

# Gigaset

DX600 A ISDN

GIGASET. INSPIRING CONVERSATION.  
MADE IN GERMANY

**SIEMENS**

# Gigaset DX600A ISDN – your perfect companion

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

## Bluetooth, Ethernet, DECT and FAX connection

Connect your Gigaset to the Internet and your PC via Ethernet. Use your public and private directories on the Internet ([page 50](#)). Update the directory on your Gigaset, the directory from your Bluetooth mobile phone and your directory on the PC simultaneously.

## Directory for up to 750 vCards – calendar and appointments

Save phone numbers and other data to the local directory ( → [page 45](#)). Enter appointments and birthdays in the calendar and set reminders ( → [page 75](#)).

## Use your Gigaset as a PABX

Register up to six handsets and a fax machine and use the three Gigaset answering machines. Assign each device its own phone number (MSN).

## It's easy to configure your Gigaset thanks to the wizards

These determine the MSNs for your ISDN connection (provider-specific) and assist you with registering handsets and assigning send and receive MSNs to the desktop phone, handsets, fax machine and integrated answering machine ( → [page 15](#)).

## Go online with your Gigaset

Use your phone's info centre and have information specifically provided for the phone shown on the display ( → [page 62](#)).

## Do not disturb

Switch off the display backlight at night ( → [page 88](#)), use time control for calls ( → [page 90](#)) or reject unknown calls ( → [page 90](#)).

## Other practical information

Transfer the directory from an existing Gigaset handset ( → [page 47](#)), use the programmable function keys ( → [page 86](#)) for quick dial or to quickly access important functions, skip back five seconds when listening to voicemail messages to repeat the last section ( → [page 65](#)).

## Protecting our environment

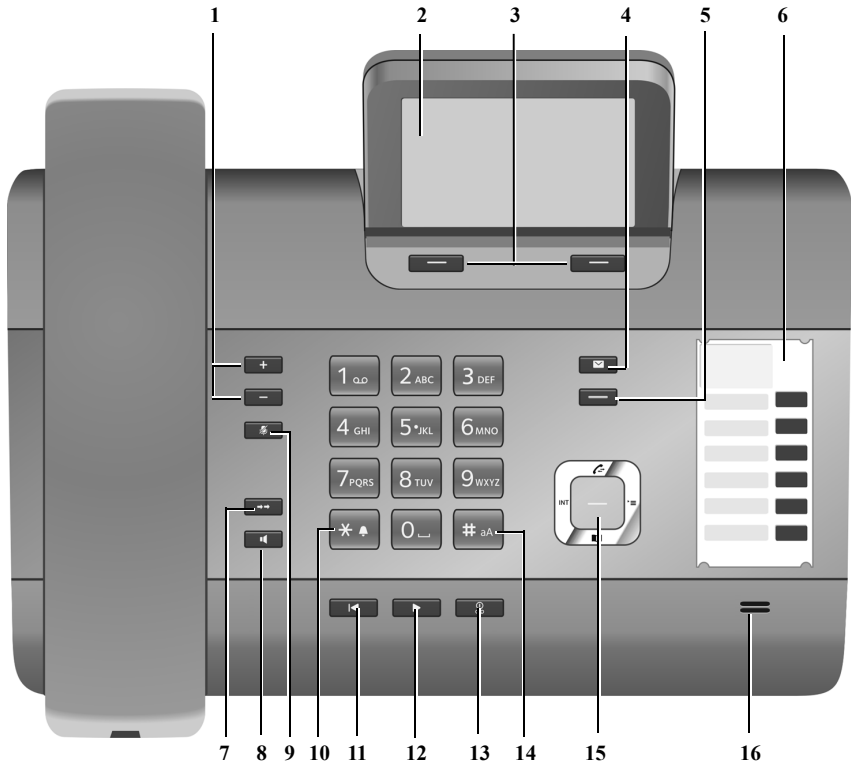
Gigaset Green Home – Be environmentally aware when using your phone. Details about our ECO DECT products can be found at [www.gigaset.com/customercare](http://www.gigaset.com/customercare).

Further information on your phone can be found at [www.gigaset.com/gigasetDX600A](http://www.gigaset.com/gigasetDX600A).

**After purchasing your Gigaset phone, please register it at [www.gigaset.com/customercare](http://www.gigaset.com/customercare) – this will ensure any questions you may have or warranty services you request are dealt with even faster!**

**Have fun using your new phone!**

# Desktop phone overview



- 1 **Adjust volume** = quieter; = louder during a call/message playback: Handsfree/receiver volume;  
When an external call is being signalled: Ringer volume
- 2 **Display**
- 3 **Display keys** (programmable; [page 25](#), [page 86](#))  
In the menu: Open a menu for further functions
- 4 **Message key** ([page 44](#))  
Access to call and message lists;  
Flashes: New message/call or new firmware
- 5 **End/back key**  
End call, cancel function, go back one menu level (press briefly), back to idle status (press and hold)
- 6 **Function keys** (programmable → [page 86](#))
- 7 **Redial**  
Open redial list ([page 42](#))

- 8 **Handsfree key**
- 9 **Mute key**  
During a call: Activate/deactivate microphone
- 10 **\* key**  
Activate/deactivate ringer (press and hold);  
Text input: Special characters table;
- 11 **Back key** for answering machine  
During playback: Back to the start of the message/previous message
- 12 **Play back messages**  
Activate/deactivate message playback.
- 13 **On/off key** for answering machine  
Activate/deactivate assigned answering machine(s) ([page 65](#))
- 14 **# key**  
For text input: Switch between upper/lower case letters and digits
- 15 **Control key** ([page 24](#))
- 16 **Microphone**

# Understanding the display icons

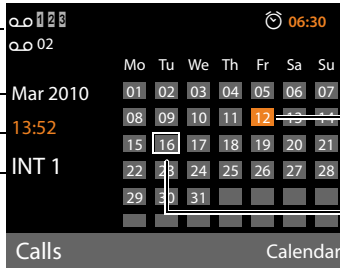
## Display in idle status (example)

Desktop phone status  
(two lines)

Current month/year

Time

Internal name



Appointment added to  
the calendar (page 75)

Current date

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

- Answering machine activated
- 1/2/3 numbers of the activated answering machines (orange=on)
- Eco Mode+ activated (white),  
Eco Mode+ and Eco mode activated (green) (page 74)
- Bluetooth activated (page 82)  
is replaced by , when a Bluetooth headset is connected, or by when a Bluetooth data device is connected
- Ringer-deactivated ( → page 90)  
Replaced by , when alert tone activated
- Alarm switched on and wake-up time set ( → page 77)

Number of new messages:

- ◆ In the missed alarms list (page 77)
- ◆ In the SMS list (page 57)
- ◆ In the missed calls list (page 44)
- ◆ On the network mailbox (page 73)

## Signalling

External call (page 34)



Alarm (page 77)



Internal call (page 79)



Appointment (page 75)/anniversary (page 49)



Answering machine is recording (page 65)



# Contents

---

- Gigaset DX600A ISDN – your perfect companion** ..... 1
- Desktop phone overview** ..... 2
- Understanding the display icons** ..... 3
- Following safety precautions** ..... 7
- Taking the first steps** ..... 8
  - Checking the package contents ..... 8
  - Installing the desktop phone ..... 9
  - Connecting the desktop phone ..... 10
  - Preparing to use the desktop phone: Installation wizard ..... 15
  - Proceeding ..... 23
- Operating the desktop phone** ..... 24
  - Using the control key ..... 24
  - Using the display keys ..... 25
  - Using keys on the keypad ..... 25
  - Correcting incorrect entries ..... 25
  - Using the menus ..... 26
  - Understanding the operating steps ..... 27
- Menu overview** ..... 29
- Making calls** ..... 33
  - Making an external call ..... 33
  - Ending a call ..... 33
  - Accepting a call ..... 34
  - Using Calling Line Identification ..... 34
  - Activating/deactivating handsfree/open listening mode ..... 35
  - Muting the desktop phone ..... 36
- Making calls using network services** ..... 37
  - Configuring general settings for all calls ..... 37
  - Configuring settings for the next call ..... 39
  - Configuring settings during an external call ..... 39
  - Using functions after a call ..... 41
- Using lists** ..... 42
  - Using the redial list ..... 42
  - Using the incoming SMS message list ..... 42
  - Using the answering machine list ..... 43
  - Using the call lists ..... 43
  - Opening lists with the message key ..... 44
- Using directories** ..... 45
  - Using the local desktop phone directory ..... 45
  - Using online directories ..... 50
  - Using the private net directory ..... 52

<b>Making cost-effective calls</b> .....	<b>54</b>
Linking a number with a call-by-call number .....	54
Displaying call duration/charges .....	54
<b>Sending SMS (text messages)</b> .....	<b>55</b>
Writing/sending SMS .....	55
Receiving an SMS .....	57
Sending an SMS with vCard .....	59
Receiving notifications via SMS .....	59
Setting SMS service centre .....	60
Activating/deactivating first ringer muting .....	60
Activating/deactivating SMS function .....	60
Troubleshooting SMS problems .....	61
<b>Info centre – continuous Internet access from your phone</b> .....	<b>62</b>
Starting info centre, selecting info services .....	62
Registering for personalised info services .....	63
Navigating the info centre .....	63
Displaying information from the Internet as a screensaver .....	64
<b>Operating the desktop phone answering machine</b> .....	<b>65</b>
Operating via the desktop phone .....	65
Activating/deactivating call screening .....	70
Setting the recording parameters .....	70
Operating when on the move (remote operation) .....	71
<b>Using the network mailbox</b> .....	<b>72</b>
Network mailbox: Entering numbers .....	72
Configuring the (network) mailbox for quick dial .....	72
<b>ECO DECT: Reducing energy consumption and radiation</b> .....	<b>74</b>
<b>Setting an appointment (calendar)</b> .....	<b>75</b>
Displaying missed appointments, anniversaries .....	77
<b>Setting the alarm clock</b> .....	<b>77</b>
<b>Connecting/using other devices</b> .....	<b>78</b>
Registering handsets .....	78
Deregistering handsets .....	79
Locating a handset ("Paging") .....	79
Making internal calls .....	79
Changing the name of an internal participant .....	81
Changing the internal number of an internal participant .....	81
Using Bluetooth devices .....	82
Connecting a fax machine .....	85
<b>Setting the desktop phone</b> .....	<b>86</b>
Quickly accessing functions and numbers .....	86
Changing the display language .....	87
Setting the display .....	87
Changing the handsfree/earpiece volume .....	88

# Contents

Setting ringers .....	89
Activating/deactivating advisory tones .....	91
Activating/deactivating music on hold .....	91
Using the resource directory .....	91
<b>Configuring the system settings .....</b>	<b>92</b>
Setting the date and time manually .....	92
Protecting against unauthorised access .....	93
Setting your own area code .....	93
Setting the desktop phone's IP address in LAN .....	93
Setting up/deleting ISDN phone numbers (MSNs) .....	95
Assigning send and receive connections to internal parties .....	96
Updating the phone firmware .....	96
Activating repeater support .....	97
Activating/deactivating the DECT interface .....	97
Activating/deactivating the FAX port .....	98
Restoring the desktop phone to the default settings .....	98
Checking the desktop phone's MAC address .....	98
<b>Connecting the desktop phone to a PABX .....</b>	<b>99</b>
Saving an access code (outside line code) .....	99
Transferring a call – ECT (Explicit Call Transfer) .....	99
Using Centrex .....	99
Selecting dialling mode/options .....	100
<b>Customer Service &amp; Assistance .....</b>	<b>101</b>
Questions and answers .....	102
Checking service information .....	104
Authorisation .....	104
<b>Protecting our environment .....</b>	<b>105</b>
<b>Appendix .....</b>	<b>105</b>
Caring for your telephone .....	105
Using insert strips .....	105
Specifications .....	106
Writing and editing text .....	106
Using Gigaset QuickSync – additional functions for the PC interface .....	107
Using Open Source software contained in the product .....	108
GNU General Public License (GPL) .....	109
GNU Lesser General Public License (LGPL) .....	113
<b>Glossary .....</b>	<b>119</b>
<b>Accessories .....</b>	<b>126</b>
<b>Index .....</b>	<b>129</b>

## Following safety precautions

---

### Warning

Be sure to read this user guide and the safety precautions before using your telephone. Explain their content and the potential hazards associated with using the telephone to your children.



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

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



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



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



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



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



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

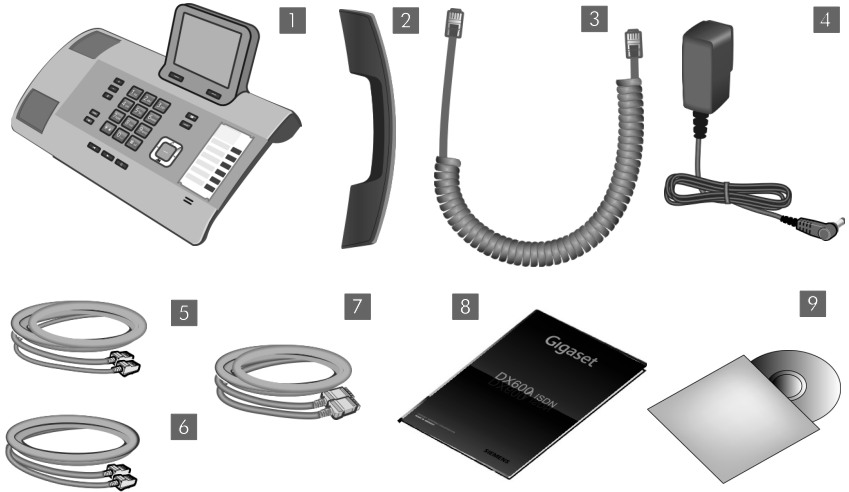
### Please note

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



# Taking the first steps








## Checking the package contents



1. One desktop phone
2. One receiver to be connected to the desktop phone
3. One cable for connecting the receiver to the desktop phone
4. One power cable for connecting the desktop phone to the mains power supply
5. One telephone cable for connecting the desktop phone to the phone network (8-pin with 2 mini western jacks 8/8)
6. One cable for connecting a fax machine to the desktop phone (6-pin with 2 mini western jacks 6/6)
7. One Ethernet (LAN) cable (Cat 5 with 2 RJ45 modular jacks) for connecting the desktop phone to a router (LAN/Internet) or PC
8. One quick user guide
9. One CD

### Please note

To **change the display language**, proceed as follows (→ **page 87**):

- ▶ Press right on the control key .
- ▶ Press the      keys in succession.
- ▶ Press the bottom of the control key  repeatedly until the correct language is highlighted. Then press the right display key.

### Firmware updates

This user guide describes the functions of your desktop phone from firmware version 30.00.

Whenever there are new or improved functions for your Gigaset, firmware updates are made available for you to download to your desktop phone (→ **page 96**). If this results in operational changes to your desktop phone, a new version of this user guide or the necessary amendments are published on the Internet at [www.gigaset.com](http://www.gigaset.com).

Select the product to open the relevant product page for your desktop phone where you will find a link to the user guide.

To find out what version of firmware is currently loaded (→ **page 104**).

## Installing the desktop phone

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

- ▶ Set up the desktop phone at a central point in the building.

### Please note

If you wish to operate handsets from your desktop phone, consider the range of the desktop phone. This is up to 300 m in unobstructed outdoor areas and up to 50 m inside buildings. The range is reduced when eco mode is activated (→ **page 74**).

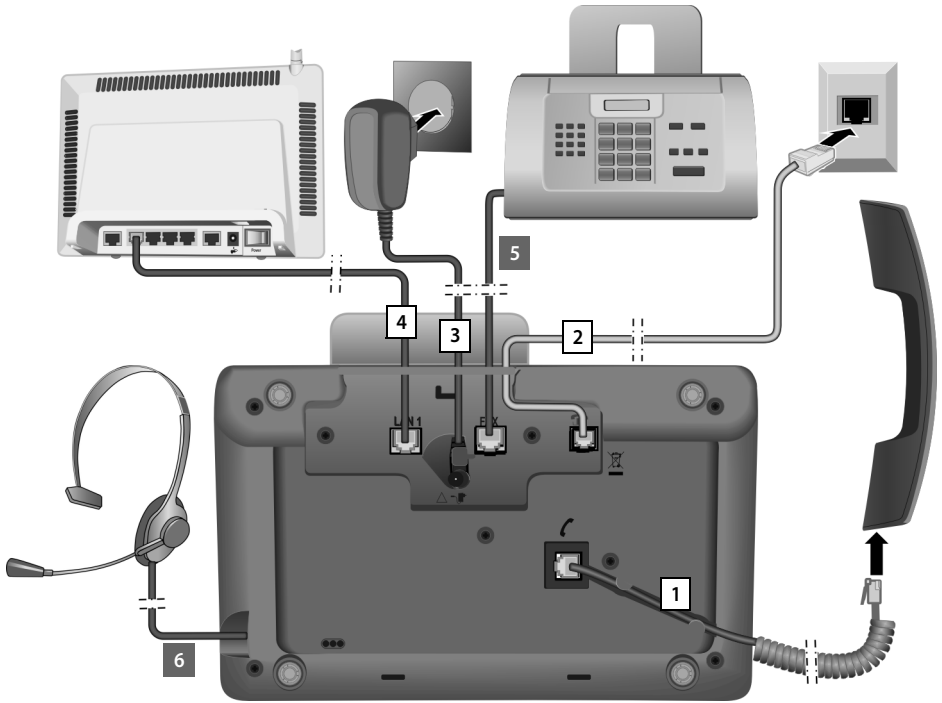
The phone's feet do not usually leave any marks on surfaces. However, due to the multitude of different varnishes and polishes used on today's furnishings, the occurrence of marks on the surfaces cannot be completely ruled out.

### Warning

- ◆ Never expose the telephone to any of the following: Heat sources, direct sunlight or other electrical appliances.
- ◆ Protect your Gigaset from moisture, dust, corrosive liquids and fumes.

## Connecting the desktop phone

The following diagram is an overview of all connections for your desktop phone. The individual steps are described in detail below.

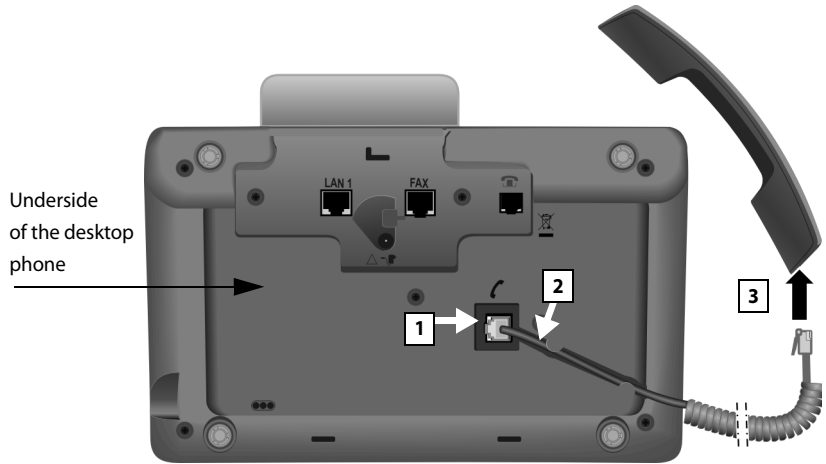



Follow the steps in the order given below:

1. Connect the receiver to the desktop phone.
2. Connect the desktop phone to the telephone network (ISDN).
3. Connect the desktop phone to the mains power supply.
4. Connect the desktop phone to the router for accessing the Internet (via router and modem or via router with integrated modem) and for configuring the desktop phone via the Web configurator.
5. Connect the desktop phone to a fax machine ( → [page 85](#)).
6. Connect a wire-bound headset to the desktop phone.

## 1. Connecting the receiver to the desktop phone

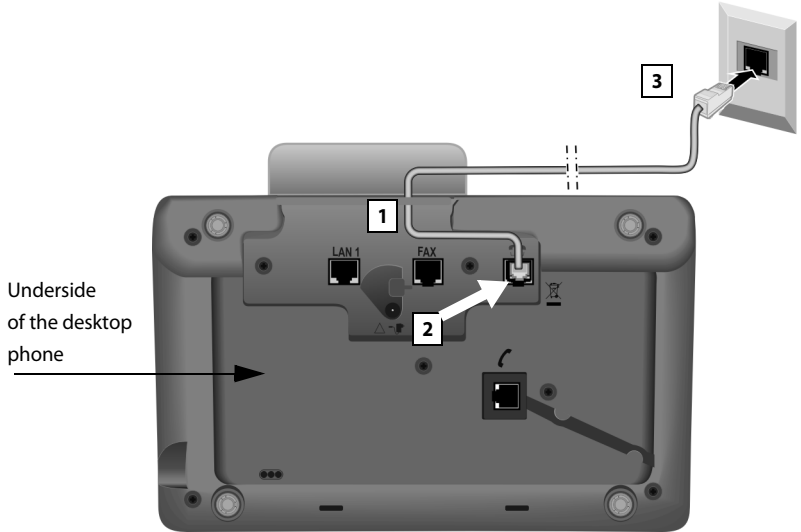
---




1. Insert the jack, which can be found on the longer straight end of the connection cable, into the connection port marked with the symbol  on the underside of the desktop phone.
2. Place the straight part of the cable in the cable recess provided.
3. Insert the other jack on the connection cable into the port on the handset.

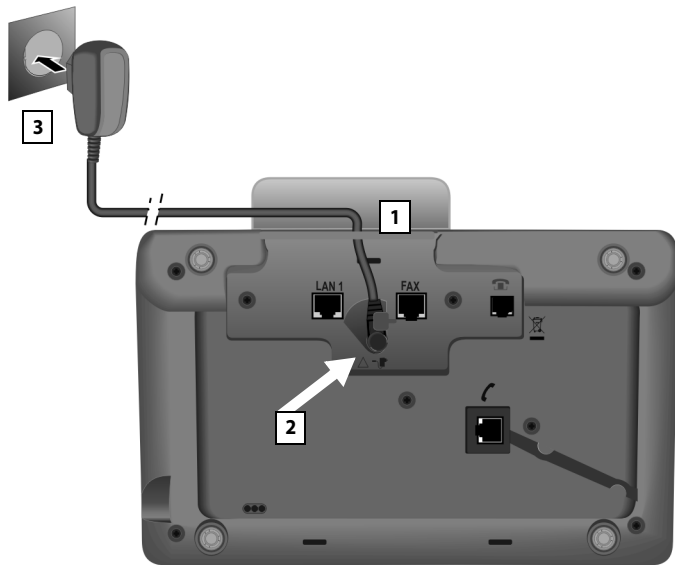
## 2. Connecting the desktop phone to the telephone network


---



1. Insert one end of the telephone cable (8-pin with 2 mini western jacks 8/8) from the rear into the recess in the housing.
2. Plug the telephone cable into the port marked with the symbol  on the underside of the desktop phone.
3. Subsequently, connect the telephone cable to the ISDN network connection.

### 3. Connecting the desktop phone to the mains power supply



1. Insert the small jack on the power cable from the rear into the recess in the housing.
2. Plug the jack into the port marked with the symbol  on the underside of the desktop phone.
3. **Then** connect the power cable to the mains power supply.

#### Warning

- ◆ Keep the power adapter **plugged in at all times** for operation, as the desktop phone does not work without a mains connection.
- ◆ Use only the power and telephone cable **supplied**.

You can now use your desktop phone to make calls and can be reached on your main number!

The answering machine on the desktop phone is set with a pre-recorded announcement in answer and record mode ( → [page 65](#)).

#### 4. Connecting the desktop phone with a router (Internet) or PC

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

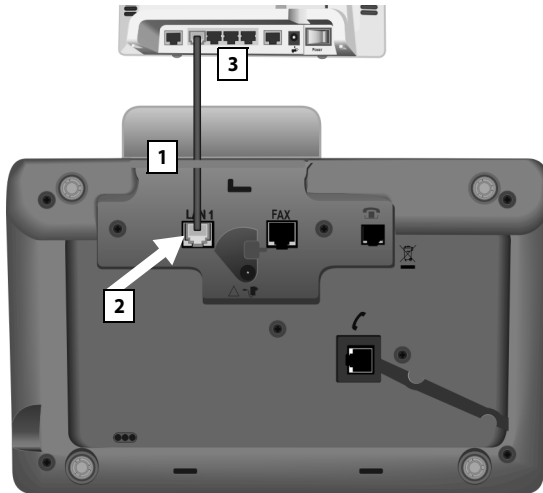
It is at your discretion as to whether to connect the desktop phone to a router and thus the Internet. However, you will require this connection, if you wish to use the following features with your desktop phone:

- ◆ You wish to be notified as soon as new software is available for your desktop phone on the Internet.
- ◆ The date and time on your desktop phone should be updated by a time server on the Internet.
- ◆ You want to use info services and/or online directories on your desktop phone.

The desktop phone will have to be connected to a PC, if you wish to use the following features with your desktop phone:

- ◆ You wish to set up the desktop phone using its Web configurator. Your PC will also have to be connected to the router for this to work.
- ◆ You wish to use the additional PC software "**Gigaset QuickSync over Ethernet**" to load images or tunes from your PC to your desktop phone.

For Internet access you need a router connected to the Internet via a modem (this may be integrated in the router).



1. Guide the end of the Ethernet cable provided (Cat 5 with 2 RJ45 modular jacks) from the rear through the recess in the housing.
2. Plug the jack on the Ethernet cable into the LAN port on the underside of the desktop phone.
3. Then insert the second Ethernet cable jack into a LAN port on the router or PC.

## Preparing to use the desktop phone: Installation wizard

As soon as the desktop phone is connected, the installation wizard starts. The wizard allows you to make all necessary settings for your desktop phone. The following message appears in the display.



► Press the display key **Yes** to start installation.




### Please note

Use only the installation wizard on the desktop phone, but **not** on a registered handset.

Several individual wizards are combined to form part of the installation wizard. The following individual wizards are included in the installation wizard:

1. ISDN wizard
2. Registration wizard
3. Connection wizard

### Please note:

- ◆ If the installation wizard is activated, no other handset can access the **Settings** menu on the desktop phone.
- ◆ To quit the installation wizard before the process is complete, press and **hold** the end key . All changes you have already saved using **OK** are retained.
- ◆ To skip a setting, press the bottom of the control key  or the display key **No**.
- ◆ To return to a previous setting, press the top of the control key .



## 1. ISDN wizard: Assigning/entering the connection's MSNs

Several numbers (MSNs) were provided by the network provider when you received your ISDN connection confirmation. You can save up to ten numbers (MSNs) on your desktop phone. If there is no MSN entered on your desktop phone, you can do the following with the ISDN wizard:

- ◆ Assign the MSNs for your connection i.e., call these up from the exchange (automatic MSN assignment) or enter these manually

**Please note:**

Not every ISDN provider supports automatic MSN assignment. If this feature is not supported, then you must enter the MSNs for your connection manually

(→ [page 95](#)).

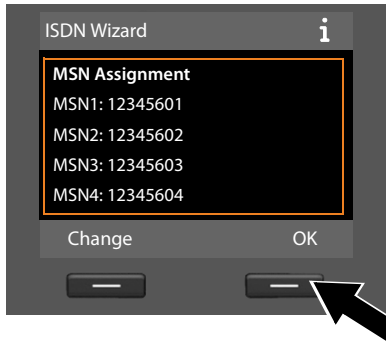
- ◆ Set the receive MSN
- ◆ Set the send MSN



- ▶ Press the display key **Yes** to start installation.



- ▶ Press the display key **OK** to start automatic MSN assignment. This process will take some time. A corresponding message is shown in the display.



After the MSNs have been successfully assigned, a list containing the MSNs is displayed.

- ▶ Press the display key **OK** to close the ISDN wizard. The display shows: **ISDN installation complete..**

### Please note

- ◆ If MSNs cannot be assigned, you are requested to enter your MSNs manually (→ [page 95](#)).
- ◆ You can change the names of the MSNs (→ [page 95](#)).

## 2. Registration wizard

The registration wizard helps you register handsets to the desktop phone.

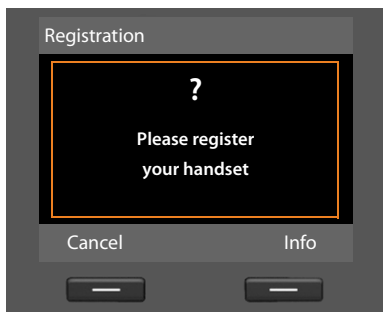


### Please note

Press the left display key **No**, if you do not wish to register any handsets. This closes the registration wizard and the connection wizard is started (→ [page 18](#)).

To register handsets on the desktop phone at a later stage (→ [page 78](#)).

- ▶ Press the display key **Yes**. The desktop phone changes to registration mode.



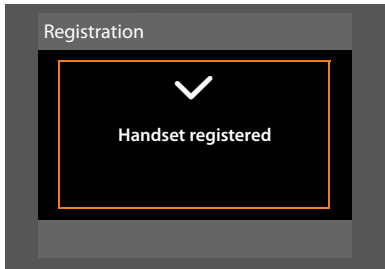
- ▶ Start the registration within approx. **60 seconds on the handset** according to the handset's user guide.

### Info

Press the display key **Info** to display information about registering handsets.

## Taking the first steps

If the handset has been successfully registered on the desktop phone, you will see the following display (approx. 3 seconds long):



Once a Gigaset handset has been successfully registered, it will change to idle mode. The handset's internal name is shown on the display (**INT 2**, **INT 3** to **INT 7**).

Then "**Register a handset?**" is shown in the display again (see above).

- ▶ Press the display key **Yes**, if you wish to register another handset and carry out the steps listed above with this additional handset.  
Press **No** to close the registration wizard and start the connection wizard.

### Please note

- ◆ By default, the desktop phone is assigned the internal name **INT 1** and the internal number 1.
- ◆ The desktop phone assigns the lowest free internal number to the handset (possible numbers: 2–7). The handset's internal name is shown in the display e.g., **INT 2**. This means that the handset has been assigned the internal number 2.
- ◆ The internal numbers and names of all registered handsets can be changed (→ [page 78](#)).

## 3. Connection wizard

Using the connection wizard, you can assign the previously configured numbers (ISDN MSNs, → [page 16](#)) to internal parties (desktop phone, handsets and desktop phone answering machines as well as any connected fax machine, → [page 85](#)) as send and receive connections, if necessary.

- ◆ **Receive connections** are numbers (MSNs) on which you can be called. You can assign the MSNs for internal parties as the receive connection. Incoming calls are only diverted to the terminals to which the relevant receive connection has been assigned. Terminals are e.g., desktop phone, handsets or answering machines or a connected fax machine.
- ◆ **Send connections** are the numbers (MSNs) that are sent to the called party. The network provider calculates charges based on the send connections. You can assign a fixed MSN as a send connection to each internal party.
- ◆ Every MSN can be both a send and receive connection. You can assign each MSN to multiple handsets, the desktop phone and a connected fax machine as a send and/or receive connection. It may only be assigned to an answering machine as a receive connection.

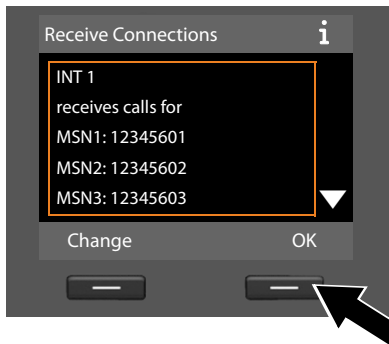
After registration/getting started, the desktop phone, handsets and local answering machine 1 are assigned all MSNs as receive connections. The desktop phone number (usually MSN1) is assigned to the devices as a send connection.

a.




- ▶ Press the display key **Yes**, if you wish to change the setting for the **desktop phone's** send and receive connections.
- ▶ Press the display key **No**, if you do not wish to change the setting for the desktop phone.

b.



The list of receive connections currently assigned is displayed.

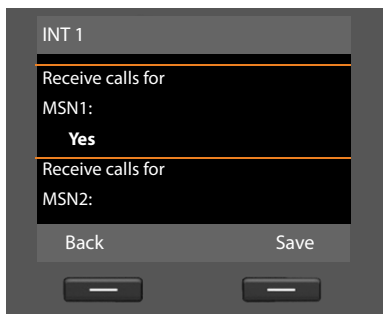
Press the bottom of the control key  to scroll through the complete list if necessary.

- ▶ Press the display key **Change**, if you wish to change the setting for the receive connections on the desktop phone.
- ▶ Press the display key **OK**, if you do not wish to change the setting.


Press **OK** to skip the following steps. Continue from → e.

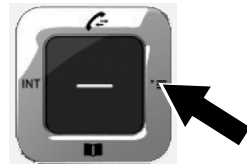
Press **Change** to display the following:

c.



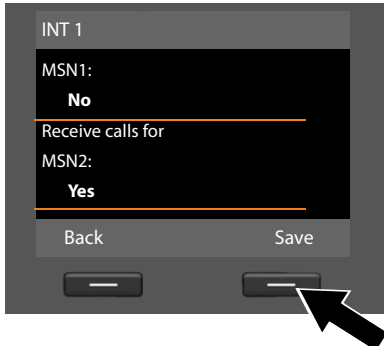
If you do not want incoming calls to MSN1 indicated on the desktop phone:


- ▶ Press **right** on the control key  to set to **No**.



## Taking the first steps

d.

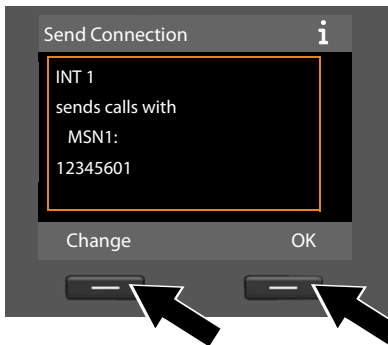


- ▶ Press **down** on the control key  to switch to the next MSN. Select either **Yes** or **No** as described above.
- ▶ Repeat the steps for each MSN.
  
- ▶ Press the display **Save** once you have finished configuring the settings for the desktop phone.

The updated list of receive connections is displayed one more time for you to check.

Press the display key **OK** to confirm the assignment.

e.




The send connection currently set for the desktop phone is displayed.

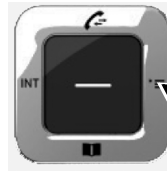
- ▶ Press the display key **OK**, if you do not wish to change the setting. Skip the following step.
- ▶ To change the setting, press the display key **Change**.

f.



If the desktop phone is to make calls via a different MSN:

- ▶ Press the **right** of the control key  repeatedly, until the MSN you wish to use is displayed.



- ▶ Press the display key **Save** to save the settings.

If handsets are already registered to the desktop phone, you are requested to assign send and receive connections for the handsets. The following is shown in the display:

**Assign connections  
to handset  
INT ...?**

- ▶ Perform steps **a.** to **f.** for each registered handset.

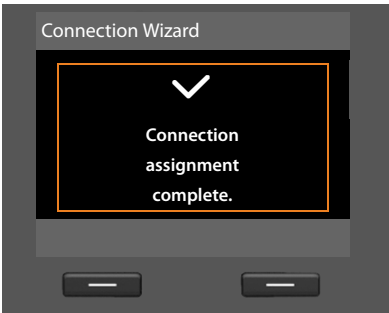
Subsequently, you are requested to assign the receive connections to the three answering machines on the desktop phone. "**Assign connections to answering machine ?**" is shown in the display.

- ▶ Perform steps **a.** to **d.** for each answering machine.

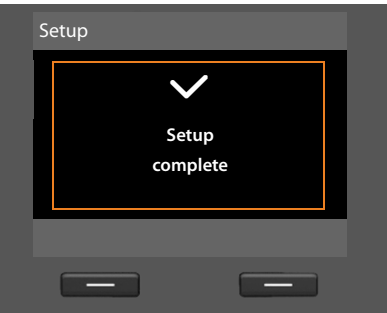
**Please note:** Each MSN may only be assigned to one of the three local answering machines as a receive connection.

After successfully configuring the settings, you will see the following displays in quick succession:

Connection wizard complete:



Installation wizard complete:



**Installation is complete.**

### Date & time

---

There are three methods of setting the date and time:

- ◆ By default, the date and time is transferred to your desktop phone from a time server on the Internet as soon as the desktop phone is connected to the Internet. You can activate/deactivate the synchronisation with a time server via the Web configurator. Detailed information can be found in the Web configurator's user guide on the enclosed CD.
- ◆ If synchronisation with the time server is unsuccessful (no connection to the Internet/time server), the desktop phone assumes the date and time from the ISDN network during the first outgoing external call.
- ◆ You can also set the date and time manually via the phone menu or one of the registered handsets ( → [page 92](#)).

#### Please note

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

To set the date and time manually, you must press the right display key **Time** and enter the date and time ( → [page 92](#)).

## Proceeding

---

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

If you are unfamiliar with menu-driven devices such as other Gigaset telephones, read the section entitled "**Operating the desktop phone**" → **page 24** first.



Information on ...	... is located here.
Making calls via ISDN	▶ <b>page 33</b>
Setting the ringer and volume	▶ <b>page 89</b>
Setting the earpiece volume	▶ <b>page 88</b>
Setting Eco Mode	▶ <b>page 74</b>
Preparing the desktop phone for SMS reception	▶ <b>page 55</b>
Operating the desktop phone on a PABX	▶ <b>page 99</b>
Registering existing Gigaset handsets to the desktop phone	▶ <b>page 78</b>
Transferring directory entries from existing Gigaset handsets to the desktop phone	▶ <b>page 47</b>
Using online directories	▶ <b>page 50</b>

If you have any questions about using your phone, please read the tips on troubleshooting (→ **page 102**) or contact our Service team (→ **page 102**).



# Operating the desktop phone





## Using the control key

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



The control key has a number of different functions:







### In idle status

-  Open the local directory (press **briefly**).  
Open list of online directories (press and **hold**).
-  Open the main menu.
-  Open the list of internal parties (handsets, desktop phone) (press **briefly**).  
Start a group call to all internal parties (press and **hold**).
-  Open the call list.




### In the main menu, in submenus and lists

-  /  Scroll up/down line by line.

### In input fields

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

### During an external call

-  Open the directory.
-  Initiate an internal consultation call.
-  Open call lists.

### Functions when pressing the middle of the control key

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

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

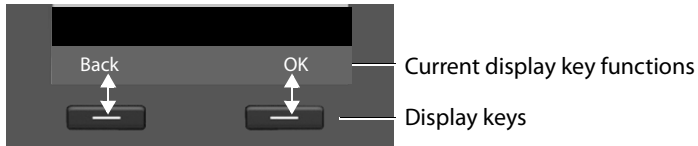
#### Please note

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

## Using the display keys

---

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







Some important display keys:

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

You can set the functions of the keys in idle status individually (→ [page 86](#)).

## Using keys on the keypad


---

-  /  /  etc.  
 Press the matching key on the handset.
-  Enter digits or letters.

## Correcting incorrect entries

---

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

- ◆ Delete the **character** to the left of the cursor with the display key  (press and **hold** to delete the **word**).
- ◆ Insert characters to the left of the cursor.
- ◆ Overwrite the highlighted (flashing) character e.g., when entering time and date.


## Using the menus

---

Your desktop phone's functions are accessed using a menu that has a number of levels.


### Main menu (first menu level)


---

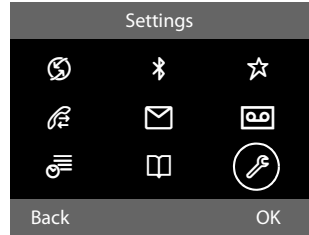
- ▶ When the handset is in idle status, press the **right** control key  to open the main menu.

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

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

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

Briefly press the display key **Back** or the end key  to revert to idle status.





### Submenus

---

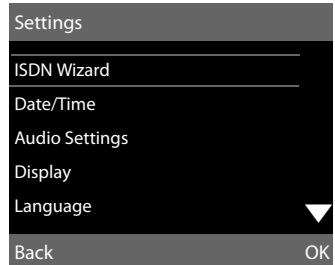
The functions in the submenus are displayed as lists (example on the right).

To access a function:

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

Press the display key **Back** or **briefly** press the end key  to return to the previous menu level/cancel the operation.


If it is not possible to view all of the functions/ list entries at the same time on the display (list is too long), arrows appear on the right-hand side of the screen. The arrows indicate the direction in which you need to scroll to view the rest of the entries in the list (in the example: ▼ to scroll down).



### Reverting to idle status

---

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

- ▶ Press and **hold** the end key .

Or:

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

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

An example of the display in idle status is shown on [page 3](#).

## Understanding the operating steps

The operating steps are shown in abbreviated form.


### Example:

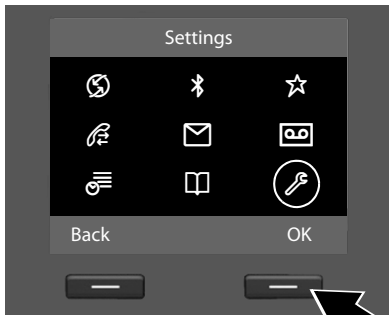
The illustration:


 →  **Settings** → **Audio Settings** → **Music on hold** (✓ = on)

means:




- ▶ Press **right** on the control key  to open the main menu.



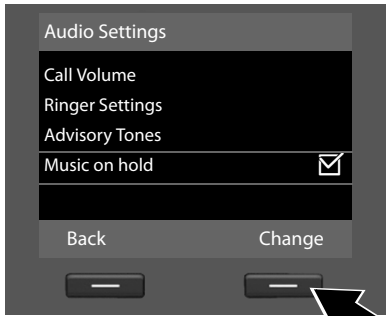
- ▶ Press right, left, down and up on the control key  to navigate to the **Settings** submenu.




- ▶ Press down on the control key  until the **Audio Settings** menu item appears on the display.

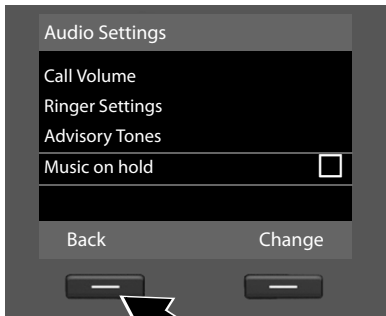
- ▶ Press the display key **OK** to confirm your selection.

## Operating the desktop phone



- ▶ Press down on the control key  until the **Music on hold** function appears on the display.


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



The change is effective immediately and does not need to be confirmed.

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

**Or**

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

# Menu overview

With the desktop phone in **idle status**, press  (open main menu):

## Select Services

Next Call	Withhold Number	→ <a href="#">page 39</a>
	Keypad Control	→ <a href="#">page 39</a>
Call Divert	Internal Line	→ <a href="#">page 38</a>
	MSN1	→ <a href="#">page 37</a>
	MSN2	
	:	
	MSN10	
Call Waiting		→ <a href="#">page 38</a>
Withhold # All Calls		→ <a href="#">page 37</a>
Busy on Busy		→ <a href="#">page 38</a>
Transfer (ECT)		→ <a href="#">page 38</a>
Ringback Off		→ <a href="#">page 41</a>

## Bluetooth

Activation		
Search for Headset		
Search for Data Device		
Known Devices		
Own Device		→ <a href="#">page 82</a>

## Additional Features

Info Centre		→ <a href="#">page 62</a>
Resource Directory	Screensavers	→ <a href="#">page 91</a>
	Caller Pictures	
	Sounds	
	Capacity	

## Call Lists

All Calls		→ <a href="#">page 42</a>
Outgoing Calls		
Accepted Calls		
Missed Calls		

# Menu overview

## ☑ SMS

New SMS
Incoming
Draft
Settings

Service Centres
Notification
Status Report

Service Centr.1
Service Centr.2
Service Centr.3
Service Centr.4

→ [page 55](#)

→ [page 57](#)

→ [page 56](#)

→ [page 60](#)

→ [page 59](#)

→ [page 56](#)

## 📞 Answering Machine

Play Messages
Activation
Announcements
Recordings
Call Screening
Network Mailbox
Set Key 1

Network Mailbox
Answer Machine 1
Answer Machine 2
Answer Machine 3

Answer Machine 1
Answer Machine 2
Answer Machine 3

Record Announcemnt.	Answer Machine 1 to 3
Play Announcement	Answer Machine 1 to 3
Delete Announcemnt.	Answer Machine 1 to 3
Record Advisory Msg.	Answer Machine 1 to 3
Play Advisory Message	Answer Machine 1 to 3
Delete Advisory Msg.	Answer Machine 1 to 3

→ [page 65](#)

→ [page 73](#)

→ [page 67](#)

→ [page 65](#)

→ [page 66](#)

→ [page 69](#)

→ [page 70](#)

→ [page 72](#)

→ [page 72](#)



## Organizer

Calendar
Alarm Clock
Missed Alarms

→ [page 75](#)

→ [page 77](#)

→ [page 77](#)



## Contacts

Directory
Network Directory

Online Directory
Yellow Pages
Prv.NetDir

= List of online directories available with provider-specific names

→ [page 45](#)

→ [page 50](#)

→ [page 50](#)

→ [page 52](#)



## Settings

ISDN Wizard
Date/Time
Audio Settings
Display
Language
Registration

Call Volume
Ringer Settings
Advisory Tones
Music on hold

Volume
Melodies
Time Control
Anon. Call Silencing

→ [page 95](#)

→ [page 92](#)

→ [page 88](#)

→ [page 89](#)

→ [page 91](#)

→ [page 91](#)

→ [page 87](#)

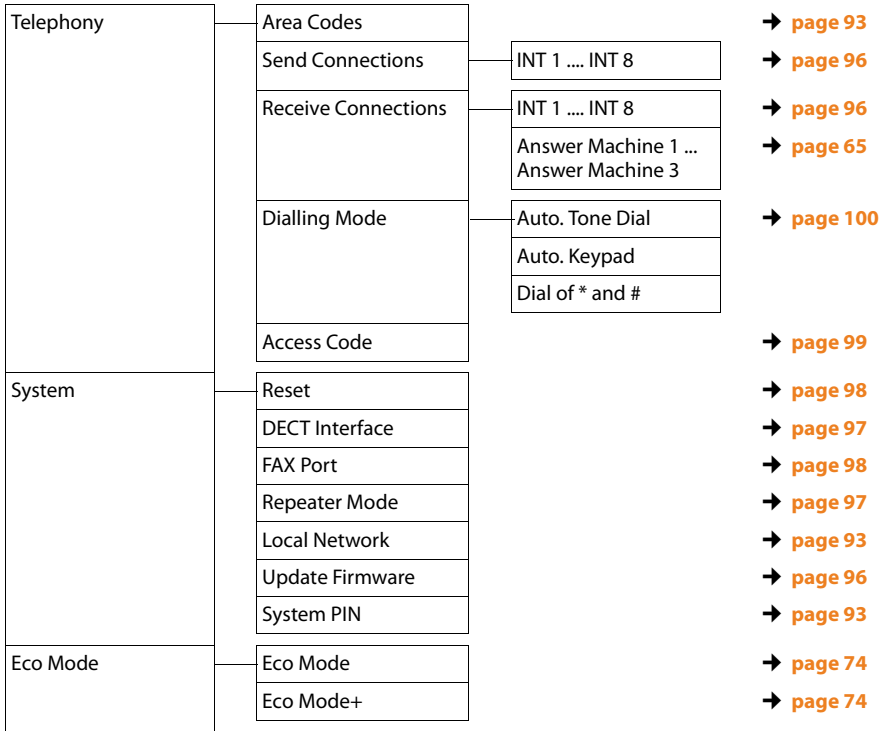
→ [page 87](#)

→ [page 78](#)

→ [page 79](#)



# Menu overview



## Making calls



If the display backlight is deactivated (→ [page 88](#)), it can be reactivated by pressing any key.

## Making an external call



External calls are calls using the public telephone network and the Internet.


### Prerequisite:


A specific send connection is assigned to the desktop phone (→ [page 96](#)).

  Enter the number and pick up the receiver.

Or:

  pick up the receiver and then enter the number.

Instead of picking up the receiver, you can also press the handsfree key  or the **Headset** (→ [page 86](#)) function/display key to make a call using the handsfree function or headset.


In this user guide, each of these variants is indicated by " Lift handset".



If "select line" is assigned to the desktop phone instead of a send connection, the list of configured connections (MSNs) is displayed once the receiver is picked up.


▶ Select line and press **OK**.

You can assign select line to a display or function key (→ [page 86](#)).

**Select Line** Press the display or function key.

 Select line.

  Enter the number and pick up the receiver.

You can use the end key  to cancel the dialling operation.

You are shown the duration of the call while the call is in progress.

If the call costs are to be transferred, these are displayed instead of the call duration.

### Please note

- ◆ Dialling with the directory ([page 45](#)) or call and redial list ([page 42](#)) saves you from repeatedly keying in phone numbers.
- ◆ If you have handsets registered to the desktop phone, you can make **internal** calls free of charge ([page 79](#)).

## Continuing a call on a headset

### Bluetooth headset:

**Prerequisite:** Bluetooth is activated; a connection has been established between the Bluetooth headset and the desktop phone (→ [page 82](#)).

▶ Press the talk key on the headset.

It may take up to 5 seconds to establish a connection to the desktop phone.

### Wire-bound headsets:

**Prerequisite:** The headset is connected to the desktop phone (→ [page 10](#)).



▶ Press the push-to-talk key on the headset.

For more information, see the headset's user guide.

### Please note


- ◆ If a wire-bound headset and a Bluetooth headset are connected to the desktop phone at the same time, you are unable to use the wire-bound headset.

## Ending a call

 Replace the receiver or press the end key .

### Accepting a call

---


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

#### Please note

Only calls to the receive connections assigned to the desktop phone are signalled (→ [page 96](#)). In particular:

- ◆ If a number has not been assigned to the desktop phone, a headset or an answering machine as a receive connection, calls to this number are signalled on all headsets.  
If the number is only assigned to an answering machine, calls will not be signalled. Only the answering machine can accept the call.
- ◆ If you have not assigned the receive connections on your desktop phone, all incoming calls are signalled on the desktop phone and all headsets.

Accept the call by:

- ▶ Picking up the receiver.
- ▶ Pressing the handsfree key .
- ▶ Select **Options** → **Divert to AM** to divert the call to the answering machine (→ [page 69](#)).

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

### Accepting a call on a headset

#### Bluetooth headset:

**Prerequisite:** Bluetooth is activated; a connection has been established between the Bluetooth headset and the handset (→ [page 82](#)).

- ▶ Press the talk key on the headset or the function key **Headset** on the desktop phone.

**Only press the talk key on the headset when the headset rings;** this can take up to 5 seconds.

#### Wire-bound headsets:

**Prerequisite:** The headset is connected to the desktop phone (→ [page 10](#)).

- ▶ Press the push-to-talk key on the headset or the function key **Headset** on the desktop phone.

You can program the function key on the desktop phone manually (→ [page 86](#)).

For further details about your headset, see the accompanying user guide.

### Using Calling Line Identification

---

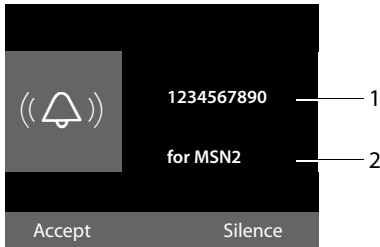
When you receive a call, the caller's number and/or name is displayed on the screen if the following conditions are met:

- ◆ Your network provider supports CLIP, CLI and CNIP.
  - CLI (Calling Line Identification): The caller's number is transmitted.
  - CLIP (Calling Line Identification Presentation): The caller's number is displayed.
  - CNIP (Calling Name Identification Presentation): The caller's name is displayed.
- ◆ You have requested CLIP or CNIP from your network provider.
- ◆ The caller has requested CLI from the network provider.

## Call display

If the caller's number is saved in your directory, the caller's name is displayed. If you have assigned a caller picture (→ [page 46](#)) to the caller, this is shown in the left-hand section of the display.

You can use the display to decide which receive connection (MSN) the call is directed to.



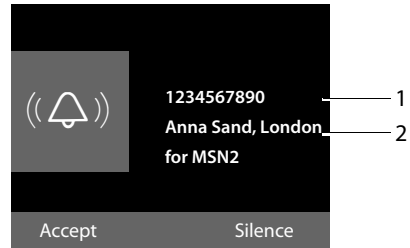
- 1 Number or name of caller
- 2 Receive connection: Indicates which of your phone numbers (MSNs) the caller has dialled. You specify the name when setting up the MSNs (→ [page 95](#)).

The following is displayed in place of the number:

- ◆ **External**, if no number is transmitted.
- ◆ **Withheld**, if the caller has withheld Calling Line Identification ([page 37](#)).
- ◆ **Unavailable**, if the caller has not arranged Calling Line Identification.

## Display with CNIP

If you have CNIP, then the name (town) that is registered with your network provider for the caller's number is displayed. If the number of the caller is stored in your directory, the CNIP display is replaced by the corresponding directory entry.



- 1 Caller's number
- 2 Name and town/city

The display shows:

- ◆ **External**, if no number is transmitted.
- ◆ **Withheld**, if the caller has withheld Calling Line Identification ([page 37](#)).


## Activating/deactivating handsfree/open listening mode

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

When in open listening mode, you hold the conversation via the receiver and also activate the speaker on the desktop phone (earpiece and handsfree mode).

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

### Activating/deactivating open listening

- ▶ Press the handsfree key  to activate/deactivate open listening in earpiece mode and when listening to the answering machine.

## Making calls

### Activating handsfree mode while dialling



Enter the number and press the handsfree key.

End the call:



Press end key.

### Switching from earpiece to handsfree mode

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



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





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

### Switching from handsfree to earpiece mode



Lift handset. The speaker on the desktop phone is deactivated.

#### Please note

In handsfree mode, you can adjust the speaker with the  and  keys.

## Muting the desktop phone

You can deactivate the microphone on the receiver and desktop phone during an external call (including during a conference call or when call swapping). The other parties cannot hear you, but you can still hear them.

**Prerequisite:** You are conducting an external call.

### Deactivating the microphone



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



### Unmuting the microphone



Press the mute key again to unmute the microphone.

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

#### Please note

In mute mode, all keys on the desktop phone are deactivated with the exception of the mute key  and the end key .

Use the end key  to end the call.

## Making calls using network services

---

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

### Please note:

- ◆ Some settings cannot be made simultaneously on the desktop phone and registered handsets. If this is the case, you will hear a negative acknowledge tone.
- ◆ The abbreviations in brackets after the titles indicate the ISDN feature concerned. Some features may only be used if they have been authorised by the network provider (there may be an extra charge).
- ▶ If you require assistance, please contact your network provider.

## Configuring general settings for all calls

---

### Anonymous calling – withholding number

---

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

#### Prerequisite:

- ◆ For anonymous calls via your ISDN network connection, you need to have requested the relevant service (feature) from your network provider.

### Activating/deactivating "withhold number" for all calls

When this function is activated, the phone number is withheld for all calls. The withhold number function is activated for the desktop phone and all registered handsets.

 →  Select Services

### Withhold # All Calls

Select and press **OK** (✓ = on).

To find out how to withhold the number for a subsequent call (→ [page 39](#)).

### General call divert (CD)

---

A distinction is made between

- ◆ diverting calls internally and
- ◆ diverting calls to an external phone/connection

### CD to an external connection

When diverting a call, the call is forwarded to another external connection. Your call divert settings can be specific to a particular connection (i.e., for every configured MSN for the desktop phone).

 →  Select Services → Call Divert

A list containing the configured and activated receive connections (MSNs) for your phone and **Internal** is displayed.

- ▶ Select the receive connection for which you want to activate or deactivate call divert, and press **OK**.
- ▶ You can enter data in the following fields:

#### Status

Activate/deactivate call divert.

#### When

Select **All Calls** / **When Busy** / **No Answer**.

**All Calls:** Calls are diverted immediately i.e., calls for this MSN are no longer signalled on your desktop phone.

**No Answer:** Calls are diverted if no one accepts the call within several rings.

**When Busy:** Calls are diverted when your line is busy.

#### Phone Number

Press the display key **Change**. Enter number to which calls are to be diverted, and press **Save**. For every MSN, you can specify a different fixed line, VoIP or mobile phone number.

### Please note

Diverting calls to your phone numbers can result in additional costs. Please consult your provider.

### Internal call divert

You can divert all external calls intended for a desktop phone receive connection to a handset or device connected to the FAX port.

 →  **Select Services** → **Call Divert**

**Internal** Select and press **OK**.

▶ You can enter data in the following fields:

#### Status

Activate/deactivate call divert.

#### To handset

Select internal party.

#### Ring delay

If you prefer to have a delay before the call is diverted, select the length of the delay, (**None**, **10 sec.**, **20 sec.** or **30 sec.**).

If you select **None**, the call is not signalled on the desktop phone and is diverted immediately.

**Save**

Press the display key.

Internal call divert is only single-stage i.e., if the calls are diverted to a handset that also has call divert activated, this call divert is not activated.

### Activating/deactivating call waiting for external calls

---

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

When call waiting is deactivated, the caller will hear the busy tone if you are already making a call, you are the only party assigned to this connection and this connection is not assigned to an answering machine.

### Activating/deactivating call waiting

 →  **Select Services** → **Call Waiting**

**Status** Activate/deactivate.

▶ Press the display key **Save**.

### Transferring a call – activating/deactivating ECT (Explicit Call Transfer) (ISDN)

---

When call swapping, you can connect two external call participants ( → [page 40](#)) to each other by simply replacing the receiver. The transfer of the call by replacing the receiver is not supported by all ISDN exchanges and PABXs.

You can activate/deactivate this function for calls via your desktop phone.

 →  **Select Services**

#### Transfer (ECT)

Select and press **OK** ( = on).

### Setting up a busy signal for when the MSN is being used (Busy on Busy)

---

This setting allows callers to get a busy tone immediately when an external call is already being made on the MSN called, regardless of the setting **Call Waiting** ( → [page 38](#)). Call waiting will not be signalled.

 →  **Select Services**

#### Busy on Busy

Select and press **OK** ( = on).

## Configuring settings for the next call

---

### Activating/deactivating "withhold number" for the next call

---

You can withhold your phone number for the next call (CLIR = Calling Line Identification Restriction).

In idle status:

 →  **Select Services** → **Next Call**  
→ **Withhold Number**

Select and press **OK**.



Enter the number or copy from the directory.

**Dial**

Press the display key or pick up the receiver. The number is dialled.

Generally, you can withhold your number for all calls (→ [page 37](#)).

### Activating/deactivating the keypad function for the next call

---

The **keypad** function allows you to control certain features by entering sequences of characters and digits. For keypad control (→ [page 100](#)).

You can temporarily activate keypad control for the next call.

 →  **Select Services** → **Next Call**  
→ **Keypad Control**

Select and press **OK**.



Enter phone number.

**Dial**

Press the display key or pick up the receiver. The number is dialled.

## Configuring settings during an external call

---

### Initiating ringback when busy/no answer



---

If the person you are calling does not answer or their line is busy, you can initiate ringback.

The ringback display key only appears on the desktop phone if the exchange supports this feature.

**Ringback** Press the display key.

Wait for confirmation from the exchange.

 /  Replace the receiver or press the end key.

**Ringback when busy:** The ringback will take place as soon as the party in question terminates the current call.

**Ringback when no answer:** The ringback will take place as soon as the party in question has made a call.

#### Please note

- ◆ You can only activate one ringback at a time. If you activate a second ringback, the first one is automatically deleted.
- ◆ The ringback is initiated using the desktop phone's send connection.
- ◆ The ringback can only be received on the device that activated the ringback.

### Accepting a waiting call

---

You are making an external call and hear the call waiting tone.

**Accept** Press the display key.

Once you have accepted the waiting call, you can switch between the two callers ("call swap" → [page 40](#)) or speak to both at the same time ("conference" → [page 40](#)).



### Please note

- ◆ Without CLIP, a waiting call is only announced with a signal tone.
- ◆ An internal, waiting call is shown on the display. You can neither accept the internal call nor reject it.
- ◆ How to accept a waiting external call during an internal call ( → [page 80](#)).

## Rejecting a waiting call

You can hear the call waiting tone but do not want to speak to the caller.

**Reject** Press the display key.

The caller hears the busy tone.

## Consultation calls (external)

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

**During** an external call:

**Ext.Call** Press the display key.  
The previous call is placed on hold. The other participant hears an announcement.



Enter the second participant's telephone number.

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

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

### Please note

You can also select the second participant's phone number from the directory ([page 49](#)) or a call list ([page 49](#)).

## Ending a consultation call

**Options** → **End Active Call**

You are reconnected to the first caller.

You can also end the consultation call by replacing the receiver. The connection is briefly interrupted and you will receive a call back. As soon as the receiver is lifted, you are reconnected to the first call participant.

## Call swap

You can speak to both callers one at a time (call swap).

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

▶ Use  to swap between the participants.

The caller you are currently speaking to is marked with the  icon.

## Ending the active call.

**Options** → **End Active Call**


You are re-connected to the waiting caller.

## Initiating a conference

You can speak to both participants simultaneously.

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

▶ Pressing the display key **Conf.**

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


## Ending a conference

▶ Press the display key **EndConf.**

You return to "call swap" status. You are reconnected to the caller with whom you started the conference.

Or:

**Prerequisite:** ECT is not activated.

 Replace the receiver to end the call with both participants.

Each of the callers can end their participation in the conference call by pressing the end call key and replacing the handset.


## Transferring calls

---

### Transferring a call to an internal party

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

- ▶ Set up an **internal** consultation call (page 80).


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

### Transferring a call to an external number – ECT (Explicit Call Transfer)

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

#### Prerequisites:

- ◆ The feature is supported by your network provider.
- ◆ The ECT function has been enabled on your Gigaset ( → page 38).
- ▶ Set up an **external** consultation call (page 40).

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

Or

**Options** → Forward Call

## Identifying nuisance callers – identify caller function

---

Identify caller is used to identify annoying or threatening callers.

**Prerequisite:** You have requested the identify caller function from your network provider.

Activate this function during the call or immediately after the caller has hung up. You must not end the call yourself i.e., **you must not replace the receiver!**

The caller is identified in the ISDN telephone exchange and is recorded by phone number, time and date. A printout of the list is then sent by your network provider through the post.

**Prerequisite:** You are conducting an **external** call or the external call participant has hung up; however, you are maintaining the connection.

**Options** → Identify Caller

You can then continue the call or replace the receiver.

## Using functions after a call


---

### labelling Cancelling ringback

---

 →  Select Services → Ringback Off

If you have cancelled the ringback, a code is sent.

- ▶ After confirmation from the telephone network, press the end key .

If the ringback was signalled before you could cancel it, you can end it using **Cancel**.

## Using lists

---

The options are:

- ◆ Redial list
- ◆ Incoming SMS message list
- ◆ Call lists
- ◆ Missed alarms list
- ◆ Answering machine list




## Using the redial list

---

The redial list contains the 20 numbers last dialed with the desktop phone (max. 32 digits). If one of the numbers appears in the local or online directory, the corresponding name is displayed.

### Manual redial

---

-  Press the key to open the redial list.
-  Select entry.
-  Lift handset. The number is dialed.

When a name is displayed, you can display the corresponding phone number:



- ▶ Press the display key **View** or the middle of the control key.

If you have opened the redial list during a call, you must press the display key **Dial** to dial the number selected.

### Automatic redial

---

In idle status:

-  Press the key.
-  Select entry.
- Options** Open menu.

### Automatic Redial

Select and press **OK**.



**Or:** You try to call a number and hear the busy tone or the party does not answer:

- Options** Open menu.

### Automatic Redial

Select and press **OK**.



The number is automatically dialed at fixed intervals (at least every 20 seconds). The handsfree key flashes and "open listening" is activated.


- ◆ The party answers: Pick up the receiver  or press the handsfree key . "Automatic redial" ends.
- ◆ Party does not answer: The call is terminated after approx. 30 seconds. After ten unsuccessful attempts, "Automatic redial" ends.
- ▶ To cancel automatic redial, press the display key **Off** or any key.

### Managing entries in the redial list

---

In idle status:

-  Press the key **briefly**.
-  Select entry.
- Options** Open menu.

The following functions can be selected with :

### Copy to Directory

Copy an entry to the directory (**page 45**).

### Automatic Redial

→ "**Automatic redial**", **page 42**.

### Display Number

(As in the directory, **page 47**)

### Delete Entry

Delete selected entry.

(As in the directory, **page 47**)

### Delete List

Delete complete list.

(As in the directory, **page 47**)

## Using the incoming SMS message list

---

All received SMS messages are saved in the incoming message list (→ **page 58**).

## Using the answering machine list

You can use the **answering machine list** to listen to the messages that are on the answering machine ( → [page 67](#)).


## Using the call lists

**Prerequisite:** Calling Line Identification Presentation (CLIP, [page 34](#))

Your desktop phone stores various types of calls:

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

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

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

 →  → **All Calls / Outgoing Calls / Accepted Calls / Missed Calls**

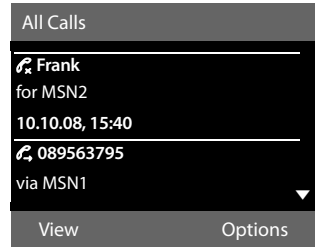
### Please note





You can receive information on unknown numbers free of charge via the reverse search in the online directory ( → [page 50](#)).

## List entry

New messages are displayed at the top.

Example of list entries:




- ◆ List type (in header)
- ◆ Status of entry  
**Bold:** New entry
- ◆ Number or name of caller
- ◆ Name of MSN/connection to which the missed/accepted call was directed (**for** receive connection), or via which the outgoing call was dialled (**via** send connection)
- ◆ Date and time of call (if set).
- ◆ Type of entry:
  - Accepted calls (  )
  - Missed calls (  )
  - Outgoing calls (  )
  - Calls recorded by the answering machine (  )

### Please note

Multiple calls from the same number are stored once in the missed calls list (the latest call). The number of calls from this number is shown in brackets after the entry.

**One Withheld** entry is created for all missed calls for which the number of the caller is withheld.

In addition, **one Unavailable** entry is created for every call for which the number was not transferred.

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

## Using lists

Select the **View** display key to access additional information, including for example the number linked to the name. If you have CNIP, then the name and town that is registered with your network provider for this number is displayed. If the name and town are not shown, it means that the caller has not requested Calling Line Identification or the number has been withheld.

Use the **Options** display key to select the following options:

### Copy to Directory

Copy number to the directory.

### Delete Entry

Delete selected entry.

### Delete List

Delete all entries.

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


#### Please note

In the case of each internal party (desktop phone, handset), only those received/missed calls directed to its receive connection are shown.





## Opening lists with the message key

Use the message key  to open the following lists:

- ◆ Answering machine list or network mailbox, if your network provider supports this function and quick dial is set for the network mailbox ([page 72](#)).
- ◆ Incoming SMS message list (→ [page 58](#))
- ◆ Missed calls list
- ◆ Missed alarms list

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

#### Icon New message...


-  ... in the answering machine list or on the network mailbox
-  ... in the **missed calls** list
-  ... in the SMS list
-  ... in the **Missed Alarms** list:

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

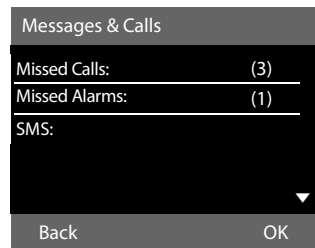


#### Please note

If calls are saved in the network mailbox, you will receive a message if the appropriate settings have been made (see your network provider user guide).

After pressing the message key , you can see all lists containing messages and the network mailbox list.

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



Select a list with . To open, press **OK**.

## Using directories

The options are:

- ◆ (Local) directory ( → [page 45](#))
- ◆ Public online directory and classified directory ( → [page 50](#))
- ◆ Private net directory

## Using the local desktop phone directory

You can save a total of 750 entries in the directory.

Not only can you create a personalised directory for your desktop phone, but you can send entries from it to handsets too ([page 47](#)).


### Please note

You can assign numbers from the directory to the function/display keys for quick access (quick dial) ([page 86](#)).

## Directory entries

You can save the following information in a directory entry:

- ◆ Name and surname
- ◆ Up to three numbers
- ◆ E-mail address
- ◆ Anniversary with reminder
- ◆ VIP ringer with VIP icon
- ◆ Caller picture

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

 →  → **Directory**

### Length of the entries

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

## Saving number(s) in the directory – new entry

 → **<New Entry>**

▶ You can enter data in the following fields:

### First Name: / Surname:

Enter first names and/or surnames.

If you do not enter a name in either of the fields, the first phone number is saved in the entry and displayed in place of a surname.

(To enter text and special characters, → [page 106](#).)

### Phone (Home): / Phone (Office): /

### Phone (Mobile):

Enter a number in at least one of the fields.

When scrolling through the directory, prefixed icons indicate which numbers are contained in the entry:



 denotes **Phone (Home)**,

 denotes **Phone (Office)**,

 denotes **Phone (Mobile)**.

### E-Mail:

Enter e-mail address.

### Anniversary:


Select **On** or **Off**.

With setting **On**:

Enter **Anniversary (Date)** and **Anniversary (Time)** and select reminder type: **Anniversary (Signal)** ( → [page 49](#)).

### Caller Melody (VIP):

Mark a directory entry as a **VIP** (Very Important Person) by assigning a specific ringer to it. VIP calls are recognised by the ringer.

VIP entries are highlighted by the  icon in the directory.

**Prerequisite:** Calling Line Identification ([page 34](#)).

## Using directories

### Caller Picture:

If required, select a picture to be displayed when this person calls (see **Using the resource directory, page 91**).

Prerequisite: Calling Line Identification Presentation (CLIP).

**Save** Press the display key.

### Order of directory entries

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

The sort order is as follows:


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


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


### Searching for a directory entry


 Open the directory.

You have the following options:


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

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



Press and hold  to scroll through the directory.

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

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

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

### Dialling with the directory

 →  (Select entry).

 Lift receiver.

Or during a call:

**Dial** Press the display key.

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

If the entry contains several numbers, the icons for the numbers stored are displayed:

 /  / .

 Select number.



**Dial** Press the display key.  
The number is dialled.


#### Please note


When dialling, you can link several numbers from the directory (e.g., a call-by-call number to a telephone number, → **page 54**).

### Managing directory entries

#### Viewing entries

 →  (Select entry).


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

 Scroll through the entry if necessary.


#### Using other functions

**Prerequisite:** The directory is opened while the desktop phone is in idle status.

**Options** Press the display key.

The following functions can be selected with :

#### Display Number

To edit or add to a saved number, or to save it as a new entry; for the latter, press the display key  after the number is displayed.

#### Delete Entry



(Not during an external call)

Delete selected entry.

## Copy Entry

- **to Internal:** Send a single entry to a handset (page 47).
- **vCard via SMS:** Send a single entry in vCard format via SMS.
- **vCard via Bluetooth:** Send a single entry in vCard format via Bluetooth.

## Editing entries



 →  (Select entry).

**View** **Edit** Press the display keys one after the other.


- ▶ Perform changes and save.

## Using other functions



When the desktop phone is in idle status:

 →  (Select entry)

→ **Options** (Open menu)

The following functions can be selected with :

### Display Number

Edit or add to a saved number and then dial with  or save as a new entry; for the latter, press the display key  after the number is displayed.

### Edit Entry

Edit selected entry.

### Delete Entry

Delete selected entry.

### Copy Entry

**to Internal:** Send a single entry to a handset (page 47).

**vCard via SMS:** Send a single entry in vCard format via SMS.

**vCard via Bluetooth:** Send a single entry in vCard format via Bluetooth.

### Delete List

Delete all entries in the directory.

### Copy List

**to Internal:** Send the complete list to a handset (page 47).

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

## Available Memory

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

## Exchanging directory/entries with handsets

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



### Please note:


- ◆ Entries with identical numbers are not overwritten on the receiving handset.
- ◆ The transfer is cancelled when the desktop phone rings or the receiving memory is full.
- ◆ Entered anniversary reminders, pictures and sounds are not transferred.

### Prerequisites:

- ◆ Receiving handset is registered to the desktop phone.
- ◆ The handset can send and receive directory entries.

## Sending the directory/directory entries to a handset

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

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

The transfer begins.

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

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



## Using directories

### Receiving a directory/directory entries from a handset



**Prerequisite:** The desktop phone is in idle status.

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

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

### Transferring the directory/entries as a vCard with Bluetooth

In Bluetooth mode (→ **page 82**), you can transfer directory entries in vCard format e.g., to exchange entries with your mobile phone or PC.


 →  (select entry) → **Options** (open menu) → **Copy Entry / Copy List** → **vCard via Bluetooth**


The list of "Known Devices" (→ **page 83**) is displayed and Bluetooth is activated, if necessary.

 Select device and press **OK**.

Or:

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

 Select device and press **OK**.

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

The transfer starts.

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

#### Please note

In Bluetooth mode, incoming calls are ignored.

### Receiving a vCard with Bluetooth

If a device from the "Known Devices" list (→ **page 83**) sends a vCard to your desktop phone, this occurs automatically. You are informed about it via the display.

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



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

The vCard transfer starts.

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

### Copying the displayed number to the directory


You can add numbers to the directory:

- ◆ From a list e.g., the call/answering machine list, incoming SMS message list or the redial list
- ◆ From the text of an SMS
- ◆ From a public online directory or classified directory
- ◆ From your private net directory
- ◆ When dialling a number

A number is displayed:

**Options** → **Copy to Directory**

Or:

 Press the display key.

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



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



Select type of number and press **OK**. The number is copied into the corresponding field.

- ▶ If necessary, complete the entry (→ **page 45**).



**Please note**


For a new entry:

- ◆ If you have CNIP, the first 16 characters of the transmitted name are also copied to the **Surname** line.
- ◆ If you are copying a number from an online directory, the surname or nickname (if available) are copied into the **Surname** field.
- ◆ During the number transfer from the answering machine list, the message playback is interrupted.

**Copying a number or e-mail address from the directory**

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



- ▶ Depending on the operating situation, open the directory with  or .

 Select entry (page 46).


**Saving an anniversary in the directory**


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

Anniversaries are automatically recorded in the calendar (page 75).

 →  (Select entry)

**View** **Edit** Press the display keys one after the other.

 Scroll to the **Anniversary:** line.

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

- ▶ You can enter data in the following fields:

**Anniversary (Date)**

Enter day/month/year in 8-digit format.

**Anniversary (Time)**

Enter the hour/minute for the reminder call in 4-digit format.

**Anniversary (Signal)**



Select the reminder type.

**Save** Press the display key.


**Please note**


A time must be specified for reminder calls. If you select a visual signal, a time is not required and is automatically set to 00.00.

**Deactivating anniversaries**

 →  (Select entry)

**View** **Edit** Press the display keys one after the other.

 Scroll to the **Anniversary:** line.

 Select **Off**.

**Save** Press the display key.

**Anniversary reminder call**

**In idle status**, a reminder call is shown in the display of the handset (→ page 3) and signalled with the selected ringer.

You can:

**SMS** Write an SMS.

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

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

Anniversaries that are indicated during a call and are not acknowledged are entered in the **Missed Alarms** list (page 77).

## Using online directories

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

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

### Exclusion of liability

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

## Opening an online/classified directory


**Prerequisite:** The desktop phone is in idle status.

 Press and **hold**.

Or:

 →  **Contacts** → **Network Directory**

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


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

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

If there is only one online directory available, a connection is immediately established by pressing and **holding** down the control key.

### Please note

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

- ▶ When the desktop phone is in idle status, dial **1#91** and then pick up the receiver .
- ▶ To establish a connection to the classified directory, dial **2#91**.

Calls to the online directory are always free of charge.

## Searching for an entry

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


▶ You can enter data in the following fields:

**Surname:** (online directory) or  
**Category/Name:** (classified directory)

Enter the name, part of a name or the business type (max. 30 characters).

**City:** Enter the name of the town/city in which the party you are searching for lives (max. 30 characters).

If you have already completed a search, the last names of the towns/cities you entered are displayed (maximum of five).

You can enter a new name or select one of the city names displayed using  and confirm with **OK**.


Or:

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

▶ Press the display key **Search** or  to start the search.

You must complete either the **Surname:** or **Category/Name:** and **City:** fields or just the **Number**. Searching by number is only possible if supported by the online directory you have selected. For information on entering text ( → [page 106](#)).

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

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

**Search** Press the display key to continue the search.

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

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

Or

- ▶ Press the display key **Change** to change the search criteria. The name and town/city are copied over and can be changed.

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

- ▶ Press the display key **Refine** to start a more detailed search (→ [page 51](#)).

Or

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

## Search result (hit list)

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



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

You have the following options:

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

Use **Options** to access the following options::

### Refine search

Refine search criteria and restrict hit list (→ [page 51](#)).

### New search

Start a new search.

### Copy to Directory

Copy the number to the local directory. A new individual entry is created in the local directory for every number. The surname is transferred to the name field of the local directory (→ [page 48](#)).

### Copy to Private NetDir.

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

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

## Calling parties

**Prerequisite:** A hit list is displayed.

- ▶ Select entry and pick up receiver .

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

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

- ▶ Using , select number and press the display key **Dial**.

## Starting a refined search

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

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

**Refine** Press the display key.

Or

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

## Using directories

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

**Surname:** (online directory) or

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

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

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

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

**Search** Start detailed search.

## Using the private net directory

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

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

You can use the private net directory on your desktop phone.


### Prerequisites:

- ◆ You can create your private net directory using your PC's Web browser.
- ◆ You can create and manage entries in the online directory via your PC's Web browser.
- ◆ Activate the online directory on your desktop phone via the Web configurator. It is particularly important that you store the user name and password for accessing the private net directory in the desktop phone.

You can use the directory from every registered handset.

## Opening the online directory


**Prerequisite:** The desktop phone is in idle status.

 Press and **hold**.

Or:

 →  **Contacts** → **Network Directory**



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

 Select the private net directory from the list and press **OK**.

Your private net directory is opened.

### Please note

If there is no other online directory available apart from the private net directory:


- ▶ Press  **briefly**. The private net directory opens.
- ▶ Press and **hold** . The desktop phone local directory opens.

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


## Selecting, viewing and editing entries in the online directory

### Prerequisite:


The online directory is open (see above).

▶ Scroll with  to the required entry.

Or:

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

▶ Press the display key **View**.


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

The following data is shown, if available (in the specified sequence):

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

### Using other functions

**Options** Press the display key.

The following functions can be selected with :

#### Edit nickname

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

#### Copy to Directory


Copy an entry to the local directory  
( → [page 48](#)).

#### Please note

You can copy numbers from a public directory to your private net directory  
( → [page 51](#)).

## Calling up an entry in the online directory


**Prerequisite:** You have opened the online directory.

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

 Lift handset.

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

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

 Select the number to be dialled.

**Dial** Press the display key.

The selected phone number is dialled.

## Transferring the local directory to the private net directory

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

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

## Making cost-effective calls

---


Make phone calls through a network provider who offers cheap rates (call-by-call) or have the charges displayed after the call.


### Linking a number with a call-by-call number

---

You can store the access codes (call-by-call numbers) from network providers in the directory ([page 45](#)).

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

 Press **briefly** to open the local directory.



 Select entry (call-by-call number).

**Options** Press the display key.


#### Display Number


Select and press **OK**.


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


  Enter the number and pick up the receiver.

Or:

 Press **briefly** again to copy the number from the local directory.

 Select entry ([page 46](#)).

 If there are several numbers stored in the entry:  
Select and press **OK**.

 Press the talk key. Both numbers are dialled.

## Displaying call duration/charges

---

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

- ◆ During the conversation
- ◆ Until approximately 3 seconds after replacing the receiver.

#### Please note

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

For outgoing external calls, the **call charges** are displayed instead of the **call duration** if you have authorised your network providers to transfer the charge information.

## Sending SMS (text messages)

Your phone is delivered ready to send SMS messages immediately.

### Prerequisites:

- ◆ Calling Line Identification is enabled for your phone line.
- ◆ Your network provider supports SMS on the fixed line network (information on this can be obtained from your network provider).
- ◆ To receive SMS messages, you must be registered with your SMS service provider. This occurs automatically when you send your first SMS.

### Please note:

- ◆ Every internal party (desktop phone, registered handsets) can only access SMS (read/edit/delete) received or sent via an MSN that has been assigned to the party as a send or receive connection. To assign MSNs to your handset, please see [page 96](#).
- ◆ If you wish to receive SMS messages via several MSNs, you must register each MSN separately with your service provider.

## Writing/sending SMS

### Writing an SMS

 →  SMS

**New SMS** Select and press **OK**.



Write SMS.

### Please note

- ◆ For instructions on entering text and special characters, please see [page 106](#).
- ◆ An SMS may contain up to 612 characters. If there are more than 160 characters, the SMS is sent as a **linked** SMS (up to 4 SMS messages with 153 characters each). The top right of the display shows how many characters are still available and which part of a linked SMS is currently being written.

### Sending an SMS

**Options** Press the display key.

**Send** Select and press **OK**.

**SMS** Select and press **OK**.



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

**Send** Press the display key. The SMS is sent.

### Please note

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




## Sending SMS (text messages)

### Setting input language

- ▶ You are writing an SMS.

**Options** Press the display key.

### Select Language

Select and press **OK**. The current language is indicated by a .



Select input language and press **Select**.

## SMS status report


**Prerequisite:** Your network provider supports this feature.

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

### Activating/deactivating a status report

 →  SMS → Settings

#### Status Report

Select and press **Change**  
( = on).

### Reading/deleting status report/saving number to directory

- ▶ Open the incoming message list (**page 58**) and then:



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

**Read** Press the display key.

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

## Draft list

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

### Please note

The draft list contains all of the saved SMS messages for the assigned send connection.

### Saving an SMS in the draft list

- ▶ You are writing an SMS (**page 55**).

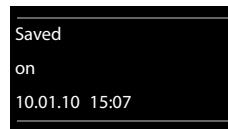
**Options** Press the display key.

**Save** Select and press **OK**.

### Opening the draft list

 →  → Draft

The first list entry is displayed e.g.,




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

### Reading or deleting SMS messages

- ▶ Open the draft list and then:



Select SMS.

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

Or delete the SMS with

**Options** → **Delete Entry** → **OK**.

## Writing/changing an SMS

- ▶ You are reading an SMS in the draft list.

**Options** Open menu.

You have the following options:

### Send

Send stored SMS.

### Edit

Edit the text of the saved SMS and then send it ([page 55](#)).

### Character Set

Display text in the selected character set.

## Deleting the draft list

- ▶ Open the draft list and then:

**Options** Open menu.

### Delete List



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

## Sending SMS messages to an e-mail address

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

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

 →  **SMS** → **New SMS**

 /  Transfer the e-mail address from the directory or enter it manually. End the entry with a space or colon (depending on the service provider).

 Enter the SMS text.

**Options** Press the display key.

**Send** Select and press **OK**.

**E-mail** Select and press **OK**. If the number of the e-mail service is not entered ([page 60](#)), enter the number of the e-mail service.

**Send** Press the display key.

## Sending SMS messages as a fax

You can also send an SMS to a fax machine.



**Prerequisite:** Your network provider supports this feature.

- ▶ You are writing an SMS ([page 55](#)).

**Options** Press the display key.

**Send** Select and press **OK**.

**Fax** Select and press **OK**.

 /  Select number from the directory or enter it manually. Enter the number with area code (even if you are in the same area).

**Send** Press the display key.

## Receiving an SMS

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

The display tells you if the SMS memory is full.

### Please note



You can only delete SMS messages that have been sent to a receive connection (MSN) assigned to your device (desktop phone or handset). If the memory is taken up by SMS messages that have been sent to other MSNs, a notification to this effect will appear on the display.

### Incoming list

---

The incoming message list contains:

- ◆ All SMS messages with an MSN that matches a send or receive connection on your device (desktop phone or handset). If no MSNs have been set up, all SMS messages received are shown on all handsets and the desktop phone. The most recent SMS appears at the top of the list.
- ◆ SMS messages that could not be sent due to an error.

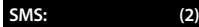
New SMS messages are indicated by the  icon in the display, the  message key flashing and an advisory tone sounding.

#### Opening the incoming list with the

 key

 Press.

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



SMS: (2)

**Bold:** New entries

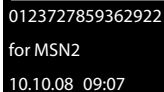
**Normal font:** Old entries

▶ Open list with **OK**.

Every entry in the list contains:

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

Example:



0123727859362922  
for MSN2  
10.10.08 09:07

#### Opening the incoming list via the SMS menu

 →  SMS → Incoming

### Deleting the incoming list

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

▶ Open the incoming list.


**Options** Open menu.


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

### Reading or deleting SMS messages

---

▶ Open the incoming list, then:

 Select SMS.

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

Or delete the SMS with

**Options** → **Delete Entry** → **OK**.

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

### Changing the character set

▶ Read SMS

**Options** Press the display key.

#### Character Set

Text is shown in the selected character set.

### Replying to or forwarding SMS messages

---

▶ Read SMS

**Options** Press the display key.

You have the following options:

#### Reply

Write and send a new SMS to the sender ([page 55](#)).

#### Edit

Edit the text in the SMS and return it to the sender ([page 55](#)).

#### Forward

Forward the SMS to another number ([page 55](#)).

## Copying the number to the directory

---

### Copying the sender's number

- ▶ Open the incoming list and select the SMS (page 58).

**Options** → Copy to Directory

- ▶ Complete the entry ( → page 45).


#### Please note

An attached mailbox identifier is added to the directory.

### Copying/dialling numbers from an SMS


- ▶ Read the SMS and scroll to the telephone number.

The digits are highlighted.

 Press the display key.

Complete the entry ( → page 45).

Or:


 Press the talk key to dial the number.

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

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

## Sending an SMS with vCard

---

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

A vCard can include:

- ◆ Name
- ◆ Private number
- ◆ Business number
- ◆ Mobile phone number
- ◆ Birthday

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

### Opening the vCard

- ▶ Read the SMS containing the vCard.

**View** Press the display key.  
To return to the body of the SMS, press **Back**.

 Select number.

**Save** Press the display key.

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

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

## Receiving notifications via SMS

---

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

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

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

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

 →  SMS → Settings → Notification

- ▶ You can enter data in the following fields:

**To:**

Enter the number to which the SMS is to be sent.

**For missed calls:**

Select **On** if you require SMS notification.

**Msg. on Answer M.:**

Select **On** if you require SMS notification.

**Save** Press the display key.

#### Warning

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

## Setting SMS service centre

---

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

Your SMS messages are sent via the **SMS service centre** that is entered as the **active send service centre**. However, you can activate any other SMS service centre as the active send service centre to send a message (page 60).


If no SMS service centre is entered, the SMS menu only consists of the entry **Settings**. Enter an SMS service centre (page 60).

## Entering/changing SMS service centres

---

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

 →  **SMS** → **Settings**  
→ **Service Centres**

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

- ▶ You can enter data in the following fields:

### Active Send:

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

### SMS Service Centre no.:

Enter the number of the SMS service centre.

### E-mail Service no.:

Enter the number of the e-mail service.

### Send via:

Specify connection (MSN), via which SMS messages should be sent.

**Save** Press the display key.

## Sending an SMS via another SMS service centre


---

- ▶ Activate SMS service centre 2, 3 or 4 as the active send service centre.
- ▶ Send the SMS.

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


## Activating/deactivating first ringer muting

---

 Open the main menu.

Press keys.

 **OK** Make the first ring audible.

Or:

 **OK** Mute the first ring.

## Activating/deactivating SMS function

---


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

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


 Open the main menu.

Enter the digits.

 **OK** Deactivate the SMS function.

Or:

 **OK** Activate the SMS function (default setting).

# Troubleshooting SMS problems

## Error codes when sending

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

## Self-help with errors

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

<p>You cannot send messages.</p> <ol style="list-style-type: none"> <li>1. You have not requested the CLIP service (Calling Line Identification Presentation). <ul style="list-style-type: none"> <li>▶ Ask your service provider to enable this service.</li> </ul> </li> <li>2. SMS transmission has been interrupted (e.g., by a call). <ul style="list-style-type: none"> <li>▶ Re-send the SMS.</li> </ul> </li> <li>3. The network provider does not support this feature.</li> <li>4. No number or an invalid number is entered for the SMS service centre set as the active send service centre. <ul style="list-style-type: none"> <li>▶ Enter the number (page 60).</li> </ul> </li> </ol>
<p>You receive an incomplete SMS.</p> <ol style="list-style-type: none"> <li>1. Your desktop phone's memory is full. <ul style="list-style-type: none"> <li>▶ Delete old SMS messages (page 56).</li> </ul> </li> <li>2. The service provider has not yet sent the rest of the SMS.</li> </ol>

<p>You have stopped receiving SMS messages.</p> <p>Call divert is activated for <b>All Calls</b> or call divert is activated for <b>All Calls</b> for the network mailbox.</p> <ul style="list-style-type: none"> <li>▶ Change the call divert settings (→ page 37).</li> </ul>
---

<p>The SMS is played back.</p> <ol style="list-style-type: none"> <li>1. The "display call number" feature is not activated. <ul style="list-style-type: none"> <li>▶ Ask your service provider to activate this function (chargeable).</li> </ul> </li> <li>2. No agreement is in place between your mobile phone operator and your fixed line network SMS service provider. <ul style="list-style-type: none"> <li>▶ Obtain information from your fixed line network SMS service provider.</li> </ul> </li> <li>3. Your terminal has been recorded by your SMS provider as having no fixed line network SMS functionality i.e., you are not registered with the provider. <ul style="list-style-type: none"> <li>▶ Send any SMS to automatically register your desktop phone to receive SMS.</li> </ul> </li> </ol>
---

<p>Messages are only received during the day.</p> <p>The terminal is recorded in your SMS provider's database as having no fixed line network SMS functionality i.e., you are not registered with the provider.</p> <ul style="list-style-type: none"> <li>▶ Obtain information from your fixed line network SMS service provider.</li> <li>▶ Send any SMS to automatically register your desktop phone to receive SMS.</li> </ul>
--

## Info centre – continuous Internet access from your phone

---

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

### Customising info services

- ▶ Open the Web configurator page **Settings → Services → Info Services** on the PC (see user guide for the Web configurator on the enclosed CD).
- ▶ Click the link [gigaset.net/myaccount](http://gigaset.net/myaccount).

Or:

- ▶ Enter the following address in the address field of your PC's Web browser: [www.gigaset.net](http://www.gigaset.net)
- ▶ Enter your Gigaset.net user ID and password on the Gigaset.net page. You will find your user ID and password on the Web configurator page specified above.

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

#### Please note


You can start the info centre with the desktop phone and with registered Gigaset SL78H, S67H, SL400H and S79H handsets and have info services displayed.

## Starting info centre, selecting info services

---

 → **Additional Features** → **Info Centre**

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

 Select the info service and press **OK**.

To access certain info services (personalised services), it is necessary to register with a user name and password. In this case, enter your access data as described in the "**Registering for personalised info services**" section on [page 63](#).

## Messages when loading requested information

---

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

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

### Requested page can't be reached.

Possible causes of this are:

- ◆ Time limit exceeded (timeout) when loading the information
- ◆ The Internet server for the info service cannot be accessed.

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

### Coding error on requested page

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

### Can't display requested page

General error when loading the info service.

## Login failed.

Registration has failed. Possible causes of this are:

- ◆ You have not entered your registration data correctly.
  - ▶ Reselect the info service and repeat the registration process. Please remember that data is case sensitive.
- ◆ You are not entitled to access this info service.

## Registering for personalised info services

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

### Authent. Name

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

**Save**

Press the display key.

### Password

Enter the password associated with this user name.

**Save**

Press the display key.

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

If registration failed, a message to this effect appears on the display → **Messages when loading requested information, page 62.**



### Please note

Please remember that registration data is case sensitive. For information on entering text ( → **page 106**).

## Navigating the info centre

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


### Scrolling within an info service

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


### Skipping back to the previous page

- ▶ Press the left display key.

### Skipping back to the info centre menu


- ▶ Briefly press the end key .

You want to go offline:




Press and **hold** the end key , the desk-top phone returns to idle status.

### Selecting a hyperlink

#### Hyperlink to further information:

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




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

- ▶ Using the control keys ( and/or ) as required, you can navigate to the hyperlink that you would like to select. The hyperlink is then highlighted (by bars).
- ▶ Press the right display key , to open the relevant page.



## Hyperlink to a phone number:

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

- ▶ Select the hyperlink using the  and/or  keys, as required.
- ▶ You can identify a hyperlink of this type by the fact that **Call** is shown above the right display key.
- ▶ Press the display key  to copy the phone number to the local directory on your desktop phone.

Or:

- ▶ Press **Call** to call the stored number.

Depending on the provider, if you press **Call**:


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

- ▶ If you press **Yes**, the number is dialled.


Or:


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

## Entering text



- ▶ If necessary, use  to navigate to the line containing the field into which you want to enter text. The cursor flashes in the text field.
- ▶ Enter the text using the keys on the desktop phone (→ [page 106](#)).
- ▶ If necessary, navigate to other text fields to complete them or make a selection (see below).
- ▶ Press the right display key to complete the entry and send the data.

## Making selections

- ▶ If necessary, use  to navigate to the line in which you would like to make a selection.
- ▶ Press left or right on the control key several times to make the required selection.

- ▶ Use  to navigate to other selection fields and make your selection as described above.
- ▶ Press the left display key to complete the selection and send the data.

## Setting options

- ▶ Use  to navigate to the line containing the option. The line is highlighted.
- ▶ Activate or deactivate the option via the control key  (press right) or the left display key (e.g., **OK**).
- ▶ If necessary, navigate to other options or text fields to set or complete them.
- ▶ Press the left display key (e.g., **Send**) to complete the entry and send the data.

## Displaying information from the Internet as a screensaver

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


To do so, you must enable the **Info Services** screensaver on your desktop phone (→ [page 87](#)) and activate the display of info services via the Web configurator.

### Please note

The default setting is the weather report.

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

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

- ▶ Press the right display key to call up further information.
- ▶ Press and **hold** the end key  to return to idle status.

## Operating the desktop phone answering machine

---

You can operate the answering machine that is integrated into the base telephone using the keys on the desktop phone (→ [page 2](#)), via a registered handset or by remote operation (other phone/mobile phone). Your own announcement message or advisory message can only be recorded via the desktop phone or a handset.

The device has three answering machines (AM1, AM2, AM3), which can be activated and used independently of each other.

Once the desktop phone has been set up, AM1 is activated and all desktop phone MSNs are assigned to it as receive connections.

AM2 and AM3 are available once you have assigned at least one receive connection to them.

Each answering machine only receives calls that are directed to its receive connections. Each answering machine can only be operated via the end devices (desktop phone/handsets) to which at least one of the machine's receive connections is assigned.

### Assigning receive connections

**Prerequisite:** At least two MSNs have been configured on your desktop phone.

 →  **Settings** → **Telephony**  
→ **Receive Connections**

#### Answer Machine 1 / 2 / 3

Select and press **OK**.

- ▶ You can enter data in the following fields:

#### Receive calls for xxx

(xxx = Name of the receive connection MSN1, MSN1 ...)

Select **Yes**, if the answering machine should accept calls made on these receive connection.

If the receive connection is already assigned to an answering machine, you cannot select **Yes**.

Select **No**, if the receive connection should not be assigned to this answering machine.

Make this setting for every configured desktop phone connection.


### Answering machine mode

You can use two different modes for each of the three answering machines.

- ◆ In **Answer & Record** mode, the caller hears the announcement and can then leave a message.
- ◆ In **Answer only** mode, the caller hears your announcement but cannot leave a message.

## Operating via the desktop phone

---

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

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

### Activating/deactivating and setting answering machine mode


---

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

 →  → **Activation**

## Operating the desktop phone answering machine

The list of answering machines that share a receive connection with the desktop phone is displayed. Activated answering machines are marked with ✓.

 If necessary, select answering machine.

**Edit** Press the display key.

▶ You can enter data in the following fields:

### Activation:

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

### Mode:

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

If **Alternating** mode is selected:

### Record from:

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

### Record until:

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


**Save** Press the display key.

When you switch the answering machine on, the remaining memory time is announced. If the time has not yet been set, a corresponding announcement is made (set time → **page 92**). The **00** icon is shown on the display, as well as a digit for the activated answering machine(s) (e.g., **001**, **002**).



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

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

## Activating the answering machine via the key on the desktop phone

▶ Press the  key to activate or deactivate all answering machines that share a receive connection with the desktop phone.

If several answering machines are assigned to the desktop phone and these are not all deactivated, proceed as follows:


1. Press the  key: All answering machines assigned to the desktop phone are activated.
2. Press the  key: All answering machines are activated.

## Recording a personal announcement/advisory message

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

You can record your own personal announcement for answer and record mode and answer only mode.

 →  → **Announcements**  
→ **Record Announcemnt. /**  
**Record Advisory Msg.**

 If necessary, select answering machine and press **OK**.



**OK** Press the display key to start the recording.

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

You hear the ready tone (short tone).

▶ Now speak your announcement (at least 3 secs.).

**End** Press the display key to end the recording.

Use , the end key  or **Back** to cancel recording and **OK** to restart the recording process.

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

**Please note:**

- ◆ Recording ends automatically if the maximum recording time of 170 seconds is exceeded or there is a break in speech for more than 2 seconds.
- ◆ If you cancel the recording, the pre-recorded announcement is used again.
- ◆ The recording is not started or cancelled if the answering machine memory is full.
  - ▶ Delete old messages and the answering machine will automatically switch back to **Answer & Record** mode.
  - ▶ Repeat recording if required.

**Playing announcements**

→ → **Announcements**  
→ **Play Announcement /**  
**Play Advisory Message**

If necessary, select answering machine and press **OK**.

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

Use , the end key or **Back** to stop playback.

Record a new announcement while playing the announcement:

**New** Press the display key.

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

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

**Deleting announcements/advisory messages**

→ → **Announcements**  
→ **Delete Announcemnt. /**  
**Delete Advisory Msg.**

If necessary, select answering machine and press **OK**.

**Yes** Press the display key to confirm the prompt.

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

**Playing messages**

The date and time of each message is logged (provided this has been set, → **page 92**) and displayed during the playback. If Calling Line Identification is activated, the caller's number or name is displayed. If the caller's number is saved in the directory, their name is displayed. For more information about the display, please see **page 34**.

**Playing new messages**

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

Press the message key.

**Answer Mach. 1: / Answer Mach. 2: /**  
**Answer Mach. 3:**

Select from the list and press **OK**.

Or:

Press the play key.

If necessary, select answering machine and press **OK**.

Or:

→ → **Play Messages**

If necessary, select answering machine and press **OK**.

Only the local answering machines that share a receive connection with the desktop phone are displayed.

## Operating the desktop phone answering machine

The speaker on the desktop phone is activated.

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

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

All stored messages are played back regardless of the associated receive connection.

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



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

### Playing old messages

If there are no more new messages, you can start playing older messages as described in "**Playing new messages**" on **page 67**.

### Stopping and controlling playback


During message playback:



 Pause playback. Press  again to resume.

Or

 / 



Press the display key or the middle of the control key.

To continue select **Continue** and press .

 (press and hold) or 

During time stamp playback: Skip to previous message.

During message playback: Skip to the start of the current message.



 (briefly press) or 

During time stamp playback:

Skip to previous message.

During message playback:

Repeat the last five seconds of the current message.

 or 

Go to the next message.

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


### Marking a message as "new"

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


**During message playback or pause:**

 Press the star key.

Or:


 Open menu.

### Mark as New

Select and press .

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

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

The  key on the handset flashes.

### Copying the phone number from a message to the directory

During playback or pause:

 → **Copy to Directory**

▶ Complete the entry ( → **page 48**).

## Deleting messages

---

You can either delete all old messages together or individually.

### Deleting all old messages

During playback or pause:

**Options** → **Delete Old List** **OK**

**Yes** Press the display key to confirm the prompt.

### Deleting an individual message

During playback or pause:

**Delete** / **0...**

Press the display key or the **0...** digit key.

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

## Accepting a call from the answering machine


---

You can accept a call while the answering machine is recording or is being operated remotely:

 / **Accept** / 

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

Recording stops and you can speak to the caller.

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

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

## Diverting an external call to the answering machine

---

You can divert an incoming external call to the answering machine, even if it is deactivated.

It is only possible to divert a call, if:

- ◆ The call comes in on a receive connection that is assigned to one of the answering machines
- ◆ The answering machine, to which the receive connection is assigned, is not engaged with another call
- ◆ There is sufficient capacity available on the answering machine

**Prerequisite:** An external call is signalled on the desktop phone:

**Options** Open menu.

### Divert to AM

Select and press **OK**.

The answering machine starts immediately in answer & record mode and records the call. The set time for ring delay (**page 70**) is ignored.

## Activating/deactivating two-way record

---

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

### Prerequisites:

- ◆ The MSN used for the call is assigned to an answering machine as a receive connection.
- ◆ The answering machine, to which the receive connection is assigned, is not engaged with another call.
- ▶ Inform the caller that the call is being recorded.

**Options** Open menu.

### Two-Way Record

Select and press **OK**.

## Operating the desktop phone answering machine

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

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

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

## Activating/deactivating call screening

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

### Permanently activating/deactivating call screening

 →  → Call Screening

#### Desktop Phone

Select to activate/deactivate call screening on the desktop phone ( = on).

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

**Change** Select display key to activate/deactivate the function.



### Deactivating call screening for the current recording

You can deactivate the function during the recording.

On the desktop phone:

**Silence** Press the display key.

### Answering a call

 /  Press the handsfree key or pick up the receiver.

## Setting the recording parameters

The answering machine has already been preset at the factory. Individual settings can be adjusted via the desktop phone or a registered handset.

 →  → Recordings

▶ You can enter data in the following fields:

#### Length:

Maximum recording time **1 Min.**,  
Select **2 Min.**, **3 Min.** or **Maximum**.

#### Quality:

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

#### Ring Delay:

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

**Save** Press the display key.


### Information about ring delay

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

- ◆ If there are no new messages, the answering machine answers a call after 18 seconds.
- ◆ If there are new messages, the answering machine answers a call after 10 seconds.

When operating remotely (→ **page 71**), you can tell after approx. 15 seconds that there are no new messages (otherwise the answering machine would have already accepted your call). There are no call charges if you hang up now.

## Changing the language for voice prompt and pre-recorded announcement



 Open the main menu.

        
Enter digits and press

  To set Czech.

  To set Slovene.

  To set Croatian.

  To set English.

  To set Greek.


## Operating when on the move (remote operation)




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

### Prerequisites:

- ◆ You have set a system PIN other than 0000 (page 93).
- ◆ The phone you are using for remote operation has tone dialling (DTMF) i.e., you hear different tones when you press the keys. Alternatively, you can use a code transmitter (available from your mobile phone retailer).
- ◆ The connection/MSN via which you call is assigned to the answering machine as a receive connection.

## Calling the answering machine and playing messages







 Dial your own number.

   
When you hear your announcement: Press .  
The announcement is aborted.

 Enter system PIN.

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

The following keys are used for operation:

-  During time stamp playback: Skip to previous message.  
During message playback: Skip to the start of the current message.
-  Stop playback. Press again to resume.  
After a pause of approx. 60 seconds, the connection is ended.
-  Go to the next message.
-  Repeat the last five seconds of the message
-  During message playback: Delete current message.
-  Change the status of a previously played back message to "new".  
The next message starts to play. The remaining capacity is announced at the end of the last message.

## Activating the answering machine

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

 Enter system PIN.

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

The messages are played.

The answering machine cannot be deactivated remotely.

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



## Using the network mailbox



---

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

You need to have **requested** the network mailbox from your network provider. You can store the number of the network mailbox on the desktop phone.

### Network mailbox: Entering numbers

---

 →  **Answering Machine**  
→ **Network Mailbox**



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

**Save** Press the display key.

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


### Configuring the (network) mailbox for quick dial

---



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

#### Assigning key 1, changing assignment



---

Quick dial settings are device-specific. You can assign a different answering machine to key  on the desktop phone and each registered handset.



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

 Press and hold key .

Or:

 →  **Answering Machine**  
→ **Set Key 1**

**Network Mailbox / Answering Machine**


 Select entry and press **OK**  
( = on).

#### You have selected the local Answering Machine:

Quick dial is immediately activated for the local answering machines on the desktop phone.

#### You have selected the network mailbox:

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


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

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



Enter the number for the network mailbox.

**Save** Press the display key.

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

Quick dial is activated.

#### Please note

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

You can also call the network mailbox directly via the message key ([→ page 73](#)).

## Calling the network mailbox

---



Press and **hold**.

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



If necessary, press the handsfree key.

You hear the network mailbox announcement.

If you have set quick dial for the local answering machine on the desktop phone, message playback starts only if one answering machine is assigned a receive connection for the desktop phone. If you have assigned several answering machines to the desktop phone, then a list of answering machines will appear.

## Displaying new messages in the handset's idle display

---

If a new message is present on the network mailbox, or there is a new message on the integrated answering machine, the **00** icon and the number of new messages are shown on the handset's idle display. The



message key flashes.

## Calling the network mailbox using the message key

---



Press the message key.

### Network Mailbox

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

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

# ECO DECT: Reducing energy consumption and radiation

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

## Reducing energy consumption

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

## Reducing radiation

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

You can further reduce the radiation from the handsets and desktop phone by using Eco Mode.

**Eco Mode** reduces radiation by 80% – whether you are making a call or not.

**Eco Mode** reduces the range of the desktop phone by approx. 50%. Using **Eco Mode** always makes sense when a reduced range is sufficient.


## Switching off radiation

### Eco Mode+

When you activate **Eco Mode+**, the radiation (DECT transmission power) from the desktop phone and handset is deactivated in idle status, assuming all registered handsets support **Eco Mode+**.



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

## Activating/deactivating Eco Mode / Eco Mode+

 → Settings → Eco Mode  
→ Eco Mode / Eco Mode+

**Change** Press display key (☑ = on).

### Idle status displays

Display icon	
 white	<b>Eco Mode+</b> activated
 green	<b>Eco Mode+</b> and <b>Eco Mode</b> activated

### Please note

- ◆ When using **Eco Mode+**, you can ensure that the range of the desktop phone is sufficient by pressing and **holding** the talk key on a handset. You hear the ringing tone if the desktop phone can be reached.
- ◆ When **Eco Mode+** is activated:
  - Call setup is delayed by approx. 2 seconds on the handset.
  - Handset standby time is reduced in certain circumstances.
- ◆ Registering handsets that do not support **Eco Mode+** causes the mode to be deactivated on the desktop phone and all other registered handsets.
- ◆ Activating **Eco Mode** reduces the range of the desktop phone.
- ◆ **Eco Mode / Eco Mode+** and repeater support (→ **page 97**) cancel each other out i.e., if you use a repeater, you cannot use **Eco Mode** or **Eco Mode+**.

## Setting an appointment (calendar)

You can use your desktop phone to remind yourself of up to 30 appointments. Anniversaries entered in the directory (→ [page 49](#)) are automatically recorded in the calendar.

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

When the desktop phone is in idle status:

**Calendar** Press the display key.

Or:

 →  **Organizer** → **Calendar**

Then:

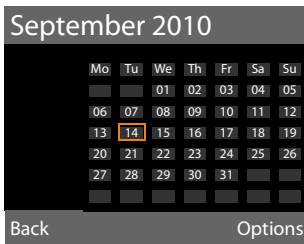
**Options** → **Show cal. in idle**

- ▶ Press **Change** to activate/deactivate the function ( = on).



### Saving an appointment.

**Prerequisite:** The date and time have already been set ([page 92](#)).

 →  **Organizer** → **Calendar**



- ◆ The current day is selected (outlined in orange).
- ◆ Days on which appointments have already been saved are highlighted in orange.

 /  Select the required day in the graphical calendar.

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

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

After selecting the day:

- Press the middle of the control key.
- ◆ If appointments have already been entered, this will open the list of saved appointments on that day.  
Use **<New Entry>** → **OK** to open the window and input a new appointment.
- ◆ If no appointments have been entered, the input window will open immediately to add the new appointment.
- ▶ You can enter data in the following fields:

#### Activation:

Select **On** or **Off**.

#### Date:

Enter the selected date in this field.

Enter day/month/year in 8-digit format, if necessary.

#### Time:

Enter hours/minutes in 4-digit format.

#### Text:

Enter text (max. of 16 characters). The text appears as the appointment name in the appointment list and is displayed on the screen during the appointment reminder. If you do not enter any text, only the date and time of the appointment are displayed.

#### Signal:

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

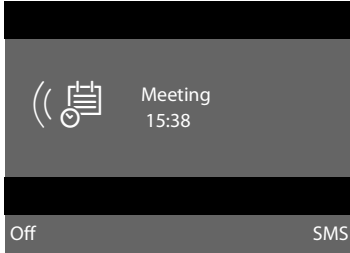
**Save** Press the display key.

#### Please note

If you have already saved thirty appointments, you will have to delete an existing appointment before adding a new one.

### Signalling appointments and anniversaries

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



**You can either deactivate or answer an appointment reminder:**

**Off** Press the display key to deactivate the appointment reminder.

Or:

**SMS** Press the display key to accept the appointment reminder with an SMS.

#### Please note

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

It is entered in the missed alarms list.

### Managing appointments

→ Organizer → Calendar

#### Editing individual appointments

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

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

Select appointment/anniversary.

**View** Press the display key to view the entry.

You can only display anniversaries. You can edit an anniversary via the directory ([→ page 49](#)).

With an appointment, select **Options** for the following options:

#### Edit Entry

(Similar to [Saving an appointment](#).  
→ [page 75](#))

#### Delete Entry

Delete a selected appointment from the list.

#### Activate / Deactivate

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

#### Deleting all appointments

In the monthly view:


**Options** → Delete all appoint. → **OK**


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

## Displaying missed appointments, anniversaries


Missed appointments/anniversaries (page 49) are displayed in the **Missed Alarms** list if:

- ◆ You do not accept an appointment/anniversary.
- ◆ The appointment/anniversary was signalled during a phone call.

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

Open the list by pressing the **message key**  (→ page 44) or via the menu:

 →  **Organizer** → **Missed Alarms**

 Select appointment/anniversary.

Information about the appointment/anniversary is displayed. A missed appointment is shown with the appointment name (→ page 75), a missed anniversary with name and surname. The date and time will also be given.

**Delete** Delete appointment

Or:

**SMS** Write an SMS.

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

## Setting the alarm clock

**Prerequisite:** The date and time have already been set (page 92).

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

 →  **Organizer** → **Alarm Clock**

► You can enter data in the following fields:

**Status:**

Select **On** or **Off**.


**Time:**

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

**Occurrence:**

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


**Volume:**

Set the volume for the alarm (1–5) or crescendo ring (volume increases with each ring = ).

**Signal:**

Select the melody for the alarm.

**Save** Press the display key.

In the idle display header, you will see the  icon and the wake-up time.

A wake-up call is signalled on the display and with the selected ringer (→ page 3).

The wake-up call sounds for 60 seconds.

If no key is pressed, the wake-up call is repeated twice at five minute intervals and then switched off.

During a call, the wake-up call is only signalled by a short tone.

### Deactivating the wake-up call/repeating after a pause (snooze mode)

**Prerequisite:** A wake-up call is sounding.

**Off** Press the display key. The wake-up call is deactivated.

Or

**Snooze** Press the display key or any key. The wake-up call is deactivated and then repeated after 5 minutes. After the second repetition the wake-up call is deactivated completely.

## Connecting/using other devices

You can upgrade your desktop phone to a "PABX" by connecting other communication devices.

You can register up to six handsets and six Gigaset repeaters to your desktop phone.

Each registered device is assigned an internal number (2–7) and an internal name (INT 2–INT 7). The number assignment and names can be changed.

If all internal numbers have already been assigned on your desktop phone, you must deregister a handset that is no longer required before registering a new one.

You can also connect an analogue fax machine (→ [page 85](#) and → [page 98](#)) and two Bluetooth devices (a headset and a data device, → [page 82](#)) to the desktop phone.

### Registering handsets

You can register up to six handsets or six Gigaset repeaters to your desktop phone.

You must register a handset on the desktop phone (1) and on the handset itself (2).

#### 1. On the desktop phone:

To set the desktop phone to registration mode:

 → **Registration**  
→ **Register Handset**

The desktop phone's DECT interface is (assuming it is deactivated) automatically activated as soon as the desktop phone is set to registration mode.

You can register the handset as long as the display on the desktop phone shows the message **Please register your handset**.

#### 2. On the handset:

Within approx. **60 secs**.

▶ Start the registration procedure **on the handset** in accordance with the handset's operating instructions.



If required, enter the system PIN for the desktop phone (default: 0000) and press **OK**.

### After registering successfully

**Handset registered** is shown on the desktop phone's display.

#### Please note

If six handsets are already registered to the desktop phone (the internal numbers 2–7 are already assigned), you have two options:

- ◆ The handset assigned the internal number 7 is in idle status:  
The handset that previously had the number 7 is deregistered; the new handset is registered and is assigned the internal number 7.
- ◆ The handset assigned the internal number 7 is in use:  
The handset to be registered cannot be registered. A message to this effect is displayed on the handset.

### Assigning send and receive connections to the handset

If several MSNs are configured on the desktop phone, the connection wizard for the handset is started, enabling you to assign send and receive connections to this handset. For the connection wizard procedure, please see [page 18](#).

### Assigning the internal number


The desktop phone assigns the lowest free internal number to the handset (possible numbers: 2–7). The internal number is shown on the handset display e.g., **INT 2**. This means that the handset has been assigned the internal number 2. The desktop phone is assigned the internal number 1.


## Deregistering handsets

On the desktop phone:

 →  → **Registration**  
→ **De-register Handset**

The list of registered devices (internal parties) is displayed.

 Select the internal party you wish to deregister and press **OK**.

 Enter the current system PIN and press **OK**.

**Yes** Press the display key to confirm the prompt.

The handset is deregistered immediately, even if it is not in idle status.

## Locating a handset ("Paging")

You can use the desktop phone to search for the registered handsets.

**Prerequisite:** There are internal parties registered on the desktop phone. There are a maximum of two connections between the internal parties.

 Open list of internal parties.


### Find handset

Select and press **OK**.

All handsets will ring simultaneously ("paging"), even if the ringers are deactivated.

An external call will not interrupt the paging process.

### Ending paging

▶ Press the display key **Back** or end key .

You can end the paging call prematurely by pressing the talk or end call key on one of the handsets.


The paging call ends automatically after approx. 30 secs.

## Making internal calls


Internal calls using registered handsets are free of charge.


### Calling a specific handset

 Initiate internal call.

 Enter the number of the internal party.


Or:

 Initiate internal call.

 Select the internal party.


 Lift handset.

### Calling all internal parties ("group call")

 Press and hold left on the control key.

All handsets are called.

Or:

 Initiate internal call.

 Press the star key.

Or

**Call All** Select

 Lift handset.


All handsets are called.

### Ending a call


 Replace the receiver.

## Transferring a call to a handset

You can transfer an external call to a handset (connect).

 Open the list of handsets. The external participant hears music on hold, if activated (**→ page 91**).

If more than one handset is registered:



 Select a handset or **Call All** and press **OK**.



## Connecting/using other devices

When the internal participant answers:

- ▶ If necessary, announce the external call.

 /  Replace the receiver or press the end key.

The external call is transferred to the other handset.

If the internal participant does **not** answer or the line is busy, press the display key **End**, to return to the external call.



You can also replace the receiver before the internal participant picks up when transferring the call.

Then, if the internal participant does not answer or the line is busy, the call will automatically return to you.

## Initiating an Internal consultation/conference

When you are conducting an **external call**, you can call an **internal participant** at the same time for consultation or hold a conference call between all three participants.

You are conducting an **external call**:

-  Open the list of handsets. The external participant hears music on hold, if activated (→ [page 91](#)).
-  If more than one handset is registered: Select handset and press **OK**.

You are connected to the internal participant.

Either:

- Options** → **End Active Call**  
You are reconnected with the external participant.


Or:

- Conf.** Press the display key.  
All 3 participants are connected with each other.

If the internal participant does not answer:

- ▶ Press display key **End** to return to the first external caller.

## Ending a conference

An **internal participant** pressing the end call key (on the handset) or the end key  does not affect the connection between the other internal participant and the external participant.

## External call waiting during an internal call



If you receive an **external call** during an **internal call**, you will hear the call waiting tone (short tone). The caller's number or name will appear in the display if Calling Line Identification is enabled.

### Rejecting the external call

**Reject** Press the display key.

The call waiting tone is turned off. You remain connected with the internal participant. The external caller will hear the busy tone.

### Ending an internal call

 /  Replace the receiver or press the end key.


The external call is signalled as an incoming call on the desktop phone. You can accept the call (→ [page 34](#)):

### Accepting an external call

**Accept** Press the display key.

You are connected to the external caller. The internal call is placed on **hold**.

You have the following options:

- ◆ Connect to both participants:
  - ▶ Use  to swap between the participants.
- ◆ Speak to both participants at the same time:
  - ▶ Press display key **Conf.** to establish the conference call. Press display key **EndConf** to return to call swap mode.

## Internal call waiting during an internal/external call

---

If an internal participant attempts to call you while you are involved in an external or external call, this call is shown on the display (internal call waiting). You can either accept or reject this call.

Press any key to make this prompt disappear from the display.

You must end the current call to accept the internal call. Then the internal call is signalled as per usual. You can accept the call.

## Changing the name of an internal participant

---

The names "INT 2", "INT 3" etc. are assigned automatically at registration. You can change these names. The name must be no more than 10 characters. The modified name will then appear in the list of internal participants.



Open list of internal participants.



Select handset.

**Options**

Open menu.

**Rename**



Enter name.

**Save**

Press the display key.

## Changing the internal number of an internal participant

---

The desktop phone is assigned the internal number **INT 1** as a default setting.

A handset is **automatically** assigned the lowest free internal number from 2–7 during registration. If all numbers are in use, then the number 7 is overwritten as long as this handset is in idle status. You can change the internal number of the desktop phone and all registered handsets (1–7).



Open list of internal participants. Your own device is marked with < .

**Options**

Open menu.

**Assign Handset No.**

Select and press **OK**.



Select number. Only numbers that have not been assigned are displayed.

**Save**

Press the display key to save the input.

## Using Bluetooth devices

---

Your desktop phone can communicate wirelessly via Bluetooth™ with other devices using this technology.

Use Bluetooth to do the following on the desktop phone:

- ◆ Register a Bluetooth headset
- ◆ Register up to 5 data devices (PC, PDA), with which you can swap directory entries in the form of vCards
- ◆ Load ringer melodies and images from the PC to the desktop phone with the help of the QuickSync software (page 107).

Before you can use your Bluetooth devices, you must first activate Bluetooth and then register the devices to the desktop phone.

To use the phone numbers, dialling codes (country and area code) must be stored on the desktop phone (page 93).

You will find a description of how to operate your Bluetooth devices in the user guides for these devices.

### Please note


- ◆ You can operate headsets on your handset that have the **headset** or **handsfree profile**. If both profiles are available, the handsfree profile is used to communicate.
- ◆ It can take up to five seconds to establish a connection between your desktop phone and a Bluetooth headset. This applies both when a call is accepted using the headset or transferred to the headset, and when a number is dialled from the headset.

## Activating/deactivating Bluetooth mode

---

 →  Bluetooth

**Activation** Select and press **OK** to activate or deactivate Bluetooth mode ( = activated).

When the desktop phone is in idle status, the  icon in the header indicates that Bluetooth mode is activated (page 3).

As soon as Bluetooth is activated, your desktop phone is visible to all Bluetooth devices in the receiving range and can communicate with all of the devices included in the Known Devices list.

In Bluetooth mode, incoming calls are ignored.

## Registering Bluetooth devices

---

The distance between the desktop phone in Bluetooth mode and the activated Bluetooth device (headset or data device) should be no more than 10 m.

### Please note

- ◆ If you register a headset, any headset that is already registered is overwritten.
- ◆ If you would like to use a headset already registered to another device (e.g., to a mobile phone) with your desktop phone, please **deactivate** this connection before you start the registration process.

## Searching for Bluetooth devices

 →  Bluetooth → Search for Headset / Search for Data Device

The search can take up to 30 seconds.

Any incoming calls are ignored during the search.

## Cancelling/repeating current search

Cancelling the search:

**Cancel** Press the display key.

Repeat search if necessary:

In the known devices list:

**Options** Press the display key.

### Repeat Search

Select and press **OK**.

## Adding the Bluetooth device to the known devices list

Once the device has been found, its name or address is shown on the display.

**Options** Press the display key.

### Trust Device

Select and press **OK**.



Enter the PIN of the Bluetooth device **to be registered** and press **OK**.

- ▶ Generally you can enter a PIN of your choice for a **data device**. Subsequently, you must enter this PIN in the data device too.
- ▶ Enter the preset PIN for the **headset** (usually: 0000). For further information, please refer to the headset user guide.



The device is saved in the list of known devices.

## Please note



- ◆ The known devices list can only contain one Bluetooth headset. If you register a second headset, the first one is deleted from the list.
- ◆ If the list already contains six entries, the last device to be entered is deleted during the subsequent registration process. **Exception:** The headset entry is only overwritten by a new headset and a headset only overwrites the headset entry.

## Editing the list of known (trusted) devices


### Open list

 →  Bluetooth → Known Devices

A corresponding icon appears next to each device name in the list displayed:

Icon	Meaning
	Bluetooth headset
	Bluetooth data device

No icon is displayed for multiple service devices.

If a device is connected, the corresponding icon is shown in the header of the display instead of .

### Viewing entries

Open list →  (select entry)

**Options** Press the display key.

**View Entry** Select and press **OK**.

Device name and address are displayed.  
Go back with **OK**.

## Connecting/using other devices

### Deregistering Bluetooth devices

Open list →  (select entry)

**Options** Press the display key.

#### Delete Entry

Select and press **OK**.  
Bluetooth is activated, if necessary.

#### Please note

If you deregister an activated Bluetooth device, it may try to reconnect as an "unregistered device".

### Renaming a Bluetooth device

Open list →  (select entry)

**Options** Press the display key.

**Rename** Select and press **OK**. Bluetooth is activated, if necessary.



**Save**

Change the name.  
Press the display key.

### Rejecting/accepting an unregistered Bluetooth device

If a Bluetooth device that is not registered in the list of known devices tries to connect with the desktop phone, you are prompted on the display to enter the PIN for the Bluetooth device (bonding).

#### ◆ Reject



Briefly press the end key.

#### ◆ Accept



Enter the PIN for the Bluetooth device **you want to accept** and press **OK**.

If you have accepted the device, you can use it temporarily (i.e., as long as it is within receiving range) or save it to the list of known devices.

Once the PIN has been confirmed, save to the list of known devices:

- **Yes** Press the display key.
- **No** Press the display key to use the device temporarily.

#### Please note

If you only accept the registration of a headset on a temporary basis, the headset is not deleted from the known devices list.

### Changing the Bluetooth name of the desktop phone

You can change the desktop phone name used to identify it on the display of another Bluetooth device.

 →  **Bluetooth** → **Own Device**

**Change**

Press the display key. Bluetooth is activated, if necessary.

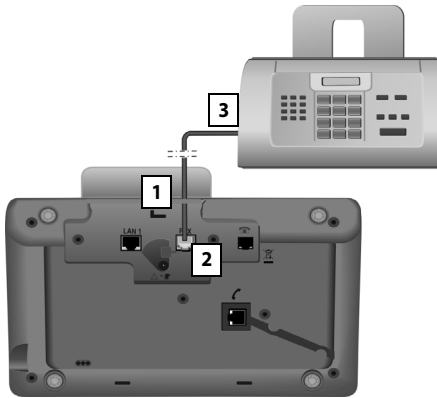


**Save**

Change the name.  
Press the display key.

## Connecting a fax machine

You can connect an ITU-T Group 3 fax machine to the desktop phone via the FAX port.



1. Insert one end of the fax connection cable from the rear into the recess in the housing.
2. Plug the jack into the fax port on the desktop phone (labelled: **FAX**).
3. Connect the fax connection cable to the port on the fax machine.

You do not explicitly have to register the fax machine to the desktop phone. It is automatically "registered", once you activate the FAX port on the desktop phone (→ [page 98](#), default setting is "off").

After activating the FAX port, the fax machine is added to the list of internal participants with the internal name **INT 8**. The fax machine is assigned all of the desktop phone's numbers as receive connections. The first number from the configuration is assigned as a send connection. You can change the assignment (→ [page 96](#)).

### Please note

If a number is only assigned to the fax machine as a receive connection, then calls to this number will not be entered in the call lists (it is not possible to read the entries from the desktop phone or a handset).

## Setting the desktop phone

---

Your desktop phone is preset, but you can change the settings to suit your individual requirements.

The settings described in this chapter only have a local effect on the desktop phone. The corresponding setting on any of the registered handsets does not change.

## Quickly accessing functions and numbers

---

You can program the six function keys on the right-hand side of the desktop phone and the display keys (in idle status). You can assign a phone number (quick dial) or a desktop phone function to each of these keys and change the assignment.

The number is then dialled or the function started by simply pressing a key.

## Changing key assignments

---

In idle status:

- ▶ Press and **hold** the display/function key until a list of possible key assignments is displayed.

The following functions are available:

### Quick Dial

Assign a number from the local directory to the key.

The directory is opened.


- ▶ Select an entry and press **OK**.

If you delete or edit the entry in the directory, this will **not** affect the assignment to the function key or display key.

This means that if the phone number changes, you must re-assign the updated entry from the directory to the key as described above.

### Alarm Clock

Assign menu for setting and activating the alarm clock to a key ( → [page 77](#)):

 →  **Organizer** → **Alarm Clock**

### Calendar

Open calendar/enter new appointment ( → [page 75](#)):

 →  **Organizer** → **Calendar**

### Bluetooth

Assign the Bluetooth menu to a key ( → [page 82](#)):

 →  **Bluetooth**

### Headset

Accept or pick up a call with the connected headset.

### R Function

Not relevant.

### Insert P

Key inserts a dialling pause (a P) when inputting a number

### More Functions...

More features are available:

#### ◆ Send Connection

Assign an alternative send connection to a key.

- ▶ Select an MSN from the MSN list as (another) send connection for the desktop phone and press **OK**.

Press this display or function key, if the alternative send connection should be used (temporarily) for the subsequent call (instead of the send MSN for the desktop phone).

#### ◆ Line Selection



Assign the list of selected MSNs to a key.

Select the send connection for the next call from the list ( → [page 33](#)).

#### ◆ Call Lists

Assign the call list menu to a key

( → [page 43](#)):

 →  **Call Lists**

#### ◆ Withhold Number

Restrict Calling Line Identification for the next call ( → [page 39](#)).

### ◆ Call Divert

Assign menu for setting and activating/deactivating call divert to a key

(→ [page 37](#)):

 →  **Select Services** → **Call Divert**

Display key assignment: The selected function or the corresponding directory name for the phone number (or its abbreviation) is displayed in the lowest display line above the display key.

Function key assignment: You can make a note of the key assignment on the insert strip next to the respective key.

## Starting the function, dialling the number

When the desktop phone is in idle status:

▶ **Briefly** press the function or display key.

Depending on the key assignment:

- ◆ A number is dialled directly.
- ◆ Function menu or list is opened.

## Changing the display language

You can view the display texts in different languages.

 →  **Settings** → **Language**


The current language is indicated by a ●.

 Select language and press **Select**.

If you accidentally choose a language you do not understand:

 \* \* # → 0... 3 **SEL** # →

Press keys in sequence.

 Select the correct language.

**Select** Press the right display key.

## Setting the display

### Setting the screensaver/slideshow

You can display a screensaver when the desktop phone is in idle status. You have the following options:

- ◆ A picture from the **Screensavers** folder in the Resource Directory (→ [page 91](#))
- ◆ All pictures from the **Screensavers** folder in the Resource Directory displaying one after the other in the form of a **Slideshow**
- ◆ Date and time as a digital display (**Digital Clock**)
- ◆ Analogue time (**Analog Clock** – clock-hand display)
- ◆ Information from an info service (**Info Services** – weather information, horoscope etc.). You must have activated the display of info services via the Web configurator. The type of info service cannot be changed.

The desktop phone must be connected to the Internet to display info services.

If there is no information currently available, the time is displayed in digital format (**Digital Clock**).

The screensaver replaces the idle status display. It may conceal the calendar, date, time and name.

The screensaver is not displayed in certain situations e.g., during a call.

If a screensaver is activated, the **Screensaver** menu option is marked with .

 →  **Settings** → **Display** → **Screensaver**

The current setting is displayed.

▶ You can enter data in the following fields:


#### Activation:

Select **On** (screensaver is displayed) or **Off** (no screensaver).




## Setting the desktop phone

### Selection:


Select screensaver with  Or

**View** Press the display key. The active screensaver is displayed.

 Select screensaver and press **OK**.

**Save** Press the display key.

The screensaver is activated approx. 10 seconds after the display has changed to idle status.

If the screensaver conceals the display, **briefly** press end key  to show the idle display.

### Setting the brightness and time control for the display backlight

---

You can set the brightness of the display on your desktop phone and specify a timeframe during which the display is completely deactivated e.g., at night.

If the display backlight is deactivated, it can be reactivated by pressing any key or by an incoming call. The display backlight is deactivated again after approx. 30 seconds after the last press of a key.

 →  → **Display** → **Backlight**

The current setting is displayed.

► You can enter data in the following fields:

#### Time Control

**Prerequisite:** The date and time have already been set.

Select **On** or **Off**.

The following fields are displayed when **Time Control = On**.


#### Display off from:


Enter the time in 4-digit format when the backlight should be deactivated in idle mode.

#### Display off until:

Enter the time in 4-digit format when the backlight should be reactivated.

### Brightness:

Set the brightness of the display backlight with .

You can select from five brightness levels (1 = low – 5 = very bright; e.g., brightness level 3 = ).

► Press the display key **Save**.

## Changing the handsfree/earpiece volume


---


You can set the volume for handsfree mode and earpiece mode to five different levels.


### Setting the volume in idle status

 →  → **Audio Settings**  
→ **Call Volume**

You will hear a test tone.



 Set the earpiece volume.

 Scroll to the Speaker line.

 Set the handsfree volume.

**Save** Press the display key to save the setting.

### Setting the volume during a call

You can adjust the volume during a call using the  and  keys. Each time you press the key, the volume will increase or decrease by one level.



**Save** Press the display key if necessary to save the setting permanently.

## Setting ringers

---

### Setting the volume

---

You can choose between five volumes (1–5; e.g., volume 3 = ) and the "crescendo" ringer (6; volume increases with each ring = .


You can set different volumes for the following functions:


◆ **Internal calls and appointments**


(Appointments → [page 75](#))

◆ **For external calls**

 →  → **Audio Settings**  
→ **Ringer Settings** → **Volume**

 If necessary, set the volume for internal calls and appointment notification.

 Scroll to the next line.

 If necessary, set the volume for external calls.

**Save** Press the display key to save the setting.

When choosing the setting, the ringer will sound in the volume currently selected.

### Setting the ringer melody



---


You can select various ringers, melodies or any sound from the resource directory ([page 91](#)).


You can set different ringers for the following functions:



- ◆ Internal calls
- ◆ For external calls to each individual receive connection on the desktop phone (**MSN1** to **MSN10**)

In idle status:

 →  **Settings** → **Audio Settings**  
→ **Ringer Settings** → **Melodies**

 Select **Internal calls** or a receive connection (**MSN1** to **MSN10**).


 Select the melody for this connection.


  Where necessary, select the next connection and set a melody etc.

**Save** Press the display key to save the settings.

**Or:**

You can set the ringer melody so it is used for both internal and external calls.

 Select **All calls**.

 Select melody.

**Save** Press the display key.

**Yes** Press the display key to confirm the settings.


The setting for all calls will not work as soon as you change the setting for an individual connection.

### Setting time control for external calls

---

You can specify a time period when you do not want the desktop phone to signal external calls e.g., during the night.

**Prerequisite:** The date and time have already been set.

 →  → **Audio Settings**  
→ **Ringer Settings** → **Time Control**

- ▶ You can enter data in the following fields:

**For external calls:**

Select **On** or **Off**.

The following fields only appear when **For external calls = On**.

**Suspend ring. from:**

Enter the start of the period in 4-digit format.

**Suspend ring. until:**

Enter the end of the period in 4-digit format.

- ▶ Press the display key **Save**.



#### Please note

During this period, you will continue to receive calls on the desktop phone from numbers to which you have assigned a personalised melody in the directory (VIP).

### Silencing the ringer for anonymous calls

---

You can set the desktop phone to not ring when external callers cannot be identified.

 →  **Settings** → **Audio Settings**  
→ **Ringer Settings** → **Anon. Call Silencing**

If the ringer is silenced for anonymous calls, then **Anon. Call Silencing** is marked with .


### Activating/deactivating the ringer

---

You can deactivate the ringer on your desktop phone before you answer a call or when the desktop phone is in idle status; the ringer can be deactivated permanently or just for the current call.


The ringer cannot be re-activated while an external call is in progress.

#### Deactivating the ringer permanently

 Press and **hold** the star key.

The  icon appears in the display.

#### Reactivating the ringer

 Press and **hold** the star key.


#### Deactivating the ringer for the current call

**Silence** Press the display key.


### Activating/deactivating alert tones

---

In place of the ringer, you can activate an alert tone. When you receive a call, you will hear a **short tone** ("Beep") instead of the ringer.

 Press and **hold** the star key and **within 3 seconds:**

**Beep** Press the display key. A call will now be signalled by **one** short alert tone.



 appears in the display.

## Activating/deactivating advisory tones

Your handset uses advisory tones to tell you about different activities and statuses. The following advisory tones can be activated/deactivated independently of each other:

- ◆ **Key tone:** Every key press is confirmed.
- ◆ **Acknowledge tones:**
  - **Confirmations** (ascending tone sequence): At the end of an entry/setting and when an SMS or a new entry arrives in the answering machine list or call list
  - **Error tone** (descending tone sequence): When you make an incorrect entry
  - **Menu end tone:** When scrolling to the end of a menu

In idle status:

 →  **Settings** → **Audio Settings**  
→ **Advisory Tones**

- ▶ You can enter data in the following fields:

**Key Tones:**

Select **On** or **Off**.



**Confirmation:**

Select **On** or **Off**.

**Save** Press the display key.

## Activating/deactivating music on hold

Music on hold is played e.g., during a call swap or consultation call to a caller with whom you are not actively connected.

 →  **Settings** → **Audio Settings**  
→ **Music on hold**

- ▶ Press the display key **OK** to activate or deactivate music on hold ( = on).

## Using the resource directory

The resource directory manages sounds/melodies, which you can use as ringers, and pictures, which you can use as caller pictures or as screensavers. Prerequisite: Calling Line Identification (CLIP). The resource directory can manage the following media types:



Type	Format
Sounds	G.722 raw
Pictures	BMP, JPG, Non-animated GIF
– Caller picture	190 x 144 pixels
– Screensaver	240 x 320 pixels


Your desktop phone has a variety of default sounds and pictures.

You can listen to the available sounds and view the pictures.

You can download pictures and sounds from a PC (→ [page 107](#)). If there is not enough capacity available, you must first delete one or more pictures or sounds.

## Viewing caller pictures



 →  → **Resource Directory**  
→ **Screensavers / Caller Pictures** (select entry)


**View** Press the display key. The selected picture is displayed. Switch between pictures using the  key.

If you have saved a picture in an invalid file format, you will see an error message after selecting the entry.



### Playing back sounds

---


 →  → **Resource Directory**  
→ **Sounds** → (select entry)

The selected sound is played back immediately. Switch between the sounds using the  key.

You can adjust the volume during playback:

- ▶ Adjust the volume using the  /  keys and press the display key **Save**.

Or:

- ▶ Open the **Options** → **Volume** submenu. Select the volume using . Press the display key **Save**.

### Deleting/renaming a picture/sound

---

You have selected an entry.

**Options** Open menu.

You can select the following functions:

#### Delete Entry

The selected entry is deleted.

#### Rename



Change the name (max. 16 characters) and press **Save**. The entry is stored with the new name.

If a picture/sound cannot be deleted, these options are not available.

### Checking the capacity

---

You can check how much capacity is available for sounds and pictures.

 →  → **Resource Directory**  
→ **Capacity**

## Configuring the system settings

---

You can make the following settings via the menu on the desktop phone, on a registered Gigaset SL78H, SL400H, S79H handset or via the Web configurator on the desktop phone.

The following steps are carried out using the desktop phone. To same procedure is used on a Gigaset SL78H, SL400H or S79H handset. Instructions on operating via the desktop phone's Web configurator can be found in the user guide on the enclosed CD.

### Setting the date and time manually

---

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

#### Please note

The address of a time server on the Internet is stored on your desktop phone. The date and time are taken from this time server provided that the desktop phone is connected to the Internet and synchronisation with the time server is activated. Manual settings are overwritten in this case.

If the date and time on the desktop phone have not yet been set, the **Time** display key will appear.

**Time** Press the display key.

Or:

 →  **Settings** → **Date/Time**

- ▶ You can enter data in the following fields:

**Date:**

Enter day, month and year as an 8-digit number via the keypad e.g., for 14/01/2010.

**Time:**

Enter the hours and minutes as four digit numbers via the keypad e.g., for 07:15 am.

- ▶ Press the display key **Save** to save the settings.

## Protecting against unauthorised access

Protect the desktop phone system settings with a PIN known only to you. You have to enter the system PIN if you register or de-register a handset, change local network settings, perform a firmware update or reset the phone to default settings.

## Changing the system PIN

You can change the desktop phone's 4-digit system PIN (default setting: 0000) to a 4-digit PIN known only by you.

Setting a system PIN facilitates remote operation of the answering machine (→ [page 71](#)).

- **Settings** → **System** → **System PIN**

Enter the current system PIN if necessary and press **OK**.

Enter new system PIN.

Press the display key.

## Setting your own area code

To transfer phone numbers (e.g., in vCards), it is essential that your area code (international and local area code) is saved on the desktop phone.

Some of these numbers are already preset.

- **Settings** → **Telephony** → **Area Codes**

Check that the (pre)set area code is correct.

- ▶ You can enter data in the following fields:

Select/change input field.

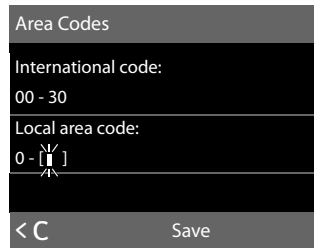
Navigate in the input field.

If necessary, delete number:  
Press the display key.

Enter number.

Press the display key.

**Example:**



## Setting the desktop phone's IP address in LAN

**Prerequisite:** Your desktop phone is connected to a router or a PC (→ [page 14](#)).

An IP address is required in order for the LAN to "recognise" your desktop phone.

The IP address can be assigned to the desktop phone automatically (by the router) or manually.

- ◆ If done **dynamically**, the router's DHCP server automatically assigns an IP address to the desktop phone. The desktop phone's IP address can be changed according to router settings.

## Configuring the system settings

- ◆ If done manually/statically, you assign a static IP address to the desktop phone. This may be necessary depending on your network configuration (e.g., if your desktop phone is connected directly to a PC).

You can also make local network settings via the Web configurator.

### Please note

To assign the IP address dynamically, the DHCP server on the router must be activated. Please also read the user guide for your router.

 →  **Settings** → **System**  
→ **Local Network**



Enter the system PIN and press **OK**.

- ▶ You can enter data in the following fields:

### IP Address Type

Select **Static** or **Dynamic**.

If you select **Static**, you must manually define the IP address and the subnet mask for the desktop phone in the next lines, as well as the standard gateway and DNS server.

### IP Address

For **IP Address Type Dynamic**

The IP address that is currently assigned to the desktop phone is displayed. It cannot be amended.

For **IP Address Type Static**

Enter the IP address that is to be assigned to the desktop phone (overwriting the current settings).

192.168.2.2 is the default.

Information on the IP address can be found in the glossary on [page 122](#).

### Subnet Mask

For **IP Address Type Dynamic**

The subnet mask that is currently assigned to the desktop phone is displayed. It cannot be amended.

For **IP Address Type Static**

Enter the subnet mask to be assigned to the desktop phone (overwriting the current settings).

The default setting is 255.255.255.0

Information about the IP address can be found on [page 125](#).

### DNS Server

For **IP Address Type Static**

Enter the IP address for the preferred DNS server. The DNS server (Domain Name System) converts the symbolic name of a server (DNS name) into the public IP address for the server when the connection is made.

You can specify your router's IP address here. The router forwards desktop phone address requests to its DNS server.

192.168.2.1 is the default.

### Default Gateway

For **IP Address Type Static**

Enter the IP address for the standard gateway through which the local network is connected to the Internet. This is generally the local (private) IP address for your router (e.g., 192.168.2.1). Your desktop phone requires this information to access the Internet.

192.168.2.1 is the default.

- ▶ Click **Save** to save the settings.

## Setting up/deleting ISDN phone numbers (MSNs)

Your ISDN connection offers you two telephone lines (B channels) that you can use simultaneously. You can set up a maximum of ten separate phone numbers (MSNs) on your desktop phone. You are assigned these phone numbers by your network provider.

### Please note

There are several ways of assigning an MSN to ISDN extension systems. For more information on this topic, refer to the user guide belonging to your extension system.

If you have not yet stored all the numbers with the installation wizard (→ [page 16](#)), you can enter them now. You can start the ISDN wizard at any time via the menu to change the configuration.

**All numbers that are stored retrospectively are automatically assigned to the desktop phone, all registered handsets and the answering machine 1 as receive MSNs.**

Each new number you set up is automatically given its own ringer, which you can change individually ([page 89](#)).

You can set up, edit and delete MSNs with the help of the ISDN wizard.

In idle status:

 →  **Settings** → **ISDN Wizard**

**Yes** Press the display key to launch the ISDN wizard.

**OK** Press the display key to confirm the info text.

A list of MSNs already set up is then displayed.

**Change** Press the display key to set up additional MSNs or modify the settings for an existing MSN.

### Setting up a new MSN



Select the row **MSN - Name** of an empty MSN entry.



Enter MSN name (max. 16 characters) (optional).



Jump to the corresponding **MSN - Number** line.



Enter MSN number (max. 20 digits; without area code = prefix).

- ▶ Repeat this process for other MSNs, if required.
- ▶ Press the display key **Save** to save the changes.

Once the ISDN wizard is complete, the connection wizard starts automatically. This enables you to assign send and receive connections to the desktop phone's internal parties (→ [page 18](#)).

### Changing/deleting an MSN



Select the **MSN - Name / MSN - Number** for the MSN entry that you wish to edit.



Delete the previous name/number.



Enter the new MSN name/number, if required.

- ▶ Repeat this process for other MSNs, if required.
- ▶ Press the display key **Save** to save the changes.

If you have deleted both the MSN name and number and not entered any new values, the MSN is deleted.

If the MSN you have deleted was the send connection ([page 78](#)) of an internal party then a new send connection (the MSN with the lowest ranked number) will automatically be assigned to this internal party.



## Assigning send and receive connections to internal parties

---

If you have several MSNs configured for your telephone system, you can do the following for each internal party:

- ◆ Assign a send connection or allow the internal party to select the line for each external call (select line).
- ◆ Assign one or several receive connections. Only calls received via the assigned MSN(s) are signalled on the device.


### Assigning a receive connection


---

**Prerequisite:** Several phone numbers are configured for your desktop phone.

 →  → **Telephony**  
→ **Send Connections**

A list of the internal parties (desktop phone, handsets, fax machine INT8 – where connected) is displayed.

 Select the internal parties that should be assigned a new send connection and press the display key **OK**.

 **Select at each call** or select an MSN as the send connection.

**Save** Press the display key to save the changes.

If you select **Select at each call**, the internal party can select which MSN is used to establish a connection every time he makes a call.


## Assigning receive connections

---

**Prerequisite:** Several connections are configured for your desktop phone.


 →  → **Telephony**  
→ **Receive Connections**

A list of the internal parties (desktop phone, handsets, local answering machines, fax machine INT8 – where connected) is displayed.

 Select the internal parties that should be assigned new receive connections and press the display key **OK**.

A list containing all receive connections (MSN) is opened.

 Select **Yes** or **No**.

 Change to the next receive connection.

- ▶ Repeat these two steps for each MSN.
- ▶ Press the display key **Save** to save the changes.

## Updating the phone firmware

---

**Prerequisite:** The desktop phone is connected to the Internet (i.e., connected to a router, → [page 14](#)).

If necessary, you can update your desktop phone's firmware.

The firmware update is downloaded directly from the Internet by default. The relevant Web page is preconfigured to your desktop phone.

**Prerequisite:**

The desktop phone is in idle status i.e.,

- ◆ no calls are being made.
- ◆ There is no internal connection to/ between the registered handsets.
- ◆ No handset has the desktop phone menu open.

## Starting the firmware update manually

 →  **Settings** → **System**

### Update Firmware

Select and press **OK**.



Enter the system PIN and press **OK**.


The desktop phone establishes a connection to the Internet.


**Yes** Press the display key to start the firmware update.

#### Please note

- ◆ The firmware update can take up to 3 minutes.
- ◆ When updating from the Internet, checks are made to ensure that no newer version of the firmware exists. If this is not the case, the operation is terminated and a message is issued to that effect.

## Automatic firmware update

Your desktop phone will check daily whether a newer firmware update is available from the Internet on the Gigaset configuration server. If firmware updates are available, the notification **New firmware available. Update?** is displayed on the idle display of the desktop phone and all registered handsets and the message key  flashes.

 Press the message key.

**Yes** Press the display key to confirm the prompt.

The firmware is loaded onto your desktop phone.

#### Please note

If the desktop phone is not connected to the Internet at the time when the check for new firmware is to be carried out (e.g., because the router is deactivated), the check is carried out as soon as the desktop phone is reconnected to the Internet.

You can deactivate the automatic version check via the Web configurator.

## Activating repeater support

You can increase the range and signal strength of your desktop phone using a repeater. You will need to activate repeater mode. This will terminate any calls that are in progress at the time.

**Prerequisite:** Eco mode(+) is deactivated.

 →  → **System** → **Repeater Mode**

**Change** Press the display key to activate or deactivate repeater mode ( = on).

#### Please note

- ◆ Repeater support and Eco/Eco+ mode ( → [page 74](#)) cancel each other out i.e., both functions cannot be used at the same time.
- ◆ Switch all registered handsets off and on again once the repeater has been activated/deactivated.

## Activating/deactivating the DECT interface

If there are no handsets or repeater registered to the desktop phone, then it is advisable to deactivate the desktop phone's DECT interface.

 →  **Settings** → **System** → **DECT Interface**

**Change** Press the display key to activate/deactivate the DECT interface ( = activated).

If you switch the desktop phone to registration mode ( → [page 78](#)) to reregister handsets/repeater, the DECT interface is automatically reactivated.



## Activating/deactivating the FAX port

---

You can connect a fax machine to the FAX port on the telephone. To register the fax machine to the desktop phone, you must activate the FAX port.

The FAX port is deactivated by default.

When you activate the FAX port, it is regarded as registered. The internal number 8 is assigned to it/the connected fax machine. INT 8 is displayed in the list of internal parties (even if there is not a fax machine connected).

 →  **Settings** → **System** → **FAX Port**  
**Change** Press the display key to activate/deactivate the FAX port (☑ = on).

To connect a fax machine, please see [page 85](#)

## Restoring the desktop phone to the default settings

---

The individual settings are reset.

When the settings are restored:

- ◆ Date and time are retained
- ◆ Handsets are still registered
- ◆ The system PIN is not reset.

In particular, the following are reset to the default settings:

- ◆ The entered MSNs (are deleted)
- ◆ The assignment of send and receive connections
- ◆ Settings for the ringer melodies and volume levels
- ◆ Settings for the local network
- ◆ The names of the handsets
- ◆ SMS settings (e.g., SMS service centres,)

- ◆ Eco Mode and Eco Mode+ are deactivated
- ◆ PABX connection settings
- ◆ Answering machine settings and personal announcements are deleted
- ◆ Function and display key assignment

The following lists are deleted:

- ◆ SMS lists
- ◆ Call lists
- ◆ Answering machine lists

 →  → **System** → **Reset**



If the system-PIN is something other than 0000:

Enter the current system PIN and press **OK**.

**Yes**

Press the display key.

## Checking the desktop phone's MAC address

---

Depending on your network configuration, you may have to enter your desktop phone MAC address in your router's access control list, for example. You can check the MAC address on the desktop phone.

In idle status:



The MAC address is displayed.

## Connecting the desktop phone to a PABX

The following settings are only necessary if your PABX requires them; see the PABX user guide.

### Please note:

- ◆ You cannot send or receive SMS messages on PABXs that do not support Calling Line Identification.
- ◆ There are several ways of assigning an MSN to ISDN extension systems. For more information on this topic, please refer to the user guide belonging to your extension system.

## Saving an access code (outside line code)

**Prerequisite:** You may have to enter an access code in front of the number for external calls in your PABX e.g., "0".

 →  → **Telephony** → **Access Code**

- ▶ You can enter data in the following fields:

### Access external line with:

Enter or change access code, max. 4 digits.

### For:

#### Calls List

The access code will prefix the numbers dialled on the desktop phone or a handset from the SMS list, a call list or an answering machine list.

#### All Calls

The access code prefixes all numbers dialled on the desktop phone or a handset.

#### Off

The access code is deactivated. It does not prefix any phone number.

**Save**

Press the display key.

The access code never prefixes numbers selected from the directory, emergency/quick dial numbers, SMS service centre numbers and manually dialled numbers.

## Transferring a call – ECT (Explicit Call Transfer)

With some ISDN PABX systems, your two participants are not connected when you replace the receiver during call transfer ([page 41](#)). In this case, you need to activate this function ([page 38](#)). To do so, please refer to the operating instructions of your PABX.


## Using Centrex

If your desktop phone is part of a Centrex system, you can use the following features.

### Calling Name Identification (CNI)

When you receive incoming calls from other Centrex subscribers, the caller's number and name are shown on the display.

### Message Waiting Indication (MWI)

New calls in the call list are indicated using icons (→ [page 44](#)). The  message key flashes.

## Selecting dialling mode/ options

---

The **keypad** function allows you to control certain features by entering sequences of characters and digits.

The keypad function must be activated when you connect your desktop phone to an ISDN PABX or exchange (e.g., Centrex) that is controlled using keypad protocol. The digits/characters 0–9, \* and # are sent as keypad information elements. Please ask your service provider about the information and codes you can transmit.

### Setting options

---

You can switch between the **Auto. Tone Dial**, **Auto. Keypad** and **Dial of \* and #** settings.

#### Auto. Tone Dial

Once normal dialling has been activated, \* and # are not transmitted during dialling and if \* and # are entered it is not possible to switch to the keypad.

#### Auto. Keypad


Once \* or # have been entered, this setting automatically switches signalling during dialling to the keypad. This automatic switchover is needed for giving commands to the exchange or PABX.

#### Dial of \* and #

Once **Dial of \* and #** has been activated, the \* and # characters are transmitted during dialling as commands to the exchange or PABX.

Regardless of the setting options above, after dialling or during a call, the phone automatically switches to tone dialling (DTMF) e.g., for controlling an answering machine remotely.

 →  **Settings** → **Telephony**  
→ **Dialling Mode**

 Select setting and press **OK**  
e.g., **Auto. Tone Dial** ( = on).

## Activating/deactivating the keypad during a call

---

In addition to the permanent settings described above, you can also switch temporarily to the keypad.

The setting only applies to the current external call and is automatically deactivated after the call is ended.

Depending on whether **Auto. Keypad** is activated, you may need to activate or deactivate **Auto. Keypad** during the call.

**Options** Open menu.

#### Auto. Keypad

Select and press **OK** ( = on).

## Customer Service & Assistance

Do you have any questions? As a Gigaset customer, you can find help quickly in this User Manual and in the service section of our Gigaset online portal [www.gigaset.com/service](http://www.gigaset.com/service).

Please register your phone online right after purchase.

This enables us to provide you with even better service regarding questions or a warranty claim. In order to contact our customer service via email, please use the email contact form from our Gigaset online portal after selecting your home country.

Our representatives are also available on the telephone hotlines for consultation.

Australia .....	1300 780 878
Austria.....	0043 1 311 3046
Bahrain .....	97 31 73 11 173
Belgium .....	0 78 15 66 79
Bosnia Herzegovina .....	033 276 649
Brazil .....	4003 3020
(grandes cidades e regiões metropolitanas - Custo de uma ligação local)	
.....	0800 888 3020
(demais localidades - Gratuito)	
Bulgaria.....	+359 2 9710666
(0.50 евро на минута от всички държави за стационарни телефони. За обаждания от мобилни цени може да има други цени)	
Canada .....	1-866 247-8758
China .....	0 21 400 670 6007 (RMB 0.11)
Croatia.....	01 2456 555 (0,23 Kn)
Czech Republic.....	+420 23303 2727
Denmark.....	+45 (0) 35 25 86 00
Finland .....	09 231 134 25
France .....	+33 170 706 181
Coût d'un appel local depuis une ligne fixe France Télécom.	
Germany.....	01805 333 222
Der Anruf kostet Sie aus den deutschen Festnetzen 0,14 € pro Minute. Die Preise für Anrufe aus den deutschen Mobilfunknetzen können hiervon abweichen; ab dem 1.3.2010 betragen sie höchstens 0,42 € pro Minute.	
Greece.....	801-1000 500
(Χρέωση 0,0026 € το λεπτό για το σταθερό δίκτυο της Ελλάδας. Για κλήσεις από κινητό ίσως ισχύουν άλλες χρεώσεις)	
Hong Kong .....	2763 0203
.....	2389 7285
Hungary .....	06 14 71 24 44 (27 Ft)
India.....	Please refer to your local warranty card
Indonesia .....	(62-21) 5673813
.....	(62-21) 888856000
Ireland.....	18 50 77 72 77
Italy .....	199.15.11.15
(€ cent 8,36 + IVA al minuto da telefono fisso	

della rete Telecom Italia senza scatto alla risposta mentre per le chiamate effettuate attraverso la rete di altri operatori fissi o mobili consultate le tariffe del vostro operatore)	
Jordan .....	00962 6 5625460/1/2
Kuwait .....	00965-2464993
Lebanon .....	00961-1236110
Luxembourg .....	+352 8002 3811
Malaysia .....	+603-8076 9696
Malta .....	+390 2360 46789 (0,10 €)
Mexico	
... 01800 999 4442738 (01800 999 GIGASET)	
Netherlands.....	0900-3333102
(0,25 € per minuut (vast net). Voor oproepen uit het mobiele netwerk kunnen andere prijzen gelden.)	
New Zealand .....	0800 780 878
Norway .....	22 70 84 00
(Oppstartskost 89 øre + 15 øre pr minutt fra fasttelefon linje. For samtaler fra mobil vil det gjelde egne priser.)	
Oman.....	96 82 47 09 281
Poland .....	0 801 140 160
Portugal .....	(351) 808 781 223
(custo de uma chamada local)	
Romania .....	+40 021 204 9130
Russia.....	8 (495) 2281312
Serbia.....	0800 222 111
Singapore.....	6735 9100
Slovak Republic ....	02 59 68 22 66 (4,428 sk)
Slovenija .....	0 14 74 63 36
South Africa .....	+2711 46 13 181
Spain .....	902 103935
Sweden .....	08-750 99 11
Switzerland .....	0848 212 000
Taiwan .....	02 266 24343
Turkey .....	0216 459 98 59
Ukraine .....	+380-44-451-71-72
United Arab Emirates.....	0 43 66 03 86
United Kingdom.....	0 84 53 67 08 12
USA.....	1-866 247-8758
Vietnam.....	1900 545 416

Please have your record of purchase ready when calling.

Replacement or repair services are not offered in countries where our product is not sold by authorised dealers.

## Questions and answers

If you have any queries about the use of your desktop phone, visit our website at

[www.gigaset.com/customercare](http://www.gigaset.com/customercare)

for assistance 24/7. The table below contains a list of common problems and possible solutions.

### Registration or connection problems with a Bluetooth headset.

- ▶ Reset the Bluetooth headset (see the user guide for your headset).
- ▶ Delete registration data from the desktop phone when deregistering the device ( → [page 84](#)).
- ▶ Repeat the registration process ( → [page 82](#)).

### The display is blank.

1. The desktop phone is not connected to mains power supply.
    - ▶ Check the mains connection ( → [page 13](#)).
  2. The backlight is deactivated because a time control was activated ( → [page 88](#)).
    - ▶ Press any key on the desktop phone to temporarily activate the display backlight.
- Or:
- ▶ Deactivate the time control ( → [page 88](#)).

### No connection between the desktop phone and handset.

1. Handset is out of the range of the desktop phone.
  - ▶ Move the handset closer to the desktop phone.
2. Range of the desktop phone has been reduced as Eco mode is active.
  - ▶ Deactivate Eco Mode ([page 74](#)) or reduce the distance between the handset and the desktop phone.
3. The handset has not been registered to the desktop phone or was deregistered due to the registration of an additional handset (more than 6 DECT registrations).
  - ▶ Register the handset with the desktop phone ( → [page 78](#)).
4. The firmware is currently being updated.
  - ▶ Please wait until the update is complete.
5. Desktop phone is not switched on.
  - ▶ Check the power adapter for the desktop phone ([page 12](#)).

### The desktop phone does not ring.

1. The ringer is deactivated.
  - ▶ Activate the ringer ([page 90](#)).
2. Call divert set for "All Calls".
  - ▶ Deactivate call divert ([page 37](#)).
3. The MSN, on which the call is received, is not assigned to the desktop phone as a receive connection.
  - ▶ Change the assignment of receive connections ([page 78](#)).

### The display shows "Please check phone connection".

Connector to the telephone network may not be plugged in.

- ▶ Check the telephone connection ( → [page 12](#)).

### You cannot hear a ringer/dialling tone from the fixed line network.

The supplied phone cable is not being used or the phone cable may be faulty.

- ▶ Replace the phone cable.

### Handset does not ring after setting up the ISDN phone number (MSN).

The area code has been stored with the MSN.

- ▶ Save MSN without area code.

**Some of the ISDN functions do not work as specified.**

ISDN functions are not enabled.

- ▶ Check with your network provider.

**Error tone sounds after system PIN prompt.**

You have entered the wrong system PIN.

- ▶ Repeat input of system PIN.

**The other party cannot hear you.**

You have pressed the mute button .

The desktop phone is "muted".

- ▶ Unmute the microphone ([page 36](#)).

**The number of the caller is not displayed despite CLIP.**

Calling Line Identification is not enabled.

- ▶ **The caller** should ask the network provider to enable Calling Line Identification (CLI).

**You hear an error tone when keying in information (a descending tone sequence).**

Action has failed/invalid input.

- ▶ Repeat the process.  
Watch the display and refer to the user guide if necessary.

**No time is specified for a message in the call list.**

Date and time have not been set.

- ▶ Set the date/time.
- ▶ Activate desktop phone synchronisation with a time server on the Internet via the Web configurator.

**The answering machine announces "PIN is incorrect" during remote operation.**

You have entered the wrong system PIN.

- ▶ Repeat input of system PIN.

**The answering machine is not recording any messages/has switched to answer only mode.**

Its memory is full.

- ▶ Delete old messages.
- ▶ Play back new messages and delete.

**The integrated answering machine will not record a conversation or interrupts the recording.**

The display shows **AM memory full - Delete messages**.

The answering machine's memory is full.

- ▶ Use a registered handset to delete messages and restart two-way record.

Or:

- ▶ End the call, delete old messages on the answering machine and then re-establish the connection.

**A firmware update is not being carried out.**

1. If **Currently not possible** is displayed, download/update is already being carried out.
  - ▶ Repeat the process at a later date.
2. If **File unreadable** is displayed, the firmware file may be invalid.
  - ▶ Use only the firmware available on the pre-configured Gigaset configuration server.
3. If **No connection to VoIP provider** is displayed, the download server may not be accessible.
  - ▶ The server is currently not accessible. Repeat the process at a later date.
  - ▶ You have changed the preconfigured server address. Correct the address. Reset the desktop phone, if necessary.
4. If **Transmission error XXX** is displayed, an error has occurred during the transmission of the file. An HTTP error code is displayed for XXX.
  - ▶ Repeat the process. If the error occurs again, consult the Service department.
5. If **Check IP settings** is displayed, your desktop phone may not be connected to the Internet.
  - ▶ Check the cable connections between the desktop phone and router and between the router and the Internet.
  - ▶ Check whether the desktop phone is connected to the LAN i.e., it can be reached at its IP address.



### You cannot establish a connection to the desktop phone with your PC's Web browser.

- ▶ When establishing a connection, check the desktop phone's local IP address that has been entered. You can check the IP address on your desktop phone (page 93).
- ▶ Check the connections between the PC and the desktop phone. Transmit a ping command to your desktop phone e.g., from your PC (ping <desktop phone's local IP address>).
- ▶ You have tried to reach the desktop phone via a secure http (https://...). Try again with http://....

### Exclusion of liability

Some displays may contain pixels (picture elements), which remain activated or deactivated. As a pixel is made up of three sub-pixels (red, green, blue), it is possible that pixel colours may vary.

This is completely normal and does not indicate an error.


## Checking service information

If you contact Customer Services, you may need the desktop phone's service information.

**Prerequisite:** You have dialled or you are already making an external call. The connection has been established for at least 8 seconds.

### Options → Service Info

Confirm selection with **OK**.

The following information/functions can be selected with :

- 1: Desktop phone serial number (RFPI)
- 2: Not in use: - - -
- 3: Informs the service employees of the desktop phone settings (in hex diagram) e.g., the number of registered handsets, repeater mode. The last 4 digits indicate the number of operating hours (hexadecimal).

- 4: Variant (digits 1 to 4), Telephone firmware version (digits 5 to 6).
- 6: Device number of the desktop phone. This contains additional information for the service employer.

### Unlock System

Confirm selection with **OK**.  
If necessary you can unlock a provider-specific device lock with a corresponding code.

### Send configuration

Select this option only if you are requested to do so by the Service employee.

## Authorisation

This device is intended for the ISDN telephone connection in your network.

Country-specific requirements have been taken into consideration.

We, Gigaset Communications GmbH, declare that this device meets the essential requirements and other relevant regulations laid down in Directive 1999/5/EC.

A copy of the 1999/5/EC Declaration of Conformity is available at this Internet address: [www.gigaset.com/docs](http://www.gigaset.com/docs)

 0682

## Protecting our environment

---

### Our environmental mission statement

---

We, Gigaset Communications GmbH, bear social responsibility and are actively committed to a better world. Our ideas, technologies and actions serve people, society and the environment. The aim of our global activity is to secure sustainable life resources for humanity. We are committed to a responsibility for our products that comprises their entire life cycle. The environmental impact of products, including their manufacture, procurement, distribution, use, service and disposal, are already evaluated during product and process design.

Further information on environmentally friendly products and processes is available on the Internet at [www.gigaset.com](http://www.gigaset.com).

### Environmental management system

---



Gigaset Communications GmbH is certified pursuant to the international standards EN 14001 and ISO 9001.

**ISO 14001 (Environment):** Certified since September 2007 by TÜV SÜD Management Service GmbH.

**ISO 9001 (Quality):** Certified since 17/02/1994 by TÜV SÜD Management Service GmbH.

### Ecological energy consumption

---

The use of ECO DECT (→ [page 74](#)) saves energy and makes an active contribution towards protecting the environment.


### Disposal

---

All electrical and electronic equipment must be disposed of separately from general household waste using the sites designated by local authorities.



If a product displays this symbol of a crossed-out rubbish bin, the product is subject to European Directive 2002/96/EC.

 The appropriate disposal and separate collection of used equipment serve to prevent potential harm to the environment and to health. They are a prerequisite for the re-use and recycling of used electrical and electronic equipment.

For further information on disposing of your used equipment, please contact your local authority, your refuse collection service or the dealer you purchased the product from.

## Appendix

---

### Caring for your telephone

---

- ▶ Wipe the desktop phone with a **damp** cloth (do not use solvent) or an antistatic cloth.

**Never** use a dry cloth as this can cause static.

### Using insert strips

---

Blank insert strips for the function keys can be found on the enclosed CD.

## Specifications

### Power consumption of the desktop phone

In idle status	Approx. 3.6 W
During a call	Approx. 4.3 W

### General specifications

Interfaces	ISDN, Ethernet, Bluetooth
DECT standard	Is supported
GAP standard	Is supported
No. of channels	60 duplex channels
Radio frequency range	1880–1900 MHz
Duplex method	Time multiplex, 10 ms frame length
Channel grid	1728 kHz
Bit rate	1152 kbit/s
Modulation	GFSK
Language code	32 kbit/s
Transmission power	10 mW, average power per channel
Range (handsets)	Up to 300 m outdoors, up to 50 m indoors
Power supply	230 V ~/50 Hz
Environmental conditions in operation	+5°C to +45°C, 20% to 75% relative humidity
Codecs	G.726 – internal narrowband G.711 – ISDN G.722 – internal wideband
Protocols	DECT, GAP, DHCP, NAT Traversal (STUN), HTTP

## Writing and editing text

The following rules apply when writing text:

- ◆ Each key between **0\_** and **9\_wxyz** is assigned several letters and characters.
- ◆ Control the cursor with **←** **→** **↶** **↷**. Press and **hold** **←** or **→** to move the cursor **word by word**.
- ◆ Characters are inserted to the left of the cursor.
- ◆ Press the star key **\*\_\*** to display the table of special characters. Select the required character and press the display key **Insert** to insert the character at the cursor position.
- ◆ Press and **hold** **0\_** to **9\_wxyz** to enter digits.
- ◆ Press display key **<C** to delete the **character** to the left of the cursor. Press and **hold** to delete the **word** to the left of the cursor.
- ◆ The first letter of the name of directory entries is automatically capitalised, followed by lower case letters.

### Setting upper/lower case or digits

Repeatedly press the hash key **#\_#** to change the text input mode.

123	Writing digits
Abc	Upper case *
abc	Lower case

First letter in capitals, all others in lower case

The active mode is indicated at the bottom right of the screen.

## Writing an SMS/name

Press the relevant key several times to enter letters/characters.

- ▶ Enter the individual letters/characters by pressing the corresponding key.

The characters assigned to the key are shown in a selection line at the bottom left of the screen. The selected character is highlighted.

- ▶ **Briefly** press the key several times in succession to select the required letter/character.

If you press and **hold** the key, the corresponding digit is inserted.

### Standard characters

	1x	2x	3x	4x	5x	6x	7x	8x	9x	10x
1 sp	␣ <sup>1)</sup>	↵ <sup>2)</sup>	1							
2 abc	a	b	c	2	ä	á	à	â	ã	ç
3 def	d	e	f	3	ë	é	è	ê		
4 ghi	g	h	i	4	ï	í	ì	î		
5 jkl	j	k	l	5						
6 mno	m	n	o	6	ö	ñ	ó	ò	ô	õ
7pqrs	p	q	r	s	7	ß				
8 tuv	t	u	v	8	ü	ú	ù	û		
9 wxyz	w	x	y	z	9	ÿ	ý	æ	ø	å
0 ...	.	,	?	!	0					

- 1) Space
- 2) Line break

## Using Gigaset QuickSync – additional functions for the PC interface

You can connect your desktop phone to your computer via Bluetooth ([page 82](#)) or via the Ethernet cable supplied. To use the Bluetooth connection, your PC must be equipped with a suitable dongle.

The "Gigaset QuickSync" program must be installed on your PC so it can communicate with the desktop phone. The program can be found on the enclosed CD.

### Please note

- ◆ If the Ethernet cable is plugged in, it is not possible to establish a Bluetooth connection.
- ◆ If the enclosed Ethernet cable is plugged in while a Bluetooth connection is established, the Bluetooth connection is cancelled.

### Transferring data

You can:

- ◆ Synchronise your desktop phone directory with Outlook
- ◆ Download caller pictures (.bmp) from the PC to the desktop phone
- ◆ Download pictures (.bmp) as a screen-saver from the PC to the desktop phone
- ◆ Download sounds (ringer melodies) from the PC to the desktop phone

During the transfer of data between the desktop phone and PC, a message to that effect is shown on the display. During this time the keypad is disabled, and incoming calls are ignored.

## Using Open Source software contained in the product

---

The firmware for your Gigaset phone includes integrated Open Source licensed software from third-party providers. These integrated Open Source software files are protected by copyright. Rights of use for this Open Source software that extend beyond the pure scope of the program execution intended by Gigaset Communications GmbH are stipulated in the license conditions for the Open Source software.

If these rights of use are observed, then the Open Source software can be used as the license intended. Conflicts may arise between the license conditions from Gigaset Communications GmbH and the Open Source software license conditions. In such cases, the Open Source software license conditions have priority for the relevant Open Source parts of the software. You will find the licence text in its original English version on the pages that follow. The license conditions are also available at the following website:

<http://www.gigaset.com/opensource/>

If the programs contained in this product are licensed as part of the GNU General Public License (GPL), GNU Lesser General Public License (LGPL) or another Open Source software license that requires the disclosure of the source code and the product does not contain software in source code format, then the source code and copyright information relating to this software can be downloaded from the following Internet site:

<http://www.gigaset.com/opensource/>

The corresponding source code can be requested from Gigaset Communications GmbH, but this will incur a EUR 10 processing charge for the provision. This request can be made within three years from the date of purchase. Please enclose a receipt with the date of purchase, the ID number (MAC ID) for the product and the version number for the device firmware installed and send to the following address:

Small Parts Dispatch Com Bocholt

E-mail: [kleinteileversand.com@gigaset.com](mailto:kleinteileversand.com@gigaset.com)

Fax: 0049 2871 / 91 30 29

### Warranty for other uses of the Open Source software

Gigaset Communications GmbH does not provide any warranty for Open Source software contained in this product, should it be used for purposes other than those intended by Gigaset Communications GmbH for the execution of the program. The licenses listed below define the warranty insofar as intended by the authors and licensors for the Open Source software. Gigaset Communications GmbH shall not accept liability for damage occurring through changes to an Open Source software program or product configuration. Furthermore, Gigaset Communications GmbH shall not accept liability in the event of copyright infringement by third parties relating to the Open Source software.

Technical support will only be provided, if necessary, for the software in its unchanged original condition.

### Open Source Software included in the delivery

This product contains software developed by the University of California, Berkeley, and its associates.

# GNU General Public License (GPL)

---

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

## Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software – to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate into certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all. The precise terms and conditions for copying, distribution and modification follow.

## GNU GENERAL PUBLIC LICENSE

---

### TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

## Appendix

You may charge a fee for the physical act of transferring a copy, and you may, at your discretion, offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c) If the modified program normally reads commands interactively when run, you must cause it, when running is commenced for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it. Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above, provided that you also do one of the following:

- a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such a case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.



**NO WARRANTY**

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

**END OF TERMS AND CONDITIONS**

**How to Apply These Terms to Your New Programs**

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the program's name and a brief idea of what it does.>  
Copyright (C) <year> <name of author>  
This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.  
This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) <year>  
<name of author>  
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type `show w'. This is free software, and you are welcome to redistribute it under certain conditions; type `show c' for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items – whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary.

Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program `Gnomovision' (which makes passes at compilers) written by James Hacker.  
<signature of Ty Coon>, 1 April 1989, Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Lesser General Public License instead of this License.

## GNU Lesser General Public License (LGPL)

---

Version 2.1, February 1999

Copyright (C) 1991, 1999 Free Software Foundation, Inc.

59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

[This is the first released version of the Lesser GPL. It also counts as the successor of the GNU Library Public License, version 2, hence the version number 2.1.]

### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public Licenses are intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users.

This license, the Lesser General Public License, applies to some specially designated software packages -- typically libraries -- of the Free Software Foundation and other authors who decide to use it. You can use it too, but we suggest you first think carefully about whether this license or the ordinary General Public License is the better strategy to use in any particular case, based on the explanations below.

When we speak of free software, we are referring to freedom of use, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish); that you receive source code or can get it if you want it; that you can change the software and use pieces of it in new free programs; and that you are informed that you can do these things.

To protect your rights, we need to make restrictions that forbid distributors to deny you these rights or to ask you to surrender these rights. These restrictions translate into certain responsibilities for you if you distribute copies of the library or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source code. If you link other code with the library, you must provide complete object files to the recipients, so that they can relink them with the library after making changes to the library and recompiling it. And you must show them these terms so they know their rights.

We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.

To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

## GNU LESSER GENERAL PUBLIC LICENSE

---

### TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License Agreement applies to any software library or other program which contains a notice placed by the copyright holder or other authorized party saying it may be distributed under the terms of this Lesser General Public License (also called "this License"). Each licensee is addressed as "you".

A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a stor-

age or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy. This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

## Appendix

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library.

(It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism

is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explain where to find the accompanying uncombined form of the same work.

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

9. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Library or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Library (or any work based on the Library), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Library or works based on it.

10. Each time you redistribute the Library (or any work based on the Library), the recipient automatically receives a license from the original licensor to copy, distribute, link with or modify the Library subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties with this License.

11. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Library at all. For example, if a patent license would not permit royalty-free redistribution of the Library by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Library.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply, and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

12. If the distribution and/or use of the Library is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Library under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

13. The Free Software Foundation may publish revised and/or new versions of the Lesser General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Library specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Library does not specify a license version number, you may choose any version ever published by the Free Software Foundation.

14. If you wish to incorporate parts of the Library into other free programs whose distribution conditions are incompatible with these, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

## NO WARRANTY

15. BECAUSE THE LIBRARY IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE LIBRARY, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE LIBRARY "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LIBRARY IS WITH YOU. SHOULD THE LIBRARY PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

16. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE LIBRARY AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE LIBRARY (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE LIBRARY TO OPERATE WITH ANY OTHER SOFTWARE), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

**END OF TERMS AND CONDITIONS**

## How to Apply These Terms to Your New Libraries

If you develop a new library, and you want it to be of the greatest possible use to the public, we recommend making it free software that everyone can redistribute and change. You can do so by permitting redistribution under these terms (or, alternatively, under the terms of the ordinary General Public License).

To apply these terms, attach the following notices to the library. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

<one line to give the library's name and a brief idea of what it does.>

Copyright (C) <year> <name of author>

This library is free software; you can redistribute it and/or modify it under the terms of the GNU Lesser General Public License as published by the Free Software Foundation; either version 2.1 of the License, or (at your option) any later version.

This library is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU Lesser General Public License for more details.

You should have received a copy of the GNU Lesser General Public License along with this library; if not, write to the Free Software Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA

Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.  
<signature of Ty Coon>, 1 April 1990, Ty Coon,  
President of Vice

# Glossary

---

## A

### Authentication

Restriction of access to a network/service by use of an ID and password to log in.

### Automatic ringback

See **Ringback when the number is busy**.

## B

### Block dialling

Enter the complete phone number, and correct it if necessary. Then pick up the handset or press the handsfree key to dial the phone number.

### Broadband Internet access

See **DSL**.

## C

### Call waiting

= CW.

Network provider feature. A beep during a call indicates that another caller is waiting. You can accept or reject the second call. You can activate/deactivate the feature.

### Call divert

= CD

Automatic diversion (CD) of a call to a different telephone number. There are three kinds of call divert:

- CDU, Call Divert Unconditional
- CDB, Call Divert Busy
- CDNR, Call Divert No Reply

### Call swap

Call swap allows you to switch between two callers or between a conference and an individual caller without allowing the waiting caller to listen to the call.

### Client

Application that requests a service from a server.

## Codec

Coder/decoder

Codec is a procedure that digitises and compresses analogue voice before it is sent via the Internet, and decodes – i.e., translates into analogue voice – digital data when voice packets are received. There are different codecs, with differing degrees of compression, for instance.

Both parties involved in the telephone connection (caller/sender and recipient) must use the same codec. This is negotiated between the sender and the recipient when establishing a connection.

The choice of codec is a compromise between voice quality, transmission speed and the necessary bandwidth. A high level of compression, for example, means that the bandwidth required for each voice connection is low. However, it also means that the time needed to compress/decompress the data is greater, which increases execution time for data in the network and thus impairs voice quality. The time required increases the delay between the sender speaking and the recipient hearing what has been said.

### COLP/COLR

Connected Line Identification Presentation/Restriction

Feature provided by a ISDN connection for outgoing calls.

COLP displays the phone number accepting the call on the calling party's display unit.

The number of the party accepting the call is different to the dialled number e.g., if the call is diverted or transferred.

The called party can use COLR (Connected Line Identification Restriction) to prevent the number from appearing on the calling party's display.



## Glossary

### Consultation call

You are on a call. With a consultation call, you interrupt the conversation briefly to establish a second connection to another participant. If you terminate the connection to this participant immediately, then this was a consultation call. If you switch between the first and second participant, it is called **Call swap**.

## D

### DHCP

Dynamic Host Configuration Protocol

Internet protocol that handles the automatic assignment of **IP addresses** to **Network subscriber**. The protocol is made available in the network by a server. A DHCP server can, for example, be a router.

The phone contains a DHCP client. A router that contains a DHCP server can assign the IP addresses for the phone automatically from a defined address block. The dynamic assignment means that several **Network subscribers** can share one IP address, although they can only use it alternately and not simultaneously.

With some routers you can specify that the IP address for the phone is never changed.

### DMZ (Demilitarised Zone)

DMZ describes a part of a network that is outside the firewall.

A DMZ is set up, as it were, between a network you want to protect (e.g., a LAN) and a non-secure network (e.g., the Internet). A DMZ permits unrestricted access from the Internet to only one or a few network components, while the other network components remain secure behind the firewall.

### DNS

Domain Name System

Hierarchical system that permits the assignment of **IP addresses** to **Domain names** that are easier to memorise. This assignment has to be managed by a local DNS server in each (W)LAN. The local DNS server determines the IP address, if necessary by enquiring

about superordinate DNS servers and other local DNS servers on the Internet.

You can specify the IP address of the primary/secondary DNS server.

See also: **DynDNS**.

### Domain name

Name of one (or several) Web server(s) on the Internet (e.g., gigaset.net). The domain name is assigned to the relevant IP address by DNS.

### DSL

Digital Subscriber Line

Data transfer technology that allows Internet access with e.g., **1.5 Mbps** over a conventional telephone line. Prerequisites: DSL modem and the appropriate service offered by the Internet provider.

### DSLAM

Digital Subscriber Line Access Multiplexer

The DSLAM is a switch cabinet in an exchange at which all subscriber connectors converge.

### DTMF

Dual Tone Multi-Frequency

Another description for dual tone multi-frequency dialling (DTMF).

### Dynamic IP address

A dynamic IP address is assigned to a network component automatically via **DHCP**. The dynamic IP address for a network component can change every time it registers or at certain time intervals.

See also: **Fixed IP address**

### DynDNS

Dynamic DNS

Domain names and IP addresses are assigned via **DNS**. For **Dynamic IP addresses** this service is enhanced with "Dynamic DNS". This permits the use of a network component with a dynamic IP address as a **Server** on the **Internet**. DynDNS ensures that a service can always be addressed on the Internet under the same **Domain names** regardless of the current IP address.

**E****ECT**

Explicit Call Transfer

Participant A calls participant B. The participant puts the connection on hold and calls participant C. Rather than connect everyone in a three-party conference, A now transfers participant B to C and hangs up.

**EEPROM**

Electrically erasable programmable read only memory

Memory building block in your phone with fixed data (e.g., default and customised settings) and data saved automatically (e.g., call list entries).

**Ethernet network**

Wired **LAN**.

**F****Firewall**

You can use a firewall to protect your network against unauthorised external access. This involves combining various measures and technologies (hard and/or software) to control the flow of data between a private network you wish to protect and an unprotected network (e.g., the Internet).

See also: **NAT**.

**Firmware**

Device software in which basic information is saved for the functioning of a device. To correct errors or update the device software, a new version of the firmware can be loaded into the device's memory (firmware update).

**Fixed IP address**

A fixed IP address is assigned to a network component manually during network configuration. Unlike a **Dynamic IP address**, a fixed IP address does not change.

**Flat rate**

Billing system for an **Internet** connection. The Internet provider charges a set monthly fee. There are no additional charges for the duration of the connection or number of connections.

**Full duplex**

Data transmission is a mode in which data can be sent and received at the same time.

**G****G.711 a law, G.711  $\mu$  law**

Standard for a **Codec**.

G.711 delivers a very good voice quality that corresponds to that in the ISDN fixed line. As there is little compression, the necessary bandwidth is around 64 kbit/s per voice connection, but the delay caused by coding/decoding is only approx. 0.125 ms.

"a law" describes the European standard and " $\mu$  law" describes the North American/Japanese equivalent.

**G.722**

Standard for a **Codec**.

G.722 is a **broadband** language codec with a bandwidth of 50 Hz to 7 kHz, a net transmission rate of 64 kbit/s per voice connection and integrated speech pause recognition and comfort noise generation (silence suppression).

G.722 delivers very good voice quality. A higher sampling rate provides clearer and better voice quality than other codecs and enables a speech tone in High Definition Sound Performance (HDSP).

**G.726**

Standard for a **Codec**.

G.726 delivers a good voice quality. It is inferior to the quality with codec **G.711** but better than with **G.729**.

**G.729A/B**

Standard for a **Codec**.

The voice quality is more likely to be lower with G.729A/B. As a result of the high level of compression, the necessary bandwidth is only around 8 kbit/s per voice connection, but the delay is around 15 ms.

**Gateway**

Connects two different **Networks** e.g., a router as an Internet gateway.

## Glossary

### Global IP address

See **IP address**.

### GSM

Global System for Mobile Communication

Originally, a European standard for mobile networks. GSM can now be described as a worldwide standard. However, national standards in the USA and Japan had been more frequently supported up until now.

## H

### Headset

Combination of microphone and headphone. A headset makes using handsfree mode more convenient. There are headsets available that can be connected to the handset by a cable.

### HTTP proxy

Server via which the **Network subscribers** can process their Internet traffic.

## I

### IEEE

Institute of Electrical and Electronics Engineers  
International body that defines standards in electronics and electrical engineering, concerned in particular with the standardisation of LAN technology, transmission protocols, data transfer rate and wiring.

### Infrastructure network

Network with central structure: All **Network subscribers** communicate via a central **Router**.

### Internet

Global **WAN**. A series of protocols have been defined for exchanging data, known by the name TCP/IP.

All **Network subscriber** are identifiable via their **IP address**. **DNS** assigns a **Domain name** to the **IP address**.

Important services on the Internet include the World Wide Web (WWW), e-mail, file transfer and discussion forums.

### Internet Service Provider

Enables access to the Internet for a fee.

### IP (Internet Protocol)

TCP/IP protocol on the **Internet**. IP is responsible for addressing parties in a **Network** using **IP addresses** and routes data from the sender to the recipient. IP determines the paths (routing) along which the data packets travel.

### IP address

A unique address for a network component within a network based on the TCP/IP protocols (e.g., LAN, Internet). On the **Internet**, domain names are usually assigned instead of IP addresses. **DNS** assigns the corresponding IP address to the domain name.

The IP address has four parts (decimal numbers between 0 and 255) separated by full stops (e.g., 230.94.233.2).

The IP address is made up of the network number and the number of the **Network subscriber** (e.g., phone). Depending on the **Subnet mask**, the first one, two or three parts make up the network number and the rest of the IP address addresses the network component. The network number of all the components in any one network must be identical.

IP addresses can be assigned automatically with DHCP (dynamic IP addresses) or manually (static IP addresses).

See also: **DHCP**.

### IP pool range

Range of IP addresses that the DHCP server can use to assign dynamic IP addresses.

**L****LAN**

Local Area Network

Network with a restricted physical range. A LAN can be wireless (WLAN) and/or wired.

**Local IP address**

The local or private IP address is the address for a network component in the local network (LAN). The network operator can assign any address he or she wants. Devices that act as a link from a local network to the Internet (gateway or router) have a public and a private IP address.

See also **IP address**.

**M****MAC address**

Media Access Control Address

Hardware address by means of which each network device (e.g., network card, switch, phone) can be uniquely identified worldwide. It consists of 6 parts (hexadecimal numbers) separated by a "-" (e.g., 00-90-65-44-00-3A).

The MAC address is assigned by the manufacturer and cannot be changed.

**Mbps**

Million bits per second

Unit of the transmission speed in a network.

**MSN**

Multiple Subscriber Number

You can request up to 10 different telephone numbers for the ISDN multiple connection. An MSN is one of the phone numbers assigned to you without a local area code.

Your telephone uses the MSN in line with your requirements, as a receive connection and/or send connection.

**Music on hold**

Music that is played while you are on a **Consultation call** or during a **Call swap**.

The waiting participant hears music while on hold.

**N****NAT**

Network Address Translation

Method for converting (private) **IP addresses** to one or more (public) IP addresses. NAT enables the IP addresses of **Network subscribers** (e.g., your telephone) in a **LAN** to be concealed behind a shared IP address for the **Routers** on the **Internet**.

**Network**

Group of devices. Devices can be connected in either wired or wireless mode.

Networks can also differ in range and structure:

- Range: Local networks (**LAN**) or wide-area networks (**WAN**)
- Structure: **Infrastructure network** or ad-hoc network

**Network subscriber**

Devices and PCs that are connected to each other in a network e.g., servers, PCs and phones.

**P****Paging** (handset search)

Desktop phone function for locating the registered handsets. The desktop phone establishes a connection to every registered handset. The handsets start to ring.

**PIN**

Personal Identification Number

Protects against unauthorised use. When the PIN is activated, a number combination has to be entered to access a protected area.

You can protect your desktop phone configuration data with a system PIN (4-digit number combination).

**Port**

Data is exchanged between two applications in a **Network** via a port.

## Glossary

### Port forwarding

The Internet gateway (e.g., your router) forwards data packets from the **Internet** that are directed to a certain **Port** to the port concerned. This allows servers in the **LAN** to offer services on the Internet without you needing a public IP address.

### Port number

Indicates a specific application of **Network subscribers**. Depending on the setting in the **LAN**, the port number is permanently assigned or else it is newly assigned with each access.

The combination of **IP address/Port** number uniquely identifies the recipient or sender of a data packet within a network.

### Pre-dialling

See **Block dialling**.

### Private IP address

See **Public IP address**.

### Protocol

Describes the agreements for communicating within a **Network**. It contains rules for opening, administering and closing a connection, about data formats, time frames and possible error handling.

### Public IP address

The public IP address is the address for a network component on the Internet. It is assigned by the Internet Service Provider. Devices that act as a link from a local network to the Internet (gateway, router) have a public and a local IP address.

See also: **IP address, NAT**

## R

### RAM

Random Access Memory

Memory in which you have reading and storage rights. Items such as melodies and screen pictures are saved in the RAM after you have loaded them onto the phone via the Web configurator.

### ROM

Read Only Memory

A type of memory that can only be read.

### Router

Routes data packets within a network and between different networks via the quickest route. Can connect **Ethernet networks** and WLAN. Can be a **Gateway** to the Internet.

### Routing

Routing is the transfer of data packets to another subscriber in your network. On their way to the recipient, the data packets are sent from one router to the next until they reach their destination.

If data packets were not forwarded in this way, a network like the Internet would not be possible. Routing connects the individual networks to this global system.

A router is a part of this system; it transfers data packets both within a local network and from one network to the next. Transfer of data from one network to another is performed on the basis of a common protocol.

### Ringback when the call is not answered

= CCNR (Completion of calls on no reply). If a participant does not reply when called, a caller can arrange an automatic ringback.

As soon as the destination phone has completed a call and is free again, the caller is called back. This feature must be supported by the exchange. The ringback request is automatically cancelled after about two hours (depending on the network provider).

### Ringback when the number is busy

= CCBS (Completion of calls to busy subscriber). If a caller hears the busy tone, he or she can activate the ringback function.

As soon as the connection is free, the caller is called back. As soon as the caller lifts the receiver, the connection is made automatically.

## S

**Server**

Provides a service to other **Network subscribers** (**Clients**). The term can indicate a computer/PC or an application. A server is addressed via **IP address/Domain names** and **Port**.

**Static IP address**

See **Fixed IP address**.

**Subnet**

Segment of a **Network**.

**Subnet mask**

**IP addresses** consist of a fixed line network number and a variable subscriber number. The network number is identical for all **Network subscribers**. The size of the network number part is determined in the subnet mask. In the subnet mask 255.255.255.0, for example, the first three parts of the IP address are the network number and the last part the subscriber number.

**Symmetric NAT**

A symmetric NAT assigns different external IP addresses and port numbers to the same internal IP addresses and port numbers – depending on the external target address.

## T

**TCP**

Transmission Control Protocol

**Transport protocol**. Session-based transmission protocol: It sets up, monitors and terminates a connection between sender and recipient for transporting data.

**TLS**

Transport Layer Security

Protocol for encrypting data transmissions on the Internet. TLS is a superordinated **Transport protocol**.

**Transmission rate**

Speed at which data is transmitted in the **WAN** or **LAN**. The transmission rate is measured in data units per unit of time (Mbit/s).

**Transport protocol**

Controls data transport between two communication partners (applications).

See also: **UDP**, **TCP**, **TLS**.

## U

**UDP**

User Datagram Protocol

**Transport protocol**. Unlike **TCP**, **UDP** is a non session-based protocol. UDP does not establish a fixed connection. The data packets ("datagrams") are sent as a broadcast. The recipient is solely responsible for making sure the data is received. The sender is not notified about whether it is received or not.

**URL**

Universal Resource Locator

Globally unique address of a domain on the **Internet**.

URLs identify a resource by its location on the **Internet**. For historical reasons the term is often used as a synonym for URI.

**User identification**

User ID

Name/number combination for access e.g., to your private address directory on the Internet.

## V

**Voice codec**

See **Codec**.

## W

**WAN**

Wide Area Network

Wide-area network that is unrestricted in terms of area (e.g., **Internet**).

## Accessories

---

### Gigaset handsets

Upgrade your Gigaset to a cordless PABX:

#### Gigaset SL400 handset

- ◆ Genuine metal frame and keypad
- ◆ High-quality keypad illumination
- ◆ 1.8" TFT colour display
- ◆ Bluetooth® and mini USB
- ◆ Directory for up to 500 vCards
- ◆ Talk/standby time of up to 14h/230h
- ◆ Large font for call lists and directory
- ◆ Brilliant sound quality in handsfree mode:  
4 handsfree settings
- ◆ Caller pictures, slideshow and screensaver  
(analogue and digital clock)
- ◆ Silent alert, download ringer melodies
- ◆ ECO DECT
- ◆ Calendar with appointment scheduler
- ◆ Night mode with time-controlled ringer deactivation
- ◆ No interruptions from anonymous calls
- ◆ Room monitor
- ◆ SMS with up to 640 characters

[www.gigaset.com/gigaset-sl400](http://www.gigaset.com/gigaset-sl400)



#### Gigaset S79H handset

- ◆ Illuminated graphic colour display (65k colours)
- ◆ Illuminated keypad
- ◆ Handsfree mode
- ◆ Polyphonic ringer melodies
- ◆ Address book for approx. 500 entries
- ◆ Caller picture
- ◆ SMS (prerequisite: CLIP must be enabled)
- ◆ PC interface e.g., for managing address book entries,  
ringers and screensavers
- ◆ Bluetooth
- ◆ Headset socket
- ◆ Room monitor

[www.gigaset.com/gigaset-s79h](http://www.gigaset.com/gigaset-s79h)



### Gigaset C59H handset

- ◆ Social life management with room monitor and birthday reminders
- ◆ Individual programming of ringers with 6 VIP-groups
- ◆ High-quality keypad with illumination
- ◆ 1.8" TFT colour display
- ◆ Directory for up to 150 vCards
- ◆ Talk/standby time of up to 12h/180h, standard batteries
- ◆ Large font for call lists and directory
- ◆ Brilliant sound quality in handsfree mode
- ◆ Screensaver (digital clock)
- ◆ ECO DECT
- ◆ Alarm clock
- ◆ No interruptions from anonymous calls
- ◆ SMS with up to 640 characters

[www.gigaset.com/gigasetc59h](http://www.gigaset.com/gigasetc59h)



### Gigaset SL78H handset

- ◆ Illuminated graphic colour display (256k colours)
- ◆ Illuminated keypad
- ◆ Handsfree mode
- ◆ Polyphonic ringer melodies
- ◆ Directory for approx. 500 entries
- ◆ Caller picture
- ◆ SMS (prerequisite: CLIP must be enabled)
- ◆ PC interface e.g., for managing directory entries, ringers and screensavers
- ◆ Bluetooth
- ◆ Room monitor

[www.gigaset.com/gigasetsl78h](http://www.gigaset.com/gigasetsl78h)





## Accessories

### Gigaset E49H handset

- ◆ Resistant to shocks, dust and water splashes
- ◆ Hardy illuminated keypad
- ◆ Colour display
- ◆ Directory for 150 entries
- ◆ Talk/standby time of up to 12h/250h, standard batteries
- ◆ Brilliant sound quality in handsfree mode
- ◆ Screensaver
- ◆ ECO DECT
- ◆ Alarm clock
- ◆ Room monitor
- ◆ SMS with up to 640 characters

[www.gigaset.com/gigasete49h](http://www.gigaset.com/gigasete49h)



### Gigaset repeater

The Gigaset repeater can be used to increase the reception range between your Gigaset handset and the base.

[www.gigaset.com/gigasetrepeater](http://www.gigaset.com/gigasetrepeater)



All accessories and batteries are available from your phone retailer.



Use only original accessories. This will avoid possible health risks and personal injury, and also ensure that all the relevant regulations are complied with.

# Index

---

## A

Access code ..... 99  
     for a PABX ..... 99  
 Access protection ..... 93  
 Accessories ..... 126  
 Acknowledge tones ..... 91  
 Activating  
     advisory tones ..... 91  
     answering machine ..... 65  
     answering machine  
       (remote operation) ..... 71  
     appointment ..... 75  
     call divert ..... 37  
     FAX port ..... 98  
     muting ringer ..... 60  
     network mailbox ..... 72  
     two-way record ..... 69  
     withholding phone numbers ..... 37  
 Alarm clock ..... 77  
 Alert tone ..... 90  
 Anniversary ..... 49  
     deactivating ..... 49  
     missed ..... 77  
     saving in directory ..... 49  
 Announcement (answering machine) ... 67  
 Answer only mode (answering  
     machine) ..... 65  
 Answering machine ..... 65  
     activating/deactivating ..... 65  
     define for quick dial ..... 72  
     deleting messages ..... 69  
     list ..... 43, 44  
     playing back messages ..... 67  
     recording a personal announcement/  
       advisory message ..... 66  
     remote operation ..... 71  
     scrolling back ..... 68  
     scrolling forward ..... 68  
 Appointment ..... 75  
 Appointment/anniversary  
     displaying missed ..... 77  
 Appointments  
     activating/deactivating ..... 76  
     deleting ..... 76  
     managing ..... 76  
 Area code

    setting own area code ..... 93  
 Assigning a key ..... 86  
 Assigning a number key ..... 86  
 Assigning function keys ..... 86  
 Authentication ..... 119  
 Authorisation ..... 104  
 Automatic redial ..... 42

## B

Birthday, see Anniversary  
 Block dialling ..... 119  
 Bluetooth  
     accepting a call ..... 34  
     activating ..... 82  
     changing device name ..... 84  
     deregistering devices ..... 84  
     list of known devices ..... 83  
     registering devices ..... 82  
     setting own area code ..... 93  
     transferring directory (vCard) ..... 48  
 Brightness  
     display backlight ..... 88  
 Broadband Internet access ..... 119  
 Broadband voice codec ..... 121  
 Browser, operating ..... 63  
 Busy on Busy ..... 38

## C

Calendar ..... 75  
 Call  
     accepting ..... 34  
     accepting (Bluetooth) ..... 34  
     ending ..... 33  
     internal ..... 79  
     picking up from answering  
       machine ..... 69  
     transferring ..... 41, 99  
     transferring (connecting) ..... 79, 81  
     two-way record ..... 69  
 Call charges ..... 54  
 Call divert ..... 37, 119  
 Call duration ..... 33, 54  
 Call lists ..... 43  
 Call screening during recording ..... 70  
 Call swap ..... 40, 119  
 Call waiting ..... 119  
     accepting/rejecting ..... 39  
     activating/deactivating ..... 38  
     external call ..... 38  
     internal call ..... 80

## Index

- Caller picture ..... 35, 46, 91
- Calling
  - from classified directory ..... 51
  - from online directory ..... 51
  - internal ..... 79
  - unknown ..... 37
- Calling Line Identification ..... 34
- Capacity
  - directory ..... 47
  - resource directory ..... 92
- Caring for your telephone ..... 105
- CD ..... 119
- Changing
  - device name (Bluetooth) ..... 84
  - display language ..... 87
  - earpiece volume ..... 88
  - handsfree volume ..... 88
  - internal names ..... 81
  - internal numbers ..... 81
  - names of internal parties ..... 81
  - ringer ..... 89
  - system PIN ..... 93
- Character set ..... 57, 58, 107
- Charge rates, see Call charges
- Checking service information ..... 104
- Classified directory ..... 50
- CLI, CLIP ..... 34
- Client ..... 119
- CNIP ..... 34
- Codecs ..... 119
- COLP ..... 119
- COLR ..... 119
- Conference ..... 40
  - internal ..... 80
- Confirmation tone ..... 91
- Connected Line Identification
  - Presentation/Restriction ..... 119
- Connecting the desktop phone
  - to PABX ..... 99
- Consultation call ..... 40, 120
  - internal ..... 80
- Consumption of electricity, see Power consumption
- Control key ..... 24
- Correcting incorrect entries ..... 25
- Customer Care ..... 101
- Customer Service & Assistance ..... 101
- CW ..... 119
- D**
- Deactivating
  - advisory tones ..... 91
  - answering machine ..... 65
  - appointment ..... 75
  - call divert ..... 37
  - FAX port ..... 98
  - muting ringer ..... 60
  - network mailbox ..... 72
  - two-way record ..... 69
  - withholding phone numbers ..... 37
- DECT interface
  - activating/deactivating ..... 97
- Delete key ..... 25
- Deleting
  - announcement for answering machine ..... 67
  - characters ..... 25
  - message ..... 69
  - MSN ..... 95
- Demilitarised Zone ..... 120
- Deregistering
  - devices (Bluetooth) ..... 84
  - handset ..... 79
- Desktop phone
  - connecting to PABX ..... 99
  - connecting with router ..... 14
  - in restoring to default settings ..... 98
  - power consumption ..... 106
  - setting up ..... 9, 10, 92
  - system PIN ..... 93
  - updating firmware ..... 96
- DHCP ..... 120
- Dialling
  - directory ..... 46
- Digital Subscriber Line ..... 120
- Digital Subscriber Line
  - Access Multiplexer ..... 120
- Directory ..... 45
  - copying number from text ..... 48
  - managing entries ..... 46
  - opening ..... 24, 50
  - order of entries ..... 46
  - saving anniversary ..... 49
  - saving entry ..... 45

- saving the sender's number (SMS) . . . . . 59
- searching for an entry . . . . . 50
- sending entry/list to handset. . . . . 47
- transferring a vCard (Bluetooth) . . . . . 48
- using to enter numbers. . . . . 49
- Display
  - backlight . . . . . 88
  - call duration/costs . . . . . 54
  - capacity (directory). . . . . 47
  - capacity (resource directory) . . . . . 92
  - changing display language . . . . . 87
  - name (CNIP) . . . . . 34
  - number (CLI/CLIP). . . . . 34
  - screensaver. . . . . 87
  - setting . . . . . 87
- Display backlight
  - brightness. . . . . 88
  - time control . . . . . 88
- Display keys . . . . . 25
  - assigning. . . . . 86
- Displaying
  - missed appointments/anniversaries . . 77
- Disposal . . . . . 105
- DMZ . . . . . 120
- DNS. . . . . 120
- DNS server, preferred . . . . . 94
- Domain name . . . . . 120
- Domain Name System . . . . . 120
- Draft list (SMS) . . . . . 56
- DSL . . . . . 120
- DSLAM . . . . . 120
- Duration of a call . . . . . 54
- Dynamic DNS . . . . . 120
- Dynamic Host Configuration
  - Protocol. . . . . 120
- Dynamic IP address . . . . . 120
- DynDNS . . . . . 120
- E**
  - Earpiece volume . . . . . 88
  - ECO DECT . . . . . 74
  - Eco mode . . . . . 74
  - Eco mode+ . . . . . 74
  - ECT . . . . . 41, 99
    - activating/deactivating . . . . . 38
  - E-mail address . . . . . 57
    - copying from the directory . . . . . 49
  - Ending
    - call. . . . . 33
- Entry
  - select from directory . . . . . 46
- Environment. . . . . 105
- Error tone . . . . . 91
- Ethernet network . . . . . 121
- Explicit Call Transfer . . . . . 121
- External call
  - call waiting . . . . . 38
  - divert to ans. mach. . . . . 69
- F**
  - Fax (SMS) . . . . . 57
  - Fax machine
    - connecting . . . . . 85
  - FAX port
    - connecting fax. . . . . 85
  - Firewall. . . . . 121
  - Firmware . . . . . 121
    - automatic update . . . . . 97
    - checking version. . . . . 104
    - starting update . . . . . 96
    - updates . . . . . 9
  - Fixed IP address . . . . . 121
  - Fixed line network
    - cancelling ringback . . . . . 41
  - Flat rate . . . . . 121
  - Full duplex . . . . . 121
- G**
  - Gateway. . . . . 121
  - General troubleshooting. . . . . 102
  - Global IP address. . . . . 122
  - Global System for
    - Mobile Communication . . . . . 122
  - GNU General Public Licence . . . . . 108
  - GNU General Public License (GPL) . . . . 109
  - GNU Lesser General Public License . . . . 108
  - GNU Lesser General Public License
    - (LGPL). . . . . 113
  - GPL . . . . . 108
  - Group call . . . . . 79
  - GSM . . . . . 122
- H**
  - Handset
    - changing internal number . . . . . 81
    - changing names . . . . . 81
    - deregistering . . . . . 78, 79
    - list . . . . . 24
    - locating . . . . . 79
    - registering . . . . . 78

## Index

Handsfree mode ..... 35  
Handsfree volume ..... 88  
Headset ..... 122  
Help ..... 102  
HTTP proxy ..... 122

## I

### Icon

alarm clock ..... 77  
answering machine ..... 65, 66, 70  
display ..... 25  
for new messages ..... 44  
new message ..... 67  
new SMS ..... 58  
ringer ..... 90

Identify caller (ISDN) ..... 41

Identifying the caller (ISDN) ..... 34, 41

Idle status ..... 26

returning to ..... 26

Idle status (display) ..... 26

IEEE ..... 122

Incoming list (SMS) ..... 57, 58

Incorrect entries (correction) ..... 25

Info centre ..... 62

Infrastructure network ..... 122

Input language (SMS) ..... 56

Installation wizard ..... 15

Institute of Electrical and

Electronics Engineers ..... 122

### Internal

conference ..... 80

consultation ..... 80

making calls ..... 79

Internal call ..... 79

call waiting ..... 80

Internet ..... 122

Internet access (broadband) ..... 119

Internet protocol ..... 122

Internet Service Provider ..... 122

IP ..... 122

IP address ..... 122

assigning ..... 93

automatically obtaining one ..... 93

checking ..... 94

dynamic ..... 120

fixed ..... 121

global ..... 122

local ..... 123

private ..... 124

public ..... 124

static ..... 125

IP configuration ..... 93

IP pool range ..... 122

ISDN numbers, see MSN

ISDN wizard ..... 16

## K

Key 1 (quick dial)

assigning ..... 72

### Keys

control key ..... 24

delete key ..... 25

display keys ..... 25

talk key ..... 33

## L

LAN ..... 123

### Language

display ..... 87

LGPL ..... 108

### License

GPL ..... 109

LGPL ..... 113

Linking, see SMS

### List

answering machine ..... 43, 44

call lists ..... 43

handsets ..... 24

known devices (Bluetooth) ..... 83

missed calls ..... 43

network mailbox ..... 44

SMS draft list ..... 56

SMS incoming list ..... 58

SMS list ..... 44

Local Area Network ..... 123

Local IP address ..... 123

Locating handsets ..... 79

## M

MAC address ..... 98, 123

checking (handset) ..... 98

### Making calls

accepting a call ..... 34

cost-effective calls ..... 54

internal ..... 79

Manual redial ..... 42

Mbps ..... 123

- Media Access Control..... 123
- Medical equipment .....7
- Menu
  - end tone ..... 91
  - opening..... 24
  - using ..... 26
- Message key
  - open list..... 58
  - opening lists..... 44
- Messages..... 65
  - copying the number to
    - the directory ..... 68
  - deleting..... 69
  - marking as "new" ..... 68
  - new message icon ..... 67
  - playing (network mailbox) ..... 73
  - playing back..... 67
- Microphone
  - muting..... 36
- Million bits per second..... 123
- Missed
  - anniversary..... 77
  - appointment ..... 77
- Missed call..... 43
- MSN ..... 123
  - deleting..... 95
  - setting up ..... 95
- Multiple Subscriber Number ..... 123
- Music on hold..... 91, 123
- Muting
  - first ring..... 60
  - phone..... 36
- N**
- Name
  - displaying caller's name (CNIP) ..... 34
  - of a handset ..... 81
- NAT ..... 123
  - symmetric..... 125
- Network..... 123
  - Ethernet..... 121
- Network Address Translation ..... 123
- Network mailbox..... 72
  - activating/deactivating..... 72
  - calling ..... 73
  - define for quick dial ..... 72
  - entering number..... 72
- Network MB, see Network mailbox
- Network services..... 37
- Number
  - copying from an SMS..... 59
  - copying from directory ..... 49
  - copying to directory..... 48
  - displaying caller's number (CLIP) ..... 34
  - entering for network mailbox ..... 72
  - entering with directory ..... 49
  - saving in the directory..... 45
- O**
- Online directory..... 50
- Operating remotely ..... 71
- Operation (setting up the phone)..... 8
- Order in directory ..... 46
- P**
- PABX
  - connecting desktop phone ..... 99
  - saving access code ..... 99
- Package contents ..... 8
- Paging ..... 79, 123
- PC interface ..... 107
- Personal Identification Number ..... 123
- Phone
  - setting up ..... 8, 92
- Picture
  - caller..... 46, 91
  - deleting..... 92
  - renaming..... 92
- PIN..... 123
- Playing back
  - announcement (answering
    - machine)..... 67
  - message (answering machine) ..... 67
- Port ..... 123
- Port forwarding ..... 124
- Port number ..... 124
- Power adapter ..... 7
- Power consumption ..... 106
- Power consumption (desktop phone) .. 106
- Pre-dialling ..... 124
- Preferred DNS server ..... 94
- Private IP address ..... 124
- Protecting the phone against access .... 93
- Protocol..... 124
- Prv..... 31
- Public IP address ..... 124

## Index

### Q

- Questions and answers ..... 102
- Quick dial..... 72

### R

- RAM ..... 124
  - Random Access Memory..... 124
  - Read Only Memory..... 124
  - Receive number
    - display on the handset ..... 35
  - Receiving notifications via SMS..... 59
  - Reception booster, see Repeater
  - Recording
    - quality ..... 70
    - time ..... 70
    - two-way record..... 69
  - Redial ..... 42
  - Registering
    - devices (Bluetooth)..... 82
    - handset ..... 78
  - Reminder call ..... 49
  - Repeater ..... 97
  - Resource directory ..... 91
  - Ring delay ..... 70
  - Ringback
    - busy ..... 124
    - cancelling (fixed line network) ..... 41
    - initiating (fixed line network)..... 39
    - no reply ..... 124
    - setting up when MSN busy ..... 38
  - Ringer
    - changing..... 89
    - muting..... 60
    - setting volume..... 89
    - time control ..... 90
  - ROM ..... 124
  - Router..... 124
    - connecting desktop phone ..... 14
  - Routing ..... 124
- ### S
- Saving (access code)..... 99
  - Scope of delivery..... 8
  - Screensaver..... 87
  - Searching in directory ..... 46
  - Sending directory entry to handset ..... 47
  - Server..... 125

### Setting

- date ..... 31, 92
  - screensaver..... 87
  - time ..... 31, 92
- ### Setting up
- busy signal ..... 38
  - desktop phone ..... 9, 10
- ### Signal tone, see Advisory tones
- ### SMS..... 55
- active send service centre ..... 60
  - deleting..... 56, 58
  - draft list..... 56
  - forwarding ..... 58
  - incoming list ..... 58
  - input language ..... 56
  - linked..... 55
  - list..... 44
  - notification via SMS ..... 59
  - reading ..... 56, 58
  - receiving ..... 57
  - replying to or forwarding..... 58
  - saving number..... 59
  - self help with error messages ..... 61
  - sending as a fax..... 57
  - sending to an e-mail address..... 57
  - status report..... 56
  - troubleshooting ..... 61
  - vCard ..... 59
  - writing..... 55, 106
- ### SMS service centre
- changing number..... 60
  - setting ..... 60
- ### Snooze mode..... 77
- ### Sound, see Ringer
- ### Specifications..... 106
- ### Speed dial..... 45
- ### Static IP address..... 125
- ### Structure of IP address..... 122
- ### Subnet ..... 125
- ### Subnet mask..... 125
- defining..... 94
- ### Symmetric NAT ..... 125
- ### System
- setting up ..... 92
- ### System settings
- saving..... 93

**T**

Talk key .....	33
TCP .....	125
Text message, see SMS	
Three-party conference.....	40
Time control	
display backlight.....	88
ringer.....	90
TLS.....	125
Transferring a call .....	41
Transmission Control Protocol.....	125
Transmission rate .....	125
Transport Layer Security .....	125
Transport protocol .....	125
Troubleshooting (SMS) .....	61

**U**

UDP.....	125
Universal Resource Locator .....	125
Unknown.....	35
Unknown call .....	37
Unknown caller .....	35
URL .....	125
User Datagram Protocol .....	125
User ID .....	125
User identification.....	125

**V**

vCard (SMS).....	59
VIP (directory entry) .....	45
Volume	
earpiece.....	88
earpiece/handsfree .....	88
handsfree .....	88
ringer .....	89
setting .....	89

**W**

WAN .....	125
Warning tone, see Advisory tones	
Weather forecasts	
in idle display mode.....	64
Wide Area Network.....	125
Withholding phone number .....	37
Writing (SMS) .....	55
Writing and editing text .....	106



Issued by

Gigaset Communications GmbH

Frankenstr. 2a, D-46395 Bocholt

Manufactured by Gigaset Communications GmbH

under trademark license of Siemens AG.

As of 1 Oct. 2011 Gigaset products bearing the  
trademark 'Siemens' will exclusively use the trademark 'Gigaset'.

© Gigaset Communications GmbH 2010

All rights reserved. Subject to availability.

Rights of modification reserved.

[www.gigaset.com](http://www.gigaset.com)

