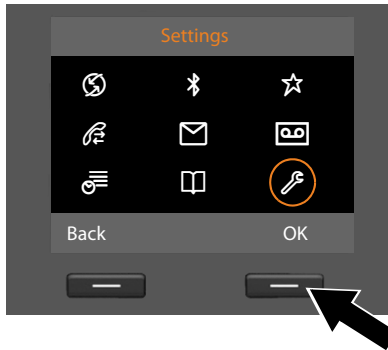
▸ Press right, left, down and up on the control key ✥ to navigate to the **Settings** submenu.

▸ Press the display key **OK** to confirm your selection.
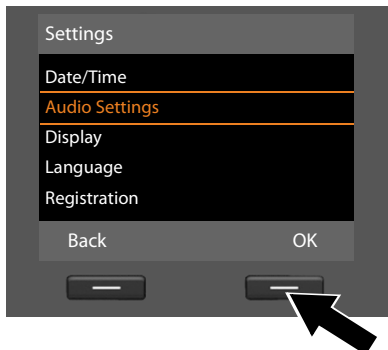
▸ Press down on the control key ▭ until the **Audio Settings** menu option appears on the display.

▸ Press the display key **OK** to confirm your selection.

Audio Settings	
Call Volume	
Ringer Settings	
Advisory Tones	
Music on hold	☑
Back	Change
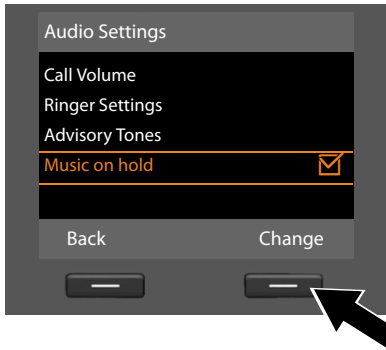
▶ Press down on the control key ⬇ until the **Music on hold** function appears on the display.

▶ Press the display key `Change` to activate/deactivate the function.

Audio Settings	
Call Volume	
Ringer Settings	
Advisory Tones	
Music on hold	☐
Back	Change
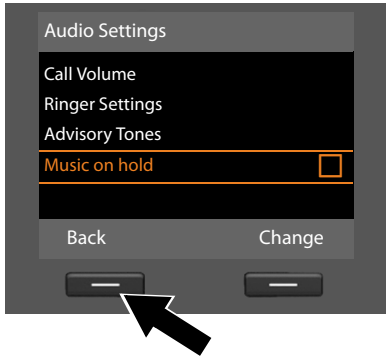
The change is effective immediately and does not need to be confirmed.

▶ Press the display key `Back` to jump back to the previous menu level.

Or

Press and **hold** the red end key ▬ to return to idle status.

Menu tree

To open the main menu: Press ⬜➡ when the base is in **idle status**.

⊘ **Select Services**

Call Divert	Fixed Line	→ **page 31**
Call Waiting		→ **page 32**
Withhold # All Calls		→ **page 31**

✳ **Bluetooth** → **page 88**

Activation
Search for Headset
Search for Mobile
Search for Data Device
Known Devices
Own Device

✫ **Additional Features**

Info Centre		→ **page 57**
Resource Directory	Screensavers	→ **page 78**
	Caller Pictures	
	Sounds	
	Capacity	

📞 **Call Lists** → **page 33**

All Calls
Outgoing Calls
Accepted Calls
Missed Calls

✉ **Messaging**

SMS	New SMS		→ **page 46**
	Incoming		→ **page 48**
	Draft		→ **page 47**
	Settings	Service Centres	→ **page 51**
		Notification	→ **page 51**
		Status Report	
E-mail			→ **page 54**

Menu tree

📼 **Answering Machine** → **page 60**
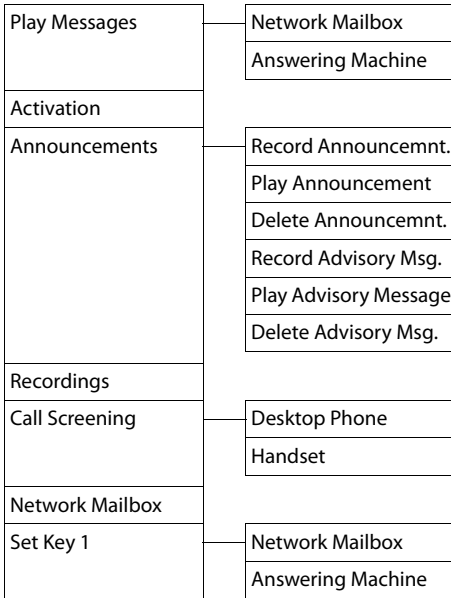
Play Messages	Network Mailbox	→ **page 67**
	Answering Machine	
Activation		
Announcements	Record Announcemnt.	→ **page 61**
	Play Announcement	
	Delete Announcemnt.	
	Record Advisory Msg.	
	Play Advisory Message	
	Delete Advisory Msg.	
Recordings		→ **page 63**
Call Screening	Desktop Phone	→ **page 64**
	Handset	
Network Mailbox		→ **page 66**
Set Key 1	Network Mailbox	→ **page 66**
	Answering Machine	

🗐 **Organizer**

Calendar	→ **page 69**
Alarm Clock	→ **page 71**
Missed Alarms	→ **page 70**

📖 **Contacts**
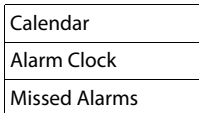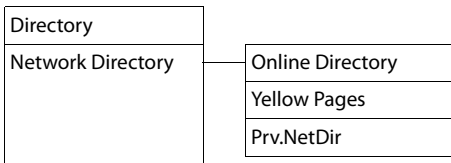
Directory			→ **page 36**
Network Directory	Online Directory	The online directories available are displayed with provider-specific names	→ **page 41**
	Yellow Pages		→ **page 41**
	Prv.NetDir		→ **page 43**

🔧 **Settings**

Date/Time			→ **page 79**
Audio Settings	Call Volume		→ **page 75**
	Ringer Settings	Volume	→ **page 75**
		Melodies	
		Time Control	
		Anon. Call Silencing	
	Advisory Tones		→ **page 77**
	Music on hold		→ **page 77**
Display	Screensaver		→ **page 73**
	Info Ticker		
	Backlight		
Language			→ **page 73**
Registration	Register Handset		→ **page 84**
	De-register Handset		→ **page 85**
Telephony	Area Codes		→ **page 80**
	Send Connections	INT 1 ... INT 7	→ **page 93**
	Receive Connections	INT 1 ... INT 7	→ **page 93**
	Access Code		
	Recall		→ **page 96**
System	Reset		→ **page 83**
	DECT Interface		→ **page 82**
	Repeater Mode		→ **page 82**
	Local Network		→ **page 80**
	Update Firmware		→ **page 81**
	System PIN		→ **page 79**
Eco Mode	Eco Mode		→ **page 68**
	Eco Mode+		→ **page 68**

Making calls

If the display backlight is deactivated **(→ page 74)**, it can be reactivated by pressing any key.

Making an external call

External calls are calls made via the public telephone network (fixed line, mobile network).

📱 ☎   Enter the number and pick up the receiver. The number is dialled after approximately 3.5 seconds.

Or:

☎ 📱   Pick up the receiver and enter the number.

Instead of picking up the receiver, you can also press the handsfree key 🔊 or the **Headset (→ page 72)** function key to make a call using the handsfree function or headset.

In this user guide, each of these variants is indicated by " ☎ Pick up receiver".

> **Please note**
> ◆ You can use the red end key ⬜ to cancel the dialling operation.
> ◆ You are shown the duration of the call while the call is in progress.
> ◆ Dialling with the directory **(page 36)** or call and redial list **(page 33)** saves you from repeatedly keying in phone numbers.
> ◆ If you have handsets registered to the base, you can make **internal** calls free of charge **(page 85)**.

Continuing a call on a headset

> **Recommendation**
> We recommend you assign the **Headset** function to a function key on the base **(→ page 72)** and use this function key to accept/transfer calls – even if your headset has a push-to-talk key.

Prerequisite: You have assigned the **Headset** function to a function key on the base before connecting the headset **(→ page 72)**.

Bluetooth headset:

Prerequisite: Bluetooth is activated; a connection has been established between the Bluetooth headset and the base **(→ page 88)**.

▶ Press the **Headset** function key on the base.

It can take up to five seconds to establish a connection between the base and a headset.

For further information about Bluetooth headsets see **page 91**.

Wire-bound headsets:

Prerequisite: The headset is connected to the base **(→ page 11)**.

▶ Press the **Headset** function key on the base.

For more information about wire-bound headsets see **page 94**.

> **Please note**
> If both a Bluetooth headset and a wire-bound headset are connected to the base, the call is transferred to the Bluetooth headset.

Making calls via your mobile connection (Link2mobile)

You can make calls from the base via the GSM mobile connection on your Bluetooth mobile.

Prerequisites:

◆ Your GSM mobile is registered to the base (➔ **page 92**).

◆ The mobile is within range of the base (less than 10 m) and has a Bluetooth connection to the base.

◆ The mobile connection is assigned to the base as the send connection or the base can select the GSM connection as the send connection **(➔ page 92)**.

The GSM connection is set as send connection:

🖮 📞	Enter the number, including the area code, and pick up the receiver. The number is dialled.

"Select at each call" is set instead of a send connection

🖮 📞	Enter the number, including the area code, and pick up the receiver. You are offered a choice between a fixed line and a GSM connection.
🔄	Select the GSM connection.
Dial / ▣	Press the display key or the middle of the control key.

GSM connection/line selection via a function key

Prerequisite: You have assigned the GSM connection or line selection to a display key or function key **(➔ page 72)**.

Sel. Line	Press the display or function key.
🔄	Select GSM connection if necessary.

📞 / Dial	Pick up the receiver or press the display key. Press Dial to activate handsfree mode on the base (open listening; ➔ **page 30**).
🖮	Enter the number with the area code. The number is dialled approximately 3.5 seconds after the last digit is entered.

> **Please note**
> A call is cancelled as soon as the mobile is outside the range of the base (about 10 m) or Bluetooth is deactivated.

Ending a call

📞	Replace the receiver or press the red end key ▭.

Or if you are making the call with a headset:

▸ Press the **Headset** function key or red end key ▭ on the base.

Accepting a call

An incoming call is signalled in three ways: by ringing, by a display on the screen and by the flashing handsfree key 🔊.

Accept the call by:

▸ Picking up the receiver.

▸ Pressing the handsfree key 🔊.

▸ Pressing the display key Accept.

▸ Pressing the display key →ꝏ to divert the call to the answering machine.

– Press the display key →ꝏ to divert the call to the answering machine.

To deactivate the ringer, press the Silence display key. You can accept the call as long as it is displayed on the screen.

Accepting a call on a headset

> **Recommendation**
>
> We recommend you assign the **Headset** function to a function key on the base **(➔ page 72)** and use this function key to accept calls – even if your headset has a push-to-talk key.

Prerequisite: You have assigned the **Headset** function to a function key on the base before connecting the headset **(➔ page 72)**.

Bluetooth headset:

Prerequisite: Bluetooth is activated; a connection has been established between the Bluetooth headset and the handset **(➔ page 88)**.

▸ Press the **Headset** function key on the base.

Wire-bound headsets:

Prerequisite: The headset is connected to the base **(➔ page 11)**.

▸ Press the **Headset** function key on the base.

For more information about wire-bound headsets see **page 94**.

> **Please note**
>
> If both a Bluetooth headset and a wire-bound headset are connected to the base, the call will be accepted on the Bluetooth headset.

Accepting calls to your mobile connection (Link2mobile)

You can register your GSM mobile with the base via Bluetooth and accept calls to the mobile on the base (or a registered handset) **(➔ page 92)**.

Prerequisites:

◆ The mobile is within range of the base (< 10 m) and has a connection to the base.

◆ The GSM connection is assigned to the base (or handset) as receive connection **(➔ page 92)**.

Calls to the mobile (to the mobile number) are signalled on the base. The Bluetooth name of the mobile is shown as the receive connection in the display (e.g., **for mobile**)

▸ On the base: Pick up the receiver.

> **Please note**
>
> A call is cancelled as soon as the mobile is outside the range of the base (about 10 m) or Bluetooth is deactivated.

Calling Line Identification

When you receive a call, the caller's number is displayed on the screen if the following prerequisites are met.

◆ Your network provider supports CLIP, CLI.
  – CLI (Calling Line Identification): The caller's number is transmitted.
  – CLIP (Calling Line Identification Presentation): The caller's number is displayed.

◆ You have requested CLIP from your network provider.

◆ The caller has arranged CLI with the network provider.

Call display

If the caller's number is saved in your directory, the caller's name will be displayed.
If you have assigned a caller picture **(➔ page 37)** to the caller, this is shown in the left-hand section of the display.
(Example of display)
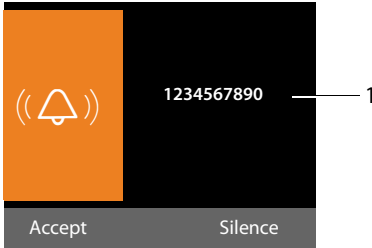
1 Number or name of the caller

The following is displayed instead of the number:

◆ **External**, if no number is transmitted.
◆ **Withheld**, if the caller has withheld Calling Line Identification **(page 31)**.
◆ **Unavailable**, if the caller has not arranged Calling Line Identification.

Notes on calling line display (CLIP)

By default, the number of the caller is shown in the display of your Gigaset telephone. You do not have to make any other settings on your Gigaset telephone.

However, if the caller's number is not displayed, this can be due to the following:

◆ You have not requested CLIP from your provider
◆ Your telephone is connected via a PABX or a router with an integrated PABX (gateway) that does not transmit all information.

Is your telephone connected via a PABX/gateway?

You can establish this by checking for an additional device connected between your telephone and home connection e.g., a PABX, gateway etc. In most cases, simply resetting this device will remedy the situation:

▸ Briefly disconnect the PABX power plug. Re-insert the plug and wait for the device to restart.

If the caller number is still not displayed:

▸ Check the CLIP settings of your PABX and activate this function if necessary. In the user guide for the device, search for the term "CLIP" (or an alternative term such as "calling line identification", "phone number transmission", "caller ID" etc.). If necessary, contact the device manufacturer.

If this does not resolve the problem, it is possible that your network provider does not provide the CLIP service for this number.

Have you ordered the calling line display service from your network provider?

▸ Check whether your provider supports calling line display (CLIP) and that the function has been activated for you. If necessary, contact your provider.

Additional information on this subject can be found on the Gigaset homepage at: www.gigaset.com/service

Activating/deactivating handsfree/open listening mode

In handsfree mode, you use the microphone and speaker on the base rather than the receiver. For example, this allows others to participate in the call.

In open listening mode, you hold the conversation via the receiver and also activate the speaker on the base (receiver and handsfree mode).

▸ Inform your caller before you use the handsfree function so that the caller knows a third party may be listening.

Activating/deactivating open listening

▸ Press the handsfree key ◄▮ to activate/deactivate open listening in receiver mode.

Activating handsfree mode while dialling

▦ ◄▮ Enter the number and press the handsfree key.

End the call:

▭ Press the red end key.

Switching from receiver to handsfree mode

Prerequisite: You are making a call via the receiver or via the receiver with open listening mode activated.

◄▮ Press and hold the handsfree key until you have put the receiver down.

◄▮ If the handsfree key does not light up, press the key again.

Switching from handsfree to receiver mode

☎ Pick up the receiver. The speaker on the base is deactivated.

> **Please note**
>
> In handsfree mode, you can adjust the handsfree volume with the ⊞ and ⊟ keys.

Muting the base

You can deactivate the microphone on the receiver, base (handsfree) and any connected headset (wire-bound or Bluetooth) during an external call (including during a conference call). The other parties cannot hear you, but you can still hear them.

Prerequisite: You are conducting an external call.

Deactivating the microphone

✗ Press the mute key. The display shows **Microphone is off**.

Unmuting the microphone

✗ Press the mute key again to unmute the microphone.

If a second call (call waiting) is received in mute mode, this is signalled acoustically as usual. However, it is only shown on the display once the microphone has been unmuted.

> **Please note**
>
> In mute mode, all keys on the base are deactivated with the exception of the:
>
> ◆ Mute key ✗
>
> ◆ Red end key ▭ with which you can end a call
>
> ◆ ⊟ and ⊞ keys with which you can adjust the volume on the receiver, speaker or headset (the speaker is activated; the microphone remains deactivated)
>
> ◆ The function or display key that is assigned the **Headset** function (➔ **page 72)** and with which you can transfer a call to a connected headset.

Making calls using network services

Network services are functions that your network provider makes available to you.

Please note:

◆ Some settings cannot be made simultaneously on the base and registered handsets. If this is the case, you will hear a negative acknowledge tone.

◆ Some network services may only be used if you have requested them from your network provider (there may be an extra charge).

▸ **If you require assistance, please contact your network provider.**

Configuring general settings for all calls

Anonymous calling – withholding number

You can make anonymous calls (CLIR = Calling Line Identification Restriction). Your phone number will not be displayed when you make outgoing calls. You are calling anonymously.

Prerequisite: You may need to have requested the relevant service (feature) from your network provider in order to make anonymous calls.

Activating/deactivating "anonymous calling" for all calls

When the function is activated, the phone number is withheld for all calls.

The withhold number function is activated for the base and all registered handsets.

▢ ➔ Ⓢ **Select Services**

Withhold # All Calls
　　　　Select and press OK (✓ = on).

General call divert (CD)

With call divert the call is diverted to another external connection.

▢ ➔ Ⓢ **Select Services** ➔ **Call Divert**

▸ You can enter data in the following fields:

Status
　　Activate/deactivate call divert.

Phone Number
　　Enter the number to which the call is to be diverted.

When
　　Select **All Calls**.

　　All Calls: Calls are diverted immediately i.e., no calls are signalled on your base.

Save　　　Press the display key.

A connection is established to the telephone network to activate/deactivate call divert.

▸ After confirmation from the fixed line, press the red end key ⬚ .

┌─ **Please note** ─────────────┐
Diverting calls to your phone number can result in additional costs. Please consult your provider.
└────────────────────────────┘

Activating/deactivating call waiting for external calls

If the function is activated, during an **external** call you will hear a call waiting tone to signal that another external caller is trying to get through. If you have CLIP, the number of the waiting caller or the corresponding directory entry is shown in the display. The caller will hear the ringing tone.

When call waiting is deactivated, the caller will hear the busy tone if you are already making a call

Activating/deactivating call waiting

▫ ➔ ⊘ **Select Services** ➔ **Call Waiting**

Status   Select **On** / **Off** to activate/deactivate call waiting.

▸ Press the display key `Save`.

The base establishes a connection to the exchange to send a corresponding code.

▸ After confirmation from the fixed line, press the red end key `—`.

Configuring settings during an external call

Consultation calls (external)

You can call a second external caller. The first call is placed on hold.

During an external call:

`Ext.Call`   Press the display key. The previous call is placed on hold. The caller hears an announcement or music on hold.

📱   Enter the second participant's telephone number.

The phone number is dialled. You are connected to the second participant.

If the participant does not answer, select the display key `End` to return to the first participant.

Please note
You can also select the second participant's phone number from the directory **(page 40)**, redial list or a call list **(page 34)**.

Conference

You can speak to two participants simultaneously.

Prerequisite: You are conducting an external call and have called a second participant (consultation call).

▸ Press the display key `Conf.`.

You and the other two callers (both marked by the ⌒ icon) can hear and speak to each other simultaneously.

Transferring a call to an internal party

You are making an **external** call and would like to transfer it to another handset.

▸ Set up an **internal** consultation call **(➔ page 86)**.

☎   Replace the receiver (even before the other party has answered) to transfer the call.

Using lists

The options are:
◆ Redial list
◆ Incoming message list
◆ Call lists
◆ Missed alarms list
◆ Answering machine list

Redial list

The redial list contains the 20 numbers last dialled with the base (max. 32 digits). If one of the numbers is in the directory, the corresponding name will be displayed.

Manual redial

⇥	Press the key to open the redial list.
⬍	Select entry.
⤴	Pick up the receiver. The number is dialled.

When a name is displayed, you can display the corresponding phone number:
▸ Press the display key **View** or the middle of the control key.
▸ Press right or left on the control key as required to view the next/previous number.

Open the redial list. Once you have assigned the line (e.g., to establish an external consultation call); you must then press the display key **Dial** to dial the selected number.

Automatic redial

In idle status:

⇥	Press the key.
⬍	Select entry.
Options	Open menu.

Automatic Redial
        Select and press **OK**.

The base switches to idle status. The display shows **Auto Redial** together with the phone number.

The number is automatically dialled at fixed intervals (at least every 20 seconds). The speaker key flashes, "open listening" is switched on, the microphone is switched off.

◆ The party answers: Pick up the receiver ⤴ or press the handsfree key [◀]. "Automatic redial" ends. The base switches to normal receiver/speaker mode.

◆ Party does not answer: The call is terminated after approx. 30 seconds. After ten unsuccessful attempts, "Automatic redial" ends.

▸ To cancel automatic redial, press the display key **Off** or any key.

Managing entries in the redial list

In idle status:

⇥	Press the key.
⬍	Select entry.
Options	Open menu.

You can select the following functions with ⬍:

Copy to Directory
        Copy an entry to the directory (**page 36**).

Automatic Redial
        ➜ "**Automatic redial**", **page 33**.

Display Number
        (As in the directory, **page 38**)

Delete Entry
        Delete selected entry.
        (As in the directory, **page 38**)

Delete List
        Delete complete list.
        (As in the directory, **page 38**)

Incoming message list

All received SMS messages are saved in the incoming message list **(➔ page 49)**.

Answering machine list

You can use the **answering machine list** to listen to the messages that are on the answering machine **(➔ page 62)**.

Call lists

Prerequisite: Calling Line Identification Presentation (CLIP, **page 28**)

Your base stores various types of calls:

◆ Accepted calls (from the user or the answering machine)
◆ Outgoing calls
◆ Missed calls

You can view each type of call separately or gain an overview of all calls. The last 30 entries are displayed in the lists of missed and accepted calls. This list of outgoing calls can contain up to 60 entries.

You can open the call lists in idle status by pressing up on the control key 🔲 or via the menu:

🔲 ➔ 📞 ➔ **All Calls / Outgoing Calls / Accepted Calls / Missed Calls**

> **Please note**
>
> You can receive information on unknown numbers free of charge via the reverse search in the online directory **(➔ page 41)**.

List entry

New messages are displayed at the top.

Example of list entries:

Missed Calls	
📞 **Frank**	
10.09.10, 15:40	
📞 089563795	
10.09.10, 11:36	
📞 Anne	▼
View	Options
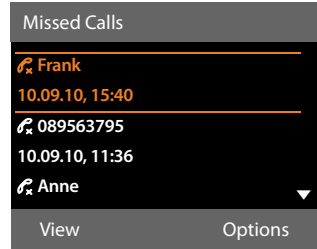
◆ List type (in header)
◆ The entry status (only in the list of missed calls)
   Bold: New entry
◆ Number or name of caller
◆ Date and time of call (if set).
◆ Type of entry:
   – Accepted calls (📞✓)
   – Missed calls (📞✗)
   – Outgoing calls (📞→)
   – Calls recorded by the answering machine (OO)

> **Please note**
>
> Multiple calls from the same number are stored once in the missed calls list (the latest call). The number of calls from this number is shown in brackets after the entry.
>
> **One Withheld** entry is created for all missed calls for which the number of the caller was withheld.
>
> Equally, **one Unavailable** entry is created for every call for which the number was not transferred.

Pick up the receiver or press the handsfree key 🔊 to call the selected caller back.

Select the$\boxed{\text{View}}$ display key to access additional information, including for example the number linked to the name.

Use the $\boxed{\text{Options}}$ display key to select the following options:

Copy to Directory
Copy number to the directory.

Delete Entry
Delete selected entry.

Delete List
Delete all entries.

When you quit the call lists, all entries are set to the status "old", i.e., the next time you call up the list, they will no longer be shown in bold.

Opening lists with the message key

Use the message key $\boxed{\text{✉}}$ to open the following lists:

◆ Answering machine list or network mailbox, if your network provider supports this function and quick dial is set for the network mailbox **(➜ page 66)**.
◆ Incoming message list **(➜ page 49)**
◆ Missed calls list
◆ Missed alarms list

An advisory tone sounds as soon as a **new entry** appears on a list. The $\boxed{\text{✉}}$ key flashes (it goes off when the key is pressed). In **idle status**, the display shows an icon for the new message:

Icon	New message ...
QO	... in the answering machine list or on the network mailbox
$\mathscr{C}_\times$	... in the **Missed Calls** list
✉	... in the SMS list or e-mail list
[ˆ]	... in the **Missed Alarms** list

The number of new entries is displayed to the right of the corresponding icon.

┌─── **Please note** ───┐
If calls are saved in the network mailbox, you will receive a message if the appropriate settings have been made (see your network provider user guide).
└────────────────────────┘

After pressing the message key $\boxed{\text{✉}}$, you can see all lists containing messages and the network mailbox list.

Lists containing new messages are at the top of the list and are marked in a bold font.

Messages & Calls	
Missed Calls:	(3)
Missed Alarms:	(1)
SMS:	
	▼
Back	OK
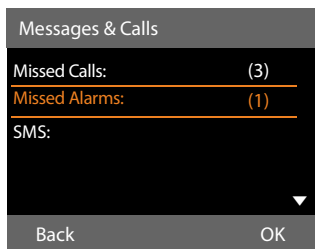
Select a list with $\boxed{\updownarrow}$. To open, press $\boxed{\text{OK}}$.

Using directories

The options are:

◆ (Local) directory **(➔ page 36)**

◆ Public online directory and classified directory **(➔ page 41)**

◆ Private net directory

Using the local base directory

You can save a total of **500** entries in the directory.

Not only can you create a personalised directory for your base, but you can send entries from it to handsets too **(page 38)**.

> **Please note**
>
> You can assign numbers from the directory to the function/display keys for quick access (quick dial) **(page 72)**.

Directory entries

You can save the following information in a directory entry:

◆ Name and surname

◆ Up to three numbers

◆ E-mail address

◆ Anniversary with reminder

◆ VIP ringer with VIP icon

◆ Caller picture

Open the directory in idle status or during an external call with the 🖵 key (press briefly) or via the menu

📖 ➔ 📖 ➔ **Directory**

Length of the entries

3 numbers:	Max. 32 digits each
Name and surname:	Max. 16 characters each
E-mail address:	Max. 60 characters

Saving number(s) in the directory – new entry

🖵 ➔ <New Entry>

▷ You can enter data in the following fields:

First Name: / Surname:
Enter first names and/or surnames.
If you do not enter a name in either of the fields, the first phone number saved in the entry is saved and displayed in place of a surname.
For instructions on entering text and special characters, see **page 103**.

Phone (Home): / Phone (Office): / Phone (Mobile):
Enter a number in at least one of the fields.
When scrolling through the directory, prefixed icons indicate which numbers are contained in the entry:
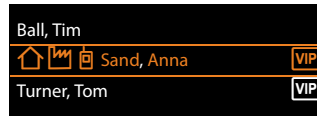
⌂ denotes **Phone (Home)**,
🎵 denotes **Phone (Office)**,
🗎 denotes **Phone (Mobile)**.

E-Mail:
Enter the e-mail address.

Anniversary:
Select **On** or **Off**.

With setting **On**:
Enter **Anniversary (Date)** and **Anniversary (Time)** and select reminder type: **Anniversary (Signal) (➔ page 40)**.

Caller Melody (VIP):
Mark a directory entry as a **VIP** (Very Important Person) by assigning a specific ringer to it. You recognise VIP calls by the ringer.
VIP entries are highlighted by the ⟨VIP⟩ icon in the directory.

Prerequisite: Calling Line Identification **(page 28)**.

Caller Picture:

Prerequisite: Calling Line Identification Presentation (CLIP).

You can select:

– A picture to be displayed when the party calls (see **Resource directory**, **page 78**).

– One of the colours from **Colour 1** to **Colour 6**, to be used as the display colour when the caller calls.

– **No Picture** if there is to be no visual signal for the caller

Save   Press the display key.

Order of directory entries

Directory entries are generally sorted alphabetically by surname. Spaces and digits take first priority. If only the first name was entered in the directory, this is incorporated into the sort order instead of the surname.

The sort order is as follows:

1. Space
2. Digits (0–9)
3. Letters (alphabetical)
4. Remaining characters (*, #, $ etc.)

To get round the alphabetical order of the entries, insert a space or a digit in front of the first letter of the surname. These entries will then move to the beginning of the directory.

Searching for a directory entry

□   Open the directory.

You have the following options:

◆ Use □ to scroll through the entries until the required name is selected.

Press □ briefly to scroll on an entry-to-entry basis.

Press and hold □ to scroll through the directory.

◆ Enter the first letters of the name (max. 8), if necessary scroll to the entry with the □ key. The letters entered are displayed in the bottom display line.

To skip from any point in the list to the start of the list (**<New Entry>**), press the red end key ▬ briefly.

The directory searches for the surname. If a surname has not been added, then it will search for the first name.

Dialling with the directory

□ → □ (Select entry).

↗   Pick up the receiver.

Or during a call:

Dial   Press the display key.

If the entry only contains one phone number, this is the number that is dialled.

If the entry contains several numbers, the icons for the numbers stored are displayed: ⌂ / 🗂 / 📱.

⬔   Select a number.

Dial   Press the display key. The number is dialled.

┌─── **Please note** ───┐
When dialling, you can link several numbers from the directory (e.g., a call-by-call number to a telephone number, → **page 45**).

Managing directory entries

Viewing entries

□ → □ (Select entry).

View / ■   Press the display key or the middle of the control key. The entry is displayed.

⬍   Scroll through the entry if necessary.

Using other functions

Prerequisite: The directory was opened while the base was in idle status.

Options   Press the display key.

You can select the following functions with 🖵:

Display Number

Select a number from the entry as required and press the display key Dial. Edit or add to the saved number and then dial with 📞 **or** save as a new entry; for the latter, press the display key →🔲 after the number is displayed.

Delete Entry

Delete the selected entry.

Copy Entry

– **to Internal**: Send a single entry to a handset **(page 38)**.
– **vCard via SMS**: Send a single entry in vCard format via SMS.
– **vCard via Bluetooth**: Send a single entry in vCard format via Bluetooth.

Editing entries

🖵 ➔ 🖵 (Select entry).

View Edit   Press the display keys one after the other.

▸ Perform changes and save.

Using other functions

When the base is in idle status:

🖵 ➔ 🖵 (Select entry)
➔ Options (Open menu)

You can select the following functions with 🖵:

Display Number

(see above/**page 38**)

Edit Entry

Edit selected entry.

Delete Entry

Delete selected entry.

Copy Entry

(see above/**page 38**)

Delete List

Delete **all** entries in the directory.

Copy List

to Internal: Send the complete list to a handset **(page 38)**.

vCard via Bluetooth: Send the complete list in vCard format via Bluetooth.

Available Memory

Display the number of entries that are still available in the directory.

Exchanging directory/entries with handsets

You can send entries from the local directory or the complete local directory to handsets as well as receive directory entries from the handsets.

Please note:

◆ Entries with identical numbers are not overwritten on the receiving handset.
◆ The transfer is cancelled if the base rings or the receiving memory is full.
◆ Anniversary reminders, pictures and sounds entered are not transferred.

Prerequisites:

◆ The receiving handset is registered to the base.
◆ The handset can send and receive directory entries.

Sending a directory/directory entries to a handset

🖵 ➔ 🖵 (Select entry)
➔ Options (Open menu)
➔ **Copy Entry** / **Copy List**
➔ **to Internal**

🖵   Select the internal number of the receiving handset and press OK.

The transfer begins.

You can transfer several individual entries one after the other by responding to the **Entry copied - Copy next entry?** prompt with Yes, selecting the entry and Copy, or pressing the middle of the control key ■.

A successful transfer is confirmed by a message and confirmation tone.

Please note

The transfer is interrupted in the event of an external incoming call.

Receiving a directory/directory entries from a handset

Prerequisite: The base is in idle status.

▸ Start the transfer of directory entries on the handset as described in the handset user guide.

If the data has been transferred successfully, the display on the base will indicate the number of entries received (so far).

Transferring the directory/entries as a vCard with Bluetooth

In Bluetooth mode **(➔ page 88)**, you can transfer directory entries in vCard format e.g., to exchange entries with your mobile or PC.

- 📖 ➔ 📖 (Select entry)
- ➔ Options (Open menu)
- ➔ **Copy Entry** / **Copy List**
- ➔ **vCard via Bluetooth**

The list of "Known Devices" **(➔ page 90)** is displayed and Bluetooth is activated, if necessary.

📖   Select device and press OK.

Or:

<Search>   Select and press OK to search for Bluetooth devices.

📖   Select device and press OK.

🖐️   If necessary, enter the PIN for the Bluetooth device and press OK **(page 88)**.

The transfer starts.

Once an individual entry has been transferred, you can select an additional entry in the directory and transfer it to the Bluetooth device using Copy.

Please note

Any incoming calls are ignored during the vCard transfer.

Receiving a vCard with Bluetooth

If a device from the "Known Devices" list **(➔ page 90)** sends a vCard to your base, this occurs automatically. You are informed about it via the display.

If the sending device does not appear in the list, you are asked on the display to enter the device PIN for the sending device:

🖐️   If necessary, enter the PIN for the **sending** Bluetooth device and press OK.

The vCard transfer starts.

If the device should be added to the list of known Bluetooth devices, press the display key Yes after the transfer. Pressing No returns the base to idle status.

Adding a displayed number to the directory

You can add numbers to the directory:

◆ From a list e.g., the call/answering machine list, incoming SMS message list or the redial list

◆ From the text of an SMS

◆ From a public online directory or classified directory

◆ From your private net directory

◆ When dialling a number

A number is displayed:

Options ➔ **Copy to Directory**

Or:
→🕮   Press the display key.

The directory is opened. You can create a new entry or extend an existing entry.

📖   Select **<New Entry>** or the directory entry and press OK.

📃   Select the type of phone number ⌂ / 🔤 / 📇 and press OK. The number is copied into the corresponding field.

39

If the number field is already occupied, **Overwrite existing number?** is displayed.

Yes   Press the display key to overwrite the number. If you select No, you are asked to select another type of phone number.

▸ If necessary, complete the entry (➜ **page 36)**.

Please note

For a new entry:

◆ If you are copying a number from an online directory, the surname or nickname (if available) are copied into the **Surname** field.

◆ The message playback is interrupted during the number transfer from the answering machine list.

Copying a number or e-mail address from the directory

In some operating situations, you can open the directory to copy a number or e-mail address, for example. Your base does not have to be in idle status.

▸ Depending on the operating situation, open the directory with ☐ or ☐.

☐   Select entry (➜ **page 37)**.

Saving an anniversary in the directory

For each entry in the directory, you can save an anniversary and specify a time at which a reminder call should be made on the anniversary (default setting: **Anniversary: Off**).

Anniversaries are automatically recorded in the calendar **(page 69)**.

☐ ➜ ☐ (Select entry)

View Edit   Press the display keys one after the other.

☐   Scroll to the **Anniversary:** line.

☐   Select **On**. The following fields are displayed.

▸ You can enter data in the following fields:

Anniversary (Date)
Enter day/month/year in 8-digit format.

Anniversary (Time)
Enter the hour/minute for the reminder call in 4-digit format.

Anniversary (Signal)
Select the reminder type.

Save   Press the display key.

Please note

A time must be specified for reminder calls. If you have selected the visual signal, you do not have to specify the time.

Deactivating anniversaries

☐ ➜ ☐ (Select entry)

View Edit   Press the display keys one after the other.

☐   Scroll to the **Anniversary:** line.

☐   Select **Off**.

Save   Press the display key.

Anniversary reminder call

In idle status, a reminder call is shown in the display of the handset (➜ **page 4)** and signalled with the selected ringer.

You can:

SMS   Write an SMS.

Off   Press the display key to acknowledge and end the reminder call.

When you are on the phone, a reminder call is indicated on the handset with a **single** advisory tone.

Anniversaries that are indicated during a call and are not acknowledged are entered in the **Missed Alarms** list **(page 70)**.

Using online directories

You can use public online directories (online directories and classified directories e.g., "Yellow Pages") depending on your provider.

You can configure the online directories you wish to use via the Web configurator.

Exclusion of liability

Gigaset Communications GmbH assumes no guarantee or liability for the availability of this service. The service may be discontinued at any time.

Opening an online/classified directory

Prerequisite: The base is in idle status.

⬚ Press and **hold**.

Or:

⬚ ➜ ▥ **Contacts** ➜ **Network Directory**

This opens the list of online directories. Provider-specific names appear in the display.

⬚ Select a directory (online directory or classified directory) from the list and press OK.

This establishes a connection to the online directory or the classified directory.

If there is only one online directory available, a connection is immediately established if you press and **hold** down the control key.

Please note

You can also establish a connection to the online directory as follows:

▸ When the base is in idle status, dial **1#91** and then pick up the receiver ⤻.

▸ To establish a connection to the classified directory, dial **2#91**.

Calls to the online directory are always free of charge.

Searching for an entry

Prerequisite: You have opened the online directory/classified directory.

▸ You can enter data in the following fields:

Surname: (online directory) or
Category/Name: (classified directory)
Enter the name, part of a name or the business type (max. 30 characters).

City: Enter the name of the town/city in which the party you are searching for lives (max. 30 characters).
If you have already completed a search, the last names of the towns/cities you entered are displayed (maximum of five). You can enter a new name or select one of the city names displayed using ⬚ and confirm with OK.

Or:
Number: Enter the number (max. 30 characters).

▸ Press the display key Search or ◼ to start the search.

You must make an entry in either **Surname** or **Category/Name: and** in **City** or in **Number**. Searching by number is only possible if supported by the online directory you have selected. For instructions on entering text see **page 103**.

A list of the towns/cities found is displayed if the search returns more than one result:

⬚ Select the town/city.
If the name of a town/city is longer than one line, it is abbreviated. Select View to view the complete name.
If no matching town/city is found: Press Change to change the search criteria. The entries for **Category/Name** and **City** are copied and you can change them.

Search Press the display key to continue the search.

Using directories

A corresponding message will appear on the display if no party is found to match the search criteria. You have the following options:

▶ Press the display key New to start a new search.

Or:

▶ Press the display key Change to change the search criteria. The name and town/city are copied over and you can change them.

No hits are displayed if the list of hits is too large. A message to this effect is displayed.

▶ Press the display key Refine to start a refined search **(➔ page 43)**.

Or:

▶ Depending on the provider, you can view the list if the number of hits is shown on the display. Press the display key View.

Search result (hit list)

The search result is shown as a list on the display. Example:

```
Net Directory              2/50      ── 1

  Sand, Marie Elisabe ...            ── 2
  0049123456789
  Parkstraße 11
  Berlin 12345, Germany
                             ▼

View              Options
```

1. 2/50: Consecutive number/total number of hits (only the consecutive number is displayed if the total number of hits >99).
2. Four lines including party's name, business type, telephone number and address (possibly abbreviated). If a fixed line number is not available, the mobile number (if available) is displayed.

You have the following options:

▶ You can scroll through the list with ⬍.

▶ Press the display key View. Displays the full details of the entry (name, business type where applicable, address, telephone numbers). You can scroll through the entry with ⬍.

Use Options to access the following options:

Refine search
Refine search criteria and restrict hit list **(➔ page 43)**.

New search
Start a new search.

Copy to Directory
Copy an entry to the local directory. If an entry contains several numbers, they are displayed in a selection list. A new entry is created for the selected number. The surname is transferred to the **Surname** field of the local directory **(➔ page 39)**.

Copy to Private NetDir.
Transfer the selected entry to the private net directory. The private directory and online directory must be provided by the same provider.

Depending on your provider, you can add a nickname to the entry in your private directory.

Calling subscribers

Prerequisite: A hit list is displayed.

▶ Select an entry and pick up the receiver ⤳.

If the entry only contains one phone number, this is the one that is dialled.

A list of numbers appears if there is more than one number.

▶ Using ⬍, select a number and press the display key Dial.

42

Starting a refined search

You can use the search options available in the refined search (first name and/or street) to limit the number of hits returned by a previous search.

Prerequisite: A search result is displayed (hit list with multiple entries or a message indicating too many hits).

Refine   Press the display key.

Or:

Options ➜ **Refine search**
     Select and press OK.

The search criteria from the previous search are copied and entered in the corresponding fields.

Surname: (online directory) or
Category/Name: (classified directory)
     If necessary, change the name/ business type or extend the partial name.

City: Name of the city/town from the previous search is shown (cannot be changed).

Street: If necessary, change the name of the street (max. 30 chars.).

First Name: (only in the online directory)
     If necessary, enter the first name (max. 30 characters).

Search   Start refined search.

Using the private net directory

Some providers offer users the option of creating and managing a private net directory on the Internet.

The advantage of an online directory is that you can call up entries from any telephone or PC e.g., from your VoIP phone in the office or your PC at a hotel.

You can use the private net directory on your base.

Prerequisites:

◆ You can create your private net directory using your PC's Web browser.

◆ You can create and manage entries in the online directory via your PC's Web browser.

◆ Activate the online directory on your base via the Web configurator. It is particularly important that you store the user name and password for accessing the private net directory in the base.

You can use the directory from every registered handset.

Opening the online directory

Prerequisite: The base is in idle status.

🔽   Press and **hold**.

Or:

▣ ➜ ☐ **Contacts** ➜ **Network Directory**

This opens the list of (online) directories. The provider-specific name is displayed for the private net directory.

📲   Select the private online directory from the list and press OK.

Your private online directory is opened.

The entries in the online directory are sorted alphabetically according to the first non-space field in the entry. This is generally the nickname or surname.

Selecting, viewing and managing entries in the online directory

Prerequisite:
The online directory is open (see above).

▶ Scroll with 🔽 to the required entry.

Or:

Enter the first letter of the name and scroll with 🔽 to the required entry.

▶ Press the display key View.

The detailed view with the complete entry opens. You can scroll through the entry with the control key 🔄.

The following data is shown, if available (in the sequence specific to the provider):

Nickname, name, first name, phone number, mobile number, VoIP number, street, house number, post code, town/city, company name, business type, date of birth, e-mail.

Using other functions

Options   Press the display key.

You can select the following functions with 🔄:

Edit nickname

You can edit or delete the nickname in an entry. Press Save to save the change.

Copy to Directory

Copy an entry to the local directory (➔ **page 39)**.

Calling up an entry in the online directory

Prerequisite: You have opened the online directory.

🔄   Select entry (open the details view, if necessary).

📞   Pick up the receiver.

If the entry only contains one phone number, this is the one that is dialled.

If the entry contains more than one phone number (e.g., mobile number and phone number), they are offered to you for selection.

🔄   Select the number to be dialled.

OK   Press the display key.

The selected phone number is dialled.

Transferring the local directory to the private online directory

You can save entries in the local directory in vCard format as a vcf file on your PC with the help of the Web configurator (➔ user guide for the Web configurator on the enclosed CD).

Several providers support functions on your Web pages that you can use to copy these files to the online directory.

Making cost-effective calls

Make phone calls through a network provider who offers cheap rates (call-by-call).

Linking a number with a call-by-call number

You can store the codes (call-by-call numbers) from several network providers in the local directory **(page 36)**.

To prefix a number with a call-by-call number ("linking"), when the base is in idle status:

q	Press **briefly** to open the local directory.
q	Select entry (call-by-call number).
Options	Press the display key.

Display Number

Select and press OK.

The call-by-call number is shown on the display.

⌨ ➤	Enter the number and pick up the receiver.

Or:

q	Press **briefly** again to copy the number from the local directory.
⇕	Select entry **(➤ page 37)**.
⇕	If there are several numbers stored in the entry: Select the number and press OK.
➤	Pick up the receiver. Both numbers are dialled.

Displaying call duration

The **duration** of each call appears in the display for all external calls

◆ During the conversation

◆ Until approximately 3 seconds after replacing the receiver.

Please note

The actual duration of the call can vary from that shown by a few seconds.

Sending SMS (text messages)

Your phone is delivered ready to send SMS messages immediately.

Prerequisites:

◆ Calling Line Identification (CLIP ➔ **page 28**) is enabled for your phone connection.

◆ Your network provider supports the SMS service (information on this is available from your network provider).

◆ To receive SMS messages, you must be registered with your SMS service provider. This happens automatically when you send the first SMS via the provider's service centre.

Writing/sending SMS

Writing an SMS

Ⓒ ➔ ☒ **Messaging** ➔ **SMS**

New SMS Select and press OK.

🖐 Write SMS.

> **Please note**
>
> ◆ For instructions on entering text and special characters, please see **page 103**.
>
> ◆ An SMS can be up to 612 characters. If there are more than 160 characters, the SMS is sent as a **linked** SMS (up to 4 SMS messages with 153 characters each). The top right of the display shows how many characters are still available and the number in brackets shows which part of a linked SMS is currently being written. Example **447 (2)**.
>
> ◆ Please note that linking SMS messages usually incurs higher charges.

Sending an SMS

Options Press the display key.

Send Select and press OK.

SMS Select and press OK.

🖐 / 🖵 Select number with area code (even if you are in that area) from the directory or enter directly. For sending SMS messages to an SMS mailbox: add the mailbox ID to the **end** of the number.

Send Press the display key. The SMS is sent.

> **Please note**
>
> ◆ If you are interrupted by an external call while writing an SMS, the text is automatically saved in the draft list.
>
> ◆ If the memory is full, or if the SMS function is being used by a handset, the operation is cancelled. An appropriate message appears in the display. Delete SMS messages you no longer require or send the SMS later.

SMS status report

Prerequisite: Your network provider supports this feature.

If you have activated the status report, you will receive an SMS with a confirmation message after sending.

Activating/deactivating a status report

Ⓒ ➔ ☒ **Messaging** ➔ **SMS** ➔ **Settings**

Status Report

Select and press Change (☑ = on).

Reading/deleting status report/saving number to directory

▸ Open the incoming message list **(➜ page 49)** and then:

☐ Select SMS with **State OK** or **State not OK** status.

Read Press the display key.

◆ Delete:
  Options ➜ **Delete Entry** ➜ OK.
◆ Copy to directory:
  Options ➜ **Copy to Directory** ➜ OK.
◆ Delete entire list:
  Options ➜ **Delete List** ➜ OK.

Draft list

You can save an SMS in the draft list and edit and send it later.

Saving an SMS in the draft list

▸ You are writing an SMS **(➜ page 46)**.

Options Press the display key.

Save Select and press OK.

After saving, the SMS editor will be displayed again with your SMS. You can continue writing the text and save it again. The SMS that was saved previously will be overwritten.

Opening the draft list

☐ ➜ ✉ **Messaging** ➜ **SMS** ➜ **Draft**

The first list entry is displayed, for example:

```
Saved
on
10.01.10 15:07
```

If the entry has been saved with the phone number i.e., when an SMS was saved from the incoming list, the number is displayed in the first line.

Reading or deleting SMS messages

▸ Open the draft list and then:

☐ Select SMS.

Read Press the display key. The text is displayed. Scroll line by line using ☐

Or delete the SMS with
Options ➜ **Delete Entry** ➜ OK.

Writing/changing an SMS

▸ You are reading an SMS in the draft list.

Options Open menu.

You have the following options:

Send
  Send stored SMS **(➜ page 46)**.

Edit
  Edit the text of the saved SMS and then send it **(➜ page 46)**.

Character Set
  Display text in the selected character set.

Deleting the draft list

▸ Open the draft list and then:

Options Open menu.

Delete List Select, press OK and confirm with Yes. The list is deleted.

Sending SMS messages to an e-mail address

If your service provider supports the **SMS as e-mail** feature, you can also send your SMS messages to e-mail addresses.

The e-mail address must be at the beginning of the text. You must send the SMS to your SMS service centre's e-mail service.

◻ ➔ ✉ **Messaging** ➔ **SMS**
➔ **New SMS**

🖫 / ▦	Transfer the e-mail address from the directory or enter it manually. End the entry with a space or colon (depending on the service provider).
▦	Enter the SMS text.
Options	Press the display key.
Send	Select and press OK.
E-mail	Select and press OK. If the number of the e-mail service is not entered **(➔ page 51)**, enter the number of the e-mail service.
Send	Press the display key.

Sending SMS messages as a fax

You can also send an SMS to a fax machine.

Prerequisite: Your network provider supports this feature.

▸ You are writing an SMS **(➔ page 46)**.

Options	Press the display key.
Send	Select and press OK.
Fax	Select and press OK.
🖫 / ▦	Select number from the directory or enter it manually. Enter the number with area code (even if you are in the same area).
Send	Press the display key.

Receiving an SMS

All received SMS messages are saved in the incoming list. Linked SMS messages are displayed as **one** message. If this is too long or is not transferred completely, it is split into individual messages. Since an SMS remains in the list even after it has been read, **regularly delete SMS messages from the list**.

The display tells you if the SMS memory is full.

▸ Delete SMS messages you no longer require **(➔ page 49)**.

> **Please note**
>
> Each incoming SMS is signalled by a single ring (ringer as for external calls). If you accept the "call", the SMS is lost. To prevent this ring, suppress the first ring for all external calls **(➔ page 52)**.

Incoming SMS list

The incoming list contains:

◆ SMS messages that could not be sent due to an error.

New SMS messages are indicated by the ✉ icon in the display, the 🔲 message key flashing and an advisory tone sounding.

Opening the incoming list with the 🔲 key

🔲 Press.

The incoming list displays the number of entries (example):

SMS:	(2)

Bold: New entries
Normal font: Old entries

▸ Open list with OK.

Every entry in the list contains:

◆ The number or name of the sender
◆ The receive connection to which the SMS is addressed
◆ The date of receipt

Example:

0123727859362922
10.10.10 09:07
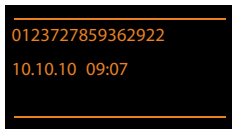
Opening the incoming list via the SMS menu

📋 ➔ ✉ **Messaging** ➔ **SMS** ➔ **Incoming**

Deleting the incoming list

All **new and old** SMS messages in the list are deleted.

▸ Open the incoming list.

Options Open menu.

Delete List Select, press OK and confirm with Yes. The list is deleted.

Reading or deleting SMS messages

▸ Open the incoming list, then:

📲 Select SMS.

Read Press the display key. The text is displayed. Scroll line by line using 📲.

Or delete the SMS with
Options ➔ **Delete Entry** ➔ OK.

After you have read a new SMS, it is given the status "Old" (is no longer shown in bold).

Changing the character set

If you cannot see any text or symbols, the SMS may have been written with a different character set (Cyrillic, Greek etc.).

▸ Read the SMS

Options Press the display key.

Character Set
Select and press OK.

📲 Select character set and press the Select display key (◉ = on).

The text is shown in the selected character set. The setting only applies to the current SMS.

Replying to or forwarding SMS messages

▸ Read the SMS

Options Press the display key.

You have the following options:

Reply
Write and send a new SMS to the sender **(page 46)**.

Edit
Edit the text in the SMS and return it to the sender **(page 46)**.

Forward
Forward the SMS to another number **(page 46)**.

Copying the number to the directory

Copying the sender's number

▸ Open the incoming list and select the SMS **(➔ page 49)**.

`Options` ➔ **Copy to Directory**

▸ Complete the entry **(➔ page 36)**.

Please note

An attached mailbox identifier is added to the directory.

Copying/dialling numbers from an SMS

▸ Read the SMS and scroll to the telephone number.

The digits are highlighted.

`→ ⤓`   Press the display key.

Complete the entry **(➔ page 36)**.

Or:

`☎`   Pick up the receiver to dial the number.

If you wish to use the number to send an SMS:

▸ Save the number with the local area code (dialling code) in the directory.

If an SMS contains several numbers, the next number will be highlighted if you scroll down until the first number disappears from the display.

Please note

◆ The + symbol is not transferred for international area codes.
  ▸ You should then enter '00' at the start of the number.

◆ If there are no more entries available in the directory, you can only over-write or modify an existing entry.

SMS with vCard

The vCard is an electronic business card. It is indicated by the 🖃 icon in the body of the SMS.

A vCard can include:

◆ Name
◆ Private number
◆ Business number
◆ Mobile number
◆ Birthday

Individual entries in a vCard can be saved to the directory one after the other.

Opening the vCard

▸ Read the SMS containing the vCard.

`View`   Press the display key to open the vCard.

Then:

`Back`   Press the display key to return to the SMS text.

Or:

`⬍`   Select the number.

`Save`   Press the display key.

When you save a number, the directory is opened automatically. The number and name are copied. If a birthday is entered on the vCard, the date is copied to the directory as an anniversary.

▸ If necessary, edit the entry in the directory and save it. You will return to the vCard automatically.

Receiving notifications via SMS

You can receive notification of missed calls or new messages on the answering machine via SMS.

Prerequisite: The caller's number (CLI) must have been transmitted in the missed call.

Notification is sent to your mobile or another phone with SMS functionality.

You only need to save the telephone number to which you wish the notification to be sent.

> **Please note**
>
> Your provider will usually charge for SMS notifications.

☐ ➔ ✉ **Messaging** ➔ **SMS** ➔ **Settings** ➔ **Notification**

▸ You can enter data in the following fields:

To:
Enter the number (including area code) to which the SMS is to be sent.

For missed calls:
Select **On** if you require SMS notification.

Msg. on Answer M.:
Select **On** if you require SMS notification.

Save   Press the display key.

> **Warning**
>
> Do **not** enter your own network number for the notification of missed calls. This can lead to chargeable endless looping.

Setting the SMS service centre

SMS messages are exchanged between SMS service centres operated by service providers. You must enter the SMS service centre through which you wish to send and receive SMS messages into your phone. You can receive SMS messages from **every** SMS service centre that is entered, provided you have registered with your service provider. This happens automatically when you send the first SMS via the relevant service centre.

Your SMS messages are sent via the **SMS service centre** that is entered as the **active send service centre**. However, you can activate any other SMS service centre as the active send service centre to send a current message **(page 51)**.

If no SMS service centre is entered, the SMS menu only contains the entry **Settings**. Enter an SMS service centre **(page 51)**.

Entering/changing SMS service centres

▸ Find out about the services and special functions offered by your service provider **before you make a new application** and/or before you delete pre-configured numbers.

☐ ➔ ✉ **Messaging** ➔ **SMS** ➔ **Settings** ➔ **Service Centres**

▢   Select SMS service centre (e.g., **Service Centr. 1**) and press OK.

▸ You can enter data in the following fields:

Active Send:
Select **Yes** if SMS should be sent via the SMS service centre. For the SMS centres 2 to 4, the setting only applies to the next SMS.

Sending SMS (text messages)

SMS Service Centre no.:
Enter the number of the SMS service.

E-mail Service no.:
Enter the number of the e-mail service.

Send via:
The **Fixed Line** setting cannot be changed.

Save Press the display key.

Sending an SMS via another SMS service centre

▸ Select **Service Centr. 2**, **3** or **4** and activate it as the active send service centre (set **Active Send = Yes**). **Service Centr. 1** is automatically deactivated as the send service centre for the next SMS.

▸ Send the SMS.

This setting only applies to the next SMS to be sent. After that, the setting returns to **Service Centr.1**.

Activating/deactivating first ringer muting

Each incoming SMS is signalled by a single ring (ringer as for external calls). To prevent this, suppress the first ringer for all external calls.

🔲 Open the main menu.

(*•)(#aA)(0‿)(5 JKL)(#aA)(1∞)(9wxyz)
Press keys.

(0‿)(OK) Make the first ringer audible.

Or:

(1∞)(OK) Mute the first ringer.

Activating/deactivating SMS function

If you deactivate the SMS function, you cannot send or receive any SMS messages with your phone.

The settings you have made for sending and receiving SMS messages (e.g., the numbers of the SMS service centres) and the entries in the incoming and draft lists are saved even after deactivation.

🔲 Open the main menu.

(*•)(#aA)(0‿)(5 JKL)(#aA)(2ABC)(6MNO)
Enter the digits.

(0‿)(OK) Deactivate the SMS function.

Or:

(1∞)(OK) Activate the SMS function (default setting).

Troubleshooting SMS problems

Error codes when sending

E0	Calling Line Identification permanently restricted (CLIR) or Calling Line Identification not activated.
FE	Error occurred during SMS transfer.
FD	Connection to SMS service centre failed; see self-help.

Self-help with errors

The following table lists problem situations and possible causes and provides advice on troubleshooting.

You cannot send messages.

1. You have not requested/enabled the Calling Line Identification Presentation (CLIP) feature.
   ‣ Ask your service provider to enable this service.

2. SMS transmission has been interrupted (e.g., by a call).
   ‣ Re-send the SMS.

3. The provider does not support this feature.

4. No number or an invalid number is entered for the SMS service centre set as the active send service centre.
   ‣ Enter the number **(➔ page 51)**.

You receive an incomplete SMS.

1. Your base's memory is full.
   ‣ Delete old SMS messages **(➔ page 47)**.

2. The service provider has not yet sent the rest of the SMS.

You have stopped receiving SMS messages.

Call divert is activated for **All Calls** or call divert is activated for **All Calls** for the network mailbox.
   ‣ Change the call divert settings **(➔ page 31)**.

The SMS is played back.

1. The "display call number" feature is not activated.
   ‣ Ask your service provider to enable this feature (there is a charge for this).

2. No agreement is in place between your mobile operator and your fixed line SMS service provider.
   ‣ Obtain information from your fixed line SMS service provider.

3. Your terminal has been recorded by your SMS provider as having no fixed line SMS functionality i.e., you are not registered with the provider.
   ‣ Send any SMS to automatically register your base to receive SMS.

Messages are only received during the day.

The terminal is recorded in your SMS provider's database as having no fixed line SMS functionality i.e., you are not registered with the provider.
   ‣ Obtain information from your fixed line SMS service provider.
   ‣ Send any SMS to automatically register your base to receive SMS.

E-mail notifications

Your phone will notify you when new e-mail messages have been received on your incoming e-mail server.

You can set your phone to periodically connect to your incoming e-mail server and check whether you have new e-mail.

Any new e-mail messages that have been received are displayed on the base and on all Gigaset handsets that have been registered: you will hear an advisory tone, the message key ✉ will flash and the ✉ icon will be displayed in the idle display.

> **Please note**
>
> The ✉ symbol is also displayed when you have new SMS messages.
>
> If new e-mail messages have been received, pressing the message key ✉ will display them in the **E-mail** list.

You can use your phone to connect to the incoming e-mail server and display the sender, date and time of receipt, subject and text (abbreviated if necessary) for every e-mail message in the incoming mail list (➜ **page 54)**.

Prerequisites:

◆ Your base is connected to the Internet.

◆ You have set up an e-mail account with an ISP.

◆ The incoming e-mail server uses the POP3 protocol.

◆ You have stored the name of the incoming e-mail server and your personal access data (account name, password) in the phone via the **Web configurator** (refer to the Web configurator user manual on the enclosed CD).

Opening the incoming e-mail list

▢ ➜ ✉ **Messaging** ➜ **E-mail**

Or if new e-mail messages have been received (message key ✉ flashes):

✉ ➜ **E-mail**

The phone establishes a connection to the incoming e-mail server. A list of e-mail messages that are stored there is displayed.

New unread messages appear above old read messages. The most recent entry is at the head of the list.

The following details are displayed for each e-mail: name or e-mail address of the sender (one line, abbreviated if necessary) and date and time (date and time will only display correct values if sender and recipient are located in the same time zone).

Example display:

Incoming E-mail	
Frank.Miller@mailp.com	——1
10.10.08 15:40	——2
Happy Birthday	
Anna Sand	
10.10.08 10:38	▼
Read	Delete
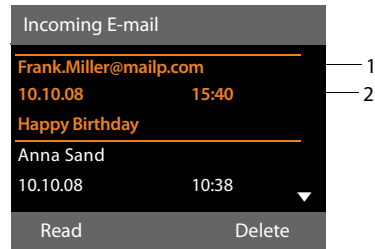
1 E-mail address or name transmitted by the sender (abbreviated if necessary)
   Bold: New message.
   All e-mail messages that were not present in the incoming e-mail server when the inbox was last opened are identified as "new".
   All other e-mails are not marked, regardless of whether or not they have been read.
2 Date and time of receipt of e-mail message

If the inbox on the incoming e-mail server is empty, **No entries** will appear in the display.

Please note

Many e-mail providers activate spam protection measures by default. E-mail messages classified as spam are stored in a separate folder and are therefore not shown in the incoming mail list.

Some e-mail providers allow you to deactivate spam protection or show spam e-mails in the incoming mail list.

Other e-mail providers may send a message to the inbox when a new spam e-mail is received. This is to inform you that a suspected spam e-mail has been received.

The date and sender of this mail are repeatedly updated, so that it is always displayed as a new message.

Messages when establishing a connection

The following problems may occur when connecting to the incoming e-mail server. The messages are displayed in the display for a few seconds.

E-mail server inaccessible

The connection to the incoming e-mail server could not be established. This may have the following causes:

– Incorrect entry for the name of the incoming e-mail server (➜ Web configurator).

– Temporary problems with the incoming e-mail server (server is down or is not connected to the Internet).

▸ Check settings in the Web configurator.

▸ Try again later.

Currently not possible

The resources your phone requires to make the connection are busy, e.g.:

– The permitted number of VoIP connections has already been reached.

– One of the registered handsets is currently connected to the incoming e-mail server.

▸ Try again later.

Login failed

Error when logging in to the incoming e-mail server. This may have the following cause:

– The permitted number of VoIP connections has already been reached.

– Incorrect entries for name of incoming e-mail server, user name and/or password.

▸ Check settings (➜ Web configurator).

Mailbox settings incomplete

Incomplete entries for name of incoming e-mail server, user name and/or password.

▸ Check/add to settings (➜ Web configurator).

Viewing the message header and text of an e-mail

Prerequisite: You have opened the incoming mail list (➜ **page 54)**.

  🔼🔽   Select an e-mail entry.

 Read   Press the display key.

The subject of the e-mail (maximum of 120 characters) and the first few characters of the text are displayed.

Example display:

E-mail
Subject :
Invitation
Text:
Hello Anna, I
passed my test!
From   Delete
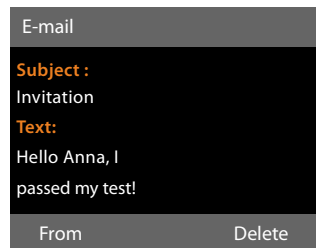
1 **Subject** of the e-mail message. A maximum of 120 characters are displayed.
2 **Text** of the e-mail message (abbreviated if necessary).

 ━   Press the red end key to return to the incoming message list.

Please note

If the e-mail does not contain any standard text, the message **E-mail can't be displayed** will briefly appear.

View e-mail sender's address

Prerequisite: You have opened the e-mail notification to read it **(➔ page 55)**.

From   Press the display key.

The sender's e-mail address is displayed, over several lines if necessary (maximum 60 lines).

Back   Press the display key to return to the incoming message list.

Example:

E-mail
From:
Anna.Sand@mailp.com
Back   Delete
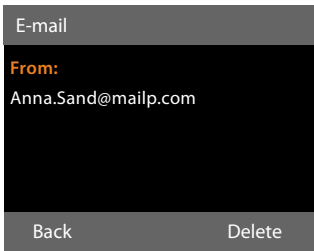
Deleting e-mail messages

Prerequisite: You have opened the incoming e-mail list **(➔ page 54)** or the header or sender's address for an e-mail is displayed **(➔ page 55)**:

Delete   Press the display key.

Yes   Press the display key to confirm the security prompt.

The e-mail is deleted from the incoming e-mail server.

Info centre – continuous Internet access from your phone

You can use your base to retrieve online content from the Internet i.e., request info services that are provided specifically for the telephone. The info services available are constantly updated. A default selection has already been made, but you can change these settings and add new services. Visit the Gigaset.net page www.gigaset.net on the Internet and compile your personal info services.

Customising info services

▶ Open the Web configurator page **Settings → Services → Info Services** on the PC (see user guide for the Web configurator on the enclosed CD).

▶ Click the link gigaset.net/myaccount.

Or:

▶ Enter the following address in the address field of your PC's Web browser: www.gigaset.net

▶ Enter your Gigaset.net user ID and password on the Gigaset.net page. You will find your user ID and password on the Web configurator page specified above.

In both cases, a Web page is opened on which you can compile your info services.

> **Please note**
>
> You can launch the info centre and display info services with both the base and with registered Gigaset SL78H, SL400H and S79H handsets.

Starting the info centre, selecting info services

▤ **→ Additional Features → Info Centre**

Your info centre menu i.e., a list of available info services is displayed. You can navigate between the info services.

◌   Select the info service and press OK.

To access certain info services (personalised services), you have to log in with a user name and password. In this case, enter your access data as described in the "**Login for personalised info services**" section on **page 58**.

Messages when loading requested information

The information is loaded from the Internet. Wait a few seconds until the information is displayed. The display shows **Please wait....**

If the information for an info service cannot be displayed, one of the following messages appears:

Requested page can't be reached.

Possible causes of this are:

◆ Time limit exceeded (timeout) when loading the information

◆ The Internet server for the info services cannot be accessed.

▶ Check your Internet connection and repeat the request at a later date.

Coding error on requested page

The content of the requested info service is coded in a format which the base cannot display.

Can't display requested page

General error when loading the info service.

Login failed.

Login has failed. Possible causes of this are:

◆ You have not entered your login data correctly.

  ▶ Reselect the info service and repeat the login process. Please remember that data is case sensitive.

◆ You are not entitled to access this info service.

Login for personalised info services

If a special login process with user name and password is required to access an info service, the following is displayed after the service has been called up:

Authent. Name

  Enter the user name supplied by the provider of the info service.

Save Press the display key.

Password Enter the password associated with this user name.

Save Press the display key.

If login was successful, the requested info service is displayed.

If login failed, a message to this effect appears on the display .

Please note

Please remember that login data is case sensitive. For information on entering text, .

Operating the info centre

Depending on the type of info service requested, you can carry out the following operations:

Scrolling within an info service

▶ You can use 🗇 to scroll downwards within an info service, and 🗇 to scroll up (back).

Skipping back to the previous page

▶ Press the left display key.

Skipping back to the info centre menu

▶ **Briefly** press the red end key ⬛.

You want to go offline:

Press and **hold** the red end key ⬛, the base returns to idle status.

Selecting a hyperlink

Hyperlink to further information:

If the page contains a hyperlink to further information, this is indicated by the ▶ icon.

If a page with hyperlinks is opened, the first hyperlink is highlighted.

▶ Using the control keys (🗇 and/or🗇) as required, you can navigate to the hyperlink that you would like to select. The hyperlink is then highlighted by bars.

▶ Press the right display key Link to open the relevant page.

Hyperlink to a phone number:

If a hyperlink contains a phone number, you can copy the number to the local directory or call the number directly (Click-2-Call functionality).

▶ Select the hyperlink using the 🗇 and/or 🗇 keys, as required.

▶ You can identify a hyperlink of this type by the fact that `Call` is shown above the right display key.

▶ Press the display key `→📇` to copy the phone number to the local directory on your base.

Or:

▶ Press `Call` to call the stored number.

Depending on the provider, if you press `Call`,

◆ The number is dialled directly

◆ The number appears first in the display, in which case you must first confirm the number before it is dialled.

   ▶ If you press `Yes`, the number is dialled.
   Or:
   ▶ If you press `No`, the page is displayed again with the hyperlink. The number will **not** be dialled.

Entering text

▶ If necessary, use `🖲` to navigate to the line containing the field into which you want to enter text. The cursor flashes in the text field.

▶ Enter the text using the keys on the base (➔ **page 103**).

▶ If necessary, navigate to other text fields to complete them or make a selection (see below).

▶ Press the right display key to complete the entry and send the data.

Making selections

▶ If necessary, use `🖲` to navigate to the line in which you would like to make a selection.

▶ Press left or right on the control key several times to make the required selection.

▶ Use `🖲` to navigate to other selection fields and make your selection as described above.

▶ Press the left display key to complete the selection and send the data.

Setting options

▶ Use `🖲` to navigate to the line containing the option. The line is highlighted.

▶ Activate or deactivate the option via the control key `▷` (press right) or the left display key (e.g., `OK`).

▶ If necessary, navigate to other options or text fields to set or complete them.

▶ Press the left display key (e.g., `Send`) to complete the entry and send the data.

Displaying information from the Internet as a screensaver

You can configure your base to display a customised information feed (e.g., weather reports, newsfeeds) in the device's idle display.

To do so, you must enable the **Info Ticker** (➔ **page 74)** or the **Info Services** (➔ **page 73)** screensaver on your base and activate the display of info services via the Web configurator.

> **Please note**
>
> The default setting is the weather report.
>
> You can select the information to be displayed via the gigaset.net server (➔ **page 57)**.

The text information appears on the display approx. 10 seconds after the base returns to idle status.

Depending on the information feed selected, a display key appears on the right of the screensaver (e.g., `More`),

▶ Press the right display key to call up further information.

▶ Press and **hold** the red end key `—` to return to idle status.

Operating the base's answering machine

You can operate the answering machine that is integrated into the base using the keys on the base **(➔ page 3)**, via a registered handset or by remote operation (other phone/mobile). You can only record own announcement message or advisory message via the base or a handset.

Please note

If an answering machine is to accept calls via the GSM connection on your mobile, which itself is connected to the telephone via Bluetooth, you must select the GSM connection as the receive connection. The name of the mobile is displayed for the GSM connection in the list of known devices.

The times set for ring delay on the mobile mailbox and answering machine determine which of these will accept calls.

Parallel calls

If a caller is connected to the answering machine and a second call comes in for the answering machine, the second caller will hear the dialling tone. The call is signalled to the devices (base, handsets).

If the second call is not accepted, the answering machine will accept this call if:

◆ The connection with the first caller has ended and
◆ The set time period for the answering machine to answer a call **(➔ page 64)** has expired.

Answering machine mode

You can use two different modes for the answering machine.

◆ In **Answer & Record** mode, the caller hears the announcement and can then leave a message.

◆ In **Answer only** mode, the caller hears your announcement but cannot leave a message.

Operating via the base

The speaker activates **automatically** if you receive an acoustic prompt or message while operating. You can deactivate hands-free mode by picking up the receiver.

Operation via the menu on the base is the same as operation via a registered Gigaset SL78H, SL400H or S79H handset.

Activating/deactivating and setting answering machine mode

You can choose between **Answer & Record**, **Answer only** and **Alternating**. By using the **Alternating** setting, you can activate answer and record mode for a set period of time; outside this period the caller will only hear the announcement.

▢ ➔ 🔲 ➔ **Activation** (✓ = on)

Change   Press the display key.

▸ You can enter data in the following fields:

Activation:
Select **On** or **Off** to activate/deactivate the answering machine.

Mode:
Select **Answer & Record**, **Answer only** or **Alternating**.

If **Alternating** mode is selected:

Record from:
Enter hours/minutes for the start of the period in 4-digit format.
(The time **must** be set.)

Record until:
Enter hours/minutes for the end of the period in 4-digit format.

Save   Press the display key.

When you switch the answering machine on, the remaining memory time is announced. If the time has not yet been set, a corresponding announcement is made (set time ➔ **page 79**). The ꝏ icon is shown on the display.

If the message memory is full and **Answer & Record** or **Alternating** mode has been selected, you will first be asked to delete old messages. The answering machine is activated as soon as you have deleted old messages.

If there is no time available, the answering machine changes from **Alternating** mode to **Answer & Record** mode until the time is available again.

Activating the answering machine via the key on the base

▸ Press the ⌷ ⌷ key to activate or deactivate the answering machine.

Recording a personal announcement/advisory message

The base is supplied with pre-recorded announcements for answer and record mode and for answer only mode. If a personal announcement has not been recorded, the relevant pre-recorded announcement is used.

◻ ➔ ⊡ ➔ **Announcements**
➔ **Record Announcemnt.** /
Record Advisory Msg.

OK　　　Press the display key to start the recording.

If you have not picked up the receiver, handsfree mode is activated.

You hear the ready tone (short tone).

▸ Now say your announcement (at least 3 seconds).

End　　　Press the display key to end the recording.

Use ⤵, the red end key ⸺ or Back to cancel recording and OK to restart the recording process.

After recording, the announcement is played back for you to check. You can re-record the announcement with New.

Please note:

◆ Recording ends automatically if the maximum recording time of 170 seconds is exceeded or there is a break in speech for more than 2 seconds.

◆ If you cancel the recording, the default announcement is used.

◆ The recording is not started or cancelled if the answering machine memory is full.

　▸ Delete old messages and the answering machine will automatically switch back to **Answer & Record** mode.

　▸ Repeat recording if required.

Playing back announcements

◻ ➔ ⊡ ➔ **Announcements**
➔ **Play Announcement** /
Play Advisory Message

If you have not recorded a personal announcement, the relevant pre-recorded announcement is played.

Use ⤵, the red end key ⸺ or Back to stop playback.

Record a new announcement while playing the announcement:

New　　　Press the display key.

If the answering machine's memory is full, it will switch to **Answer only** mode.

▸ Delete old messages and the answering machine will automatically switch back to **Answer & Record** mode. Repeat recording if required.

Deleting announcements/advisory messages

🕞 ➔ 🔟 ➔ **Announcements**
➔ **Delete Announcemnt.** /
Delete Advisory Msg.

Yes   Press the display key to confirm the prompt.

Once you have deleted your announcement, the relevant pre-recorded announcement is used again.

Playing back messages

The date and time of each message is logged (provided this has been set, ➔ **page 79**) and displayed during the playback. If Calling Line Identification is activated, the caller's number is displayed. If the caller's number is saved in the directory, their name is displayed. For more information about the display ➔ **page 28**.

Playing new messages

New messages that have not yet been played back are indicated by the ꝺꝺ icon in the second display line and by the 🔲 key flashing.

🔲   Press the message key.

Answer. Machine:

     Select and press **OK**.

Or:

▶   Press the play key.

Or:

🕞 ➔ 🔟 ➔ **Play Messages**

The speaker on the base is activated.

If there are new messages, playback then begins with the first new message. After the last new message, you will hear the end tone and an announcement stating how much recording time remains.

If the message has been saved with the date and time, you will hear an appropriate announcement before playback begins.

During playback, the entries in the answering machine list are shown on the display.

After the entry time and date have been played back (after approx. 3 seconds), a new message assumes the status "old".

Playing old messages

If there are no more new messages, you can start playing older messages as described in "**Playing new messages**" on **page 62**.

Stopping and controlling playback

During message playback:

2ABC / ◼   Stop playback. Press 2ABC / ◼ again to resume **or**

Options   Press the display key. To continue select **Continue** and press **OK**.

◀ (press and hold) or 1∞
     During time stamp playback: Skip to previous message. During message playback: Skip to the start of the current message.

◀ (briefly press) or 4GHI
     During time stamp playback: Skip to previous message. During message playback: Repeat the last five seconds of the current message.

🔽 or 3DEF   Go to the next message.

If playback is interrupted for over a minute, the answering machine returns to idle status.

Marking a message as "new"

A previously played back "old" message is displayed as a "new" message again.

During message playback or pause:

* •   Press the star key.

Or:

Options   Open menu.

Mark as New

     Select and press **OK**.

An announcement informs you of the message's new status.

Playback of the current message is cancelled. Playback of next message starts, if applicable.

The ⌷✉⌷ key on the handset flashes.

Copying the phone number from a message to the directory

During playback or pause:

Options ➔ **Copy to Directory**

▶ Complete the entry **(➔ page 39)**.

Deleting messages

You can either delete all old messages together or individually.

Deleting all old messages

During playback or pause:

Options ➔ **Delete Old List** OK

Yes   Press the display key to confirm the prompt.

Deleting an individual message

During playback or pause:

Delete / ⌷0⌷ Press the display key or the ⌷0⌷ digit key.

You can only delete new messages once the time stamp has been played back along with the first few seconds of the message.

Accepting a call from the answering machine

You can pick up a call while the answering machine is recording or is being operated via remote operation:

➤ Accept / ⌷◀⌷

            Pick up the receiver, press the handsfree key or display key.

Recording stops and you can speak to the caller.

If three seconds of the message have already been recorded when you accept the call, the message is saved. The ⌷✉⌷ key flashes.

You can answer the call, even if it is not signalled.

Diverting an external call to the answering machine

You can divert an incoming external call to the answering machine.

Prerequisite: An external call is signalled on the base, the answering machine is switched on:

→ ⌀⌀   Select display key.

The answering machine starts immediately in answer & record mode and records the call. The set time for ring delay **(page 64)** is ignored.

Activating/deactivating two-way record

You can record an **external** call with the answering machine.

Prerequisite:

You are conducting an external call:

▶ Inform the caller that the call is being recorded.

Options   Open menu.

Two-Way Record

            Select and press OK.

Two-way record is indicated on the display by an advisory text and is added to the answering machine list as a new message.

End   Press the display key to stop two-way record.

The maximum recording time depends on the memory available on the answering machine. If the memory is full, you will hear an end tone, the recording is aborted, and the call recorded up to that point is listed in the answering machine list as a new message.

Activating/deactivating call screening

While recording a message, you can screen a call via the base speaker or registered handsets.

Permanently activating/deactivating call screening

☐ → ☎ → Call Screening

Desktop Phone

Select to activate/deactivate call screening on the base (☑ = on).

Handset Select to activate/deactivate call screening on the registered handsets (☑ = on).

Change Select display key to activate/deactivate the function.

Deactivating call screening for the current recording

You can deactivate the function during the recording.

On the base:

Silence Press the display key.

Answering a call

🔊 / 📞 Press the handsfree key or pick up the receiver.

Setting the recording parameters

The answering machine has already been preset at the factory. You can adjust individual settings via the base or a registered handset.

☐ → ☎ → Recordings

▸ You can enter data in the following fields:

Length:
Select maximum recording length **1 Min.**, **2 Min.**, **3 Min.** or **Maximum**.

Quality:
Select **Excellent** or **Long Play** recording quality. If the quality is higher, the maximum recording time is reduced.

Ring Delay:
Select when the answering machine should accept a call: **Immediately**, after **10 sec.**, **18 sec.**, **30 sec.** or **Automatic**.

Save Press the display key.

Information about ring delay

In **Automatic** mode, the following applies for ring delay:

◆ If there are no new messages, the answering machine answers a call after 18 seconds.

◆ If new messages are present, the answering machine answers a call after 10 seconds.

When operating remotely **(→ page 65)**, you can tell after approx. 15 seconds that there are no new messages (otherwise the answering machine would have already accepted your call). There are no call charges if you hang up now.

Please note:

You can configure your telephone so that the **first** ringer is **suppressed** on all calls **(page 52)**. This means that the time set for the ring delay predetermines how long the caller must wait before the answering machine accepts the call (not how long it rings).

Changing the language for the voice prompt and default announcement

☐ Open the main menu.

(*)(#)(0)(5)(#)(2)(1)
Enter digits **and** press

(0) OK To set Czech.

(1) OK To set Slovene.

(2) OK To set Croatian.

(3) OK To set English.

Operating when on the move (remote operation)

You can check and activate your answering machine from any other telephone (hotel, pay phone etc.).

Prerequisites:

◆ You have set a system PIN other than 0000 **(page 79)**.

◆ The phone you are using for remote operation has tone dialling (DTMF) i.e., you hear different tones when you press the keys. Alternatively, you can use a code transmitter (available from retailers).

> **Please note**
>
> Remote operation via a GSM mobile is only possible if the mobile and the GSM mobile connection transmit DTMF signals.

Calling the answering machine and playing messages

📱   Dial your own number.

`9` 📱   When you hear your announcement: Press `9`.
The announcement is aborted.

📱   Enter system PIN.

You are informed whether any new messages have been recorded. The messages are now played back. You can now operate the answering machine with the keypad.

The following keys are used for operation:

`1`   During time stamp playback:
Skip to previous message.
During message playback:
Skip to the start of the current message.

`2`   Stop playback. Press again to resume.
After a pause of approx. 60 seconds, the connection is ended.

`3`   Go to the next message.

`4`   Repeat the last five seconds of the message.

`0`   During message playback:
Delete current message.

`*`   Change the status of a previously played back message to "new".
The next message starts to play. The remaining memory is announced at the end of the last message.

Cancelling remote operation

▸ Press the end call key or replace the receiver.

> **Please note**
>
> The answering machine will terminate the connection under the following circumstances:
>
> ◆ An incorrect system PIN has been entered.
>
> ◆ There are no messages in the answering machine.
>
> ◆ After the remaining memory has been specified.

Activating the answering machine

▸ Phone home and let the phone ring until you hear: "Please enter PIN" (approx. 50 seconds).

📱   Enter system PIN.

Your answering machine is activated. It tells you how much memory is left.

The messages are played.

The answering machine cannot be deactivated remotely.

If you enter an incorrect PIN or input is taking too long (more than ten seconds), the connection is ended. The answering machine will remain deactivated.

Using the network mailbox

Some providers offer answering machines on the network – network mailboxes.

You must have **requested** the network mailbox from your network provider. You can store the number of the network mailbox on the base.

Network mailbox: entering numbers

⏢ **→** 📟 **Answering Machine**
→ Network Mailbox

📱 Enter or change the phone number for the network mailbox if necessary.

Save Press the display key.

To activate/deactivate the network mailbox, please refer to information from the network provider.

Configuring an answering machine for quick dial

You can use quick dial to make direct calls to the network mailbox or the integrated base answering machine.

Assigning key 1, changing assignment

Quick dial settings are device-specific. You can assign a different answering machine to key ⦗1∞⦘ on the base and each registered handset.

No answering machine is preconfigured for quick dial in the default settings.

⦗1∞⦘ Press and **hold** key ⦗1∞⦘.

Or:

⏢ **→** 📟 **Answering Machine**
→ Set Key 1

Network Mailbox / Answering Machine
Select entry and press OK
(◉ = on).

You have selected the local Answering Machine:

Quick dial is immediately activated for the local answering machine on the base.

⌇ Press and **hold** red end key (idle status).

You have selected the network mailbox:

If a number is already stored for the network mailbox, quick dial is activated immediately.

⌇ Press and **hold** red end key (idle status).

If no number is saved for the network mailbox, you are asked to enter the number of the network mailbox.

📱 Enter the number for the network mailbox.

Save Press the display key.

⌇ Press and **hold** red end key (idle status).

Quick dial is activated.

Please note

You can only assign quick dial to **one** answering machine.

You can also call the network mailbox for directly via the message key
(→ page 67).

Calling the answering machine via quick dial

1.∞   Press and **hold**.

If you have set the network mailbox for quick dial you are connected directly to the network mailbox.

🔊   If necessary, press the handsfree key.

You hear the network mailbox announcement.

If you have set quick dial for the local answering machine on the base, message playback begins.

Displaying new messages in the handset's idle display

If a new message is present on the network mailbox, or there is a new message on the local answering machine, the ∞∞ icon and the number of new messages are shown on the handset's idle display. The ✉ message key flashes.

Calling the network mailbox using the message key

If the phone number of the network mailbox is stored in the base, you can find the **Mailbox:** list for the network mailboxes under the ✉ message key.

If there are new messages in the network mailbox, the list entry is shown in bold. The number of new messages is shown in brackets following the list entry.

✉   Press the message key.

Mailbox:

Select the network mailbox entry and press **OK**.

You are connected directly to the network mailbox and hear its announcement. Messages can generally be played back using your base keypad (digit codes). Listen to the announcement.

Please note

◆ The network mailbox is automatically called via the corresponding connection. An automatic area code specific to your phone is **not** prefixed.

Network mailbox messages can generally be played back using your phone's keypad (digit codes).

ECO DECT: Reducing energy consumption and radiation

You are helping to protect the environment with your Gigaset phone.

Reduced energy consumption

Your base has a power-saving adapter plug and uses less power.

Reducing radiation

The radiation reduces **automatically** depending on the distance of the registered handsets to the base. The closer the handsets are to the base, the lower the radiation.

You can reduce the radiation from the handsets and the base even more by using **Eco Mode**.

Eco Mode reduces radiation by 80% – whether you are making a call or not. **Eco Mode** reduces the range by approx. 50%. Using **Eco Mode** always makes sense when a reduced range is sufficient.

Switching off radiation

Eco Mode+
When you activate **Eco Mode+,** the radiation (DECT transmission power) of the base and handset is switched off in idle status, assuming all registered handsets support **Eco Mode+**.

Eco Mode / Eco Mode+ can be activated/deactivated independently of one another and can also be used when multiple handsets are registered on the base.

Activate/deactivate Eco Mode / Eco Mode+

□ → **Settings** → **Eco Mode**
→ **Eco Mode / Eco Mode+**

Change   Press the display key (☑ = on).

Status displays in idle display

Display icon	
⊙ **white**	**Eco Mode+** enabled
⊙ **green**	**Eco Mode+** and **Eco Mode** activated

Please note

◆ When using **Eco Mode+**, you can ensure that the base is in range by pressing and **holding** the talk key on a handset. You hear the dial tone if the base can be reached.

◆ When **Eco Mode+** is enabled:
  – Call setup is delayed by approx. 2 seconds on the handset.
  – Handset standby time is reduced by approx. 50%.

◆ Registering handsets that do not support **Eco Mode+** causes the mode to be deactivated on the base and all other registered handsets.

◆ Activating **Eco Mode** reduces the range of the base.

◆ **Eco Mode / Eco Mode+**and repeater support **(** → **page 82)** cancel each other out, i.e., if you use a repeater you cannot use **Eco Mode** and **Eco Mode+**.

Setting an appointment (calendar)

You can use your base to remind yourself of up to 30 appointments. Anniversaries entered in the directory **(➔ page 40)** are automatically recorded in the calendar.

You can select whether the graphic calendar should be displayed in idle status.

When the base is in idle status:

Calendar   Press the display key.

Or:

📇 ➔ 🗐 **Organizer** ➔ **Calendar**

Then:

Options ➔ **Show cal. in idle**

▸ Press Change to activate/deactivate the function (☑ = on).

Saving an appointment

Prerequisite: The date and time have already been set **(page 79)**.

📇 ➔ 🗐 **Organizer** ➔ **Calendar**

September 2010						
Mo	Tu	We	Th	Fr	Sa	Su
		01	02	03	04	05
06	07	08	09	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		
Back						Options
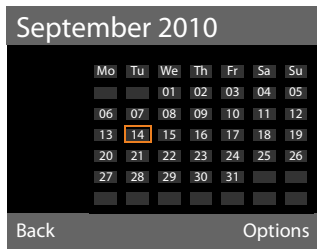
◆ The current day is selected (outlined in orange).

◆ Days on which appointments have already been saved are highlighted in orange.

⊡ / 🔁   Select the required day in the graphical calendar.

To skip to the next/previous month, go to the last/first day of the month being displayed and then press right/left (or up/down) on the control key.

The selected day is outlined in orange. The current day is outlined in white.

After selecting the day:

■   Press the centre of the control key.

◆ If appointments have already been entered, this will open the list of saved appointments on that day.
Use <**New Entry**> ➔ OK to open the window and enter a new appointment.

◆ If no appointments have been entered, the input window will open immediately to add the new appointment.

▸ You can enter data in the following fields:

Activation:
Select **On** or **Off**.

Date:
Enter the selected date in this field.
Enter day/month/year in 8-digit format, if necessary.

Time:
Enter hours/minutes in 4-digit format.

Text:
Enter text (max. of 16 characters). The text appears as the appointment name in the appointment list and is displayed on the screen during the appointment reminder. **Text** is preset as **Appointment**.

If **Text** does not contain any text, only the date and time of the appointment are displayed.

Signal:
Select a melody with which the appointment should be signalled. If you select **Visual only**, the appointment is only shown on the display.

Save   Press the display key.

┌─── **Please note** ───┐
If you have already saved thirty appointments, you will have to delete an existing appointment before adding a new one.
└──────────────────────┘

Signalling appointments and anniversaries

In idle status, an appointment reminder is signalled with the selected ringer melody and will sound for 60 seconds. The name is displayed for anniversaries, while the entered text is displayed for appointments along with the time.

((⏲	Appointment 15:38	
Off		SMS
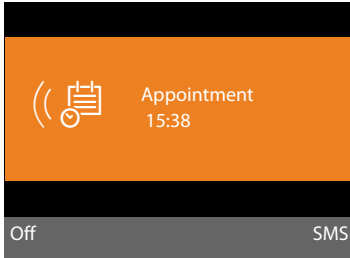
You can deactivate or answer an appointment reminder:

Off   Press the display key to deactivate the appointment reminder.

Or:

SMS   Press the display key to answer the appointment reminder with an SMS.

Please note

During a call, the appointment reminder is signalled by a short tone.

It is entered in the missed alarms list.

Managing appointments

▢ ➔ ▱ **Organizer** ➔ **Calendar**

Editing individual appointments

▣ / ▢   Select a day in the graphical calendar and press the control key ▣. (Days on which appointments/anniversaries have already been saved are highlighted in orange in the calendar).

A list containing the entries for this day is displayed. Anniversaries are marked with 🎂, activated appointments with ✓.

▢   Select appointment/anniversary.

View   Press the display key to view the entry.

You can only display anniversaries. You can edit an anniversary via the directory
(➔ page 40).

With an appointment, select Options for the following options:

Edit Entry
(Similar to **Saving an appointment ➔ page 69**)

Delete Entry
Delete a selected appointment from the list.

Activate / Deactivate
Activate/deactivate an appointment. A deactivated appointment is not signalled.

Deleting all appointments

In the monthly view:

Options ➔ **Delete all appoint.** ➔ OK

Confirm the security prompt with Yes.
All appointments are deleted.

Displaying missed appointments, anniversaries

Missed appointments/anniversaries **(page 40)** are displayed in the **Missed Alarms** list if:

◆ You do not accept an appointment/anniversary.

◆ The appointment/anniversary was signalled during a phone call.

The ⬚ icon and the number of **new** entries are shown in the display. The most recent entry is at the head of the list.

Open the list by pressing the **message key** ✉ (➔ **page 35)** or via the menu:

▢ ➔ ▱ **Organizer** ➔ **Missed Alarms**

▢   Select appointment/anniversary.

Information about the appointment/anniversary is displayed. A missed appointment is shown with the appointment name (➔ **page 69)**, a missed anniversary with name and surname. The date and time is also given.

Delete Delete appointment

Or:

SMS Write an SMS.

If 10 entries are already stored in the list, the next appointment reminder will delete the oldest entry.

Setting the alarm clock

Prerequisite: The date and time have already been set **(page 79)**.

Activating/deactivating the alarm clock and setting the wake-up time

◻ ➔ ⚙ Organizer ➔ Alarm Clock

▸ You can enter data in the following fields:

Status:
Select **On** or **Off**.

Time:
Enter the wake-up time in 4-digit format.

Occurrence:
Select **Daily** or **Monday-Friday**.

Volume:
Set the volume for the alarm (1–5) or crescendo ring (volume increases with each ring = ₐₒₒₗₗ ◢).

Signal:
Select the melody for the alarm.

Save Press the display key.

In the idle display header, you see the ☼ icon and the wake-up time.

A wake-up call is signalled on the display (➔ **page 4)** and with the selected ringer. The wake-up call sounds for 60 seconds. If no key is pressed, the wake-up call is repeated twice at five minute intervals and then switched off.

During a call, the wake-up call is only signalled by a short tone.

Deactivating the wake-up call/ repeating after a pause (snooze mode)

Prerequisite: A wake-up call is sounding.

Off Press the display key. The wake-up call is deactivated.

Or

Snooze Press the display key or any key. The wake-up call is deactivated and then repeated after five minutes. After the second repetition the wake-up call is deactivated completely.

Setting up the base

Your base is preconfigured but you can change the settings to suit your individual requirements.

The settings described in this chapter only have a local effect on the base. The corresponding setting on any of the registered handsets does not change.

Accessing functions and numbers quickly

You can program the six function keys on the right-hand side of the base and the display keys (in idle status). You can assign a phone number (quick dial) or a base function to each of these keys and change the assignment.

The number is then dialled or the function started by simply pressing a key.

Changing key assignments

In idle status:

▸ Press and **hold** the display/function key until a list of possible key assignments is displayed.

The following functions are available:

Quick Dial

Assign a number from the local directory to the key.

The directory is opened.

▸ Select an entry and press **OK**.

If you delete or edit the entry in the directory, this will **not** affect the assignment to the function key or display key.

This means that if the phone number changes, you must re-assign the updated entry from the directory to the key as described above.

Alarm Clock

Assign menu for setting and activating the alarm clock to a key **(➔ page 71)**:

⬛ ➔ 🗐 **Organizer** ➔ **Alarm Clock**

Calendar

Open calendar/enter new appointment **(➔ page 69)**:

⬛ ➔ 🗐 **Organizer** ➔ **Calendar**

Bluetooth

Activate/deactivate Bluetooth mode **(➔ page 88)**.

Connect Mobile

Activate Bluetooth on the base and establish a connection to the active Bluetooth mobile **(➔ page 90)**.

Headset

Accept or pick up a call with the connected headset. The key simulates the P2T function (push-to-talk). You must assign **Headset** to a key if you wish to use a headset without P2T (wire-bound or via Bluetooth).

Press the key

– If a call is signalled on the base and you wish to accept the call directly on the headset.

– To continue a call on the headset that has been started on the base.

If two headsets are connected to the base, a wire-bound and a Bluetooth headset, the Bluetooth headset takes priority. In that case you cannot use the wire-bound headset.

Insert P

Key inserts a dialling pause (a P) when entering a number **(➔ page 95)**.

R Function

Key inserts a recall (an R) when entering a number **(➔ page 95)**.

More Functions...

More features are available:

◆ **Send Connection**

Assign either the fixed line or GSM connection of a mobile registered via Bluetooth to a key **(➔ page 92)**. If there is no registered Bluetooth mobile, the function is not relevant.

◆ **Line Selection**

Assign line selection to a key. If a mobile is connected to the base via Bluetooth, for each call you can choose whether the call should take place via the fixed line or the GSM connection **(➔ page 92)**.
If there is no registered Bluetooth mobile, the function is not relevant.

◆ **Call Lists**

Assign the call list menu to a key **(➔ page 34)**.

⬚ ➔ 🗐 Call Lists

◆ **Call Divert**

Assign menu for setting and activating/deactivating call divert to a key **(➔ page 31)**:

⬚ ➔ Ⓢ Select Services ➔ Call Divert

◆ **E-mail**

Opens the e-mail submenu for receiving and reading e-mail notifications **(➔ page 54)**:

⬚ ➔ ✉ Messaging ➔ E-mail

◆ **Info Centre**

Start Info Centre and open the list of available information services **(➔ page 57)**:

⬚ ➔ Additional Features ➔ Info Centre

Display key assignment: The selected function or the corresponding directory name for the phone number (or its abbreviation if necessary) is displayed in the lowest display line above the display key.

Function key assignment: You can make a note of the key assignment on the insert strip next to the respective key.

Starting the function, dialling the number

When the base is in idle status:

▸ **Briefly** press the function or display key.

Depending on the key assignment:

◆ A number (**Quick Dial**) is dialled directly.

◆ Menu or function list is opened.

Changing the display language

You can view the display texts in different languages.

⬚ ➔ 🔧 Settings ➔ Language

The current language is indicated by a ◉.

⬚   Select a language and press **Select**.

The selected language is set immediately.

If you accidentally choose a language you do not understand:

⬚ ✱ ✳ ♯ₐₐ 0 3 ♯ₐₐ
      Press keys in sequence.

⬚   Select the correct language.

Select   Press the right display key.

Setting the display

Setting the screensaver/slideshow

You can display a screensaver when the base is in idle status.

You have the following options:

◆ A picture from the **Screensavers** folder in the Resource Directory (➔ **page 78**)

◆ All pictures from the **Screensavers** folder in the Resource Directory displaying one after the other in the form of a **Slideshow**

◆ Date and time as a digital display (**Digital Clock**)

◆ Analogue time (**Analog Clock** – clock-hand display)

◆ Information from an info service (**Info Services** – weather information, horoscope etc.). You must have activated the display of info services via the Web configurator.

The base must be connected to the Internet to display info services.

The type of info service available to your base is set on the Internet on the Gigaset.net server. You can change the settings via your PC web browser (see user guide for the Web configurator; **Info Services**).

If no information is currently available, the digital time (**Digital Clock**) is displayed instead until information is available again.

Together with the information, display keys that open the Info Centre selection menu can be shown.

The screensaver replaces the idle status display. It will conceal the calendar, date, time and name.

The screensaver is not displayed in certain situations e.g., during a call and when a status message is displayed.

If a screensaver is activated, the **Screensaver** menu option is marked with ☑ .

▷ **→** 🔧 **Settings → Display → Screensaver**

The current setting is displayed.

▷ You can enter data in the following fields:

Activation:
Select **On** (screensaver is displayed) or **Off** (no screensaver).

Selection:
Select screensaver with ⬌ **or**

View Press the display key. The active screensaver is displayed.

🔽 Select screensaver and press OK.

Save Press the display key.

The screensaver is activated approx. 10 seconds after the display has changed to idle status.

If the screensaver conceals the display, **briefly** press the red end key ▭ to show the idle display.

Activating/deactivating the info ticker

You can display text information from the Internet (weather information etc.) that is set for the screensaver **Info Services** as a scrolling message in the idle display. The scrolling message is shown in the bottom line of the idle display (immediately above the display keys). The end of one set of information and beginning of the next are separated by "+++".

If, for example, you have set the calendar to be shown in the idle display, the information ticker overwrites the last two lines (weeks) of the calendar.

▷ **→** 🔧 **Settings → Display → Info Ticker** (☑ = on)

The ticker starts as soon as the telephone changes to idle status. If, however, a message is shown in the idle display, the information ticker is not displayed.

Setting the brightness and time control for the display backlight

You can set the brightness of the display on your base and specify a timeframe during which the display is completely deactivated e.g., at night.

If the display backlight is deactivated, it can be reactivated by pressing any key or by an incoming call. The display backlight is deactivated again after approx. 30 seconds after the last press of a key.

▷ **→** 🔧 **Settings → Display → Backlight**

The current setting is displayed.

▸ You can enter data in the following fields:

Time Control

Prerequisite: The date and time have already been set.

Select **On** or **Off**.

The following fields are displayed when **Time Control** = **On**.

Display off from:
Enter the time in 4-digit format when the backlight should be deactivated in idle mode.

Display off until:
Enter the time in 4-digit format when the backlight should be reactivated.

Brightness:
Set the brightness of the display backlight with 🔳.

You can select from five brightness levels (1 = low – 5 = very bright; e.g., brightness level 3 = ▄▄▌▒▒).

▸ Press the display key Save.

Changing the handsfree/ receiver volume

You can set the handsfree volume and the receiver volume, as well as the volume of a connected wire-bound headset to five different levels.

In idle status

🔳 ➔ 🔧 **Settings** ➔ **Audio Settings**
➔ **Call Volume**

You will hear a test tone.

🔳   Set the receiver volume.

🔲   Scroll to the **Speaker:** line.

🔳   Set the handsfree volume.

Save   Press the display key to save the setting.

During a call

You can adjust the volume during a call using the ⌐ + ⌐ and ⌐ – ⌐ keys. Each time you press the key, the volume will increase or decrease by one level.

Save   Press the display key if necessary to save the setting permanently.

Setting ringers

Setting the volume

You can choose between five volumes (1–5; e.g., volume 3 = ▄▄▌▒▒) and the "crescendo" ringer (6; volume increases with each ring = ▄▄▌▒▒◢).

You can set different volumes for the following functions:

◆ **Internal calls and appointments** (Appointments ➔ **page 69**)

◆ **For external calls**

🔳 ➔ 🔧 **Settings** ➔ **Audio Settings**
➔ **Ringer Settings** ➔ **Volume**

🔳   If necessary, set the volume for internal calls and appointment notification.

🔲   Scroll to the next line.

🔳   If necessary, set the volume for external calls.

Save   Press the display key to save the setting.

When choosing the setting, the ringer will sound in the volume currently selected.

┌─── **Please note** ───┐
You can also use the ⌐ + ⌐ and ⌐ – ⌐ keys to change the volume while an incoming call is being signalled on the base.
└──────────────────────┘

Setting the ringer melody

You can select various ringers, melodies or any sound from the resource directory **(page 78)**.

You can set different ringers for the following functions:

◆ Internal calls

◆ For external calls

◆ For external calls to the GSM connection of a mobile registered via Bluetooth **(➜ page 88)**; the Bluetooth name of the mobile is shown subsequently for the GSM connection

In idle status:

ⓘ ➔ 🔧 **Settings** ➔ **Audio Settings**
➔ **Ringer Settings** ➔ **Melodies**

🔄   Select **Internal calls** or **For external calls**.

⬚   Select the melody for this connection.

🔽 ⬚   Where necessary, select the next connection and set a melody etc.

Save   Press the display key to save the settings.

Or:

You can set the ringer melody so it is used for both internal and external calls.

🔄   Select **All calls**.

⬚   Select melody.

Save   Press the display key.

Yes   Press the display key to confirm the settings.

The setting for all calls will not work as soon as you change the setting for an individual connection.

Setting time control for external calls

You can specify a time period when you do not want the base to signal external calls e.g., during the night.

Prerequisite: The date and time have already been set.

ⓘ ➔ 🔧 ➔ **Audio Settings**
➔ **Ringer Settings** ➔ **Time Control**

▸ You can enter data in the following fields:

For external calls:
    Select **On** or **Off**.

The following fields only appear when **For external calls** = **On**.

Suspend ring. from:
    Enter the start of the period in 4-digit format.

Suspend ring. until:
    Enter the end of the period in 4-digit format.

▸ Press the display key Save.

> **Please note**
> During this period, you will continue to receive calls on the base from numbers to which you have assigned a personalised melody in the directory (VIP).

Silencing the ringer for anonymous calls

You can set the base to not ring when external callers cannot be identified (anonymous call).

ⓘ ➔ 🔧 **Settings** ➔ **Audio Settings**
➔ **Ringer Settings**

Anon. Call Silencing
       Select and press Change.

If the ringer is silenced for anonymous calls, then **Anon. Call Silencing** is marked with ☑ .

Activating/deactivating the ringer

You can deactivate the ringer on your base before you answer a call or when the base is in idle status; the ringer can be deactivated permanently or just for the current call.

The ringer cannot be re-activated while an external call is in progress.

Deactivating the ringer permanently

[*•]   Press and **hold** the star key.

The ☒ icon appears in the display.

Reactivating the ringer

[*•]   Press and **hold** the star key.

Deactivating the ringer for the current call

Silence   Press the display key.

Activating/deactivating alert tones

In place of the ringer, you can activate an alert tone. When you receive a call, you will hear **a short tone** ("Beep") instead of the ringer.

[*•]   Press and **hold** the star key and **within 3 seconds**:

Beep   Press the display key. A call will now be signalled by **one** short alert tone.

        ☺ appears in the display.

Activating/deactivating advisory tones

Your handset uses advisory tones to tell you about different activities and statuses. The following advisory tones can be activated/deactivated independently of each other:

◆ **Key click**: every key press is confirmed.

◆ **Acknowledge tones**:

  – **Confirmations** (ascending tone sequence): At the end of an entry/setting and when an SMS or a new entry arrives in the answering machine list or call list

  – **Error tone** (descending tone sequence): When you make an incorrect entry

  – **Menu end tone**: when scrolling to the end of a menu

In idle status:

▢ ➜ 🛠 **Settings** ➜ **Audio Settings**
➜ **Advisory Tones**

▸ You can enter data in the following fields:

Key Tones:
    Select **On** or **Off**.

Confirmation:
    Select **On** or **Off**.

Save   Press the display key.

Activating/deactivating music on hold

Music on hold is played e.g., during a call swap or consultation call to a caller with whom you are not actively connected.

▢ ➜ 🛠 **Settings** ➜ **Audio Settings**
➜ **Music on hold**

▸ Press the display key Change to activate or deactivate music on hold (☑ = on).

Resource directory

The resource directory manages sounds/ melodies, which you can use as ringers, and pictures (CLIP pictures and screensavers), which you can use as caller pictures or as screensavers. Prerequisite: Calling Line Iden- tification (CLIP). The resource directory can manage the following media types:

Type	Format
Sounds	G.722 raw
Pictures – CLIP picture – Screensaver	BMP, JPG, Non-animated GIF 190 x 144 pixels 240 x 320 pixels each with a 24-bit colour depth

---
Please note

The Gigaset QuickSync PC software con- verts all the standard formats (MP3, WMA, TIFF) into formats supported by the base (see above) and adjusts the image resolution to the resource direc- tory.

Your base has a variety of default sounds and pictures.

You can play the available sounds and view the pictures.

You can download some pictures and sounds from a PC with the Gigaset Quick- Sync software **(➔ page 104)**. If there is not enough capacity available, you must first delete one or more pictures or sounds.

Viewing screensaver/caller pictures

◻ ➔ ✰ **Additional Features**
➔ **Resource Directory** ➔ **Screensavers / Caller Pictures** ➔ (select entry)

View   Press the display key. The selected picture is displayed. Switch between pictures using the ◻ key.

If you have saved a picture in an invalid file format, you will see an error message after selecting the entry.

Playing back sounds

◻ ➔ ✰ **Additional Features**
➔ **Resource Directory** ➔ **Sounds**
➔ (select entry)

The selected sound is played back immedi- ately. Switch between the sounds using the ◻ key.

You can adjust the volume during playback:

▸ Adjust the volume using the ⌐+⌐ / ⌐−⌐ keys and pressing the display key Save.

Deleting/renaming a picture/ sound

You have selected an entry.

Options   Open menu.

You can select the following functions:

Delete Entry
The selected entry is deleted.

Rename
Change the name (max. 16 characters) and press Save. The entry is stored with the new name.

If a picture/sound cannot be deleted, these options are not available.

If you delete a sound that is being used as the ringer melody, the default melody will be used instead.
If you delete a picture that is being used as the caller picture or screensaver, the **Digital Clock** will be displayed instead.

Checking the capacity

You can check how much capacity is availa- ble for sounds and pictures.

◻ ➔ ✰ **Additional Features**
➔ **Resource Directory** ➔ **Capacity**

Configuring the system settings

You can make the following settings via the menu on the base, on a registered Gigaset SL78H, SL400H, S79H handset or via the Web configurator on the base.

The following steps are carried out using the base.

The majority of the settings can also be made via a registered Gigaset SL78H, SL400H or S79H handset. The procedure is similar to that on the base, although the menu structure is slightly different.

Instructions on operating via the base's Web configurator can be found in the user guide on the enclosed CD.

Setting the date and time manually

To ensure you have the correct time for incoming calls and to use the alarm clock and calendar, the date and time must be set.

> **Please note**
>
> The address of a time server on the Internet is stored on your base. The date and time are taken from this time server provided that the base is connected to the Internet and synchronisation with the time server is activated. Manual settings are overwritten in this case.

If the date and time on the base have not yet been set, the `Time` display key appears.

`Time`   Press the display key.

Or:

▢ ➔ 🔧 **Settings ➔ Date/Time**

▸ You can enter data in the following fields:

Date:
Enter day, month and year as an 8-digit number via the keypad. e.g., ⎣1∞⎦ ⎣4 GHI⎦ ⎣0∞⎦ ⎣1∞⎦ ⎣2 ABC⎦ ⎣0∞⎦ ⎣1∞⎦ ⎣0∞⎦ for 14/01/2010.

Time:
Enter the hours and minutes in 4-digit format via the keypad, e.g., ⎣0∞⎦ ⎣7 PQRS⎦ ⎣1∞⎦ ⎣5 JKL⎦ for 07:15 am.

▸ Press the display key `Save` to save the settings.

Protecting against unauthorised access

Protect the base system settings with a PIN known only to you. You have to enter the system PIN if you register or de-register a handset, change local network settings, perform a firmware update or reset the phone to default settings.

Changing the system PIN

You can change the base's 4-digit system PIN (default setting: 0000) to a 4-digit PIN known only by you.

Setting a system PIN facilitates remote operation of the answering machine .

▢ ➔ 🔧 **Settings ➔ System ➔ System PIN**

📱   If necessary, enter the current system PIN for the base and press `OK`.

📱   Enter new system PIN.

`OK`   Press the display key.

Setting your own area code

To transfer phone numbers (e.g., in vCards), it is essential that your area code (international and local area code) is saved on the base.

Some of these numbers are already preset.

☐ → 🔧 **Settings** → **Telephony** → **Area Codes**

Check that the (pre)set area code is correct.

▸ You can enter data as follows:

🔄	Select/change input field.
⬌	Navigate in the input field.
< C	If necessary, delete number: Press the display key.
⌨	Enter number.
Save	Press the display key.

Example:

Area Codes	
International code:	
00 - 420	
Local area code:	
0 - [ ]	
Info	Save
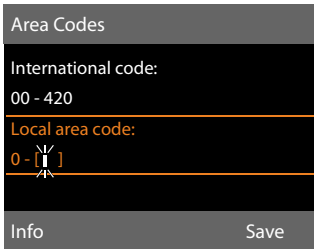
Please note

It is especially necessary to set the international code if you connect a GSM mobile to the base via Bluetooth. Phone numbers transferred from the GSM network always include the international access code, even for calls within a country.

If, for example, you later wish to call back the caller from a call list via one of your phone's connections, the international code is withheld for national phone calls.

Setting the base's IP address in LAN

Prerequisite: Your base is connected to a router or a PC **(→ page 15)**.

An IP address is required in order for the LAN to "recognise" your base.

The IP address can be assigned to the base automatically (by the router) or manually.

◆ If done **dynamically,** the router's DHCP server automatically assigns an IP address to the base. The base's IP address can be changed according to router settings.

◆ If done manually/**statically**, you assign a static IP address to the base. This may be necessary depending on your network configuration (e.g., if your base is connected directly to a PC).

You can also make local network settings via the Web configurator.

Please note

To assign the IP address dynamically, the DHCP server on the router must be activated. Please also read the user guide for your router.

☐ → 🔧 **Settings** → **System** → **Local Network**

⌨ Enter the current system PIN if necessary and press OK.

▸ You can enter data in the following fields:

IP Address Type

Select **Static** or **Dynamic**.

For **IP Address Type Dynamic:**

The following fields show the current settings that the phone obtained from the router. These settings cannot be changed.

For **IP Address Type Static**:

You must manually define the IP address and the subnet mask for the base in the following fields, as well as the standard gateway and DNS server.

For **IP Address Type Static**:

IP Address

Enter the IP address that is to be assigned to the base (overwriting the current settings).

192.168.2.1 is the default setting.

For information on the IP address, see the glossary on **page 119**.

Subnet Mask

Enter the subnet mask to be assigned to the base (overwriting the current settings).

The default setting is 255.255.255.0

For information on the subnet mask, see the glossary on **page 122**.

DNS Server

Enter the IP address for the preferred DNS server. The DNS server (Domain Name System, ➜ **page 117**) converts the symbolic name of a server (DNS name) into the public IP address for the server when the connection is made.

You can specify your router's IP address here. The router forwards base address requests to its DNS server.

192.168.2.1 is the default setting.

Default Gateway

Enter the IP address for the standard gateway **(➜ page 119)** through which the local network is connected to the Internet. This is generally the local (private) IP address for your router (e.g., 192.168.2.1). Your base requires this information to access the Internet.

192.168.2.1 is the default setting.

▸ Press Save to save the settings.

Please note

You can also make the settings for the local network via the Web configurator (➜ operating instructions for the Web configurator on the enclosed CD).

Updating the phone firmware

Prerequisite: The base is connected to the Internet (i.e., connected to a router, ➜ **page 15**).

If necessary, you can update your base's firmware.

The firmware update is downloaded directly from the Internet by default. The relevant Web page is preconfigured on your base.

Prerequisite:

The base is in idle status i.e.,

◆ No calls are being made.
◆ There is no internal connection to/ between the registered handsets.
◆ No handset has the base menu open.

Starting the firmware update manually

▢ ➜ 🔧 **Settings** ➜ **System**

Update Firmware

Select and press OK.

▦ Enter the system PIN and press OK.

The base establishes a connection to the Internet.

Yes Press the display key to start the firmware update.

Please note

◆ The firmware update can take up to three minutes.
◆ When updating from the Internet, checks are made to ensure that no newer version of the firmware exists. If this is not the case, the operation is terminated and a message is issued to that effect.

Updating firmware automatically

Your base will check daily whether a newer firmware version is available from the Internet on the configuration server. If firmware updates are available, the message **New firmware available. Update?** is displayed in the idle display of the base.

Yes   Press the display key to confirm the prompt.

The firmware is loaded onto your base.

If you answer the prompt with No, the base returns to idle status. Your base will no longer remind you that firmware updates are available. The message will only be shown again if a newer version of the firmware is available to download. You can also carry out the firmware update manually **(➔ page 81)**.

> **Please note**
>
> If the base is not connected to the Internet at the time when the check for new firmware is to be carried out (e.g., because the router is deactivated), the check is carried out as soon as the base is reconnected to the Internet.

You can deactivate the automatic version check via the Web configurator.

Activating repeater support

You can increase the range and signal strength of your base using a repeater. You will need to activate repeater mode. This will terminate any calls that are in progress at the time.

Prerequisite: Eco mode(+) is deactivated.

▯ ➔ 🛠 ➔ **System** ➔ **Repeater Mode**

Change   Press the display key to activate or deactivate repeater mode (☑ = on).

Yes   Press the display key to confirm the prompt.

> **Please note**
>
> ◆ Repeater support and **Eco Mode / Eco Mode+ (➔ page 68)** cancel each other out, i.e., both functions cannot be used at the same time.
>
> ◆ The default encrypted transmission setting is deactivated when repeater mode is activated.

Activating/deactivating the DECT interface

If you deactivate the DECT interface, the radio connection between the base and the registered handsets/repeaters is terminated. Handsets/repeaters are "asynchronous" to the base. They cannot establish a connection with the base and no calls are signalled. Handsets/repeaters do remain registered to the base and will synchronise with the base as soon as you reactivate the DECT interface.

▯ ➔ 🛠 **Settings** ➔ **System** ➔ **DECT Interface**

Change   Press the display key to activate/ deactivate the DECT interface (☑ = activated).

If there are no handsets or repeaters registered to the base, the base's DECT interface is automatically deactivated.

If you switch the base to registration mode **(➔ page 84)** to reregister handsets/repeaters, the DECT interface is automatically reactivated.

Restoring the base to the default settings

The individual settings are reset.

When the settings are restored:

◆ Handsets are still registered

◆ The system PIN is not reset.

The following settings in particular are reset to the default settings:

◆ Settings for the ringer melodies and volume levels

◆ Settings for wake-up calls and appointments

◆ Own area code

◆ Settings for the local network

◆ The names of the handsets

◆ SMS settings (e.g., SMS service centres,)

◆ Eco Mode and Eco Mode+ are deactivated

◆ PABX connection settings

◆ Answering machine settings and personal announcements are deleted

◆ Function and display key assignments as well as key ⌕1∞⌕

◆ Settings for network services: call divert

The following lists are deleted:

◆ SMS lists

◆ Call lists

◆ Answering machine list

▢ ➔ ⚲ ➔ **System** ➔ **Reset**

▦   Enter the system PIN and press **OK**.

Yes   Press the display key.

After resetting, the base is restarted.

Checking the base's MAC address

Depending on your network configuration, you may have to enter your base's MAC address in your router's access control list, for example. You can check the MAC address on the base.

In idle status:

▢   Open menu.

⌕* •⌕⌕# aA⌕⌕0 _⌕⌕5 JKL⌕⌕# aA⌕⌕2 ABC⌕⌕0 _⌕

      Press keys in sequence.
      The MAC address is displayed.

Back   Return to idle status.

Connecting/using other devices

You can upgrade your base to a "PABX" by connecting other communication devices.

You can register up to six handsets and six Gigaset repeaters to your base.

Each registered device is assigned an internal number (2–7) and an internal name (**INT 2**–**INT 7**). You can change the number assignment and names.

If all internal numbers have already been assigned on your base, you must deregister a handset that is no longer required before registering a new one.

You can also connect six Bluetooth devices (one headset and a total of five GSM mobiles/data devices, ➔ **page 88**).

Registering handsets

You must register a handset on the base (1) and on the handset itself (2).

---

1. On the base:

To set the base to registration mode:

⬛ ➔ 🔧 ➔ **Registration**
➔ **Register Handset**

The base's DECT interface is (assuming it is deactivated) automatically activated as soon as you set the base to registration mode.

You can register the handset as long as the display on the base shows the message **Please register your handset**.

---

2. On the handset:

Within approx. **60 seconds.**

▸ Start the registration procedure **on the handset** in accordance with the handset's user guide.

You are asked to enter the current system PIN of the base on your handset (default setting: 0000).

🖐📟	Enter the current system PIN and press **OK**.

After registering successfully

Handset registered is shown on the base's display.

Please note

If six handsets are already registered to the base (the internal numbers 2–7 are already assigned), you have two options:

◆ The handset assigned the internal number 7 is in idle status:
The handset that previously had the number 7 is deregistered; the new handset is registered and is assigned the internal number 7.

◆ The handset assigned the internal number 7 is in use:
The handset to be registered cannot be registered. A message to this effect is displayed on the handset.

Assigning the internal number

The base assigns the lowest free internal number to the handset (possible numbers: 2–7). The internal number is shown on the handset display e.g., **INT 2**. This means that the handset has been assigned the internal number 2. The base is assigned the internal number 1.

De-registering handsets

On the base:

☐ ➔ 🔧 ➔ **Registration**
➔ **De-register Handset**

The list of registered devices (internal parties) is displayed.

🔽   Select the internal party you wish to deregister and press **OK**.

📱   Enter the current system PIN if necessary and press **OK**.

Yes   Press the display key to confirm the prompt.

The handset is deregistered immediately, even if it is not in idle status.

Locating a handset (paging)

You can use the base to search for the registered handsets.

Prerequisite: There are internal parties registered on the base. There are a maximum of two connections between the internal parties.

📲   Open the list of internal parties. Your own entry in the list is marked with a < symbol.

Find handset

        Select and press **OK**.

All reachable handsets ring simultaneously ("paging"), even if the ringers are deactivated.

An external call will not interrupt the paging process.

Ending paging

▸ Press the red end key ☐ or pick up/ replace the receiver.

You can end the paging call prematurely by pressing the talk or end call key on one of the handsets.

The paging call ends automatically after approx. 30 seconds.

Making internal calls

Internal calls using registered handsets are free of charge.

Calling a specific handset

📲   Initiate internal call.

📱   Enter the number of the internal party.

If the receiver is replaced, the base switches to handsfree mode.

Or:

📲   Initiate internal call.

🔽   Select the internal party.

📞   Pick up the receiver.

If the internal party cannot be reached (e.g., out of range) or does not answer, or three internal connections are already established, the busy tone sounds.

Calling all internal parties ("group call")

📲   Press and hold left on the control key.

All handsets are called.

Or:

📲   Initiate internal call.

[*]   Press the star key.

Or:

📲   Initiate internal call.

Call All   Select

📞   Pick up the receiver.

All handsets are called.

If no internal parties can be reached or three internal connections have already been established, the busy tone sounds.

Ending a call

📞   Replace the receiver.

Transferring a call to a handset

You can transfer an external call to a handset (connect).

Prerequisite: You are conducting an external call.

🕻 Open the list of handsets. The external participant hears music on hold, if activated (➜ **page 77**).

If more than one handset is registered:

📱 Select a handset or **Call All** and press OK.

When the internal participant answers:

▶ If necessary, announce the external call.

📞 / ⎯ Replace the receiver or press the red end key.

The external call is transferred to the other handset.

If the internal participant does **not** answer or the line is busy, press the display key End, to return to the external call.

You can also replace the receiver before the internal participant picks up when transferring the call.

Then, if the internal participant does not answer or the line is busy, the call will automatically return to you.

Initiating an internal consultation call/conference

When you are conducting an **external call**, you can call an **internal participant** at the same time for consultation or hold a conference call between all three participants.

You are conducting an **external** call:

🕻 Open the list of handsets. The external participant hears music on hold, if activated (➜ **page 77**).

📱 If more than one handset is registered: select the handset and press OK.

You are connected to the internal participant.

Either:

Options ➜ **End Active Call** You are reconnected with the external participant.

Or:

Conf. Press the display key. All three participants are connected with each other.

If the internal participant does not answer:

▶ Press the display key End to return to the first external caller.

Ending a conference call

An **internal participant** pressing the end call key (on the handset) or the red end key ⎯ does not affect the connection between the other internal participant and the external participant.

External call waiting during an internal call

If you receive an **external** call during an **internal** call, you will hear the call waiting tone (short tone). The caller's number appears in the display if Calling Line Identification is enabled.

You have the following options:

Rejecting the external call

Reject Press the display key.

The call waiting tone is turned off. You remain connected with the internal participant.

The call continues to be signalled on other registered handsets.

Accepting an external call/Putting an internal party on hold

Accept Press the display key.

You are connected to the external caller. The internal call is placed on **hold**.

You have the following options:

◆ Swap between both participants:
  ▶ Use 📳 to swap between the participants.

◆ Speak to both participants at the same time:

▶ Press the display key `Conf.` to establish the conference call. Press the display key `EndConf` to return to call swap mode.

Ending an internal call

☎ / `—`   Replace the receiver or press the red end key.

The external call is signalled as an incoming call on the base. You can accept the call (➔ **page 27)**.

Internal call waiting during an internal/external call

If an internal participant attempts to call you while you are involved in an external or internal call, this call is shown on the display (internal call waiting). You can either accept or reject this call.

Press any key to make this prompt disappear from the display.

You must end the current call to accept the internal call. Then the internal call is signalled as per usual. You can accept the call.

Changing the name of an internal party

The names "INT 2", "INT 3" etc. are assigned automatically at registration. You can change these names. The name must be no more than 10 characters. The modified name will then appear in the list of internal participants.

🔲   Open list of internal participants.

📞   Select handset.

`Options`   Open menu.

Rename

📇   Enter/edit name.

`Save`   Press the display key.

Changing the internal number of an internal party

The base is assigned the internal number **INT 1** as a default setting.

A handset is **automatically** assigned the lowest free internal number from 2–7 during registration. If all numbers are in use, then the number 7 is overwritten as long as this handset is in idle status. You can change the internal number of the base and all registered handsets (1–7).

🔲   Open the list of internal parties. Your own device is marked with < .

`Options`   Open menu.

Assign Handset No.

    Select and press `OK`.

📞   Select the internal party.

↔   Select a new number.

📞 ↔   Repeat the process for other internal parties as required.

Make sure you do not assign an internal number (1 to 7) twice.

To finish:

`Save`   Press the display key to save the entry.

You will hear the error tone if an internal number has been assigned twice.

▶ Repeat the procedure with a free number.

Using Bluetooth devices

Your base can use Bluetooth™ to communicate wirelessly with other Bluetooth devices.

You can use Bluetooth to register the following devices on your base:

◆ One Bluetooth headset
◆ Up to five Bluetooth GSM mobiles or data devices (PC, PDA).

Before you can use your Bluetooth devices, you must first activate Bluetooth and then register the devices to the base.

To use the phone numbers, dialling codes (country and area code) must be stored on the base **(page 80)**.

You will find a description of how to operate your Bluetooth devices in the user guides for these devices.

Activating/deactivating Bluetooth mode

▢ ➔ *Bluetooth*

Activation Select and press Change to activate or deactivate Bluetooth mode (☑ = activated).

When the base is in idle status, the ⚇ icon in the header indicates that Bluetooth mode is activated **(➔ page 4)**.

As soon as Bluetooth is activated, your base is visible to all Bluetooth devices in the receiving range (maximum 10 m) and can communicate with all of the devices included in the "known devices" list.

Alternatively, you can assign Bluetooth interface activation to a display or function key on the base **(➔ page 72)**. This then allows you to activate/deactivate Bluetooth at the push of a button.

Registering Bluetooth devices

To register a Bluetooth device, you need to search for it and then add it to the list of known devices.

The list of known devices can hold a maximum of one headset and five data devices/mobiles.

> **Please note**
> ◆ If you register a headset, any headset that is already registered will be overwritten.
> ◆ If you would like to use a headset already registered to another device (e.g., a mobile) with your base, please **deactivate** this connection before you start the registration process.
> ◆ Depending on the Bluetooth profiles supported by your mobile, it can be registered as a data device and a mobile.

Searching for Bluetooth devices

The distance between the base in Bluetooth mode and the activated Bluetooth device (headset, mobile or data device) should be no more than 10 m.

Any incoming calls are ignored during the search.

▢ ➔ *Bluetooth* ➔ **Search for Headset** / **Search for Mobile** / **Search for Data Device**

Bluetooth mode is activated automatically on the base if it is not already active. The search is started. This can take up to 30 seconds.

The Bluetooth names of the devices found are displayed in a list (abbreviated if necessary). If no name has been assigned to a device, the device address is shown.

> **Please note**
> The **Search for Data Device** function will list all Bluetooth devices found with the exception of headsets (list includes multi-service devices).

Cancelling/repeating current search

Cancel the search:

Cancel   Press the display key.

Repeat search if necessary:
In the known devices list:

Options   Press the display key.

Repeat Search
            Select and press OK.

Displaying the name and address of a device found

In the list of devices found:

q   Select entry.

View   Press the display key.

The device name and address are displayed. Press OK to return to the list.

Adding the data device/mobile to the known devices list

In the list of devices found:

u   Select the device to be registered.

Options   Press the display key.

Trust Device
            Select and press OK.

If the list of known devices contains fewer than five data devices and mobiles:

~   Enter a PIN of your choice or the PIN of the Bluetooth device **to be registered** and press OK.

Generally you can enter a PIN of your choice for a data device/GSM mobile. You must also enter this PIN in the data device/mobile (handshake).

The device is saved in the list of known devices.

If the list of known devices already contains five data devices/mobiles, then the PIN prompt is preceded by the message **Select device to be replaced and trust again**. You must select a device from the list to be replaced by the new device before registration.

▸ If you press the display key No, the device is not registered and the base returns to the list of found devices.

▸ If you wish to replace a device in the list, press the display key Yes. A list of the registered (known) data devices and mobiles is displayed.

▸ Select the device to be replaced and press the display key OK.

You will need to enter a PIN to register the new device (see above).

If the new device fails to register, the list of known devices will remain unchanged.

Adding a headset to the known devices list

In the list of devices found:

u   Select headset.

Options   Press the display key.

Trust Device
            Select and press OK.

If the headset transfers the PIN 0000 (the PIN usually set on a headset), the headset is directly added to the list of known devices. A previously registered headset is automatically de-registered.

If the headset transfers a PIN other than 0000, you are asked to enter the PIN on the base.

~   Enter the PIN and press OK.

The device is saved in the list of known devices.

Please note

◆ The known devices list can only contain one Bluetooth headset. If you register a second headset, the first one is deleted from the list.

◆ A multi-service device can be registered as a headset and a data device.

Editing the list of known (trusted) devices

Open list

⬚➔ ∦ **Bluetooth**

Known Devices

Select and press OK.

The list of known devices is displayed.

The names in the list are accompanied by icons with the following meanings:

Icon	Meaning
◠	Bluetooth headset
⬚	Bluetooth data device
🗇	Bluetooth mobile

When a Bluetooth device is registered, all Bluetooth profiles supported by this device are saved (not just the profile that was searched for).

This means, for example, that a registered mobile can be saved as a data device and a mobile in the list of known devices. Its name is preceded by two icons: 🗇 and ⬚. You can therefore use this Bluetooth connection to access the mobile's GSM line and also to exchange vCards with the mobile. The negotiated PIN is valid for all types of Bluetooth communication.

Viewing entries

Open the list ➔ 🖵 (select entry)

View   Press the display key.

The device name and address are displayed. Go back with OK.

De-registering Bluetooth devices

Open the list ➔ 🖵 (select entry)

Options   Press the display key.

Delete Entry

Select and press OK. Bluetooth is activated, if necessary.

Please note

◆ If you de-register an activated Bluetooth device, it may try to reconnect as an "unregistered device".

◆ If you de-register the activated mobile **(➔ page 90)**, **no** other mobile from the list will be activated.

Entering/editing the name of a Bluetooth device

Open the list ➔ 🖵 (select entry)

Either:

Options   Press the display key.

Rename   Select and press OK. Bluetooth is activated, if necessary.

Or:

View   Press the display key.

Edit   Press the display key.

Then:

🖐️   Enter/edit name.

Save   Press the display key.

The name is changed locally on the base. It is not changed on the Bluetooth device.

Activating a registered mobile

You can register up to five mobiles via Bluetooth. However, only one mobile can connect to the base: the activated mobile.

Activated means:

◆ If the base is in Bluetooth mode, the mobile can establish a Bluetooth connection with the base (e.g., in the event of an incoming call).

◆ The base establishes a connection with this mobile when attempting to make a call via a GSM connection.

Once registration is complete, the last mobile to be registered is activated automatically. The previously activated mobile is deactivated.

You can activate any other mobile from the list of known devices.

Open list → ☐ (select mobile)

Options   Press the display key.

Connect Mobile
        Select and press OK.

Bluetooth is activated on the base if it is not already active. The base connects to the mobile.

The selected mobile is activated. Its entry in the list of known devices is marked with ✓.

The previously activated mobile is deactivated.

Display in the base's idle display

If a headset or Bluetooth mobile is connected to the base, the corresponding icon (⊓, 🖾) together with ⍟ (= Bluetooth activated) is shown in the display header.

Rejecting/accepting an unregistered Bluetooth device

If a Bluetooth device that is not registered in the list of known devices tries to connect with the base, you are prompted on the display to enter the PIN for the Bluetooth device (bonding).

◆ **Reject**

⎯   **Briefly** press the red end key.

◆ **Accept**

✍   Enter the PIN for the Bluetooth device **you want to accept** and press OK.

If you accept the device, you can use it temporarily (i.e., as long as it is within receiving range and Bluetooth is activated) or add it to the list of known devices.

Following PIN confirmation:

▸ Press the display key Yes to add the device to the list of known devices.

Or:

▸ Press the display key No to use the device temporarily.

Please note

◆ If you only accept the registration of a headset on a temporary basis, the headset is not deleted from the known devices list.

◆ If the list of known devices already contains five data devices/mobiles, you will be asked to delete a device from the list first **(→ page 89)**.

Changing the Bluetooth name of the base

You can change the base name used to identify it on the display of another Bluetooth device.

☐ → ⍟ **Bluetooth** → **Own Device**

The device name and address for the base are displayed.

Change   Press the display key. Bluetooth is activated, if necessary.

✍   Change the name.

Save   Press the display key.

Using a Bluetooth headset

Please note

◆ You can operate headsets on your handset that have the **headset** or **handsfree profile**. If both profiles are available, the handsfree profile is used to communicate.

◆ Calls can only be initiated from the base.

Setting the Headset function key

If you want to make calls on your base via a headset, you must first assign a function key on the base to the **Headset** function **(→ page 72)**.

Recommendation

If your headset has a push-to-talk key, we recommend that you use the **Headset** function key for transfer/pickup as well.

Accepting/transferring calls on the headset

Prerequisite: Bluetooth is activated; a connection has been established between the Bluetooth headset and the base **(➔ page 88)**.

◆ You are talking on the base or
◆ You are trying to connect to another party or
◆ A call is being signalled on the base
▸ Press the **Headset** function key on the base to accept the call on the headset.

Calling

▸ Enter the phone number on the base and press the **Headset** function key on the base.

Using data devices

Prerequisite: Bluetooth is activated. The data device is in the list of known devices (marked with ⌷⌷, ➔ **page 89**) or temporarily connected to the base **(➔ page 91)**.

You can establish a Bluetooth connection to the base using a PC, PDA or even a mobile (as a data device).

You can then, for example, exchange directory entries with the data device in the form of vCards, compare the PC's directory with the directory on the base, load ringer settings or screensavers from the data device to the base's resource directory or use AT commands to make outgoing calls and accept incoming calls.

The phone is supplied with QuickSync software for the PC **(➔ page 104)**. You will find it on the enclosed CD.

QuickSync provides PC functions via a graphical interface.

Using GSM mobiles (Link2mobile)

You can conduct calls on your base and/or a registered handset via the GSM connection on your Bluetooth GSM mobile (call external parties via the GSM connection on the mobile or accept calls via the GSM connection) if the following prerequisites are met:

◆ Bluetooth mode is activated on the base and mobile **(➔ page 88)**.
◆ Your GSM mobile has been registered **(➔ page 88)** on the base and activated **(➔ page 90)**.
◆ There is a Bluetooth connection established between the base and mobile.
◆ The mobile is in range of the base (less than 10 m).
◆ For outgoing calls: The mobile connection is assigned to the base as a send connection, or the base can select the GSM connection as a send connection (see below).
◆ For accepting incoming calls: The GSM connection is assigned to the base as a receive connection (see below).

A connection is automatically established between the base in Bluetooth mode and the activated mobile in range:
◆ If a call arrives via the mobile's GSM connection **(➔ page 28)**
◆ If you attempt to make a call on the base via the GSM connection **(➔ page 27)**

If Bluetooth mode is deactivated on the base:
▸ Open the list of known devices.
▸ Select the activated mobile (marked with ✓).
▸ Press the display key Options.
▸ Select **Connect Mobile** and press OK.

Bluetooth is activated on the base. The base connects to the mobile.

Please note

◆ You can also assign this function to a function key on the base,
➜ **Connect Mobile** on **page 72**.

◆ If the mobile is taken beyond the Bluetooth range of the base, you should re-establish the connection between the two as soon as the mobile is within range again. This will ensure that a GSM call either to the base or from the base using the GSM connection is transferred.

Establishing a manual connection:

▸ Select the mobile from the list of known devices.

▸ Select **Options** ➜ **Connect Mobile** and press **OK**.

Or:

▸ Press the function key **Connect Mobile**.

Defining the GSM connection as a send connection

Prerequisite: At least one mobile is in the list of known devices or a mobile is temporarily connected to the base.

□ ➜ **⚙ Settings** ➜ **Telephony** ➜ **Send Connections**

A list of internal parties is displayed (base, handsets).

⟨♣⟩ Select the internal parties that should be assigned a new GSM connection and press the **OK** display key.

⟨⟩ Choose **Select at each call** or the GSM connection as the send connection. The Bluetooth name of the activated mobile is shown for the GSM connection.

Save Press the display key to save the changes.

Select at each call: This allows you to choose whether to use the fixed line connection or the GSM connection for each call:

▦ ⤷ Enter the number, including the area code, and pick up the receiver. **Fixed Line** and the name of the GSM connection are available for selection.

⟨♣⟩ Select a connection.

Dial / **■** Press the display key or the middle of the control key.

Defining the GSM connection as a receive connection

Prerequisite: At least one mobile is in the list of known devices or a mobile is temporarily connected to the base.

□ ➜ **⚙ Settings** ➜ **Telephony** ➜ **Receive Connections**

A list of internal parties is displayed (base, handsets, answering machine).

⟨♣⟩ Select the internal party to be assigned to the GSM connection as a receive connection and press the display key **OK**.

⟨⟩ Select **Yes** if the fixed line connection should continue to be the receive connection for the internal party. Select **No** if it should not be the receive connection.

⟨⟩ Switch to the GSM connection.

⟨⟩ Select **Yes** if the GSM connection should be the receive connection for the internal party.

Save Press the display key to save the changes.

Simultaneous Bluetooth connections

Your base can connect to both a headset and a data device/mobile via Bluetooth at the same time.

However, please note the following:

◆ The Bluetooth menu cannot be opened on the base.

◆ You can use the headset and at the same time use a mobile/data device to initiate, accept or manage a call.

◆ You cannot use the headset while transferring data via Bluetooth.

Connecting and using a wire-bound headset

You can connect a headset to the base using a 2.5 mm jack connector.

For details about your headset, see the accompanying user guide.

Connecting the headset

▸ Before you connect the headset, assign the **Headset** function to a function key on the base **(➔ page 72)**.

▸ Next, plug the jack connector on your headset into the connection socket on your base **(➔ page 11)**.

Accepting/transferring calls on the headset

Prerequisite:

◆ You are talking on the base or

◆ You are trying to connect to another party or

◆ A call is being signalled on the base

▸ Press the function key **Headset** on the base to accept the call on the headset.

Please note

◆ You should still use the **Headset** function key if your headset has a P2T key.

◆ For instructions on adjusting the speaking volume on your headset, ➔ **page 75**.

◆ If a Bluetooth headset is also registered with the base and it is in range, the call/connection is transferred to the Bluetooth headset. The Bluetooth headset takes priority.

Calling

▸ Enter the phone number on the base and press the **Headset** function key.

Connecting the base to a PABX

The following settings are only necessary if your PABX requires them; see the PABX user guide.

Please note

◆ You cannot send or receive SMS messages on PABXs that do not support Calling Line Identification.

Saving an access code (outside line code)

Prerequisite: You must enter an access code for external calls using your PABX, e.g., "0".

□ ➔ 🔧 ➔ **Telephony** ➔ **Access Code**

▶ You can enter data in the following fields:

Access external line with:

enter or change the access code, max. three digits.

For:

Call Lists

The access code is put in front of numbers dialled on the base or a handset from one of the following lists:

– The SMS list

– The accepted calls list

– In the missed calls list

– An answering machine list

All Calls

The access code prefixes all numbers dialled on the base or a handset.

Off

The access code is deactivated. It does not prefix any phone number.

Save — Press the display key.

Please note

The access code never prefixes any emergency numbers or SMS service centre numbers.

Setting pauses

Changing the pause after line seizure

You can change the length of the pause that is inserted between picking up the receiver 📞 and sending the number.

□   Open the main menu.

*▪ #ₐₐ 0… 5 ⱼₖₗ #ₐₐ 1… 6 ₘₙₒ

        Press keys in sequence.

✍   Enter number for the length of the pause (**1** = 1 sec.; **2** = 3 secs; **3** = 7 secs) and press OK.

Changing the pause after recall key

You can change the length of the pause if your PABX requires this (refer to the user guide for your PABX).

□   Open the main menu.

*▪ #ₐₐ 0… 5 ⱼₖₗ #ₐₐ 1… 2 ₐᵦᵧ

        Press keys in sequence.

✍   Enter a digit for the length of the pause (**1** = 800 ms; **2** = 1600 ms; **3** = 3200 ms) and press OK.

Changing a dialling pause (pause after access code)

□   Open the main menu.

*▪ #ₐₐ 0… 5 ⱼₖₗ #ₐₐ 1… 1…

        Press keys in sequence.

✍   Enter a digit for the length of the pause (**1** = 1 sec.; **2** = 2 sec.; **3** = 3 sec.; **4** = 6 sec.) and press OK.

Inserting a dialling pause:

▶ Assign the function **Insert P** (➔ **page 72)** to one of the programmable keys.

▶ When entering the phone number, at the point at which a dialling pause is to be inserted, press and hold this function key until a **P** appears in the display (approx. 2 seconds).

Setting recall

By default, your phone is set for operation on the main connection (recall 250 ms). For operation on a PABX, you may have to change this value. Please refer to the user guide for your PABX.

▸ ➔ ✎ ➔ **Telephony** ➔ **Recall**

▢   Select recall and press Select
         (⦿ = set value). Possibilities
         include: 80 ms, 100 ms, 120 ms,
         180 ms, 250 ms, 300 ms, 400 ms,
         600 ms, 800 ms.

Customer Service & Assistance

Do you have any questions? As a Gigaset customer, you can find help quickly in this User Manual and in the service section of our Gigaset online portal www.gigaset.com/service.

Please register your phone online right after purchase.

This enables us to provide you with even better service regarding questions or a warranty claim. In order to contact our customer service via email, please use the email contact form from our Gigaset online portal after selecting your home country.

Our representatives are also available on the telephone hotlines for consultation.

Australia 1300 780 878
Austria. 0043 1 311 3046
Bahrain 97 31 73 11 173
Belgium 0 78 15 66 79
Bosnia Herzegovina 033 276 649
Brazil 4003 3020
(grandes cidades e regiões metropolitanas - Custo de uma ligao local)

. . . . 0800 888 3020
(demais localidades - Gratuito)
Bulgaria. . . . .+359 2 9710666
(0.50 евро на минута от всички държави за стационарни телефони. За обаждания от мобилни телефони може да има други цени).
Canada 1-866 247-8758
China . . . . .0 21 400 670 6007 (RMB 0.11)
Croatia. . . . . .01 2456 555 (0,23 Kn)
Czech Republic. . . . . +420 23303 2727
Denmark. . . . .+45 (0) 35 25 86 00
Finland 09 231 134 25
France . . . . +33 170 706 181
Coût d'un appel local depuis une ligne fixe France Télécom.
Germany. 01805 333 222
Der Anruf kostet Sie aus den deutschen Festnetzen 0,14 € pro Minute. Anrufe aus den deutschen Mobilfunknetzen kosten höchstens 0,42 € pro Minute.
Greece. 801-1000 500
(Χρέωση 0,0026 € το λεπτό για το σταθερό δίκτυο της Ελλάδας. Για κλήσεις από κινητό ίσως ισχύουν άλλες χρεώσεις)
Hong Kong 2763 0203
. . . . 2389 7285
Hungary . . . . .06 14 71 24 44 (27 Ft)
India. . . . . .Please refer to your
. . . . .local warranty card
Indonesia . . . .(62-21) 5673813
. . . . (62-21) 888856000
Ireland. 18 50 77 72 77
Italy 199.15.11.15
(€ cent 8,36 + IVA al minuto da telefono fisso della rete Telecom Italia senza scatto alla risposta mentre per le chiamate effettuate attra-

verso la rete di altri operatori fissi o mobili consultate le tariffe del vostro operatore)
Jordan 00962 6 5625460/1/2
Kuwait . . . .+965 -22458737/22458738
Lebanon . . . .+9611240259/
. . . .+9611236110
Luxembourg . . . . +352 8002 3811
Malaysia . . . . +603-8076 9696
Malta . . . .+390 2360 46789 (0,10 €)
Mexico
. . . .01800 999 4442738 (01800 999 GIGASET)
Netherlands. 0900-3333102
(0,25 € per minuut (vast net). Voor oproepen uit het mobiele netwerk kunnen andere prijzen gelden.)
New Zealand 0800 780 878
Norway 22 70 84 00
(Oppstartskost 89 øre + 15 øre pr minutt fra fasttelefon linje. For samtaler fra mobil vil det gjelde egne priser.)
Oman . . . .+968 709281 Ext. 49/21/75
Poland 0 801 140 160
Portugal . . . .(351) 808 781 223
(custo de uma chamada local)
Romania . . . .+40 021 204 9130
Russia. 8 (495) 2281312
Serbia 0800 222 111
Singapore. 6735 9100
Slovak Republic . . . . 02 59 68 22 66 (4,428 sk)
Slovenija 0 14 74 63 36
South Africa. . . . .+2711 46 13 181
Spain 902 103935
Sweden 08-750 99 11
Switzerland 0848 212 000
Taiwan 02 266 24343
Turkey 0216 459 98 59
Ukraine . . . . +380-44-451-71-72
United Arab Emirates . . . .+97144458255/
. . . . +97144458254
United Kingdom. 0 84 53 67 08 12
USA. 1-866 247-8758
Vietnam. 1900 545 416

Please have your record of purchase ready when calling.

Replacement or repair services are not offered in countries where our product is not sold by authorised dealers.

Questions and answers

If you have any questions about the use of your base, visit our website at

www.gigaset.com/service

for assistance 24/7. The table below contains a list of common problems and possible solutions.

Registration or connection problems with a Bluetooth headset.

▸ Reset the Bluetooth headset (see the user guide for your headset).
▸ Delete registration data from the base by deregistering the device **(➔ page 90)**.
▸ Repeat the registration process **(➔ page 88)**.

The display is blank.

1. The base is not connected to the mains power supply.
   ▸ Check the mains connection **(➔ page 14)**.

2. The backlight is deactivated because a time control was activated **(➔ page 74)**.
   ▸ Press any key on the base to temporarily activate the display backlight.
   Or:
   ▸ Deactivate the time control **(➔ page 74)**.

No connection between the base and handset.

1. Handset is out of the range of the base.
   ▸ Move the handset closer to the base.

2. Range of the base has been reduced as **Eco Mode** is active.
   ▸ Deactivate Eco Mode **(➔ page 68)** or reduce the distance between the handset and the base.

3. The handset has not been registered to the base or was deregistered due to the registration of an additional handset (more than six DECT registrations).
   ▸ Register the handset with the base **(➔ page 84)**.

4. The firmware is currently being updated.
   ▸ Please wait until the update is complete.

5. Base is not switched on.
   ▸ Check the power adapter for the base **(➔ page 13)**.

The base does not ring.

1. The ringer is switched off.
   ▸ Activate the ringer **(➔ page 77)**.

2. Call divert set for "All Calls".
   ▸ Deactivate call divert **(➔ page 31)**.

The display shows "Please check phone connection".

Connector to the telephone network may not be plugged in.
▸ Check the telephone connection **(➔ page 13)**.

You cannot hear a ringer/dialling tone from the fixed line.

The supplied phone cable is not being used or the phone cable may be faulty.
▸ Replace the phone cable. When purchasing from a phone retailer, ensure the cable has the correct jack pin connections **(➔ page 102)**.

Some of the network services do not work as specified.

Features are not activated.
➔ Query with the network provider.

Error tone sounds after system PIN prompt.

You have entered the wrong system PIN.
▸ Repeat input of system PIN.

The other party cannot hear you.

You have pressed the mute button 🔇. The base is "muted".
▸ Unmute the microphone **(➔ page 30)**.

The number of the caller is not displayed despite CLIP/CLI being activated.

Calling Line Identification is not enabled.
▸ The **caller** should ask the network provider to enable Calling Line Identification.

You hear an error tone when keying in information (a descending tone sequence)**.**

Action has failed/invalid input.
▸ Repeat the process.
   Watch the display and refer to the user guide if necessary.

No time is specified for a message in the call list.

Date and time have not been set.
▸ Set date/time or
▸ Activate synchronisation with a time server on the Internet via the Web configurator.

The answering machine announces "PIN is incorrect" during remote operation.

You have entered the wrong system PIN.
‣ Repeat input of system PIN.

The answering machine is not recording any messages/has switched over to announce only.

Its memory is full.
‣ Delete old messages.
‣ Play back new messages and delete.

The answering machine will not record a call or ends the recording.

1. An error tone sounds and the display shows **Not possible**.

    ‣ You are making the call via a broadband connection. A recording is not possible in this case. The attempt by the base to establish a non-broadband connection instead has failed.

2. The display shows **AM memory full - Delete messages**.
   The answering machine's memory is full.
    ‣ Delete messages and then start recording again.
    Or:
    ‣ End the call, delete old messages on the answering machine and then re-establish the connection.

Firmware update is not carried out.

1. If **Currently not possible** is displayed, download/update is already being carried out.
    ‣ Repeat the process at a later date.

2. If **File unreadable** is displayed, the firmware file may be invalid.
    ‣ Use only the firmware available on the preconfigured Gigaset configuration server.

3. If **Server not accessible** is displayed, the download server may not be accessible.
    ‣ The server is currently not accessible. Repeat the process at a later date.
    ‣ You have changed the preconfigured server address. Correct the address. Reset the base, if necessary.

4. If **Transmission error XXX** is displayed, an error has occurred during the transmission of the file. An HTTP error code is displayed for XXX.
    ‣ Repeat the process. If the error occurs again, consult the Service department.

5. If **Check IP settings** is displayed, your base may not be connected to the Internet.
    ‣ Check the cable connections between the base and router and between the router and the Internet.
    ‣ Check whether the base is connected to the LAN i.e., it can be reached at its IP address.

You cannot establish a connection to the base with your PC's Web browser.

‣ When establishing a connection, check the base's local IP address that has been entered. You can check the IP address on your base **(page 80)**.
‣ Check the connections between the PC and the base. Transmit a ping command to your base e.g., from your PC (ping <base's local IP address>).
‣ You have tried to reach the base via a secure http (https://...). Try again with http://....

Exclusion of liability

Some displays may contain pixels (picture elements), which remain activated or deactivated. As a pixel is made up of three sub-pixels (red, green, blue), it is possible that pixel colours may vary.

This is completely normal and does not indicate a fault.

Checking service information

If you contact Customer Services, you may need the base's service information.

Prerequisite:

You must pick up the receiver when in idle mode or be conducting an external call.

Please note

You may need to wait a few seconds before `Options` appears on the display

`Options` ➔ **Service Info**
Confirm selection with `OK`.

You can select the following information/functions with ⬍:

1:   Base serial number (RFPI)

2:   Not in use: - - -

3:   Informs the service employees of the base settings (in hex diagram format) e.g., the number of registered handsets, repeater mode.

4:   Variant (digits 1 to 4), Telephone firmware version (digits 5 to 6).

5:   Not relevant

6:   Device number of the base. This contains additional information for the service employee.

Authorisation

This device is intended for connection to analogue networks outside the EEA (with the exception of Switzerland) depending on national type approval.

Country-specific requirements have been taken into consideration.

We, Gigaset Communications GmbH, declare that this device meets the essential requirements and other relevant regulations laid down in Directive 1999/5/CE.

A copy of the 1999/5/EC Declaration of Conformity is available at this Internet address: www.gigaset.com/docs

$C\epsilon$ 0682

Environment

Our environmental mission statement

We, Gigaset Communications GmbH, bear social responsibility and are actively committed to a better world. Our ideas, technologies and actions serve people, society and the environment. The aim of our global activity is to secure sustainable life resources for humanity. We are committed to a responsibility for our products that comprises their entire life cycle. The environmental impact of products, including their manufacture, procurement, distribution, utilisation, service and disposal, are already evaluated during product and process design.

Further information on environmentally friendly products and processes is available on the Internet at www.gigaset.com.

Environmental management system

Gigaset Communications GmbH is certified pursuant to the international standards EN 14001 and ISO 9001.

ISO 14001 (Environment): Certified since September 2007 by TüV SÜD Management Service GmbH.

ISO 9001 (Quality): Certified since 17/02/1994 by TüV Süd Management Service GmbH.

Ecological energy consumption

The use of ECO DECT **(➔ page 68)** saves energy and makes an active contribution towards protecting the environment.

Disposal

All electrical and electronic equipment must be disposed of separately from general household waste using the sites designated by local authorities.

If a product displays this symbol of a crossed-out rubbish bin, the product is subject to European Directive 2002/96/EC.

The appropriate disposal and separate collection of used equipment serve to prevent potential harm to the environment and to health. They are a precondition for the re-use and recycling of used electrical and electronic equipment.

For further information on disposing of your used equipment, please contact your local authority or your refuse collection service.

Appendix

Caring for your telephone

Wipe the unit with a **damp cloth** or an **anti-static cloth**. Do not use solvents or microfibre cloths.

Never use a dry cloth as this can cause static discharge.

Contact with liquid ⚠

If the device has come into contact with liquid:

▸ Disconnect the power adaptor and/or remove the battery from the handset immediately.

▸ Allow the liquid to drain from the device.

◆ Dab all parts dry and then leave the device (handset with the battery compartment open and the keypad faced downwards) for **at least 72 hours** in a warm, dry location (**not:** microwave, oven or similar).

◆ **Do not switch on the device again until it is completely dry.**

When it has fully dried out, you will usually be able to use it again.

Insert strips

Blank insert strips for the function keys can be found on the enclosed CD.

Specifications

Power consumption of the base

In idle status	Approx. 3.6 W
During a call	Approx. 4.3 W

General specifications

Interfaces	analogue fixed line, Ethernet, Bluetooth
DECT standard	Supported
GAP standard	Supported
No. of channels	60 duplex channels
Radio frequency range	1880–1900 MHz
Duplex method	Time multiplex, 10 ms frame length
Channel grid	1728 kHz
Bit rate	1152 kbit/s
Modulation	GFSK
Language code	32 kbit/s
Transmission power	10 mW, average power per channel
Range (handsets)	up to 300 m outdoors, up to 50 m indoors
Power supply	230 V ~/50 Hz
Environmental conditions for operation	+5°C to +45°C, 20% to 75% relative humidity
Dialling mode	DTMF (tone dialling)
Protocols	DECT, GAP, DHCP, NAT Traversal (STUN), HTTP

Pin connections on the fixed line telephone jack

1 unused
2 unused
3 a
4 b
5 unused
6 unused
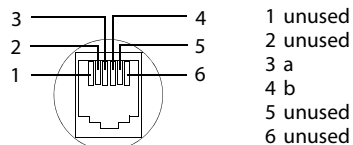
Writing and editing text

The following rules apply when writing text:

◆ Each key between [0⎵] and [9wxyz] is assigned several letters and characters.

◆ Control the cursor with [◁] [▷] [△] [▽]. Press and **hold** [◁] or [▷] to move the cursor **word by word**.

◆ Characters are inserted to the left of the cursor.

◆ Press the star key [*·] to display the table of special characters. Select the required character and press the display key Insert to insert the character at the cursor position.

◆ Press and **hold** [0⎵] to [9wxyz] to enter digits.

◆ Press display key ‹C to delete the **character** to the left of the cursor. Press and **hold** to delete the **word** to the left of the cursor.

◆ The first letter of the name of directory entries is automatically capitalised, followed by lower case letters.

Setting upper/lower case or digits

Repeatedly press the hash key [#aA] to change the text input mode.

123	Writing digits
Abc	Upper case (first letter in capitals, all others in lower case)
abc	Lower case

The active mode is indicated at the bottom right of the screen.

Writing an SMS/names

Press the relevant key several times to enter letters/characters.

▸ Enter the individual letters/characters by pressing the corresponding key.

The characters assigned to the key are shown in a selection line at the bottom left of the screen. The selected character is highlighted.

▸ **Briefly** press the key several times in succession to select the required letter/character.

If you press and **hold** the key, the corresponding digit is inserted.

Standard characters

	1x	2x	3x	4x	5x	6x	7x	8x	9x	10x
[1∞]	1									
[2 ABC]	a	b	c	2	ä	á	à	â	ã	ç
[3 DEF]	d	e	f	3	ë	é	è	ê		
[4 GHI]	g	h	i	4	ï	í	ì	î		
[5 JKL]	j	k	l	5						
[6 MNO]	m	n	o	6	ö	ñ	ó	ò	ô	õ
[7 PQRS]	p	q	r	s	7	ß				
[8 TUV]	t	u	v	8	ü	ú	ù	û		
[9 WXYZ]	w	x	y	z	9	ÿ	ý	æ	ø	å
[0⎵]	␣¹⁾	.	,	?	!	↵²⁾	0			

1) Space
2) Line break

Using Gigaset QuickSync – additional functions via the PC interface

You can connect your base to your computer via Bluetooth **(page 88)** or via the Ethernet cable supplied. To use the Bluetooth connection, your PC must be equipped with a suitable dongle and Bluetooth must be activated on the base.

> **Please note**
>
> It is not possible to have two parallel connections active between the PC and base via Bluetooth and LAN.

You can access base functions and data from your PC via AT commands.

The "**Gigaset QuickSync**" program (found on the enclosed CD) provides you with a convenient interface for communicating with the base.

▸ Install this program on your PC.

Here are some of the functions that will then be available to you:

◆ Reading service information, e.g., firmware version, serial number, manufacturer, MAC address of the base.

◆ Synchronising the directory on your base with your PC's Outlook contacts.

◆ Transferring images as screensavers/caller pictures from the PC to the resource directory on the base.

◆ Downloading sounds (ringer melodies) from the PC to the base.

You can also use AT commands to:

◆ Make outgoing calls and accept incoming calls. The display on the base behaves as if the call was being handled directly on it.

Data transfer

During the transfer of data between the base and PC, the message **Data transfer in progress** is shown on the display.

Any incoming calls are ignored during this time. You can use the red end key [—] to cancel the data transfer. You cannot enter anything else via the keypad while data transfer is in progress.

Using Open Source software contained in the product

The firmware for your Gigaset phone includes integrated Open Source licensed software from third-party providers. These integrated Open Source software files are protected by copyright. Rights of use for this Open Source software that extend beyond the pure scope of the program execution intended by Gigaset Communications GmbH are stipulated in the license conditions for the Open Source software.

If these rights of use are observed, then the Open Source software can be used as the license intended. Conflicts may arise between the license conditions of Gigaset Communications GmbH and the Open Source software license conditions. In such cases, the Open Source software license conditions have priority for the relevant Open Source parts of the software. You will find the licence text in its original English version on the pages that follow. The license conditions are also available at the following website: http://www.gigaset.com/opensource/

If the programs contained in this product are licensed as part of the GNU General Public License (GPL), GNU Lesser General Public License (LGPL) or another Open Source software license that requires the disclosure of the source code, and the product does not contain software in source code format, then the source code and copyright information relating to this software can be downloaded from the following Internet site: http://www.gigaset.com/opensource/

The corresponding source code can be requested from Gigaset Communications GmbH, but this will incur a EUR 10 processing charge for the provision. This request can be made within three years from the date of purchase. Please enclose a receipt with the date of purchase, the ID number (MAC ID) for the product and the version number for the device firmware installed and send to the following address:

Small Parts Dispatch Com Bocholt

E-mail: kleinteileversand.com@gigaset.com

Fax: 0049 2871/91 30 29

Warranty for other uses of the Open Source software

Gigaset Communications GmbH does not provide any warranty for Open Source software contained in this product, should it be used for purposes other than those intended by Gigaset Communications GmbH for the execution of the program. The licenses listed below define the warranty insofar as intended by the authors and licensors for the Open Source software. Gigaset Communications GmbH shall not accept liability for damage occurring through changes to an Open Source software program or product configuration. Furthermore, Gigaset Communications GmbH shall not accept liability in the event of copyright infringement by third parties relating to the Open Source software.
Technical support will only be provided, if necessary, for the software in its unchanged original condition.

Open Source Software included in the delivery

This product contains software developed by the University of California, Berkeley, and its associates.

GNU General Public License (GPL)

Version 2, June 1991
Copyright (C) 1989, 1991 Free Software Foundation, Inc.
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software – to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.
When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate into certain responsibilities for you if you distribute copies of the software, or if you modify it.
For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.
We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Appendix

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all. The precise terms and conditions for copying, distribution and modification follow.

GNU GENERAL PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may, at your discretion, offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when running is commenced for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it. Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above, provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

Appendix

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such a case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

> <one line to give the program's name and a brief idea of what it does.>
> Copyright (C) <year> <name of author>
> This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version. This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

> Gnomovision version 69, Copyright (C) <year> <name of author>
> Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items – whatever suits your program.
You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary.
Here is a sample; alter the names:

> Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.
> <signature of Ty Coon>, 1 April 1989, Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

GNU Lesser General Public License (LGPL)

Version 2.1, February 1999
Copyright (C) 1991, 1999 Free Software Foundation, Inc.
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.
[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

Preamble
The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.
This license, the Lesser General Public License, applies to some specially designated software packages – typically libraries – of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.
When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.
To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate into certain responsibilities for you if you distribute copies of the library or if you modify it.

Appendix

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

GNU LESSER GENERAL PUBLIC LICENSE

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.

b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.

c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

Appendix

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy. This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.
c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.
d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:
a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.
b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explain where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.
If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

Appendix

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>
Copyright (C) <year> <name of author>
This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.
This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.
<signature of Ty Coon>, 1 April 1990, Ty Coon, President of Vice

Glossary

A

Authentication

Restriction of access to a network/service by using an ID and password to log in.

Automatic ringback

See **Ringback when the number is busy**.

B

Block dialling

Enter the complete phone number, and correct it if necessary. Then pick up the receiver or press the speaker key to dial the phone number.

Broadband Internet access

See **DSL**.

C

Call divert
= CD

Automatic diversion (CD) of a call to a different telephone number. There are three kinds of call divert:

- CDU, Call Divert Unconditional
- CDB, Call Divert Busy
- CDNR, Call Divert No Reply

Call swapping

Call swapping allows you to switch between two callers or between a conference and an individual caller without allowing the waiting caller to listen to the call.

Call waiting
= CW

Network provider feature. A beep during a call indicates that another caller is waiting. You can accept or reject the second call. You can activate/deactivate the feature.

Client

Application that requests a service from a server.

Codec
Coder/decoder

Codec is a procedure that digitalises and compresses analogue voice before it is sent via the Internet, and decodes – i.e., translates into analogue voice – digital data when voice packets are received. There are different codecs, with differing degrees of compression, for instance.

Both parties involved in the telephone connection (caller/sender and recipient) must use the same codec. This is negotiated between the sender and the recipient when establishing a connection.

The choice of codec is a compromise between voice quality, transmission speed and the necessary bandwidth. A high level of compression, for example, means that the bandwidth required for each voice connection is low. However, it also means that the time needed to compress/decompress the data is greater, which increases execution time for data in the network and thus impairs voice quality. The time required increases the delay between the sender speaking and the recipient hearing what has been said.

COLP/COLR
Connected Line Identification Presentation/Restriction

Feature provided by a ISDN connection for outgoing calls.

COLP displays the phone number accepting the call on the calling party's display unit.

The number of the party accepting the call is different to the dialled number, e.g., if the call is diverted or transferred.

The called party can use COLR (Connected Line Identification Restriction) to prevent the number from appearing on the calling party's display.

Consultation call

You are on a call. With a consultation call, you interrupt the conversation briefly to establish a second connection to another participant. If you end the connection to this participant immediately, then this was a consultation call. If you switch between the first and second participant, it is called **Call swapping**.

D

DHCP

Dynamic Host Configuration Protocol

Internet protocol that handles the automatic assignment of **IP address**es to **Network subscriber**s. The protocol is made available in the network by a server. A DHCP server can, for example, be a router.

The phone contains a DHCP client. A router that contains a DHCP server can assign the IP addresses for the phone automatically from a defined address block. The dynamic assignment means that several **Network subscriber**s can share one IP address, although they use it alternately and not simultaneously.

With some routers you can specify that the IP address for the phone is never changed.

DMZ (Demilitarised Zone)

DMZ describes a part of a network that is outside the firewall.

A DMZ is set up, as it were, between a network you want to protect (e.g., a LAN) and a non-secure network (e.g., the Internet). A DMZ permits unrestricted access from the Internet to only one or a few network components, while the other network components remain secure behind the firewall.

DNS

Domain Name System

Hierarchical system that permits the assignment of **IP address**es to **Domain name**s that are easier to memorise. This assignment has to be managed by a local DNS server in each (W)LAN. The local DNS server determines the IP address, if necessary by enquiring

about superordinate DNS servers and other local DNS servers on the Internet.

You can specify the IP address of the primary/secondary DNS server.

See also: **DynDNS**.

Domain name

Name of one (of several) web server(s) on the Internet (e.g., Gigaset.net). The domain name is assigned to the relevant IP address by DNS.

DSL

Digital Subscriber Line

Data transfer technology that allows Internet access with e.g., **1.5 Mbps** over a conventional telephone line. Prerequisites: DSL modem and the appropriate service offered by the Internet provider.

DSLAM

Digital Subscriber Line Access Multiplexer

The DSLAM is a switch cabinet in an exchange at which all subscriber connectors converge.

DTMF

Dual Tone Multi-Frequency

Dynamic IP address

A dynamic IP address is assigned to a network component automatically via **DHCP**. The dynamic IP address for a network component can change every time it registers or at certain time intervals.

See also: **Fixed IP address**

DynDNS

Dynamic DNS

Domain names and IP addresses are assigned via **DNS**. For **Dynamic IP address**es this service is enhanced with "Dynamic DNS". This permits the use of a network component with a dynamic IP address as a **Server** on the **Internet**. DynDNS ensures that a service can always be addressed on the Internet under the same **Domain name**, regardless of the current IP address.

E

ECT
Explicit Call Transfer

Participant A calls participant B. The participant puts the connection on hold and calls participant C. Rather than connect everyone in a three-party conference, A now transfers participant B to C and hangs up.

EEPROM
Electrically Eraseable Programmable Read Only Memory

Memory building block in your phone with fixed data (e.g., default and customised settings) and data saved automatically (e.g., call list entries).

Ethernet network
Wired **LAN**.

F

Firewall
You can use a firewall to protect your network against unauthorised external access. This involves combining various measures and technologies (hardware and/or software) to control the flow of data between a private network you wish to protect and an unprotected network (e.g., the Internet).

See also: **NAT**.

Firmware
Device software in which basic information is saved for the functioning of a device. To correct errors or update the device software, a new version of the firmware can be loaded into the device's memory (firmware update).

Fixed IP address
A fixed IP address is assigned to a network component manually during network configuration. Unlike the **Dynamic IP address**, a fixed IP address does not change.

Flat rate
Billing system for an **Internet** connection. The Internet provider charges a set monthly fee. There are no additional charges for the duration of the connection or number of connections.

Full duplex
Data transmission is a mode in which data can be sent and received at the same time.

G

G.711 a law, G.711 µ law
Standard for a **Codec**.

G.711 delivers a very good voice quality that corresponds to that in the ISDN network. As there is little compression, the necessary bandwidth is around 64 kbit/s per voice connection, but the delay caused by coding/decoding is only approx. 0.125 ms.

"a law" describes the European standard and "µ law" describes the North American/Japanese equivalent.

G.722
Standard for a **Codec**.

G.722 is a **broadband** language codec with a bandwidth of 50 Hz to 7 kHz, a net transmission rate of 64 kbit/s per voice connection and integrated speech pause recognition and comfort noise generation (silence suppression).

G.722 delivers very good voice quality. A higher sampling rate provides clearer and better voice quality than with other codecs and enables a speech tone in High Definition Sound Performance (HDSP).

G.726
Standard for a **Codec**.

G.726 delivers a good voice quality. It is inferior to the quality with codec **G.711** but better than with **G.729**.

G.729A/B
Standard for a **Codec**.

The voice quality is more likely to be lower with G.729A/B. As a result of the high level of compression, the necessary bandwidth is only around 8 kbit/s per voice connection, but the delay is around 15 ms.

Gateway

Connects two different **Network**s, e.g., a router as an Internet gateway.

Global IP address

See **IP address**.

GSM

Global System for Mobile Communication

Originally, a European standard for mobile networks. GSM can now be described as a worldwide standard. However, in the USA and Japan, national standards were previously more frequently supported.

H

Headset

Combination of microphone and headphone. A headset enables a comfortable hands free mode. Headsets that can be connected to the base via a cable (wire-bound) or via Bluetooth (wireless) are available.

HTTP Proxy

Server via which the **Network subscriber**s can process their Internet traffic.

I

IEEE

Institute of Electrical and Electronics Engineers

International body that defines standards in electronics and electrical engineering, concerned in particular with the standardisation of LAN technology, transmission protocols, data transfer rate and wiring.

Infrastructure network

Network with central structure: All **Network subscriber**s communicate via a central **Router**.

Internet

Global **WAN**. A series of protocols known as TCP/IP have been defined for exchanging data.

All **Network subscriber**s are identifiable via their **IP address**. **DNS** assigns a **Domain name** to the **IP address**.

Important services on the Internet include the World Wide Web (WWW), e-mail, file transfer and discussion forums.

Internet Service Provider

Enables access to the Internet for a fee.

IP (Internet Protocol)

TCP/IP protocol on the **Internet**. IP is responsible for addressing subscribers in a **Network** using **IP address**es and routes data from the sender to the recipient. IP determines the paths (routing) along which the data packets travel.

IP address

A unique address for a network component within a network based on the TCP/IP protocols (e.g., LAN, Internet). On the **Internet**, domain names are usually assigned instead of IP addresses. **DNS** assigns the corresponding IP address to the domain name.

The IP address has four parts (decimal numbers between 0 and 255) separated by full stops (e.g., 230.94.233.2).

The IP address is made up of the network number and the number of the **Network subscriber** (e.g., phone). Depending on the **Subnet mask**, the first one, two or three parts make up the network number and the rest of the IP address addresses the network component. The network number of all the components in any one network must be identical.

IP addresses can be assigned automatically with DHCP (dynamic IP addresses) or manually (static IP addresses).

See also: **DHCP**.

IP pool range

Range of IP addresses that the DHCP server can use to assign dynamic IP addresses.

Glossary

L

LAN
Local Area Network

Network with a restricted physical range.
A LAN can be wireless (WLAN) and/or wired.

Local IP address

The local or private IP address is the address for a network component in the local network (LAN). The network operator can assign any address he or she wants. Devices that act as a link from a local network to the Internet (gateway or router) have a public and a private IP address.

See also **IP address**.

M

MAC address
Media Access Control address

Hardware address by means of which each network device (e.g., network card, switch, phone) can be uniquely identified worldwide. It consists of six parts (hexadecimal numbers) separated by "-" (e.g., 00-90-65-44-00-3A).

The MAC address is assigned by the manufacturer and cannot be changed.

Mbps
Million bits per second

Unit of the transmission speed in a network.

Music on hold

Music that is played while you are on a **Consultation call** or during **Call swapping**. The waiting participant hears music while on hold.

N

NAT
Network Address Translation

Method for converting (private) **IP address**es to one or more (public) IP addresses. NAT enables the IP addresses of **Network subscriber**s (e.g., your telephone) in a **LAN** concealed behind a shared IP address for the **Router**s on the **Internet**.

Network

Group of devices. Devices can be connected in either wired or wireless mode.

Networks can also differ in range and structure:

– Range: Local networks (**LAN**) or wide-area networks (**WAN**)
– Structure: **Infrastructure network** or ad-hoc network

Network subscriber

Devices and PCs that are connected to each other in a network e.g., servers, PCs and phones.

P

Paging (handset search)

Base function for locating the registered handsets. The base establishes a connection to every registered handset. The handsets start to ring.

PIN
Personal Identification Number

Protects against unauthorised use. When the PIN is activated, a number combination has to be entered to access a protected area.

You can protect your base configuration data with a system PIN (4-digit number combination).

Port

Data is exchanged between two applications in a **Network** via a port.

Port forwarding

The Internet gateway (e.g., your router) forwards data packets from the **Internet** that are directed to a certain **Port** to the port concerned. This allows servers in the **LAN** to offer services on the Internet without you needing a public IP address.

Port number

Indicates a specific application of a **Network subscriber**. Depending on the setting in the **LAN**, the port number is permanently assigned or it is assigned with each access.

The combination of **IP address**/**Port** number uniquely identifies the recipient or sender of a data packet within a network.

Pre-dialling

See **Block dialling**.

Private IP address

See **Public IP address**.

Protocol

Describes the agreements for communicating within a **Network**. It contains rules for opening, administering and closing a connection, about data formats, time frames and possible error handling.

Public IP address

The public IP address is the address for a network component on the Internet. It is assigned by the Internet Service Provider. Devices that act as a link from a local network to the Internet (gateway, router) have a public and a local IP address.

See also: **IP address**, **NAT**

R

RAM

Random Access Memory

Memory in which you have reading and storage rights. Items such as melodies and logos are saved in the RAM after you have loaded them onto the phone via the Web configurator.

Ringback when the call is not answered

= CCNR (Completion of calls on no reply). If a party does not reply when called, a caller can arrange an automatic ringback. As soon as the destination phone has completed a call and is free again, the caller is called back. This feature must be supported by the exchange. The ringback request is automatically cancelled after about two hours (depending on the network provider).

Ringback when the number is busy

= CCBS (Completion of calls to busy subscriber). If a caller hears the busy tone, he or she can activate the ringback function. As soon as the connection is free, the caller is called back. As soon as the caller lifts the receiver, the connection is made automatically.

ROM

Read Only Memory

A type of memory that can only be read.

Router

Routes data packets within a network and between different networks via the quickest route. Can connect **Ethernet network**s and WLAN. Can be a **Gateway** to the Internet.

Glossary

Routing

Routing is the transfer of data packets to another subscriber in your network. On their way to the recipient, the data packets are sent from one router to the next until they reach their destination.

If data packets were not forwarded in this way, a network like the Internet would not be possible. Routing connects the individual networks to this global system.

A router is a part of this system; it transfers data packets both within a local network and from one network to the next. Transfer of data from one network to another is performed on the basis of a common protocol.

S

Server

Provides a service to other **Network subscriber**s (**Clients**). The term can indicate a computer/PC or an application. A server is addressed via **IP address**/**Domain name** and **Port**.

Static IP address

See **Fixed IP address**.

Subnet

Segment of a **Network**.

Subnet mask

IP addresses consist of a fixed line number and a variable subscriber number. The network number is identical for all **Network subscriber**s. The size of the network number part is determined in the subnet mask. In the subnet mask 255.255.255.0, for example, the first three parts of the IP address are the network number and the last part is the subscriber number.

Symmetric NAT

A symmetric NAT assigns different external IP addresses and port numbers to the same internal IP addresses and port numbers – depending on the external target address.

T

TCP

Transmission Control Protocol

Transport protocol. Session-based transmission protocol: it sets up, monitors and terminates a connection between sender and recipient for transporting data.

TLS

Transport Layer Security

Protocol for encrypting data transmissions on the Internet. TLS is a superordinated **Transport protocol**.

Transmission rate

Speed at which data is transmitted in the **WAN** or **LAN**. The transmission rate is measured in data units per unit of time (Mbit/s).

Transport protocol

Controls data transport between two communication partners (applications).

See also: **UDP**, **TCP**, **TLS**.

U

UDP

User Datagram Protocol

Transport protocol. Unlike **TCP**, **UDP** is a non session-based protocol. UDP does not establish a fixed connection. The data packets ("datagrams") are sent as a broadcast. The recipient is solely responsible for making sure the data is received. The sender is not notified about whether it is received or not.

URL
Universal Resource Locator

Globally unique address of a domain on the **Internet**.

URLs identify a resource by its location on the **Internet**. For historical reasons the term is often used as a synonym for URI.

User name
User ID

Name/number combination for access e.g., to your private address directory on the Internet.

V

Voice codec

See **Codec**.

W

WAN
Wide Area Network

Wide-area network that is unrestricted in terms of area (e.g., **Internet**).

Glossary

Accessories

Gigaset handsets
Upgrade your Gigaset to a cordless PABX:

Gigaset SL400H handset
◆ Genuine metal frame and keypad
◆ High-quality keypad illumination
◆ 1.8´´ TFT colour display
◆ Bluetooth® and mini USB
◆ Directory for up to 500 vCards
◆ Talk/standby time of up to 14h/230h
◆ Large font for call lists and directory
◆ Brilliant sound quality in handsfree mode:
  4 handsfree settings
◆ Caller pictures, slide show and screensaver
  (analogue and digital clock)
◆ Silent alert, download ringtones
◆ ECO DECT
◆ Alarm clock
◆ Calendar with appointment scheduler
◆ Night mode with time-controlled ringtone deactivation
◆ No interruptions from unknown calls
◆ Room monitor, One Touch Call mode
◆ SMS with up to 640 characters

www.gigaset.com/gigasetsl400h

Gigaset S810H handset
◆ Brilliant sound quality in handsfree mode
◆ High-quality genuine metal keypad with illumination
◆ Plus/minus key for simple volume control
◆ 1.8´´ TFT colour display
◆ Bluetooth® and mini USB
◆ Directory for up to 500 vCards
◆ Talk/standby time of up to 13h/180h, standard batteries
◆ Large font for call lists and directory
◆ Brilliant sound quality in handsfree mode:
  4 handsfree settings
◆ Caller pictures, screensaver (analogue and digital clock)
◆ Download ringtones
◆ ECO DECT
◆ Alarm clock
◆ Calendar with appointment scheduler
◆ Night mode with time-controlled ringtone deactivation
◆ No interruptions from unknown calls
◆ Room monitor, One Touch Call mode
◆ SMS with up to 640 characters

www.gigaset.com/gigasets810h

Accessories

Gigaset C610H handset

◆ Social life management with room monitor and birthday reminders, One Touch Call mode
◆ Individual programming of ringtones with 6 VIP-groups
◆ High-quality keypad with illumination
◆ 1.8´´ TFT colour display
◆ Directory for up to 150 vCards
◆ Talk/standby time of up to 12h/180h, standard batteries
◆ Large font for call lists and directory
◆ Brilliant sound quality in handsfree mode
◆ Screensaver (digital clock)
◆ ECO DECT
◆ Alarm clock
◆ Night mode with time-controlled ringtone deactivation
◆ No interruptions from unknown calls
◆ Room monitor, One Touch Call mode
◆ SMS with up to 640 characters

www.gigaset.com/gigasetc610h

Gigaset SL78H handset

◆ Real metal frame
◆ Modern keypad with high-quality illumination
◆ 2.2´´ TFT QVGA colour display
◆ Bluetooth® and mini USB
◆ Directory for up to 500 vCards
◆ Talk/standby time of up to 14h/200h
◆ Brilliant sound quality in handsfree mode
◆ Caller pictures, slide show and screensaver (analogue and digital clock)
◆ Download ringtones
◆ ECO DECT
◆ Alarm clock
◆ Calendar with appointment scheduler
◆ Night mode with time-controlled ringtone deactivation
◆ Room monitor
◆ SMS with up to 640 characters

www.gigaset.com/gigasetsl78h

Gigaset E49H handset

◆ Resistant to shocks, dust and water splashes
◆ Hardy illuminated keypad
◆ Colour display
◆ Directory for up to 150 entries
◆ Talk/standby time of up to 12h/250h
   Standard batteries
◆ Brilliant sound quality in handsfree mode
◆ Screensaver
◆ ECO DECT
◆ Alarm clock
◆ Room monitor
◆ SMS with up to 640 characters

www.gigaset.com/gigasete49h

L410 handsfree clip for cordless phones

◆ Move during a call without any restrictions
◆ Handy clip belt
◆ Brilliant sound quality in speaker mode
◆ Weight approx. 30 g
◆ ECO DECT
◆ Five different volume levels
◆ Status indication via LED
◆ Talk/standby time of up to 5 hs/120 hs
◆ Range of up to 50 m indoors and up to 300 m outdoors

www.gigaset.com/gigasetl410

Gigaset repeater

The Gigaset repeater can be used to increase the reception range between your Gigaset handset and the base.

www.gigaset.com/gigasetrepeater

Compatibility

For more information on handset functions in relation to Gigaset bases, please visit:
www.gigaset.com/compatibility

All accessories and batteries are available from your phone retailer.

| Gigaset Original Accessories | Use only original accessories. This will avoid possible health risks and personal injury, and also ensure that all the relevant regulations are complied with. |

Index

This user guide is made from 100% recycled paper.