



function. If you don't have the Caller ID function on your phone line, the incoming telephone numbers will NOT be shown on the display of your telephone. Normally you need a separate subscription from your telephone company to activate this To use 'Caller ID' (display caller), this service has to be activated on your phone line.



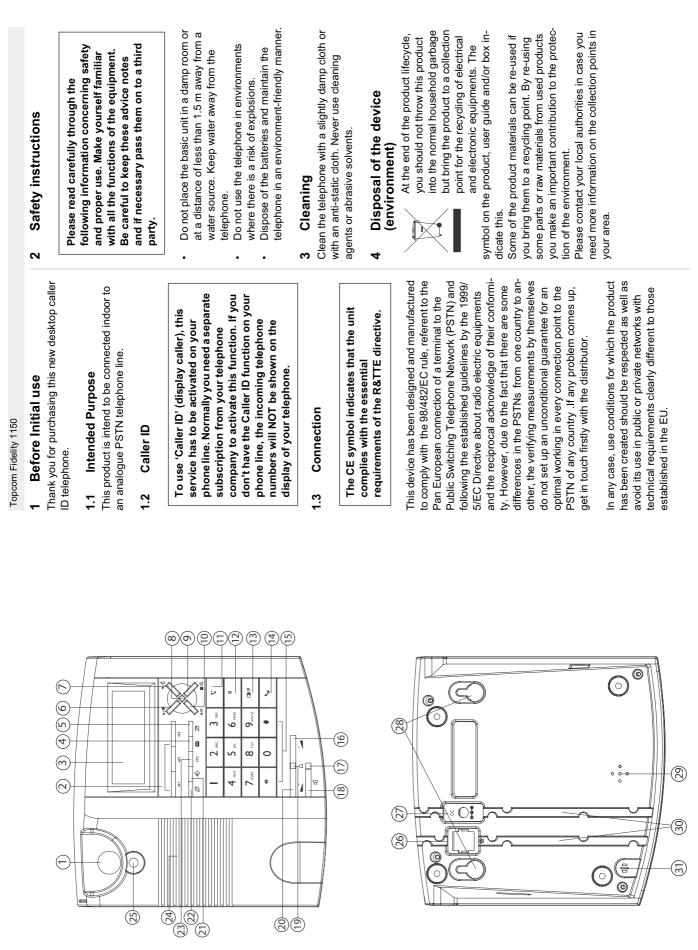
This product is in compliance with the essential requirements and other relevant provisions of the R&TTE directive 1999/5/EC. The Declaration of conformity can be found on :

http://www.topcom.net/support/cedeclarations.php

V 1.1

**USER GUIDE** 

The features described in this manual are published with reservation to modifications.



# 5 Buttons

(See picture 1 and 2 on folded cover page)

- 1. Hook Switch
- 2. Direct Memory buttons (M1-M3)
- 3. LCD display
- 4. Phonebook button '@'
- 5. Menu botton 'SET'
- 6. Call List button
- 7. Up button '**(**)' / OGM button **(**)
- 8. Down button '()' / Memo button ()
- 9. TAD On LED
- 10. Stop 🔳 / 🕲
- 11. Call back button '(?)'
- 12. Flash button 'R'
- 13. Redial button () / Pauze button (P'
- 14. Mute button 'S'
- 15. Alphanumerical keypad
- 16. Volume Down button '⊖'
- 17. Handsfree LED
- 18. Handsfree button
- 19. Ringer LED
- 20. Volume Down button ' )
- 21. Menu button 🛞
- 22. Delete button 'Ø'
- 23. Escape button 'ESC'
- 24. Handsfree speaker
- 25. Wall mounting hook
- 26. Line cord connector
- 27. Power adapter connector
- 28. Wall mounting locations
- 29. Ringer
- 30. Cable slots
- 31. Microphone

# 6 Installation

To activate the telephone, it must be connected to the main power.

- Plug one end of the supplied adapter into the electric socket and the other end into the connector on the bottom of the desktop telephone (27).
- Connect one end of the line cord to the telephone line wall socket and the other end to the bottom of the phone (26).

# 7 Telephone settings

## 7.1 Introduction

- Use (a) or (v) to scroll though the settings or to change the setting value.
- Press 🛞 to enter a submenu.
- Press **ESC** to leave the setting menu at any time.
- If no button is pressed within 10 seconds, the unit will return to standby mode.

# 7.2 Setting display language and voice prompt language

The voice prompt language of internal digital answering machine, will be the same as the display language.

- Enter the menu  $( \mathbf{s} )$  $\bigcirc$ Select 'Setting' Enter setting menu  $( \mathbf{ > } )$ 'Language' 'English' Select desired language To confirm  $( \mathbf{\bullet} )$
- ESC 2 X | To leave the menu

# 7.3 Setting the display contrast

$\bigcirc$		Enter the menu
	$\bigcirc$	Select 'Setting'
$\bigcirc$		Enter setting menu
	$\bigcirc$	'Contrast'
$\bigcirc$		'Contrast-x'
		Select desired display contrast (1-5)
$\bigcirc$		To confirm
ESC	2 X	To leave the menu

#### 7.4 Setting the date and time

When you have a subscription to the Caller ID service and your telephone provider sends the date and time together with the telephone number, the phone's clock will be set automatically. The year must always be set manually.

To record the date and time stamp to the recorded message on the answering machine, the time must be set.

	Enter the menu
	Select 'Setting'
$\bigotimes$	Enter setting menu
	'Date/Time'
$\bigcirc$	'02/05-06 1226'
	Enter the day, month, year and time (4digits) using the numerical keypad
	To confirm
<b>ESC</b> 2 X	To leave the menu

#### 7.5 Reset

To bring the telephone in its initial status, you have to reset the phone.

Enter the menu
Select 'Setting'
Enter setting menu
'Reset'
To confirm.'Sure?' is displayed All settings will be reset and the
stored information (including the recorded messages) will be erased.

# 8 Audio settings

#### 8.1 Ring tone

Enter the menu

- Select 'Audio'
- Enter the audio setting menu
- (A) (Ring Tone'

	Confirm
	Select the desired ring tone (1-5)
$\bigcirc$	Confirm the ring tone To leave the menu
<b>ESC</b> 2 X	To leave the menu

#### 8.2 Ring loudness

$\bigcirc$	Enter the menu
	Select 'Audio'
$\bigcirc$	Enter the audio setting menu
	'Ring Loudness'
$\bigcirc$	To confirm
	Select the desired ring loudness.
	To confirm
ESC 2X	To leave the menu

#### 8.3 Key Tone

$\bigcirc$		Enter the menu
		Select 'Audio'
$\bigcirc$		Enter the audio setting menu
		'Key Tone'
$\bigcirc$		Confirm
		Select Keytone-On or -Off
$\bigcirc$		To confirm
ESC	2 X	To leave the menu

## 9 PABX settings

#### 9.1 Dial prefix

When you dial out a telephone number from the Call list or Phonebook, the programmed prefix will be added in front of the telephone number. This function is usefull when you have a PABX where you have to dial a prefix to take the external line.

↔ Enter the menu
▲ ♥ Select 'PABX setting'
↔ Enter the menu
▲ ♥ Select 'Dial Pref'
↔ To confirm

	Enter the dial prefix
To enter a	Pause, press the pause button 'P'
$\bigotimes$	Confirm
<b>ESC</b> 2 X	To leave the menu
9.2 Dia	aling mode (Tone/Pulse)
$\bigcirc$	Enter the menu
	Select 'PABX setting'
$\bigcirc$	Enter the menu
	Select 'Dialing mode'
$\bigcirc$	To confirm
	Select 'Tone' or 'Pulse'
(  )	Confirm
ESC 2X	To leave the menu

# 9.3 Flash time

Press  $\bigcirc$  to use certain services as 'Call Waiting' (if this service is provided by your telephone company); or to transfer phone calls when you are using a telephone exchange (PABX).

The flash time can be selected (100/300/600ms).

$\bigcirc$		Enter the menu
		Select 'PABX setting'
$\bigcirc$		Enter the menu
		Select 'Flash Time'
$\bigcirc$		To confirm
		Select <b>'100'</b> , <b>'300'</b> or <b>'600' ms</b>
$\bigcirc$		Confirm
ESC	2 X	To leave the menu

# 10 Getting started

#### 10.1 Making a phone call

	Enter the telephone number
	Press the delete button briefly to
	delete a wrongly entered number
Ø	To phone number will be dialled automatically in hands free
	automatically in hands free

	Press the volume button to change the speaker volume
OR	
4	Pick up the handset
	Enter the telephone number
The call du	uration timer is shown on the 2e line of

the display [mm:ss].

# 10.2 Deactivating the microphone (mute)

During conversation

	You can now talk freely without the
$\bigcirc$	caller hearing you.
	You can resume your conversation

## 10.3 Redial list

To last 5 called telephone numbers including the conversation time are stored in the redial list.

$\bigcirc$	Х	Press the redial list button repeatedly to scroll through the redial list
	A	Press the redial list button repeatedly to scroll through the redial list The telephone number will be dialled automatically

# 11 Caller ID

# 11.1 General information

When you have a subscription to the Caller ID service, the caller's phone number and name (when supported by the network) will appear on the display. If you saved the telephone number with the name in the Phone Book, the programmed name will be shown on the display (name tagging function).

# 11.2 Call list

The Fidelity 1150 can store up to 30 numbers and names.

The display shows the total number and new received calls in stand-by **'CLIP 00-00'** 

#### 11.2.1 Scrolling through the Call List

	Press the New Message button
	To scroll through the call list

#### 11.2.2 Calling a number from the Call List

		Press the New Message button Scroll through the call list until you have found the desired telephone
		Scroll through the call list until you
		have found the desired telephone
		number
<b>(</b> .)	A	The phone number will be dialled automatically

#### <u>11.2.3 Erasing numbers from the Call</u> <u>List</u>

a)Erasing one number

Press the New Message button
Scroll through the call list until you
Scroll through the call list until you have found the desired telephone
number
Press the delete button briefly to
Press the delete button briefly to delete the selected number
To confirm

b) Erasing the entire Call List

	Press the New Message button
	To enter the call list
3SEC Ø	Press and hold the delete button for 3 seconds to delete the entire call list To confirm.'Sure?' is displayed The complete Call List will be
$\bigotimes$	To confirm.'Sure?' is displayed
	The complete Call List will be erased

#### 11.3 Voice mail

When you have received a voice mail message in your Personal Voice Mail Box, the Voice Mail symbol 🖂 appears on the display. As soon as you have listened to the messages in the mail box, the symbol disappears.

\* Check with your network operator if this is available on your line.

## 12 Phone Book

The Fidelity 1150 can store 50 telephone numbers with name.

# 12.1 Use of the alphanumerical key pad

Use the alphanumerical key pad to enter text. To select a letter, press the corresponding button.

#### For example:

Press button '2' twice to select the letter 'B'. If you want to select 'A' as well as 'B', press button '2' once to select 'A', wait for 2 seconds until the cursor has moved to the next location and press then button '2' twice to select 'B'. To add a space, press 0. Wrong entered characters can be erased by pressing <a>©</a>.

#### Available characters:

*	Upper or Lower Case switch
#	àáâÇ
0	+&@0/%*#\$£¥§¿j
1	"Space" -?!1,.:; " '<=> ()
	{ }
2 (Upper Case)	Ă B C 2 Ä Æ Å à á â Ç
3 (Upper Case)	DEF3èÉêë
4 (Upper Case)	G H I 4 Ì Í Î Ï
5 (Upper Case)	JKL5€
6 (Upper Case)	M N O 6 ñ ö ò ó ô
7 (Upper Case)	PQRS7ß
8 (Upper Case)	Τ U V 8 ù ú û Ü
9 (Upper Case)	WXYZ9
2 (Lower Case)	a b c 2 ä æ å à á â ç
3 (Lower Case)	d e f 3 è é ê ë
4 (Lower Case)	g h l 4 ì í î ï
5 (Lower Case)	jkl5€
6 (Lower Case)	m n o 6 ñ ö ò ó ô
7 (Lower Case)	pqrs7ß
8 (Lower Case)	tuv8ùúûü
9 (Lower Case)	w x y z 9

#### Adding a number to the Phone 12.2 Book

		Enter Phonebook Menu
	1X	'New'
$\bigcirc$		To confirm
		Enter the telephone number
$\otimes$		Press the delete button briefly to delete a wrongly entered number.
		To confirm
		Enter the name by using the alphanumerical key pad (see chapter 12.1)
		To confirm
Follo	w the	previous steps for adding another

number or press ESC to leave the setting.

# 12.3 Selecting and calling a number from the Phone Book

		Enter Phonebook Menu. <b>'Review'</b> is displayed.
$\bigcirc$		To confirm
		Enter the first letter of the desired name by using the alphanumerical key pad.
		Scroll through the phone book until you have found the desired telephone number
	A	Press hands free or pick up the handset to dial out the number
12.4	Ch	anging a number and name

# umper and name from the Phone Book

	Enter Phonebook Menu
	To confirm
	Enter the first letter of the desired name by using the alphanumerical key pad Scroll through the phone book until you have found the desired telephone number

until

$\bigcirc$	To confirm
Ø	Press the delete button briefly to delete a wrongly entered number.
	Modify the telephone number
	To confirm
	Modify the name by using the alphanumerical key pad (see chapter 12.1)
$\bigcirc$	To confirm

# 12.5 Erasing a number and name from the Phone Book

Select the desired telephonenumber as				
desci	ribed	in chapter 12.3.		
Ø		Press the delete button briefly to		
Ø		delete the number		
		To confirm		
12.6	Co	pying a number from the call		
	lis	t to the Phone Book		
		Press the New Message button		
		Scroll through the call list until you		
		have found the desired telephone		
-		number		
		To confirm		
		Select 'Store to Book'		
		To confirm.		
0		Modify the telephone number if		
		necessary		
		Press the delete button briefly to		
Ø		delete a wrong numbers		
$\odot$		To confirm		
		Modify the name by using the		
		alphanumerical key pad (see chapter 12.1)		
		, ,		
( )		To confirm		

**ENGLISH** 

#### 13 Memory numbers

You can program 3 Direct numbers (max 24 numbers and 16 characters). These memory numbers can be dialled by pressing M1-M3.

# 13.1 Adding a number to a Direct Memory

(M?)	Press the desired Direct Memory (M1-M3). <b>'New'</b> is displayed
$( \mathbf{I} )$	To confirm
	Enter the telephone number
$\oslash$	Press the delete button briefly to
	delete a wrongly entered number
	To confirm
	Enter the name by using the alphanumerical key pad (see chapter 12.1)
	To confirm

#### 13.2 Calling a Direct Memory number

M?		Press the desired Direct Memory (M1-M3)
	<b>A</b>	The phone number will be dialed automatically
6		automatically

#### 13.3 Deleting a Direct Memory number

- Press the desired Direct Memory (M1-M3)
   Press the delete button briefly to delete the number
- To confirm
- 13.4 Copying a number from the call list to a direct memory button
- Press the New Message button
   Scroll through the call list until you
   have found the desired telephone number
   To confirm
- Select 'STORE TO M1- M3'
  - To confirm.

	Modify the telephone number if necessary
Ø	Press the delete button briefly to
$\smile$	delete a wrong numbers
$\bigotimes$	To confirm
	Modify the name by using the alphanumerical key pad (see chapter 12.1)
	To confirm

# 14 Telephone answering device

The voice prompt language of the internal digital answering machine, will be the same as the display language.

#### 14.1 Activating/Deactivating the Anwer Machine

- 2SEC (b) The answering machine shall turn Off The 'TAD On LED' shall turn off The answering machine shall turn On 2SEC (b) The LED shall burn.
  - The Voice will prompt the selectedOGM (see chapter 14.2)

# 14.2 Selecting the outgoing messages (OGM1 or OGM2)

There are 2 different outgoing messages: OGM1 (A1): The unit shall record a message. OGM2 (A2): The unit will not record a message after the call has been answered.

Activate the anwering machine. The selected OGM will be prompted Switch between OGM1 and OGM2. The selected OGM will be prompted and displayed on the 2 line of the display (A1 or A2)

## 14.3 To record an Outgoing Message

(b) Select OGM1 or OGM2

3SEC (P) After you hear a beep, release the button and start saying your outgoing message (max 2 minutes)

If the OGM is less than 3 seconds, the recording is not valid.

	To stop the recording. The message
	will be playbacked
Ð	To replay the recorded OGM

# 14.4 To delete an OGM

	Select OGM1 or OGM2.
P	To replay the recorded OGM
Ø	Press the delete button during playback. The pre-recorded message is prompted

# 14.5 TAD Setting

# 14.5.1 Selecting OGM1 or OGM2

In of the TAD setting menu, you can also select the outgoing message.

$\bigcirc$		Enter the menu
		Select 'TAD Setting'
( )		Enter the submenu
		Select 'Answering'
$(\bullet)$		To confirm
		Select 'Answering-A1' (OGM1) or 'Answering-A2' (OGM2)
$\bigcirc$		Confirm
ESC	2 X	To leave the menu

# 14.5.2 Select the number of rings

To select the number of rings before the TAD anwswers the call:

$(\mathbf{k})$	Enter the menu
	Select 'TAD Setting'
(  )	Enter the submenu
	Select 'TAD Rings'
	To confirm
	Select 2 to 9 or select T/S
(	Confirm
ESC 2X	To leave the menu

T/S is '**Toll Saver**'. The TAD will answer a call after 4 rings if there are no new messages, and after 2 rings if there are new messages. If there are no new messages and you call your machine to check your messages remotely, you can hang up after the 2nd ring. You do not need to pay connection fees and you know that you do not have any new messages.

# 14.5.3 Setting the remote PIN code

This code is necessary for remote operation (see chapter 14.11)

$\bigotimes$	Enter the menu
	Select 'TAD Setting'
$\bigcirc$	Enter the submenu
	Select 'TAD Pin'
$\bigcirc$	To confirm
	Enter the new PIN code (3 numbers)
	Confirm
<b>ESC</b> 2 X	To leave the menu

# 14.5.4 Call Screen Mode

When there is an incomming call you can listen to the recording without picking up the handset.You can enable or disable this function.

$\bigcirc$		Enter the menu
		Select 'TAD Setting'
$\bigcirc$		Enter the submenu
		Select 'Call Screen'
$\bigcirc$		To confirm
		Select 'Call Screen - On' or 'Call
		Screen - Off'
(		Confirm
ESC	2 X	To leave the menu

#### 14.6 Incoming messages

After the set number of rings the TAD will answer the call, the caller will hear your outgoing message (OGM). If OGM1 is selected, he can record a message (max 2 minutes) after the beep. As soon as you have new messages the number of new messages will be displayed. The recording will be interrupted when it detect silence for 6 seconds or when you pick up the handset.

#### 14.7 Memo message recording

To record a Memo message

3SEC (7)

After you hear a beep, release the button and start saying your Memo message (max 2 minutes)

To stop the recording 

Memo messages will be stored together with the incoming call recordings.

#### 14.8 **Playing recorded messages**

In idle mode:

		The unit shall play the new messages
Eve	ry time	a message is recorded, the date and
time	will al	so be stored if the date and time is set
(see	chapt	ter 7.4). When playing back a
mes	sage,	the date and time of the recording will
be a	Innour	nced before the message.
		To pause the playback
	<1s	To replay the message
	2 X	To skip to the previous message
		To skip to the next message
		To stop playback

After all messages have been played, press () to re-play all messages.

#### 14.9 **Deleting one messages**

During playback of the message.

Ø

'DELETE?' will be displayed

 $(\mathbf{I})$ 

To confirm and delete the message

If no button is pressed in 30 seconds, the unit will continue playing the messages

#### 14.10 Deleting all messages

During playback of the last message.

2SEC 'DELETE ALL?' will be displayed  $\bigotimes$ 

To confirm and delete all messages

If no button is pressed in 30 seconds, the unit will continue playing the messages

#### 14.11 Remote control

 $( \mathbf{I} )$ 

The answering machine can be operated remotely using a touch-tone phone (DTMF tone selection system).

- Call your machine. You will hear the OGM message.
- After the beep, slowly dial the Security code, • you will hear one short beeps for confirmation.
- Enter the next codes to use the desired function.

1 1(1) 2 3 4 5 6 7 8	Replay the message Play the previous message Play/Pause Play the next message To play the outgoing message To record a new outgoing message Stop playback or recording Delete playing message Answering off
	3
9	Answering on / Toggle OGM1 or OGM2
0	Delete all, old messages
#	Record Memo

If no button is pressed within 10 seconds, the unit will return to standby mode.

During playback, the unit will stop every 168 seconds. If no button is pressed, the unit will stop and hang up.

When pressing '2' the message playback is paused for 30 seconds. If no button is pressed the unit will hang up.

#### 14.12 Remote activation

If the answering machine is OFF, the user can wake-up the device remotely by dialing the number and wait for 12 rings.

The machine will answer with OGM2.

Enter the remote code and follow the instructions explained in chapter 14.11.

#### 14.13 Memory Full

There are 2 kinds of Memory Full situations.

1. During Memo/OGM/ICM recording, the memory is full.

2. The memory is full and somebody is trying to record a message.

The unit shall play a message indicating the memory is full.

When OGM 1 was selected, the device will switch automatically to OGM2 (see chapter 14.2).

# 15 Wall mounting

Pull out and rotate the wall mounting hook (25). Put it back in position.

Measure and mark the wall mounting locations (28).

Drill holes, fit wall plugs and screw in screws. The cable of the telephone can be fixed in the slot (30) on the backside of the phone depending on

the telephone connection position.

Mount the telephone on the screws.

## 16 Technical Data

Dialling options: DTMF (tone)/PULSE Flash:100/300/600ms Power adapter: Input 230VAC 50Hz / Output 9VDC 200 mA

# 17 Warranty

#### 17.1 Warranty period

The Topcom units have a 24-month warranty period. The warranty period starts on the day the new unit is purchased. The warranty on batteries is limited to 6 months after purchase. Consumables or defects causing a negligible effect on operation or value of the equipment are not covered. The warranty has to be proven by presentation of the original purchase receipt, on which the date of purchase and the unit-model are indicated.

#### 17.2 Warranty handling

A faulty unit needs to be returned to a Topcom service centre including a valid purchase note. If the unit develops a fault during the warranty period, Topcom or its officially appointed service centre will repair any defects caused by material or manufacturing faults free of charge.

Topcom will at its discretion fulfil its warranty obligations by either repairing or exchanging the faulty units or parts of the faulty units. In case of replacement, colour and model can be different from the original purchased unit.

The initial purchase date shall determine the start of the warranty period. The warranty period is not extended if the unit is exchanged or repaired by Topcom or its appointed service centres.

## 17.3 Warranty exclusions

Damage or defects caused by incorrect treatment or operation and damage resulting from use of non-original parts or accessories not recommended by Topcom are not covered by the warranty. Topcom cordless phones are designed to work with rechargeable batteries only. The damage caused by the use of non-rechargeable batteries is not covered under warranty.

The warranty does not cover damage caused by outside factors, such as lightning, water and fire, nor any damage caused during transportation. No warranty can be claimed if the serial number on the units has been changed, removed or rendered illegible.

Any warranty claims will be invalid if the unit has been repaired, altered or modified by the buyer or by unqualified, non-officially appointed Topcom service centres.

#### <u>SERVICE RETURN CARD - RÜCKSENDEKARTE -</u> CARTE DE RETOUR SERVICE - RETOURFICHE

Surname/Familienname/Nom/I	Familienaam:
Street/Straße/Rue/Straat:	
Nr./N°:	Box/Postfach/Boîte/Postbus:
Location/Ort./Lieu/Plaats:	Post code/Postleitzahl/Code Postal/Postcode:
Country/Land/Pays/Land:	
Tel./Tél.:	
E-mail:	
Model name/Modellbezeichnu	ng/Nom du modèle/Modelnaam:
Serial Nr/Seriennummer/N° sé	rie/Serienummer:
Purchase date/Kaufdatum/Dat	
	MM/YYYY) - (TT/MM/JJJJ)
Fault description/Beschreibung	g des Defekts/Description de la panne/Beschrijving defect:
(Original Proof of Purchase ha	is to be attached to this return card to be valid for warranty)
	— — — — — — — — — — — — — — — — — – ng/Nom du modèle/Modelnaam:
Serial Nr/Seriennummer/N° sé	rie/Serienummer:
Purchase date/Kaufdatum/Dat	e d'achat/Aankoopdatum:
	MM/YYYY) - (TT/MM/JJJJ)
	g des Defekts/Description de la panne/Beschrijving defect:



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