

# Uniden®

## Cordless Telephone

# EXI 8965

### Owner's Manual



Thank you for your purchase of the Uniden EXI 8965 cordless telephone. Please read this Owner's Manual carefully before using your cordless telephone to ensure proper use. After reading the manual, please keep it in a safe place and refer to it when necessary.

# Introduction

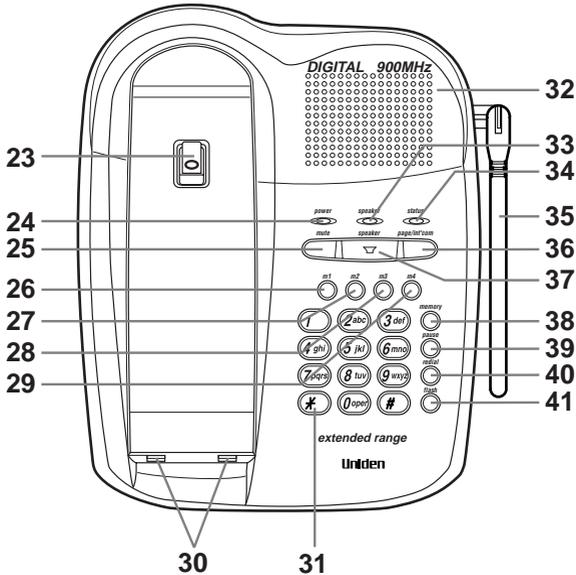
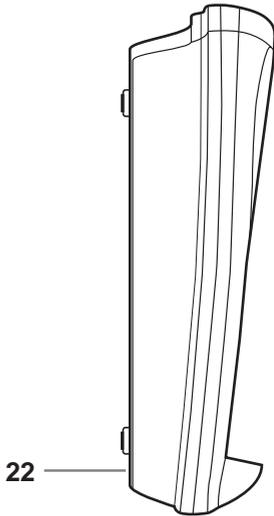
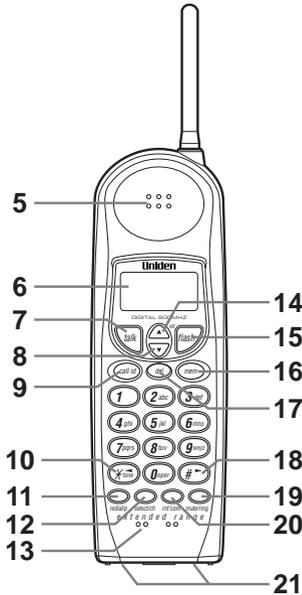
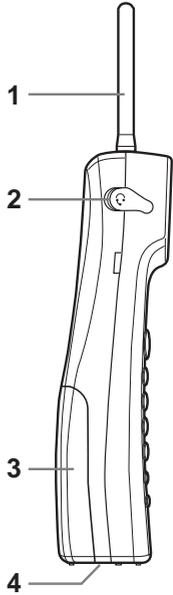
Thank you for choosing the Uniden EXI 8965 cordless telephone. This phone is designed to exacting standards that provide reliability, long life and outstanding performance.

**Note: Some illustrations in this manual may differ from the actual unit for explanation purposes.**

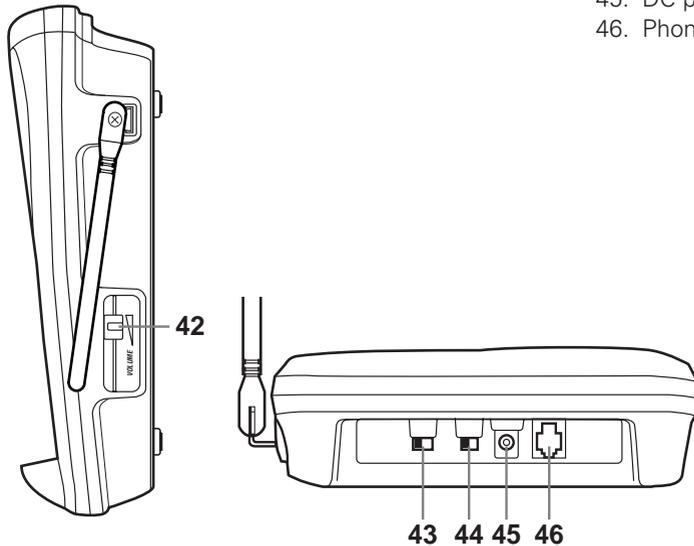
## Features

- 900 MHz Extended Range
- Secure Digital Transmission
- Caller ID and Call Waiting Caller ID
- 50 Number Caller ID Memory
- 30 Number Memory (20 on the handset and 10 on the base)
- 3 Redial Memories (32 digit)
- Flash and Pause
- Pulse / Tone Dialing
- 7 Day Standby Battery Life
- 7 Hour Talk Time
- Handset Earpiece and Ringer Volume Control
- Base Speakerphone with Keypad
- 3-Way Conference Operation
- Dual Keypad Operation

# Controls and functions



1. Handset antenna
2. Headset cover
3. Handset battery compartment
4. Handset ring switch
5. Handset speaker
6. LCD display
7. Talk key
8. Volume/Cursor down/  
character select key
9. Caller ID key
10. Tone/Backspace key
11. Redial/Pause key
12. Select/Channel key
13. Handset microphone
14. Volume/Cursor up/  
Character select key
15. Flash key
16. Memory key
17. Delete key
18. Cursor forward key
19. Mute/Ring key
20. Intercom key
21. Handset contact
22. Base microphone
23. Handsetclip storage
24. Power lamp
25. Mute key
26. One touch dial 1 (m1) key
27. One touch dial 2 (m2) key
28. One touch dial 3 (m3) key
29. One touch dial 4 (m4) key
30. Base contact
31. Tone key
32. Base speaker
33. Speaker lamp
34. Status lamp
35. Base antenna
36. Page/Intercom key
37. Speaker key
38. Memory key
39. Pause key
40. Redial key
41. Flash key
42. Base speaker volume adjust
43. Ring volume switch
44. Pulse-Tone switch
45. DC power input
46. Phone jack



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Getting Started

Basics

Telephone  
Features

Caller ID  
Features

Additional  
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Troubleshooting

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Index

## Read this first

This cordless telephone must be set up before use. Follow these steps;

### Step 1 (page 4)

Unpack the telephone and accessories.

### Step 2 (page 5 to 7)

Next, choose the best location to set up the base unit.



Base unit

### Step 3 (page 8 to 9)

Then, insert the battery pack into the handset. You have to charge the battery pack for more than 12-15 hours before using the phone.



Handset

### Step 4 (page 10)

Finally, store your area code in the memory to use the Caller ID service, if you do not live in an area that requires 10-digit dialing.



Handset

### About the digital security code

This cordless telephone uses a digital security code to prevent unauthorized access to your base unit. This security code prevents other cordless handsets from making calls through your base unit.

A random security code will be assigned automatically between your base unit and handset when you charge the battery pack for the first time.

If you want to reset the security code, see page 42.

# Step 1

## Checking the package contents

Make sure you have received the following items in the package.

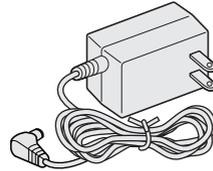
If any of these items are missing or damaged, contact the **Uniden Parts Department** (see below).



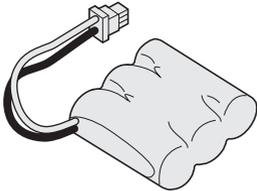
• Base unit



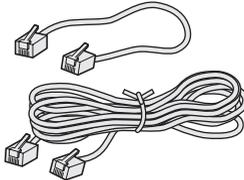
• Handset



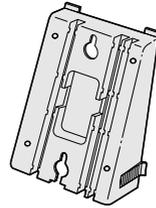
• AC adapter (AD-420)



• Rechargeable battery pack (BT-905)

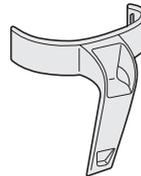


• Telephone line cord (2)



• Wall mount adapter

- This Owner's Manual
- Precautions and Important Safety Instructions
- Registration Card



• Beltclip

### Uniden Parts Department

(800) 554-3988

Hours are 8:30 a.m. to 5:00 p.m. Central Time, Monday through Friday.

We can also be reached on the web at [www.uniden.com](http://www.uniden.com).

## Step 2

### Setting up the base unit

Do the following steps.

- Choose the best location
- Connect the base unit
- Choose the dialing mode

#### Choose the best location

Before choosing a location for your new phone, read the INSTALLATION CONSIDERATIONS included in the PRECAUTIONS AND IMPORTANT SAFETY INSTRUCTIONS brochure. Here are some important guidelines you should consider:

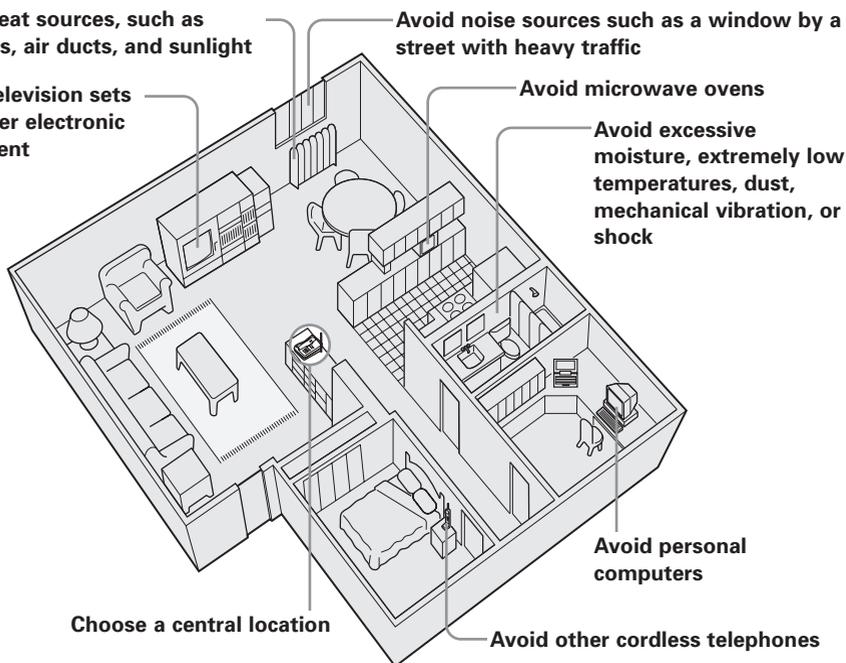
**Avoid heat sources, such as radiators, air ducts, and sunlight**

**Avoid television sets and other electronic equipment**

**Avoid noise sources such as a window by a street with heavy traffic**

**Avoid microwave ovens**

**Avoid excessive moisture, extremely low temperatures, dust, mechanical vibration, or shock**

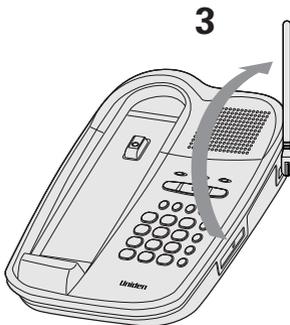
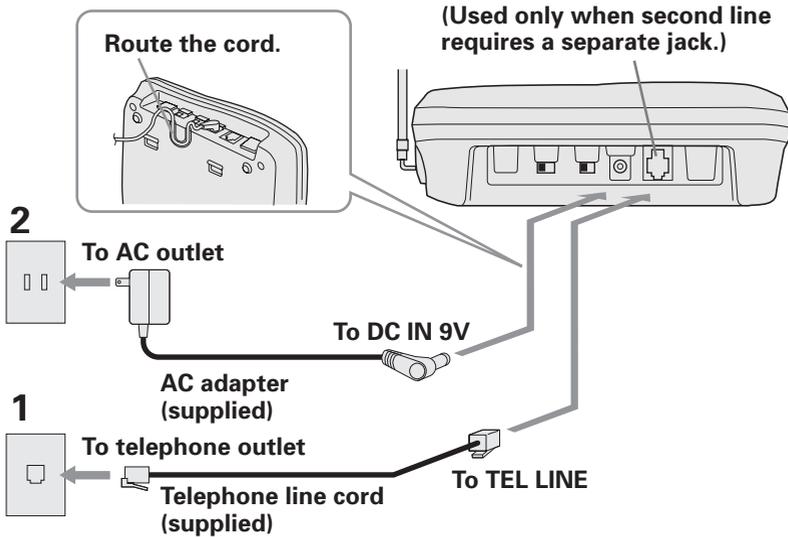


- You should charge your handset for more than 12-15 hours before using the phone.
- The location should be close to both a phone jack and a continuous power outlet which is not switchable.
- Keep the base and handset away from sources of electrical noise such as motors and fluorescent lighting.
- Be sure there is sufficient space to raise the base antenna fully vertical.
- The base can be placed on a desk, tabletop or mounted on a standard wall plate.
- If your second phone line has a separate jack, place your phone so you can access both jacks.

## Step 2 (continued)

### Connect the base unit

To install the base unit on the wall, see page 43.



- 1** Connect the telephone line cord to the **TEL LINE** jack and to a telephone outlet.
- 2** Connect the AC adapter to the **DC IN 9V** jack and to a standard 120VAC wall outlet.
- 3** Set the base unit on a desk or tabletop and place the handset on the base unit. Then raise the antenna to a vertical position.

#### Note

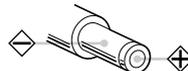
Place the power cord so it does not create a trip hazard, or where it could become chafed and create a fire or electrical hazard.

## Step 2 (continued)

### Notes

- Use only the supplied AD-420 AC adapter. Do not use any other AC adapter.
- Connect the AC adapter to a continuous power supply.

### Polarity of the plug



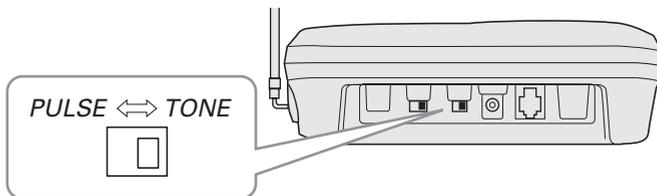
### Tips

- If your telephone outlet isn't modular, contact your telephone company for assistance.

### Modular



## Choose the dialing mode



Depending on your dialing system, set the TONE/PULSE switch as follows:

If your dialing system is	Set the switch to
Tone	TONE
Pulse	PULSE

### If you aren't sure of your dialing system

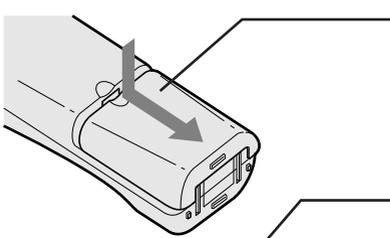
Make a trial call with the TONE/PULSE switch set to TONE.

If the call connects, leave the switch as is; otherwise, set to PULSE.

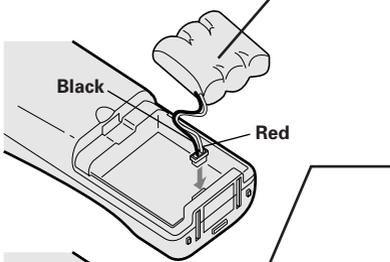
## Step 3

### Preparing the battery pack

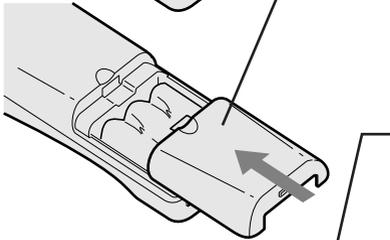
Charge the battery pack for more than 12-15 hours before you start using your phone.



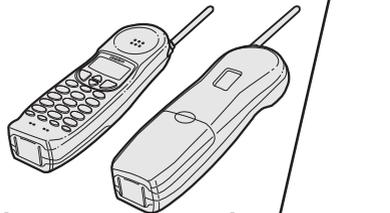
- 1** Press and slide the battery compartment cover toward the bottom of the unit.



- 2** Connect the battery pack connector with the correct polarity (black and red wires), then insert the battery pack into the battery compartment.



- 3** Securely close the battery compartment cover by sliding it up until it snaps into place.

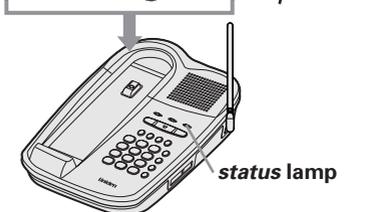


- 4** Place the handset on the base unit with the keys and display facing upward. This position lets you see Caller ID messages on the display.



When the handset has been properly placed on the charging terminals of the base unit, the "**status**" lamp of the base unit lights and charging begins. Charge the battery for at least 12-15 hours.

You can place either side up for charging the battery.



## Step 3 (continued)

### Battery use time (per charge)

From fully charged

- Seven hours continuous use.
- Seven days when the handset is in the standby mode.

### When the battery charge becomes low

When the battery pack is very low and needs to be charged, the phone is programmed to eliminate functions in order to save power. If the phone is not in use, "Low Battery" flashes and none of the keys will operate. If the phone is in use, "Low Battery" flashes and the handset beeps. Complete your conversation as quickly as possible and return the handset to the base unit for charging.



Low Battery

---

#### Notes

- Even when the battery pack is not being used, it will gradually discharge over a long period. For optimum performance, be sure to return the handset to the base unit after a telephone call for battery charging.
- The built-in memory backup can hold numbers and names stored in the memory for up to 2 minutes, while you replace the battery pack.
- If you must replace the battery pack during a telephone call, complete the replacement of the battery pack within 30 seconds, and you can return to the original call.
- Rechargeable batteries have a memory effect that reduces standby and talk time. To avoid this memory effect, on a monthly basis, use the phone until the "Low Battery" indication appears. Then charge the battery for 12-15 hours.

### Cleaning the battery contacts

To maintain a good charge, it is important to clean all battery contacts on the handset and base unit about once a month. Use a soft cloth or other contact cleaner.

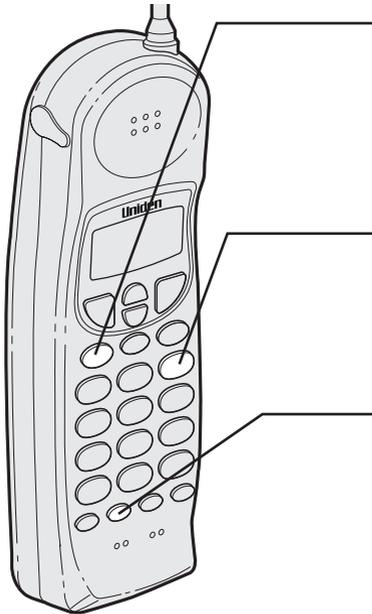
**Do not use any liquids or solvents.**

## Step 4

### Entering your area code

**Note** If your calling area requires 10-digit dialing, skip this step.

You may wish to enter your local area code before you use this phone for the first time, or if you move to a new area. Then the phone can distinguish local or long distance calls to properly dial calls from the Caller ID record. (See page 39.)



- 1 When the phone is in the standby mode, press and hold **(call id)** until the Caller ID setting screen appears.

```
1 Auto Talk:Off
2 CIDCW      :On
3 Area Code:
```

- 2 Press **(3)** to select "Area Code".

```
1 Auto Talk:Off
2 CIDCW      :On
3 Area Code:
```

- 3 Press **(select/ch)**.

```
1 Auto Talk:Off
2 CIDCW      :On
3 Area Code:█
```

- 4 Use the dial buttons (**(0)** to **(9)**) to enter the 3-digit area code.

- 5 Press **(select/ch)**.  
A beep sounds and the displayed area code is entered.

- 6 Press **(call id)** to complete the setting. Or return the handset to the base unit to complete the setting mode and set the handset to the standby mode.

#### Note

When the area code has already been stored in memory, the stored area code will be displayed. To change it, use the **(del)** and dial buttons to enter the new area code.

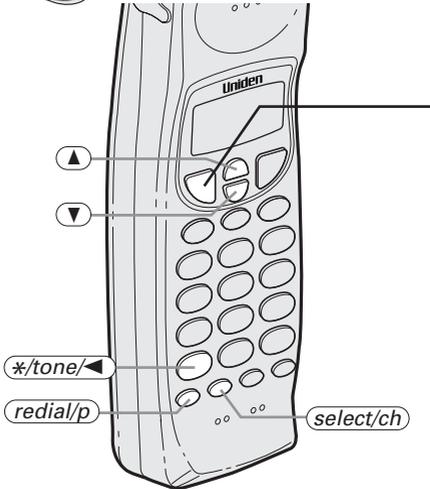
```
1 Auto Talk:Off
2 CIDCW      :On
3 Area Code:817
```

To complete the setting, press **(call id)** or return the handset to the base unit.

# Making calls

## Making a call with the handset

### [On-hook dialing]



- 1 Pick up the handset and dial the phone number. (Phone numbers can be up to 32 digits.)

**Example:** Enter 8178583300

```
8178583300 █
```

- 2 Press **talk**. "Talk" flashes on the display.

```
<Talk>  
8178583300
```

Then the volume setting is displayed.

**Example:**  
High setting

```
Talk  
<High>
```

- 3 The number is dialed. After about 5 seconds, the call-time display appears.

```
Talk 0:00  
8178583300
```

- 4 Press **talk** or place the handset on the base to end the telephone call. The call-time displays for about 5 seconds.

```
5:15
```

### Other Operations

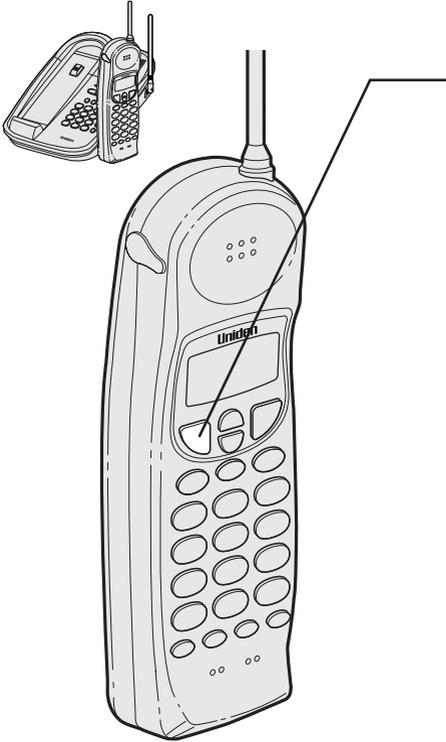
To	Do this
To improve reception	Press <b>select/ch</b> .
To adjust the ear speaker volume	Press <b>▲</b> or <b>▼</b> .
To temporarily switch to tone dial (When base is set to pulse mode.)	Press <b>*/tone/◀</b> . The following numbers dialed will be sent as tone dialing.
To enter a pause within the numbers dialed	Press <b>redial/p</b> .

### Notes

- If you enter a wrong number at the step 1, you can edit the number by **del**, and move the cursor by **\*/tone/◀** or **#/▶**.
- If there is no key entry for more than 20 seconds, the dialing operation is canceled and the telephone returns to the standby mode.
- The phone number can be changed before pressing **talk**.

# Making calls (continued)

## [Off-hook dialing]



- 1 Pick up the handset.
- 2 Press **talk**. "Talk" appears flashing on the display.



The display shows the current selected volume.

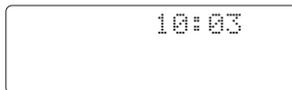


- 3 Dial the phone number.

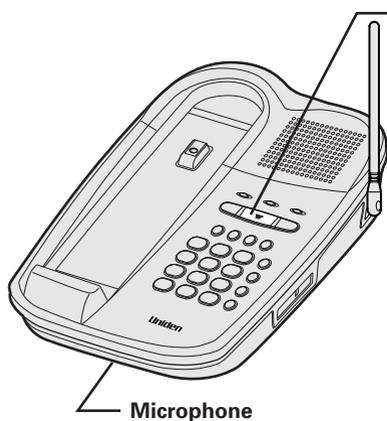
**Example:** Enter 817-858-3300



- 4 Press **talk** or place the handset in the base to end the telephone call. The call-time will be displayed for about 5 seconds. The phone returns to standby.



### Making a call with the base

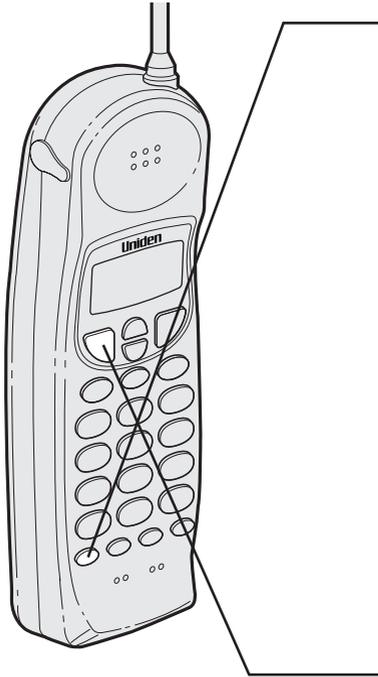


- 1** Press **speaker**.
- 2** Dial the number on the keypad.
- 3** When you finish the call, Press **speaker** to hang up.

### Redialing a call with the handset

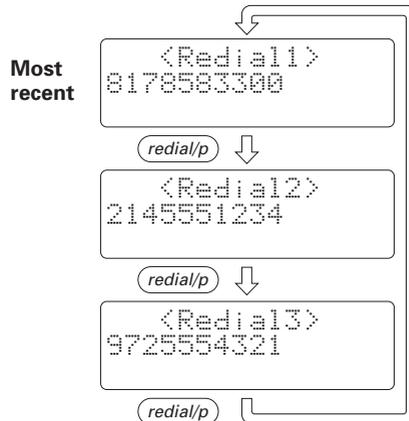
The last three phone numbers dialed can be quickly recalled.

#### [On-hook redialing]



**1** Press **redial/p**.  
The phone number that was last dialed appears on the display.

**2** Press **redial/p** again.  
Each press of **redial/p** will display one of the last three dialed numbers.



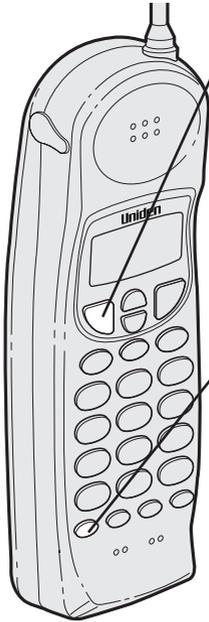
**3** Press **talk**.

#### Note

If the recently dialed number exceeds 32 digits, only the first 32 digits are retained for redialing.

## Making calls (continued)

### [Off-hook redialing]

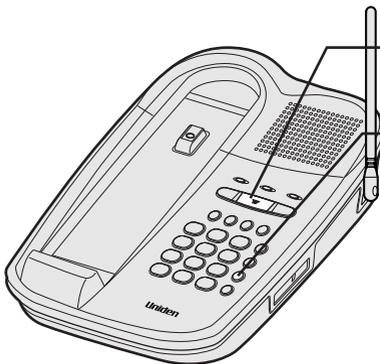


- 1 Press **(talk)** .  
"Talk" appears flashing on the display.



- 2 Press **(redial/p)** .  
The last number dialed will be displayed.  
History redial cannot be accessed while off-hook.
- 3 Press **(talk)** or place the handset on the base to complete the telephone call.

### Redialing a call with the base

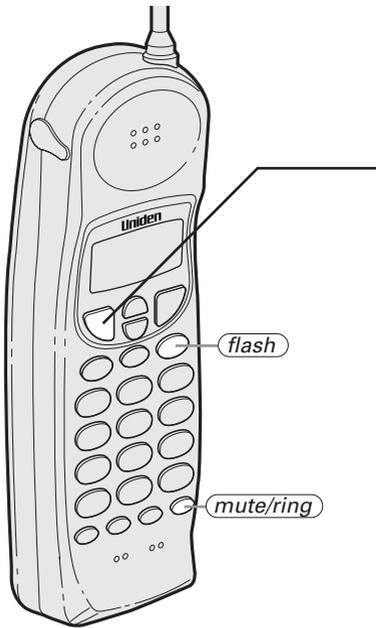


- 1 To call the last number dialed from the base, press **(speaker)** .
- 2 Press **(redial)** .

#### Note

The redial memory stores the numbers after the **(flash)** entry.

## Receiving a call with the handset



- 1** Phone rings.

Calling

- 2** Press **(talk)**. "Talk" appears flashing on the display.

Talk

Then the currently set ear volume is displayed for 2 seconds.

For example, if the volume is set to high, the display shows;

Talk  
<High>

- 3** The call-time display starts. Talk with the caller.

Talk 0:02

- 4** Press **(talk)** or place the handset on the base when the telephone call is finished.

The call time displays for about 5 seconds.

115:35

### Auto Talk when ringing

When the Auto Talk setting is on and there is an incoming call, simply lift the handset from the base unit to answer the phone. (See page 34.)

### Any key Talk when ringing

When the handset is off of the base, pressing any handset key other than **(mute/ring)** lets you answer the phone. (See page 34.)

### Mute when ringing

Press **(mute/ring)** when you would like to mute the ringing sound.

Since the handset rings normally with receipt of the next call, you must press

**(mute/ring)** for each call you receive.

# Receiving calls (continued)

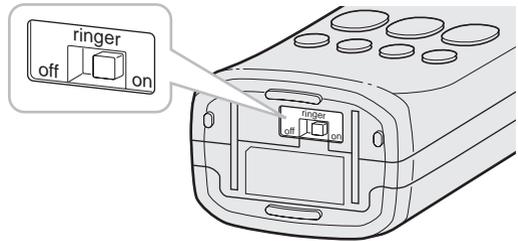
## Handset ringer tone

In the standby mode, press **(mute/ring)**.  
Each time **(mute/ring)** is pressed, the ringer tone setting changes and the selected ringer tone sounds for 2 seconds.



## Handset ringer switch

This switch turns the handset ringer on or off.



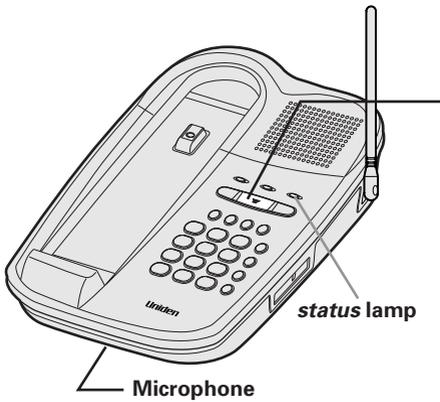
## Handset ear speaker volume

Pressing **(▲)** or **(▼)** during a telephone call or while the handset is in standby mode, will change the ear speaker volume of the handset. This setting will remain in effect after the telephone call has ended.



When you press **(▲)** in Loud mode or press **(▼)** in Normal mode, an error sound beeps.

### Receiving a call with the base



- 1** The base rings. The **status** lamp on the base flashes.
- 2** Press **speaker**.
- 3** When you finish the call, press **speaker** to hang up.

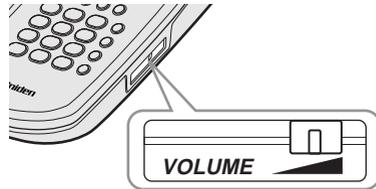
#### Base ringer switch

This switch turns the base ringer on or off.



#### Base speaker volume

To control the speaker volume of the base, adjust the **VOLUME** slide switch as desired.

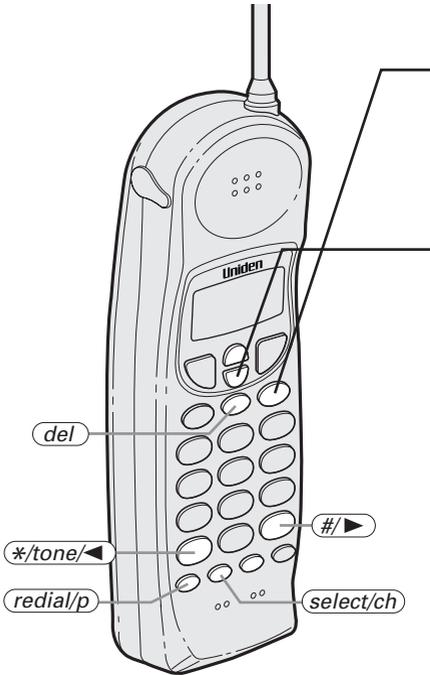


# Memory storing

Your EX1 8965 stores up to 20 name/numbers in handset plus 10 numbers in the base.

## Storing phone numbers and names

### With the handset



**Example:** To store a name (MOM AND DAD) and number (8175553300) in memory location 03.

- 1 Press and hold **mem** until "Memory Store" is displayed.

```
Memory Store
01 UNIDEN CORP
02 JOHN DOE
```

- 2 Press **▲** or **▼** to scroll to the memory number where you would like to store the number.

```
Memory Store
02 JOHN DOE
03
```

Or press the keypad (**0** to **9**) to select the memory location (01 - 20) where you would like to store the number.

**Example:** Enter 03

```
Location No.03
```

- 3 Press **select/ch**.  
When an empty memory location is selected, "Store Name" is displayed. The cursor flashes indicating that the display is ready for the name to be entered.

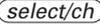
If this screen appears, the selected memory location is already stored. Then you must either change the entry in this location. (See page 25.)

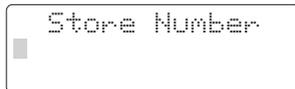
```
Store Name
```

```
Edit Memory03
Delete Memory03
Go Back
```

## Memory storing (continued)

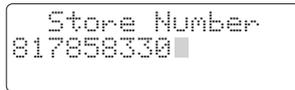
- 4** Use the , , , , or  keys to enter the name. The name cannot exceed 13 characters.
- Use the  and  key to scroll through the character menu. It contains upper and lower case letters, numbers, punctuation marks and various characters.
  - Use  and  to move the cursor to the desired location.
  - Use  key to delete characters as needed.

- 5** Press .  
"Store Number" is displayed. The cursor flashes indicating that the display is ready for the number to be entered.



```
Store Number
█
```

- 6** Use the number keypad or , , or  keys to enter the phone number. The phone number cannot exceed 20 digits.



```
Store Number
017858330█
```

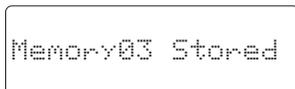
- Use the  key to enter pause in the dialing sequence. The display shows a "P".

**Note** The pause feature is useful for long distance calling, credit card dialing, or sequences that require a pause between digits.

- Use the  key to delete digits as needed.

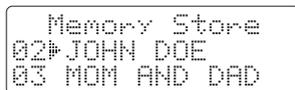
- 7** Press .  
The handset beeps and displays the confirmation screen. Memory storage is complete.

For example, if you store a name and number into memory location number 03, the display shows "Memory03 Stored".



```
Memory03 Stored
```

After about 2 seconds, "Memory Store" is displayed.



```
Memory Store
02*JOHN DOE
03 MOM AND DAD
```

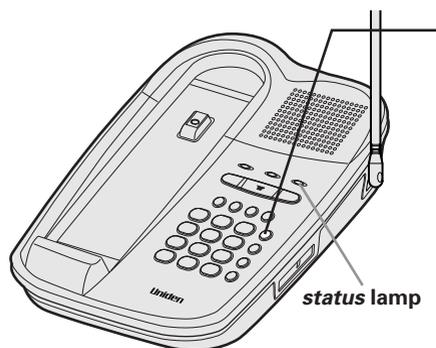
---

### Note

When you are using a menu screen, you must press a key within 20 seconds or the phone will return to standby. If you return the handset to the cradle the phone will return to standby too.

## Memory storing (continued)

### With the base

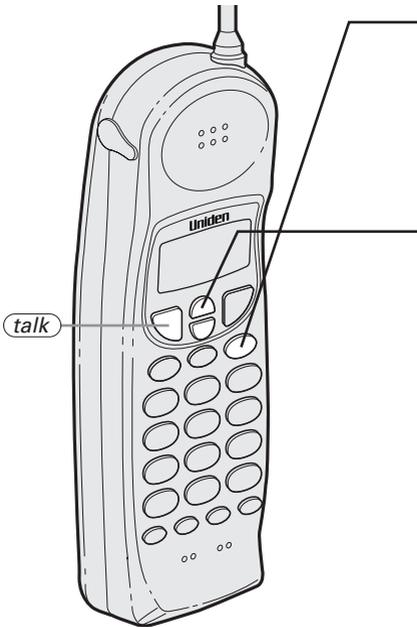


**Note** You can store only numbers in the base's memory

- 1** Press **memory**.  
The **status** lamp blinks.
- 2** Dial the number you wish to store.
- 3** Press **memory**. Enter the memory location number (0-9) on the keypad.  
The **status** lamp goes out.  
A confirmation tone beeps, and the number is stored.

# Memory dialing

## With the handset [On-hook dialing]



- 1** Press **(mem)**.  
The handset displays your programmed memory locations.

```
01 UNIDEN CORP
02 JOHN DOE
03▶ MOM AND DAD
```

- 2** Press the **(▲)** and **(▼)** keys to select the memory location you would like to dial.

For example, if the **(▼)** key is pressed once, the cursor moves down to the next memory location number.

```
02 JOHN DOE
03 MOM AND DAD
04▶
```

Or enter the two-digit number with the number keypad to select the memory location you would like to dial.

For example, if you pressed 1, 5 on the keypad, the display shows memory location number 15 with the cursor in that line.

```
15▶ JOHN SMITH
16 <Memory16>
17
```

- 3** Press **(talk)**. "Talk" flashes and the volume setting appears on the display. Then the displayed number is dialed.

```
***Talk***
0123456789012
```

### Notes

- If you press **(select/ch)** before **(talk)**, you can confirm the name and number stored in the selected memory location.
- To exit the memory function without dialing, press **(mem)**. The handset returns to standby.
- Whenever you are using a menu screen, you must press a key within 20 seconds or the phone will return to standby.

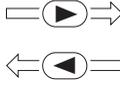
# Memory dialing (continued)

## Display a Programmed Number

Use the **#/▶** and **\*/tone/◀** keys to toggle between the names display and the numbers display.

### Program name

```
01 UNIDEN CORP
02 JOHN DOE
03▶ MOM AND DAD
```



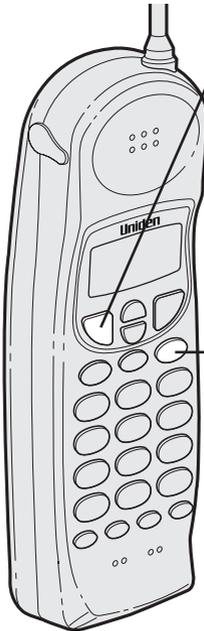
### Program number

```
01 8178583300
02 5452930
03▶ 8175551212
```

**Note** When the stored phone number has 14 or more digits, "▶" is displayed next to the 12th digit. Press **#/▶** to see the extra digits and **\*/tone/◀** to return.

```
15 0123456789012
16▶ 011813554329+
17
```

## [Off-hook dialing]



- 1 Press **talk**.  
"Talk" flashes and the volume setting appears.

```
>Talk<
```



```
Talk
<High>
```

- 2 Press **mem**.

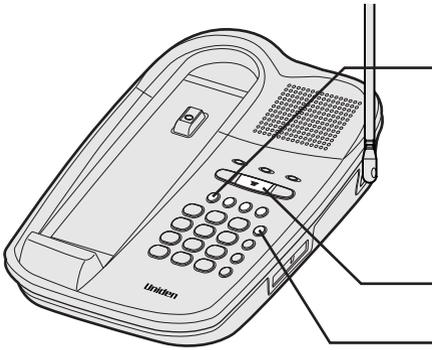
```
Talk 0:00
```

- 3 Press the number keypad to select the memory location (01 - 20) of the desired phone number.  
The selected phone number is displayed.  
Then the number is dialed.

```
Talk 0:35
0123456789012
```

## Memory dialing (continued)

### With the base



#### [One touch dialing]

Press the one touch dial key ( *m1* - *m4* ) to dial the numbers stored in location 1 - 4 on the keypad.

#### [Standard dialing]

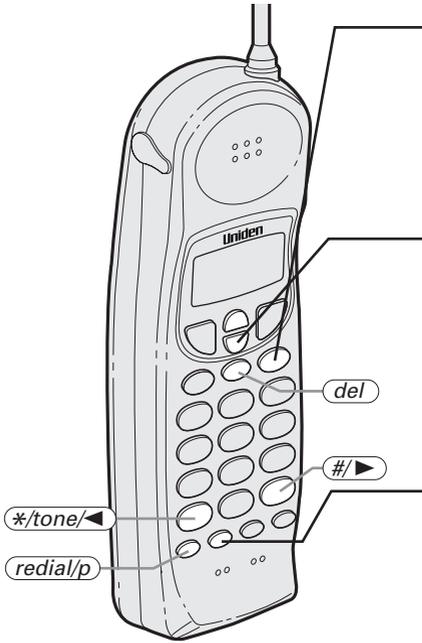
- 1 Press *speaker*.
- 2 Press *memory*. Enter the memory location number (0-9), to dial the number.

#### Note

To use the one-touch dial keys, store numbers in memory locations (1 - 4). You cannot store numbers directly into the one - touch dial keys ( *m1* - *m4* ).

# Memory editing

## Editing a stored name and/or phone number



- 1** Press and hold **(mem)** for 2 seconds. The display shows the memory screen and any saved name/number.

```
Memory Store
01 UNIDEN CORP
02 JOHN DOE
```

- 2** Press the **(▲)** or **(▼)** keys or number keypad to select the memory location (01 - 20) you would like to edit.

```
Memory Store
01 UNIDEN CORP
02 JOHN DOE
```

(See page 22.)

- 3** Press **(select/ch)**. The following screen appears with the memory location number that you have selected in the display.

For example, if you selected memory location number the display shows memory 01 as the location in the selected.

```
Edit Memory01
Delete Memory01
Go Back
```

- 4** Press the **(▲)** or **(▼)** key to select "Edit Memory", then press **(select/ch)**. The following screen appears. The cursor flashes indicating that the display is ready for the name to be edited. When a name has not been stored, the cursor appears at the beginning of the second line.

```
Store Name
UNIDEN CORP
```

- 5** Press **(▲)**, **(▼)**, **(#/▶)**, **(\*/tone/◀)**, or **(del)** to edit the name. (See page 20.) To edit only the phone number, skip this step.

- 6** Press **(select/ch)**. The following screen appears. The cursor flashes indicating that the display is ready for the number to be edited.

```
Store Number
017856330
```

# Memory editing (continued)

**7** Use the dial keypad, **(redial/p)**, or **(del)** key to edit the phone number. The phone number cannot exceed 20 digits. (See page 20.) When the phone number will not be edited, skip this step.

**8** Press **(select/ch)**. The handset beeps and displays the confirmation screen. The memory storage is complete. For example, if you store a name and number into memory location number 01, the display shows "Memory01 stored".

```
Memory01 Stored
```

After about 2 seconds, "Memory Store" is displayed.

```
Memory Store
01 UNIDEN CORP
02 JOHN DOE
```

**9** Press **(mem)** to return to standby mode.

## Display a Programmed Number

Use the **(#/▶)** and **(\*/tone/◀)** key to toggle between the names display and the numbers display.

### Program name

```
Memory Store
01 UNIDEN CORP
02 JOHN DOE
```

### Program number

```
Memory Store
01 8178583300
02 5452930
```

• When the stored phone number has 14 or more digits, "➔" is displayed next to the 12th digit.

Press **(#/▶)** to see the extra digits and **(\*/tone/◀)** to return.

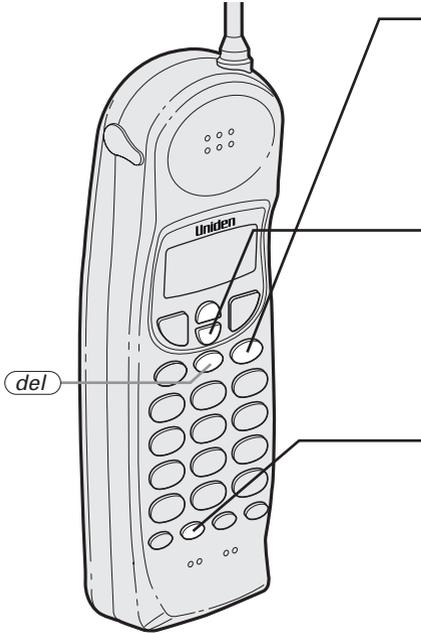
```
Memory Store
06 011813554329+
07
```

```
Memory Store
+3000000
```

# Memory erasing

## Erasing a stored name and phone number

### With the handset



- 1** Press and hold **(mem)** for 2 seconds. The display shows the memory screen and any saved name/number.

```
Memory Store
01 UNIDEN CORP
02 JOHN DOE
```

- 2** Press the **(▲)** or **(▼)** keys or number keypad to select the memory location (01 - 20) you would like to edit.

```
Memory Store
01 UNIDEN CORP
02 JOHN DOE
```

- 3** Press **(select/ch)**. The following screen appears with the memory location number that you have selected in the display.

For example, if you selected memory location number the display shows memory 02 as the location in the selected.

```
► Edit Memory02
Delete Memory02
Go Back
```

- 4** Press **(▼)** to move the cursor down to "Delete Memory" command line.

```
Edit Memory02
► Delete Memory02
Go Back
```

- 5** Press **(select/ch)**. The following confirmation screen appears.

```
Delete Memory02?
Yes
► No
```

- 6** Press **(▲)** to move the cursor to "Yes".

- 7** Press **(select/ch)** or **(del)**.

There is a confirmation tone and the entry is deleted. The following screen appears.

For example, if memory location number 02 is selected for deletion, the following display appears as the confirmation screen.

```
Memory02 Deleted
```

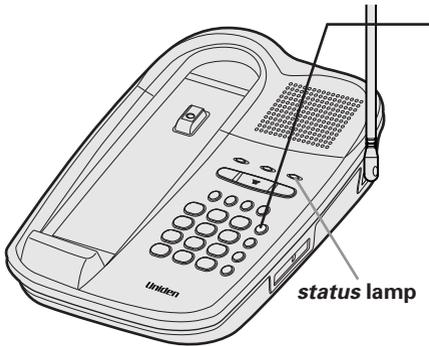
## Memory erasing (continued)

**8** After 2 seconds the display returns to the "Memory Store" screen. You may select another number to delete (return to step 4).

```
Memory Store
02
03 MOM AND DAD
```

**9** Press **mem** to return to standby.

### With the base

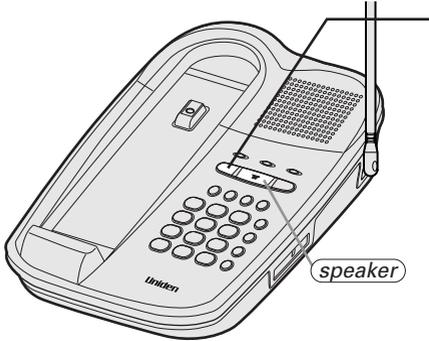


- 1** Press **memory**.  
The **status** lamp blinks.
- 2** Press **memory** again.
- 3** Enter the memory location number (0-9) of the number you wish to delete. The **status** lamp goes out. A confirmation beep indicates the number has been erased.

# Mute

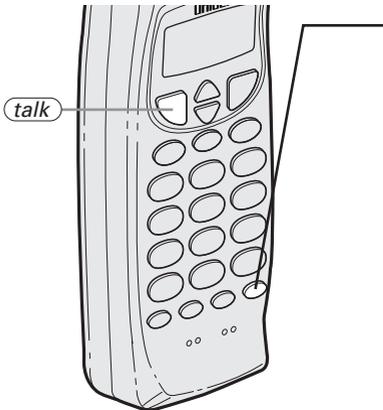
You can turn off the base or the handset microphone so that the person whom you are talking with cannot hear you.

## When speaking with the base



- 1 Press **mute** during a telephone call. The microphone is turned off.
- 2 To cancel mute, press **mute** , or **speaker** .

## When speaking with the handset



- 1 Press **mute/ring** during a telephone call.  
  
The microphone is turned off.
- 2 To cancel mute, press **mute/ring** or **talk** .

## When phone is ringing

Press **mute/ring** when the phone rings. The ringer sound is turned off.

# 3-way conference features

## 3-way conference

The Uniden EXI 8965 permits 3-way conversations between the handset, base and an outside line.

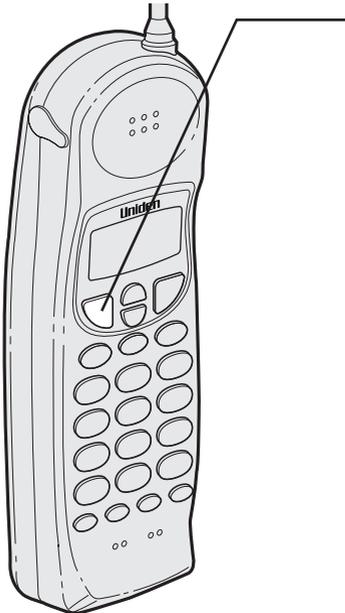


### When speaking on the handset



- 1 Press **speaker** on the base. This will set the 3-way conversation mode.
- 2 Press **speaker** on the base to cancel the 3-way conference. The handset remains connected to the outside line.

### When speaking on the base



- 1 Press **talk** on the handset. This will set the 3-way conversation mode.
- 2 Press **talk** on the handset to cancel the 3-way conference. The base remains connected to the outside line.

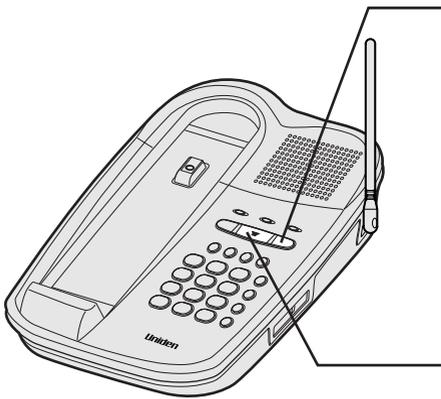
#### Notes

- Pressing the **speaker** key on the base while dialing with the handset will set the 3-way conversation mode, and dialing is not affected.
- Dialing from the 3-way conversation mode is possible only from the handset.
- During a 3-way conversation, you can dial from the handset.

# Intercom feature

## Using your EXI 8965 intercom

### Paging from the base to handset

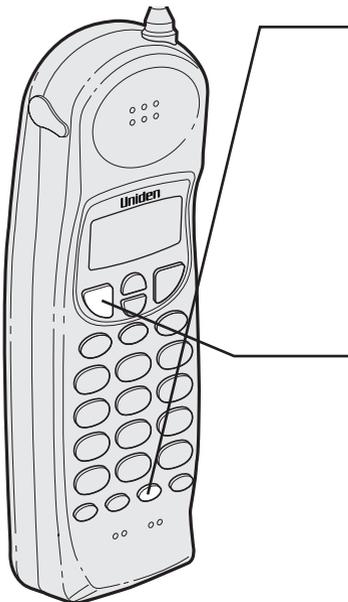


- 1 Press **page/int'com** on the base. The handset beeps. (If no answer, press **page/int'com** again to disconnect.)

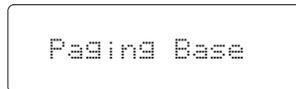


- 2 Press **int'com** or **talk** on the handset to answer. "Intercom" appears on the display.
- 3 To turn off the intercom, press **talk** on the handset or **speaker** on the Base.

### Paging from the handset to base



- 1 Press **int'com** on the handset. (If no answer, press **int'com** again to disconnect.)



- 2 At the base, press **page/int'com** or **speaker** to answer. Speak into the base microphone.
- 3 To turn off the intercom, press **talk** on the handset or **speaker** on the base.

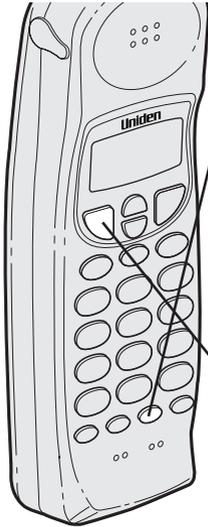
#### Notes

- If the page is not answered within one minute, the paging sound stops automatically.

# Call transfer feature

## Transferring a call

### To transfer from the handset to the base



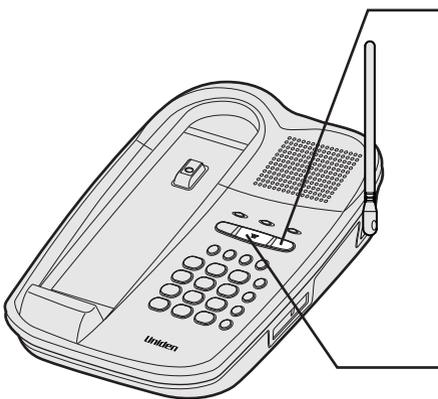
- 1 Press **int'com** on the handset. The caller is put on hold and the intercom tone sounds on the base.

Hold  
Paging Base

- 2 Press **page/int'com** or **speaker** on the base. The intercom mode is activated, but the caller is still on hold.

- 3 To transfer the call to the base, press **talk** on the handset. To cancel the transfer, press **speaker** on the base.

### To transfer from the base to the handset



- 1 Press **page/int'com** on the base. The caller is put on hold and the intercom tone sounds on the handset.

Hold  
Paging

- 2 Press **int'com** or **talk** on the handset. The intercom mode is activated, but the caller is still on hold.

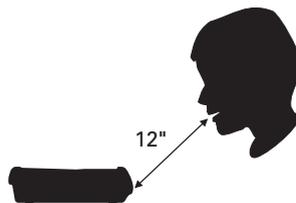
- 3 To transfer the call to the handset, press **speaker** on the base. To cancel the transfer, press **talk** on the handset.

## Speakerphone feature

### Using the speakerphone

You may use the base as a speakerphone. To answer calls, press **speaker** on the base. To hang up, press **speaker** again.

The base microphone is located under the phone. Position yourself approximately 12 inches away from the base and speak clearly.



## Caller ID service

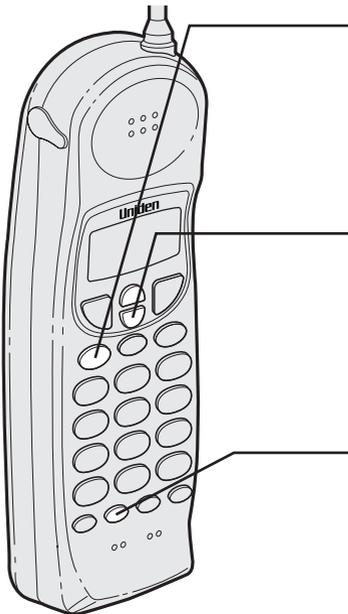
**You must subscribe to the Caller ID service from your telephone company to use this feature.**

When the telephone rings, the Caller ID feature allows you to view the caller's name and phone number on the display before you answer the phone.

The handset displays the phone number of the incoming call, the name, time, and the number of calls. Additionally, you can dial the displayed number, and store the information for memory dialing.

## Setting the Caller ID options

There are three Caller ID options, Auto Talk, CIDCW (Caller ID with Call Waiting), and Area Code.



- 1** In the standby mode, hold down **(call id)** until the Caller ID setting menu appears.

```
1 Auto Talk:Off
2 CIDCW      :On
3 Area Code:
```

- 2** Press **(▲)** or **(▼)** to move the cursor to the item that is to be set.

**Example:** To select CIDCW

```
1 Auto Talk:Off
2 CIDCW      :On
3 Area Code:
```

- 3** For Auto Talk and CIDCW, press **(select/ch)** to toggle between on and off. For the Area Code setting please see page 10.

- 4** To complete the settings, press **(call id)**. The phone returns to standby mode.

## When the telephone rings

- 1** When the Caller ID message is received, the **status** lamp blinks. The display shows the caller's phone number, along with the date and time. The incoming call information is stored in Caller ID record. If the Caller ID service includes the caller's name, the caller's name appears on the display (up to 15 letters).

The date and time received — 5/11 12:30PM 01  
Caller's name — UNIDEN CORP  
Caller's phone number — 813-858-3300

Here are some typical displays;

**When the phone number and name data are received**

```
5/11 12:30PM 01
UNIDEN CORP
817-858-3300
```

**When a private name is received**

```
5/11 12:30PM 01
Private Name
817-858-3300
```

**When an unknown name is received**

```
5/11 12:30PM 01
Unknown Name
817-858-3300
```

**When invalid data is received**

```
Incomplete Data
```

**When a private number is received**

```
5/11 12:30PM 01
UNIDEN CORP
Private Number
```

**When an unknown number is received**

```
5/11 12:30PM 01
UNIDEN CORP
Unknown Number
```

- 2** When the telephone is answered, the display changes to "Talk".

### Notes

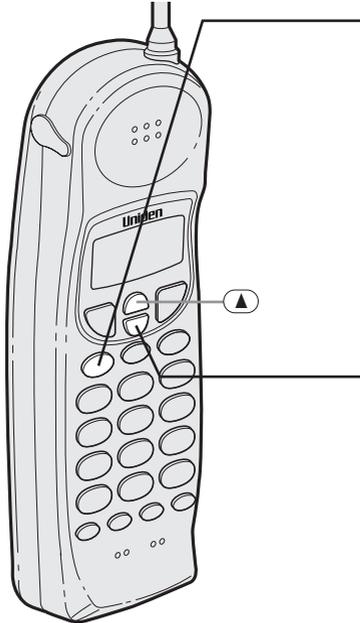
- If you answer a call before the Caller ID message is received (Example: before the second ring), the Caller ID message will not appear.
- When the call is received via a telephone company that does not offer Caller ID service, the caller's phone number and name do not appear. (This includes international calls.)
- When the call is via a private branch exchange (PBX), the caller's phone number and name may not appear.
- Data errors appear as "■".

```
5/11 12:30PM 01
UNI■EN CORP
813-8■■-3300
```

## Viewing the Caller ID Message list

The Caller ID list stores information for up to 50 incoming calls - even unanswered calls.

**Note** If a call comes in via a telephone system that does not offer Caller ID service, no information is stored.



**1** Press **(call id)**.

When there are new messages you have not reviewed, "New" and the number of calls are displayed. The summary screen shows how many new calls are stored, along with the total of new calls and old calls stored in the list.

```
New :01
Total:02
```

**2** Press **(down)** to display the latest caller ID message.

```
5/17 12:30PM 03
UNIDEN CORP
817-858-3300
```

**3** Press **(down)** to see the next message.  
Or press **(up)** to see previous message.

**4** Press **(call id)** to return to standby.

### Long Distance call settings and cancellation

Pressing **(1)** while the incoming call information is displayed (in step 2) will set or cancel a long distance call. The prefix "1-" will be displayed at the beginning of the phone number when a long distance call is set. (When the phone number is 15 digits long, only "1" is displayed.) Pressing **(1)** will cancel the long distance call setting.

```
5/17 12:30PM 03
UNIDEN CORP
1-817-858-3300
```

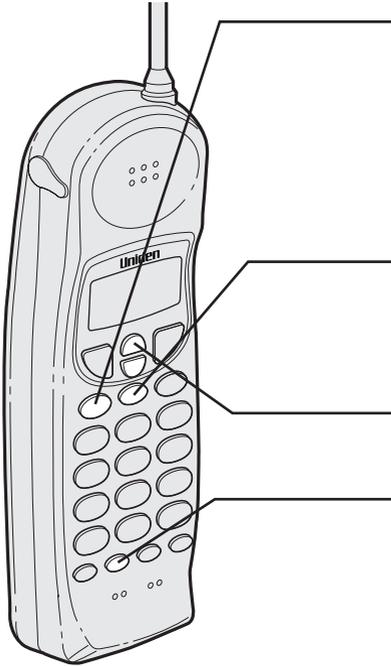
#### Notes

- "End" appears when you have received all messages in the Caller ID list.
- Press **(up)** to return to the summary screen.
- Each message can be up to 15 characters for the phone number and the name.

### Deleting information from the Caller ID list

The EXI 8965 stores up to 50 messages. If more new calls are received, messages stored in the list are deleted beginning with the oldest message in the list. Caller ID data can also be deleted manually.

#### Deleting a Caller ID message



- 1 Press **call id** .  
Display the message to be deleted from the Caller ID list by pressing **▲** or **▼** .

```
5/17 12:30PM 03
UNIDEN CORP
817-858-3300
```

- 2 Press **del** .

```
Delete Message ?
Yes
No
```

- 3 Press **▲** or **▼** to select "Yes" or "No".

- 4 Press **select/ch** or **del** .

**When the pointer is at "Yes":**

A beep tone sounds and the next Caller ID message displayed.

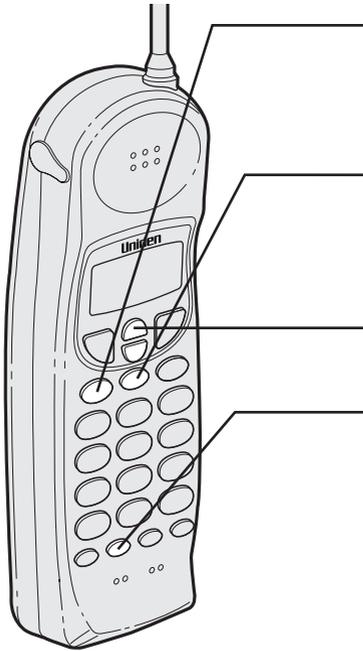
**When the pointer is at "No":**

The display returns to the Caller ID display.

#### Notes

- While using the "Delete Message ?" screen, if no key is pressed for more than 20 seconds, an error tone sounds and the telephone returns to standby.
- If you get an incoming call, the deleting operation is cancelled and the telephone returns to standby so you can answer the call.

## Deleting all Caller ID name/numbers



**1** Press **(call id)**.

```
New :01
Total:02
```

**2** Press **(del)**.

```
Delete All ?
Yes
No
```

**3** Press **(▲)** or **(▼)** to select "Yes" or "No".

**4** Press **(select/ch)** or **(del)**.

**When the pointer is at "Yes":**

A beep tone sounds and all stored Caller ID messages are deleted.

```
Total:00
```

**When the pointer is at "No":**

The display returns to the summary screen.

```
New :01
Total:02
```

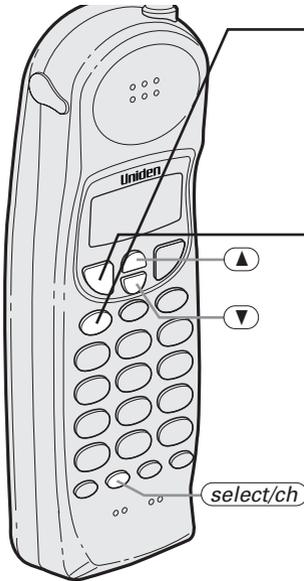
### Notes

- While using the "Delete Message ?" screen if no key is pressed for more than 20 seconds, an error tone sounds and the telephone returns to standby.
- If you get an incoming call, the deleting operation is cancelled and the telephone returns to standby so you can answer the call.

# Using the Caller ID list

## Calling a party from the Caller ID list

You can place a call from the Caller ID list.  
The EX1 8965 stores up to 50 messages.



- 1 Press **call id** .  
Select the phone number that you want to dial by pressing **▲** or **▼** .

```
5/17 12:30PM 03
UNIDEN CORP
817-858-3300
```

- 2 Press **talk** .

```
>Talk<
8178583300
```

The displayed phone number dials automatically.

## Long Distance calls

Pressing **1** while the incoming call information is displayed (in step 1) will set or cancel a long distance call.

## Dial edit

You can edit the phone number of Caller ID data when you press **select/ch** after the step 1.

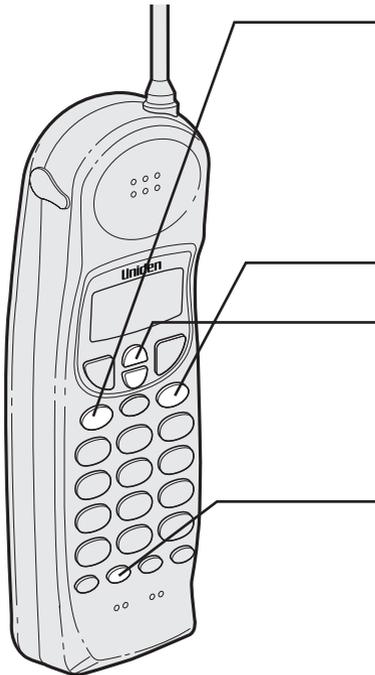
```
UNIDEN CORP
8178583300 █
```

### Notes

- When a long distance call has been set, "1" appears in the display.
- You cannot make a call from the Caller ID list if your EX1 8965 is connected to private branch exchange (PBX).

## Storing Caller ID messages in Memory dialing

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



- 1** Press **(call id)**.  
Select the phone number to be stored from the Caller ID list by pressing **(v)** or **(^)**.

```
5/17 12:30PM 03  
UNIDEN CORP  
817-858-3300
```

- 2** Press **(mem)**.

- 3** Press **(v)** or **(^)** to select the memory location.

```
Select Location  
01 UNIDEN CORP  
02 JONE DOE
```

- 4** Press **(select/ch)**.  
A beep tone will sound. The number is stored in memory, and the display returns to the Caller ID list.

```
5/17 12:30PM 03  
UNIDEN CORP  
817-858-3300
```

### Notes

- If a message has already been stored in the selected memory numbers location, a verification screen is displayed.  
Press **(^)** to select "Yes".  
Press **(select/ch)** to overwrite. The display returns to the Caller ID list.
- You can not store a Caller ID message if no phone number appears in the message.
- If no key is pressed for more than 20 seconds, an error tone sounds and the telephone returns to the standby mode.
- If there is an incoming call or page, memory storage is cancelled and the telephone is set to receive the incoming call or page.

```
Replace Memory ?  
Yes  
No
```

### Using "Caller ID with call waiting" service

"Caller ID" and "Call waiting" are separate services. CIDCW (Caller ID on Call Waiting) performs the same as regular Caller ID on a call waiting number. You must subscribe to the "Caller ID with call waiting (CIDCW)" service from your telephone company before you can use the following features. The "Call waiting" service can also be used independently. Please contact your telephone company for details.



- 1 When a new incoming call arrives during your current telephone call, the phone number and the name of the caller is displayed.

```
Talk 10:30
UNIDEN CORP
817-858-3300
```

- 2 Press **flash** .  
You will be able to talk with the person that has just called. The first caller will be put on hold.
- 3 To return to the first caller, press **flash** again.

### Changing the digital security code

The digital security code is an identification code used to connect the handset and the base unit. Normally, setting the code is not necessary.

The first time you charge your handset, the security code is automatically set. (See page 3.)

In the rare situation that you suspect another cordless telephone is using the same security code, you can change the code.



- 1** Remove the handset from the base unit. Press **(page/int'com)**.
- 2** While the handset is producing the paging sound, hold **(page/int'com)** while placing the handset in the base unit. The paging tone stops. Leave the handset on the base for at least 3 seconds. A random new security code is set.

---

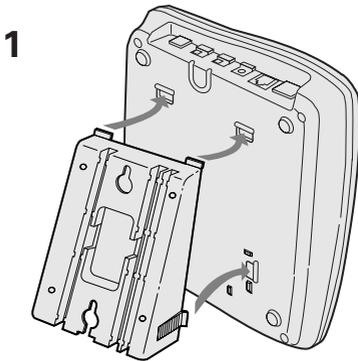
#### Note

If the handset battery pack is completely discharged or the battery pack removed, the digital security code will be lost. If this happens, a new security code is set automatically the next time the battery pack is charged.

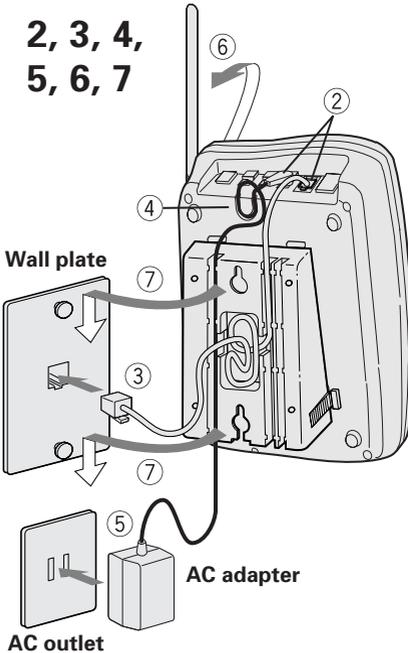
# Mounting the base unit on a wall

## Standard wall plate mounting

This phone can be mounted on any standard telephone wall plate.



- 1 Snap the wall mount adapter into the notches on the base.

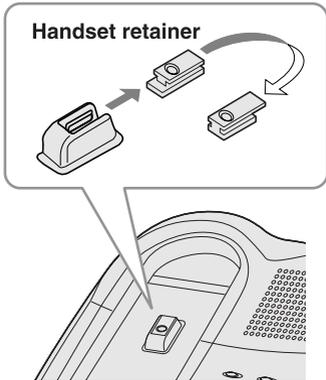


- 2 Plug the telephone line cord to the **TEL LINE** jack and the AC adapter to the **DC IN 9V** jack.
- 3 Plug the telephone line cord into the telephone outlet.
- 4 Wrap the AC adapter cord inside the molded wiring channel. Then wrap the cord around the strain relief notch.
- 5 Plug the AC adapter into a standard 120VAC wall outlet.
- 6 Raise the antenna to a vertical position.
- 7 Align the mounting slots on the base with the mounting posts on the wall. Push in and down until the phone is firmly seated.

### Note

Use only the Uniden AC adapter supplied with this phone.

## Additional information (continued)

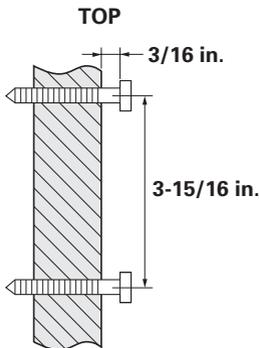


- 7 On the base unit, pull the handset retainer out of the slot.
- 8 Flip the retainer over and slide it back into the slot so that the lip of the retainer is up and the oval is down. The retainer holds the handset in place,

### Direct wall plate mounting

If you don't have a standard wall plate, you can mount your phone directly to the wall. Before doing this, consider the following:

- Avoid electrical cables, pipes, or other items behind the mounting location, that could cause a hazard when inserting screws into the wall.
- Try to mount your phone within 10 - 15 feet of a working phone jack to avoid excessive cord lengths.
- Make sure the wall material is capable of supporting the weight of the base and handset.

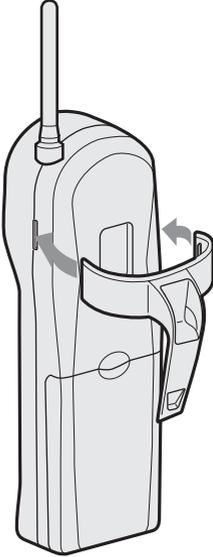


- 1 Insert two mounting screws into the wall, (with their appropriate anchoring device), 3-15/16 inches apart. Allow about 3/16 of an inch between the wall and screwheads for mounting the phone.
- 2 Refer to steps 1 through 8 on page 43 to mount the telephone.

### Installing the beltclip

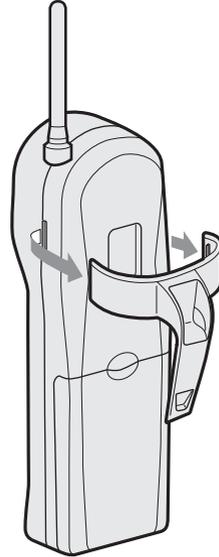
#### To attach the beltclip

Insert the beltclip into the holes on each side of the handset. Press down until it clicks.



#### To remove the beltclip

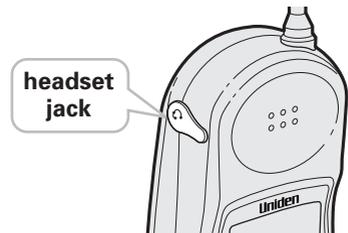
Pull both sides of the beltclip to release the tabs from the holes.



---

### Headset installation

Your phone may be used with an optional headset. To use this feature, simply plug any standard 2.5mm headset plug into the headset jack. Your phone is ready for hands-free conversation.



### Note on power sources

#### Battery replacement and handling

When the operating time becomes short, even after a battery is recharged, please replace the battery.

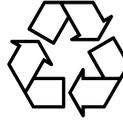
With normal usage, your battery should last about one year.

Please contact your place of purchase for a replacement battery.

#### Power Failure

During the period that the power is off, you will not be able to make or receive calls with the telephone.

#### RECYCLING NICKEL-CADMIUM BATTERIES



**NICKEL-CADMIUM BATTERIES MUST BE DISPOSED OF PROPERLY.**

**Ni-Cd**

Nickel-cadmium cells are used in the battery pack. Please take your used nickel-cadmium battery packs to a store that recycles nickel-cadmium batteries.

#### Caution

- Use the specified battery pack.
- Do not remove the battery from the handset to charge it.
- Never throw the battery into a fire, disassemble it, or heat it.
- Do not remove or damage the battery casing.

### Maintenance

#### When slightly dirty

Wipe with a soft, dry cloth.

#### When very dirty

Wipe with a soft cloth that has been dampened with diluted, neutral detergent. Dry with a dry cloth.

#### When the charging terminals become dirty

Wipe with a pencil eraser or other contact cleaner.

#### Caution

Do not use paint thinner, benzene, alcohol, or other chemical products. Doing so may discolor the surface of the telephone and damage the finish.

# Troubleshooting

If your phone is not performing to your expectations, please try these simple steps first.

Symptom	Suggestion
The status light won't come on when the handset is placed in the base unit.	<ul style="list-style-type: none"><li>• Make sure the AC adapter is plugged into the base unit and wall outlet.</li><li>• Make sure the handset is properly seated in the base unit.</li><li>• Make sure the charging contacts on the handset and base unit are clean.</li></ul>
The audio sounds weak and/or scratchy.	<ul style="list-style-type: none"><li>• Make sure that the base unit antenna is in a vertical position.</li><li>• Move the handset and or base unit to a different location away from metal objects or appliances and try again.</li><li>• Press <b>(select/ch)</b> to help eliminate background noise.</li><li>• Make sure that you are not too far from the base.</li></ul>
Can't make or receive calls	<ul style="list-style-type: none"><li>• Check both ends of the base unit telephone line cord.</li><li>• Make sure the AC adapter is plugged into the base unit and wall outlet.</li><li>• Disconnect the AC adapter for a few minutes, then reconnect it.</li><li>• Reset the digital security code (See page 42).</li><li>• Make sure <b>(talk)</b> is pressed.</li></ul>
The handset doesn't ring or receive a page.	<ul style="list-style-type: none"><li>• The battery pack may be weak. Charge the battery on the base unit for 12-15 hours.</li><li>• The handset may be too far away from the base unit.</li><li>• Place the base unit away from appliances or metal objects.</li><li>• Reset the digital security code (See page 42).</li></ul>
The Caller ID disappears.	<ul style="list-style-type: none"><li>• The handset was picked up before the second ring.</li><li>• The call was placed through a switch board.</li></ul>
The Caller ID does not display.	<ul style="list-style-type: none"><li>• Call your local telephone company to verify your Caller ID service is current.</li></ul>

# Specifications

## General

The EXI 8965 complies with FCC Parts 15 and 68.

Frequency control: PLL

Frequency shift keying: FSK

Operating temperature: 0°C to +50°C (+32°F to +122°F)

## Base unit

RX frequency: 902.119 MHz to 905.016 MHz (30 channel)

TX frequency: 924.997 MHz to 927.894 MHz (30 channel)

Power requirements: 9V 350mA (from AC adapter)

Size: 8-49/64 in. (W) x 6-27/32 in. (D) x 2-37/64 in. (H)  
(222.5 mm (W) x 174 mm (D) x 65.3 mm (H))

Weight: Approx. 20.2 oz. (Approx. 572 g)

AC adapter AD-420

## Handset

RX frequency: 924.997 MHz to 927.894 MHz (30 channel)

TX frequency: 902.119 MHz to 905.016 MHz (30 channel)

Power requirements: Rechargeable Nickel-Cadmium battery pack

Size (without antenna): 7 in. (W) x 2-17/64 in. (D) x 2 in. (H)  
(178 mm (W) x 57.6 mm (D) x 51 mm (H))

Weight: Approx. 9 oz. (254 g) (including battery)

Battery: BT905

Capacity 600 mAh, 3.6V

Talk mode 7 hours TYP

Standby mode 7 days TYP

Specifications, features, and availability of optional accessories are all subject to change without prior notice.

## At Uniden, we'll take care of you!

If you need any assistance with this product, please call our Customer Hotline at

**1-800-297-1023**

**PLEASE DO NOT RETURN THIS PRODUCT TO THE PLACE OF PURCHASE.**

Our Uniden representatives will be happy to help you with any matters regarding the operation of this unit, available accessories, or any other related matters.

Thank you for purchasing a Uniden product.

Hours: M-F 7:00 AM to 7:00 PM CST.

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**Uniden America Corporation**

4700 Amon Carter Boulevard  
Fort Worth, TX 76155

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