

Important note — emergency calls

The Activity 1000 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

Unpacking your Activity 1000

In the box are:

- the **cordless handset** (two handsets with a **Twin** system, three with a **Triple** system, four with a **Quad** system)
- the **base unit**
- rechargeable **batteries** or a **battery pack**, and a **battery compartment cover** for the handset
- a **telephone line cable**
- a **mains power lead and adapter**
- a **belt clip** for each handset

If you have an **Activity 1000 Twin, Triple or Quad** system, you should also have:

- one, two or three **charger pods**
- a **mains power lead and adapter** for each one

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 to display the last 10 numbers you dialled.

Press during programming to move through the menus.

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

C (CLEAR)/MUTE ☒ button

Press during programming to go back to the previous option, or to clear digits from the display.

Press during a call to mute the microphone.

PHONE ☎ button

Press to begin, answer and end a telephone call.

RECALL/☎ button

Press to begin and end answering machine functions.

You will need the Recall function if your phone is connected to a PBX, or if you use Select Services.

MENU ☰ button

Press to start and end the programming menu.

IN USE ☑ / CHARGE 🔌 lights (on the base unit)

The IN USE light comes on when you have a connection to the telephone line.

The CHARGE light comes on when the handset's batteries are being charged.

OK 🗑 button

Press during programming to confirm your selections.

Press and hold to switch the handset off.

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

SPEAKERPHONE 🗣 button

Press to turn the speakerphone on and off.

INTERCOM 🗣 button

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

CALLER (Caller Display) 👤 PAUSE button

Press to display details of people who have called you.

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

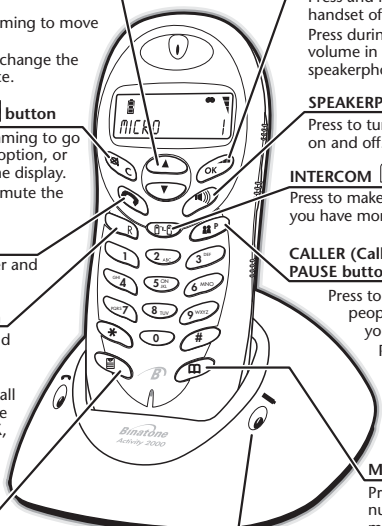
MEMORY 📄 button

Press to make calls to numbers stored in memory

HANSET LOCATOR 📶 button (at the rear of the base unit)

Press this to make the handset ring, if you can't remember where you put it.

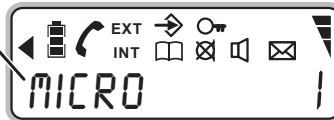
Press it again to stop the handset ringing.



Display messages and symbols

This shows the handset's name.

When you dial a phone number, it is shown here. After 15 seconds, the call's duration is shown.



What the symbols mean

	Left arrow	The number you've dialled has more than 12 digits, and the display is scrolling to show the most recent ones.
	Battery charge level	Whenever this shows 'nearly empty' (🔋), put the handset on the base unit to charge the batteries. While the battery is being charged, the level shown will keep changing.
	EXT Outside call	You are connected to the telephone line — your handset is 'off-hook'. The EXT flashes, without the phone symbol, while your handset is ringing for an incoming call.
	INT Intercom call	You are connected on an intercom call. The INT flashes, without the phone symbol, when the HANDSET LOCATOR button on the base unit is pressed.
	Programming	You are programming the handset or base unit.
	Phone book	You have pressed the MEMORY button to make a call to a stored number.
	Lock	Your handset's keypad is locked.
	Mute	Your handset's microphone is muted.
	Speakerphone	Your handset's loudspeaker is on.
	Messages	You have received new Caller Display messages.
	Signal level	Shows the strength of the signal between the handset and base unit, and flashes when you are out of range of the base unit. If the level is low, or the symbol is flashing, move closer to the base unit.

Before you can use the handset to make calls you will need to fit and fully charge the batteries, as described on pages 5 and 6.

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

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Read these notes before installation

Connection and conditions for use

You can connect your Activity 1000 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 Activity 1000 as an extension to a payphone.

How many phones can you connect?

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 Activity 1000 has a REN of 1 (this is not affected by having more than one handset), and most other telephones have a REN of 1 unless marked otherwise.

Choosing a site for the base unit and charger pod

The base unit and charger pod should each 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 **telephone line cable** will reach your telephone line socket or extension socket (base unit only; charger pods have no connection to the telephone line)
- it is **not close to another telephone** — this can cause radio interference during calls
- 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, TVs, fluorescent lights, etc.

Radio signals between the handset and the base unit

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

- Siting the base unit **as high as possible** will give better results — for example, in a two-storey house, the best position may be on the first-floor landing.
- Any **large metal object** — like a refrigerator, a mirror or a filing cabinet — between the handset and base unit may block the radio signal.
- Other **solid structures**, like walls, may reduce the signal strength.

Mains power connections

IMPORTANT — please note that the Activity 1000 base unit and charger pod must be used with the mains adapters supplied.

Using any other adapters will result in non-compliance with EN60950, and will invalidate any approval given to this apparatus.

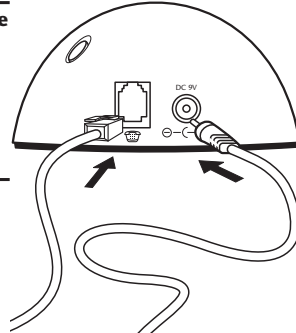
Installation

1 Choose a suitable site for the base unit

Make sure it is not near to another telephone, nor to other electrical equipment.

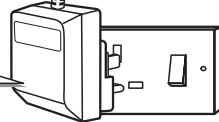
2 Plug the mains power lead and the telephone line cord into the rear of the base unit

Press the cables into the grooves so that the base unit stands level



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 3



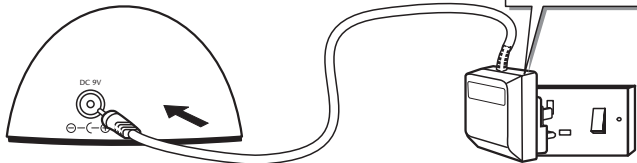
4 Switch on mains power at the socket

5 If you have a Activity 1000 Twin, Triple or Quad system ...

Plug the mains power lead into the back of the charger pod(s)

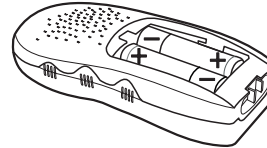
Plug the mains adapter into a 230 V AC, 50 Hz mains socket, with the switch on the socket set to OFF. Then switch on at the socket

See the note on page 3

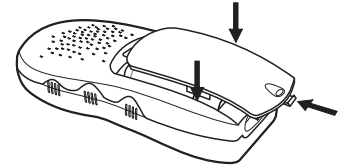


6 Fit the batteries in the handset(s)

Insert the two rechargeable batteries as shown



To fit the battery compartment cover, drop it in as shown before sliding it forward until it clicks



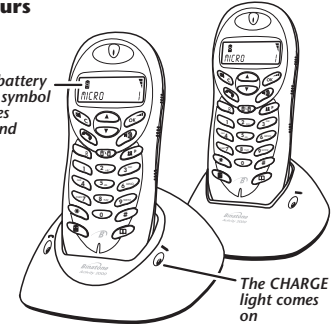
7 Charge the batteries for 15 hours

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

You hear a 'beep' when the handset is correctly in position on the charging cradle.

Leave the handset on the base unit or charger pod for 15 hours.

The battery level symbol moves around



The CHARGE light comes on

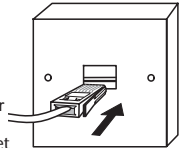
8 Connect the base unit to the telephone line

Switch off power at the mains socket

Insert the telephone line plug into the socket

Switch mains power back on

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



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

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

Before you start

Electrical safety

- ◆ **DO NOT let the base unit get wet.** Electrical equipment can cause serious injury if used while you are wet or standing in water.
- ◆ If the base unit 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; then pull it out by the unplugged cables.
- ◆ **NEVER** use your Activity 1000 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 due to 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 changes to a different channel to restore the link.

Keeping the batteries charged

When you don't need to carry your handsets around (for example, at night), leave them on the base unit or charger pod, to keep the batteries charged.

Whenever the battery charge level symbol on the display shows 'nearly empty', replace the handset on the base unit or charger pod.

'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.

While you are out of range and you are not on a call, the handset's display shows *SEARCH* and the 'signal level' symbol flashes. Before you make a call, you must **move closer to the base unit** until the handset's name and number are displayed and the symbol stops flashing.

(If you don't want to hear the 'out of range' warning tone, you can turn it off as described on page 21.)

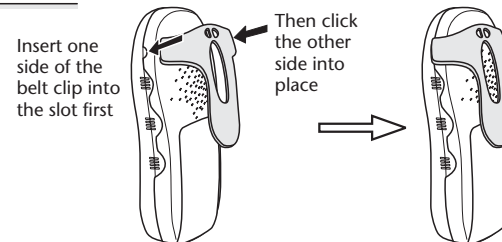
Cleaning and care

Do not **clean** any part of your Activity 1000 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 Activity 1000 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 Activity 1000. However, if something does go wrong, please **do not try to repair it yourself** — consult your supplier or the Binatone Help Line.



The belt clip

If you want to use the belt clip, fit it as shown



Making and answering calls

The Speakerphone function

When you press the **SPEAKERPHONE** () button, you can listen without holding the handset to your ear. You can start a call by pressing the **SPEAKERPHONE** button, or press it any time during a call; but you must press the **PHONE** () button to end a call.

To make a call

1



Key in the telephone number

If you make a mistake, press **C** to clear digits from the display. To clear all digits, press and hold **C**.

2



Press the **PHONE** or **SPEAKERPHONE** button

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

To answer a call

▶




When the handset and base unit ring:

Press the **PHONE** or **SPEAKERPHONE** button

To end a call

▶



Press the **PHONE** button so that the  symbol disappears from the display

Last Number Redial

1



Press the **PHONE** or **SPEAKERPHONE** button

You hear Dial tone in the earpiece.

2



Press the **▼** button

1



To make a repeat call to one of the 10 last numbers you dialled:

Press the **▲** or **▼** button until the number you want is shown on the display

2



Press the **PHONE** or **SPEAKERPHONE** button


Muting the mouthpiece

▶



To put a call 'on hold', so that the person on the other end cannot hear you:

Press the **C** button once

While the mouthpiece is muted,  is shown on the display, and you cannot press any numbered key to send digits down the line.

To get back to the call:

▶



Press the **C** button again

Earpiece volume

1



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

Press the **OK** button

The display shows the current volume level (1 to 5)

2



Press the **▲** or **▼** button to change the volume

3



Press the **OK** button again








If you want to turn off the speakerphone and listen through the earpiece, just press the **SPEAKERPHONE** button.

(See also 'Tones and volumes' on page 15.)







Memory dialling

You can store up to 40 numbers in each handset's memory. Each number can have up to 20 digits, and you can store a name of up to eight characters with the number.

To store a number

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **OK** button
The display shows *ADD*
- 3  Press the **OK** button
The display shows *NAME?*
- 4  Key in the name (see page 11)
- 5  Press the **OK** button
The display shows *NUMBER?*
- 6  Key in the number
Note: if you're using the Caller Display feature (see page 13), you should store the full number, including the STD dialling code (starting with 0). If it's a local number, you'll still be charged the Local rate when you dial it from memory.
- 7  Press the **OK** button
The display shows *ADD* again
You can now continue to store more numbers, or press the **MENU** button again to go back to standby mode.

To clear a number from memory

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **OK** button
The display shows *ADD*
- 3  Press the **▼** button
The display shows *DELETE*
- 4  Press the **OK** button
- 5  Press the **▲** or **▼** button until the display shows the number you want to delete
- 6  Press the **OK** button
You can now carry on deleting numbers, or press the **MENU** button again to go back to standby mode.

How to key in letters and other characters

When you're keying in names (such as when storing numbers in memory), the numbered keys **1** to **9** give you letters, depending on how many times you press them, as follows:

- 1** gives space, -, 1
- 2** gives R, B, C, 2
- 3** gives D, E, F, 3 ... etc.





For example, to key in *JANE* — press **5** once, press **2** once, press **6** twice and press **3** twice.

After keying in a character, wait for the cursor (the flashing line) to move to the next position before you key in the next one.












C takes you back to the previous character; **▼** takes you to the next one.

If you need to insert a pause when keying in a number, press the **CDS** button. (You'll only need this if you're using your phone on a PBX.)

To make a memory call

- 1  Press the **MEMORY** button
The display shows 
- 2  Press the **▲** or **▼** button until the display shows the name or number you want
- 3  Press the **PHONE** or **SPEAKERPHONE** button


To modify (change) a number in memory

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **OK** button
The display shows *ADD*
- 3  Press the **▼** button **TWICE**
The display shows *MODIFY*
- 4  Press the **OK** button
- 5  Press the **▲** or **▼** button until the display shows the name you want to modify
- 6  Press the **OK** button
- 7  Modify the name if necessary
- 8  Press the **OK** button
The display shows the corresponding number
- 9  Modify the number if necessary then press the **OK** button
 You can now continue to modify numbers, or press the **MENU** button again to go back to standby mode.






Caller Display

If you subscribe to this feature from your service provider, you can see the phone numbers of people calling you, before you answer. The Activity 1000 will store the numbers of the last **30 calls** so that you can call them back later. Each Caller Display record includes:

- The caller's **name**, if it's one you've already stored in your phone's memory.
- The caller's **number** (up to 20 digits). A caller's number won't be displayed if the network they're calling from doesn't support this feature. Also, callers can **withhold** their ID by dialling **141** when they make a call. If the caller's number wasn't available, the display shows a row of dashes.
- The **month, date and time** of the call

When there have been calls you haven't answered, the  symbol is shown on the display, and the **IN USE** light on the base unit flashes.

To check Caller Display records

- 1  Press the **CALLER** button
- 2  Press the **▲** or **▼** button to scroll through the records
You'll see either **names or numbers**.
If you see a **name** displayed, to check the **number** and the **time of the call**:
- 3  Press the **OK** button once then press it again to show the time
When you reach the beginning or end of the list of records, you'll hear a warning 'beep'.
Once you've checked all the records, the  symbol disappears from the display and the **IN USE** light stops flashing.

To return a call



To make a return call to someone who's called you:

Press the **PHONE** or **SPEAKERPHONE** button while either the name or number is shown on the display

To delete a Caller Display record



1

Press the **CALLER** button, then the **▲** or **▼** button, then the **OK** button (once or twice), until the time of the call is displayed



2

Press the **OK** button again
The display shows *DELETE?*



3

Press the **OK** button to delete this record
OR press the **C** button if you don't want to delete the record

When there are no more Caller Display records, the display shows *EMPTY*.

To delete all Caller Display records



1

Press the **CALLER** button
The display shows the first Caller Display record



2

Briefly press the **C** button
The display shows *DEL ALL?*



3

Press the **OK** button to delete all records
OR press the **C** button if you don't want to delete all records

When there are no more Caller Display records, the display shows *EMPTY*.

Tones and volumes

Earpiece volume



1

While the phone is not connected on a call:

Press the **MENU** button
The display shows *PHONEBK*



2

Press the **▼** button
The display shows *HANDSET*



3

Press the **OK** button
The display shows *BEEP*



4

Press the **▼** button
The display shows *ERR VOL*



5

Press the **OK** button
The display shows *ERR VOL* and the current level (1 to 5)



6

Press the **▲** or **▼** button to change the volume



7

Press the **OK** button to confirm
You hear a 'beep'











8

Press the **MENU** button to go back into standby mode

Handset ringing melodies

You have a choice of five ringing melodies for external incoming calls; and five for intercom calls (or when your handset is paged from the base unit).

External ringing melody

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **▼** button
The display shows *HANDSET*
- 3  Press the **OK** button
The display shows *BEEP*
- 4  Press the **▼** button **FOUR** times
The display shows *EXT RING*
- 5  Press the **OK** button
The display shows *MELODY* and the current one (1 to 5)
- 6  Press the **▲** or **▼** button to change the melody
You hear each melody in turn*.
- 7  Press the **OK** button to confirm the melody you want
- 8  Press the **MENU** button to go back into standby mode









Handset intercom ringing melody

- 1  Follow steps 1 to 8 above, but at step 5, press the **▼** button **THREE** times so the display shows *INT RING*









* If you've set the ringer volume to OFF (see next page), you won't hear any melody at this point.

Handset ringing volume

You have a choice of five volume levels or of turning the ringer off.



- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **▼** button
The display shows *HANDSET*
- 3  Press the **OK** button
The display shows *BEEP*
- 4  Press the **▼** button **TWICE**
The display shows *RING VOL*
- 5  Press the **OK** button
The display shows the current level, or *VOL OFF*
- 6  Press the **▲** or **▼** button to change the volume
- 7  Press the **OK** button to confirm the volume level you want
- 8  Press the **MENU** button to go back into standby mode






**Base unit
ringing
melody**

- You have a choice of **five ringing melodies** for the base unit.
- 1  Press the **MENU** button
The display shows *PHONEBK*
 - 2  Press the **▼** button **TWICE**
The display shows *BASE*
 - 3  Press the **OK** button
The display shows *VOLUME*
 - 4  Press the **▼** button
The display shows *MELODY*
 - 5  Press the **OK** button
The display shows *MELODY* and the current one
 - 6  Press the **▲** or **▼** button to change the melody
You hear each melody in turn*.
 - 7  Press the **OK** button to confirm the melody you want
 - 8  Press the **MENU** button to go back into standby mode









* If you've set the ringer volume to OFF (see next point), you won't hear any melody at this point.

**Base unit
ringing
volume**

- You have a choice of **five volume levels** or of turning the ringer off.
- 1  Press the **MENU** button
The display shows *PHONEBK*
 - 2  Press the **▼** button **TWICE**
The display shows *BASE*

- 3  Press the **OK** button
The display shows *VOLUME*
- 4  Press the **OK** button
The display shows *RING VOL* and the current level, or *VOL OFF*
- 5  Press the **▲** or **▼** button to change the volume
- 6  Press the **OK** button to confirm the volume level you want
- 7  Press the **MENU** button to go back into standby mode








**Key tone
on/off**

- Each time you press a key on your handset, you hear a tone. You can turn this off if you prefer.
- 1  Press the **MENU** button
The display shows *PHONEBK*
 - 2  Press the **▼** button
The display shows *HANDSET*
 - 3  Press the **OK** button
The display shows *BEEP*
 - 4  Press the **OK** button
The display shows *KEYTONE*
 - 5  Press the **OK** button
The display shows *ON* or *OFF*
 - 6  Press the **▲** button to switch on or the **▼** button to switch off
 - 7  Press the **OK** button to confirm
 - 8  Press the **MENU** button to go back into standby mode

**Low Battery
tone on/off**









- When the battery level is low, as well as seeing the symbol on the display, you also hear a tone. You can turn the tone off if you prefer.
- 1  Press the **MENU** button
The display shows *PHONEBK*
 - 2  Press the **▼** button
The display shows *HANDSET*
 - 3  Press the **OK** button
The display shows *BEEP*
 - 4  Press the **OK** button
The display shows *KEYTONE*
 - 5  Press the **▼** button
The display shows *LOW BATT*
 - 6  Press the **OK** button
The display shows *ON* or *OFF*
 - 7  Press the **▲** button to switch on or the **▼** button to switch off
 - 8  Press the **OK** button to confirm
 - 9  Press the **MENU** button to go back into standby mode

**'Out of range'
warning tone
on/off**




- When the handset goes out of range of the base unit, you hear a tone. You can turn the tone off if you prefer.
- 1  Press the **MENU** button
The display shows *PHONEBK*
 - 2  Press the **▼** button
The display shows *HANDSET*
 - 3  Press the **OK** button
The display shows *BEEP*
 - 4  Press the **OK** button
The display shows *KEYTONE*
 - 5  Press the **▼** button **TWICE**
The display shows *OUTRANGE*
 - 6  Press the **OK** button
The display shows *ON* or *OFF*
 - 5  Press the **▲** button to switch on or the **▼** button to switch off
 - 7  Press the **OK** button to confirm
 - 8  Press the **MENU** button to go back into standby mode

Customising your phone





Your handset name

- 1  Press the **MENU** button then the **▼** button
The display shows *HANDSET*
- 2  Press the **OK** button
The display shows *BEEP*
- 3  Press the **▼** button **FIVE** times
The display shows *H 5 NAME*
- 4  Press the **OK** button
The display shows the current name
- 5  Press the **C** button repeatedly to clear the display, then key in your chosen name (see also page 11)

- 6  Press the **OK** button to confirm, then the **MENU** button to go back into standby mode


Auto-answer








- Normally, you need to press the **PHONE** or **SPEAKERPHONE** button to answer an incoming call. But with auto-answer turned on, when your handset is resting on the base unit and it rings for an incoming call, you can answer by simply lifting the handset. To turn auto-answer on:
- 1  Press the **MENU** button then the **▼** button
The display shows *HANDSET*
 - 2  Press the **OK** button
The display shows *BEEP*
 - 3  Press the **▼** button **SIX** times
The display shows *AUTO ANS*

The default name shown on your handset's display is *MICRO*. You can change this to anything with up to eight characters.

- 4  Press the **OK** button
The display shows the current setting
- 5  Press the **▲** button to switch on or the **▼** button to switch off
- 6  Press the **OK** button to confirm, then the **MENU** button to go back into standby mode


! If you have turned auto-answer on, do not press the **PHONE** button after you've answered a call by lifting the handset; if you do, you'll disconnect the call.







Display language

- By default, display messages are shown in English; you can change the language to French, German, Portuguese, Spanish or Russian (or other languages which may be listed on the display) if you prefer.
- 1  Press the **MENU** button then the **▼** button
The display shows *HANDSET*
 - 2  Press the **OK** button
The display shows *BEEP*
 - 3  Press the **▼** button **SEVEN** times
The display shows *LANGUAGE*
 - 4  Press the **OK** button
The display shows the current language
 - 5  Press the **▼** button until the language you want is shown on the display
 - 6  Press the **OK** button to confirm, then the **MENU** button to go back into standby mode






Locking the keypad

When the keypad is locked, no numbered keys can be pressed so you can't make calls by mistake.

To lock the keypad:

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **▼** button **THREE** times
The display shows *KEY LOCK*
- 3  Press the **OK** button
- 4  Press the **▲** button so the display shows *DN*
- 5  Press the **OK** button to confirm
The display shows the  symbol when the keypad is locked.

To unlock the keypad:

- 1  Press the **MENU** button
The display shows *KEY LOCK*
- 2  Press the **OK** button
- 3  Press the **▼** button so the display shows *OFF*
- 4  Press the **OK** button to confirm

Locking the keypad (quick method)

This method is quicker but less secure than the one above.










- 1  Press the **#** button while the handset is idle, to lock and unlock the keypad

! With the keypad locked, you cannot make emergency calls to 999 or 112.

Your security PIN

You will only need this feature if you plan to set up **Call Barring** (see page 26).

The base unit has a default PIN (personal identity number) of **0000**. You can change it to any number you'll remember, up to eight digits.

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **▼** button **TWICE**
The display shows *BASE*
- 3  Press the **OK** button
- 4  Press the **▼** button **SIX** times
The display shows *PIN CODE*
- 5  Press the **OK** button
The display shows *PIN*
- 6  Key in the existing PIN (0000 by default) and press the **OK** button
The display shows *NEW PIN*
- 7  Key in the your new PIN and press the **OK** button
The display shows *RETYPE*
- 8  Key in the your new PIN again and press the **OK** button
- 9  Press the **MENU** button to go back into standby mode









! If you forget your new PIN, you'll need to reset the system, as described on page 31, and you'll lose any numbers you've stored in memory.




Call barring

Using call barring, you can prevent certain types of call being made on your handset. There are four levels of Call Barring:

- *NO BARR*— all calls are allowed. This is the default.
- *NATIONAL*— you can make local and long-distance calls, but no international calls (numbers starting with 00).
- *LOCAL*— you can make local calls, but no long-distance calls (numbers starting with 0).
- *INTERNAL*— you can't make any outgoing calls except emergency 999 calls.

To set Call Barring

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **▼** button **TWICE**
The display shows *BASE*
- 3  Press the **OK** button
- 4  Press the **▼** button **TWICE**
The display shows *CALL BARR*
- 5  Press the **OK** button
The display shows *PIN*
- 6  Key in your PIN (default 0000) and press the **OK** button
The display shows *HANDSET 1.*
- 7  If you want to set call barring for a different handset, press the **▲** or **▼** button until its number is shown on the display
- 8  Press the **OK** button
The display shows the current level of call barring for the handset you have selected.

- 9  Press the **▲** or **▼** button to change the level of call barring
- 10  Press the **OK** button to confirm
- 11  Press the **MENU** button to go back into standby mode

To turn call barring OFF

- ▶ Follow steps 1 to 11, setting the level to *NO BARR* at step 9









Babysitter's Call (BabyCall)

With this option turned on, the Activity 1000 handset can't be used to make any outside calls except to a number you have programmed in. When you press any key except the **MENU** button, the programmed number will be dialled out automatically.





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

Before turning BabyCall on, you must first program the telephone number.






To programme the BabyCall number

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **▼** button **FOUR** times
The display shows *BABYCALL*
- 3  Press the **OK** button
- 4  Press the **▼** button **ONCE OR TWICE** until the display shows *NUMBER?*
- 5  Press the **OK** button
- 6  Key in the number (up to 20 digits)
If you make a mistake, press the **C** button to delete digits from the display.
- 7  Press the **OK** button to confirm
- 8  Press the **MENU** button to go back into standby mode

To change the BabyCall number

- 1  Go to step 5 on page 28 (press the **OK** button)
- 2  Press and hold the **C** button to clear the display
- 3  Key in the new number and press the **OK** button
- 4  Press the **MENU** button to go back into standby mode





To turn BabyCall ON

- 1  Press the **MENU** button
The display shows *PHONEBK*
- 2  Press the **▼** button **FOUR** times
The display shows *BABYCALL*
- 3  Press the **OK** button
The display shows *OFF*
- 4  Press the **▼** button
The display shows *ON*
- 5  Press the **OK** button



As long as *BABYCALL* is shown on the display, pressing any key will automatically make a call to the BabyCall number.

**To turn
BabyCall OFF**








-  **1** Press the **MENU** button
The display shows *BABYCALL*
-  **2** Press the **OK** button
The display shows *DN*
-  **3** Press the **▲** button
The display shows *OFF*
-  **4** Press the **MENU** button to go back into
standby mode

Resetting the system



- ! If you reset the system, you will lose all stored information (including numbers in memory) and all features will return to their default settings.
- ! While you are resetting the system, you should disconnect the telephone line cord from the back of the base unit, so you won't be interrupted by incoming calls.

There are two methods of resetting the system. You'll only need the second one if you have set a PIN (see page 25) and forgotten it. The PIN will be reset to 0000.

**Reset with
the PIN**

-  **1** Press the **MENU** button
The display shows *PHONEBK*
-  **2** Press the **▼** button twice
The display shows *BASE*
-  **3** Press the **OK** button
The display shows *VOLUME*
-  **4** Press the **▼** button **NINE** times
The display shows *DEFAULT*
-  **5** Press the **OK** button
The display shows *PIN*
-  **6** Key in your PIN (default 0000)
-  **7** Press the **OK** button
You'll hear a confirmation tone from the handset and base unit.

**Reset
without the
PIN**

- 1** Remove the batteries from the handset
- 2**  Press and hold the ***** (STAR) key while you replace the batteries
The display shows *DEFAULT*
- 3**  Release the ***** (STAR) key and press the **OK** button
You'll hear a confirmation tone from the handset and base unit, and *SEARCH 1* will appear on the display for a few moments.

Multi-handset use

If you have a **Activity 1000 Twin, Triple or Quad** system, you will already have two, three or four handsets. You can also buy spare handsets and charger pods separately — they're supplied as a **Binatone Activity 100** system.

Altogether, you can have **up to five handsets** registered to the base unit, as numbers **2, 3, 4 and 5**.

With more than one handset registered to your base unit, you can:

- make **intercom calls** from one handset to another
- make a **new intercom call** while you are on an outside call
- **shuttle** between an outside call and an intercom call
- **transfer** an outside call from one handset to another
- set up a **three-way conference call** between yourself, an outside call and an intercom call

Each handset has its own number — **1, 2, 3, 4 or 5** — which is shown on the right-hand side of the display.

You can change the handset's name from *MICRO* to a name of your choice, as described on page 22.


- Please note**
- ◆ Among the handsets registered to a single base unit, only **one outside call** and **two intercom calls** can take place at once.
 - ◆ If you try to make an outside call while another handset is already on the line, you will hear **Busy** tone.
 - ◆ If you try to make an intercom call when one is already in progress, you will hear **Busy** tone.
 - ◆ When one handset has taken the outside line, the **EXT** symbol will appear on the displays of all other handsets.

Registering new handsets


- ! If you have a Activity 1000 Twin, Triple or Quad system, all the handsets supplied with your base unit are already registered to it — the first one as handset number 1, the second as number 2, etc. You won't need to re-register them unless you have a problem.


If you've bought extra handsets separately, you'll need to register each one to your original base unit.

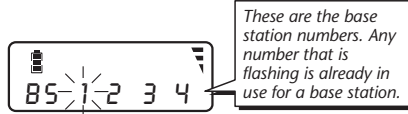
To register a handset


- 1**  Press and hold the **HANDBSET LOCATOR** button on the base unit for about 3 seconds, until you hear two short beeps and the **IN USE** light flashes


You now have 3 minutes in which to register the handset.

- 2**  Press the **MENU** button
The display shows **REGISTER**
(If the display does not show **REGISTER** at this point, press the **▼** button until it does.)


- 3**  Press the **OK** button
The display shows:



- 4**  Key in a base unit number that is not flashing
The display shows **PIN**

- 5**  Key in your **PIN** (default 0000) and press the **OK** button

The display shows **SEARCH**. After a few moments, when the handset finds the base unit, a number* appears on the display.

- 6**  Press the **OK** button to confirm registration
If the display says **NOT SUB** at this point, repeat the registration procedure again from step 1. If it still doesn't work, call the Binatone Help Line for advice.




Once your new handset is registered to your base unit, the display shows its number, for example:









- * This is the **RFPI** number, a universal DECT identity number. You won't need it unless you want to register your handset to a different brand of DECT base unit.

To de-register a handset

You may need to do this if you have more than one handset registered to your base unit and you need to replace a faulty handset. Call the Binatone Help Line on **01325 304 473** if you need more advice.

- 1**  Press the **MENU** button
The display shows **PHONEBK**
- 2**  Press the **▼** button **TWICE**
The display shows **BASE**
- 3**  Press the **OK** button
The display shows **VOLUME**

- 4  Press the **▼** button **SEVEN** times
The display shows *DEL HS*
- 5  Press the **OK** button
The display shows *PIN*
- 6  Key in your PIN (default 0000) and press the **OK** button
- 7  Press the **▲** button repeatedly to go to the number of the handset you want to de-register
- 8  Press the **OK** button
The display shows *CONFIRM*
- 9  Press the **OK** button to confirm de-registration

! You cannot de-register the handset you are currently using.

Registering to a different brand of base unit

Your Activity 1000 can be registered to any GAP-compatible base unit; or you can register other GAP-compatible handsets to your Activity 1000 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 34).
- 2 Follow the instructions in the **handset's** User Guide to register the handset (for example, steps 2 to 5 on pages 34 to 35).

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.

Intercom and transfer

To make an intercom call

1 

To make a call to another handset

Press the **INTERCOM** button
You hear Dial tone.

2 

Key in the number of the other handset (**1, 2, 3, 4 or 5**)

The other handset's number appears on your display. On its display, your number appears, and the **INT** symbol flashes. When the other handset user presses the **PHONE** button to answer, you will be connected.

For details of how to change the ringing melody for intercom calls, see 'Handset internal ringing melody' on page 16.

To end an intercom call



Press the **PHONE** button on your handset

The other person will hear Busy tone, and should also press the **PHONE** button to hang up.

To transfer a call

1 

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

Press the **INTERCOM** button and key in the number of the other handset (**1, 2, 3, 4 or 5**)

The outside call is put on hold. When the other handset answers, you can speak to the user. If the other handset does not answer, you can get back to the outside call by pressing the **INT** button again.

To transfer the outside call to the other handset:

2 

Press the **PHONE** button to hang up and transfer the call

Shuttle and conference

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:

Press the INTERCOM button to speak to each in turn, putting the other on hold

You can **transfer** the outside call to the other handset by pressing the **PHONE** button while you're connected on the intercom call

If you press the **PHONE** button while you're connected to the outside call, you will disconnect it.

If the other handset user presses the **PHONE** button to hang up, you'll be left connected to the outside call.

Conference calls

1

Either make or answer an outside call

2



Press the INTERCOM button and key in the number of the other handset

The other user answers by pressing the **PHONE** button

3



Press the # (HASH) button and hold it for about 2 seconds

You hear a confirmation tone when your conference call is connected.

If either handset user presses the **PHONE** button to hang up, the other user will be left connected to the outside call.

New Call tone

1



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. The **EXT** symbol will also flash on your handset's display.

To answer the outside call:

Press the PHONE button to end the intercom call

Your handset will ring.

2



Press the PHONE button again to answer the outside call

Troubleshooting

! The Activity 1000 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 the steps listed on pages 4 and 5 to install and set up your Activity 1000
 - ◆ 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." 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 Activity 1000. 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.

If you still can't make calls, try **re-registering** the handset, as described on page 34.

"When I press keys on the handset, nothing happens."

Make sure the **batteries** are fitted in your handset. If the Battery Level symbol on the display shows 'low', recharge the batteries.

Press and hold the **OK** button until the handset comes to life. The **OK** button switches the handset on and off.

Check whether there's a '**key**' symbol on the display. If so, the keypad is **locked**. Turn to page 24 to find out how to unlock it.

"When I press keys on the handset, digits appear on the display, but I can't make an outside call."

Call barring may have been set. See page 26 for more information.

Try moving the handset **closer** to the base unit.

Try a **different position** for the base unit — perhaps higher, or further from other electrical equipment.

"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 Activity 1000. Other telephone line cables might not work.

Check that you have not set the **ringer volume** to Off. See pages 17 and 18 for more information.

Check that the **total REN value** of all equipment connected to your telephone line is no more than 4 (see page 2). Disconnect one or more telephones and see whether that helps.

“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, noise or echoing 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 TV or a computer.

If you are using a **routing box (smart socket)**, try disconnecting it then making a call. If the sound is OK without the routing box, that’s the cause of the problem.

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.

“When I press the PHONE or SPEAKERPHONE button, I hear a loud noise.” The strange noise is caused by interference. Disconnect the mains power lead from the back of the base unit, then wait for 30 seconds before reconnecting it.

“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 shows ‘low’, recharge the batteries.

“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 as described on page 9.

“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).

“I’ve tried several times to make a call, but I hear Busy tone and the IN USE light on the base unit does not come on.” Check your handset’s display — if it says either *NOT SUB* or *BASE . . .*, you need to re-register the handset, as described on page 34.

If the display says *SEARCH*, make sure the mains power lead is plugged into the back of the base unit, and the adapter is plugged into the mains socket with the power switched on.

If you have more than one handset registered to your base unit, check that another handset isn’t already in use on a call.

Multi-handset use

“I can’t transfer a call.” Make sure the other handset is within range of the base unit, and is not busy on a call.

Make sure you are keying in the correct number (**1** to **5**) for the other handset.

Batteries

“The handset’s batteries are 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 overleaf).

“The CHARGE light on the base unit does not come on.”

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**. Please note the following safety warnings:

- Use only **NiCad (Nickel Cadmium) 1.2 V AA rechargeable** batteries in the handset. The best way to make sure you get the right ones is to take the old ones with you when you go to buy new ones.
- **Dispose of used batteries safely** — never burn them, or put them where they could get punctured.

PBX use

“Last Number Redial and/or memory dialling don’t work on a PBX.”

When you first make a call, try pressing the **CDS** button for a **pause** between the outside line access digit (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 digit** (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 **CDS** button for a pause between the access digit and the number.

“My Activity 1000 system won’t work properly on a PBX.”

You may need to change the **recall** setting. Call the Binatone Help Line for advice. It will help if you have your PBX documentation to hand when you make the call.

If the fault persists ...

- ◆ **Disconnect all other instruments** connected to the same line as the Activity 1000 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 **01325 304 473**.

Guarantee and service

The Binatone Activity 1000 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. This does not affect your statutory rights.

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 Activity 1000 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 Activity 1000, 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 **01325 304 473** and ask for a quotation of the repair charge and details of where to send your Activity 1000 for repair
- 4 Make sure you include with your Activity 1000:
 - your name and address
 - a cheque or postal order for the value of the repair charge
- 5 Return your Activity 1000 to the address given by the Service Department

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: 110 hours; talking: 9 hours with speakerphone off; approx. 1 hour with speakerphone on; battery charge time: 15 hours
Security	65536-combination code to prevent unauthorised use
Temperature range	Operating 0°C to 40°C Storage -20°C to 60°C
Electrical power	HANDSET — two 1.2 V 700 mAH Nickel Cadmium (NiCad) rechargeable batteries BASE UNIT/CHARGER POD — input 230 V AC, 50 Hz; output DC 9 V, 300 mA; polarity - -(- +
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: 98 ms. Pause length (using the CDS button): 3.6 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.

Declaration of conformity

The Binatone Activity 1000 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: TBR6
- EMC: EN 301489
- Safety: EN 60950, EN 41003
- Other: I-CTR37, TBR22

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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