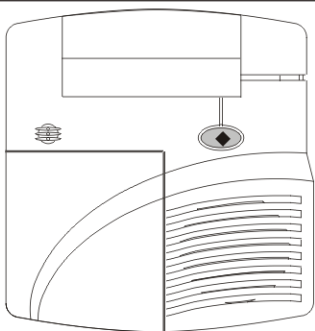


# VOICE CALLER ID with CALL WAITING

MODEL: 9090

CONDENSED USER'S GUIDE



| 120 Name and Number Call Log & Directory combined

| Works with CALL WAITING CALLER ID

| Large LCD Display

| Multi-Function LED Indicator

| 10 User Selectable Options

| Personal Directory

| Audio Readout of Caller ID & Tag Messages

| Speed Dial Button

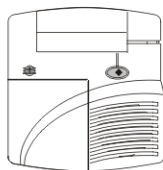
| Flash Button

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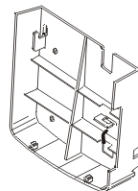
C 1617 Rev. 1.2

## 1 Parts Checklist

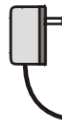
Check to see that you have all items listed below.



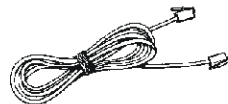
1) Voice Caller ID Unit.



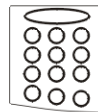
2) Wall Mount Bracket.



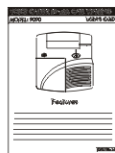
3) AC Adapter.



4) Telephone Line Cord.



5) Template for Keypad.

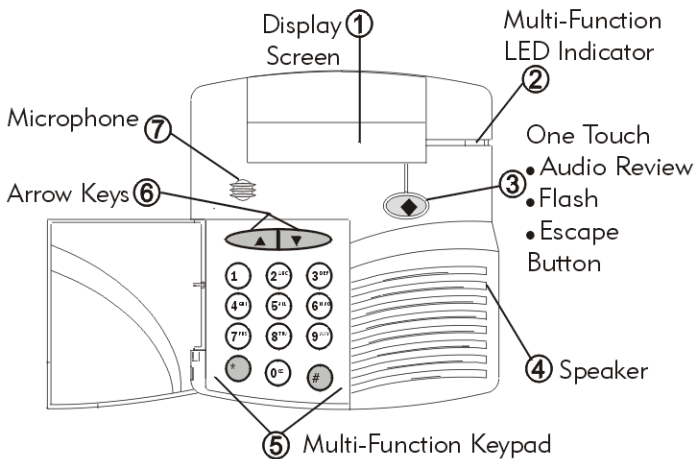


6) User's Guide.



7) Warranty Card.

## 2 Unit Description



- ① **DISPLAY SCREEN:** Provides caller's information and step by step instructions.
- ② **MULTI-FUNCTION LED INDICATOR:** Lights up to indicate Blocked Calls, Line-In-Use, Message Waiting and New Calls.
- ③ **ONE TOUCH AUDIO REVIEW - FLASH - ESCAPE BUTTON**
- a) **REVIEW BUTTON** (◆): Reviews new calls and calls in memory (Call Log), visually and audibly.
  - b) **FLASH BUTTON** (◆): To answer the Call Waiting call or to switch between two callers.
  - c) **ESCAPE BUTTON** (◆): Used to halt any operation and return the unit to the date/time screen.
- ④ **SPEAKER:** Announces the caller's telephone number, your pre-recorded message or the calls in memory. Also used to listen to your VOICE MAIL messages.

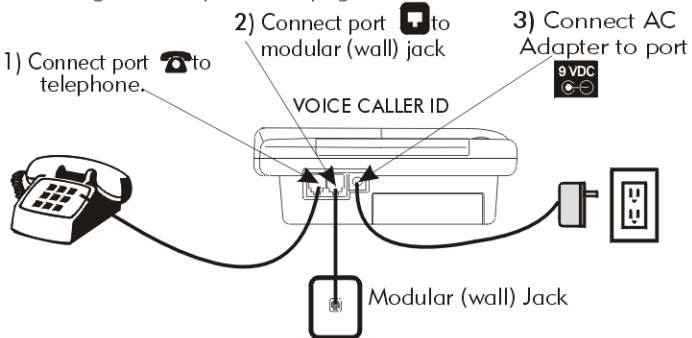
- ⑤ **MULTI-FUNCTION KEYPAD** (See keypad template)
- a) **MORE BUTTON** (1 on keypad): Displays more information about a Call or Directory Summary.
  - b) **DIAL BUTTON** (4 on keypad): Used to call a number from the Directory or Call Log.
  - c) **REDIAL BUTTON** (7 on keypad): Lets you automatically dial the last number dialed from the Call Log or Directory.
  - d) **CLEAR BUTTON** (\* on keypad): Deletes numbers from your Directory or Call Log.
  - e) **DIR BUTTON** (3 on keypad): For storing and recalling frequently called telephone numbers and assign messages to numbers.
  - f) **EDIT BUTTON** (6 on keypad): Used to record a Tag message, change the announcement type or change the telephone number in a Directory record. Also used to format a number in the Call Log for dialing (see section 10, Dial Button).
  - g) **DIAL VOICE MAIL BUTTON** (9 on keypad): Lets you automatically access your Voice Mail, without using a telephone.
  - h) **DONE BUTTON** (# on keypad): Saves and/or moves on to the next step.
  - i) **OPTIONS BUTTON** (0 on keypad): Used to access the 10 options to customize your unit to your own requirements.
- ⑥ **ARROW KEYS** (▲ or ▼): Used to review numbers in the Call Log/Directory or to set options. Also used as volume control when the speaker is active.
- ⑦ **MICROPHONE:** Used to record your Tag messages.

## 3 Installation

### A Line and Power Connections

The unit can simply be installed between a telephone

and any standard modular jack, as shown in the following diagram, (symbols are printed on the bottom of the unit). To install with an answering machine please see page 30.

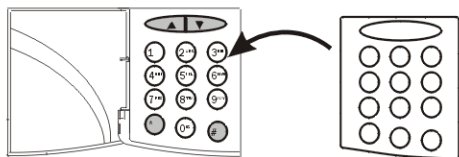


## B Clock

When first installed, the display shows "NO CALLS". After receiving the first call, the current local date/time will appear. The date/time are automatically adjusted every time you receive a call. You will never have to set this clock.

## C Template Installation

A template indicating button names has been included with this unit. Open the door, peel off the backing and stick this template on the keypad.

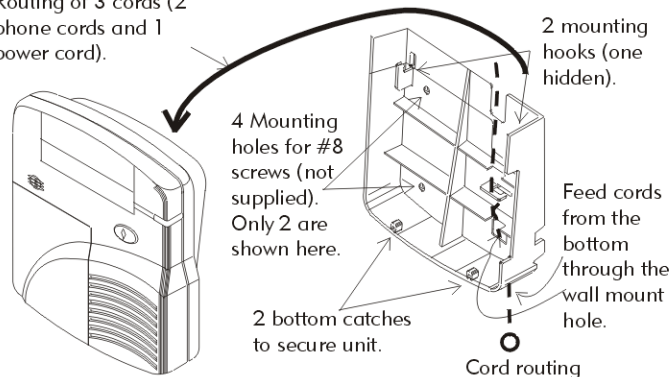


## D Optional Wall Mount

Your VOICE CALLER ID can be wall mounted using the included bracket.

- 1) Use the bracket as a template to mark the screw hole positions.
- 2) Screw the wall mount at the desired location with four #8 screws, approximately 1" long (not supplied).
- 3) Route the two phone cords and one power cord as shown below.
- 4) Plug the phone cord, wall jack cord and power cord into the unit as shown on Section 3A, Line and Power Connections.
- 5) Hang the unit onto the two wall mounting hooks and then snap the bottom in place.

Routing of 3 cords (2 phone cords and 1 power cord).



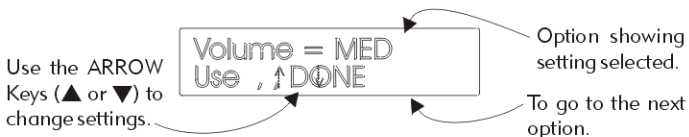
## 4 User Selectable Options

The following 10 options can be changed to customize the operation of your unit according to your personal preference.

To access the list of options:

1. Press the OPTION button (0 on keypad).
2. Use the ARROW Keys (▲ or ▼) to change settings.
3. Press the DONE button (# on keypad) to skip to the next option.
4. Press the DIAMOND button (◆) to exit at any time.

Prompts will appear on the display to assist you.



### OPTION #1 -Volume (Default MED)

Choose from 4 volume levels OFF, LO, MED and HI

### OPTION #2 -Audio Review (Default ON)

Enables or disables Audio reviewing of calls. When OFF, the Audio will not be heard while you review your calls.

### OPTION #3 -Call Waiting Announce (Default ON)

This option works only if you subscribe to Call Waiting Caller ID service. Set to ON if you want to receive Call Waiting ID visually and audibly. Set to OFF if you want to receive Call Waiting ID visually only (audio OFF).

### OPTION #4 -Reject Message (Default ON)

You can choose to reject calls from any caller that you have a Directory Record for. A Directory Record can be marked to Reject incoming calls by Name, Number or Both (see section 9F, Assigning a Reject Msg to a Directory).

If Reject Msg is ON, the unit plays the following pre-recorded announcement twice to callers that have been selected to receive a Reject Msg before the unit hangs up.

*"The party you have reached cannot take your call at this time".*

If Reject Msg is OFF, no announcement will be played.

### OPTION #5 -Block Call Message (Default OFF)

You can choose to not accept calls from callers who block their Caller ID information. When Block Call Msg is ON, and the unit receives a blocked call, the following pre-recorded announcement is played twice to the caller before the unit hangs up.

*"This party is not accepting blocked calls. Release your block condition and try your call again".*

If Blocked Call Msg is OFF, no announcement will be played.

### OPTION #6 -Message Waiting Light (Default OFF)

Normally the Message (Msg) Waiting light is controlled by your Voice Mail Service. If the Message Light indicator is still flashing after you have reviewed all of your messages, this option allows you to manually turn the Voice Message Waiting Indicator OFF. Next time you receive a Voice Message, the light will turn ON automatically even if you have manually turned the indicator OFF. You may also turn the indicator ON if you wish to alert someone else that there are messages in the mail box.

### OPTION #7 -CONTRAST (Default 2)

Choose from 3 contrast levels. Set at level 3 for the highest contrast and at level 1 for the lowest contrast.

### OPTION #8 - Your Area Code

Enter your home Area Code so local Caller ID numbers will display as 7 digit numbers - just as they would be dialed.

To program Your home Area Code, enter your 3 digit home Area Code using the keypad. The underline cursor marks the digit position ready to be changed. If you enter an incorrect digit press the CLEAR button (\* on keypad) to backspace and erase it. Press the DONE button (# on keypad) to go to the next option.

### OPTION #9 -Alternate Long Distance Code

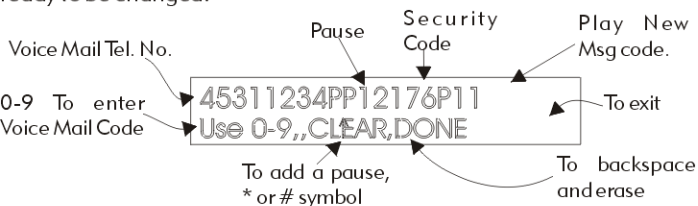
If you are using an Alternate Long Distance (LD) carrier for some of your Long Distance calls, this option allows you to store the number code of the Alternate LD carrier that must be dialed before the phone number. To add your LD code to a number, see section 9E, Changing a Number).

To program your Alternate LD carrier number code, enter up to 7-digits using the keypad. The underline cursor marks the digit position ready to be changed. If you enter an incorrect digit, press the CLEAR button (\* on keypad) to backspace and erase it. Press the DONE button (# on keypad) to go to the next option.

### OPTION #10 - Voice Mail Number

This option is used to program your local Voice Mail telephone number that you dial to retrieve your messages.

Enter your Voice Mail telephone number and all the codes (up to 20 digits) using the keypad. The underline cursor marks the digit position ready to be changed.



Press ▲ to choose between a pause(P), \* or #.



Press ▼ to accept one of the symbols.

Press the UP-ARROW key (▲) to add a 4 second pause (P), an asterisk (\*) or pound (#), and the DOWN-ARROW key (▼) to accept the symbol chosen. If you enter an incorrect digit, press the CLEAR button (\* on keypad) to backspace and erase it. Press the DONE button (# on keypad) when finished. The display will return to the date/time screen.

## 5 How Caller ID on Call Waiting Works

If you subscribe to Call Waiting Caller ID (a Service which may be available in your area) your unit will display and announce the identity of an incoming Call Waiting call while you are on the line with another caller. A Call Waiting Beep will be heard in the receiver. The Call Waiting Caller ID information will be displayed and the telephone number or tagged message will be announced over the speaker. If you prefer, the announcement can be disabled using option #3.

### Answering the Call Waiting call

Now that you know who the New Caller is, you can choose to answer the call or not. Press the DIAMOND button (◆) to answer the New Caller, and to alternate between the original caller and the New Caller. If you choose not to answer, the New Caller's information is stored in the Call Log so you can return the call later.

NOTE: The unit will not display the New Caller's information whenever you use a phone that is not connected to the unit.

## 6 Incoming Calls

The date/time screen does not appear until you receive your very first call. When the unit is powered ON the display will show "VOICE 9090" followed by "NO CALLS".

After the first ring of an incoming call, the display will show all available information and speak out the phone number or Tag Msg if one is assigned to that caller. (see section 9F, Assigning a Tag Msg).

### A Audio Identification of Incoming Calls

When a call comes in, the unit will announce one of the following messages twice after the first ring:

- 🔊) *Phone Number of the caller.*
- 🔊) *Tag Message.* (see section 9F, Assigning a Tag Msg.)
- 🔊) *Caller Unknown.* (Area without Caller ID service or Long Distance calls not delivered.)
- 🔊) *Call Blocked.* (Calling party deliberately blocks their number.)
- 🔊) *Blocked Call Announcement.* (see section 4, Option #5 Block Call Message).
- 🔊) *Reject Call Announcement.* (see section 4, Option #4 Reject Message).

NOTE: When the unit is announcing one of the above messages, if a phone is connected to the unit, its ring will be suppressed during the announcement.

### B Visual Identification of Incoming Calls

When a call comes in the unit will display one of the following messages after the first ring:

- ① ***Number and Name.***

- ② ***Number and/or Name Unknown:*** Area without Caller ID service or Long Distance calls not delivered.
- ③ ***Number and/or Name Blocked:*** Calling party deliberately blocks their Number and/or Name.

Before you answer a call, you can see who is calling by checking the display. The display will show one of the following messages:

This message:

913-621-8110

Means:

A call where both Number and Name are delivered.

766-8333

A local call where Name Caller ID is not available.

Num. Unknown

A collect call or a call where Number and Name is not delivered.

Num. Unknown

Same as above but Long Distance code is delivered.

Num. Blocked

A call where both Number and Name are intentionally blocked by caller.

## 7 Reviewing Caller ID Information

The unit will store the caller's Name, phone Number, date/time of call in memory. A maximum of 110 call records can be stored for review. Calls can be reviewed audibly or visually one at a time.

### AUDIO REVIEW:

To be able to use this feature, the options Audio Review and Volume control must be ON (see Section 4, Option #1 and #2).

To start the Audio Review press the DIAMOND button (◆). Once the Audio Review is activated, if you have "New Calls", the unit will display and announce the following:



-Call Log- 5 New  
46 Total 0 Bumped

🔊 Five New Calls

Now the unit will start the review of New Calls. The Audio Review of calls begins with the most recent new call. It will announce the phone number (or Tagged Msg if one was stored), date/time of call. After all the new calls have been announced, the unit will say "End of List" and the display returns to date/time screen after 30 seconds.

If you don't have New Calls, the unit will display and announce the following:



-Call Log- 0 New  
46 Total 0 Bumped

🔊 NO New Calls

If you want to hear your previously stored calls, press the DIAMOND button (◆) again. To stop at anytime press the DONE button (# on keypad).

### PAUSE AND RESUME OF AUDIO REVIEW:

Press the DIAMOND button (◆) while audio is playing to Pause at the current call record. Press the DIAMOND button (◆) to resume. Resume always repeats the current record before proceeding to the next.

### VISUAL REVIEW:

To review the Call Log visually use the following keys:



When the REVIEW button (▲ or ▼) is first pressed, the Call Log Summary screen is displayed.

Each call in memory has two display screens. The first display screen will show:



Press the MORE button (1 on Keypad) to toggle between the first and the second screen. The second screen will show:





## 8 Deleting Calls from the Call Log

To delete a record from the Call Log, press one of the REVIEW buttons (▲, ▼ or ◆) to find the call you want to delete. Press the CLEAR button (\* on keypad) twice for each call that you want to delete. If deleting during audio review, you will hear 2 beeps after the call has been deleted.

You can delete all calls in the Call Log at one time. From the date/time screen press one of the REVIEW buttons (▲, ▼ or ◆) to get to the Call Log Summary screen. Press the CLEAR button (\* on keypad) twice and all calls will be deleted from the Call Log. The display will then return to the Call Log Summary screen. Press the DIAMOND button (◆) to return to the date/time screen.

## 9 Using the Directory

The Directory is used to store Names and Numbers that you call frequently. You also use the Directory to Assign Tag messages and to change Caller ID numbers into a dialable format.

Your Directory allows you to store up to 110 records. The Call Log and the Directory share a common memory of 120 calls. Although the maximum number of calls that can be stored in the Call Log is 110, the actual number depends on the number of names and numbers stored in the Directory. For example, if the Directory hold 30 Names and Numbers, the maximum number of calls that can be stored in the Call Log is 90.

Note: If Name Caller ID is not available, only Numbers will be stored in the Directory.

## A Transferring a Call Log Record to the Directory

You may store any Name and Number from the Call Log into the Directory. To do so, press one of the ARROW keys (▲ or ▼) until you reach the call that you want to store. Press the DIR button (3 on keypad) and the Name and Number will be stored for easy future access.

When finished press the DONE button (# on keypad). To leave the Directory at this point press the DIAMOND button (◆) or you can continue to Change the telephone number (see section 9E, Changing a Number) or Assign a Tag or Reject message (see section 9F, Assigning Voice Tag or Reject Msg) to this number.

## B Reviewing Directory Records

Press the DIR button (3 on keypad) to review the Names and Numbers stored in the Directory. The Directory Summary screen will be displayed.

To review records in the Directory, press one of the REVIEW buttons (▲ or ▼). Press the MORE button (1 on keypad) once to see the Tag Summary screen. Press the MORE button (1 on keypad) again for the Reject Summary screen.

To leave the Directory at any time, press the DIAMOND button (◆).



## C Erasing Records from the Directory

### 1) Erasing individual records from the Directory

To delete a record from your Directory, press the DIR (3 on keypad) to access the Directory Summary screen. Then press one of the ARROW keys (▲ or ▼) until you find the record you want to delete. Press the CLEAR button (\* on keypad) twice for each record you want to delete.

### 2) Erasing all records from the Directory

Press the DIR button (3 on keypad) to access the Directory Summary screen. Press the CLEAR button (\* on keypad) twice and all the records will be deleted from your directory. The display returns to the date/time screen.

## D Manually Adding a Telephone Number to the Directory

Note: You can only add a telephone number into the Directory. The name cannot be programmed when entering new records manually. To be sure your Tag messages are played, it is recommended that you only make Directory entries by transferring from the Call Log (see section 9A). When you manually enter a telephone number that doesn't exactly match the Caller ID number from the phone company, custom Tag or Reject messages will not be played.

To manually add a telephone number;

- 1- Press the DIR button (3 on keypad).
- 2- Press the EDIT button (6 on keypad).
- 3- Press the UP-ARROW key (▲) to add a new telephone number.

Enter the new phone number by Pressing 0-9 on the keypad. If you make a mistake you can press the CLEAR button (\* on keypad) and the cursor will erase the last digit.

You may enter a 7 digit number for local calls, a 10 digit number for local calls that require the area code (area code + number) or an 11 digit number for long distance calls (1 + Area Code + Number).

When finished, press the DONE button (# on keypad). To leave the Directory at this point press the DIAMOND button (◆) or you can continue to Assign a Tag or Reject message to this number.

## E Changing a Number in a Directory Record

- 1-Press the DIR button(3 on keypad).
- 2-Press one of the ARROW keys (▲ or ▼) until you find the record that you want to change.
- 3-Press the EDIT button (6 on keypad).
- 4-Press the DOWN-ARROW key (▼) to change the telephone number.

Enter the new phone number by Pressing 0-9 on the keypad. If you make a mistake you can press the CLEAR button (\* on keypad) and the cursor will erase the last digit.

If you want to change the number format to make it dialable, use the ARROW keys (▲ or ▼).

Press the UP-ARROW key (▲) once to add a 1 before the number.  
Press the UP-ARROW key (▲) again to add area code.  
Press the UP-ARROW key (▲) again to add 1 + area code.  
Press the UP-ARROW key (▲) again to add ALT LD code.  
Press the DONE button (# on keypad) at anytime to save.

To leave the Directory at this point press the DIAMOND button (◆) or press the DONE button (# on keypad) to continue and Assign a Tag or Reject message to this number.

NOTE: You will only be able to change the format of a number that has been transferred from the Call Log. If you are trying to reformat a number that you have added to the Directory the display will show "CAN'T CHANGE FORMAT".

## F Assigning Voice Tag or Reject Msg to Dir. Record

After adding or changing a telephone number in the Directory, you can record a Voice message that will be played when that number calls you. You can also Assign a Reject message or no message at all. To Assign a message, follow steps for adding or changing a number. When prompted to (ASSIGN MSG:). Select the message type you want to Assign to the number; Tag, Reject or None by using the ARROW keys (▲ or ▼).

**Tag message:** A message recorded by you. You will hear this message instead of the telephone number when this number calls you. Your unit has 20 memory locations which allows you to Tag up to 20 messages to directory records.

**Reject message:** A pre-recorded message is played to the caller indicating that you do not wish to take their call at this time (see section 4, option #4 Reject Message). You can mark an unlimited number of records with a Reject message .

**None:** no message will be assigned to this number.

After selecting one of the above message types press the DONE button (# on keypad). Depending on your selection, follow the next steps:

### IF TAG IS SELECTED:

Use the ARROW keys (▲ or ▼) to Tag a message to the name, the number or both and then press the DONE button (# on keypad). If you choose:

**Number:** The unit will play the Tag message only when this number is received with the call. Use this option if you have added the number to the directory, since the name cannot be entered.

**Name:** The unit will play the Tag message only when the this name calls you. This is useful when the caller has two telephone numbers under one name. (If you add the number to the Directory, don't use this option).

**Both:** The unit will play the Tag message only when both the Name and Number match this entry.

Now the unit will prompt you to record your Tag message:

Press the UP-ARROW key (▲) to begin recording. Press the UP-ARROW key (▲) again and start talking after you hear the Beep. The display will show "recording...". You should dictate your 2 second message about 6 inches away from the microphone.

After recording, you can play back the message using the DOWN-ARROW key (▼). If you want to redo the message, press the UP-ARROW key (▲). To save recording, press DONE (# on keypad).

Now you have completed the tagging of message. The display will return to the current record in the Directory and a "T" will appear indicating this record has a tagged message. Press the DIAMOND button (◆) to exit and return to date/time screen.

#### IF REJECT IS SELECTED:

Select a Reject message for the Number, the Name or Both by using the ARROW keys (▲ or ▼) and then press the DONE button (# on keypad). The unit will play the Reject message to the person calling from this Name, Number or Both.

Press the UP-ARROW key (▲) to listen to the Reject message. Save and exit by pressing the DONE button (# on keypad).

Now you have finished assigning a Reject message. The display will return to the current record in the Directory and "R" will appear indicating this record has a Reject message. Press the DIAMOND button (◆) to exit and return to date/time screen.

#### IF NONE IS SELECTED:

The display will return to the current record in the Directory and nothing will appear beside it indicating that this record has no tagged message. Press the DIAMOND button (◆) to return to the date/time screen.

## 10 Dial Button

The DIAL button (4 on keypad) is used to call out using a number from the Directory or the Call Log.

To dial a number, find the number you wish to call in the Directory or the Call Log by using the REVIEW buttons (▲ or ▼). Press the DIAL button (4 on keypad).

If the displayed number is not in a suitable dialing format press the EDIT button (6 on keypad) and follow the prompts on the screen (see section 9E, Changing a Number).

If the phone connected to the unit is off hook, the number will dial out immediately and the display will show the number and a "dialing" message. If the phone connected to the unit is on hook, you will hear the number dialing on the speaker and the display will prompt you to pick up the handset (*you cannot use this unit to talk to people*).

Note: The DIAL function only works on a touch tone line. If you have a pulse line and you wish to use the DIAL button, contact your telephone company to subscribe to touch tone service. There may be an additional charge for this service.

## 11 Dial Voice Mail Button

This unit allows you to access your Voice Mail box at the touch of one button. Press the DIAL VOICE MAIL button (9 on keypad). The unit will now dial the stored number\*.

Now you can pick up the handset of your phone to listen to your messages or you can play your messages in the hands free mode (See section 13, Monitor Speaker). The keypad is available to activate any Voice Mail command so you can listen and erase messages without having to use a phone.

\*Note: In order to access your Voice Mail box, you have to program the access number (see section 4, Option #10Voice Mail Number).

## 12 Redial Button

The REDIAL function recalls the last record dialed. When REDIAL (7 on keypad) is pressed the unit will redial the last dialed number from the Directory or the Call Log.

## 13 Monitor Speaker

Anytime the handset of the phone connected to the unit is on hook and a dialing function such as DIAL, REDIAL or DIAL VOICE MAIL is requested, the monitor speaker is activated temporarily at low volume during the call until the handset is lifted (off-hook). This means that you will be able to hear through the speaker but you cannot use this unit as a speaker phone to talk to people.

## 14 Flash Button

The DIAMOND button (◆) will temporarily become a Flash button (◆) every time you receive a Call Waiting call. When the phone attached to the unit is off-hook, and a Call Waiting call is received, the Name and Number of the new caller will flash on the screen. Press the FLASH button (◆) to answer the Call Waiting call. You can also use the FLASH button (◆) to go back and forth between the first call and the Call Waiting call.

After the FLASH button (◆) is pressed the first time, the display will return to the date/time screen. The Call Waiting call information will be stored in the Call Log memory.

## 15 Multi-Function LED Indicator

The Multi-Function LED Indicator may light up for one of four reasons. These are listed below in order of priority:

- 1) Blocked call: Light flashes rapidly while the phone is ringing.
- 2) Line-In-Use: Light is continuously on.
- 3) Message Waiting: Light flashes once every second and the display will show "Message Waiting".
- 4) New Call Indication - Light flashes slowly (once every 2 seconds). New call indication is canceled as soon as one of the REVIEW buttons (▲ or ▼) is pressed.

## 16 Troubleshooting

**1) No Caller Identification information is shown on the display when I receive a call.**

- a) You must not answer calls until the second ring. The phone company sends Caller ID data between the first and second ring.
- b) Check if the unit is properly connected (See section 3, Installation).
- c) Check to see that the unit is connected to a working wall jack. You can test the wall jack by attaching a telephone to the jack and trying to dial out.
- d) Check to see if the unit is appropriately powered up by pushing one of the REVIEW buttons (▲ or ▼). If the unit does not display any characters, you may have a bad AC adapter.
- e) If you just subscribed to your phone company's caller identification service, it may take a few days for this service to be operational. Check with your phone company to confirm the service is activated.

2) I cannot get any sound out of the unit but everything else seems to work.

Check that the volume is turned on (See section 4, Option #1 Volume Control).

3) When I receive a call, I never see the name only the number.

In some areas, only Number Caller ID is available. Please check with your telephone company that Name Caller ID is available in your area and confirm that you subscribe to this service.

4) Call Waiting beep sounds but no Caller information is displayed.

Confirm that the Call Waiting option (See section 4, Option #3) is set to ON and that you subscribe to Caller ID with Call Waiting. The caller's information for the Call Waiting call will not be displayed or stored in the Call Log if you are using a phone that is not connected to the unit or if someone is listening on an extension phone.

5) Message Waiting light does not cancel.

Sometimes the message waiting cancellation signal is not properly transmitted or received. Interference from a microwave oven plugged into the same ac outlet as the ac adapter may also prevent the Message Waiting light from canceling. To cancel manually the Message Waiting Light, please refer to section 4, Option #6 Message Light.

6) The Display is difficult to read.

The LCD has a contrast control. Please refer to section 4, Option #7 to adjust the level for easier viewing.

7) When I get the Caller ID with Call Waiting information, the call I have on hold is disconnected.

Some telephones with electronic hold will drop the call when the caller's information for the Call Waiting call is sent to the unit.

8) How do I install an answering machine to the unit?

The answering machine should not be connected to the unit. Use an adapter as shown in the diagram below to connect an answering machine. Set your answering machine to answer after at least 2 rings, otherwise you may not receive any Caller ID information.

