



**PhoneLabs™**

## User Guide



**Unity Telephone**

**Universal Cell Phone Docking Station and Charger**

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# Contents

Installation.....	1
Contents .....	1
<b>Set Up</b> .....	1
Connecting the Unity Telephone to a Land Line.....	2
Connecting the Unity Telephone to a Cell Phone.....	2
Feature Diagram.....	3
Dial Pad Dialing.....	4
Menu .....	4
1. Language .....	4
2. Pair Bluetooth.....	4
3. Date/Time .....	5
4. Clear Msg Indicator .....	5
5. Banner .....	5
6. Area Codes .....	5
7. Call Forward.....	5
8. Access Dialing .....	5
Messages .....	6
Directory .....	7
Callers .....	8
Redial .....	9
Call Waiting.....	9
Hold.....	9
Mute .....	9
Speaker.....	9
Volume Bar.....	9
Message Waiting.....	10
Call Handling .....	10
Voice Dialing .....	10
One-Touch Dialing .....	11
Last Number Redial .....	11
Conference Calling .....	11
Charging your Cell Phone.....	11
Operation during Power Outage .....	11
Accessory Port .....	11
Unity to Dock-N-Talk Accessory.....	12
Flash-To-Talk Feature for Push-to-Talk Service .....	13
Glossary .....	14
Troubleshooting .....	14
Safety and Regulatory.....	15
Warranty .....	16

# Installation

## Contents

Unpack and check the contents of the Unity Telephone box and verify that the following items are contained in your new Unity Telephone package.

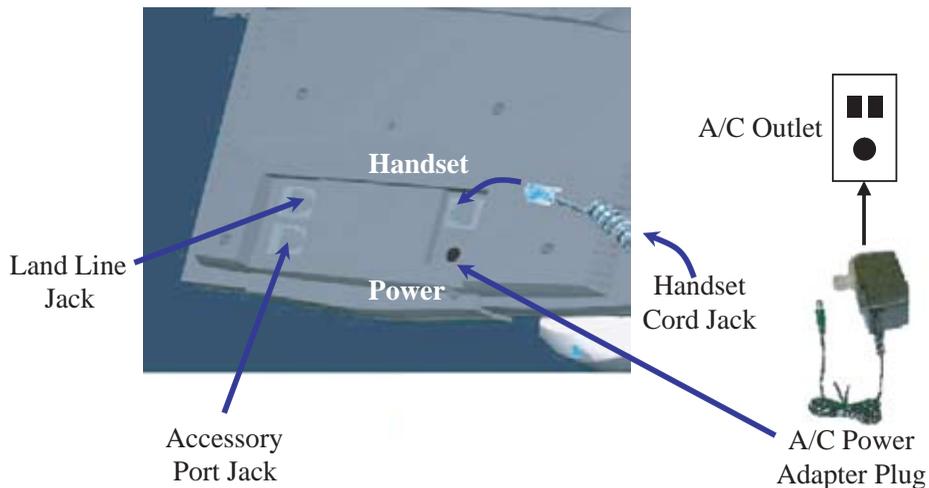
- Unity Telephone
- Telephone Stand
- Telephone Handset
- Handset Coil Cord
- Modular Line Cord
- User Guide
- A/C Power Adaptor
- Warranty Registration Card

If any of these items are missing, please notify the dealer that it was purchased from for a replacement.

## Set Up

Connect the telephone stand to the telephone by snapping the tabs on the stand into the opening at the very bottom on the back side of the telephone. Once the tabs are placed in the openings, press the stand against the back of the telephone to lock the upper securing tabs in place.

Make the connections to Unity Telephone as shown below (underside view of the telephone).



On the right, there is an upper outlet for the Unity Telephone handset coil cord. The lower round outlet accepts the A/C power adapter.

Once the power adapter is connected, the display and backlight will come on indicating the Unity is connected to power.

## Connecting the Unity Telephone to a Land Line

After plugging in the power cable and snapping on the Telephone Stand, connect one end of the supplied modular line cord into your wall jack and the other end into the land line jack on the back side of the Unity. It is located on the lower left side of the back of the Unity above the Accessory Port jack.

**NOTE:** If for any reason you lose A/C power, the Unity Telephone is designed to allow for continued use for making outgoing land line calls.

## Connecting the Unity Telephone to a Cell Phone

There are two ways to connect your cell phone to the Unity Telephone, a cable or a Bluetooth Module. To use a cable, make sure you have the appropriate cable for your cell phone. Plug one end of the cable into your cell phone and the other end into the connector on the top right side of the Unity as shown below. When you connect it, the screen will read "Cable In" and you will hear a beep to confirm that the connection has been made. The cell phone icon on the screen will turn from light to dark color. If you are using the Bluetooth Module, simply plug it into Unity using the same connector so that it may be paired with your Bluetooth capable cell phone (see pairing instructions on page 4). When it is connected, the screen will read "Module In". If the cell phone battery is not fully charged and you are connected with a cable the Unity will begin to charge the cell phone and the charging indication will be able to be seen on the screen of the cell phone. When the Unity is requesting information from the cell phone, the busy icon will be displayed (a diagonal arrow in the upper left corner of the screen). This will usually be seen when scrolling through the cell phone directory or Text Message inbox. When a cable or Bluetooth Module are disconnected, the screen will read "Cable Out" or "Module Out," respectively.



# Feature Diagram



## **Dial Pad Dialing**

To dial telephone numbers using the Dial Pad, simply select the type of service you want to use by pressing Line One for a land line call or Cell Line for a cellular call, and dial normally as you would using a land line telephone. There is no need to dial special digits. You may dial a “#” following the number if you want slightly faster dialing on the Cell Line. When an incoming call is ringing, pressing the Speaker Key or lifting the handset out of the cradle will answer whichever line is ringing.

### **Pre-dialing Phone Numbers**

While the Unity is on-hook, pressing the Dial Pad keys will display the dialed digits on the LCD screen. These digits may then be automatically dialed by going off-hook by picking Line One or Cell Line, picking up the handset or pressing the Speaker key.

### **Hotkey Dialing**

While the Unity is on-hook, you can press and hold down a single Dial Pad number in order to automatically go off-hook and dial a number stored in the one-touch dialing key memory of the cell phone if your cell phone supports that feature.

## **Menu**

Press the MENU key to enter the main menu. Select the number corresponding to the menu feature on the Dial Pad of the Unity or use the Up, Down arrows on the Navigation Wheel to scroll through the list and press the Soft Key button “Choose” to activate the desired action.

**NOTE:** You will be able to select Soft Key buttons in each Menu and Sub-Menu screen in order to activate navigation features such as “Back” to go back a screen,, “Save” to save the menu choice, “Dial” to dial the number currently on the screen, “Redial” to drop the current call and redial the last number dialed, “Pause” to add a pause to a dialing string, “Unhold” to release the hold on the call, “Options” to review additional options for that screen, “Send” to send a Text Message, “Exit” to exit the Menu and return to the idle screen. Simply press the associated Soft Key button to activate the desired feature.

### **1. Language**

Press the number 1 key on your Dial Pad or highlight this option and select the “Choose” Soft Key button. Then select the desired language from the list and press the number of the language on your Dial Pad or use the Up, Down arrows to highlight this option and select the “Choose” Soft Key button to set the desired selection.

### **2. Pair Bluetooth**

Use this option to pair to your bluetooth enabled cell phone with the Unity Telephone. First you must connect your Bluetooth Module to the Unity. You will know if it is properly connected to the Unity phone when the display screen says “Module In” and it has a blue flashing light. From the Menu, press the number 2 key on your Dial Pad or highlight this option using the Up, Down Navigation Wheel arrows and select the “Choose” Soft Key. The LCD screen will show “Pairing” during the pairing process with the cell phone. When prompted for a password, enter **3774** on your cell phone dial pad.

**NOTE:**The Bluetooth Module should only need to be paired once to your cell phone unless you change bluetooth cell phones and subsequently pair another cell phone.

Once the cell phone is paired to the Bluetooth Module, the blue LED on the Bluetooth Module will turn from a flashing blue state to a steady blue state and th one will light its blue LED located under the LCD screen and you will hear an audible beep. A Soft Key label, BT Off, will appear on the lower left Soft Key. When this Soft Key is pressed,

the Bluetooth Module will manually disconnect from the cell phone and a new Soft Key will appear, BT On. Pressing this Soft Key will re-establish the bluetooth connection. These Soft Keys may also be pressed during a call to switch the call back and forth between the cell phone handset and the Unity. If you remove the Bluetooth Module, the blue light on the Unity will turn off and the LCD screen will read "Module Out" and you will hear an audible beep.

**NOTE:** The Bluetooth Module will automatically connect and disconnect when you move the cell phone in and out of the bluetooth range of approximately 30 feet. If you manually disconnect, the automatic connect feature will not work until the connection is manually re-enabled by pressing "BT On."

### 3. Date/Time

Press the number 3 key on your Dial Pad or highlight this option using the Up, Down arrows and select the "Choose" Soft Key Button. Use the Dial Pad to enter the month, day, hour, minute and AM or PM. Once these items have been entered, you will be prompted to save the entries you have made. If you press the "Save" Soft Key Button, the Date and Time will saved in memory. It may also be automatically updated from the cell phone depending on the functionality of the cell phone.

### 4. Clear Msg Indicator

If your message indicator is flashing and you want to manually turn it off, press the number 4 key on your Dial Pad or highlight this option and select the "Choose" Soft Key to clear the message light.

### 5. Banner

Use the Text editor (see Text Messages for details on text editor) to display a custom message on the screen when the Unity phone is idle.

### 6. Area Codes

The Area Codes feature allows local area codes to be entered into the Unity so that calls may be dialed back if no area code or "1" prefix is to be dialed. Select "1. Home" to enter an area code for a local area with 7 digit dialing. All calls from that area code will now appear as a 7 digit number. Selections 2-7 allow for additional local areas to be entered that use 10 digit dialing. Enter each other local area code into a separate listing numbered 2 through 7. Phone numbers from these area codes will appear as a 10 digit number. After the area code is entered, it will appear in Sub-Menu listing. For example:

- |                 |                 |
|-----------------|-----------------|
| 1. Home (212)   | 5. Local (None) |
| 2. Local (718)  | 6. Local (None) |
| 3. Local (646)  | 7. Local (None) |
| 4. Local (None) |                 |

### 7. Call Forward

The Call Forward feature will allow for calls on your land line to be forwarded to another phone number automatically depending on whether your cell phone is docked or not. When your cell phone is docked, call forwarding on your land line is automatically turned off and land line calls will ring through normally to the Unity. When your cell phone is undocked, the feature will be automatically turned on and all calls will ring to the forwarded number.

1. Enable: Turns the feature on
2. Disable: Turns the feature off
3. Enter Number: Sets the forwarding number

### 8. Access Dialing

The Access Dialing feature allows for a number(s) to be dialed first before dialing from the Directory List, Callers List, Redial List or Last Number Redial Key. Some Centrex lines and PBX systems require the dialing of a "9" first for calls to be placed outside the system. Manually dialed calls will still need to dial the outside access code but it will be stripped out for future calls placed using the Last Number Redial Key or the Redial List.

1. Enable: Turns the feature on
2. Disable: Turns the feature off
3. Enter Number: Sets the pre-dialed number

# Messages

Press the Messages key for access to the Messages menu which allows you to create or review various types of messages. The Messages options are:

1. Dial Landline VM: Dials into your land line Voice Mail
2. Dial Cell VM: Dials into your cell phone Voice Mail
3. Read Messages: Allows you to read your text messages
4. Write Message: Allows you to write, edit and "Send" text messages
5. Options: Allows you to change the number dialed to your cell phone or land line voice mail service

## 1. Dial Landline VM

This option allows you to directly dial into your Voice Mail service. The default number is the code used by most landline telephone companies to retrieve messages or change greetings or passwords. The default number can be easily changed. Refer to the instructions below entitled "5. Options" for further instructions.

## 2. Dial Cell VM

When selecting this option, you do not need to enter your cell phone Voice Mail number for most cell phones. Once you dial your Voice Mail, use the Dial Pad as prompted by your voice mail service to manage your mailbox as usual. If your cell phone does not connect properly to your voice mail, you will need to enter the specific number to access your voice mail service. If you do not know your access number, contact your network operator for your Cell phone Voice Mail access number. If you do know the number, select item 4 on the menu list, "Options" and select item "1" to enter your voice mail number. See "4. Options" below for more information.

**HINT:** Most cell phones will dial into the voice mail service by pressing the "1" key on the Dial Pad.

## 3. Read Messages

By selecting Read Messages from the menu, you can read new text messages or view the text messages stored in your cell phone memory. Use the Navigation Wheel Left and Right arrows to scroll through the list. If the message is too long to fit on one screen, a flashing down arrow informs you that you may press the Down arrow to read more of the message or the Up arrow to scroll back up the message.

### Display Keys:

**Prev** Displays the previous message that was received.

**Next** Displays the next message in the list.

### Options

- Delete** You can delete a message you wish to discard. You will be prompted with the question "Are you sure?" You may then "Choose" Yes or No.
- Reply** You can reply to a Text Message by pressing the "Reply" Soft Key. You may then enter a message. Pressing "Next" will bring up a screen with the phone number of the person who sent the message. Pressing "Send" will "Send" the message through the cell phone. You will be prompted with the message "Are you sure?" You may then "Choose" Yes or No.
- Forward** You can forward a Text Message by pressing the "Forward" soft key. The Enter Number screen will appear. Enter the telephone number of the person to whom you wish to forward the message. You can then press "Send" to send the message. You will be prompted with the message "Are you sure?" You may then choose "Yes" or "No".

## 4. Write Message

You will be able to write text messages by using this option. The Enter Message screen will appear and you may type your message. Pressing "Next" will bring up a screen with the phone number of the person who sent the message. Pressing "Send" will send the message through the cell phone. You will be prompted with the message "Are you sure?" You may then choose "Yes" or "No".

**NOTE:** Repeatedly press a Dial Pad key until it cycles to the desired character. Pausing moves the cursor to the next position. Special characters are located under the '1' key. Accented characters (such as â, é, etc.) are grouped with the keys that contain the unaccented base character. The following illustration shows the numbers, letters and symbols found on each Dial Pad key.

## Navigation Wheel

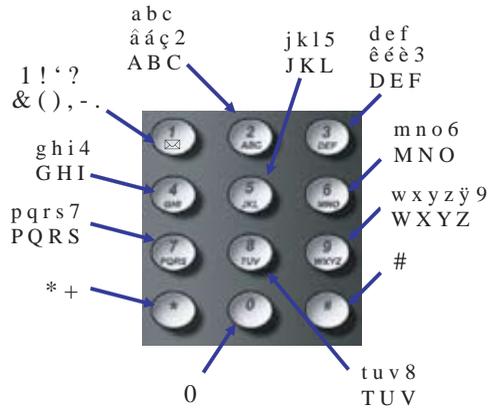
Left arrow: delete

Right arrow: add a space.

Use the Dial Pad to enter a phone number with the Digit Editor.

Use "Back" to go back and make changes to your message.

Press "Send" to send your Text Message.



**NOTE:** Press the Dial Pad keys to enter a number (3-digit area code, followed by the 7-digit number). Press the "Send" Soft Key to send the message. Use the "Delete" Soft Key to delete digits. Use the Left and Right arrows to move the cursor.

## 5. Options

You will be able to write text messages by using this option. The Enter Message screen will appear and you may type your message. Pressing "Next" will bring up a screen with the phone number of the person who sent the message. Pressing "Send" will send the message through the cell phone. You will be prompted with the message "Are you sure?" You may then choose "Yes" or "No".

- 1. Edit Landline VM #:** Allows you to change the default land line VM phone number if necessary. Use the center Navigation Wheel to edit the number. Select "Save" after you have entered the new number.
- 2. Edit Cell VM #:** Allows you to change the default cell phone VM number if necessary. Once a phone number is entered, pressing the "1" dial pad key will automatically cause the Unity to go off-hook and dial the entered number for voice mail access.

## Directory

Press the Directory key to view the local Directory list resident in the Unity telephone. The local Directory list contains the items that are saved in the Unity's memory which can hold up to 500 names and phone numbers. In the local directory, you can search for items by pressing the key which corresponds to the first letter of the item you are looking for. For example: press '6' once to look for "Mar y Doe", press '6' twice to look for "Norman Jones", etc. You can then use the Up or Down arrows to scroll through the Directory listings. Use the Up and Down keys on the Navigation Wheel to scroll the individual listings under the selected letter. The "Options" Soft Key lets you manage your local directory listings. The Local directory options are:

1. View Cell Phonebook: View the contents of the cell phone Directory
2. Delete Item: Delete current item from your local Directory
3. Add Item: Add an item to your local Directory

4. Edit Item: Change the name or number of the current item
5. Save Item to Cell: copies the current item to the cell phone
6. Copy ALL from Cell: Copy all items from cell phone to local Directory
7. Copy ALL to Cell: Copy all items from local Directory to cell phone Directory
8. Delete ALL items: deletes all items from local Directory

The "Cell List" soft key displays the cell phone directory if available. Viewing the cell phone directory with the Unity is not available on all cell phones.

The cell phone directory options are:

1. View Local Phonebook: Allows the review of individual cell phone Directory listings
2. Copy Item from Cell: Copy an item from cell phone to local Directory
3. Copy ALL from Cell: Copy the entire directory from the cell phone to local Directory

### **Dialing from the Directory:**

The Directory list can be used for dialing calls on either the Line One key or the Cell Line key by selecting the preferred line key while the Directory listing is on the screen. Alternatively, lifting the handset, pressing the Speaker key or "Dial" Soft Key (which also activates the Speaker) will also dial the Directory number on the screen and will automatically select Line One unless that line is already busy. In that case, the number will be dialed out on the Cell Line.

### **Saving a PTT Number in the Directory:**

PTT numbers can be saved in the Directory just like normal phone numbers. However, when the number is initially saved in the Directory, it needs to be saved as a PTT Private number under the Select Number Type menu option. Selecting this option will ensure that the number is dialed out automatically as a PTT call and not dialed out as a normal cellular call. Be sure to select the Cell Line for this type of call.

## **Callers**

Press the Callers key to view the local Callers list of received calls in the Unity telephone. The local Callers list contains the calls logged in the Unity memory which can hold up to 50 Caller ID records. Use the Up and Down Navigation Wheel to scroll the Callers list. The "Cell List" Soft Key displays the cell phone caller list if available. Viewing the cell phone's Callers from the Unity is not available on all cell phones.

The "Options" Soft Key lets you manage your call list.

The local Callers options are:

1. Save Item: Save current item to your local Directory
2. Delete Item: Delete current item from your local Callers list
3. Save Item to Cell: copies the current item to the cell phone
4. Delete ALL items: deletes all items from local Callers list

New calls in the local Callers list are marked with an "n" icon until the item is viewed.

Each call in the Callers list is identified by an icon as having rung on either Line One (by an old style telephone) or the Cell Line (by a cell phone) found on the top left corner of the LCD screen.

To view Missed or Received Calls in the cell phone's memory, press the "Cell List" Soft Key. Some cell phones allow you to display the Missed calls and Received calls in separate lists. Use the "Missed" and "Received" Soft Keys to switch between the lists.

### **Dialing from the Callers List:**

The Callers list can be used for dialing calls on either the Line One key or the Cell Line key by selecting the preferred line key while the Caller listing is on the screen. Alternatively, lifting the handset, pressing the Speaker key or "Dial" Soft Key (which also activates the Speaker) will also dial the Caller's number on the screen and will automatically select Line One unless that line is already busy. In that case, the number will be dialed out on the Cell Line.

**HINT:** If a right arrow is flashing at the end of the Caller's Number, you can press the Navigation Wheel Right arrow to add a '1' or an area code back in front of the number before dialing.

## **Redial**

Press the Redial key to view the local Redial list resident in the Unity telephone. The local Redial list contains the calls you made that are logged in the Unity's memory, which can hold up to the last 25 dialed calls. Use the Up and Down Navigator wheel to scroll the Redial list. The "Cell List" Soft Key displays the cell phone redial list if available. The cell phone redial list is not available on all cell phones. The "Options" Soft Key lets you manage your Redial list.

The local Redial options are:

1. Save Item: Save current item to your local Directory
2. Delete Item: Delete current item from your local Redial list
3. Save Item to Cell: copies the current item to the cell phone
4. Delete ALL items: deletes all items from local Redial list

### **Dialing from the Redial List:**

The Redial list can be used for dialing calls on either the Line One key or the Cell Line key by selecting the preferred line key while the Redial listing is on the screen. Alternatively, lifting the handset, pressing the Speaker key or "Dial" Soft Key (which also activates the Speaker) will also dial the Redial number on the screen and will automatically select Line One unless that line is already busy. In that case, the number will be dialed out on the Cell Line.

## **Call Waiting**

Press the Call Waiting key to switch between active calls or to answer a second call after you hear the call waiting tone on either Line One or Cell Line, provided the service plan on these lines are provisioned for call waiting service. While on a call, you will hear a call waiting beep if another caller is trying to reach you; if your service plan and cell phone supports Call Waiting Caller ID, you will see the number (and possibly name) of the second caller on your screen. Pressing the Call Waiting key will answer the incoming call. Pressing the Call Waiting key subsequent times will toggle between the two callers (if this feature is supported by your cell phone) and the display will indicate the caller to whom you are speaking.

## **Hold**

Press the Hold Soft Key while on a call to place the call on "Hold". The display will indicate that a call is on "Hold." Press the Line Key of the line on hold or press the Unhold Soft Key to take a call off "Hold."

## **Mute**

Press the Mute key to mute the handset or speakerphone's microphone. The display will indicate the Microphone is muted. Press the Speaker key or press the Mute key again to take a call off "Mute".

## **Speaker**

In an idle state, pressing the Speaker key will access dial tone so a call may be placed. It will also automatically dial any digits displayed on the screen (from either pre-dialing or using the Directory, Callers or Redial lists) and turn on the speakerphone. The Speaker light will illuminate when the speakerphone is on. Pressing the Speaker key while on the speakerphone call will end the call if the handset is in the cradle (on-hook). If the handset is not in the cradle (off-hook), pressing the Speaker key will turn off the speaker and transfer the audio to the handset.

## **Volume Bar**

### **Receiver Volume**

During a call using the handset, pressing the volume bar adjusts the receiver volume louder and softer.

## **Speaker Volume**

During a call using the Speaker, pressing the volume bar adjusts the Speaker volume louder and softer.

## **Ringer Volume**

When not on a call, pressing the volume bar adjusts the ringer volume louder, softer, or off. When the ringer is OFF, an icon is displayed on the idle screen in place of the banner.

When a Dock-N-Talk accessory is plugged into the Unity accessory port, you can use the “Do Not Disturb” to prevent extension telephones from ringing. Pressing the Volume Down key while the Ringer is off puts the Unity in Do Not Disturb mode. When the ringer is turned off or the Unity has been put into Do Not Disturb mode, the Ringer OFF icon is displayed on the idle screen in place of the Banner.

## **Message Waiting Indicators**

If you receive a text message or a new voice mail message on your cell phone while it is connected to the Unity base unit or a voice mail message from your service connected to Line One, a Message Waiting prompt will appear on the LCD screen and the red LED at the top of the Unity will flash. Listening to the message from the Unity will cause the Message Waiting indicator to turn off if dialed from the Messages Sub-Menu. Disconnecting your cell phone from the Unity will also cause the Message Waiting indicators to be turned off if the message was from your cellular service. If the message is a text message, “Text Msg” will appear on a Soft Key; press to view the message.

## **Call Handling**

### **Live Call Transfer**

Placing a call from your cell phone:

If you wish to dial a call first from your cell phone while it is docked to the Unity telephone, you can then immediately transfer the call onto the Unity telephone by picking up the handset or pressing Cell Line to connect the call using the Speaker.

Transferring an active call from your cell phone to the Unity:

If you are on a call with your cell phone, you can transfer the call to the Unity if your cell phone supports this feature. Connect the cell phone to the Unity base unit during the call (if using a cable) and you can continue the call on the Unity handset or speakerphone. Some cell phones may require that you press ### to connect the call. If you are using a Bluetooth Module, when you come into range the call will be transferred to the Unity if your cell phone supports this feature.

Transferring a call from the Unity to the cell phone:

You may also detach your cell phone from the Unity during a call and continue the call on your cell phone at any time by pressing the BT Off Soft Key located at the bottom left side of the LCD screen.

If you are using the Bluetooth Module, you can also disconnect it from the Unity to transfer the call to the cell phone.

## **Voice Dialing**

To use the voice dialing feature of your cell phone, press the Cell Line key and hold it down until the dialing tone goes away. You will then hear a tone or a voice prompt from the cell phone. Say the command or name you desire and the call will be connected. This feature works only with cellular handsets that support voice dialing from remote devices.

## **One-Touch Dialing**

If you have programmed phone numbers in to the Dial Pad keys of your cell phone (a feature supported on most cell phones), you can select Cell Line and press and hold the same key on the Unity and it will dial the same number associated with that key on the cell phone. This feature works only with cellular handsets that support one-touch dialing from remote devices. You may also dial in this manner while the phone is on-hook to automatically dial the one-touch number using the Hotkey dialing feature.

## **Last Number Redial**

The last number dialed on the Unity is displayed on the lower right side of the LCD display screen. Pressing the lower right side Soft Key will dial that number again on the first available line. If the Cell Line key is selected first, you can press and hold the “\*” key down on the dial pad to activate the Last Number Redial in the cell phone. The last number called from the cell phone will be automatically dialed. This feature works only with cellular handsets that support Last Number Redial.

## **Conference Calling Between Line One and Cell Line**

The Unity can connect calls from Line One and the Cell Line which allows a land line call and a cell phone call to be linked together as a conference call. Once a call on one line is on hold and you have the second line engaged on another call, the Conference feature will appear on a LCD display Soft Key. Press the Conference Soft Key and Line One and the Cell Line will be connected.

**NOTE:** Additional extensions can be connected to the call by use of network based 3-way calling service, land line extension phones or the connection of a Dock-N-Talk to the Accessory Port of the Unity which allows extensions to be connected to the cellular part of the call.

## **Charging your Cell Phone**

When your cell phone is connected to the Unity base unit using a cable connection and is charging, the blue “connected” light will be illuminated and the battery level will be displayed on the Unity Screen. The battery level will continue to be displayed. The cell phone screen should also indicate that the cell phone is charging

## **Operation during a Power Outage**

The Unity will have very limited functionality during a power outage. However, outgoing land line calls will be able to be made and you can disconnect your cell phone and continue to use it during a power outage. All of your directories and programming will be maintained during the outage and will function again normally when power returns.

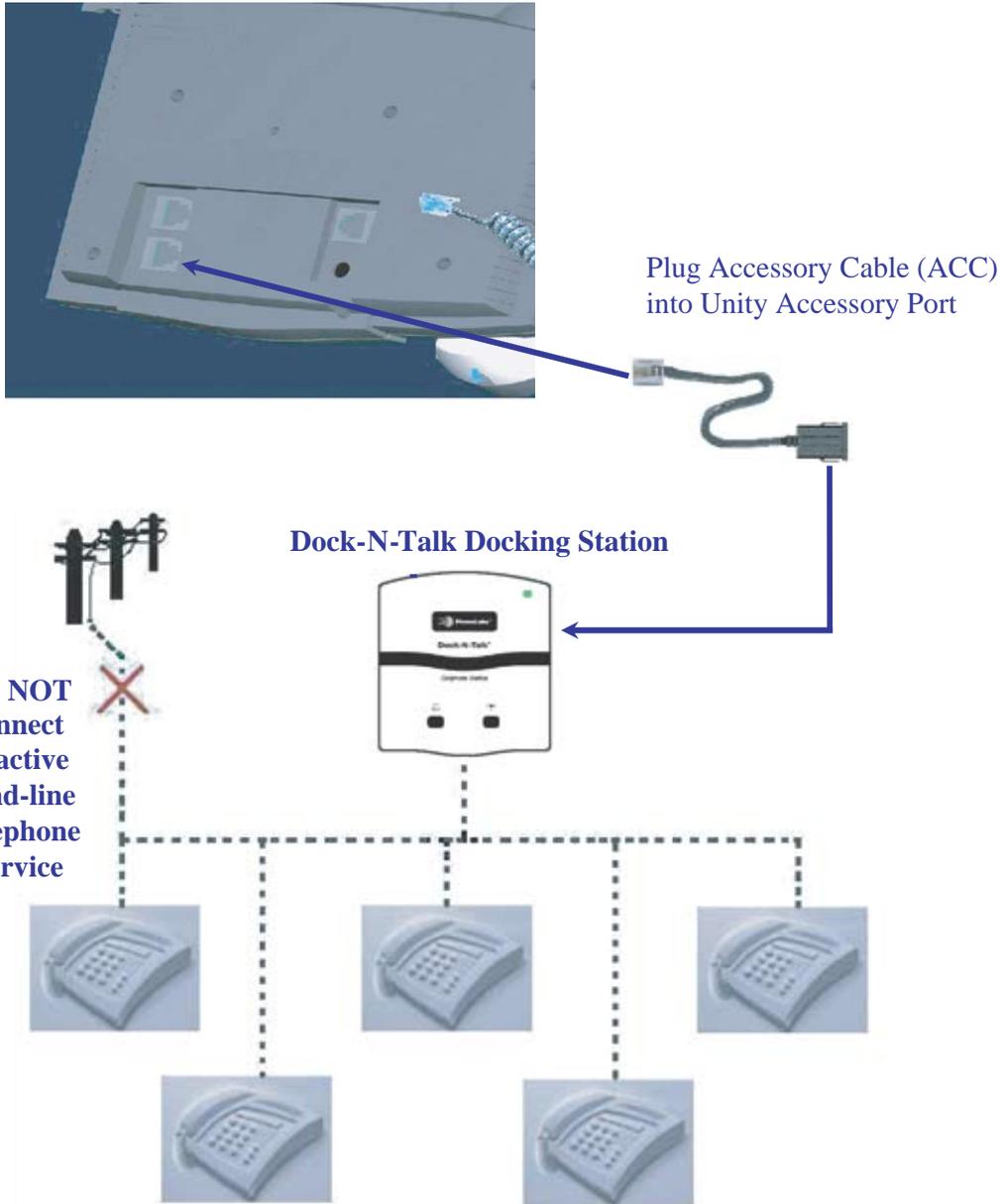
## **Accessory Port**

The Unity telephone has an accessory port. This port can be used to connect various accessories to allow additional functionality through a variety of cables. The Dock-N-Talk Accessory Cable allows a Dock-N-Talk universal cell phone docking station to be connected to the Accessory Port and will allow you to use your existing home or office wiring to make all the analog phones ring when your cell phone rings. It also allows you to make call phone calls from any regular home phone or analog office phone.

Other planned accessories include the Recording Cable and Push-to-Talk Dispatcher. Please go to [www.phonelabs.com](http://www.phonelabs.com) to view the latest Accessory Port offerings.

## Connecting the Unity to a Dock-N-Talk Accessory

The Unity Telephone can be connected to a Dock-N-Talk cell phone docking station in order to connect extension sets throughout the home or office. Simply plug one end of the Accessory Cable into the Dock-N-Talk special connector and the other end into the Accessory Port on the Unity. Then plug one of the RJ-11 jacks of the Dock-N-Talk to a wall jack that has an unused pair of phone wires connected to extension sets or connect extension sets directly to the Dock-N-Talk or you may do both. See figure below.



## **Flash-To-Talk™ Feature for Nextel Push-To-Talk™ Service**

Phone Labs' new Flash-To-Talk™ feature allows the Nextel Push-To-Talk™ service to be used on the Unity Telephone. On an iDEN cell phone, the Push-To-Talk™ (PTT) feature is activated by use of the Call Waiting button. When using the Unity Telephone, the Call Waiting button, which is also used to answer call waiting, activates the PTT functionality. The main difference is that, unlike the PTT button, you do not hold down the Call Waiting button while you are speaking. You need to press the Call Waiting when you begin speaking, and press it again when you finish.

### **Placing a call**

When using the Unity Telephone, go off-hook by either picking up the receiver or by activating the speakerphone and pressing Cell Line. Once you hear the dial-tone, dial the iDEN number of the individual or group you are calling and then press the Call Waiting button to effect a flash. Once you hear a response, you'll need to press Call Waiting to begin speaking, and again when you finish speaking. Throughout the conversation, each time you begin speaking, press the Call Waiting button. Each time you finish speaking, press it again.

### **Receiving a call**

When the Unity Telephone rings with a PTT call, you will hear your telephone ring with a distinctive ringing pattern. Pick up the handset. If the other party is not speaking, you may immediately begin speaking. If the PTT caller is speaking, when they finish speaking press the Call Waiting button, answer and press it again when you are finished speaking. Throughout the conversation, each time you begin speaking, press Call Waiting. Each time you finish speaking, press it again.

**NOTE:** Sprint Nextel cell phones have powerful radios that can cause noise in your conversation. To avoid this interference, place your Nextel cell phone as far as away as practicable from both the Unity Telephone.

## **Glossary**

### **Cell Phone**

Used generically to refer to any wireless mobile handset that may be operating on different networks. Also called wireless or mobile phones.

### **Extension Set**

Any analog telephone set that is plugged into the Unity base unit using the Dock-N-Talk plugged into the Accessory Port.

### **SIM card**

Subscriber Information Module, a removable card that enables users to store personal information such as phone numbers and SMS messages. This card may be transferred from one cell phone to another. Used only with GSM cell phones.

### **SMS**

Short Message Service or text messaging. The ability to send and receive text messages from a cell phone.

## **Troubleshooting**

### **Digits won't dial while on a call**

Some cell phones require the dial pad cover "flip" to be open in order for digits to be dialed while on an active call.

### **"PSTN detected" message is displayed**

Your Dock-N-Talk accessory is plugged into a telephone line that is already in use by a land line service. Disconnect the land line service before plugging into the DockN-Talk.

## **Safety and Regulatory**

When using the Unity Wireless Desktop Terminal, follow these safety precautions to reduce the risk of electric shock and personal injury:

1. Read and understand all instructions.
2. Unplug the unit from the wall outlets before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.
3. Do not use this unit near water (example: a bathtub).
4. This unit should not be placed near or over a radiator or heat register.
5. Do not overload wall outlets and extension cords as this can result in the risk of fire or electric shock.
6. Use only the power source supplied with the unit.
7. Do not disassemble this unit; take it to a qualified serviceman when service or repair is required. Opening or removing covers may expose you to dangerous voltages or other risks.
8. Do not use this unit to report a gas leak in the vicinity of this unit.
9. Unplug this product from the wall outlet and refer servicing to qualified service personnel under the following conditions:
  - a. When the power supply cord or plug is damaged or frayed.
  - b. If the product has been exposed to rain, water or liquid has been spilled on the product, disconnect the unit and allow it to dry out. Once dry, it may be tested too see if it still operates; however, do not open up the product.
  - c. If the product housing has been damaged.
  - d. If the product exhibits a distinct change in performance.
10. Avoid using the product during an electrical storm. There may be a remote risk of electric shock from lightning.

### **FCC Notices**

This unit has been tested and found to comply with the limits for a Class x digital device as specified in Part 15 and Part 68 of FCC rules. These limits provide reasonable protection against radio and TV interference in a residential area. However, your equipment might cause TV or radio interference even when operating properly. To eliminate interference, try one or more of the following corrective measures:

Relocate or reorient the TV or radio.

To the extent possible, increase the distance between the equipment and the TV or radio.

Use outlets on different electrical circuits for the equipment and the TV or radio.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

## **Warranty Information**

Phone Labs warrants to the original purchaser of the Unity™ that under normal operating conditions this product will be free from defects in material and workmanship for a period of 12 months from the original date of purchase. Phone Labs' sole obligation under this warranty or under any other legal obligation is to repair or replace, at its option, the product if it is deemed defective by Phone Labs during the warranty period. This will be done free of charge with new or refurbished product or parts, at Phone Labs option, when the product is returned to Phone Labs, freight or postage prepaid with the original sales receipt during the warranty period. This warranty does not apply if the product has been otherwise misused, abused, accidentally damaged, or damaged or malfunctions or fails to function as a result of an act of God such as fire, flood or lightning (or other incidence of excessive or insufficient voltage) or failure to follow instructions.

**You are responsible for and must pre-pay shipping, handling and insurance costs relating to returning products for repair or replacement.**

Any replacement Product will be warranted for the remainder of the original warranty period or for thirty (30) days, whichever is longer. The above remedies are the Consumer's exclusive remedies for breach of warranty. Phone Labs does not warrant against damages or defects in accessories or components not manufactured by Phone Labs, or against damages resulting from such non-Phone Labs made products or components. Phone Labs passes on to Buyer the warranty it received (if any) from the maker thereof for such non-Phone Labs made products or components.

**In no event shall Phone Labs be liable for incidental or consequential damages.**

This warranty gives you specific legal rights and you may have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations may not apply to you. No Phone Labs dealer nor any other person or entity other than Phone Labs may extend or modify this warranty and no such modification or extension shall be effective unless it is in writing.

