

USER'S MANUAL



FYSIC[®]
because we care

FX-3360

DECLARATION OF CONFORMITY

The declaration of conformity is available on the website WWW.FYSIC.COM



NETWORK COMPATIBILITY

This telephone is designed for use on the 'public switched telephone networks (analogue single line)' of telephony and cable companies in all countries of the EU. However, each provider could require a different connecting wire with plug.

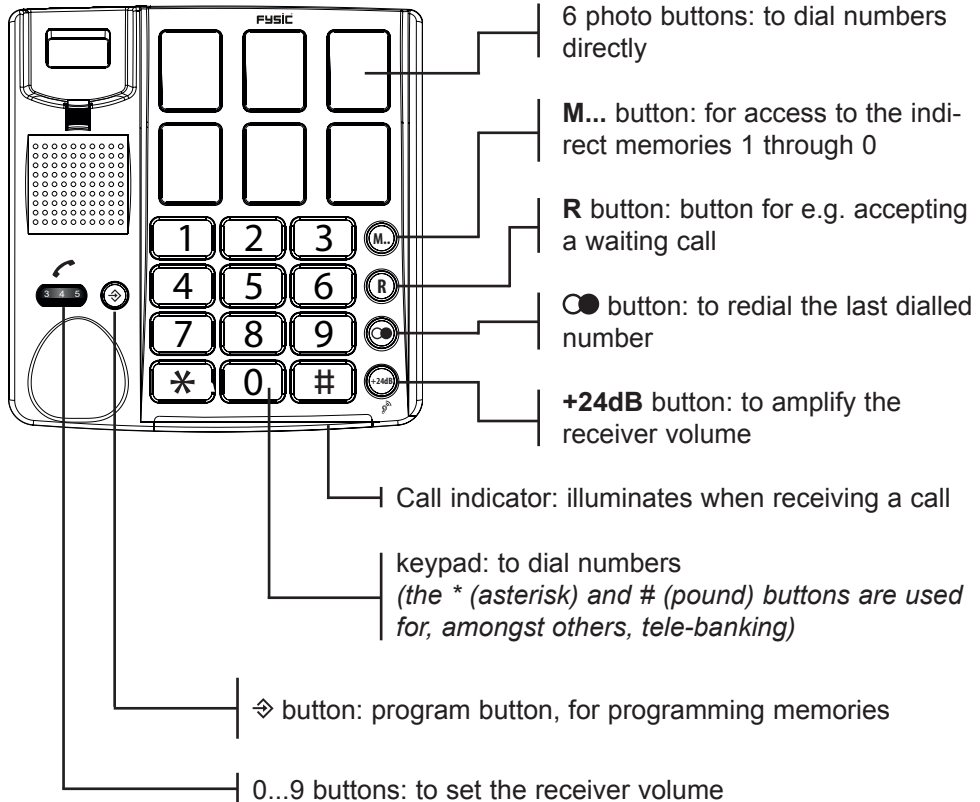
This device meets the essential requirements and other relevant provisions as stipulated by the European Guideline 1999/5/EC.

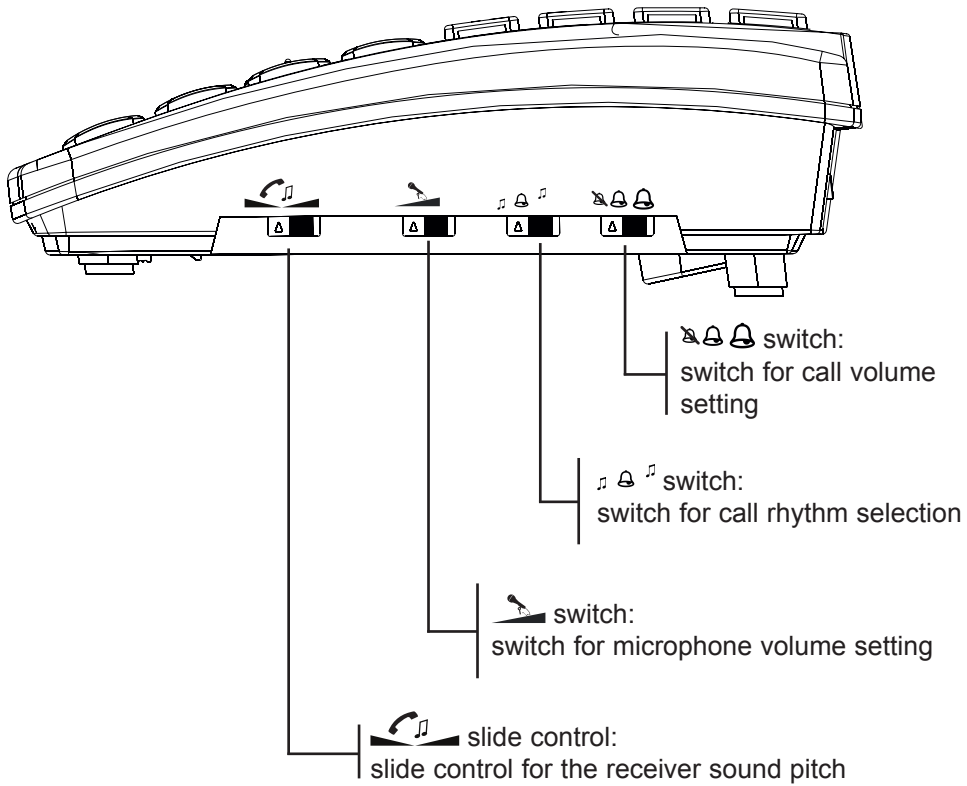
The FX-3360 has a loading factor of 25

MAINTENANCE

- Only clean the housing with a moist cloth, never use chemical cleaning agents.
- Never place the FX-3360 onto cellulose-treated surfaces; the rubber feet could leave tracks.

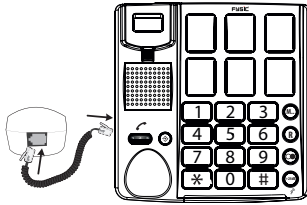
PHONE OVERVIEW





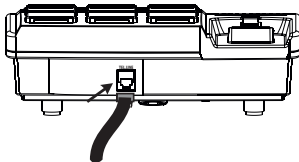
INSTALLATION

Receiver:



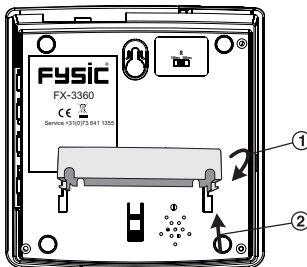
1. connect the receiver with the telephone by attaching one side of the spiral cable to the bottom of the receiver and the other side to the left side of the telephone
2. push in the plugs until they're securely connected

Telephone:

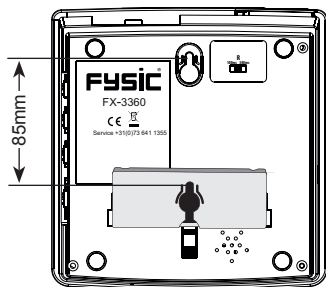


1. plug the telephone wire into the bottom of the telephone
2. insert the telephone plug into a telephone wall socket

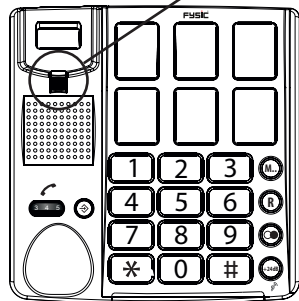
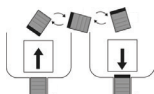
Wall-mounting:



1. click the wall bracket onto the bottom of the phone (1) and press it upward (2) according to the illustration below



2. in a vertical line, drill 2 holes at a distance of 8.5 cm from each other and insert plugs and screws; let the head of the screws protrude for 5 mm



3. slide the receiver clamp out of the telephone, turn it 180° and place it back onto the telephone; this clamp will hold the receiver in case of wall-mounting

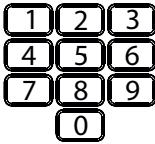
4. hook the telephone with the screw holes over the screws and press it downward
5. fix the telephone wire to the wall using the cable clips

USING THE TELEPHONE

Dialling numbers:



pick up the receiver



input the phone number using the keypad



at the end of your conversation, put down the receiver to disconnect the call

Answering calls:



pick up the receiver to accept incoming calls





at the end of your conversation, put down the receiver to disconnect the call

Call signal:



 : use this to set the call volume

 : use this to change the call melody

Redialling:




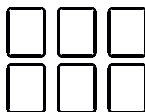
pick up the receiver and press the  button to redial the last dialled number

Photo dialling:



pick up the receiver and press the desired photo button to dial the corresponding number
(see page 13 for programming the photo buttons)

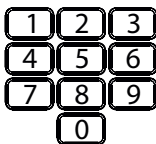
Memory dialling:



pick up the receiver



press 1x the **M...** button



press the desired memory button (0 ~ 9) to dial the corresponding memory number
(see page 14 for programming the memories)

Call volume:




ATTENTION: EXCESSIVE VOLUMES CAN LEAD TO HEARING LOSS. IF SHARING THE PHONE WITH MULTIPLE USERS, ALWAYS TURN THE CONTROL BACK TO 0 AFTER EVERY CONVERSATION.

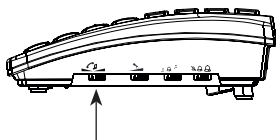



use the rotary control underneath the receiver to adjust the receiver sound



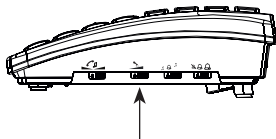
press the **+24dB** button to amplify the sound to 24dB (you can use this in combination with the rotary control )


Pitch:



use the  slide control to adjust the pitch of the receiver sound

Microphone amplifier:



use the  slide control to slightly lower the microphone signal (slide to the left) or to amplify it (slide to the right); slide to the middle for a neutral microphone volume

Extra functions:



'asterisk' and 'pound' buttons:

the * and # buttons are used mainly for tele-banking:

- press the * button when asked to press the ASTERISK button
- press the # button when asked to press the POUND button



R button:


you can use the R button to accept or start a 2nd call

keep in mind that this service is not offered by every telephone service provider and that it most likely requires an additional subscription

when connected to a switchboard, you can also use this button to forward calls; for this, refer to the user manual of your telephone switchboard or the installer



dial pause:

press the  button to insert a dialling pause

MEMORIES

Your phone has a memory capacity for 6 phone numbers to be stored under the photo buttons and 10 number memories to be stored under the dial buttons 0-9.

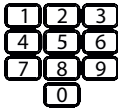
Programming photo buttons:



Pick up the receiver and put it next to your phone



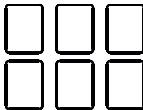
press 1x the ⇨ button



use the keypad to input the desired phone number (press the ● button to insert a pause)



press 1x the ⇨ button



press the photo button under which you'd like to save the number



put the receiver back onto the phone

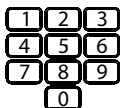
Programming number memories:



Pick up the receiver and put it next to your phone



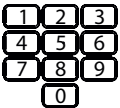
press 1x the → button



use the keypad to input the desired phone number (press the ● button to insert a pause)



press 1x the → button



press one of the 0-9 buttons to save the number

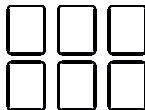


put the receiver back onto the phone

Dialling photo buttons:



pick up the receiver



press the photo button to dial the corresponding assigned number

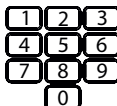
Dialling number memories:



pick up the receiver

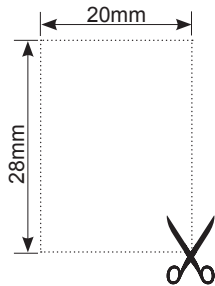


press 1x the **M...** button



press one of the 0-9 buttons to dial the corresponding assigned phone number

Replacing photos of photo buttons:



the frames of the photo buttons are provided with an indentation at the sides; use this indentation to lift up the frames with your fingernail

cut your photos to the dimensions 20mm wide x 28mm high

put your photo on the phone and replace the frame over this button

instead of photos, you can also use logos or icons (for example, a red cross for your doctor, a police car for the police, etc.).

Tips and remarks:

The phone uses the voltage of the telephone connectors to store the memories, which means you don't need to insert batteries. However, make sure to keep the phone connected at all times. A brief interruption, e.g. for quickly moving the phone, is possible without losing the memories.

A memory number may contain up to a maximum of 32 digits.

In addition to normal phone numbers, you can also store the numbers of mobile phones.

Editing or deleting:

- You can change a number by programming the new number over the old number. This will overwrite and delete the old number.
- You can delete a number by programming a non-existing number (e.g. 0000) over the old number. This will overwrite and delete the old number.

TIPS AND WARNINGS

General:

- Read the user manual carefully and follow all instructions.
- Always disconnect the phone plug from the phone socket before cleaning your phone.
- Never place or use the phone in a wet or moist room or environment.
- Take care of proper heat dissipation; never cover the phone and do not place them directly beside a heat source.
- Take care that the cable of the phone and the adapter do not get damaged, and prevent that they cause tripping or falling.
- Never disassemble the phone. This may only be done by qualified personnel.

Installation:

- Connect or disconnect the cables of the phone only to the base station when the power supply adapter has been unplugged from the mains socket, and the phone connector has been disconnected from the phone socket.
- Do not install the phone during a lightning storm.
- Do not install a phone connection point in a wet or moist environment.
- Do not touch uninsulated phone, unless they are disconnected from the phone network or the mains power.

Environment:

The packaging of this telephone can be collected as old paper. However, we recommend you to save it, to adequately protect the phone during transport. When replacing this telephone, please return it to the supplier to ensure environment-friendly processing.



WARRANTY

For the FYSIC FX-3360 you have a warranty of 24 months from the date of purchase. During this period, we guarantee the free repair of defects caused by material and workmanship errors. All this subjected to the final assessment of the importer.

HOW TO HANDLE: If you notice any defect, first refer to the user's manual. If the manual provides no definite answer, please contact the supplier of this baby video monitor or contact customer service of FYSIC on telephone number 073 6411 355.

THE WARRANTY BECOMES NULL AND VOID: In case of improper use, incorrect connections, leaking and/or incorrectly installed batteries, use of unoriginal parts or accessories, negligence and in case of defects caused by moisture, fire, flooding, lightning and natural disasters. In case of unauthorised modifications and/or repairs performed by third parties. In case of incorrect transportation of the device without adequate packaging and when the device is not accompanied by this warranty card and proof of purchase.

The warranty does not cover connecting cables, plugs and batteries. All further liability, especially concerning any consequential damages, is excluded.

Service



Help



FYSIC[®]

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's-Hertogenbosch**



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ver. 1.1