



TABLE OF CONTENTS

INSTALLATION 2
HANDSET 2
BASE UNIT 3
INFORMATION ON THE LCD-DISPLAY 4
SETTINGS 5
USE OF THE PHONE 7
REGISTERING HANDSET TO THE BASE UNIT 8
THE MEMORY 8
CALLER ID (CLIP) 9
ANSWERING MACHINE 10
IMPORTANT SAFETY MEASURES 15



INSTALLATION

INSTALLATION OF THE HANDSET

see **Illustration I**

Remove the battery compartment door. → Connect the white connector of the rechargeable battery with the connector in the appliance. → Close the battery compartment door.

I When replacing the batteries, ALWAYS use good quality Ni-MH rechargeable batteries. Never use other batteries or conventional alkaline batteries! The use of wrong batteries can cause irrevocable damage to your appliance!

Important!

Before you start using your cordless phone definitely, it first has to be charged during 12 hours. You should do this WITHOUT connecting it to the telephone line.

- To charge the handset you should place it on the base unit or on the extra charger (for DYNAMIC 220 & 320).
- If you hear a warning signal during calling or when the battery icon is empty, you should place the handset back on the base unit.







INSTALLATION OF THE BASE UNIT

see **Illustration II**

- Click the plug of the adaptor in the connection plug on the backside of the base unit and plug the adaptor into the wall socket.
- Click one end of the telephone cord in the connection point on the backside of the base unit and the other end in the telephone plug.
- This telephone plug can now be plugged into the wall socket of your telephone connection point.
- On the LCD-display appears the number of the handset (H5-1).

HANDSET

see **Illustration III**

1.  • Keypad.
2.  • To call and to answer a call.
3.  • Redial-, Pause-key.
 • FLASH-setting.

GB - 2




4. R/▶
 - To display more digits on the left.
 - To scroll through the numbers of the Caller ID list.
 - To choose the dialing mode, Tone or Pulse.
 - FLASH-key.
5. □
 - To save numbers in the memory.
 - To display the numbers of the memory.
6. ☒
 - Switches the microphone off during a call.
 - To delete numbers or characters.
 - To go back to Standby-mode.
7. INT
 - Intercom (while using multiple handsets).
8. ☒/▶
 - To display more digits on the right.
 - To take a look at the date & time of a number stored in the Caller ID memory.
9. ◀
 - To adjust the voice volume during a call.
 - To program a ringer melody and ringer volume.
10. #-o• To lock the keypad.
11. */*
 - To switch the ringer tone of the handset on/off.
12. □
 - To switch the Speakerphone function of the handset on.




BASE UNIT

See illustration IV

1. Charge-Led 
 - This led lights during charging and flashes during calling.

Important!

If the handset is being placed on the base unit, this led ALWAYS should light. If it does not light, this means that the handset was not placed correctly on the base unit or that the AC adaptor was not installed properly, so that the handset can not be charged.

- 2 "FULL"-Led:
3. "ON/OFF"-Led 
 - This led lights if the internal memory of the answering machine is full.
 - This led lights if the answering machine is switched ON and flashes if new messages were received.

GB - 3

M_Dynamik_120_GB.pmd

3




12.10.2004, 16:52



- 4. VOL - :
 - To make the volume less loud.
- 5. VOL + :
 - To make the volume louder.
- 6. (▶) :
 - To play the recorded messages.
 - To interrupt the playing of the messages.
 - To go back to the beginning of a message.
- 7. ◀/ogw :
 - To play the current greeting.
 - To record a new greeting.
- 8. MEMO/▶▶ :
 - To go to the next message.
 - To record a MEMO message.
- 9. ☎ :
 - Handset-search-button: to locate the registered handset.
- 10. Ⓜ :
 - To set the day and time.
- 11. Ⓛ/■ :
 - Indication of day and time.
 - To stop playing a message.
 - To select announcement 1 or 2.
 - To switch the answering machine ON and OFF.
- 12. X :
 - To erase messages.
 - To set the number of rings.
- 13. RING-key:
 - To set the number of rings.
 - To set the PIN-Code.
- 14. CODE-key:
 - To set the PIN-Code.
 - Indication of the current PIN-Code.



INFORMATION ON THE LCD-DISPLAY

	Indicates a conversation. Flashes when you receive a call.
	Indicates that some numbers are stored in the Caller ID memory. Flashes when a new call that you have not seen yet, has been stored. This function only works if you have subscribed it with your telephone company.

GB - 4





	Battery-indication.
	Indicates that the handset is within effective range of the base unit. Flashes when the handset is too far out of range of the base unit. You will also hear a warning signal.
	Indicates that the microphone has been temporarily switched off during a call.
	Indicates that you are active in the memory.
	Indicates that the keypad is locked.
	Indicates that there are more digits on the left.
	Indicates that there are more digits on the right.
	Handstree = On.
	Ringtone = Switched off.
	If somebody leaves a message in your mailbox, this icon will appear. This function only works if you have subscribed it with your telephone company.
	This icon will appear during an internal call (while using multiple handsets).

SETTINGS

The phone needs to be in Standby-mode before you can program the settings described hereafter.

RINGER MELODY

You can choose from 9 different ringer melodies.
Press the key for 2 sec. until the current melody is heard. Select the desired melody by pressing the R/ or / key. Press the key again to confirm. You will hear a confirmation beep.

GB - 5



RINGER VOLUME

You can choose from 5 different ringer volumes.

Press the key shortly. → The handset will ring in the current volume. → Press the R/▶ or key to select the desired ringer volume. → Press the key again to confirm. → You will hear a confirmation beep.

Important!

If you choose for volume-level '0', the ringer tone will be switched off completely.

You can also turn the ringer volume OFF by pressing the key for 2 sec.

In both cases, appears on the display.

LOCKING AND UNLOCKING THE KEYPAD

Press and hold the #/*-0 key until appears on the display. → The keypad is now locked. → Press and hold the #/*-0 key again until disappears from the display. → The keypad is now unlocked.



tone/pulse (*)

Press the R/▶ key for 2 sec. to choose Tone or Pulse. → 'P' will appear when Pulse is chosen, 'T' when Tone is chosen. (*) This setting is **NOT** used in the majority of the European countries where only "TONE" dialing is available. Default setting = Tone.

FLASHKEY

This FLASH-key R/▶ offers the possibility to use various services of your telephone company or can be used as through-connect key when the DYNAMIC 120 is connected to a PBX. The FLASH can be set in 2 different FLASH-times:

- 100 ms (S)
- 300 ms (L)

Press the key for 2 sec. → The display shows "S" for 100 ms and "L" for 300 ms. → The selected FLASH-time disappears from the display after 2 sec.





USE OF THE PHONE

CALLING

Two possibilities:

1. Press and enter the required telephone number.
2. Enter the required telephone number and press .

If you enter a wrong number, press the key once to delete 1 number and for a few seconds to delete the whole number.

RECEIVING AND ENDING A CALL

Press to answer a call. → Press the key again to end the call.

ADJUSTING THE VOICE VOLUME

During a call, you can adjust the voice volume.

Press . → The current voice volume appears on the display. → Choose a level from 1 to 5 by using the keypad.

'MUTE'-KEY

During a call, press the key to switch the microphone off. → appears on the display. → Press the key to switch the microphone back on.

'SPEAKERPHONE'-KEY

With this key you can switch on the Speakerphone of the handset to make a completely handsfree call.

Press . → On the display appears → Press again to switch off the microphone and to continue your conversation without Speakerphone via the handset. → Press to finally end the call.

Remark:
During a call you can adjust the volume of the speakerphone as indicated above in the chapter "Adjusting the voice volume".





REVIEWING AND DIALING THE LAST DIALED NUMBERS

With the DYNAMIC 120 you can review the 3 last numbers that were dialed with this phone.
The handset is in Standby-mode. → Press **☉** : the last dialed number appears on the display. → Press **☉** again to review the previous number. → Finally press **☉** to dial the number that is now showing on the display.

HANDSET-SEARCH-BUTTON

Press the **☉** key of the base unit very shortly to page the handset that has gone missing. → Press any key of the handset to stop the beeping.

REGISTERING HANDSET TO THE BASE UNIT

(Only when the handset is no longer registered to the base unit)

Handset 1: in Standby-mode you read from the display: *"45-7"*.
If i. by pressing a wrong key appears that the handset is not registered to the base unit anymore, you can still do the following:

How to proceed?

Press during 10 sec. the handset-search-button **☉** of the base unit. → The orange LED on the base unit starts to flash.
The base unit stays during 1 min. in registering-mode. → Press for 3 sec. **R/◀ and ☒/▶** of the handset you would like to register → "bS" appears on the display. → Enter the base unit number (1). → On the display appears "PIN". → Enter the PIN-Code (with delivery = '0000').

THE MEMORY

You can store 10 numbers in the memory of the DYNAMIC 120.

STORING A NUMBER IN THE MEMORY

The phone is in Standby-mode.
Press the **☐** key for 2 sec. until the **☐** icon flashes on the display. → Enter the phone number that you wish to store.
→ Press **☐** again. → Enter the memory location (0-9).

GB - 8

M_Dynamik_120_GB.pmd

8

12.10.2004, 16:52



DELETING A NUMBER FROM THE MEMORY

The phone is in Standby-mode.

Press the **[]** key shortly. → Enter a memory location (0-9). → Press the **[]** key for 2 sec. until the **[]** icon will start flashing.
→ Press the **[*]** key for 2 sec. → Press the **[]** key. → The memory number has been deleted.

EDITING A NUMBER IN THE MEMORY

The phone is in Standby-mode.

Press the **[]** key shortly. → Enter a memory location (0-9). → Press the **[]** key for 2 sec. until the **[]** icon will start flashing.
→ Press the **[*]** key to delete and replace characters. → Press **[]** to confirm.

SEARCHING AND CALLING A NUMBER IN THE MEMORY

Press the **[]** key. → Enter the desired memory location (0-9). → Press the **[]** key to dial the stored number.

CALLER ID (CLIP)

Before you can use this service, you first have to take a Caller ID-subscription with your telephone company.

- With Caller ID you can see, before you pick up the phone, the number of the person that is calling you on the display of the DYNAMIC 120.
- With Caller ID you can also see all the numbers that called you during your absence. You can call these numbers directly and/or store them in the memory.
- The DYNAMIC 120 has a Caller ID memory of 20 numbers.

REVIEWING NUMBERS

[] flashes: new calls have been stored in the Caller ID memory.

[] stops flashing as soon as you have seen all the new calls.

Press **[*]/>**. → On the display appears the time and date indication (*) of the moment when the last number was stored. (If the list is empty, 'NO CLIP' is shown on the display). → Press the **[*]/>** key again to watch the number. → Press **R/▲** to go to the previously stored number and press the **[*]/>** key to watch the number. This way you can review the complete Caller ID memory. → Use the **[*]** key to exit the list.

(*) Time and date indication appears only when this is automatically sent by the telephone company.

GB - 9



CALLING NUMBERS FROM THE CALLER ID LIST

Scroll through the list until the required number appears on the display. → Press the key. → The number is dialed.

STORING NUMBERS FROM THE CALLER ID LIST IN THE MEMORY

Scroll through the list until the required number appears on the display. → Press the key for 2 sec. → The icon starts flashing. → Enter the memory location (0-9) → Press the key to confirm.

DELETING NUMBERS FROM THE CALLER ID LIST

Scroll through the list until the required number appears on the display. → Press and hold the key until the number is deleted.

ANSWERING MACHINE

The DYNAMIC 120 has a fully digital answering machine with a recording capacity of 11 minutes.

ANNOUNCEMENTS

The DYNAMIC 120 has the possibility to record 2 announcements with a maximum of 2 minutes each.

- Announcement 1: offers the possibility to leave a message.
- Announcement 2: only reproduces the greeting, no possibility to leave a message.

Recording the announcement

Press /■ to select announcement 1 or 2. → A voice tells you which announcement you selected. → Press /OGM during 2 seconds to start recording. → Start recording Your personal greeting after the beep. → Press /■ to finish recording. → Your new personal greeting will be repeated.

Remark:

- To select an announcement, the answering machine first has to be switched ON.
- If you do not wish to record a greeting, the default greeting will be used.
- For announcement 1: "Please leave your message after the beep" and for announcement 2: "Please call later".
- If the memory is full, announcement 2 will be selected automatically.

Checking the announcement

Press the /OGM key to check the announcement that is currently used. → Press /■ to stop playing.

GB - 10



Erasing the announcement

Press **U/■** to select announcement 1 or 2. → Press **◀/▶/OGM** to play the selected announcement. → Keep the **X** key pressed during the play to erase the text. → If you do not record a new greeting, the default greeting will be used. For announcement 1: "Please leave your message after the beep" and for announcement 2: "Please call later".

SETTING DAY AND TIME

If you wish, you can set the day and time, so that they will be registered with each message. During setting, never wait for more than 8 seconds to proceed with the next step, or setting will be interrupted.

How to proceed?


Press and hold the **Q** key for 2 seconds. → A voice asks you to set the required day "Please set day". → Use the **▶** and **◀** keys to select the required day. → Press **Q** to confirm. → A voice asks you to set the required hour "Please set hour". → Use the **▶** and **◀** keys to select the required hour. → Press **Q** to confirm. → A voice asks you to set the required minutes "Please set minutes". → Use the **▶** and **◀** keys to select the required minutes. → Press **Q** to confirm. → A voice confirms the selected day and time.

Remark:

If you wish to check the currently set day and time, you press the **Q** key once. A voice reproduces the current setting.

SWITCHING THE ANSWERING MACHINE ON AND OFF

Switching ON

Press and hold the **U/■** key for 5 seconds to switch the answering machine ON. → A voice confirms that the answering machine is switched ON and indicates which announcement is set, f.i. "Answering ON, Announcement one". → The ON/OFF-LED  will light. The DYNAMIC 120 will automatically take a call after a previously set number of rings (see 'Setting the number of rings').

Switching OFF

Press and hold the **U/■** key for 5 seconds to switch the answering machine OFF. → A voice confirms that the answering machine is switched OFF "Answering OFF". → You will hear 2 short confirmation beeps.

Remark:

If the answering machine is switched OFF, the DYNAMIC 120 will automatically take the call after 10 rings and will use announcement 2. This makes it possible to access answering functions from an outside line (see 'Remote control').

GB - 11



RECORDING MESSAGES

The DYNAMIC 120 has a recording capacity of 11 minutes. The number of messages that can be recorded depends on the recording time of each new message. Each message has a maximum recording time of 2 minutes. The ON/OFF Led will flash if there are new messages. If the red LED (FULL) lights, the internal memory is full and no new messages can be recorded. The DYNAMIC 120 will automatically use announcement 2 (without recording possibility).

SETTING THE NUMBER OF RINGS

You can choose the number of rings that will be used before an incoming call will be taken. The number of rings can be set from 2 – 9 and TS (Toll Saver). If you set the number of rings on TS, the DYNAMIC 120 will take the call after 5 rings if there are no new messages and after 2 rings if there are new messages. If you call to your machine from an outside line (see 'Remote control') to check the number of new messages and none were registered, you can hang up after the 3rd ring and do not have to pay any connection costs.

How to proceed?

Press the RING key at the bottom of the basis. [A voice indicates the number of rings that is currently set. The default setting is 6].
→ Press and hold the RING key for 2 seconds. → A voice asks you to set the number of rings "Please set rings". → Use the **▶** and **◀** keys to select the required number of rings. → Press the RING key to confirm. → A voice confirms the selected number of rings.

Remark:

- During setting, never wait for more than 3 seconds to proceed with the next step, or setting will be interrupted.
- In case of a loss of power in the basis, the number of rings will be automatically reset to 6 (= default setting).

RECORDING A MEMO MESSAGE

If you would like to remind someone to something during your absence, you do not have to write this message down, but you can record it with the DYNAMIC 120 as a MEMO message. This message will be played together with the other recorded messages. The recording time for a MEMO message is 2 minutes max.

How to proceed?

Press the MEMO key for 2 seconds. → Leave your message after the beep. → Press the **⏏** key to stop recording.

GB - 12

M_Dynamik_120_GB.pmd

12

12.10.2004, 16:52



RECORDED MESSAGES

Listening to recorded messages

Press the **(▶)** key to start playing the recorded messages. → A voice indicates how many messages there are (in total) and how many new (unheard) messages. → The messages will be played one by one with indication of time and day (if set). If there are new (unheard) messages, these will only be played.

During playing, you can:

- Repeat the current message by pressing the **◀** key once.
- Repeat the previous message by pressing the **◀** key twice.
- Skip the current message and go to the next one by pressing the **▶** key once.
- Interrupt the current message by pressing the **(▶)** key. To proceed the playing, you press the **(▶)** key once again.
- Stop the playing of the messages by pressing the **⏏** key once.

Erasing messages

Message per message

During playing you can erase the message by pressing the **X** key for 2 seconds. → A voice confirms that the message is erased. → After erasing, the DYNAMIC 120 continues with playing the next message.

All messages

If you would like to erase all messages at the same time, you press the **X** key for 2 seconds. → All heard messages are erased. New (unheard) messages will **not** be erased! → A voice confirms that all messages are erased and indicates how many new (unheard) messages there are.

REMOTE CONTROL

The DYNAMIC 120 offers the possibility to use the answering functions from an outside line. To be able to do this, you need a 3-digit PIN-Code (= '321' with delivery).

Important!

These functions only work via a push button telephone (in TONE-Mode).

How to change the PIN-Code?

Press and hold the CODE-key at the bottom of the basis for 2 seconds to program the PIN-Code. → A voice asks you to set the PIN-Code "Please set security code" and indicates the currently set first digit of the PIN-Code. → Use the **▶** and **◀** keys to select the first digit. → Press the CODE-key to confirm. → A voice indicates the currently set second digit of the PIN-Code. → Use the **▶** and **◀** keys to select the second digit. → Press the CODE-key to confirm. → A voice indicates the

GB - 13



currently set third digit of the PIN-Code. → Use the **▶** and **◀** keys to select the third digit. → Press the CODE-key to confirm.
[You will hear a long confirmation beep]. → A voice confirms the new PIN-Code.

Remark:

- **During setting, never wait for more than 8 seconds to proceed with the next step, or setting will be interrupted and the old PIN-Code remains stored.**
- **Press the **⏏** key to interrupt the setting. The old PIN-Code remains stored.**
- **In case of a loss of power in the basis, the PIN-Code will be automatically reset to '321' (= default setting).**
- **If you forgot the PIN-Code, you can easily check it by pressing the CODE-key once. A voice indicates the currently set PIN-Code.**

To access the answering functions from an outside line, you proceed as following:

Call to your machine. → The answering machine will take the call. → After hearing the announcement and the beep, you enter your PIN-Code (= '321' with delivery) very slowly. → You will hear 2 short confirmation beeps. → Use the following codes to access the required functions:

Listening to recorded messages

Press '2' to start playing the recorded messages.

During playing, you can:

- Repeat the current message by pressing '1' once.
- Repeat the previous message by pressing '1' twice.
- Skip the current message and go to the next one by pressing '3' once.
- Interrupt the current message by pressing '2'. To proceed the playing, you press '2' once again.
- Stop the playing of the messages by pressing '6' once.
- Erasing the current message by pressing '7' once.

Erasing all heard messages

Press '0' to erase all heard messages.

Checking the announcement

Press '4' to check the currently set announcement.

Changing the announcement

- Press '9' to select announcement 1 or 2.
- Press '5' to start recording the new greeting.



- Record your new greeting after the beep.
- Press '6' to stop recording.

Remark:

After 2 minutes the recording will be automatically ended.

Switching the answering machine OFF

Press '8' to switch the answering machine OFF. → A voice confirms that the answering machine is switched OFF "Answering OFF".

Switching the answering machine ON

Call to your machine. → The answering machine will take the call automatically after 10 rings and announcement 2 (without recording possibility) will play. → Enter your PIN-Code (= 321 with delivery) very slowly after hearing the announcement.
→ Press '9' to switch the answering machine ON. → A voice confirms that the answering machine is switched ON and indicates which announcement is set.

TO STOP USING THE ANSWERING FUNCTIONS FROM AN OUTSIDE LINE, PRESS '6'.



IMPORTANT SAFETY MEASURES



- To avoid interference with other electronic appliances, such as a TV, radio or PC, you should place this product at least 1 meter away.
- The effective range of this product is dependant on the local environment, such as building materials, the proximity of dense trees, ponds, lakes or the sea.
- Do not use this product near water or in a damp environment, such as a bathroom.
- Do not expose this product to fire, direct sunlight or intense heat.
- Never use this product near a gas-leak that you found and want to report.

GB - 15

M_Dynamik_120_GB.pmd

15

12.10.2004, 16:52

