



**MOTOROLA**

## Motorola D1010 series

**Digital Cordless Phone with  
Answer Machine**

***Warning***

*Use only rechargeable batteries.*

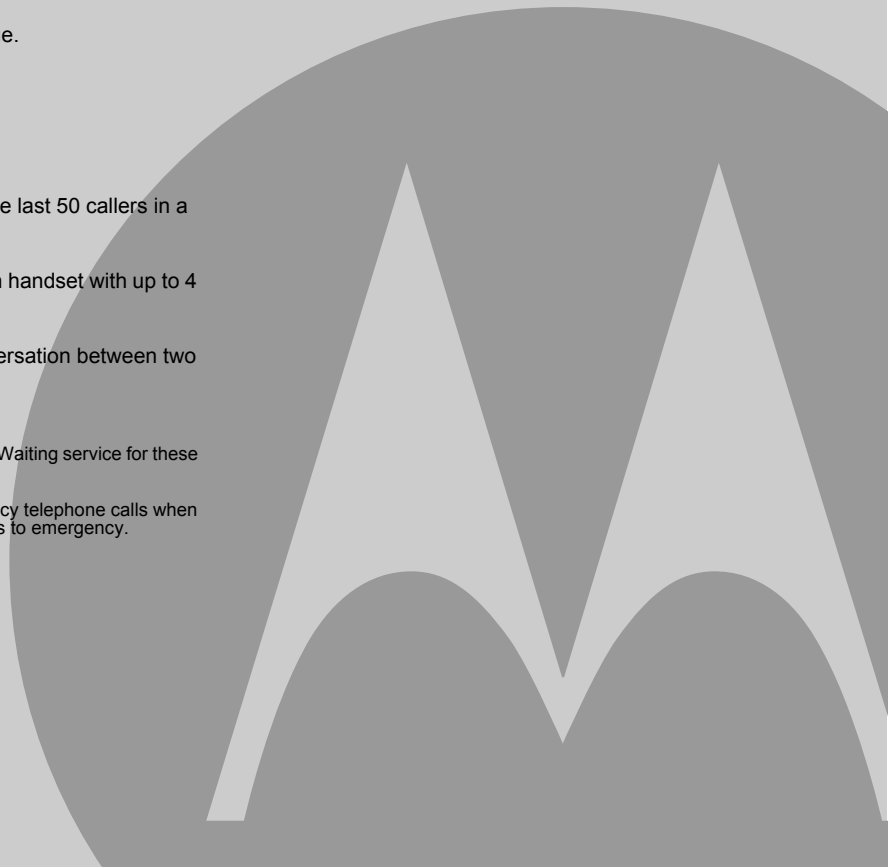
# ***Welcome...***

***to your new Motorola D1011 Digital Cordless Phone!***

- All handsets fully cordless for locating anywhere within range.
- 100 Name and number phonebook.
- Copy phonebook entries between other handsets.
- Answer machine with 12 minutes digital recording time.
- Caller Display shows you who's calling and see details of the last 50 callers in a Calls list.<sup>1</sup>
- Register up to 5 handsets to a single base and register each handset with up to 4 different bases.
- Make internal calls, transfer external calls, hold 3-way conversation between two internal callers and an external caller.

<sup>1</sup> You must subscribe to your network provider's Caller Display or Call Waiting service for these features to work. A quarterly fee may be payable.

Please note that this equipment is not designed for making emergency telephone calls when the power fails. Alternative arrangements should be made for access to emergency.



***This User Guide provides you with all the information you need to get the most from your phone.***

***Before you make your first call you will need to set up your phone.  
Follow the simple instructions in 'Getting Started', on the next few pages.***

#### **IMPORTANT**

Only use the telephone line cord supplied.

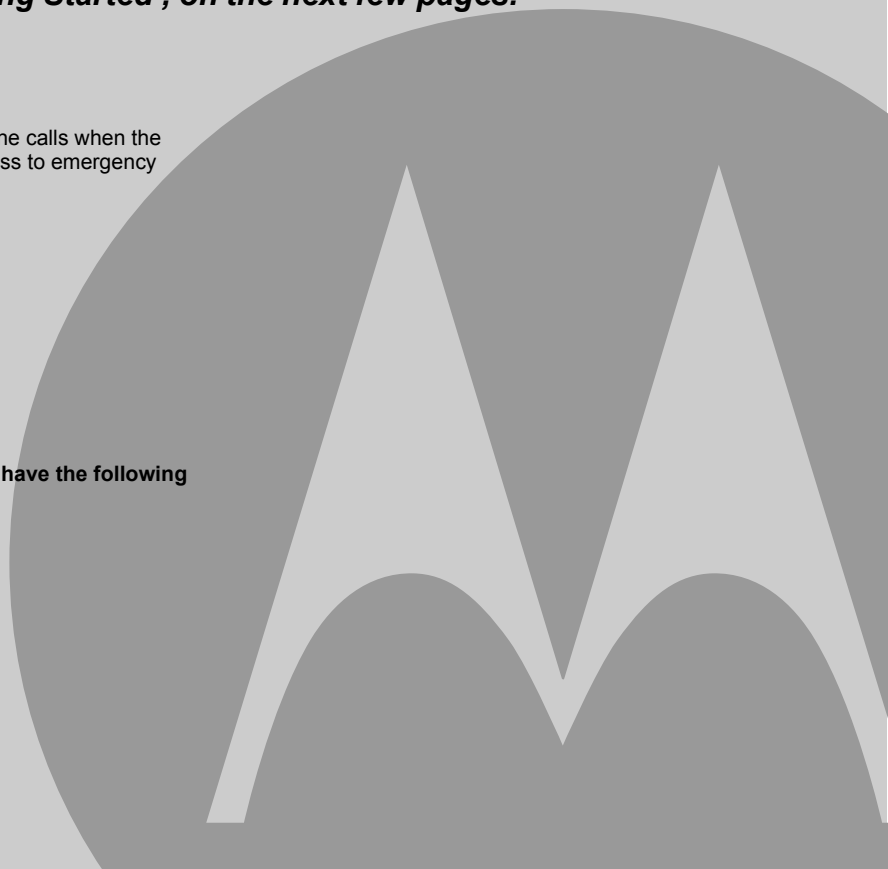
This equipment is not designed for making emergency telephone calls when the power fails. Alternative arrangements should be made for access to emergency services.

#### **Got everything?**

- D1011 handset
- D1011 base
- Quick start guide
- 2 x AAA NiMH rechargeable batteries
- Mains power adapter for the base
- Telephone line cord

**If you have purchased a D1011 multiple pack you will also have the following additional items:**

- D1011 handset & charger
- 2 x AAA NiMH rechargeable batteries
- Mains power adaptor for the charger



<b>1. Getting started.....</b>	<b>6</b>	Enter a pause.....	15
Location.....	6	View an entry.....	15
Setting up.....	6	Edit an entry.....	15
Connecting up the base.....	6	Delete an entry.....	16
Connecting the handset and charger (Multi-pack only).....	6	Delete all entries.....	16
Set date and time manually.....	7	Copy phonebook to another handset.....	16
<b>2. Getting to know your phone.....</b>	<b>8</b>	One touch keys.....	16
Overview of your handset.....	8	Dial a one touch number.....	16
Handset display.....	9	Store a phonebook entry as a one touch number.....	16
Overview of the base.....	10	Delete a one touch number.....	16
Navigating the menus.....	10	<b>5. Caller display and Calls list.....</b>	<b>17</b>
Menu map.....	11	Calls list.....	17
<b>3. Using the phone.....</b>	<b>12</b>	View the calls list.....	17
Calls.....	12	Dial from the calls list.....	17
Make a call.....	12	Save a number from the calls list to the phonebook.....	17
Pre-dial.....	12	Delete a calls list entry.....	17
Dial one touch numbers 1 to 9.....	12	Delete entire calls list.....	18
Call from the phonebook.....	12	Redial.....	18
Call from the calls list.....	12	Redial the last number.....	18
Answer a call.....	12	View and dial a number in the redial list.....	18
Adjust volume.....	12	Copy a redial number to the phonebook.....	18
Mute.....	12	Delete a redial list entry.....	18
End a call.....	13	Delete entire redial list.....	18
Switch handset on/off.....	13	<b>6. Clock &amp; Alarm.....</b>	<b>19</b>
Call a second external number.....	13	Set date and time.....	19
Intercom.....	13	Set alarm.....	19
Call another handset.....	13	Set alarm melody.....	19
Transfer an external call to another handset.....	13	<b>7. Personal settings.....</b>	<b>20</b>
Three-party conference call.....	13	Handset tones.....	20
Voicemail.....	13	Ring volume.....	20
Dial your network voicemail service.....	14	Ring melody.....	20
<b>4. Phonebook.....</b>	<b>14</b>	Group melody.....	20
View and dial phonebook entries.....	14	Key tones on/off.....	20
Store an entry.....	14	First ring.....	20
Entering names.....	15	Handset name.....	20
Character map.....	15	Auto pick up.....	21

Auto hang up.....	21	Answer machine settings.....	27
Display language.....	21	Ring delay .....	27
Room Monitor on/off .....	21	Remote access .....	28
Room Monitor .....	21	Remote Access on/off .....	28
Backlight on/off .....	21	Call screening .....	28
Keypad lock .....	21	Switch handset call screening on/off .....	28
<b>8. Advanced settings.....</b>	<b>22</b>	Switch base station call screening on/off .....	28
Recall time .....	22	Answer Machine language .....	28
Dial mode.....	22	Access answer machine menu via the Calls list .....	28
Temporarily switch from Pulse to Tone dialling .....	22	Memory full .....	29
Call barring.....	22	<b>10. Help .....</b>	<b>29</b>
Switch call barring on/off .....	22	<b>11. General information.....</b>	<b>30</b>
Set a number to be barred .....	22	Safety and Electromagnetic Interference/Compatibility	
Easy call.....	22	information .....	30
Switch easy call on/off .....	22	Cleaning.....	31
Set the easy call number .....	23	Environmental.....	31
Dial an easy number .....	23	Product disposal instructions .....	31
Registration.....	23	Warranty Information .....	32
Register a handset.....	23	R&TTE .....	32
Select a base .....	23	Declaration of Conformance.....	32
Unregister a handset.....	23	Connecting to a switchboard .....	32
PIN.....	24	Inserting a pause .....	32
Reset.....	24	Recall.....	33
Default settings .....	24	<b>12. Wall mounting .....</b>	<b>33</b>
Auto prefix.....	25		
Country .....	25		
Intrusion .....	25		
ECO mode .....	25		
<b>9. Using your Answer machine.....</b>	<b>26</b>		
D1011 Base Answer Machine Control Keys .....	26		
Switch on/off .....	26		
Play messages.....	26		
Delete all messages.....	27		
Record a memo .....	27		
Outgoing messages .....	27		
Answer & Record .....	27		
Answer Only .....	27		
Set answer mode .....	27		
Record, play or delete your own outgoing message .....	27		

## 1. Getting started

### **WARNING**

Do not place your D1011 in the bathroom or other humid areas.

### **Location**

You need to place your D1011 base within 2 metres of the mains power socket and telephone socket so that the cables will reach.

Make sure it is at least 1 metre away from other electrical appliances to avoid interference. Your D1011 works by sending radio signals between the handset and base. The strength of the signal depends on where you place the base. Putting it as high as possible ensures the best signal.

### **HANDSET RANGE**

The D1011 has a range of 300 metres outdoors when there is a clear line of sight between the base and handset. Any obstruction between the base and handset will reduce the range significantly. With the base indoors and handset either indoors or outdoors, the range will normally be up to 50 metres. Thick stone walls can severely affect the range.

### **SIGNAL STRENGTH**

The  icon on your handset indicates when you are in range. When out of range of the base, the screen shows **SEARCHING** and the  flashes.

If you are on a call, the line will hang up if the handset moves out of range of the base. Move back within in range. The handset will automatically re-connect to the base.

### **Setting up**

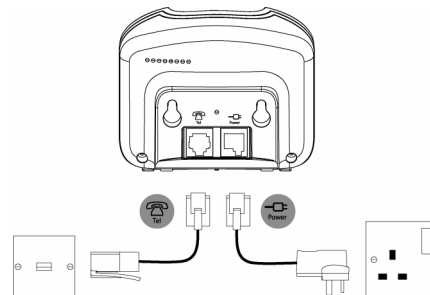
#### **IMPORTANT**


The base station must be plugged into the mains power at all times. Do not connect the telephone line cord into the wall socket until the handset is fully charged. Only use the power and telephone cables supplied with the product.

### **WHICH POWER ADAPTOR?**

The power adaptor with a clear connector is for the base unit and the power adaptor with a red colour connector is for the charger unit.


### **Connecting up the base**

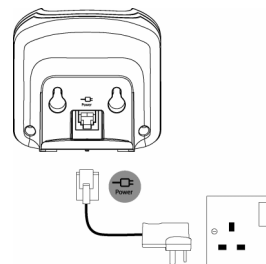



Plug the mains power cable with the clear connector into the socket marked  on the underside of the base and plug the other end into the mains power wall socket and switch the power on.

### **Connecting the handset and charger (Multi-pack only)**

If you have purchased a multiple pack, this process will need to be carried out for all handsets and chargers:

1. Plug the mains power cable with the red connector into the socket marked  on the underside of the charger.




2. Insert the 2 x AAA NiMH batteries supplied into the handset. Then slide the compartment cover into place.
3. Place the handset on the charger to charge for at least 24 hours. When the handset is fully charged the  icon will indicate that it is fully charged.
4. When the handset is fully charged after 24 hours, plug the telephone line cord from the large base into the telephone wall socket.

### **IMPORTANT**

*Warning! Use only rechargeable batteries. If non-rechargeable batteries are used WARNING BATT will be displayed and charging will be stopped. Please replace with rechargeable batteries.*

### **BATTERY LOW WARNING**

*If the  icon flashes in the display, you will need to recharge the handset before you can use it again.*

*During charging, the  icon will scroll in the display.*

### **BATTERY PERFORMANCE**

*In ideal conditions, fully charged batteries should give about 10 hours talk time or 100 hours standby time on a single charge.*

*Note that new batteries do not reach full capacity until they have been in normal use for several days.*

*To keep your batteries in the best condition, leave the handset off the base for a few hours at a time.*

*Running the batteries right down at least once a week will help them last as long as possible.*

*The charge capacity of rechargeable batteries will reduce with time as they wear out, giving the handset less talk/standby time. Eventually they will need to be replaced.*

*After charging your handset for the first time, subsequent charging time is about 6–8 hours a day. Batteries and handset may become warm during charging. This is normal.*








## **Date and time**

Providing you have subscribed to your network's Caller Display service, the date and time is set automatically for all handsets every time a call is received.

The date and time is recorded with each answer machine message you receive.

If you do not have a Caller Display service you can set the date and time manually.

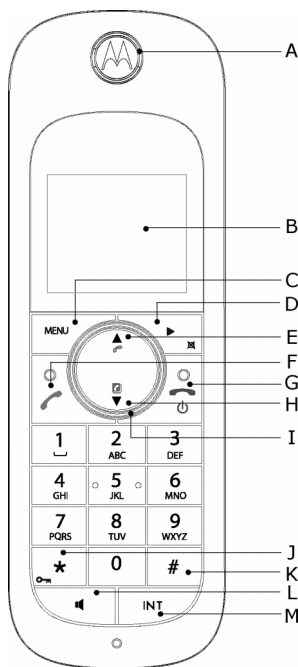
### **Set date and time manually**

1. Press  and scroll  to **CLOCK/ALARM**. Press . Display shows **DATE & TIME**, then press .
2. Enter the date using the format DD/MM e.g. 04/ 08 for 4th August.
3. Press  and enter the time using the 24 hour format HH:MM, e.g. 14:45 for 2.45pm.
4. Press  to confirm or  to return to standby.

**Your D1011 is now ready for use.**

## 2. Getting to know your phone

### Overview of your handset



**A Earpiece**

**B Display**

See page 9 for an overview of the display icons.

#### **C Menu key**

Enter the main menu. Select the option displayed on screen. Confirm menu option – OK is displayed on screen.

#### **D Redial / Scroll right / Clear / Mute**

Open the redial list. Scroll to the right.

Delete characters on screen when entering names and numbers.

Mute / unmute the microphone during a call. Go back to previous menu level – BACK displayed on screen.

#### **E Call log / Scroll Up / Volume up**

Open the calls log.

Scroll up through lists and settings.

Increase the earpiece volume during a call.

#### **F Talk / Recall**

Make or answer a call.

Use recall (R) functions.

#### **G End / Exit / Switch handset on/off**

End a call.

When in a menu, go back to standby mode. Press and hold to switch handset off (when in standby) or on.

#### **H Phonebook / Scroll Down / Volume down**

Open the phonebook.

Scroll down through lists and menus.

Decrease the earpiece volume.

#### **I Navigator glow ring**

Illuminates when the phone is in use. Flashes to indicate new event, eg. missed call.

#### **J \* / Keypad lock**

Press and hold to lock/unlock the keypad.

During a call, press and hold to switch from pulse dialling to tone dialling. Dial a star.



### K # / Ringer off / Pause

Press and hold to switch handset ringer on or off.  
When dialling or storing a number, press and hold to enter a pause (P).  
Dial a #.

### L Loudspeaker key

Activate and deactivate the loudspeaker during a call.

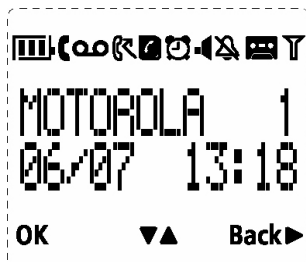
### WARNING

Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.




### M Intercom (at least 2 handsets needed)

In standby mode, use to make an internal call.  
During a call, use to transfer an external call to another handset.

## Handset display



### A Display icons

-  On when the line is in use.  
Flashes when there is an incoming call.
-  Flashes when you have new voicemail messages.  
Off when you have no voicemail messages.
-  Flashes when you have missed calls and new number(s) are in the Calls list.



Phonebook is open.



The alarm clock has been set.



Handsfree mode.



Handset ringer is off.



Answer machine On. Off when answer machine is off. Flashes when you have new messages. Flashes fast when the memory is full.



Steady when the handset is registered and within range of the base. Flashes when the handset is out of range or searching for base.

The approximate power levels of your battery are indicated as below:



Battery is fully charged.



Battery is partially charged.



Battery is running low.





Battery is almost empty. The battery icon will flash and emit a warning beep every minute during call.


### B OK displayed

Press the  key to select and validate a setting

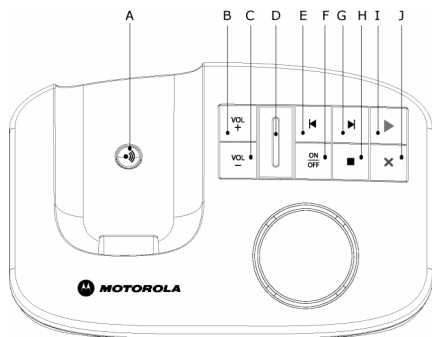
### C ▲ ▼ displayed

Press  or  to scroll through the options in a menu, to open the phonebook or calls list when in standby.

### D Back ► displayed



Press  to go back to the previous menu option, to cancel an action or to delete a character.

## Overview of the base



### A Paging key

Paging is a useful way of finding lost handsets.

1. Press  on the base.  
- *All handsets ring.*
2. Press  again to cancel the paging call or press any key on the handset to stop the paging call.

### B Volume Up

### C Volume Down

### D LED






Indicates when the answer machine is on or off, and when you have messages.

Status	Action
On	Answer machine on.
Off	Answer machine off.
Long then short flashes	New message(s)
Flashes evenly	Recording
Flashes quickly	Memory Full

- E Skip back**
- F Answer machine On/Off**
- G Skip forward**
- H Stop**
- I Play**
- J Delete**

## Navigating the menus

The basic steps of navigating through the menu and on-screen options.

1. From the standby screen, press .  
The main menu is opened.
2. Use the  or  keys to scroll through the menu.
3. Soft key options OK and BACK are displayed. Press  to select OK and open a sub-menu or validate an option.  
Press BACK and go back to previous menu level, correct a character or cancel an action.
4. Press  to return to standby.

*If you do not press any button on the handset for 15 seconds the display will automatically return to standby. It will also return to standby when the handset is placed on the base or charger.*

## Menu map

PHONEBOOK	CLOCK/ALARM	PERSONAL SET	ADVANCED SET	ANSW MACHINE
NEW ENTRY	DATE & TIME	HANDSET TONE	RECALL TIME	PLAY
LIST ENTRY	SET ALARM	<i>RING VOLUME</i>	DIAL MODE	DELETE ALL
<NAME>	ALARM TONE	<i>RING MELODY</i>	CALL BARRING	RECORD MEMO
<i>EDIT ENTRY</i>		<i>GROUP MELODY</i>	EASY CALL	ANSWER MODE
<i>DELETE ENTRY</i>		<i>KEY TONE</i>	REGISTRATION	ANSW ON/OFF
DELETE ALL		<i>FIRST RING</i>	<i>SELECT BASE</i>	ANSW SETTING
DIRECT MEM		HANDSET NAME	<i>REGIST. BASE</i>	<i>RING DELAY</i>
PB TRANSFER*		AUTO PICK-UP	UNREGISTER	<i>REMOTE ACC.</i>
		AUTO HANG-UP	PIN	<i>HS SCREENING</i>
		LANGUAGE	RESET UNIT	<i>BS SCREENING</i>
		ROOM MONITOR	PREFIX	<i>TAM LANGUAGE</i>
		BACKLIGHT	SEL. COUNTRY	
			INTRUSION	
			ECO MODE	

\*This option is only available if more than one D1000 handset is registered to the base.



### 3. Using the phone

#### Calls



##### Make a call

1. Press .
2. Dial the telephone number.





##### Pre-dial

1. Enter the phone number (maximum 24 digits). If you make a mistake press .
2. Press  to dial the phone number entered.



##### Dial one touch numbers 1 to 9

1. Press and hold a key from  to  until the number is displayed and dialled.  
- If no number is stored, you hear a beep.

##### Call from the phonebook

1. Press . The first entry in the phonebook is displayed.
2. Scroll  or  to the entry you want.
3. Press  to dial the number.






##### TIP

Instead of scrolling to browse the phonebook entries, press the numeric key corresponding to the first letter of the entry you wish to locate. For example, pressing  will show the entries starting with A. Pressing  again will show the entries starting with B, etc...

##### Call from the calls list

##### NOTE

You need to subscribe to your network's Caller Line Identification service to be able to see the caller's number in the calls list. See "Calls list" on page 17 for more details.

1. Press  to enter CALL LOG menu. You have the options to access CALL LIST or ANSW MACHINE. Press  to enter CALL LIST. The first entry in the call list is displayed.
2. Scroll  or  to the entry you want.
3. Press  to dial the number.

##### Answer a call

1. When the phone rings and  flashes in the display, press  or press  to answer the call via the loudspeaker.

##### WARNING

When the phone is ringing, avoid holding the earpiece too close to your ear as it may damage your hearing. Handsfree activation can suddenly increase the volume in the earpiece to a very high level. Make sure the handset is not too close to your ear.

##### NOTE

If you have subscribed to your Network's Caller Identity service and assigned a VIP Group to the caller's number, the caller's details are displayed before the phone starts ringing (see "Store an entry" on page 14 and "Group melody" on page 20). You can set your phone to give the default ringtone as soon as the call is received then once the caller's identity is displayed, the assigned ringtone will start. See "First ring" on page 20.



##### TIP

If Auto Pick up mode (see page 21) is on, simply lift up the handset from its base to answer the call. The default setting is On.

##### NOTE



An incoming call has priority over other events. Whenever there is an incoming call, other operations in progress such as phone settings, menu navigation, etc. will be ended.

##### Adjust volume


1. During a call, press  or  to adjust the earpiece or loudspeaker volume.  
- The level is shown in the handset display.

##### Mute

Mute the microphone so that you can talk to someone else in the room without your caller hearing you.

1. During a call, press .
- The microphone is muted.
2. Press  again to turn the microphone back on.

## End a call



1. Press .

After you hang up, the duration the phone is off-hook is displayed for 5 seconds.

### NOTE








If auto hang-up is on (see page 21) simply replace the handset on the base to end the call. The default setting is ON.

## Switch handset on/off

1. Press and hold  until the handset switches off.
2. Press and hold  again to switch the handset back on.

## Call a second external number


Put an external caller on hold to make a second external call. You can then switch between both callers or hold a 3-way conference call.


1. During your call, press . Scroll  to INIT 2ND CALL.
2. Press .
  - Display shows CALLING R
3. Enter the second number.
4. When your second caller answers, press  to open the option menu:
  - CONFERENCE – press  to initiate a 3-way with an external caller and internal caller.
  - SWITCH CALLS – press  to switch between the two callers.
5. Press  to hang up.

## Intercom

This feature is only available when there are at least 2 registered handsets. It allows you to make internal calls, transfer external calls from one handset to another and use the conference option.

## Call another handset

1. Press .
  - If you have two handsets, the other handset is called automatically.





- If more than two handsets are registered to the base, their numbers are displayed, e.g. 2345\*. Enter the number of the handset you want to call or press  to ring all handsets.

2. Press  to hang up.






### NOTE

If the handset does not belong to D1000/1010 range, this function may not be available.


## Transfer an external call to another handset

1. During an external call, press .
  - Your caller is put on hold.
2. Enter the number of the handset you want to call or press  to ring all handsets.
  - If there are only two handsets, the other handset is called automatically.
3. When the other handset answers, announce the caller then press  to transfer the call. If the other handset does not answer, press  to talk to your caller again.

## Three-party conference call

1. During an external call, press .
  - Your caller is put on hold.
2. Enter the number of the handset you want to call or press  to ring all handsets.
  - If there are only two handsets, the other handset is called automatically.
3. When the other handset answers, announce the call then press and hold  to connect both calls. If the other handset does not answer, press  to talk to your caller again.
4. Press  to hang up.




## Voicemail

If you have subscribed to your network's voicemail service (if available), your D1011 displays **VO** when you have a new message. Depending on your country and network services, the voicemail number may be pre-stored in your handset for one touch dialling using the  button.



### NOTE

The voicemail number is pre-stored only if the country where the phone was purchased offers a voicemail service. If the voicemail number is not pre-stored you can add a number, or overwrite the existing stored number. See page 16.

### Dial your network voicemail service

1. Press and hold .
  - *The number is displayed and dialled. Follow the voice prompts to play, save and delete your messages.*
- Or
- If  is displayed in a call list, press  to dial the network voicemail number.

### NOTE

You can turn off the  icon. When viewing the Calls log, press and hold .









## 4. Phonebook

The D1011 handset phonebook can store up to 100 names and numbers.










### NOTE

Numbers can be up to 24 digits long and names up to 12 characters long. Entries are stored in alphabetical order.

### View and dial phonebook entries

1. Press . *Display shows the first entry.*
2. Scroll  or  to the entry you want.
  - Or
  - To search alphabetically, press  then press the key with the first letter of the name, e.g. if the name begins with N, press  twice.
    - *The display shows the first entry beginning with N. If required, press  or  to scroll to the exact entry.*
3. Press  to dial the entry displayed.

### Store an entry

1. Press . **PHONEBOOK** is displayed.
2. Press . **NEW ENTRY** is displayed.
3. Press . **ENTER NAME** is displayed.
4. Enter a name and press .
5. Enter a number. Press  to save. Press  or  to select **NO GROUP**, **GROUP A**, **B** or **C** and press  to confirm.
6. Press  to return to standby.

### NOTE

You can assign individual contacts to specific groups of your choice. For example, Group A contains phone numbers of all your co-workers. You can also assign a specific ring melody to that group (see "Group melody" on page 20). You can benefit from this feature only if you have subscribed to Caller Line Identification service from your network provider. If it is the case, every time someone from that group calls you, you will hear the designated ringtone for that group.

## NOTE

Cancel storing an entry by pressing  at any time during the process.

## Entering names

Use the alphanumeric keypad to enter names in the phonebook.

For instance to enter the name Paul



P Press  once

A Press  once

U Press  twice











L Press  three times

To enter a space press 

Press  to delete a character or press and hold  to delete all characters.


## Character map

Use the keypad to enter names and characters.

	Space	1	.	<	>	*
	A	B	C	2		
	D	E	F	3		
	G	H	I	4		
	J	K	L	5		
	M	N	O	6		
	P	Q	R	S	7	
	T	U	V	8	?	
	W	X	Y	Z	9	
	0	-	/	\	#	+







## Enter a pause

If your D1011 is connected to a switchboard, you may need to enter a pause in a stored number. This gives the switchboard time to get an outside line. A Pause is normally stored after the switchboard access code (e.g. 9)








1. When storing a number, press and hold  until the display shows P. You can then continue storing the phone number.

## View an entry









*In standby:*






1. Press .
2. Enter the first letter of the name to search alphabetically then scroll  or  to the exact entry. The name is displayed.
3. Press  to display the number. If there are more than 12 digits, press  again to see the rest of the number.
4. Press  to return to standby.

*During a call:*







1. Press  twice to open the phonebook menu.
2. Enter the first letter of the name you want then scroll  or  if necessary to the exact name. Press  to display the number. If there are more than 12 digits, press  again to see the rest of the number.
3. Press  to cancel the phonebook display.
4. Press  again to end the call.

## Edit an entry






1. Press .
2. Scroll  or  to the entry you want to edit and press . **EDIT ENTRY** is displayed. Press  again.
3. Edit the name and press  to confirm. Use  to delete characters.
4. Press  and edit the number.

5. Press  to confirm.
6. Scroll  or  to select NO GROUP, GROUP A, B or C and press  to confirm.
7. Press  to return to standby.







### Delete an entry

1. Press .
2. Scroll to the entry you want to delete and press .
3. Scroll  to DELETE ENTRY and press .
4. Display shows CONFIRM?. Press .
5. Press  to return to standby.



### Delete all entries

1. Press  twice.
2. Scroll  to DELETE ALL and press .
3. Display shows CONFIRM?. Press .
4. Press  to return to standby.

### Copy phonebook to another handset

1. Press  twice.
2. Scroll  to PB TRANSFER and press .
3. Scroll  or  to the number of the handset you want the phonebook copied to. Press .



#### On the receiving handset:

1. TRANS. FROM: HANDSET X (where X is the handset number of the sending handset) is displayed.  
Press  to start the copying process.
2. When DONE! is displayed on both handsets, press  to return to standby.




#### NOTE

If an entry with the same name and number is already stored in the receiving handset, it will not be copied across.













### One touch keys

The keys  to  enable one touch dialling of entries stored in the phonebook.













### Dial a one touch number

1. Press and hold a number key  to .
- *The number is displayed and dialled.*
2. Press  to cancel the dialling and return to standby.

### Store a phonebook entry as a one touch number

1. Press  twice.
2. Scroll  to DIRECT MEM and press .
3. Press  or  to select KEY 1 - 9 and press . The current entry, if any, is displayed.
4. Press  again to open the options menu.
5. Press  to ADD an entry from the phonebook.
6. Scroll  or  to the entry you want. Press  to confirm or  to return to standby.

### Delete a one touch number

1. Press  twice then scroll  or  to DIRECT MEM and press .
2. Scroll  or  to select KEY 1-9.
3. Press  to display the current entry. Press  again to open the options menu.
4. Scroll  to DELETE and press .
5. Display shows CONFIRM?. Press .
6. Press  to return to standby.



## 5. Caller display and Calls list

If you have subscribed to Caller Line Identification (CLI), and provided the identity of the caller is not withheld, the number of the caller will be displayed together with the date and time of the call (if provided by the network).

### NOTE


- If the caller's number is stored in your phonebook along with a name, the name will also be displayed.
- If the telephone number is not available for incoming calls, the handset will display **UNAVAILABLE**.
- Information about incoming calls will vary by country and network operator. Some operators may charge a subscription for their Caller Line Identification service.

### Calls list

The calls list contains details of missed and received call. Details include the date and time of the call. Entries are displayed in chronological order with the most recent call at the top of the list.




### NOTE






- When the calls list is full, a new call replaces the oldest in the list.
- The received and missed calls log holds details of up to 50 calls.
- If you receive more than one call from the same number, only the most recent call is kept in the calls list.

When you have missed calls (incoming calls that you haven't answered) the  icon will be displayed in the display on all handsets registered to the base.


If one handset is used to view the calls log, the icon on the other handsets continue to flash (Multipack user only).

### View the calls list







1. Press  to enter **CALL LOG** option menu, then press  to enter **CALL LIST**.
  - *The most recent number or name if stored in the phonebook is displayed. New calls are marked with  icon flashing.*

2. Scroll  or  through the calls log. At the end of the log, you will hear a beep. Press  to see the number. If the number has more than 12 digits, press  to see the rest of the number.
3. Press  to return to standby.














### NOTE

The  icon stops flashing once all new calls have been viewed.










### Dial from the calls list

1. Press  to enter the **CALL LOG** option menu, then press  to enter **CALL LIST**. *The most recent call is displayed.*
2. Scroll  or  to the entry you want.
3. Press  or  to dial.







### Save a number from the calls list to the phonebook

1. Press  then . *The most recent call is displayed.*
2. Scroll  or  to the number you want.
3. Press . **SAVE NUMBER** is displayed.
4. Press . **ENTER NAME** is displayed. Use the keypad to enter the name.
5. Press  then the number is displayed, the user can then edit the number if required and must press  to save the number (even if has not been edited).
6. Press  or  to select **NO GROUP, GROUP A, B or C** and press  to confirm.
7. Press  to confirm.
8. Press  to return to standby.







### Delete a calls list entry

1. Press  then . *The most recent call is displayed.*
2. Scroll  or  to the number you want.
3. Press  then scroll  to **DELETE** and press .
4. Display shows **CONFIRM?**. Press  to confirm.
5. Press  to return to standby.

### **Delete entire calls list**

1. Press  then . *The most recent call is displayed.*
2. Scroll  to DELETE ALL and press .
3. Display shows CONFIRM?. Press  to confirm. Press  to return to standby.




### **Delete entire redial list**

1. Press  then press .
2. Scroll  to DELETE ALL and press .
3. Display shows CONFIRM?. Press  to confirm. Press  to return to standby.





## **Redial**

The D1011 lets you redial any of the last 10 numbers called. Numbers can be up to 24 digits long.












### **Redial the last number**

1. Press . *The last number dialled is displayed.*  
If the number has more than 12 digits, the display shows ► and the cursor blinks. Press  to display the rest. If the number is stored in the Phonebook, the name is displayed as well.
2. Press  to dial.









### **View and dial a number in the redial list**

1. Press . *The last number dialled is displayed.*  
If required, scroll  or  to display the number you want.
2. Press  to dial the number.

### **Copy a redial number to the phonebook**

1. Press  and scroll  or  to the entry you want.
2. Press .
3. Display shows SAVE NUMBER. Press .
4. Enter the name and press .
5. Edit the number if required and press .
6. Press  or  to select NO GROUP, GROUP A, B or C and press  to confirm.
7. Press  to return to standby.

### **Delete a redial list entry**








1. Press . Scroll  or  to display the number you want.
2. Press  and scroll  to DELETE then press .
3. Display shows CONFIRM?. Press  to confirm, then  to return to standby.

## 6. Clock & Alarm

If you subscribe to your network's Caller Identification service, the time on your D1011 may be set automatically each time you receive a call, depending on your network provider.

You can also set or adjust the time using the Clock & Alarm menu.











### Set date and time

1. Press  and scroll  to **CLOCK/ALARM**. Press . Display shows **DATE & TIME**, then press .
2. Enter the date using the format DD/MM e.g. 04/ 08 for 4th August.
3. Press  and enter the time using the 24 hour format HH:MM, e.g. 14:45 for 2.45pm.
4. Press  to confirm.
5. Press  to return to standby.


#### NOTE


The date and time is retained during a power failure or when the batteries are discharged.

### Set alarm

1. Press , scroll  to **CLOCK/ALARM** and press .
2. Scroll  to **SET ALARM** and press .
3. Scroll  or  to **OFF**, **ON ONCE** or **ON DAILY** and press .
4. If you select **ON ONCE** or **ON DAILY**, enter the time using the 24 hour format HH - MM e.g 14:45 for 2:45pm and press .
5. Press  to return to standby. When the alarm goes off, press any key to stop the ring.









#### NOTE

Once the alarm is set to on, the  icon is displayed.

The alarm will ring at the medium level. **ALARM ON** and the  will flash on the display.

### Set alarm melody

There are three alarm ringtones.

1. Press  and scroll  to **CLOCK/ALARM**. Press .
2. Scroll  to **ALARM TONE** and press .  
- *Melodies are played.*
3. Scroll  or  and press .

## 7. Personal settings

### Handset tones

#### WARNING










When the phone is ringing, avoid holding the earpiece too close to your ear as it may damage your hearing.

#### Ring volume

Choose from: Ringer Off, Low, Medium, High, Boost and Progressive (increasing ring volume).











#### NOTE

The default setting is High.

1. Press , scroll  to **PERSONAL SET** and press .
2. **HANDSET TONE** is displayed. Press .
3. **RING VOLUME** is displayed. Press .
4. Scroll  or  to adjust the ringer volume level.
5. Press  to save the settings.
6. Press  to return to standby.














### Ring melody

Choose from 10 ringer melodies.

1. Press , scroll  to **PERSONAL SET** and press .
2. **HANDSET TONE** is displayed. Press  and scroll  to **RING MELODY**. Press .
3. Press  or  to select the ringtone.  
- *A sample of the ringtone is played.*
4. Press  to confirm.
5. Press  to return to standby.











### Group melody

To benefit from this feature, you must subscribe to the Caller Line Identification service. This menu enables you to select and set the melodies to be played when there is an external incoming call from a contact whose name is stored in your phonebook and is part of a group. You can associate 1 ring melody to each group. There are three phonebook groups (Group A, B, C) available for you to organize your contacts. Each group can be assigned a unique melody.

1. Press , scroll  to **PERSONAL SET** and press .
2. **HANDSET TONE** is displayed. Press  and scroll  to **GROUP MELODY**. Press .
3. Scroll  or  to select: **GROUP A**, **B** or **C**, then press .
4. Press  or  to select the ringtone you want for the group and press .
5. Press  to return to standby.











### Key tones on/off

When you press a key on the handset you hear a beep. You can switch these beeps on or off.

1. Press , scroll  to **PERSONAL SET** and press .
2. **HANDSET TONE** is displayed. Press  and scroll  to **KEY TONE**. Press .
3. Scroll  or  to select **ON** or **OFF**.
4. Press  to confirm.
5. Press  to return to standby.







### First ring



Your D1011 will automatically detect the Caller identification (Subscription dependent). If you do not wish to hear the ring before the caller identification is displayed you can manually set **FIRST RING** to **OFF**. The default setting is **ON**.

1. Press , scroll  to **PERSONAL SET** and press .
2. **HANDSET TONE** is displayed. Press  and scroll  to **FIRST RING**. Press .
3. Scroll  or  to select **ON** or **OFF**.
4. Press  to confirm.
5. Press  to return to standby.


### Handset name










Personalise your handset, with a name or location for example Peter or Bedroom. Maximum 10 characters.

1. Press , scroll  to **PERSONAL SET** and press .
2. Scroll  to **HANDSET NAME** and press . *The current name is displayed.*
3. Press  to delete the current name.


4. Enter the name you want – maximum 10 characters and press  to save.
5. Press  to return to standby.










### Auto pick up

With Auto pick up switched on, you can answer a call just by lifting the handset off the base or charger. If switched off, you will have to press  to answer a call. The default setting is On.

1. Press , scroll  to **PERSONAL SET** and press .
2. Scroll  to **AUTO PICK UP**. Press .
3. Scroll  or  to select ON or OFF.
4. Press  to confirm.
5. Press  to return to standby.










### Auto hang up

With Auto hang up switched on, you can end a call just by replacing the handset on the base or charger. If switched off, you have to press  to hang up. The default setting is On.

1. Press , scroll  to **PERSONAL SET** and press .
2. Scroll  to **AUTO HANG UP**. Press .
3. Scroll  or  to select ON or OFF.
4. Press  to confirm.
5. Press  to return to standby.









### Display language

You can change the display language.

1. Press , scroll  to **PERSONAL SET** and press .
2. Scroll  to **LANGUAGE**. Press .
3. Scroll  or  to select the language you want.
4. Press  to confirm.
5. Press  to return to standby.


### Room Monitor on/off

Leave one handset in a room and use another handset to hear sounds in that room.


1. Press , scroll  to **PERSONAL SET** and press .
2. Scroll  to **ROOM MONITOR**. Press .
3. Press  or  to select ON or OFF.
4. Press  to confirm.

When switched On, you can leave this handset in the room you wish to monitor. Only the microphone is on. Anyone in the room cannot hear you.

### Room Monitor

1. Switch a handset's room monitor mode setting On and place that handset in the room.
2. At a second handset, press  and enter the number of the handset you are using as a room monitor. You can now hear sounds coming from the room.









#### TIP

To stop room monitoring at any time, press .

#### WARNING



*This product is not intended for use as a baby safety device and is not a substitute for adult supervision.*

### Backlight on/off

1. Press , scroll  to **PERSONAL SET** and press .
2. Scroll  to **BACKLIGHT**. Press .
3. Press  or  to select ON or OFF.
4. Press  to confirm.

### Keypad lock

Prevent accidental dialling while carrying the handset by locking the keypad.

1. Press and hold .
  - The display shows **KEYS LOCKED**.
2. To unlock the handset, press and hold  again.

#### NOTE









While the keypad is locked, you can answer incoming calls as normal.

## 8. Advanced settings

This setting is useful to access certain network and PABX/switchboard services.

### Recall time

The default D1011 recall time is suitable for your country and network operator. It is unlikely that you should need to change this setting unless advised to do so.










1. Press , scroll  to **ADVANCED SET** and press .
2. **RECALL TIME** is displayed. Press .
3. Press  or  to select the setting you want: **SHORT**, **MEDIUM**, **LONG**.
4. Press  to confirm.
5. Press  to return to standby.

### NOTE

The use of your D1011 cannot be guaranteed on all PABX.

### Dial mode

The default D1011 dialling mode is suitable for your country and network operator. It is unlikely that you should need to change this setting unless advised to do so.

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **DIAL MODE**. Press .
3. Press  or  to select **TONE** or **PULSE**.
4. Press  to confirm.
5. Press  to return to standby.

### Temporarily switch from Pulse to Tone dialling

1. Press and hold .
- The dial mode will change from Pulse to Tone for the duration of the call.*

### Call barring












Prevent certain numbers from being dialled from your D1011. Store up to four specific numbers, each up to 4 digits – for example, international or local prefixes.

Bypass call barring by switching the setting Off or On.














### NOTE

If you switch Call barring on, **BARR MODE ON** will be displayed on your screen in standby mode.


### Switch call barring on/off

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **CALL BARRING**. Press .
3. Enter the master PIN (default setting 0000) and press .
4. **MODE** is displayed. Press .
5. Press  or  to select **ON** or **OFF**. Press  to confirm.
6. Press  to return to standby. You can now set the number (See below).












### Set a number to be barred

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **CALL BARRING**. Press .
3. Enter the master PIN (default setting 0000) and press .
4. Scroll  to **NUMBER**. Press .
5. If necessary, scroll  or  to the next available slot.
6. Press  and enter the number or prefix you want to bar. Press  to confirm.
7. Press  to return to standby.

### Easy call

When activated, this feature allows you to dial a number by pressing any key on your handset (except ). This feature is very useful for access to emergency services.



### Switch easy call on/off

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **EASY CALL**. Press .
3. Enter the master PIN (default setting 0000) and press .
4. **MODE** is displayed. Press  then press  or  to select **ON** or **OFF**. Press  to confirm.
5. Press  to return to standby.











### NOTE

If you switch Easy call on, **EASY CALL ON** will be displayed on your screen in standby mode.


To switch Easy call off again:

1. Press .
2. OFF? is displayed. Press  to confirm.

### Set the easy call number

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **EASY CALL**. Press .
3. Enter the master PIN (Default setting 0000) and press .
4. Scroll  to **NUMBER**. Press .
5. Enter the number. Press  to confirm
6. Press  to return to standby.

### Dial an easy number

When an easy call number has been stored and the easy call setting switched on, press any key (apart from ) , to dial a number.

### NOTE

When easy call is switched on, you can still answer any incoming call as normal.


## Registration

Up to 5 handsets can be registered to one base station. Additional handsets must be registered to the base before you can use them.












- The instructions described below apply specifically to your D1011 handset. If you wish to register another manufacturer's handset, the instructions may vary. In this case, please refer to the manufacturer of the additional handset.
- The Master PIN is required before you can register or unregister handsets. The default PIN is 0000.

## Register a handset

*At the base:*

1. Press and hold the  button on the base station for at least 3 seconds. The base station emits a beep when it is ready to accept registration. You have 90 seconds in which to register a handset.








*At the handset:*

1. Press  and scroll  to **ADVANCED SET** and press .
2. Scroll  to **REGISTRATION** and press .
3. If necessary, scroll  or  to display **REGIST. BASE** and press . **BASE 1 2 3 4** is displayed and *the registered base number is flashing*. Enter the number of the base on which you wish to register your handset.  
If you have only 1 base station, press . If you have 2 base stations, press  or , etc.






4. When the display shows **PIN----**, enter the base PIN.
  - *When the handset registers with the base, it is assigned a handset number.*





## Select a base

You can register your D1011 handset with up to 4 bases. Once registered, you can switch between bases, for example, bases at home and at work.

1. Press  and scroll  to **ADVANCED SET** and press .
2. Scroll  to **REGISTRATION** and press .
3. **SELECT BASE** is displayed. Press .
  - *The available bases are displayed with the current base number flashing.*
4. Enter the number of the base you want – 1,2,3 or 4 and press .
  - *When the base is found you hear a beep. If not found, the display shows UNREGISTERED.*








## Unregister a handset

1. Press  and scroll  to **ADVANCED SET** and press .
2. Scroll  to **UNREGISTER** and press .

3. Enter the 4 digit master PIN and press .
  - *Display shows the registered handset numbers.*
4. Scroll  or  to select the handset you want to delete and press .
  - **UNREGISTERED** is displayed on the handset screen.

## PIN

The 4-digit master PIN is used when registering or unregistering a handset and when changing some settings on your D1011. The default setting is 0000. You can change this PIN for more security.







1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **PIN**. Press .
3. Enter the current 4 digit master PIN and press . (Default setting 0000).
4. Enter the new PIN and press .

## NOTE

Make a note of your PIN. If you forget your PIN you will need to reset your product.

## Reset

This will reset your D1011 to its default settings.

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **RESET UNIT**. Press .
3. **CONFIRM?** is displayed. Press .

## NOTE

Entries stored in the phonebook and new answer machine messages are retained.











## Default settings

Handset name	Handset
Key tone	On
First ring	On
Auto pick up	On
Auto hang up	On
Ringer melody	Melody 1
Ringer volume	High
Earpiece volume	3
Phonebook	Unchanged
Call log	Empty
Redial list	Empty
Master PIN	0000
Keypad lock	Off
Clock	00:00
Alarm	Off
Dial mode	Tone
Answer Machine	On
Answer Mode	Answer & Record
Outgoing message	Pre-defined
Ring delay	15 seconds
Remote Access	On
Handset screening	Off
Base screening	On



## Auto prefix










You can set the D1011 to detect a dialling number and replace it with another number. The number to be detected can be up to 5 digits long. It can be replaced with a number up to 10 digits.

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **PREFIX**. Press .
3. **DETECT DIGIT** is displayed. Press .
4. Enter the number you want to be detected and press .
5. Scroll to **PREFIX NUM.** and press .
6. Enter the number you want it replaced with and press .
7. Press  to return to standby.


## Country

If you move to another country you can set your phone to be compatible with the network settings of that country.










Depending on your country, this option may be displayed as **NOT AVAIL** or you country may not be displayed.

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **SEL. COUNTRY**. Press .
3. Enter the 4-digit master PIN and press .
4. Scroll  or  to display the required country.
5. Press  to confirm.

## Intrusion

When an external call is taking place, another handset registered to the base can join in, making the call a 3-way conference, just by pressing .









To enable this, Intrusion must be switched On.

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **INTRUSION**. Press .
3. Scroll  or  to **ON** or **OFF**.
4. Press  to confirm.
5. Press  to return to standby.

## ECO mode

To reduce the level of power emissions, you can select low power or ECO mode. When the ECO mode is set to **ON**, the base transmission power will be reduced.

To turn ECO Mode to **ON** or **OFF**:

1. Press , scroll  to **ADVANCED SET** and press .
2. Scroll  to **ECO MODE** and press .
3. Press  or  to highlight **ON** or **OFF** then press  to confirm.
  - A confirmation beep is emitted and the handset display will switch between the handset's name and ECO MODE.









### NOTE

When Eco Mode is set to **ON**, the handset range will be reduced.











## 9. Using your Answer machine

Your D1011 answer machine records unanswered calls when it is activated. It can store up to 59 messages within the maximum recording time of 12 minutes. Each message can be up to 3 minutes long. Your personal outgoing messages can be up to 1 minute long.








### D1011 Base Answer Machine Control Keys

-  Press to turn the answer machine on/off
-  Play new messages
-  Press to stop playback
-  Skip to the next message during message playback
-  Replay current message  
Press twice to skip back to previous message
-  Delete current message during message playback  
Long press to delete all messages when TAM is in standby mode
-  Increase speaker volume during message playback
-  Decrease speaker volume during message playback

### Switch on/off









1. Press  scroll  or  to **ANSW MACHINE** and press .
2. Scroll  to **ANSW ON / OFF** and press .
3. Scroll  or  to display **ON** or **OFF**.
4. Press  to confirm.
5. Press  to return to standby.

### Play messages

1. Press  and scroll  or  to **ANSW MACHINE** and press . **PLAY** is displayed.
2. Press  to play new messages.  
- *The display shows the number of new messages. If there are no new messages, all stored messages are played.*
3. Press  to display the callers identification. Press  again to see the date and time of the call.

#### NOTE

If you have not subscribed to the Caller Line Identification this option is not available. This also applies for memo recordings.






4. During playback press  to display a list of options. Use the  and  keys to change the options:
  - **REPEAT** – press  to repeat current message
  - **NEXT MESSAGE** – press  to play next message
  - **PREV MESSAGE** – press  to play previous message
  - **DELETE** – press  to delete the current message.
  - **SAVE NUMBER** – press  to store the number, if available, in the phonebook.

#### NOTE

If you have not subscribed to the Caller Line Identification the **SAVE NUMBER** option is not available.








5. Press  to stop playback and return to standby.

## Delete all messages

1. Press  scroll to **ANSW MACHINE** and press .
2. Scroll  to **DELETE ALL** and press .
3. Display shows **CONFIRM?**. Press  to confirm.

## Record a memo

You can record a memo which is stored on your answer machine and played back like a normal message.

1. Press  scroll  or  to **ANSW MACHINE** and press .
2. Scroll  to **RECORD MEMO** and press . Display shows **RECORDING**.
3. Speak your message. Press  to end recording.

## Outgoing messages

This is the message your callers hear on the answer machine. There are two pre-recorded outgoing messages, or you can record your own.

### Answer & Record













The caller can leave a message. The pre-recorded message is *"Hello, your call cannot be taken at the moment, so please leave your message after the tone."*

### Answer Only

The caller can listen to your announcement but cannot leave a message. The pre-recorded message is *"Hello, your call cannot be taken at the moment, and you cannot leave a message, so please call later"*.

















### Set answer mode

Set your machine to Answer & Record or Answer Only.

1. Press  scroll  or  to **ANSW MACHINE** and press .
2. Scroll  to **ANSWER MODE** and press .
  - *The current answer mode is displayed.*
3. Scroll  or  to select **ANSWER & REC** or **ANSWER ONLY** and press .
4. Scroll  or  to display the message type you want: **PERSONALIZED** to set your own recorded message or **PREDEFINED** for the pre-recorded message.
5. Press  to confirm.
  - If you select **PERSONALIZED**, see following paragraph.

## Record, play or delete your own outgoing message

Answer & Record invites your callers to leave a message. Answer Only lets callers hear your announcement but they cannot leave a message.

1. Press  scroll to **ANSW MACHINE** and press .
2. Scroll  to **ANSWER MODE** and press .
3. Scroll  or  to select **ANSWER & REC** or **ANSWER ONLY** and press .
  - Use the  or  key to select **PERSONALIZED** then press .
4. **PLAY** is displayed. Press .
  - *Current message is played back.*
- Scroll  to select **RECORD MESS** – press . *Display shows RECORDING and a beep is emitted.* Speak your message. Press  to end recording.
- **DELETE** - press . The pre-recorded message will be automatically reinstated.
5. Press  to confirm.

## Answer machine settings











### Ring delay

Select the duration of rings before your answer machine picks up the call. Choose from 5/10/15/20/25/30 seconds or Toll Saver.

### NOTE

If Toll Saver is selected, then:

- If you have new messages your phone answers after 10 seconds.
- If there are no new messages it will answer after 20 seconds. So you have the option to hang up, saving the time and cost of a call.
- If the memory is full, it will answer after 30 seconds in Answer Only mode.

1. Press  scroll  or  to **ANSW MACHINE** and press .
2. Scroll  to **ANSW SETTINGS** and press .
3. **RING DELAY** is displayed. Press .
4. Scroll  or  to select 5/10/15/20/25/30 seconds or **TOLL SAVER**.
5. Press  to confirm.

## Remote access

Remote access allows you to operate your answer machine and listen to your messages by calling your D1011 from another phone.

The default setting is on.

1. Call your D1011. When you hear your outgoing message, press #.
2. Enter your 4 digit PIN. The default code is 0000.  
- You hear a confirmation beep.











### NOTE

Change this code for increased security, see "PIN" on page 24.

3. After entering your PIN as stated above, use the keypad to operate your D1011 answer machine:

Play messages	2
Play previous message	1
Play next message	3
Delete message playing	6
Switch answer machine on	7
Stop playback	8
Switch answer machine off	9

## Remote Access on/off

1. Press , scroll  to **ANSW MACHINE** and press .
2. Scroll  to **ANSW SETTINGS** and press .
3. Scroll  to **REMOTE ACC** and press .
4. Scroll  or  to select **ACTIVATED** or **DEACTIVATED**.
5. Press  to confirm.



## Call screening

Use your handset or base speaker to hear a caller leaving a message. You can then choose to ignore the caller or pick up the call.





The default settings are:

- Handset call screening: Off
- Base call screening: On.











At the handset:

1. If you want to interrupt and take the call press  or .











At the base:

1. When a caller is leaving a message, press  or  to adjust the volume to listen to your caller.
2. To interrupt and take the call on the handset, press  or .

## Switch handset call screening on/off











1. Press , scroll  or  to **ANSW MACHINE** and press .
2. Scroll  to **ANSW SETTINGS** and press .
3. Scroll to **HS SCREENING** and press .
4. Scroll  or  to select **ON** or **OFF**.
5. Press  to confirm.

## Switch base station call screening on/off




1. Press , scroll  to **ANSW MACHINE** and press .
2. Scroll  to **ANSW SETTINGS** and press .
3. Scroll  to **BS SCREENING** and press .
4. Press  or  to select **ON** or **OFF**.
5. Press  to confirm.

## Answer Machine language



You can change the language of the pre-recorded outgoing messages.

1. Press . Scroll  or  to **ANSW MACHINE** and press .
2. Scroll  to **ANSW SETTINGS** and press .
3. Scroll to **TAM LANGUAGE** and press .
4. Scroll  or  to select the language.
5. Press  to confirm.

## Access answer machine menu via the Calls list

When the  is flashing to indicate new messages you can see caller details via  or press  again to go to **ANSW MACHINE** to play new messages.

1. Press , **CALL LIST** is displayed.
2. Press , **ANSW MACHINE** is displayed.

3. Press , PLAY is displayed.
4. Press , the handset will start the new message playback. Once all messages are played, the handset will return to standby.


#### **NOTE**

During message playback, press  anytime to return to standby.

### **Memory full**

The memory is full if there is less than 15 seconds of recording time left or if the maximum total of 59 messages has been reached.

When the memory becomes full:

- The LED will flash quickly.
-  flashes quickly on the handset display.
- The machine will automatically switch to Answer Only mode.

If the memory becomes full while a caller is leaving a message, they will hear a beep and the call is ended.

## **10. Help**

### **Charging**

**The  icon is not scrolling when the handset is placed on the base**

- Bad battery contact – move the handset slightly
- Dirty contact – Clean the battery contact with a cloth moistened with alcohol
- Battery is full – no need to charge

### **Calls**

#### **No dialling tone**

- No power – check the connections. Reset the phone: unplug and plug back in the mains
- Batteries are empty – charge the batteries for at least 24 hours
- You are too far from the base – move closer to the base
- Wrong line cable – use the line cable provided
- Line adaptor (when needed) is not connected to the line cord – connect the line adaptor (when needed) to the line cord

#### **Poor audio quality**

The base is too close to electrical appliances, reinforced concrete walls or metal doorframes – move the base at least one metre away from any electrical appliances

#### **The icon is blinking**

- Handset is not registered to the base – register the handset to the base
- You are too far from the base – move closer to the base

#### **No ring tone**

- The ring tone is deactivated.
- Increase the volume.

### **Caller Line Identification (CLI) service does not work**

Check your subscription with your network operator

### **Phonebook**

**A phonebook entry cannot be stored**

The phonebook is full. Delete an entry to free memory

## Display

### No display

- Try recharging or replacing the batteries.
- Try disconnecting and connecting the base power supply.
- If LED is not lit up, then try disconnecting and connecting the base power supply.

## Registration

### Unable to register another handset

- Maximum number of 5 handsets has been reached.
- The display shows **SEARCHING**. You must unregister a handset in order to register a new one.

## Interference

### Noise interference on your radio or television

Your base or charger may be too close. Move it as far away as possible.

## Answer machine

### Answer machine does not record messages

- Switch the answer machine on.
- The memory may be full. If so, you will need to delete some messages.
- Answer mode may be set to **ANSWER ONLY**.  
Change the mode to **ANSWER & REC**.

### Cannot access messages remotely

- Remote access may be switched off.
- If wrong PIN is entered a beep is played. You can enter the PIN once again.

### Cannot record outgoing message

- The memory may be full. If so, you will need to delete some messages.

### Answer machine stops automatically

- The memory may be full. If so, you will need to delete some messages.
- The maximum message length is 3 minutes.

## 11. General information

### IMPORTANT

*This equipment is not designed for making emergency telephone call when the power fails. Alternative arrangements should be made for access to emergency services.*

*This product is intended for connection to analogue public switched telephone networks and private switchboards in United Kingdom.*

## Safety and Electromagnetic Interference/Compatibility information

- Only use the power supply suitable for this product range. Using an unauthorised power supply will invalidate your guarantee and may damage the telephone.
- Use only the approved rechargeable batteries supplied.
- Do not open the handset (except to replace the handset batteries) or the base. This could expose you to high voltages or other risks.
- Radio signal transmitted between the handset and base may cause interference to hearing aids.
- Your product may interfere with other electrical equipment, e.g. TV and radio sets, clock/alarms and computers if placed too close. It is recommended that you place your product at least one metre away from such appliances to minimise any risk of interference.
- All batteries can cause property damage and/or bodily injury such as burns if a conductive material such as jewellery, keys, or beaded chains touch exposed terminals. The conductive material may complete an electrical circuit (short circuit) and become quite hot. Exercise care in handling any charged battery, particularly when placing it inside a pocket, purse, or other container with metal objects.
- Never dispose of batteries in a fire. There is a serious risk of explosion and/or the release of highly toxic chemicals.
- It is recommended that advice from a qualified expert be sought before using this product in the vicinity of emergency/intensive care medical equipment.

- **Medical Devices**

- **Pacemakers:** The Advanced Medical Technology Association (AdvaMed) recommends that a minimum separation of 15 cms (6 inches) be maintained between a handheld wireless device and a pacemaker. These recommendations are consistent with those of the U.S. Food and Drug Administration.

- **Persons with pacemakers should:**

- ALWAYS keep the handheld wireless device more than 15 cms from their pacemaker when the handheld wireless device is turned ON.
    - Not carry the handheld wireless device in the breast pocket.
    - Use the ear opposite the pacemaker to minimize the potential for interference.
    - Turn the handheld wireless device OFF immediately if you have any reason to suspect that interference is taking place.

- **Hearing Aids**

- Some digital wireless radios may interfere with some hearing aids. In the event of such interference, you may want to consult your hearing aid manufacturer to discuss alternatives.

- **Other Medical Devices**

- If you use any other personal medical device, consult the manufacturer of your device to determine if it is adequately shielded from RF energy. Your physician may be able to assist you in obtaining this information.

## **Cleaning**

- Clean the handset and base (or charger) with a damp (not wet) cloth, or an anti-static wipe.
- Never use household polish as this will damage the product. Never use a dry cloth as this may cause a static shock.

## **Environmental**

- Do not expose to direct sunlight.
- The handset may become warm when the batteries are being charged or during prolonged periods of use. This is normal. However, we recommend that to avoid damage you do not place the product on antique/veneered wood.

- Do not stand your product on carpets or other surfaces which generate fibres, or place it in locations preventing the free flow of air over its surfaces.
- Do not submerge any part of your product in water and do not use it in damp or humid conditions, such as bathrooms.
- Do not expose your product to fire, explosive or other hazardous conditions.
- There is a slight chance your phone could be damaged by an electrical storm. We recommend that you unplug the power and telephone line cord during an electrical storm.

## **Product disposal instructions**

- **European Union (EU) Waste of Electrical and Electronic Equipment (WEEE) directive**

- The European Union's WEEE directive requires that products sold into EU countries must have the crossed out trashbin label on the product (or the package in some cases). As defined by the WEEE directive, this crossed-out trashbin label means that customers and end-users in EU countries should not dispose of electronic and electrical equipment or accessories in household waste. Customers or end-users in EU countries should contact their local equipment supplier representative or service centre for information about the waste collection system in their country.

- The Waste of Electrical and Electronic Equipment (WEEE) Directive (2002/96/EC) has been put in place to recycle products using best available recovery and recycling techniques to minimize the impact on the environment, treat any hazardous substances and avoid the increasing landfill.

### **Product disposal instructions for residential users**

When you have no further use for it, please remove any batteries and dispose of them and the product per your local authority's recycling processes. For more information please contact your local authority or the retailer where the product was purchased.

### **Product disposal instructions for business users**

Business users should contact their suppliers and check the terms and conditions of the purchase contract and ensure that this product is not mixed with other commercial waste for disposal.

### **Warranty Information**

The authorized Motorola dealer or retailer where you purchased your Motorola product will honour a warranty claim and/or provide warranty service.

Please return your cordless telephone to your dealer or retailer to claim your warranty service. Do not return your telephone to Motorola. In order to be eligible to receive warranty service, you must present your receipt of purchase or a comparable substitute proof of purchase bearing the date of purchase. The telephone should also clearly display the serial number. The warranty will not apply if the type or serial numbers on the product have been altered, deleted, removed, or made illegible.

### **What Is Not Covered By The Warranty**

- Defects or damage resulting from use of the Product in other than its normal and customary manner or by not following the instructions in this user manual.
- Defects or damage from misuse, accident or neglect.
- Defects of damage from improper testing, operation, maintenance, adjustment, or any alteration or modification of any kind.
- Breakage or damage to aerials unless caused directly by defects in material or workmanship.
- Products disassembled or repaired in such a manner as to adversely affect performance or prevent adequate inspection and testing to verify any warranty claim.
- Defects or damage due to range.
- Defects or damage due to moisture, liquid or spills.
- All plastic surfaces and all other externally exposed parts that are scratched or damaged due to normal use.
- Products rented on a temporary basis.
- Periodic maintenance and repair or replacement of parts due to normal usage, wear and tear.

## **Technical Information**

### **How many telephones can I have?**

All items of telephone equipment have a Ringer Equivalence Number (REN), which is used to calculate the number of items which may be connected to any one telephone line. Your D1011 has a REN of 1. A total REN of 4 is allowed. If the total REN of 4 is exceeded, the telephones may not ring. With different telephone types there is no guarantee of ringing, even when the REN is less than 4.

Any additional handsets and chargers that you register have a REN of 0.

### **R&TTE**

This product is intended for use within United Kingdom for connection to the public telephone network and compatible switchboards.

This equipment complies with the essential requirements for the Radio Equipment and Telecommunications Terminal Equipment Directive 1999/5/EC including compliance with ICNIRP standard for electromagnetic energy exposure.

### **Declaration of Conformance**

Motorola hereby declares that this product is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

The Declaration of Conformance for this product range is published on the website:

<http://www.motorola.com/eu/radios/technicaldocumentation>


### **Connecting to a switchboard**

This product is intended for use within United Kingdom for connection to the public telephone network.

### **Inserting a pause**

With some switchboards, after dialling the access code you may have to wait for a moment while the switchboard picks up an outside line so you will need to enter a pause in the dialing sequence.



Press and hold  to insert a pause (P) before entering the telephone number.

You may also need to enter a pause when storing international numbers or charge card numbers.

## Recall

You may need to use the recall function if you are connected to a switchboard/PABX (Private Automatic Branch Exchange), contact your PABX supplier for further information.

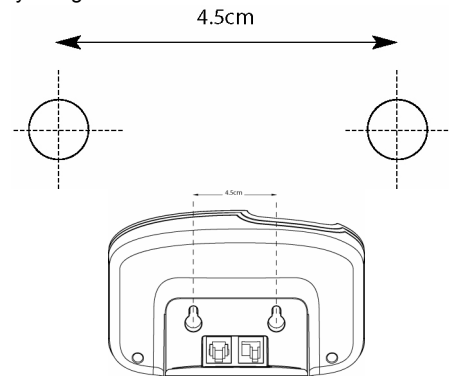
## 12. Wall mounting

### IMPORTANT

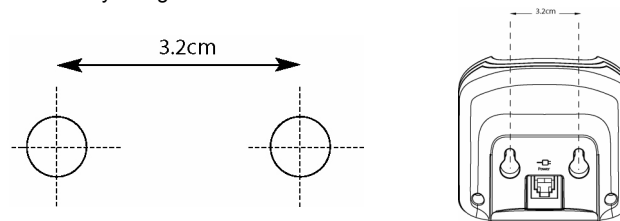
*Before you wall-mount your D1011, check that you are not drilling into any hidden wiring or pipes.*

*Before you drill, make sure the power and telephone line cables will reach the sockets.*

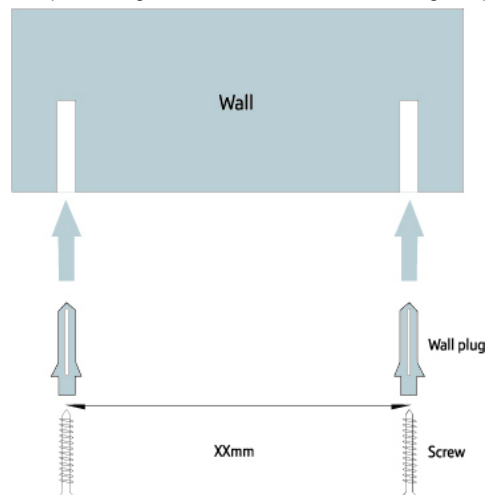
1. Use the following templates to mark the drilling locations.
  - To wall-mount the base, drill two holes in the wall 4.5cm apart horizontally using an 8mm drill bit.



- To wall-mount the charger, drill two holes in the wall 3.2cm apart horizontally using an 8mm drill bit.



2. Insert the wall plugs if necessary, then insert the screws leaving about 5mm protruding from the wall on which to hang the phone.



3. Pull the base/charger out of the stand and slot the holes on the back of the base over the screw heads and gently pull the base/charger down to make sure it is securely in place.



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