# Doro Magna 2005

English







- 1. Ringer LED
- 2. Earpiece
- 3. Extra amplification (boost)
- 4. Up/Call log
- 5. Left menu key/OK
- 6. Call key
- 7. \*/Keypad lock
- 8. Speakerphone on/off
- 9. Microphone
- 10. Phonebook
- 11. Recall key
- 12. #/Ring tone on/off

- 13. Down/Redial
- 14. End call
- 15. Right menu key/Back/Internal call
- 16. Answer machine: playback/stop
- 17. Answer machine: on/off
- 18. Speakerphone
- 19. Speakerphone volume
- 20. Paging
- 21. Speed dial keys
- 22. Charging contacts
- 23. Ringer LED

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# Congratulations on your purchase

Doro Magna 2005 combines an exceptionally loud receiver, ringer and speakerphone with a stylish design and a built-in answer machine. The speakerphone base allows you to answer calls and dial your three favourite numbers without having to retrieve the handset, perfect for hands free conversations. Additional features include flashing ringer, extra volume boost button, hearing aid compatibility and tone control for clear sound adjustable to your hearing needs. For more information about accessories or other Doro products please visit <u>www.doro.com</u>.

# Installation

This device is intended for the analogue telephone network lines in AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LV, LT, LU, MT, NL, NO, PL, PT, RO, SE, SI, SK.

# Connection

- 1. Connect the mains adapter to an electrical wall socket and to on the base unit.
- 2. Connect the telephone line cord to a network wall socket and to r on the base unit.
- 3. Insert the batteries 2 x 1.2 V AAA 500 mAh NiMH into the handset in accordance with the markings.
- 4. Place the handset in the base unit to charge (24 hours the first time).

**Note!** Use the telephone line cord supplied. An existing line cord from a previous phone may not be compatible.

# Basic setup

### Language setup

- 1. Press  $= / \sqrt[\infty]{k}$ . Select ( $\mathbf{\nabla} / \mathbf{\Delta}$ ) HS SETTINGSHS SETTINGS. Press  $= / \sqrt[\infty]{k}$ .
- 2. Scroll to LANGUAGE. Press  $\equiv / \sqrt[6]{V}$ .
- 3. Scroll to **ENGLISH**. Press  $\equiv / \checkmark$ .
- 4. Press **\_\_\_** to exit the menu.

### Date/Time setup

- 1. Press  $\equiv / ^{\circ k}$ . Select ( $\bigtriangledown / \blacktriangle$ ) HS SETTINGS. Press  $\equiv / ^{\circ k}$ .
- 2. Select **DATE & TIME**. Press  $\equiv / \%$ .
- 3. Select **DATE FORMAT** and press  $\equiv / \sqrt[\infty]{k}$ . Select **DD-MM-YY** or **MM-DD-YY** and press  $\equiv / \sqrt[\infty]{k}$ .
- Select TIME FORMAT and press ≡/<sup>ok</sup>/. Select 24 HR or 12 HR. Press ≡/<sup>ok</sup>/.
- 5. Select **SET TIME** and press  $\equiv / \sqrt[6]{V}$ .
- 6. Enter current time. Press  $\equiv / \sqrt[\infty]{k}$ .
- 7. Select **SET DATE**. Press  $\equiv / \checkmark'$ .
- Enter current year followed by date (DD MM). Press ≡/
   <sup>o</sup>√.

**Note!** You need to set the correct date and time to gain full functionality.

# Operation

# Calls

**Note!** It is not possible to make or receive a call on the base unit if the handset is already using the line and vice versa.

### Make a call

- 1. Enter phone number. Delete with **C**.
- 2. Press 
  to make the call. Press 
  to end the call.

### Base unit: Speed dial

Once **Speed dials** have been saved you only need to press one button to make a call.

#### Store speed dial

- 1. Press  $\equiv / \checkmark$ .
- 2. Select HS SETTINGS, press ≡/<sup>o</sup>K⁄.
- 3. Select **DIRECT MEM**., press **≡**/<sup>o</sup>K⁄.
- 4. Select **M1**–**M3** and press  $\equiv / \sqrt[]{^{\circ}}$ .
- 5. Enter phone number. Delete with **C**. Press  $\equiv / \sqrt[\infty]{}$ .

### Speed dialling

- 1. **Base unit**: press the equivalent button (M1–M3).
- 2. Press  $\checkmark$  to end the call.

### Receive a call

An incoming call is indicated on the display with a blinking  $\mathbf{n}$  and with flashing blue ringer LEDs on the base unit and the handset.

**Tip:** When someone calls, you can press **\_\_\_** to turn off the handset's ring signal.

#### Handset

- 1. Press r to answer.
- 2. Press **\_\_\_** to end the call.

#### Base unit

1. Press **♥** to answer.

2. Press  $\P$  again to end the call.

# Redial

Press  $\checkmark$ . Scroll through the 10 most recently dialled numbers with  $\checkmark/\blacktriangle$ . If the number is already in the phonebook, the corresponding name will also be displayed. Press  $\checkmark$  to call the displayed entry, or press  $\equiv/\degree$  for the submenu, see <u>Phonebook</u>, p.6.

#### **Call timer**

During a call the display will show a timer **HH-MM-SS**, indicating the call duration.

# Sound

#### Volume control

During a call, press  $\mathbf{\nabla}$  or  $\mathbf{\Delta}$  to adjust the volume. The volume level is indicated on the display.

**Tip:** When you end the call, the setting will remain at the last selected level.

### Boost (sound amplification)

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The handset volume can be very loud. Boost should only be used by persons with impaired hearing ability.

Press  $\blacksquare$  on the side of the handset, to activate/deactivate the volume Boost. When activated the LED indicator illuminates and  $(\bullet)$  is displayed. Boost cannot be activated in speaker mode. Boost is deactivated at the end of each call to avoid harming people with normal hearing.

#### Hearing aid compatible

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Do not use extra sound amplification (boost) together with a hearing aid if not necessary. The handset volume can be turned up very loud.

This telephone is hearing aid compatible. Select the **T**-mode on your hearing aid to use this feature. Hearing aid compatibility is not a guarantee that a specific hearing aid will work with a specific telephone. To ensure that a specific hearing aid works well with this telephone, test them together before making a purchase.

### Speaker

**Note!** Loud noises (music, etc.) in the background may interfere with the function. To save power, the speaker phone and the display light cease to operate at low battery strength.

#### Mute

During a call, press **C** to switch on/off the microphone.

#### Ringer

Press and hold # in standby to turn on/off the handset ring signal. When ringer is deactivated  $\clubsuit$  is displayed.

Note! Base unit ringer is not affected.

# Handle the phone

### Keypad lock

Press and hold 🗱 to activate/deactivate the keypad lock. When activated 🖬 is displayed. Incoming calls can be answered by pressing 🧨 even if the keypad is locked. During the call, the keypad is unlocked. When the call is ended the keypad is locked again.

### Paging

Press S on the base unit to page the handset/s. The handset/s will ring and **PAGING** is displayed. The signal will stop automatically, or press S again, or press on the handset.

#### Return to previous or to standby mode

Press en once to return to previous display, continue to press to return to standby mode.

#### Handset power on/off

Press and hold *m* in standby to power on/off the handset.

### Phonebook

The phonebook will store 100 entries of names and phone numbers. Contacts in the phonebook are arranged alphabetically. Each name can be up to 12 characters in length, and phone numbers can be up to 24 digits in length.

If you subscribe to a Caller ID service, the name/number of the caller will be shown when you receive an incoming call (for those numbers stored in the phonebook or the memories).

#### Store contacts

1. Press **①**. Press **≡**/<sup>o</sup>K⁄.

- 2. Select ADD. Press  $\equiv / \checkmark$ .
- Enter name. Press <u></u>
   <sup>ok</sup>
   √.
- 4. Enter phone number. Delete with **C**. Press  $\equiv \sqrt[]{\%}$ .
- 5. Select required **MELODY**. Press  $\equiv / \sqrt[6]{V}$ .

# Dial from the phonebook

- 1. Press 🛄.
- 2. Scroll ▼/▲ between contacts. Quick search the phonebook by pressing the corresponding number button for the first letter.
- 3. Press *r* to make the call. Press **b** to end the call.

### Edit contacts

- 1. Press 🛄.
- 2. Scroll  $\nabla/\blacktriangle$  to the contact you want to edit. Press  $\equiv /\%$ .
- 3. Select EDIT. Press ≡/<sup>ok</sup>⁄.
- 4. Edit the name. Delete/backspace with **C**. Press  $\equiv ?^{\circ k}$ .
- 5. Edit the number. Delete/backspace with **C**. Press  $\equiv / \sqrt[\infty]{}$ .
- 6. Select the required **MELODY**. Press  $\equiv ?\%$ .

### Delete a contact

- 1. Press 🛄.
- 2. Scroll  $\nabla/\blacktriangle$  to the contact you want to delete and press  $\equiv/\overset{\circ}{\lor}$ .
- 3. Select **DELETE** and press  $\equiv / \sqrt[\infty]{k}$ .
- 4. Press  $\equiv / \sqrt[\infty]{k}$  to confirm.

### **PB STATUS**

Here you can check how many phonebook entries are stored and the available storage capacity.

1. Press  $\square$  and press  $\equiv / \sqrt[6]{v}$  to enter the menu.

### 2. Scroll $\nabla/\blacktriangle$ to PB STATUS and press $\equiv/\%$ .

#### Character table

1	[Space] 1 @ _ # = < > ( ) & £ \$ ¥ € [ ] { } ¤
2	A B C 2 Ä À Á Â Ã Å Ą Ă Æ Ç Ć Č
3	D E F 3 Ď Đ È É Ë Ê Ę Ě
4	GHI4ĞÌÍÎÏİ
5	JKL5ŁĹ
6	M N O 6 Ñ Ń Ň Ö Ò Ó Ô Õ
7	P Q R S 7 Ŕ Ř Ś Ş Š
8	ΤυνεŤŢÜÙÚÛ
9	WXYZ9ÝŸŹŽŻ
0	0.,/:;"'!;?;*+-%\^~

# Call list (Caller ID)

Caller ID allows you to see who is calling before you answer and to see who has called in your absence. If the number is stored in the phonebook, the caller's name will be displayed. The calls are stored in chronological sequence. The last 20 incoming answered and unanswered calls are stored. **NEW CALL/NEW CALLS** will be displayed in standby mode and **★** in the call list indicates a new missed call.

**Note!** This function requires a subscription from your service provider. Contact your service provider for more information.

### Retrieve and dial incoming numbers

1. Press 🕏.

Or press  $\equiv / \%$  and select CALL LIST.

- 2. Select desired number with  $\nabla/\triangle$ .

ADD TO PB	Store number in Phonebook
DELETE	Delete this number from the call log (not from Phonebook)
DELETE ALL	Delete all numbers from the call log (not from Phonebook)
CATEGORY	Save information about <b>MISSED CALLS</b> (un- answered) or <b>ALL CALLS</b> (answered and unanswered).

**Note!** As default the last 20 incoming answered and unanswered calls are stored along with the date and time of the calls. To save memory storage you can select to save only **MISSED CALLS**.

#### Caller identification messages

The following messages can be displayed occasionally:

OUT OF AREA	No information received, e.g. an international call
WITHHELD	The call comes from a withheld number or a PBX
مە	Message indication from your network operator*.

\* Only functions in certain countries.

To remove the message indicator: Press  $\overline{\mathfrak{G}}$  and then press and hold **4**.

# Settings

# Handset settings (HS SETTINGS)

- 1. Press  $\equiv 0\%$ . Select **HS SETTINGS** and press  $\equiv 0\%$ .
- 2. Select desired function e.g. ALARM and press  $\equiv / \sqrt[\infty]{k}$ .
- 3. Select desired setting and press  $\equiv 0^{\circ}$ .

	Select <b>ON/OFF</b> to activate/deactivate the alarm.
ALARM	When the alarm is activated is displayed in standby. When the alarm goes off, a signal will be heard for 45 seconds. The signal can be turned off with any key. If <b>SNOOZE</b> is activated the alarm will go off again approximately 7 minutes later. Turn the alarm off permanently via the menu or by hold- ing down for a few seconds. The volume is determined by the set ringer level.
RING SETUP	Select ringer signal for INT. RING (internal calls) and for EXT. RING (external calls). The handset ringer signal volume (RING VOLUME) can be adjusted. 1 = lowest, 5 = highest, or VOL- UME OFF.
TONE SETUP	Any of the following tones can be enabled/dis- abled: <b>KEY TONE</b> , <b>BATTERY TONE</b> and <b>OUT OF</b> <b>RANGE</b> .
EQUALIZ- ER	Set the sound settings to best fit your hearing. Se- lect one of the following options: NATURAL – Normal sound. TREBLE – Increased sound for high frequencies. BASS – Increased sound for low frequencies.
LANGUAGE	Language of display texts. See also <u>Language set-up</u> , p.2.
RENAME HS	Text displayed in standby.

AUTO ANSWER	The call is answered when the handset is lifted from the base unit.
DATE & TIME	Set date/time. The format of date/time can also be adjusted. See also <u>Date/Time setup, p.2</u>
DIRECT MEM.	Set speed dial numbers for the base unit. See also Base unit: Speed dial, p.3

# Base unit settings (BS SETTINGS)

- 1. Press  $\equiv 0^{\circ}$ . Select **BS SETTINGS** and press  $\equiv 0^{\circ}$ .
- 2. Select desired function e.g. ALARM and press  $\equiv / \sqrt[\infty]{}$ .
- 3. Select desired setting and press  $\equiv / \sqrt[\infty]{}$ .

BS RINGER	Select ringer tone for the base unit. Press $\equiv 0^{\circ}$ to confirm.
RING VOLUME	Base unit ringer volume. 1 = lowest, 5 = highest,  or VOLUME OFF.  Press = / $\stackrel{\text{or}}{\bigvee}$ to confirm.
DELETE HS	To de-register a handset: Enter your current base unit PIN code (0000 is default) and select the handset you wish to de-register. Press $\equiv / \checkmark \checkmark$ to confirm.
FLASH TIME	Set the appropriate recall time ( <b>R</b> , <b>FLASH TIME</b> ) to ensure correct functionality. <b>SHORT</b> = EU/EES/GB/AUS. <b>MEDIUM</b> = France/Portugal. <b>LONG</b> = New Zealand.

**Note!** A de-registered handset can no longer be used with the system. It needs to be registered as a new handset, see <u>Register a new handset, p.12</u>

### Change PIN

**Note!** This PIN is not the same as used for remote access of answering machine, see <u>Setup from handset, p.14</u>

- 1. Press  $\equiv / \sqrt[\infty]{k}$ . Scroll  $\bigvee / \blacktriangle$  to **BS SETTINGS** and press  $\equiv / \sqrt[\infty]{k}$ .
- 2. Scroll to **CHANGE PIN** and press  $\equiv / \sqrt[6]{k}$ . Enter the old PIN code and press  $\equiv / \sqrt[6]{k}$ .
- 3. Enter the new PIN code and press ≡/<sup>ok</sup>/. Confirm with the new PIN code and press≡/<sup>ok</sup>/ again.

# **Reset to default**

You can reset your phone to the default settings. After reset, all your personal settings, call lists and redial lists will be deleted, but your phonebook remains unchanged.

- 1. Press  $\equiv ?^{\circ k}$ . Scroll  $\checkmark / \blacktriangle$  to **DEFAULT** and press  $\equiv ?^{\circ k} / .$
- 2. Enter the PIN code (default code is 0000). Press  $\equiv 0^{\circ}$ .
- 3. Press  $\equiv / \checkmark$  again to confirm.

# Expanded system (two or more handsets)

The handset call number for internal calls will be displayed to the right on the display in standby mode. The base unit should be positioned centrally so that the coverage area is roughly equal for all handsets.

#### Register a new handset

All handsets included in the package are already registered to the base unit. You can register up to 5 handsets to one base unit. **Note!** This model is GAP (Generic Access Profile) compatible, which means that the handset and the base unit can both be used with most other GAP compatible units irrespective of manufacturer. However the GAP protocol cannot guarantee that all functions may be accessed.

- Hold down ≤ on the base unit until you hear a beep (around 6 seconds).
- 2. Press  $\equiv / \sqrt[6]{V}$ . Select **REGISTRATION**. Press  $\equiv / \sqrt[6]{V}$ .
- 3. Select the base unit you wish to register. Press  $\equiv / \sqrt[6]{V}$ .
- 4. Enter base unit's PIN code (default code is 0000). Press  $\equiv / \sqrt[6]{V}$ .
- 5. If the registration is successful the unit will return to standby within one minute.

### Intercom / internal call

- 1. Press **C**.
- If using more than 2 handsets: Select handset call number 1 5 for the desired handset or ALL for all and press =/<sup>∞</sup>√.

A tone will be heard if an external call comes in while an internal call is in progress. End the internal call with *mathematical* and then answer the external call with *mathematical*.

# Transferring calls/conference between handsets

When an external call is connected;

- 1. Press  $\equiv / \checkmark$ .
- Select INTERCOM. Press =/<sup>ok</sup>/. If using more than 2 handsets: Select handset call number 1 - 5 for the desired handset or ALL for all and press =/<sup>ok</sup>/.
- 3. To transfer: press **\_\_\_**.

For conference: press and hold  $\mathbf{*}$ .

# Answering machine

When the answering machine is switched on (displayed by a steady lit  $\bigcirc$ ) calls are answered after a set number of ring signals, your outgoing message is heard and the caller can leave a message. Total memory capacity is up to 30 minutes. Most functions can be accessed from both base unit and handset.

# Setup from handset

- 1. Press  $\equiv 0\%$ . Select ANS. MACHINE. Press  $\equiv 0\%$ .
- 2. Select **TAM SETTINGS**. Press  $\equiv ?\%$ .
- 3. Select desired setting. Press  $\equiv / \sqrt[6]{V}$ :

ANSWER MODE	Select <b>ANS &amp; REC</b> or <b>ANSWER ONLY</b> (caller cannot leave message).
TAM LAN- GUAGE	Select language for pre-recorded outgoing message.
OGM SETTINGS	Record/listen to outgoing messages. See also <u>Out-</u> going message, p.17

English	
ANSWER DELAY	Select after how many ring signals (2 RINGS – 8 RINGS or TIME SAVER) the call will be answered.
	<b>Note!</b> The Time Saver function answers calls after approximately 6 ring signals, until the first new message has been registered - then the answering machine switches to answering after approximately 2 signals. This is useful when using remote access; if you call up the answering machine and there is no reply after 4 signals that means there are no messages recorded and you can hang up before you are charged for the call.
RECORD TIME	Select maximum recording time for each message.
BS SCREEN- ING	Enable/disable the function in base unit. See also <u>Screening, p.18</u> .
REMOTE ACC.	Select remote access off/on. See also Remote access, p.19

.

COMPRES- SION	Higher compression gives longer recording time but reduced sound quality, <b>LOW</b> = best sound quality but about the half memory capacity.
	Change remote access code (default code is 0000).
CHANGE PIN	<b>Note!</b> Using a PIN code can prevent other people from accessing your machine without permission. For security reasons, it is recommended that you change the PIN code from the default setting of 0000. This PIN is not the same as used for registering/de-registering handsets, see <u>Base</u> <u>unit settings (BS SETTINGS), p.11</u>

# Use from handset

New messages are indicated by 🚾 flashing in the display in standby. Playback always starts with new messages.

- 1. Press  $\equiv / \sqrt[\infty]{}$ . Select ANS. MACHINE. Press  $\equiv / \sqrt[\infty]{}$ .
- 2. Select **MSG PLAYBACK**. Press  $\equiv / \checkmark /$
- 3. During playback the following commands are available:

2	Delete current message
4	Go back to previous message
5	Stop playback
6	Go to next message
ム	Speaker OFF/ON
	Volume control

# On/Off

When the answering machine is switched on it is displayed by a steady lit  $\bigcirc$ 

- 1. Press  $\equiv / \%$ . Select **ANS. MACHINE**. Press  $\equiv / \%$ .
- 2. Select TAM ON/OFF. Press  $\equiv / \sqrt[0^{k}]$ .
- 3. Select desired setting. Press  $\equiv / \sqrt[\circ k]$ .

**Note!** Even when answering machine is OFF it will still answer after 10 ring signals, see <u>Remote access</u>, p.19.

### Outgoing message

The outgoing message (max 3 minutes) is heard by incoming callers. There are two separate outgoing messages, one for **ANSWER ONLY** (callers cannot leave a message) and one for normal answering function **ANS & REC**. Please also select desired answer mode (**ANSWER MODE**). See <u>Setup from handset</u>, p.14.

- 1. Press  $\equiv 0^{\circ}$ . Select **ANS. MACHINE**. Press  $\equiv 0^{\circ}$ .
- 2. Select **TAM SETTINGS**. Press  $\equiv / \sqrt[\infty]{k}$ .
- 3. Select **OGM SETTINGS**. Press  $\equiv / \checkmark /$
- 4. Select ANS & REC or ANSWER ONLY. Press  $\equiv /\%$ .
- 5. Select **RECORD MESS**. Press  $\equiv / \sqrt[6]{V}$ .
- After the long beep you can record your message (speak 20 cm from the handset). Press ≡/<sup>ok</sup>⁄ to end recording.
- 7. The message will be played back to you.

#### **IMPORTANT!**

Do not press *c* or *C* during playback. The message is not saved until the message has been played back to you.

**Note!** A pre-recorded message is used until you make your own recording. To restore the pre-recorded message, press **C** during playback of outgoing message.

### Delete all old messages

- 1. Press  $\equiv 0^{\circ}$ . Select **ANS. MACHINE**. Press  $\equiv 0^{\circ}$ .
- 2. Select **DEL ALL OLD**. Press  $\equiv / \sqrt[6]{V}$ .
- 3. Confirm with  $\equiv / \sqrt[\infty]{k}$ .

**Note!** You have to play all new messages before they can be deleted.

### Personal message (MEMO)

- 1. Press  $\equiv 0\%$ . Select **ANS. MACHINE**. Press  $\equiv 0\%$ .
- 2. Select **MEMO**. Press  $\equiv / \checkmark$ .
- After the long beep you can record your message (speak 20 cm from the handset). Press ≡/<sup>ok</sup>⁄ to end recording.
- 4. The message will be played back to you.
- 5. Memos are played back in the same way as ordinary incoming messages.

#### **IMPORTANT!**

Do not press or **C** during playback. The message is not saved until the message has been played back to you.

### Screening

Incoming messages will be heard on the loudspeaker of the base unit as they are received. If nothing can be heard, check that the volume is turned up and that the function has been activated, see <u>Setup from handset</u>, p.14. You can also press  $\equiv / \sqrt[6]{}$  on the handset while recording is in progress. The call

can be intercepted by pressing 
or lifting the receiver of another phone connected to the same line.

# Use from base unit

Ċ	Switch the answering machine on/off.
▶/■	Start playback/Stop playback.
<b>◀</b> +/ <b>◀</b> -	Increase/decrease volume.

## Out of memory

The memory has room for up to 59 messages including the outgoing message. Maximum time is 30 minutes depending on the compression you have set. When **TAM FULL** is displayed, no new messages can be recorded until the old ones have been played back and deleted. In that case, the answering machine responds with the outgoing message for **Answer Only**.

Note! Remember to delete messages regularly!

### **Remote access**

The answering machine can be remotely accessed using an ordinary tone dialling telephone.

- 1. Call the answering machine (the number that your answering machine is connected to, usually your home number).
- 2. Press **\*** when the outgoing message is played.
- 3. Enter the PIN code (default code is 0000), see <u>Setup</u> <u>from handset, p.14</u>.
- 4. Select remote access command(s):

2	Delete current message
4	Press once to repeat current message. Press twice to play previous message.
5	Playback of messages. (During playback <b>5</b> is used to stop playback)
6	Skip forward
7	Turn the answering machine ON
9	Turn the answering machine OFF

**Note!** Using a PIN code can prevent other people from accessing your machine without permission. For security reasons, it is recommended that you change the PIN code from the default setting of 0000. See <u>Setup from handset</u>, <u>p.14</u>.

### Other

### Battery

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Risk of explosion if battery is replaced by an incorrect type. Use only original type of batteries. The use of non-original type batteries may be dangerous and may invalidate the phone's certification and guarantee.

When the batteries are relatively new they will last for approximately 100 hours standby time or approximately 10 hours call time. Full battery capacity will not be reached until the batteries have been charged 4–5 times. It is not possible to overcharge or damage the batteries by charging them for too long. It may take up to 10 minutes charging before display illuminates, if batteries are totally empty.

When the batteries are running low,  $\square$  will flash and a warning tone will be heard when a call is in progress. The warning tone is optional, see <u>Hand-</u> set settings (HS SETTINGS), p.10. The battery charge indicator III in the display will flash as long as the handset is charging. In order to save the batteries, the display is very dark on standby, press \_\_\_\_\_ once to illuminate. To save power, speaker and the display light ceases to operate at low battery strength. When the battery is low or when there is too great a distance to the base unit the phone will be unable to connect to a line. Do not place the base unit close to other electrical equipment, this is to minimize the risk of any interference. It is normal for the device to become warm during charging and this is not dangerous.

# Range

The telephone's range depends on whether or not the radio waves carrying the call are restricted by obstacles in their path, and is usually between 50 and 300 metres. Coverage can be improved by turning one's head so that the handset is aligned with the base unit. Sound quality declines as the limit is reached until the call is finally interrupted.

# Eco functionality

We have introduced the ECO FUNCTIONALITY label to help customers identify products within our assortment having a lower impact on the environment. Products carrying this label feature:

- Reduced power consumption in both operational and standby.
- Adaptive transmission power depending on range on base unit.

# Troubleshooting

Check that the telephone cord is undamaged and properly plugged in. Disconnect any additional equipment, extension cords and other phones. If the problem is resolved, the fault is with some other equipment. Test the equipment on a known working line (e.g. at a neighbour's house). If the equipment works there the fault is probably with your telephone line. Please report this to your network operator.

#### Phone does not work

- Check that the adapter/phone cord is connected correctly.
- Check the charge status of the handset batteries.
- Connect another, functioning, phone to the network wall socket.

#### No number shown when receiving calls

• This function requires a Caller ID subscription from your service provider.

#### Not possible to make calls

- The batteries may be running low (charge the handset).
- The hand unit may be nearly out of range. Move closer to a base unit.

#### Phone continues to ring

• Some of the phone's ring tones do not follow the line signal, which means that the signal may continue for up to 8 seconds after answering a call. Try changing ring signal (melody).

#### Answering machine does not respond to remote access

- Check that you are using a tone dial phone.
- Try holding the keys down longer, approximately 1 second per digit.

#### Answering machine is not answering

- Memory may be full. Delete old messages.
- Check that the adapter/phone cord is connected correctly.
- Check that the answering machine function is turned on.

If the phone still does not work, please contact the place of purchase for service. Don't forget the receipt or a copy of the invoice.

# **Care and Maintenance**

### CAUTION

Only use batteries, mains adapter and accessories approved for use with this particular model. Connecting other accessories may be dangerous and may invalidate the phone's type approval and guarantee. The mains adapter is the disconnect device between the product and mains power. The mains socket outlet must be close to the equipment and easily accessible.

Your unit is a technically advanced product and should be treated with the greatest care. Negligence may void the warranty.

• Protect the unit from moisture. Rain/snowfall, moisture and all types of liquid can contain substances that corrode the electronic circuits. If

the unit gets wet, you should disconnect it, remove the battery and allow the unit to dry completely before you replace it.

- Do not use or keep the unit in dusty, dirty environments. The unit's moving parts and electronic components can be damaged.
- Do not keep the unit in warm places. High temperatures can reduce the lifespan for electronic equipment, damage batteries and distort or melt certain plastics.
- Do not keep the unit in cold places. When the unit warms up to normal temperature, condensation can form on the inside which can damage the electronic circuits.
- Do not try to open the unit in any other way than that which is indicated here.
- Do not drop the unit. Do not knock or shake it either. If it is treated roughly the circuits and precision mechanics can be broken.
- Do not use strong chemicals to clean the unit.

The advice above applies to the unit, battery and other accessories. If the unit is not working as it should, please contact the place of purchase for service. Don't forget the receipt or a copy of the invoice.

# Warranty

This product is guaranteed for a period of 12 months from the date of purchase. In the unlikely event of a fault occurring during this period, please contact the place of purchase. Proof of purchase is required for any service or support needed during the guarantee period.

This guarantee will not apply to a fault caused by an accident or a similar incident or damage, liquid ingress, negligence, abnormal usage, non-maintenance or any other circumstances on the user's part. Furthermore, this guarantee will not apply to any fault caused by a thunderstorm or any other voltage fluctuations. As a matter of precaution, we recommend disconnecting the charger during a thunderstorm.

Batteries are consumables and are not included in any guarantee.

This guarantee does not apply if other batteries than the original type of batteries have been used.

# Specific Absorption Rate (SAR)

This device meets applicable international safety requirements for exposure to radio waves. The highest SAR value under the ICNIRP guidelines for use of the device at the ear is 0.0597 W/kg measured over 10 g tissue.

The maximum limit according to ICNIRP is 2.0 W/kg measured over 10 g tissue.

# **Declaration of Conformity**

Doro hereby declares that Doro Magna 2005 conforms to the essential requirements and other relevant regulations contained in the Directives 1999/5/EC (R&TTE) and 2011/65/EC (RoHS). A copy of the Declaration of Conformity is available at <a href="http://www.doro.com/dofc">www.doro.com/dofc</a>

#### Doro Magna 2005 (1011)

English

Version 1.1

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