Binatone

Innovation you can afford

USER GUIDE

Big Button 510 System

**Digital Cordless
Telephones Extra
large buttons
and display**

THIS EQUIPMENT IS NOT DESIGNED FOR
MAKING EMERGENCY TELEPHONE CALLS
WHEN THE POWER FAILS. ALTERNATIVE
ARRANGEMENTS SHOULD BE MADE FOR
ACCESS TO DIAL EMERGENCY SERVICES.

Ver. 1, Mar, 05

Before operating this set,
please read these instructions carefully.

BINATONE " Big Button 510 System "
User Guide - Back Page

BINATONE " Big Button 510 System "
User Guide - Front Page
1)White background and black letters
2)Material: 100lb Double face art paper
3) Size: 105mm(w) x 148mm(H) A6

Important note — emergency calls

The Big Button 510 is not designed for making emergency calls when the mains power fails. So you should make alternative arrangements for access to Emergency Services.

(This means that you should also have a basic phone that does not need mains power, connected to your line so that you can make calls during a power failure.)

If you need help …

The Binatone Help Line is available from 9.00 am to 5.00 pm, Monday to Friday, on

0845 345 9677

Calls are charged at Local Call rate.

Unpacking your Big Button 510 system

In the box are:

- the **cordless handset** (up to six, depending on which Big Button 510 system you have bought)
- the **base unit**
- three rechargeable **batteries** and a **battery compartment cover** for each handset
- a **telephone line cable** for the base unit
- a **mains power lead and adapter** for the base unit
- up to five **charger pods**, each with a separate mains power lead and adapter

Keep the packaging materials in a safe place in case you later need to transport the unit.

Keep your sales (till) receipt, which is your guarantee.

Where to find it

UP ▲ and DOWN ▼ buttons

Press during a call to adjust the volume in the earpiece.

Press to move through the list of stored numbers or Caller Display records.

PHONE ⟍ /OK button

Press to begin or answer a telephone call.

Press while programming to confirm your selection.

PROG button

Press to start programming.

Press during a call to make a note of a number in the Notebook.

◯● (Last Number Redial)/ CDS/ PAUSE button

Press ONCE to make a repeat call to one of the last five numbers you dialled.

Press TWICE to see a list of Caller Display records.

Press to generate pauses when using the phone on a PBX.

✱ /INT (Intercom) button

Press to make an intercom call (if you have more than one handset).

HANG UP ☎ / C (Cancel) button

Press to hang up at the end of a call.

Press and hold for 1 second to lock the keypad.

Press and hold for 3 seconds to turn the handset on and off.

While dialling or programming, press BRIEFLY to delete digits from the display; or press and HOLD to clear the display.

R (Recall) button

You may need this during a call if your Big Button 510 is connected to a PBX, or if you use BT's Select Services.

MEMORY 📖 button

Press to store numbers in memory and to make calls to stored numbers.

IN USE light

This comes on when you have a connection to the telephone line.

HANDSET LOCATOR button

Press to make all registered handsets ring, (useful if you've forgotten where you put a handset).

Ringer

SCROLL (✱ #) buttons

When a long number (more than 16 digits) is shown on the display, press these to scroll along the digits.
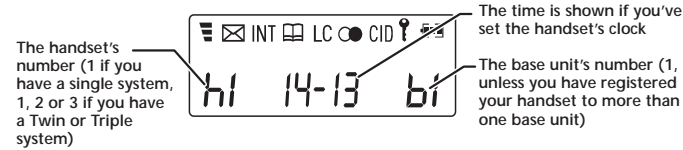
If the display is blank

Press the ☎ button to switch the handset on

Before you can use the handset to make calls you will need to fit and fully charge the batteries, as described on pages 6 and 7.

Please read the notes on pages 3 and 4 before you install the base unit.

Symbols on the display

The handset's number (1 if you have a single system, 1, 2 or 3 if you have a Twin or Triple system)

The time is shown if you've set the handset's clock

The base unit's number (1, unless you have registered your handset to more than one base unit)

h1   14-13   b1

The duration of each call is shown on the display from 20 seconds after you press the PHONE button for a line, until 5 seconds after you end the call.

What the symbols mean

Symbol	Name	Description
≣	Signal level	This shows the strength of the signal between the handset and base unit. It flashes while the handset is trying to establish a radio link to the base unit. **If this symbol flashes while you're on a call, move closer to the base unit**.
✉	New call	This appears when you missed incoming calls (even if you do not use Caller Display).
INT	Intercom call	This flashes while your handset is ringing for an intercom call, and comes on steadily when the call's connected.
📖	Memory/ store	This comes on when you're storing numbers in memory, and when you're making calls to stored numbers.
LC	Indirect network	This appears when the handset is dialling a non-local number via an alternative provider's network.
◑	Redialling	This appears when you're using Last Number Redial.
CID	Caller Display	This appears when you're checking, or dialling from, the list of Caller Display records.
⚷	Keypad locked	This appears when the keypad is locked, or when you're trying to dial a barred number.
▭▭	Battery charge level	When this shows 'nearly empty' (▭), put the handset onto the base unit or charger pod as soon as possible, to charge the batteries. While the batteries are being charged, this symbol blinks.

Binatone Help Line: 0845 345 9677 (Local Call rate)   1

Contents

Connection and conditions for use

You can connect your Big Button 510 to a direct exchange line (DEL) —
a line connected to a local exchange, with its own phone number; to an
extension socket connected to a DEL; or to an extension on an
approved compatible PBX. Do not connect the Big Button 510 as an
extension to a payphone.

The **ringer equivalence numbers (RENs)** of all instruments (phones,
fax machines, etc.) connected to an exchange line **must not add up to
more than 4** — otherwise, one or more of them may not ring and/or
answer calls correctly. The Big Button 510 has a REN of 1, and most
other telephones have a REN of 1 unless marked otherwise.

Binatone Help Line: 0845 345 9677 (Local Call rate)   3

Read these notes first

Choosing a site for the base unit and charger pod

The base unit and charger pod(s) should be placed on a level surface, in a position where:

■ the mains adapter plug will reach an easily accessible 230-V AC switched mains supply socket — **never try to lengthen the mains power cable**

■ the base unit's telephone line cable will reach your telephone line socket or extension socket (the charger pod does not have a telephone line connection)

■ it is not close to another telephone — this can cause radio interference

■ it is not close to a sink, bath or shower, or anywhere else where it might get wet

■ it is not close to other electrical equipment — fridges, washing machines, microwave ovens, fluorescent lights, TVs etc.

Radio signals between handset and base unit

To use your handset and base unit together, you must be able to establish a radio link between them. Be aware that:

■ Any **large metal object** — like a refrigerator, a mirror or a filing cabinet — between the handset and the base unit may block the radio signal.

■ Other **solid structures**, like walls, may reduce the signal strength.

Mains power connection

IMPORTANT — The Big Button 510 base unit and charger pod must be used with the mains adapter supplied with the unit. Using any other adapter will result in non-compliance with EN60950, and will invalidate any approval given to this apparatus.

Battery safety

Only use the rechargeable batteries supplied with the handset. DON'T use non-rechargeable batteries — they may burst, causing damage.

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Installation and set-up

1 **Choose a suitable site for the base unit**   See page 4

2 **Connect the mains power lead and the telephone line cord into the underside of the base unit**
Use the telephone line cord supplied with your Big Button 510 — do not use any other telephone line cord
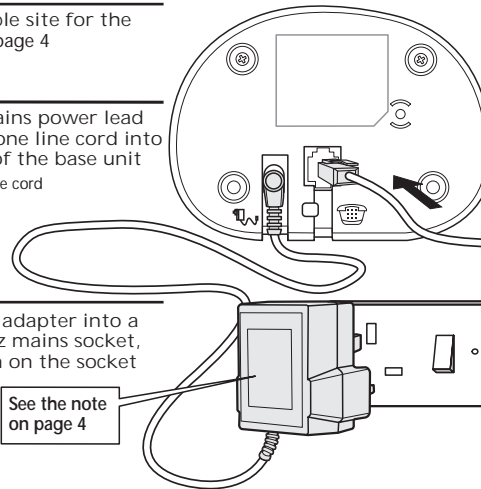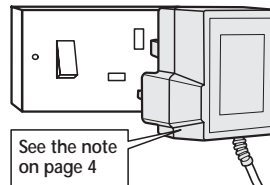
3 **Plug the mains adapter into a 230 V AC, 50 Hz mains socket, with the switch on the socket set to OFF**

See the note on page 4

4 **If you have one or more charger pods …**
Plug the mains adapter into a 230 V AC, 50 Hz mains socket, with the switch on the socket set to OFF

See the note on page 4

5 **Switch on at the mains socket(s)**

6 Fit the rechargeable batteries in each handset

A. Fit the three batteries as shown, making sure you match the + and – ends to the markings in the battery compartment
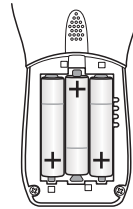
B. Fit the battery compartment cover, sliding it into place and pressing firmly to make sure it is secure
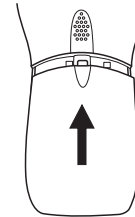
DON'T use non-rechargeable batteries in the handset.

7 Charge the batteries for 15 hours

Before you use the handset for the first time, it's important to charge the batteries fully.

The handset 'beeps' when it's correctly in position on the charging cradle.

Leave the handset on the charging cradle for 15 hours.

The battery charge level symbol should increase by one bar every half hour when you're charging an empty battery. If you think that the symbol isn't showing the correct battery charge level, remove and refit the batteries.

The battery level symbol blinks
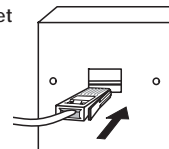
The Charge light comes on.
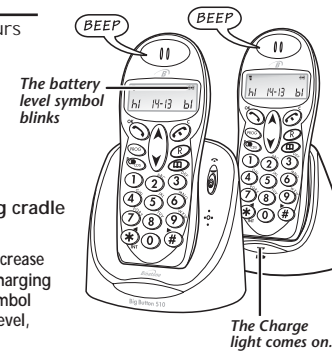
8 Connect the base unit to the telephone line

Switch off power at the mains socket

Insert the telephone line plug into the socket as shown

Switch mains power back on

Make sure the mains socket is switched on if you want to use the phone — it will not work without electrical power

Use the plug to raise the shutter before pushing it into the socket

NOTE: the charger pod does not have a connection to the telephone line.

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Before you start

Electrical safety

◆ **DO NOT** let the base unit or charger pod get wet. Electrical equipment can cause serious injury if used while you are wet or standing in water.

◆ If the base unit or charger pod ever falls into water, **DO NOT** retrieve it until you have unplugged the power lead from the mains and the telephone line plug from the telephone socket (base unit only); then pull it out by the unplugged cables.

◆ **NEVER** use your Big Button 510 outdoors during a thunderstorm — unplug the base unit from the telephone line and the mains socket when there are storms in your area. Damage caused by lightning is not covered by the guarantee.

Interference

If the sound quality gets worse as you move around while on a call, this is probably caused by interference between the handset and the base unit, perhaps because you are too near to another phone or other electrical equipment.

Move to a different position to clear the interference. If you do not move, your call may be cut off.

! **Radio interference in the environment may occasionally cause a short break in the link between the handset and the base unit while you are on a call. The handset's display will flash briefly, while the unit automatically restores the link.**

'Out of range' warning

If you hear a **warning tone** during a call, and/or the sound in the earpiece becomes faint or distorted, you may be going out of range of the base unit. **Move nearer to the base unit within 20 seconds**, until the tone stops. Otherwise, your call may be cut off.

Switching on and off

To switch the handset on and off

To switch the handset off and save battery power:

Press the HANG UP/C button and hold it for 3 seconds until the display goes blank

To switch the handset back on:

Briefly press the HANG UP/C button

To lock the keypad

To lock the keypad:

Press the HANG UP/C button and hold it for 1 second until the 'key' symbol and a group of dashes appear on the display

To unlock the keypad:

Press the HANG UP/C button and hold it for 1 second until the 'key' symbol disappears from the display

Or simply replace the handset on the base unit or charger pod

Notes

■ When the handset is switched off, it can't be used for making calls, **including emergency calls**.

■ When the handset is switched off, it won't ring for incoming calls, but the base unit will still ring. To answer a call when the handset is switched off, you need to switch it back on. Remember that it may take a few moments for the handset to re-establish a radio link with the base unit.

■ When you don't need to use the handset (for example, overnight or when you go out), replace it on the base unit or charger pod, to keep the batteries charged

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Making and answering calls

To make a call

1 Key in the telephone number

If you make a mistake, press the **HANG UP/C** button to clear digits one by one from the display.

2 Press the **PHONE/OK** button

(You can dial the number *after* you press the **PHONE/OK** button to get Dial tone if you prefer, but you won't be able to correct any mistakes if you do it this way.)

If you want to use the **Indirect Network** feature, turn to page 32 for more information.

To answer a call

When there's an incoming call, *CALL* or the phone number (if you subscribe to Caller Display: see page 14) flashes on the display; and the base unit and handset ring.

▶ **Press any button to answer the call**

To end a call ▶ Press the **HANG UP/C** button so that the **IN USE** light on the base unit goes out

▶ **Or simply replace the handset on the base unit or charger pod**

Earpiece volume

During a call, to adjust the volume in the earpiece:

▶ **Press the ▲ or ▼ button**

There are three volume levels, shown by bars on the right-hand side of the display. After you end your call, the earpiece volume will stay at the level you have set.

**Last Number
Redial (LNR)**

To make a repeat call to the last number you dialled (up to 24 digits):

1 **Press the Redial/CDS button**

2 **Press the PHONE/OK button**

To make a repeat call to one of the the last **five** numbers you dialled:

1 **Press the Redial/CDS button**

2 **Press the ⌃ or ⌄ button if necessary until the number you want is displayed**

3 **Press the PHONE/OK button**

To **clear** a number from the Last Number Redial (LNR) memories:

1 **Press the Redial/CDS button, then the ⌃ or ⌄ button until the number you want to delete is displayed**

2 **Press and hold the HANG UP/C button until you hear a tone;
OR press and hold the HANG UP/C button for 5 seconds to clear all five LNR memories**

Notes ■ Only numbers you've dialled manually will be stored in the LNR memories; not numbers you've dialled from memory or from the Caller Display list.

■ Numbers you've dialled more than once will be stored only once.

■ Each time you dial a number, it clears the oldest one from the LNR memories; so you don't *need* to clear numbers manually unless you want to.

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Memory dialling

You can store up to 20 phone numbers in memory. Each number can have up to 24 digits. The 20 **memory locations** are numbered **01 to 20**.

To store a number

1 [keypad] **Key in the phone number**

If you make a mistake, press the **HANG UP/C** button to clear one digit at a time from the display.

2 [memory icon] **Press and hold the MEMORY button for at least a second**

The phone number appears on the display, with the first free memory location to the left of it. To store it in a different location, use the ▲ or ▼ button to move to the one you prefer.

3 [phone icon] **Press the PHONE/OK button to confirm**

To make a memory call

1 [memory icon] **Press the MEMORY button briefly**

Two dashes flash on the left side of the display

2 [up/down icon] **Either press the ▲ or ▼ button to find the number you want;**
or key in a two-digit memory location number (01 to 20) using the numbered keys

3 [phone icon] **Press the PHONE/OK button**

Chain dialling	You can store part of a number (for example, the long-distance dialling code) in memory, and use any combination of memory and manual dialling to make a call.

To change a stored number	**1**	(PROG)	Press the **PROG** button
	2		Press the **MEMORY** button
	3		Press the ▲ or ▼ button until the number you want to change is displayed
	4		Press the **HANG UP/C** button to delete digits one by one; then key in the new digits
	5		Press the **PHONE/OK** button

| **To delete a stored number**	**1**		Press the **MEMORY** button
	2		Press the ▲ or ▼ button until the number you want to delete is displayed
	3		Press and hold the **HANG UP/C** button until you hear a tone and the number disappears from the display;
			OR press and hold the **HANG UP/C** button for 5 seconds to clear all 20 memories

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To use the notebook

You can store a number in memory while you are busy on a call.

1 (PROG) **Press the PROG button**

2 📖 **Press the MEMORY button**

3 ▲▼ **Press the ▲ or ▼ button to find a free memory location;**
OR key in a memory location number using the numbered keys

4 [keypad] **Key in the phone number you want to store**

5 📞 **Press the PHONE/OK button to confirm**

Note: If you want to quit the notebook without storing a number, press the **HANG UP/C** button for one second.

To store an LNR number in memory

You can move a number from the Last Number Redial (LNR) memories (see page 10) to a more permanent memory location.

1 (CDS) **Press the Redial/CDS button**

2 ▲▼ **Press the ▲ or ▼ button if necessary until the number you want is displayed**

3 📖 **Press and hold the MEMORY button for one second**

The display shows a free memory location. You can press the ▲ or ▼ button to select a different free location if you wish (only free locations are displayed).

4 📞 **Press the PHONE/OK button to store the number**

Caller Display

If you subscribe to this feature from your service provider, you can see the phone numbers of your callers on the display, before you answer. If a caller withholds their number by dialling 141, or if they are calling from a network that does not transmit the number, no number will be shown on the display when the phone rings.

The Big Button 510 will store the numbers of the last 10 callers (whether or not you answered the call) so you can call them back later. When all 10 Caller Display memories are full, the next incoming number will overwrite the oldest one. If the number was withheld or unavailable, no record will be stored.

If you've got new Caller Display records, the ✉ symbol is shown on the display.

To check Caller Display records	**1** ⬤CDS	Press the **Redial/CDS** button TWICE The most recent caller's number is shown on the display.
	2 ✴	Press the **STAR (✲)** button to switch between the number, and the time/date of the call If the number had more than 13 digits, you'll see the first 13 digits of the number when you press the ✲ button once; press it again to see the time/date.
	3 ⬆⬇	Press the ⏶ or ⏷ button to scroll through the records Once you've checked all the records, the **CID** symbol disappears from the display.

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To return a call		To ring back someone who's called you:
	1	**Follow steps 1 to 3 on page 14 to display the number**
	2 📞	**Press the PHONE/OK button to dial the number**

To delete Caller Display records		To delete a Caller Display record:
	1	**Follow steps 1 to 3 on page 14 to display the number**
	2 📞	**Press and hold the HANG UP/C button until you hear a tone;** **OR press and hold the HANG UP/C button for 5 seconds to clear all 10 records**

To store a Caller Display number in memory		To move a Caller Display record to a more permanent memory location:
	1	**Follow steps 1 to 3 on page 14 to display the number**
	2 📖	**Press and hold the MEMORY button for one second**
		The display shows the first free memory location. You can press the ▲ or ▼ button to select a different free location if you wish (only free locations are displayed).
	3 📞	**Press the PHONE/OK button to store the number**

Using a multi-handset system

If you have an Big Button 510 multi-handset system, you already have up to six handsets registered to your base unit. You can register additional handsets — **altogether**, **up to six handsets per base unit**. With two or more handsets registered, you can:

■ make **intercom calls** from one handset to another

■ **transfer** an outside call from one handset to another

■ **shuttle** between an outside call and an intercom call

■ set up a three-way **conference call**

Each handset's number (**h1** to **h6**) is shown on its display.

! **Only one handset can be connected to the outside line at once. If you try to make a call while another handset is already on the line, you'll hear Busy tone.**

! **Some of the instructions in this section tell you to press a button 'for one second'. This means that you should press the button and hold it down for a moment until the display changes, you hear a tone, or you are connected to another call.**

To make an intercom call	**1** ✱ INT	Press the ✱/INT button for one second

INT appears on your handset's display, with the numbers of all other registered handsets.

2 Key in a handset number; OR press **9** to call all other registered handsets

The other handset rings, and the **INT** symbol flashes on its display. When the other handset user answers, you will be connected.

To answer an intercom call

The ringing tune for intercom calls is different from that for outside calls. When someone makes an intercom call to you **INT** appears on your handset's display, with the number of the handset calling you.

◗ **Press any button to answer the call**

To end an intercom call

◗ Press the **HANG UP/C** button

◗ **Or simply replace the handset on the base unit or charger pod**

To transfer a call

When you have made or answered an outside call, to transfer it to another handset:

1 **Press the */INT button for one second then key in the number of the other handset**

The outside call is put on hold and the other handset rings. When the other handset user answers, you can speak to her/him.

If the other user does not answer, you can get back to the outside call at any time by **pressing and holding** the */**INT** button again.

2 **Press the HANG UP/C button to hang up and transfer the call**

You can press the **HANG UP/C** to transfer the outside call *before* the other handset answers your intercom call. If the user hasn't answered after 30 seconds, the outside call will come back to you and your handset will ring.

Using a multi-handset system

To shuttle between two calls

When you have both an outside call and an intercom call in progress, you can shuttle from one to the other, like this:

▸ (✱/INT) **Press the ✱/INT button for one second to speak to each in turn, putting the other on hold**

(☎) You can **transfer** the outside call to the other handset by pressing the **HANG UP/C** button while you're connected to the intercom call

If you press the **HANG UP/C** button while you're connected to the outside call, you will disconnect it.

To set up a three-way conference

When you have both an outside call and an intercom call in progress, you can set up a three-way conference call, like this:

▸ (#) **Press the # (HASH) button for one second**

To suspend the other handset user from the conference call:

▸ (#) **Press the # (HASH) button for one second**

You remain connected to the outside call. If the other user has not hung up, you can bring her/him back into the conference by pressing the # (**HASH**) button again.

OR, to drop out of the conference call, leaving the other user connected to the outside call:

▸ (☎) **Press the HANG UP/C button**

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New Call tone

When you are on an intercom call and an outside call comes in, you will hear **New Call** tone over your conversation to tell you that someone is calling you.

To answer the outside call and end the intercom call:

▶ (R) **Press the R button briefly**

OR, to answer the outside call and put the intercom call on hold (so you can later use shuttle, conference or transfer):

▶ (✱ INT) **Press the ✱/INT button for one second**

To page all handsets from the base unit

To make all registered handsets ring (this is useful if you've forgotten where you put a handset):

▶ **Press the HANDSET LOCATOR button on the base unit**

Handsets ring for up to 30 seconds. To stop the ringing before this time:

▶ **Press the HANDSET LOCATOR button again**

▶ **OR press any button on any handset**

To register a new handset to your base unit

The handset(s) supplied with your base unit should not need to be registered; only additional ones you have bought separately.

Each handset can be registered to **up to four base units**, numbered 1 to 4.

1 Press and hold the **HANDSET LOCATOR** button on the base unit until you hear Registration tone (slow 'beeps')

You now have **30 seconds** in which to register the handset.

2 On the handset, press the **PROG** button then key in **1 6** followed by the base unit number

If this is the first base unit you're registering to, its number is **1**.

3 Key in **0000** (the base unit's PIN code)

4 Press the **PHONE/OK** button

The display shows the handset numbers which are still free on the base unit.

5 *(Optional)* Key in a handset number

If you don't key in a number at this point, the handset will be registered with the lowest free number.

The handset beeps to confirm registration.

**To de-register
a handset**
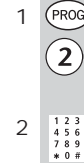
You may need to do this in order to replace a faulty handset.

1 (PROG) **Press the PROG button then 2 6**

(2)(6) The display shows the numbers of all handset registered to the base unit.

2 Key in the number of the handset to be de-registered

The display flashes, and the handset is de-registered.

**To select a
base unit**
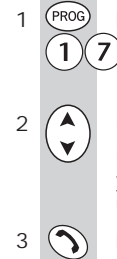
If your handset is registered to more than one base unit, it will automatically select the one with which it can best set up a radio link (usually the nearest one). Or you can select a base unit manually.

You don't need this function if you have only one base unit.

1 (PROG) **Press the PROG button then 1 7**

(1)(7)

2 (▲)(▼) **Use the ▲ or ▼ buttons to select a base unit**

Base units are numbered **1 to 4**. If you select **0**, your handset will automatically select the base unit that gives the strongest connection.

3 **Press the PHONE/OK button to confirm**

To register to a different brand of base unit

Your Big Button 510 can be registered to any GAP-compatible base unit; or your can register other GAP-compatible handsets to your Big Button 510 base unit.

But we do not guarantee that all features or display messages will be available using other manufacturers' equipment.

1 Follow the instructions in the **base unit**'s User Guide to put the base unit into registration mode (for example, step 1 on page 20).

2 Follow the instructions in the **handset**'s User Guide to register the handset (for example, steps 2 to 5 on page 20).

If you need to enter a PIN code for the base unit, refer to the **base unit**'s User Guide.

If you have problems, contact the Binatone Help Line for more advice.

Customising your handset

General points   You can customise the settings of your Big Button 510 handset, using a menu which is shown on the handset's display. Please note that:

■ If you don't press any button for about 25 seconds, the handset will **time out** and the display will return to standby mode.

■ When you confirm any setting you have made, you'll hear a **confirmation tone**. If you make a mistake, you'll hear a **warning tone**.

■ **At the end of each set of steps**, you can return the handset to standby mode by either:
— replacing the handset on the base unit
— pressing and holding the **HANG UP/C** button

Auto-answer   When a call comes in, you need to press any button to answer it. Or you can set auto-answer — so, if the handset is in place on the base unit, you simply lift it to answer the call, without pressing any button.

1 (PROG)   Press the **PROG** button then **1 5**

(1)(5)

2 (▲▼)   Use the ▲ or ▼ button to set:
0 for auto-answer **off**
1 for auto-answer **on**

3 (☎)   Press the **PHONE/OK** button to confirm

Ringer volume and melody

The handset has eight ringer volume levels, including **0** for off; and eight ringer melodies. With the volume set to 0, the handset will not ring for an incoming call, but the display will show `CALL` or the phone number.

To change the **volume**:

1 (PROG) (1)(1)(1) **Press the PROG button then 1 1 1**

2 (▲▼) **Use the ▲ or ▼ button to change the volume**

3 (📞) **Press the PHONE/OK button to confirm**

To change the **melody**:

1 (PROG) (1)(1)(2) **Press the PROG button then 1 1 2**

2 (▲▼) **Use the ▲ or ▼ button to change the melody**

3 (📞) **Press the PHONE/OK button to confirm**

Key tone

Normally, whenever you press a button on the handset, you hear a 'beep' tone. You can turn these tones off if you prefer.

1 (PROG) (1)(1)(3) **Press the PROG button then 1 1 3**

2 (▲▼) **Use the ▲ or ▼ buttons to set:**
0 for key tone **off**
1 for key tone **on**

3 (📞) **Press the PHONE/OK button to confirm**

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Direct Call   With Direct Call turned on, when you press any key except the **PROG** button, the handset will automatically make a call to a number you have programmed in. This feature is sometimes called *babysitter's call.*

! **With Direct Call turned on, it is not possible to make emergency calls, unless you have programmed an emergency number such as 999 as the Direct Call number. But remember that the number you have programmed will be dialled automatically when any key is pressed.**

Before you can turn Direct Call on, you must program the telephone number.

1 (PROG) **Press the PROG button then 1 3**
   ① ③

2 **Key in the number**
   You can press the **HANG UP/C** button to clear digits one by one; or press and hold the **HANG UP/C** button to clear the Direct Call number completely.

3 **Press the PHONE/OK button to confirm**

To turn Direct Call on and off:

1 (PROG) **Press the PROG button then 1 2**
   ① ②

2 **Use the ▲ or ▼ buttons to set:**
   0 for Direct Call **off**
   1 for Direct Call **on**

3 **Press the PHONE/OK button to confirm**

While Direct Call is turned on, the display shows and the Direct Call number. You can answer calls as normal.

Customising your handset

To clear all memories

This is a way of clearing all stored numbers at once, from the memory locations and the Last Number Redial memories. If you have set a Direct Call number, it will be cleared too.

1 (PROG) Press the **PROG** button then **1 9**

①⑨

2 Press the **PHONE/OK** button to confirm

Note: Caller ID memories are cleared by resetting the base unit (see page 31).

To reset the handset

When you reset the handset, you return all its settings to their defaults, as follows:

- ■ ringer volume   7
- ■ ringer melody   4
- ■ key tone   on
- ■ Indirect Network   off (see page 32)
- ■ auto-answer   off
- ■ select base unit   automatic (best connection)

1 (PROG) Press the **PROG** button then **1 0**

①⓪

2 Press the **PHONE/OK** button to confirm

Customising your base unit

General points   You can customise the settings of your Big Button 510
base unit, using a menu which is shown on the
handset's display. Please note that:

- If you don't press any button for about 25 seconds,
the handset will **time out** and the display will return
to standby mode.

- When you confirm any setting you have made, you'll
hear a **confirmation tone**. If you make a mistake,
you'll hear a **warning tone**.

- **At the end of each set of steps**, you can return the
handset to standby mode by either:
  — replacing the handset on the base unit
  — pressing and holding the **HANG UP/C** button

Emergency numbers   These two numbers can be dialled even when call
barring is set (see page 28).

1 (PROG)   **Press the PROG button then 2 2 3 1**

②②③①

2 ⌨   **Key in the first emergency number**

3 📞   **Press the PHONE/OK button to confirm**

4 ②③② Press **2 3 2**

5 ⌨   **Key in the second emergency number**

6 📞   **Press the PHONE/OK button to confirm**

Ringer volume and melody

The base unit has eight ringer volume levels, including **0** for off; and eight ringer melodies. With the volume set to 0, the base unit will not ring for an incoming call.

To change the **volume**:

1 (PROG) **Press the PROG button then 2 1 1**

②①①

2 ▲▼ **Use the ▲ or ▼ button to change the volume**

3 ☎ **Press the PHONE/OK button to confirm**

To change the **melody**:

1 (PROG) **Press the PROG button then 2 1 2**

②①②

2 ▲▼ **Use the ▲ or ▼ button to change the melody**

3 ☎ **Press the PHONE/OK button to confirm**

Call barring

You can set call barring for individual handsets registered to your base unit. There are **two kinds of call barring**:

■ You can bar calls to up to **two specific numbers** (which can be dialling codes) with up to **eight digits** each. With this option, you need to program in the numbers first, then turn the barring on and off.

■ You can bar certain **types of call** — no outside calls, or no international calls.

⚷ When either kind of call barring is turned on, you may not be able to make a call, and you may see a 'key' symbol on the display.

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To bar calls to specific numbers

1 (PROG) (2)(2)(2) Press the **PROG** button then **2 2 2**

2 [keypad] Key in the handset number (**1** to **6**)

3 (1)(1) Press **1 1**

4 [keypad] Key in the first barred number

5 [phone] Press the **PHONE/OK** button to confirm

6 (2)(2) Press **2 2**

7 [keypad] Key in the handset number (**1** to **6**)

8 (1)(2) Press **1 2**

9 [keypad] Key in the second barred number

10 [phone] Press the **PHONE/OK** button to confirm

To turn specific number barring ON and OFF:

1 (PROG) (2)(2)(2) Press the **PROG** button then **2 2 2**

2 [keypad] Key in the handset number (**1** to **6**)

3 (0) (▲)(▼) Press **0** then use the ▲ or ▼ button to set:

0 for call barring OFF
1 for call barring ON

4 [phone] Press the **PHONE/OK** button to confirm

**To turn barring of certain types of call
ON and OFF**

1 (PROG) Press the **PROG** button then **2 2 1**

②②①

2 Key in the handset number (1 to 6)

3 ▲▼ Use the ▲ or ▼ button to set:

0 no outside calls (intercom calls only)
1 no international calls
2 all calls allowed (call barring OFF)

4 Press the **PHONE/OK** button to confirm

Date and time

You need to set the date and time if they are to
be shown correctly on the handsets' displays
and stored with Caller Display records.

1 (PROG) Press the **PROG** button then **2 3**

②③

2 **Key in the date as a six-digit number**

…*for example,* 131002 for 13 October 2002,
020303 for 2 March 2003.

3 Press the **PHONE/OK** button to confirm

4 **Key in the time as a four-digit number**

…*for example,* 0830 for 8:30 am, 1406 for
2:06 pm.

5 Press the **PHONE/OK** button to confirm

30

To clear all Caller Display memories

This is a way of clearing all stored numbers from the Caller Display memories.

1 (PROG) **Press the PROG button then 2 9**

(2)(9)

2 (📞) **Press the PHONE/OK button to confirm**

To reset the base unit

When you reset the base unit, you return all its settings to their defaults, as follows:

- ■ ringer volume   7
- ■ ringer melody   4
- ■ key tone   on
- ■ call barring   none
- ■ Caller Display memories   empty
- ■ Indirect Network codes   none (see page 32)

1 (PROG) **Press the PROG button then 2 0**

(2)(0)

2 (📞) **Press the PHONE/OK button to confirm**

Indirect Network

You can use this feature if you make some of your calls via a different network from the one that supplies your exchange line. By using indirect access to an alternative network, you may be able to save money on long-distance and international calls. When you subscribe to an alternative network provider, they will send you a **network access code**

To route calls over the alternative network, you need to key in the access code each time you make a call. Your Big Button 510 can do this automatically when you dial a long-distance or international number (beginning with 0), either manually or from memory.

For local calls (numbers not beginning with 0), the Big Button 510 will not dial the network access code; so these calls will be routed over your local network. You can also set two **'local' dialling codes**, beginning with 0, for which the network access code won't be dialled.

The network access code and the additional 'local' dialling codes are set on the **base unit**, and apply to all registered handsets. But you need to turn the Indirect Network feature on and off on **individual handsets**.

To set the network access code	**1**	(PROG) (2)(4)(0)	Press the **PROG** button then **2 4 0**
	2	[keypad]	Key in the network access code (up to six digits)
	3	[phone]	Press the **PHONE/OK** button to confirm

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To set additional 'local' dialling codes

1 (PROG) (2)(4)(1) Press the **PROG** button then **2 4 1**

2 [keypad] Key in the first dialling code (up to 6 digits)

3 [phone] Press the **PHONE/OK** button to confirm

4 (4)(2) Press **4 2**

5 [keypad] Key in the second dialling code (up to 6 digits)

6 [phone] Press the **PHONE/OK** button to confirm

To turn Indirect Network on and off

You need to do this **on each handset**.

1 (PROG) (1)(4) Press the **PROG** button then **1 4**

2 [up/down] Use the ∧ or ∨ buttons to set:
0 for Indirect Network **off**
1 for Indirect Network **on**

3 [phone] Press the **PHONE/OK** button to confirm

When you make a call, the handset will dial the network access code when you dial a number beginning with 0, except when it's to one of the 'local' codes you have set. When a call is routed via Indirect Network, **LC** is shown on the display.

! Note — for Indirect Network to work, you must dial the phone number (or select it from memory, LNR memory or Caller Display memory) **before** you press the **PHONE/OK** button for an outside line.

Troubleshooting

! The **Big Button 510 must be serviced by trained engineers. NEVER attempt any repairs or adjustments yourself — you could make the problem worse and invalidate the Guarantee.**

ALWAYS check first that:

- you have followed all the steps listed on pages 5 and 6 to install and set up your Big Button 510
- all **connectors** are firmly inserted in their sockets
- **mains power** is switched on at the socket
- the handset's **batteries** are correctly and securely installed, and are not run down

Everyday use

"I cannot make or answer calls."

If the handset's display is blank, it may be **switched off**. Press the **HANG UP/C** button to switch it back on.

Check that the base unit's **mains power adapter** is plugged in and **power is switched on**. The base unit needs mains power for normal operation of the phone — not just for charging the batteries.

Make sure you're using the **telephone line cable** that was supplied with your Big Button 510. Other telephone line cables might not work.

Move the handset **closer** to the base unit.

Check the **Battery Level** symbol on the display. If it is low, replace the handset on the base unit or charger pod to recharge the batteries.

Switch off power at the mains socket, wait for a few seconds and then **switch back on**. This may solve the problem.

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"I cannot make a call."	The handset's keypad may be **locked** (see page 8). Unlock it before you make a call.
	Call barring to specific numbers may have been set and turned on (see page 29).
	Barring of certain types of call (international, or all outside calls) may have been turned on (see page 30).
"When I press keys, nothing happens."	Make sure the **batteries** are fitted in your handset. If the Battery Level symbol on the display shows 'low', recharge the batteries.
"When I key in a number, it appears on the display, but I can't make an outside call."	Try moving the handset **closer** to the base unit.
	Try a **different position** for the base unit — somewhere higher if possible, or further from other electrical equipment.
	Call barring to specific numbers may have been set and turned on (see page 29).
	Barring of certain types of call (international, or all outside calls) may have been turned on (see page 30).
"The phone does not ring"	Check that the base unit's **mains power** adapter is plugged in and power is switched on. The base unit needs mains power for normal operation of the phone — not just for charging the batteries.
	Make sure you're using the **telephone line cable** that was supplied with your Big Button 510. Other telephone line cables might not work.
	Check that the **total REN value** of all equipment connected to your telephone line is no more than 4 (see page 3). Disconnect one or more telephones and see whether that helps.

Binatone Help Line: 0845 345 9677 (Local Call rate)   35

"My call was cut off when I went out of range. Now I can't use my handset."	Move the handset **closer** to the base unit before you try again to make a call.
"There is interference and noise on the line."	Move the handset **closer** to the base unit, or to a different position.
	Try moving the base unit so that it's **not near other electrical equipment**, such as a television or a computer.
	You'll get the best results if you site the base unit **as high as possible**. For example, in a two-storey house, the first-floor landing is an ideal place for the base unit.
"I hear 'beeps' from my handset while I'm on a call."	You may be going **out of range** of the base unit. Move closer, or your call may be cut off.
	Check the **Battery Level** symbol on the display. If it is low, recharge the batteries.
"The Caller Display feature isn't working."	You need to subscribe to the Caller Display feature from BT or your service provider.
	The caller may have withheld their number by dialling 141. Or they may be calling from a network that does not transmit the Caller ID (for example, it may be an international call).
"When I try to make a call, I hear Busy tone."	If you're using a Big Button 510 Twin system, or have extra handsets registered to your base unit, check that another handset isn't already in use on a call.

| "**The volume in the earpiece is low when I'm on a call.**" | Make sure you're holding the earpiece correctly over your ear. |
| | Adjust the volume using the ▲ or ▼ button. |

Using a multi-handset system

| "**I can't transfer a call.**" | Make sure the other handset is in range of the base unit. |
| | Make sure you're dialling the correct number for the other handset (1 to 6, or 9 for all registered handsets). |

Batteries

"**The handset's battery pack is running low within an hour or two.**"	Before you first used the handset, you should have left it on the base unit or charger pod for **up to 15 hours** to charge the batteries fully.
	You may need to **replace the batteries** (see below).
	Clean the battery charging contacts with a dry cloth.
	Check the connections between the base unit and the mains power socket.
"**I try to recharge the batteries, but I still get a warning that they are low.**"	You need to **replace the batteries**. To find out how to obtain replacements, call the **Binatone Spares Department** on **0845 345 9677**, between 9.00 am and 5.00 pm, Monday to Friday.
	Dispose of used batteries safely — never burn them, or put them where they could get punctured.
	DON'T use non-rechargeable batteries in your Big Button 510 — they may burst, causing damage.

Indirect Network

"**The Indirect Network feature isn't working.**"	You must **subscribe to an alternative network provider** before you can use this feature.
	If you have more than one registered handset, you need to turn the feature on for **each one individually**, as well as setting the network access code on the base unit.
	When making a call, you must dial the number (or select the number from memory, LNR memory or Caller Display memory) before you press the **PHONE/OK** button for an outside line.

PBX use

"**The Recall function doesn't seem to work.**"	You may need to press and hold the **R** button for a couple of seconds, rather than pressing it briefly. Try this and see if it works.
"**Last Number Redial and/or memory dialling don't work on a PBX.**"	When you first make a call, press the **Redial/CDS/P** button for a **pause** between the outside line access code (e.g. 9) and the telephone number. You should later be able to redial the number.
	When storing numbers in memory, you can include the **outside line access code** (e.g. 9) with each number.
	If your PBX requires you to wait for a **second Dial tone** before dialling the telephone number, press the **Redial/CDS/P** button for a pause between the access code and the number.

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You can also set up your Big Button 510 so that it **auto-matically inserts a 2-second pause** after you dial the outside line access code, as follows:

1 (PROG)   Press the **PROG** button then **2 5 0**

       (2)(5)(0)

2   ▦   Key in the line access code (up to four digits)

3   ☎   Press the **PHONE/OK** button to confirm

If the fault persists …

Disconnect all other instruments connected to the same line as the Big Button 510 and see whether you can make a call.

Disconnect the base unit from the telephone line and plug a different phone into the master telephone socket. Try making a call. If this works, the line is OK.

If the call does not work, and you are using a **two-way socket adapter**, remove it and plug a telephone directly into the socket. If the call now works, the adapter may be faulty.

If you cannot make a call, the fault may be on the **exchange line**. Contact the service provider (the BT engineers on 151, or your cable company).

If you still cannot identify the cause of the problem, contact the **Binatone Help Line** on **0845 345 9677**.

Cleaning and care

◆ **Do not clean** any part of your Big Button 510 with benzene, thinner or other solvent chemicals — this may cause permanent damage which is not covered by the Guarantee.
When necessary, **clean it with a damp cloth**.

◆ Keep your Big Button 510 away from **hot**, **humid conditions** or **strong sunlight**, and **don't let it get wet**.

◆ Every effort has been made to ensure high standards of reliability for your Big Button 510. However, if something does go wrong, please **do not try to repair it yourself** — consult your supplier or the Binatone Help Line.

Declaration of conformity

The Binatone Big Button 510 complies with the essential protective requirements and objectives of:

■ EC R&TTE Directive 1999/5/EC

■ EC Low Voltage Directive 73/23/EEC

■ EC EMC Directive 89/336/EEC

and conforms to the following relevant harmonised standards:

■ Radio: TBR 6

■ EMC: EN 301489

■ Safety: EN 60950, EN 41003

■ Other: I-CTR 37

Binatone Telecom plc operates a policy of continuous product improvement, and so reserves the right to make changes to the product and functions without notice.

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Guarantee and service

The Binatone Big Button 510 is guaranteed for 12 months from the date of purchase shown on your sales receipt. The Guarantee does not cover damage by misuse or negligence, or by excessive voltages — for example, faults on the telephone line, or lightning.

Please keep your sales (till) receipt — this is your guarantee. You should also keep the original packaging material.

In the unlikely event that you need to return your Big Button 510 to our Repair Centre while it is under guarantee, there will be a £5 handling charge.

While the unit is under Guarantee

1 Disconnect the base unit from the telephone line and the mains electricity supply

2 Pack up all parts of your Big Button 510, using the original packaging. Remember to include the mains adapter

3 Return the unit to the shop where you bought it, making sure you take your sales receipt

After the Guarantee has expired

If the unit is no longer under Guarantee, first follow steps **1** and **2** as for repair under Guarantee. Then …

3 Call our Service Department on **0845 345 9677** and ask for a quotation of the repair charge and details of where to send your Big Button 510 for repair

4 Make sure you include with your Big Button 510:

■ your name and address

■ a cheque or postal order for the value of the repair charge

5 Return your Big Button 510 to the address given by the Service Department

Binatone Help Line: 0845 345 9677 (Local Call rate)   **41**

Technical details

Standard	Digital Enhanced Cordless Telecommunications (DECT)
Frequency range	1.88 to 1.9 GHz (bandwidth = 20 MHz)
Channel bandwidth	1.728 MHz
Operating range	up to 300 m outdoors; up to 50 m indoors
Operating time	standby: 100 hours approx. talking: 9 hours approx. battery charge time: 15 hours
Temperature range	Operating 0 ºC to 40 ºC Storage -20 ºC to 60 ºC

Electrical power HANDSET — three AAA-size 300 mAH Nickel Cadmium (NiCd) rechargeable batteries

BASE UNIT/CHARGER POD — input 230 V AC, 50 Hz; output AC 9 V, 300 mA

Port specification The port (connected to the mains power supply) is a SELV port with respect to EN41003.

The port (connected to the telephone line) is a TNV port with respect to EN41003.

PBX compatibility Timed break recall: 100 ms (short press); 250 ms (long press).
Pause length (using the **Redial/CDS** button): 3 seconds.
Signalling type: DTMF (dual-tone multifrequency), also called tone dialling.

Network connection This equipment is intended to be used in the UK only. Operation on other countries' PSTN termination points cannot be guaranteed.

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Waste electrical products must not be disposed of with household waste. This equipment should be taken to your local recycling centre for safe treatment.