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INSTALLATION

INSTALLATION OF THE HANDSET

see Illustration I

- Remove the belt clip of the handset.
- Remove the battery compartment door.
- Connect the white connector of the rechargeable battery with the connector in the appliance.
- Close the battery compartment door by pushing it back on the handset.
- If you wish you can put the belt clip back on the handset.

Important!

Before you start using your cordless phone definitely, it first has to be charged during 16 hours. You should do this without connecting it to the telephone line.

- To charge the handset you can place it on the base unit or on the extra charger (for MAGIC 230 & 330).
- The battery-indicator on the display indicates the status of the battery capacity.
- The battery capacity is 7 days in Standby-mode and 6 hours conversation.

INSTALLATION OF THE BASE UNIT

see Illustration II

- Click the plug of the adaptor in the connection plug on the bottom of the base unit (2) and plug the adaptor into the wall socket.
- Click one end of the telephone cord in the connection point on the bottom of the base unit (1) and the other end in the telephone plug.
- This telephone plug can now be plugged into the wall socket of your telephone connection point.

Important!

If you install the MAGIC correctly, a connection between the handset and the base unit will be made automatically.









On the LCD-display appears the number of the base unit (BU-1) and of the handset (HS-1).

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HANDSET

see Illustration III

1.  • To call and to answer a call.
2.  • To go through the different steps of the Programming menu.
 - To take a look at the date & time of the number stored in the Caller ID memory.
 - Could also be used as FLASH-key.
3.  • Switches the microphone temporarily off during a call.
 - To delete numbers or characters.
 - Goes to the previous position in the Programming menu.
 - During programming you can always go back to Standby-mode by keeping this key pressed during 2 sec.
4.  • To adjust the voice volume during a call.
5.  • Redial.
 - Could also be used as PAUSE-key.
6.  • To display the numbers of the Phonebook.
7.  • Activates programming and confirms the settings after changes.
8.  • To go through the different steps of the Programming menu.
 - To take a look at the numbers of the Caller ID memory.
 - To switch the 'Speakerphone' function of the handset on.
9. • Keypad.
10. • LCD-display.



BASE UNIT

See Illustration IV

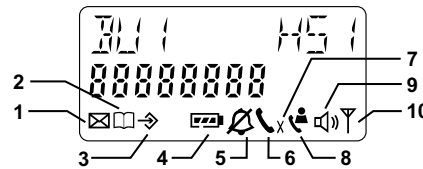
1. Charge-Led This led lights during charging and flashes during calling.





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. Handset-search-button To locate the registered handset.
3. Charge-contact points Keep them clean and dust-proof to make charging possible.







INFORMATION ON THE LCD-DISPLAY



1.  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.
2.  Indicates that you are active in the Phonebook.
3.  Indicates that you are active in the Programming menu.
4.  Indicates the capacity of the battery.
Flashes when the capacity of the battery is starting to get low.

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5.  Indicates when the ringtone volume is switched off.
6.  Indicates a conversation.
Flashes when you receive a call.
7.  Indicates that the microphone has been temporarily switched off during a call.
8.  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.
9.  Indicates that the 'Speakerphone'-function is active.
10.  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.






SETTINGS

You can programme different settings in the Programming menu before you start using the MAGIC definitely.



GENERAL GUIDELINES

- The phone always needs to be in Standby-mode before you can start programming.
- To exit the Menu, you can use the  key.
- During programming **NEVER** wait longer than 5 sec. before continuing with the next step.











LANGUAGE

- Press the  key.
- Press the  key until "SETTING" appears on the display.
- Press the  key.
- Press the  key again until "LANGUAGE" appears on the display.
- Press the  key.



- Use the  key until the required language appears on the display.
- Finally press the  key once again to confirm the language.
You will hear a confirmation beep.









DATE & TIME

- Press the  key.
- Press the  key until "SETTING" appears on the display.
- Press the  key.
- Press the  key again until "DATE/TIME" appears on the display.
- Press the  key.
"YEAR" appears on the display.
- Enter the right number of the year (f.e. 04 for 2004).
- Press the  key to confirm.
"MONTH" appears on the display.
- Enter the right month.
- Press the  key to confirm the month.
"DAY" appears on the display.
- Enter the right day.
- Press the  key to confirm.
"HOUR" appears on the display.
- Enter the right hour.
- Press the  key to confirm.
"MINUTE" appears on the display.
- Enter the right minutes.
- Press the  key to confirm.
You will hear a confirmation beep.












RINGER MELODY

You can choose from 9 different ringer melodies.

- Press the  key.
- Press the  key until "RING SEL" appears on the display.
- Press the  key.
"EXTERNAL" appears on the display.
- Press the  key.
"MELODIES" appears on the display.
- Press the  key once again and use the  and  key to search the required melody.
- Press the  key to confirm your favourite melody for all external calls.


RINGER VOLUME

You can choose from 9 different ringer volume levels.

- Press the  key.
- Press the  key until "RING SEL" appears on the display.
- Press the  key.
"EXTERNAL" appears on the display.
- Press the  key and then the  key.
"VOLUME" appears on the display.
- Press the  key and then use the  &  key to search the required ringer volume.
- Finally press the  key to confirm the right external ringer volume.
You will hear a confirmation beep.








Important!

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








 appears on the display.



DIALING WITH OR WITHOUT SOUND SIGNAL

- Press the  key.
- Press the  key until "KEY SETUP" appears on the display.
- Press the  key, the  key and finally the  key again.
- Use the  key to make your choice: "CLICK ON" or "CLICK OFF".
- Finally press the  key to confirm your choice.
You will hear a confirmation beep.







LOCKING AND UNLOCKING THE KEYPAD

- Press the  key.
- Press the  key until "KEY SETUP" appears on the display.
- Press the  key and then use the  key until "KEY LOCK" appears on the display.
- Press the  key and then use the  key to make your choice: "LOCK" (to lock the keypad) or "UNLOCK" (to unlock the keypad).
- Finally press the  key to confirm your choice.
You will hear a confirmation beep.



PROGRAMMING A PIN-CODE

A number of functions, like f.i. "**Blocking numbers**" of the MAGIC only can be programmed with a PIN-Code.
PIN-Code with delivery = '0000'.

How to change this PIN-Code?

- Press the  key.
- Press the  key until "SETTING" appears on the display.
- Press the  key and then the  key until "PIN-CODE" appears on the display.
- Press the  key once again.
- Enter your old PIN-Code (with delivery = '0000') followed by .











- Enter now your new PIN-Code (max. 8 numbers) followed by the  key.
- Enter your new PIN-Code once again followed by .
You will hear a confirmation beep.


BLOCKING NUMBERS

You can block several numbers with the MAGIC. The number you blocked has a max. of 5 numbers.
Examples of possible blocked numbers are:

- **'00'**: international numbers can not be dialled if '00' is programmed as a blocked number.
- **'06'** or **'0475'**: mobile numbers that begin with f.i. '06' or '0475' can not be dialled if they are programmed as blocked numbers.
- **'0900'**: can also be programmed as a blocked number.









HOW TO BLOCK A NUMBER?

- Press the  key.
- Press the  key until "SETTING" appears on the display.
- Press the  key and then the  key until "BLOCKING" appears on the display.
- Press the  key and enter your PIN-Code (with delivery = '0000').
- Press the  key again and enter the number that you would like to block.
- Press the  key and enter 1.
- Press the  key to confirm the blocking.
You will hear a confirmation beep.








To programme multiple blocked numbers (max. 5), you proceed the same way as written above.
Only after entering your PIN-Code you press the  key to block the next number.
On the display appears "BLOCKING?".
Then you proceed with the different steps as written above.



HOW TO DELETE A BLOCKED NUMBER?

- Press the  key.
- Press the  key until "SETTING" appears on the display.
- Press the  key and then the  key until "BLOCKING" appears on the display.
- Press the  key and enter your PIN-Code (with delivery = '0000').
- Press the  key once.
- Now simply use the  key to delete the programmed blocked numbers.
- Press the  key to confirm.
You will hear a confirmation beep.

TONE/PULSE (*)







- Press the  key.
- Press the  key until "SETTING" appears on the display.
- Press the  key.
- Press the  key once again until "DIAL MODE" appears on the display.
- Press the  key.
"TONE" appears on the display.
- Use the  key to make your choice: "TONE" or "PULSE".
- Finally press the  key to confirm your choice.
You will hear a confirmation beep.

(*) This setting is **NOT** used in the majority of the European countries where only "TONE" dialling is available.



'RESET' OF THE APPLIANCE

This action makes it possible to undo all the changes and to go back to the default settings (ringer volume, ringer melody, language, keytones, blocked numbers,...).

- Press the  key.
- Press the  key until "SETTING" appears on the display.
- Press the  key.
- Press the  key once again until "RESET" appears on the display.
- Press the  key and enter your PIN-Code (= '0000' with delivery).
- Press the  key once again to confirm the 'RESET'.
You will hear a confirmation beep.

Important!

- **This way you can not recover the forgotten PIN-Code.**
- **The memory of the Phonebook is not being erased.**
- **The handset will not be deregistered.**




DEFAULT SETTINGS

Key lock	Unlock
Key click	Click on
Earpiece volume	Level 3
External ringer	melody 1
External ringer	volume 5
Language	English
PIN code	Unchanged





USE OF THE PHONE


Important!

- While installing the MAGIC and placing the battery, the telephone is automatically being switched on!
- If you wish to switch a handset completely off, you can do this as following:
 1. Press the  key and use the  key until "POWER OFF" appears on the display.
 2. Press  to confirm.
The handset will not ring and the last dialled numbers will be erased from the memory.
- To switch the handset back on after switching it off, press any key.
- Your telephone is back in Standby-mode.
- It is recommendable to place the phone always in Standby-mode.

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

When you receive a call, you will hear a sound signal on the handset:

- Press  to answer the call.
- Press the  key again to end the call.

ADJUSTING THE VOICE VOLUME

During a call you can adjust the voice volume.
You can do this as following:



- Press **(vol)**.
The current voice volume appears on the display.
- Choose a level from 1 to 5 by using the keypad.
- Press **(vol)** to confirm.

'MUTE'-KEY

- During a call, press the **(⊗)** key to switch the microphone off.
ⓧ_x appears on the display.
The person on the other end of the line can not hear you, but you can hear the person on the other end of the line.
- 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 DIALLED NUMBERS

With the MAGIC you can review the 5 last numbers that were dialled with this phone.

- The handset is in Standby-mode.
- Press **(ⓞ)**: the last dialled 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.





CALL DURATION

The telephone automatically shows the duration of the calls.
This remains on the display during a few seconds after the call, before it turns back to Standby-mode.

HANDSET-SEARCH-BUTTON

- Press the «)» key of the base unit very shortly to page the handset that has gone missing.
- The handset beeps for a moment.
- Press any key of the handset to stop the beeping.

REGISTERING HANDSET TO THE BASE UNIT

Handset 1: in Standby-mode you read from the display: "BU-1 HS-1".

If f.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. «)» of the base unit.
The red LED on the base unit starts to flash.
 - Press (→) of the handset you would like to register.
 - Press (R↓) until "BASE SUB" appears on the display.
 - Press (→) followed by the base unit number.
 - Press (→).
 - The ¶ icon flashes and on the display appears "SEARCHING" followed by a code.
 - Press (→) again and enter the PIN-Code (with delivery = '0000').
 - Press (→).
- If registering has succeeded, you will hear a confirmation beep.

Important!

The base unit stays during 3 min. in registering-mode.

If registering the handset has not gone well, you could better start all over again.

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THE PHONEBOOK-MEMORY

You can store 20 names and numbers in the Phonebook of the MAGIC.

STORING A NUMBER AND NAME IN THE PHONEBOOK-MEMORY

The phone is in Standby-mode.

- Enter the phone number that you wish to store.
- Press (☐).
- Then enter the name that you wish to store.
Use the keypad to programme the name.
- Press (☐) again.
You will hear a confirmation beep.
When the memory is full, you will hear 3 short beeps.
- Use (⊗) to delete a wrong entry.

Use of the keypad

Key	Press once	Press twice	Press 3 times	Press 4 times
1	:	/	+	
2	A	B	C	
3	D	E	F	
4	G	H	I	
5	J	K	L	
6	M	N	O	
7	P	Q	R	S
8	T	U	V	
9	W	X	Y	Z
0	space			

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Example:
To programme "LUXE", you press:
3 x (5), 2 x (8), 2 x (9), 2 x (3).

SEARCHING A NUMBER IN THE PHONEBOOK

The phone is in Standby-mode.

- Press (☐).
- Use the (R↓) key to start the searching.
With this key you can scroll through the Phonebook-memory.
- At the beginning of the list you can scroll again through the names and numbers in the other direction with the (↑☐) key.

CALLING A NUMBER OF THE PHONEBOOK

2 possibilities:

1. The phone is in Standby-mode.
 - Press (☐) and use the (R↓) key to scroll through the Phonebook-memory.
 - Press (☎) when the required number appears on the display.
2. The phone is in Standby-mode.
 - Press (☎).
 - Press (☐) and use the (R↓) key to scroll through the Phonebook-memory.
 - Press (→) when the required number appears on the display.











DELETING A NUMBER AND NAME FROM THE PHONEBOOK-MEMORY

The phone is in Standby-mode.

- Press (☐).
- Use the (R↓) key to go to the number that you would like to delete.
- Press (✕).
- On the display appears "DELETE?".
- Press (→) to confirm.
You will hear a confirmation beep.



EDITING A NUMBER AND NAME OF THE PHONEBOOK-MEMORY



- Press .
- Press the  key until "PHONE BOOK" appears on the display.
- Press .
- Press the  key again until "EDIT" appears on the display.
- Press  and use the  key to scroll through the Phonebook-memory.
- Press  again when the number that you would like to edit appears on the display.
- Edit the name and in order to do this you can use f.i. the  key (see table p. 15).
- Press  to confirm the correct name.
- Edit the number.
- Press  to confirm the correct number.
You will hear a confirmation beep.

CALLER ID (CLIP)

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

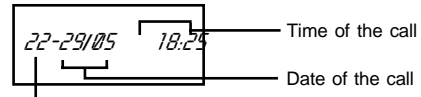
- With Caller ID you can see, before you pick up the phone, the number of the person that is calling you on the display of the MAGIC.
If this number already has been stored in your Phonebook, the name also appears on the display.
- However, this is not the case if the caller has blocked the CLIP-function.
- 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 Phonebook.
- The MAGIC has a Caller ID memory of 30 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 when the last number was stored.



Place in the Caller ID-memory

- Press (R↓) to review the stored number (with possible indication of the name).
- Press (↑↓) again to go to the previously stored number and use the (R↓) key again to receive extra information. This way you can review the complete Caller ID memory.
- Use the (→) key to exit the list.

CALLING NUMBERS FROM THE CALLER ID LIST

- Press (↑↓) until the required number appears on the display.
- Press the (☎) key.
The number is dialled.



STORING NUMBERS FROM THE CALLER ID LIST IN THE PHONEBOOK

- Press (↑↓) until the required number appears on the display.
- Press the (☐) key until "STORE" appears on the display.
- Press the (→) key to store the number.
- To add a name to the number, you proceed the same way as described in the chapter "*Editing a number and name of the Phonebook-memory*" (p. 17).

DELETING NUMBERS FROM THE CALLER ID LIST

- Press (↑↓) until the number that you would like to delete appears on the display.



- Press the  key to delete the number.
- Press the  key to confirm.
You will hear a confirmation beep.






DIRECT CALL

WHEN DO YOU USE THIS FUNCTION?





If you programme a number under "Direct Call" and turn it ON, this number will be automatically dialled out if you press any key.

Example: If your child is home alone and you wish to be reachable in a very easy way, you can programme under "Direct Call" your mobile phone number for instance. This number will then be dialled out immediately by pressing any key of the MAGIC.

PROGRAMMING THE DIRECT CALL NUMBER


- Press the  key.
- Press the  key until "DIRECT" appears on the display.
- Press the  key again.
"NUMBER" appears on the display.
- Enter the Direct Call number.
- Press the  key to confirm.
- If necessary, you can always delete or change the currently programmed number by using the  key.

TURNING THE DIRECT CALL NUMBER ON

- Press the  key.
- Use the  key until "DIRECT" appears on the display.
- Press the  key for 2 seconds until "DIRECT ON" appears on the display.
- You will hear a confirmation beep.
- This Direct Call number will now be dialled out automatically if you press any key.
- To end the conversation, press the  key.



TURNING THE DIRECT CALL NUMBER OFF

- Press the  key twice.
- You will hear a confirmation beep.
- The MAGIC will return to Standby-Mode

IMPORTANT SAFETY MEASURES

- When you charge this product, a certain amount of heat will be produced.
Do not put this product on antique, veneered or wooden surfaces to avoid damage.
- 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.
- For safety measures do not use this product near a gas-leak that you found and want to report.
- Clean this product with a damp anti-static cloth.
Do not use fluid detergents or sprays.