Audiovox PC200

ROAM   NSVC   CALL   CHGE

A–B   CAR   HDST   LOCK

LITE   **MUTE**   **◢R**   **◢V**

▲   **END**   **CLR**   **SND**

1   **2** ABC   **3** DEF

4 GHI   **5** JKL   **6** MNO

7 PRS   **8** TUV   **9** WXY

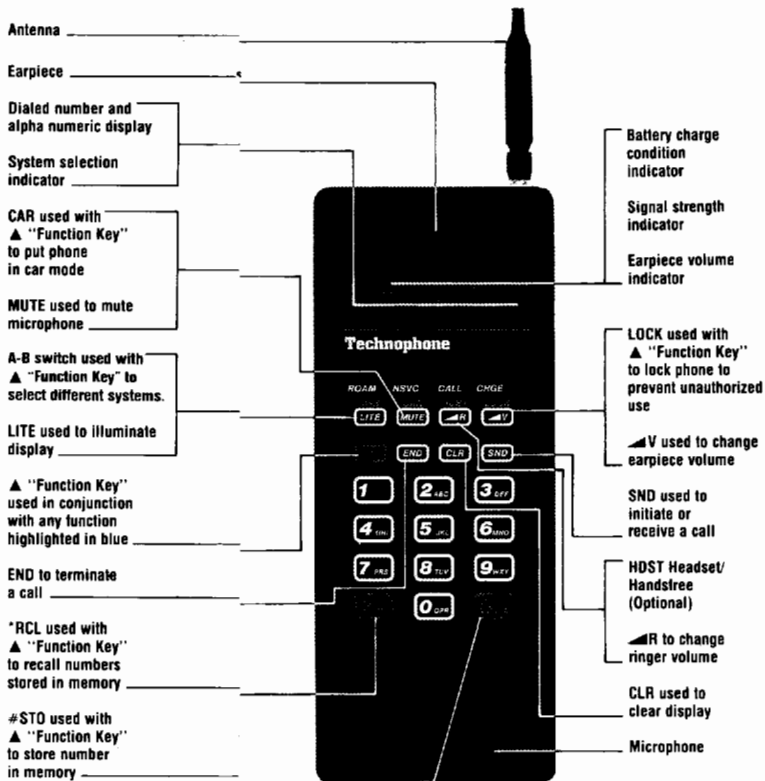**✱** RCL   **0** OPR   **#** STO

Table of Contents

The material contained herein is subject to change without
notice at the discretion of Technophone.

Welcome

Congratulations. You are the proud owner of a TECHNOPHONE,
the smallest, lightest, most advanced cellular telephone in the
world.

Take just a few moments to learn the basics of making and
receiving calls and just a little more time to master all the simple
controls so you can quickly take advantage of the many
performance and convenience features built into your unit. After
studying this guide, place a few calls. It's so easy because this
instrument was designed with simplicity in mind. Fingertip
operation keeps you in touch. Maintaining communications and
control was never easier.

Location of Controls

Antenna

Earpiece

Dialed number and
alpha numeric display

System selection
indicator

CAR used with
▲ "Function Key"
to put phone
in car mode

MUTE used to mute
microphone

A-B switch used with
▲ "Function Key" to
select different systems.

LITE used to illuminate
display

▲ "Function Key"
used in conjunction
with any function
highlighted in blue

END to terminate
a call

*RCL used with
▲ "Function Key"
to recall numbers
stored in memory

#STO used with
▲ "Function Key"
to store number
in memory

Battery charge
condition
indicator

Signal strength
indicator

Earpiece volume
indicator

LOCK used with
▲ "Function Key"
to lock phone to
prevent unauthorized
use

◢V used to change
earpiece volume

SND used to
initiate or
receive a call

HDST Headset/
Handsfree
(Optional)

◢R to change
ringer volume

CLR used to
clear display

Microphone

Technophone

ROAM   NSVC   CALL   CHGE

LITE   MUTE   ◢R   ◢V

END   CLR   SND

1   2 ABC   3 DEF

4 GHI   5 JKL   6 MNO

7 PRS   8 TUV   9 WXY

0 OPR

Quick Reference Guide

KEY	FUNCTION
A–B	Switch for selecting different systems
CAR	Puts the POCKETPHONE into the car mode
HDST	Turns on a headset or hands-free system (Optional)
LOCK	Locks the POCKETPHONE
LITE	Turns on the display illumination
MUTE	Turns off the microphone
◢ R	Changes the bleeper volume
◢ V	Changes the earphone volume
▲	Function Key: Used in conjunction with functions highlighted in blue
END	Ends a call
CLR	Clears the last digit entered on the numeric display or the whole number
SND	Makes or answers a call
*RCL	Recalls a number from memory
#STO	Stores a number into memory

NOTE: If the person you are calling is unable to hear you, check that you have not inadvertently forgotten to cancel 'MUTE' or 'HDST' modes. The microphone is disabled in each of these modes.

Basic Operation of the Pocketphone

1. SWITCHING ON THE POCKETPHONE
Press the *RCL key until you hear a long key pressed tone.
The phone will momentarily display 'TECHNOPHONE', followed by your telephone number and finally all four lamps (ROAM, NSVC, CALL, CHGE) simultaneously.
If the phone's UNLOCK CODE (refer to paragraph 7) has been switched ON, then carry out the following procedure:
Press *RCL until you hear a keypad tone.
Enter your four digit UNLOCK CODE
Press *RCL again.
Assuming that your signal strength (S), battery level (B) and system indicators (A or B) are positive (see page 21), the POCKETPHONE is now ON and ready for use.

2. INCORRECT ENTRY OF UNLOCK CODES
An error tone will be emitted if the wrong unlock code is entered. If the error tone is heard, you may immediately reenter the correct code to unlock the radio.

3. MAKING A CALL
Enter the number you wish to call using the keypad. Don't forget to input the area code first. If the number shown on the display is 'CORRECT':
Press the **SND** key and the number will be dialed. The green light will flash. When the call is accepted by the network the green 'CALL' lamp will light continuously. If the light fails to come on this means that the call has not been accepted and the **SND** key must be pressed again. A tone will sound in the earpiece indicating the failure. Successful calls can take up to 10 seconds to connect and up to 15 seconds to start ringing.

| **4. RECEIVING A CALL** | When your POCKETPHONE is dialed, the bleeper will ring and the green light will flash. Press the **SND** key to answer the call; the green light will now remain illuminated.

NOTE: If your POCKETPHONE is in the locked position, you will not be able to receive a call. |
5. ENDING A CALL	When the conversation has finished or the called number does not answer, press the **END** key. This terminates the call.
6. TURNING OFF THE POCKETPHONE	Press the ▲ key. Press the **LOCK** key. The POCKETPHONE is now 'locked' and SWITCHED OFF. Calls cannot be initiated or received in this mode. 'Memory' functions are not affected when the POCKETPHONE is 'locked' unless it has remained unused for several months.
7. SWITCHING ON THE UNLOCK CODE	Press *RCL to switch on the phone. Press *RCL again. Enter your six digit Security Number. Press *RCL Enter the UNLOCK CODE you wish to use (4 digits) and this appears on the display, together with the above. Finally press the *RCL key again and the display clears, leaving the UNLOCK CODE ON. The phone can now only be unlocked using the UNLOCK CODE.
8. CHANGING THE UNLOCK CODE	This is the same procedure as SWITCHING ON THE UNLOCK CODE, except that the phone does not have to be unlocked before the new UNLOCK CODE can be entered.

Controls and Keyboard Operations

1. LITE	This illuminates the display. Press the **LITE** key. The display will illuminate and will remain illuminated for five seconds after the **LITE** key has been pressed. In the car mode the display remains illuminated continuously.
2. MUTE	The **MUTE** key turns off the microphone so you may make comments without being overheard by the person on the phone. Pressing the **MUTE** key again reconnects the microphone. Each time the microphone is turned off, the display shows 'MUTE'. The microphone is reconnected automatically when the **END** key is pressed or the phone is locked.
3. RING	This key is used to vary the volume level of the ringer. You can vary between three levels: OFF, NORMAL, and LOUD. To change the ringer level setting, press ◢R key for the desired level, locking the phone does not change this level. *NOTE: Even if the ringer is turned off, the green light will flash indicating an incoming call but no Ring will be heard.
4. VOLUME	This key is used to vary the volume level of the earpiece. You can vary the volume to three levels, V ▬, V ▬, and V ■, with level V ■ as the loudest. To change the volume setting, press the ◢V key for the level you desire. The volume will remain at this setting until changed.
5. UP ARROW	This function key, ▲, is used to initiate various operations described in this booklet. UP ARROW must first be pressed to initiate A/B SYSTEM SELECT, CAR, HEADSET, LOCK, RECALL and STORAGE functions.

These keys and the ▲ "Function" key are highlighted in blue. |

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6. A-B SYSTEM SELECTION

The **A-B** key is used to select the serving system and telephone number on which the phone is to operate. This key also allows the user to change the telephone number of the phone depending in which system and/or City the phone is being used. To change from, for example system A in New York to system A in Dallas or system A in San Francisco to system B in San Francisco, press ▲ and the **A-B** key. If the system selected is not the correct one, then press the A-B to scroll on to the next telephone number programmed and keep scrolling thru until the correct telephone number and/or system is displayed.

Each telephone number and system programmed into the phone will, when first selected display the telephone number, the system type ie. **SYSTEM A** or **SYSTEM B**, and the City or State in which the telephone number is logged on.

For example:

516 521 3780 NY -B

Where NY refers to New York and -B refers to System B.

If the A-B key is pressed, this will change to, for example:

415 789 3468 LA -A

Where LA refers to Los Angeles and -A refers to System A.

7. CAR MODE

When your POCKETPHONE is plugged into your vehicle (using the optional Quick-Connect Vehicular Kit or the Permanent Installation Kit) press the ▲ and the **CAR** keys. This places the phone in the car mode. The NSVC and ROAM lights are operative in this mode, and the display will be constantly illuminated. We recommend that you do not leave your POCKETPHONE in your vehicle for extended periods of time.

8. HEADSET/ HANDSFREE

The **HDST** key is an ON/OFF switch for turning on the headset used for hands-free operation (optional accessory). After the headset has been plugged into the receptacle at the base of the phone, press the ▲ and the **HDST** keys and the display reads 'HDST'/'HFREE' for a period of 5 seconds. Depressing the **HDST** key within 5 seconds will change the ON/OFF status of the unit. When the headset is on the microphone in the phone is turned off.

When the Hands free unit is switched on and connected to the phone, the phone recognises this and switches the phone into Hands free mode automatically. The phone then displays 'HDST'/'HFREE' to inform the user that the phone is now in handsfree mode and the microphone in the phone is now turned off. Switching off the Hands free unit automatically switches the phone out of handsfree mode.

9. LOCK

A Security number is entered into your unit when you take delivery to provide security against unauthorized use of your phone. If you wish to change your unlock code for any reason, see instructions on Page 7 of this manual.

10. SEND

The **SND** key is used to initiate the dialing of a call and to answer calls. When you have keyed in a number or recalled it from the memory, press the **SND** key. This dials the number. The call timer appears on the display as 'ooMoo' and the call light will flash indicating a call attempt is in progress. When a call has been accepted by the cellular system, the call light will be continuously illuminated, and the call timer will start displaying the time in minutes and seconds (00M01 for example).

When your phone is ringing, the call light will flash and you press **SND** to answer the call. The call light will illuminate and the timer will start. The **SND** key is also used to initiate your "Last Number Redial" feature. When you call a number and the call is not completed, you can redial it simply by pressing the **SND** key. The last number dialed is automatically stored in memory position '00'. To check the last number dialed, press ▲, ***RCL**, and **"00"** and the number will be displayed.

11. CLEAR

CLR key is used to clear the display or cancel a command. The first time the **CLR** key is pressed, the last digit entered is cleared from the display

	(used to correct an error while dialing). The second time **CLR** is pressed, within half a second, the complete numeric display is cleared.
12. END	This key is used to terminate calls. When you have finished your conversation, simply press the **END** key. The display will continue to show any number dialed to the scratchpad memory during the call, or recalled from the stored memory during the call.
13. STORE	**#STO** is used to store phone numbers and names in the alphanumeric memory. The unit has room to store 99 different phone numbers and name labels (memory positions 01 to 99). The alphanumeric memory of your POCKETPHONE allows you to store names of up to eight letters with their telephone numbers. The unit's key-pad is the same as those on standard telephones which omit the letters "Q" and "Z." The number '1' key is used to enter a "blank space," "Q" or "Z", for example, we will store the number 5-123456 for Q SMITH in position 35. We start with the number first and use the following sequence: Enter **5-123456**, ▲, **#STO, 35**, (The Display will indicate 'MEMORY EMPTY'), **#STO**. If the memory position is not empty, the number stored there will be shown on the display and a warning tone will be emitted. If you wish to overwrite this memory, press the **#STO** key once and the new number will replace the old one in this position. You are now able to enter the alphanumeric designation for the new number. If you do not wish to overwrite this stored number, then press the **CLR** key and repeat the process using another storage position. The name is stored on the second line of the display. To enter each letter on the display, press the appropriate key one to four times, depending on the letter's position on the key. To bring up the letter "Q" from the **1** key, press the key three times. You will see displayed in sequence '1' '(Space)'

'Q', 'Z'. If you make a mistake, they will recycle. The letter is not stored in memory until you press the **#STO** key. The **#STO** key must be pressed after each letter is confirmed on the display.

Press **1** key 2 times for space then **#STO**
Press **7** key 4 times for S then **#STO**
Press **6** key 2 times for M then **#STO**
Press **4** key 4 times for I then **#STO**
Press **8** key 2 times for T then **#STO**
Press **4** key 3 times for H then **#STO** Twice
The first time **#STO** is pressed, the unit stores the H. The second time stores the entire sequence.
To store a number without a name label (for example, 5-654321, in memory position 34, use the following procedure:
Enter **5-654321**, ▲, **#STO, 34**. If the memory location is empty, the message 'MEMORY EMPTY' appears on the display. To store the number, press the **#STO** key twice.
If the memory position is not empty, either overwrite the memory by pressing **#STO** twice or clear display and select new memory position.
It is recommended that you enter numbers stored in memory in the handy Telephone Index section at the back of this manual.

14. RECALL	To recall a number stored in memory, press the ▲ key and the **RCL** key plus the two digit memory location number. The number will be displayed with any corresponding names. To dial a recalled number, simply press the **SND** key. Names and numbers may be located by scrolling the memory. Grouping numbers is also a good way to help you locate memory positions quickly. Personal numbers could be grouped in positions 1 to 20, business numbers in 21 to 40, etc. To review or search for numbers stored in memory, you can scroll the list by using the following sequence: ▲, *****RCL**. (any two digit memory number).

Each time you press the ▲ key, within five seconds it scrolls to the next memory.

15. SERVING SYSTEM INDICATION

This feature indicates the cellular system to which the POCKETPHONE is registered. A no-service condition is shown when the system indicator is blocked out by a solid black square. The pocketphone can be used on both 'A' and 'B' systems, the relevant letter ie 'A' or 'B' will show service.

16. SCRATCHPAD MEMORY

The scratchpad memory feature allows you to put a telephone number onto the display while a call is in progress. Press the **CLR** key twice before keying in a scratchpad number. This defeats the audible tone transmission. The scratchpad number can then be dialed when the present call is ended by simply pressing **SND**, or it can be stored in memory (See Page 10- **STORE**).

17. AUTOMATIC REDIAL

When this feature is activated, your phone will automatically dial the number entered on the display after a delay of two minutes. If no number is present on the display, it will dial the last number sent. To initiate automatic redialing of a number, press ▲ key, ***RCL**, and **#STO**. The message '2 MINUTE REDIALING' will appear on the display followed by the number being called. To cancel the redial, press **END**. 'REDIAL CANCELLED' will appear on the display.

18. ACCUMULATIVE CALL TIMER

The accumulative call timer records the total time the phone is used. This can help you keep a monthly record of usage. To examine the total time used, press the ▲ key, and **SND** key. This display will be in the XXXX format, representing from 0 to 9999 minutes of operation. The accumulated time can only be reset by entering a new unlock code (see page 7). When it reaches the maximum time of 9999, it will recycle to 0.

19. ROAMING

When your phone number was entered at time of purchase, the phone was registered on either the A or B system. This registration becomes

your 'Home System'. When the POCKETPHONE is turned on, the letter 'A' or 'B', whichever system the phone was originally registered on, will appear at the right side of the display. When in your home system this letter remains constant. When service is available in an area other than the Home System, the 'A' or 'B' indicator flashes to indicate roaming. Roaming facilities may be automatic between different carriers, or may need to be arranged with the local carrier. Where roaming is not automatic, an attempt to place a call usually returns a recorded message giving instructions on how to set up a roaming facility. The Multi-NAM facility in the pocketphone also makes it possible to have a local number in the roaming area. Where this has been pre-arranged, the number is selected by use of the ▲, A-B keys (See p.9, paragraph 6).

20. OCC LONG DISTANCE DIALING

OCC stands for 'Other Common Carrier', alternate long distance services such as Sprint or MCI. Your **POCKETPHONE** includes storage capability for two OCC services and their respective ID and access numbers. Before storing your access and ID numbers in the unit, check with your OCC service to find out which dialing system they use. For instructional purposes, we will call them OCC Service #1 and OCC Service #2. OCC Service #1: If your service requires dialing your ID number first then the long distance number shown on the display, use storage locations 96 and 97. OCC Service #2: If your service requires dialing the long distance number shown on the display first then the ID number, use storage positions 98 and 99.
Local Access Storage: To store your local OCC access telephone number, enter the number, press the ▲ Key, press **#STO, 96** **#STO**, **#STO**. (Use 98 for OCC Service #2.)
ID Storage: To store your ID number, enter the number, press ▲ key, press **#STO, 97, #STO, #STO**. (Use 99 for OCC Service #2.) Once your ID number is placed in memory, it cannot be recalled; for security purposes, it will not be displayed.

OCC Dialing: OCC dialing is performed in one of two ways. This depends on which of the two dialing systems described above your OCC service uses.

OCC Service #1:
a. Enter the long distance number you are calling.
b. Press ▲, *RCL, *RCL, SND. This automatically dials the local access number in memory position 96.
c. Wait for the ringing indication followed by a beep or tone from the OCC.
d. Press *RCL. The ID number and the destination number are automatically dialed and the call is placed.

OCC Service #2:
a. Enter the number you are calling.
b. Press ▲, *RCL, *RCL, *RCL, and SND. This will automatically dial the local office in location 98.
c. Wait for the ringing indication followed by a beep or tone from the OCC.
d. Press *RCL. The ID number and the destination number are automatically dialed and the call is placed.

21. RESTRICTED CALLING

Outgoing calls from the phone may be restricted to the following categories:—
1. Incoming calls only
2. No international calls
3. Local calls only (7 digits maximum)

These restrictions are applied by unlocking the phone, and entering the following key sequence:
*RCL, (6 digit security number), ***RCL,N,*RCL.**
The number inserted at 'N' above is that corresponding to the restriction required (eg. 2 for No international calls). To return the phone to unrestricted use, a zero is used.

Indicator Lights

1. ROAM — This light only illuminates when the system is in the car mode. (see Page 9). This feature supplements the Roaming Indication described above. The term "Roaming" refers to cellular telephone users who are operating the unit in an area other than their home system, or have moved into an area not served by their preferred system. The ROAM light illuminates when either of the above conditions are true and your phone detects service on a different system. Knowing you are not in your home service area informs you that you might not receive calls or that you could be paying a higher rate charged to roamers.

2. NSVC This light only illuminates when the system is in the car mode (see page 9). NSVC stands for "No Service". This indicator will illuminate until service is achieved. No service is caused by calling from outside the operational area of your system or by signal strength being too low.

3. CALL The CALL indicator flashes to alert you of an incoming call, or when a call is being processed. It will flash even if the RING volume is set to the BLEEPER Off position. To answer the call, press the **SND** key. The CALL indicator remains on during a call.

4. CHARGE This indicator is continuously lit when the battery is being charged. When the battery is fully charged, the charge light will flash. The charge indicator will turn off when the charger is disconnected.

Note This indicator may take up to 20 seconds to illuminate when a charging accessory is connected.

Bleeper Tones

1. RINGING TONE	The warbling tone signals incoming calls and is repeated at a rate of one second on and one second off.
2. ERROR TONE	The ERROR tone indicates that an incorrect key sequence has been used.
3. KEY PRESSED	Each time you press a key, a tone is generated to ensure accurate dialing.
4. NO SERVICE	This is a high pitched, rapid "warble" sound in the earpiece that starts if a call is attempted when no service is available.
5. MEMORY	This "beep" tone is heard when attempting to put a number in storage in a memory position that is being used. The volume of each of these tones is controlled by the RING function.
6. LOW BATTERY TONE	This tone is on for half a second and off for half a second. It will only be heard when a call is in progress. The volume is always set to a low level. When this tone is heard, you should end your call as soon as possible and recharge the phone.

Explanation of the Signal Strengths ('S') and Battery Level ('B') Display Indications and Their Use

'S' Indication	This is a relative signal strength indication, where S ■ is a strong signal and S ▬ is a weak signal. The signal strength will vary depending on your position relative to the cell. Ideally, to make or receive calls, the graphic display should be reading S▬ or above. By moving the phone slightly you may improve that indicated signal strength.
'B' Indication	This is an indication of the status of the POCKETPHONE'S batteries, where B ■ indicates a fully charged battery condition and B ▬ indicates a very low level of charge in the battery. When the batteries have only a small amount of charge left, the probability of making and receiving and/or maintaining calls, is greatly reduced. Also the POCKETPHONE may not unlock in this condition. Regular charging will ensure optimum performance. (Refer to Page 17 Battery Charging). "Note: After charging for even a few minutes the battery indicator may indicate ■. This is due to characteristics of the battery which make accurate assessment of its state of change impossible. Ten minutes after a short charging period as described above, the indicator will settle down and give a good indication of the state of change.

Battery Charging

The POCKETPHONE'S batteries can be recharged by any of the following pieces of equipment: A/C Charger, Battery to Battery Adapter, the temporary or permanent Car Charger Cables. When the radio is connected to one of the Chargers, the Battery Indicator will read 'BC' meaning "Battery Charging".
To recharge the batteries you simply plug in or connect the appropriate charger; the POCKETPHONE does the rest. When the batteries have been fully charged, the Charge light will flash. When using the Battery to Battery Charger make sure the 9 Volt alkaline batteries are properly in place or the unit will not function effectively. The terminals are clearly marked + and — to assist you when fitting new batteries into the unit. The POCKETPHONE remains fully serviceable when the Battery to Battery Charger is connected.
If it is unusually hot or cold, the batteries cannot be fully charged. When this occurs, your POCKETPHONE will display either 'CHARGED HOT' or "RADIO TOO COLD". In this situation the battery charger is automatically turned off. To charge the batteries fully, you must move your POCKETPHONE into a normal temperature and wait for at least one hour before recharging. The battery charge meter is designed to indicate the approximate charge by measuring voltage. When the batteries are almost depleted during a call the low battery tone is heard. When you hear this tone you should end your call as soon as possible, or disconnection may result. For satisfactory use of your POCKETPHONE you should keep it on charge as frequently as is practical, although it is wise every few days to allow the batteries to run down and be given a full charge.

Resetting the Phone

The reset feature allows you to return all the functions of the phone to their normal state. This is used only when the phone is initially powered up or when the battery becomes too low. To reset the phone, or to clear a problem that locking and unlocking the phone will not cure, press and hold the "1", "2", and "3" keys simultaneously for ten seconds.

Care of Your Pocketphone and General Safety Information

Your POCKETPHONE is manufactured to the highest possible standards, to give you reliable, trouble-free service. It is designed to withstand the demands of daily use. As with any sophisticated piece of equipment, a certain amount of care must be taken. Please make sure that you follow these care instructions exactly, as failure to do so may invalidate your warranty.
1. Keep your POCKETPHONE away from all liquids and humidity.
2. Remember that there are no "user-serviceable" parts in your POCKETPHONE. Any problems should be referred to an authorized TECHNOPHONE DEALER.
3. When cleaning your POCKETPHONE use only a slightly damp cloth, e.g., a mild solution of liquid soap and water.
4. The POCKETPHONE is a sealed unit and must not be opened for any reason. Opening or removing the case will invalidate your warranty.
5. If you are using the telephone while driving, pull over before answering or making a call.
6. To prevent radio interference, always lock the telephone when travelling in an airplane.
DO NOT UNDER ANY CIRCUMSTANCE, USE HOUSEHOLD CLEANERS OR PETROLEUM-BASED SOLVENT CLEANERS.

Telephone Index