Uniden®

FP1355

**Speakerphone Telephone
with Answer Machine**

For more exciting new products please visit our website:

Australia: www.uniden.com.au

New Zealand: www.uniden.co.nz

OWNER'S **MANUAL**

IMPORTANT SAFETY INSTRUCTIONS!

WARNING: TO PREVENT FIRE OR ELECTRICAL SHOCK HAZARD, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

	CAUTION: RISK OF ELECTRIC SHOCK DO NOT OPEN	
THE LIGHTNING FLASH AND ARROW HEAD WITHIN THE TRIANGLE IS A WARNING SIGN ALERTING YOU OF "DANGEROUS VOLTAGE" INSIDE THE PRODUCT.	CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER (OR BACK). NO USER SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED SERVICE PERSONNEL.	THE EXCLAMATION POINT WITHIN THE TRIANGLE IS A WARNING SIGN ALERTING YOU OF IMPORTANT INSTRUCTIONS ACCOMPANYING THE PRODUCT.
SEE MARKING ON BOTTOM / BACK OF PRODUCT		

When using your telephone equipment, always follow basic safety precautions to reduce the risk of fire, electric shock, and injury to persons, including the following:

 * **This unit is NOT waterproof.** DO NOT expose it to rain or moisture.
 * Do not use this unit near water, for example, near a bath tub, wash bowl, kitchen sink or laundry tub, in a wet basement, or near a swimming pool.
 * Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
 * Do not use the telephone to report a gas leak in the vicinity of the leak.
 * Use only the power cord and batteries indicated in this manual. Do not dispose of batteries in a fire. They may explode. Check with local codes for possible special disposal instructions.
 * Do not place the handset in any charging cradle without the battery installed and the battery cover securely in place.
 * Never install telephone wiring during a lightning storm.
 * Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.
 * Use caution when installing or modifying telephone lines.
 * Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.

SAVE THESE INSTRUCTIONS!

2

TABLE OF CONTENTS

BEFORE YOU BEGIN

PARTS CHECKLIST

Make sure your package includes the following items:

Base   Handset   Handset   Desk stand   Telephone line   AC Power
               cord   (might be   cord   Adapter
                      attached to
                       base)
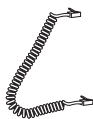
INSTALLING YOUR PHONE

If you will be using this unit as a speakerphone, avoid the following locations when selecting an installation location:

• Areas with high background noise. The microphone might pick up these sounds and prevent the speakerphone from going into receiving mode when you finish talking.
• Surfaces affected by vibration.
• Recessed areas such as in a corner, under a cupboard, or next to a cabinet. These locations may cause an echo effect.

DESKTOP

CAUTION: To reduce risk of personal injury, fire, or damage, use only the power adaptor supplied with this product. Orient it in a vertical or floor mount position.

1. Plug the coiled cord into the handset. Plug the other end into the jack on the side of the base.
2. Place the handset in the base.
3. Plug the telephone line cord into the **LINE** jack on the back of the phone. Plug the other end into a wall jack.
4. Connect the small end of the power adaptor into the **POWER 9VDC** jack on the back of the answering machine. Plug the other end into a standard 240V AC power outlet. The unit announce *Press* **MENU** *key to set up the unit.* The unit is ready for setup or to answer calls with the default greeting and settings.
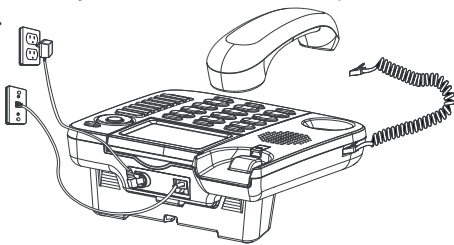
NOTE 1: The unit is properly installed if you pick up the handset and hear a dial tone. Otherwise, recheck all the installation steps.

NOTE 2: In the event of a power outage, your phone will still be able to make and receive calls; however, the speakerphone and the answering machine will not be operational.   **5**

WALL MOUNT

Your speakerphone can also be mounted on a wall plate (not included).

NOTE: To prevent the handset from falling out of the cradle while the phone is hanging on the wall, you must switch both the handset hook and the desk stand to their wall-mount positions.

1. On the base front, slide the handset hook out of the slot. Rotate hook 180 degrees and flip it from front to back. Slide it back into the slot. It should extend slightly; this extension fits into a slot on the handset.

2. Turn the base over. Press in on the tabs and remove the desk stand from the base back.

3. Rotate the stand 180 degrees, and insert the hooks marked **WALL** into the notches marked **WALL**. Press in on the tabs and snap the stand into place.

4. Connect the telephone line cord to the wall jack and the phone. If desired, wrap any excess cord around the cord hooks.

5. Place the mounting slots over the wall plate pins and slide the base down to lock into place.
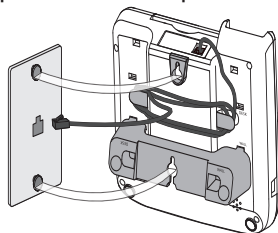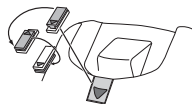
MOVE THE PHONE

If you need to move the phone after it has been installed:

1. Disconnect the phone line.
2. Go to the electrical outlet and unplug the power adaptor.
3. Move the unit and phone line to the desired location.
4. Plug the power adaptor into an electrical outlet.
5. The display shows that the messages have not been erased.
6. Connect the phone line.
7. Reset time/date settings or wait for the next call to set them automatically.

PHONE LAYOUT

FRONT

Hook switch

Display

Speed Dial/Emergency Memory buttons

Repeat button (left)

Skip button (right)

Ringer volume switch

Speaker button

Play/Stop button

Answering machine function keys

MESSAGE SPEED
DELETE
ANNOUNCE
MEMO
ANS ON/OFF
STORE
MENU

A B C

1 2 ABC 3 DEF
4 GHI 5 JKL 6 MNO
7 PQRS 8 TUV 9 WXYZ
* TONE 0 OPER #

REDIAL FLASH DIAL

Uniden

Microphone

NOTE: If the key name is spelled out on the key itself, it's not labeled in this drawing.

12-key dial pad

BACK

POWER 9VDC

LINE

SETUP MENU

When you provide power to the unit, it will announce *Press MENU key to set up the unit.* An initial setup screen displays with the time and date flashing until they are set.

Press **MENU** to cycle through the following customizable options:

- Ring to Answer
- Contrast
- Message Length
- Set Day
- Recording Quality
- Set Time/Date
- Remote Access

NOTE: To skip to the next setting, press MENU. To exit setup, press EXIT.

SET THE NUMBER OF RINGS TO ANSWER (*RING TO ANSWER*)

This setting allows you to set the number of rings before the answering machine picks up. You can choose from 2 - 8 rings or Toll Saver. (Default = 4) Toll Saver can save you the cost of a call when you access your messages from another phone. If you have new messages, the phone answers after the 3rd ring. If you have no new messages, the unit answers after the 5th ring. So if the phone rings 4 times (indicating no new messages), you can hang up and avoid any toll charges.

1. Press **MENU**. The screen displays *RING TO ANSWER* and announces *Setup Menu. Use SKIP to change setting. Press MENU to save settings.*
2. Use **SKIP** or **REPEAT** to select the number of rings before the answering machine picks up (2-8, Toll Saver).
3. When finished, press **MENU** to confirm and go to the next setting.

SET INCOMING MESSAGE OR MEMO LENGTH (*MESSAGE LENGTH*)

This option lets you to set the maximum time allowed for an incoming message/memo. You can choose from 1 to 4 minutes. (Default - 2 minutes)

1. Press **MENU** until the screen displays *MESSAGE LENGTH*.
2. Use **SKIP** or **REPEAT** to select the desired setting (1 - 4).
3. When finished, press **MENU** to confirm and go to the next setting.

8

RECORDING QUALITY (*REC: STD LONG*)

This setting allows you to set the recording quality between standard (STD) and long play (LONG). Long play will give more recording time than standard. (Default = Standard)

1. Press **MENU** until the screen displays *REC: ▶ STD   LONG*.
2. Press **SKIP** or **REPEAT** or select the desired setting.
3. When finished, press **MENU** to confirm and go to next setting.

SECURITY CODE (*REMOTE ACCESS*)

This feature allows you to change the factory default remote access code used for remote access to your answerer. (Default = 123)

1. Press **MENU** until the screen displays *REMOTE ACCESS*.
2. The left-most digit or a (_) sign flashes, indicating the unit is ready to accept the security code entry.
3. Use the keypad number to enter a 3-digit security code.
4. After the 3rd and last digit is entered, press **MENU** to store the security code and go to the next setting.

   NOTE: If you make a mistake, you can use SKIP or REPEAT to move between 1st to 3rd digit and input a number from keypad again.

DISPLAY CONTRAST (*CONTRAST*)

This setting allows you to adjust the display contrast for easier readability. (Default = 3)

1. Press **MENU** until the screen displays *CONTRAST*.
2. Use **SKIP** or **REPEAT** to select the desired setting (1 - 5).
3. When finished, press **MENU** to confirm and go to the next setting.

INSERT 0 (*NZ MODEL ONLY*)

This setting adds "0" or "00" to the beginning of the number received from Caller ID. (Default = ON)

1. Press **MENU** until the screen displays *INSERT0: ▶ ON OFF*
2. Press **SKIP** or **REPEAT** or select the desired setting.
3. When finished, press **MENU** to confirm and go to next setting.

DAY OF WEEK (*SET DAY*)

This setting allows you to set the day of the week.
(Default = SUN)

`12:00 AM 1/1`
`00      00`
`SET DAY: SUN`

1. Press **MENU** until the screen displays *SET DAY: SUN* with *SUN* flashing.
2. Use **SKIP** and **REPEAT** to scroll to the desired day.
3. When finished, press **MENU** to confirm and go to the next setting.
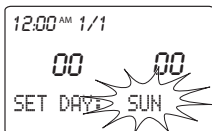
TIME AND DATE (*SET TIME/DATE*)

NOTE: If you have subscribed to the Caller ID feature through your telephone company, the telephone company sends the time and date with the Caller ID information. The unit automatically sets the time and date when the first call is received.

This setting lets you set the time of day and the date. (Default = 12:00 AM, 1/1)

1. Press **MENU** until the screen displays *12:00 AM 1/1* (flashing).
2. Use the keypad to enter the current time in HH:MM format. The curser moves to the AM/PM selection.

`12:00 AM 1/1`
`00      00`
`SET TIME/DATE`

3. Press * to indicate AM or # to indicate PM. The curser moves to the DATE selection.
4. Use the keypad to enter the date in MM/DD format.
5. When finished, press **MENU** to confirm and go to the next setting.
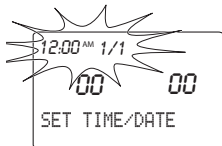
FACTORY RESET

This setting resets the unit back to factory settings.

1. Press **MENU** until the screen displays *FACTORY RESET ? YES NO*
2. Press **SKIP** or **REPEAT** or select the desired setting.
3. When finished, press **MENU** to confirm.
4. Press **EXIT** to exit the menu.

USING YOUR TELEPHONE

MAKING PHONE CALLS

1. Lift the handset or press **SPEAKER**. Wait for a dial tone.

   NOTE: When you go off-hook, either through the speakerphone or by picking up the handset, a timer displays. You have 20 seconds to take an action (make a call, press a function key, etc).

2. Dial the telephone number.

   NOTE: You can also dial the number on the keypad first and then lift the handset/press SPEAKER to dial out. This is called PRE-DIALING.

3. Press + / - to adjust the volume

4. Replace the handset or press **SPEAKER** to hang up after your conversation.

ANSWERING PHONE CALLS

1. Lift the handset or press **SPEAKER** to answer the call.
2. Replace the handset or press **SPEAKER** to hang up.

PARALLEL PHONE DETECT

NOTE: In standby, the display shows *LINE IN USE* when another phone on the same line is in use.

REDIALING A NUMBER

1. Press **Redial/Pause** after you hear a dial tone to redial the last number.

   NOTE: The Redial feature holds the last number (up to 32 digits) that you dialed in memory. If you pressed any other numbers after dialing the phone number (for example, when accessing a voice-menu system) then those numbers are also dialed.

2. If you get a busy signal, press **Redial/Pause** again without hanging up.

USING THE SPEAKERPHONE

Speakerphone operation is similar to a two-way radio; you can only listen or talk at one time. Stay reasonably close to the phone so that you can be clearly heard by the person to whom you are talking. You can adjust the speaker volume by pressing + or -. **11**

When using the handset, press **Speaker** to activate the speakerphone. The speakerphone indicator light comes on when the speakerphone is in use. Hang up the handset. To return to handset operation, pick up the handset to disconnect the speakerphone (the speakerphone indicator light goes off).

ADJUSTING THE VOLUME

LISTENING VOLUME

Use the **VOL** (**+** or **-**) buttons to adjust the listening volume when playing back messages, reviewing or changing the settings, or listening to calls. These buttons apply to both the speakerphone and handset volume.

RINGER VOLUME

Use the switch at the side of the unit to adjust the ringer volume.

MUTING THE MICROPHONE

When the phone is off-hook or the speakerphone is on, use **MUTE** to turn the microphone on and off.

1. Press **MUTE**. The mute indicator lights up, indicating the microphone is turned off.
2. Press **MUTE** again. The mute indicator turns off, indicating the microphone is back on.

USING THE FLASH BUTTON

Use **Flash/Exit** to activate special features of your telephone network (such as call transfer), or special services from your local telephone company (such as call waiting).

CALL WAITING

When you get a Call Waiting call, the phone sounds a tone and displays any CID information received for the waiting call.

Call Waiting and Caller ID on Call Waiting are services provided by your telephone company. You must subscribe to these services to use these features.

12

For Australian Model:

Press **FLASH** and then press **2** to accept the waiting call. The first caller is put on hold, and you will hear the new caller after a short pause. To return to the original caller, press **FLASH** and then **2** again.

For New Zealand Model:

Press **FLASH** to accept the waiting call. The first caller is put on hold, and you will hear the new caller after a short pause. To return to the original caller, press **FLASH** again.

USING YOUR ANSWERING MACHINE

When a call comes in, the unit will ring the number of times you determine during initial setup, answer the call and play the greeting, and then record a message from the incoming caller.

You can:

- Answer the call before the unit answers.
- Pick up the phone during the greeting.
- Listen to the incoming message to decide if you want to pick up (Call Screening).
- Pick up the phone during the incoming message, if desired.
- Disconnect the caller by pressing the **PLAY/STOP** button.
- Review your messages from a remote location.

SET UP THE ANSWERING MACHINE

Personalize your answering machine by recording a greeting for callers. If you don't record a greeting, callers hear the default greeting: *We are unavailable to take your call. Please leave a message. Thank you for your call.*

RECORD THE GREETING

When recording the greeting you should be about 6 inches from the unit. Eliminate as much background noise as possible.

1. Prepare your greeting.
   Sample Greeting: *Hi, this is (your name). I can't answer the phone right now,*

so please leave your name, number, and a brief message after the tone, and I'll call you back. Thanks for calling.

2. Hold down the **ANNOUNCE** button. The unit announces *Record announcement after the tone* and the screen displays **TO RECORD**. After the tone, record a greeting no longer than 1 minute.
3. Release **ANNOUNCE** when you finish. The phone announces *Your announcement is -* and plays back your recording.
4. To return to the answering machine's default greeting after you've recorded a greeting, press **ANNOUNCE** and release it when you hear the tone, or press and hold **DELETE** when the greeting is playing.

REVIEW THE GREETING

Press and release the **ANNOUNCE** button to review your outgoing greeting.

AUTO DISCONNECT

Auto Disconnect is a feature that tells the unit to stop playing the greeting or recording a message when an extension phone is picked up. If the greeting continues to play after picking up an extension phone, press **PLAY/STOP**.

PLAY MESSAGES

Messages can only be played back through the speaker. Use the **PLAY/STOP** button to play messages. The unit first plays new messages in the order received. If there are no messages, the unit announces *You have no messages*. If there are no new messages, the old messages are played back.

When playing messages, the message number and date-time stamp display.

1. To play messages, press and release **PLAY/STOP**.
2. To stop playback, press and release **PLAY/STOP** again.
3. To restart the message that is playing, press the **REPEAT** button once.
4. To replay the previous message, press the **REPEAT** button twice.
5. To play skipped messages, press and release **SKIP**.

While playing a message, you can press **MESSAGE SPEED** to listen to the message playback at a different speed. Each press of the **MESSAGE SPEED** button changes the message playback speed. The screen displays the current message speed.

ERASE MESSAGES
You can erase either a single message or all the messages, leaving only the Caller ID information.

ERASE A SINGLE MESSAGE
Press and release **DELETE** while the message is playing,. The unit erases the current message and announces *Message erased.*

ERASE ALL MESSAGES
You can erase all old messages, leaving new messages and Caller ID information.

While the unit is in ready-to-answer mode, press and hold **DELETE** until the unit announces *All old messages erased.*

> **NOTE: New messages cannot be erased in this way. To erase new messages, play them and then press DELETE during play back.**

LEAVE A MEMO
Press **MEMO** to record a specific message for others can access the unit.

1. Press and hold **MEMO**. The unit announces *Record memo after the tone.*

   NOTE: If you press and release **MEMO***, the unit reminds you to Press and hold MEMO key to record memo.*

2. Record your memo after the tone.
3. Release **MEMO** when you're finished talking. The unit treats the memo as a message and increases the message counter. The **Play/Stop** key flashes.

> **NOTE: Memo messages must be longer than 3 seconds. Memo messages shorter than 3 seconds will not be saved.**

MEMORY FULL

When the unit's memory is full (approximately 45 minutes of messages recorded), it answers after 10 rings and announces *Memory is full.* A 20-second waiting period follows when you can enter your security code. You can then play your messages and erase some of them to restore memory. If no entry is made during this 20-second period, the phone disconnects the call.

REMOTE ACCESS

You can access your answering machine from any touch-tone phone by entering your 3-digit security code. The unit responds with a spoken operations list. Be aware that remote functions do not work with rotary or push-button pulse-dialing phones**.**

REMOTE ACCESS COMMANDS

If you want to -	*Enter this -*
Play messages	2
Repeat messages (during playback)	1
Skip to the next message (during message playback)	3
Erase messages (during message playback)	0
Stop playback (during message playback)ll	2
Turn answering machine on/off	4
Review menu again	7

ACCESSING YOUR MESSAGES

1. Call your telephone number.
2. Enter your 3-digit security code. You can enter this code any time during the greeting or after the beep.
3. The unit waits for a remote command for 20 seconds after the correct security code has been entered. Menu selections can be made while the menu is playing.

   NOTE 1: The unit answers on the 10th ring when it is turned off or the memory is full. If memory is full, play messages and erase some of them to restore memory.

   NOTE 2: After the unit plays the remote menu, it waits 20 seconds for a command and then disconnects.

MESSAGE INDICATORS

The following display messages indicate message or unit status:

00 CALLS	Call record log count.
UNKNOWN NUMBER	The incoming call does not have Caller ID service or their service area is not linked to yours. If *UNKNOWN NAME* appears along with a calling number, the name information for that number was not available.
UNKNOWN NAME	The name information for that number was not available.
BLOCKED NUMBER	The caller is registered as "Private Number" and the Caller ID information is withheld.
INCOMPLETE DATA	Caller information has been interrupted during transmission.
START/END	Indicates you are at the beginning or the end of the call record log.
MESSAGE	A message has been recorded as a memo.

USING MEMORY FEATURES

You can store up to 13 numbers in memory for quick dialing – 3 in the Quick Dial buttons (A, B, and C) and 10 in the keypad numbers (0-9). Each memory location can store up to 32 digits.

ENTERING TEXT ON YOUR PHONE

To enter letters on your phone, refer to the letters in the right side of each number key. Press the number key once for the first letter, twice for the second letter, etc. The flashing cursor automatically moves to the next position; you can also press **DOWN** to move the cursor to the next position.

For example, to enter the name *BILL S*:

1. Press **2** twice to enter the letter *B*.
2. Press **4** three times for the letter *I*.
3. Press **5** three times for the letter *L*.
4. Press **5** three times for the letter *L*.
5. To enter the space, press **Down** twice.
6. Press **7** four times for the letter *S*.

STORING A NAME AND NUMBER IN MEMORY

1. Press **STORE**. The screen displays *LOCATION?*
2. Press **SKIP** or **REPEAT** to scroll through the memory locations then press 0 - 9, A, B, or C to select one.

   NOTE: Press DELETE to erase existing entries or if you make a mistake.

3. Press **STORE** again to confirm the memory location.
4. Use the number keys to enter the telephone number (up to 32 digits) and press **STORE** to save. (The unit will not dial a phone number in this mode.) The cursor automatically moves to the text line for name entry.
5. Use the number keys to enter the name of the person associated with the telephone number you just entered (up to 12 characters). (Refer to "ENTERING TEXT ON YOUR PHONE.")

6. Press **STORE**. To enter another name and number in a different memory location, return to Step 1 and repeat this process.

STORING A REDIAL NUMBER IN MEMORY

1. Press **REDIAL** and the screen displays the number.
2. Press **STORE**. The screen displays *LOCATION?*
3. Press the desired memory location (0-9, A, B, or C).
4. Press **STORE** again to confirm the memory location.
5. Press **STORE** again to save; you may now enter the contact name.
6. Use the number keys to enter the name of the person associated with the telephone number you just entered (up to 12 characters). (Refer to "ENTERING TEXT ON YOUR PHONE.")
7. Press **STORE** to confirm.

ERASING A STORED NUMBER

1. Press **STORE**.
2. Press the memory location (0-9, A, B, or C) to be erased.
3. Press **DELETE**, then press **EXIT** or another action key.

COPYING CALLER ID MEMORIES TO USER MEMORY

1. Press **SKIP** or **REPEAT** to view the caller number and name you want to copy.
2. Press **STORE**, then press the memory location (0-9, A, B, or C). The number flashes if there is a number already stored in the memory location.
3. Press **STORE** to enter edit mode; press **STORE** again to edit the name.

   NOTE: Select a different memory location by pressing SKIP / REPEAT to scroll through memories or press a number key (0-9) or A, B, or C.

4. Press **STORE** to confirm and save.

   NOTE: If the name you want to enter is longer than 12 characters, only the first 12 characters will be copied into memory.

INSERTING A PAUSE IN THE DIALING SEQUENCE

Press **REDIAL/PAUSE** to insert a delay in the dialing sequence of a stored telephone number when a pause is needed to wait for a dial tone (for example, after you dial 9 for an outside line, or to wait for a computer access tone). Each pause is represented as *"P"* on the display and counts as 1 digit in the dialing sequence.

CHANGING A STORED NUMBER

Repeat the storage sequence under "STORING A NAME AND NUMBER IN MEMORY," but press **DELETE** to delete old numbers before entering the new number.

DIALING A NUMBER STORED IN MEMORY

IF YOU ARE ON HOOK

1. Press **DIAL**.
2. To select a stored entry, press any memory location key (0-9, A, B, or C). The number stored in that memory location displays.

   NOTE: Select a different memory location by pressing SKIP or REPEAT to scroll through the memory locations or press another memory location key (0-9, A, B, or C).

3. When you have found the number you want to dial, press **SPEAKER** or pick up the handset.

IF YOU ARE OFF HOOK

1. Press **DIAL**.
2. To select a stored entry, press any memory location key (0-9, A, B, or C). The number in that memory location displays and is automatically dialed.

   NOTE: If there are no numbers stored in that location, you must press DIAL again and then another memory location key.

REVIEWING STORED NUMBERS

1. Press **DIAL**. The screen displays *LOCATION?*

2. Press a memory location key (0-9, A, B, or C) to review that location's content.
- To dial the displayed number, press **SPEAKER** or lift the handset.
- To exit stored number review, press **FLASH/EXIT.**
- To change the displayed number, press **STORE**.
- Use number keys to enter the telephone number (up to 32 digits) and press **STORE** to save. (The unit will not dial a phone number in this mode.) The cursor automatically moves to the text line for name entry.
- Use number keys to enter the name of the person associated with the telephone number you just entered (up to 12 characters). (Refer to "ENTERING TEXT ON YOUR PHONE").

USING CALLER ID (CID)

IMPORTANT: To use Caller ID features, you must subscribe to either the standard Name/Number Caller ID Service or Call Waiting Caller ID Service from your telephone service. To know who is calling while you are on a call, you must subscribe to Call Waiting Caller ID Service.

This unit receives and displays information transmitted by your local phone company. This information can include the phone number, date, and time; it may also include the caller's identity. The unit can store up to 75 Caller IDs for later review. When the Caller ID memory is full, a new call automatically replaces the oldest Caller ID information in memory. *NEW* appears in the display for calls received that have not been reviewed.

CID SCREEN

The CID main screen shows the current time, date, and number of new calls (i.e., the number of new calls since the last time the call list was reviewed). It also displays the last incoming phone number. The CID screen displays until any button is pressed.

NOTE: The number of new calls displays until all new calls are reviewed.

Time | Date | Status Indicator Area | Message Waiting | Caller Status (new or repeat)

11:36 AM 7/10 CALLWAITING ✉ CALL # 02 — CID Record Number

1300 366 895 — CID Phone Number

UNIDEN AUSTRALIA — CID Name
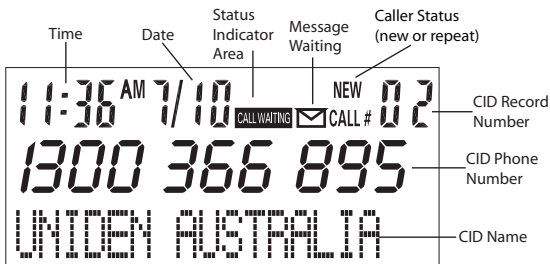
CALLER ID DISPLAY MESSAGES

The following messages display for incoming calls.

BLOCKED CALL	The caller of the incoming call is registered as *PRIVATE NUMBER* and their Caller ID information is withheld.
CALL WAITING	Indicates a call is waiting on the line.
INCOMPLETE DATA	Caller information has been interrupted during transmission or the phone line is excessively noisy.
NO CALLS	The caller memory is empty.
NO DATA	No Caller ID information was received.
START/END	You are at the beginning or end of the Caller ID memory log.
UNKNOWN CALLER	The incoming call does not have Caller ID service or their service area is not linked to yours. If *UNKNOWN CALLER* appears along with a calling number, the name information for that number was not available.

REVIEWING CID RECORDS

3. Press **SKIP** or **REPEAT** to view the call records.

• Press **REPEAT (left)** to scroll through call records from the oldest to the newest.

• Press **SKIP (right)** to scroll through call records from the newest to the oldest.

2. When all the records have been viewed, *START/END* appears in the display.

DIALING BACK

When reviewing Caller ID records, you can dial back a displayed number.

NOTE: If *PICKUP PHONE* **shows in the display, no other changes to the number can be made (such as adjusting the area code). The information sent from the telephone company is known to be a valid number for dialing back (used only in very limited areas). Once you pick up the phone, the number is automatically dialed.**

1. Press either **SKIP** or **REPEAT** until the number you want to dial displays. Numbers displaying seven digits (i.e. 555-1234) are within your area code; however, this does not guarantee the call is a local call. A number with 10 or 11 digits (i.e. 1-555-555-1234) is not a local call.

   NOTE: A timer (10 seconds on-hook and 3 seconds off-hook) located in the upper right side of the display will start, indicating how much time is left until the unit returns to the Summary Screen.

2. Press **DIAL**.
3. To dial the displayed number while on-hook, pick up the handset or press **SPEAKER** before the timer reaches 0. Press **DIAL**. If the phone is off-hook, wait until the timer reaches 0. *NOW DIALING* displays and the number is dialed.

DELETING CID RECORDS

1. To delete the record shown in the display, press **Delete** once.
2. To delete all records while reviewing, press and hold **Delete** for about three seconds. *DELETE ALL?* appears in the display.
3. Press **Delete** again to complete.

STORING A NAME AND NUMBER IN MEMORY

1. Press **Store**. *LOCATION?* displays.
2. Press **SKIP** or **REPEAT** to scroll through memory locations (0 to 9 or A, B, or C.)
3. Press **STORE** again to confirm the memory location.

   NOTE: Use Delete to erase existing memories or to correct errors.

4. Use the number keys to enter the telephone number (up to 32 digits) and then press **STORE** to save. (The unit will not dial a phone number in this mode.) The cursor automatically moves to the text line for name entry. **23**

5. Use number keys to enter the name of the person associated with the phone number you just entered. See "ENTERING TEXT ON YOUR PHONE."

   NOTE: The flashing cursor automatically moves to the next position or you may press SKIP or REPEAT to move the cursor to the next position

6. Press **Store** to save the name.
7. To enter another name and number in a different memory location, return to Step 1 and repeat this process.

STORING A PAUSE IN MEMORY

The **Redial/Pause** button has dual functionality and becomes a pause button when pressed in sequence after the **Store** button. It is valid only when storing a number into memory locations. Use the **Redial/Pause** button to insert a pause when a delay is needed in an automatic dialing sequence (for example, when you must dial a 9 to get an outside line or when you enter codes to access your long distance company).

   NOTE: A pause is 3 seconds in length and you can store more than one if a longer pause is needed.

CHANGING (DELETING) A STORED NUMBER

To change a stored number, you must delete it and then enter a new number.

1. Press **Store**.
2. Press the memory location (**0** - **9**, **A**, **B**, or **C**) to be erased.
3. Press **Delete**, then press **Store**. A flashing curser indicates that the unit is ready for you to enter a new number. Follow the steps from Step 4 of "STORING A NAME AND NUMBER IN MEMORY."

COPYING CALLER ID RECORDS TO USER MEMORY

1. Press **SKIP** or **REPEAT** to view the caller number and name you want to copy.
2. Press **Store**.

3. Press a memory location button (**0** - **9**, **A**, **B**, or **C**). The number flashes if there is a number already stored in that memory location.

4. Press **Store** to enter Edit mode, and then press **Store** again to edit the name.

   NOTE: Select a different memory location by using SKIP and REPEAT to scroll through 0 - 9 or quick call buttons A, B, or C.

5. Press **Store** to confirm and save. Wait three seconds to exit.

   NOTE: If the name you want to enter is longer than 12 characters, only the first 12 characters will be copied into memory.

STORING A REDIAL NUMBER TO MEMORY

1. Press **Store**.
2. Press a memory location button (**0** - **9, A**, **B**, or **C**) for the memory location. If a number is already stored in the memory location, it will appear on the display. Use **SKIP** or **REPEAT** to select a different location.
3. Press **Store** again to confirm.
4. Press **Redial/Pause**, and then press **Store** again.
5. Enter the name, if necessary, and then press **Store** to confirm.

COPYING A REDIAL NUMBER TO MEMORY

1. Press **Redial/Pause** while on-hook. Redial number will display along with *PICKUP PHONE*.
2. Press **Store**.
3. Press a memory location button (**0** - **9**, **A**, **B**, or **C**). If there is a number already stored in the memory location, it will appear on the display. Use the **SKIP** or **REPEAT** buttons to select a different location.
4. Press **Store** twice.
5. Enter name, if necessary, and then press **Store** again to confirm and save.

DIALING NUMBERS STORED IN MEMORY

1. Whether you are on-hook or off-hook, press **Dial**. *LOCATION?* displays.
2. Press a memory location button (**0** - **9, A**, **B**, or **C**) or use **SKIP** or **REPEAT** to scroll through stored memory locations to find the desired number.
 • If you are off-hook, the number is dialed immediately.

• If you are on-hook, the number in that location displays along with *PICKUP PHONE*. Press **SPEAKER** or pick up the handset to dial the displayed number.

USING CHAIN DIALING

This process allows you to dial a succession of stored numbers from separate memory locations. This is useful when you must dial a sequence of numbers, such as with frequent calls via a telephone company long distance provider.

The Number For . . .	Is Stored In Memory Location . . .
Local access number of long distance company	6
Authorization code (ID)	7
Long distance phone number	8

1. Pick up the handset or press **SPEAKER**.
2. Press **Dial**, then press **6** for the long distance company access number.
3. Press **Dial**, then press **7** for the authorization code.
4. Press **Dial**, then press **8** for the long distance number to be called.
5. The number dials automatically.

TROUBLESHOOTING TIPS

Problem	Resolution
Telephone	
No Dial Tone	Check all cabling to make sure that all connections are secure and undamaged.
	Check hook switch: Does it fully extend when handset is lifted from cradle?.
Phone Does Not Ring	Make sure ringer switch is ON.
	You may have too many phones on one line. Try unplugging some extension phones.
	Check for dial tone. See Troubleshooting Tips for No Dial Tone.

Problem	*Resolution*
Low Handset or Speaker Volumes	Check the volume settings.
Can't Be Heard by Other Party	Verify the phone cord is securely plugged in.
	Make sure the **MUTE** function is off.
Memory Dialing	Make sure you entered the numbers correctly. (See "MEMORY" section.)
No Information is Shown After the Phone Rings	Are you subscribed to Caller ID service from your local telephone company?
	Be sure to wait until the second ring before answering.
Answering Machine	
Doesn't answer or answers on 10th ring	Make sure the answering machine is turned on.
	Check for a full memory; erase messages if needed.
	Check AC power and phone line connections.
Incoming Messages are Incomplete	Was an extention phone picked up?
	The caller left a message that is longer than the message length you set during setup.
	Memory is full.
Won't respond to remote commands	Must use a touch-tone phone.
	Must enter the correct security code.
	Did the unit hang up? If no action is taken over a certain period of time, the unit automatically hangs up.
Answering Machine Won't Work	Unplug the power cord from the electrical outlet and plug it back in to reset the unit.
Screen displays *FLASH ERROR* after the unit is plugged in	Unplug the unit and plug it back in. If this message appears again, it needs servicing.
Can't Hear Messages	Adjust the volume control.
Greeting continues playing after extention phone is picked up.	This is a normal operation. Auto connect is delayed for 1 second after the unit answers a call. If you are near the unit, press **PLAY/STOP** to stop the greeting.

Problem	Resolution
No information is shown after the phone rings.	Wait until after the SECOND ring before answering. Check all cabling to make sure all connections are secure and not damaged. Do you have Caller ID service from your local telephone company?
ERROR messge displays	*ERROR* displays if the unit detects anything other than valid Caller ID information during the silent period after the first ring. This message indicates either the presence of noise on the line or that an invalid message has been sent from the telephone company.

GENERAL PRODUCT CARE

- Do not place near heating appliances or devices that generate electrical noise (for example, motors or fluorescent lamps).
- DO NOT expose it to direct sunlight or moisture.
- Handle it carefully.
- Clean it with a soft cloth.
- Never use strong cleaners or abrasive powders: they will damage the finish.
- Retain the original packaging in case you need to ship it at a later date.

ONE-YEAR LIMITED WARRANTY

UNIDEN FP1355

IMPORTANT Satisfactory evidence of the original purchase is required for warranty service

Please refer to our Uniden website for any details or warranty durations offered in addition to those contained below.

Warrantor
The warrantor is either Uniden Australia Pty Limited ABN 58 001 865 498 ("Uniden Aust") or Uniden New Zealand Limited ("Uniden NZ") as the case may be.

Terms of Warranty
Uniden Aust/NZ warrants to the original retail purchaser only that the FP1355 ("the Product"), will be free from defects in materials and craftsmanship for the duration of the warranty period, subject to the limitations and exclusions set out below.

Warranty Period
This warranty to the original retail purchaser is only valid in the original country of purchase for a Product first purchased either in Australia or New Zealand and will expire one (1) year from the date of the original retail sale.

If a warranty claim is made, this warranty will not apply if the Product is found by Uniden to be:

(A) Damaged or not maintained in a reasonable manner or as recommended in the relevant Uniden Owner's Manual;

(B) Modified, altered or used as part of any conversion kits, subassemblies or any configurations not sold by Uniden Aust or Uniden NZ;

(C) Improperly installed contrary to instructions contained in the relevant Owner's Manual

(D) Repaired by someone other than an authorized Uniden Repair Agent in relation to a defect or malfunction covered by this warranty; or

(E) Used in conjunction with any equipment, parts or a system not manufactured by Uniden.

Parts Covered
This warranty covers the Product and included accessories.

User-generated Data
This warranty does not cover any claimed loss of or damage to user-generated data (including but without limitation phone numbers, addresses and images) that may be stored on your Product.

Statement of Remedy
If the Product is found not to conform to this warranty as stated above, the Warrantor, at its discretion, will either repair the defect or replace the Product without any charge for parts or service. This warranty does not include any reimbursement or payment of any consequential damages claimed to arise from a Product's failure to comply with the warranty.

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure.

This warranty is in addition to and sits alongside your rights under either the COMPETITION AND CONSUMER ACT 2010 (Australia) or the CONSUMER GUARANTEES ACT (New Zealand) as the case may be, none of which can be excluded.

Procedure for Obtaining Warranty Service

Depending on the country in which the Product was first purchased, if you believe that your Product does not conform with this warranty, you should deliver the Product, together with satisfactory evidence of your original purchase (such as a legible copy of the sales docket) to Uniden at the addresses shown below. You should contact Uniden regarding any compensation that may be payable for your expenses incurred in making a warranty claim. Prior to delivery, we recommend that you make a backup copy of any phone numbers, images or other data stored on your Product, in case it is lost or damaged during warranty service.

UNIDEN AUSTRALIA PTY LTD
Service Division
345 Princes Highway,
Rockdale, NSW 2216
Phone number: 1300 366 895
Email address: custservice@uniden.com.au

UNIDEN NEW ZEALAND LTD
Service Division
150 Harris Road, East Tamaki
Auckland 2013
Phone number: (09) 273 8377
Email address: service@uniden.co.nz