

SPP-ID975/ID976

SERVICE MANUAL

Ver 1.0 1999. 11

US Model

SPP-ID975

Canadian Model

SPP-ID976



Photo: SPP-ID975

SPECIFICATIONS

General

Frequency band (SPP-ID975)

902 – 928 MHz

Frequency band (SPP-ID976)

923.1 – 927.75 MHz

Base phone : 18 μ W

Handset : 73 μ W

Operating channel

30 channels

Dial signal

Tone, 10 PPS (pulse) selectable

Supplied accessories

AC power adaptor AC-T122 (1)

Telephone line cords (2)

Wall bracket for base phone (1)

Rechargeable battery pack BP-T23 (1)

Handset

Power source

Rechargeable battery pack BP-T23

Battery charging time

Approx. 12 hours

Battery life

Standby : Approx. 7 days

Talk : Approx. 6 hours

Dimensions

Approx. 58 × 177 × 46 mm (w/h/d),

antenna excluded

(approx. 2 3/8 × 7 × 1 13/16 inches)

Antenna: Approx. 72 mm

(approx. 2 7/8 inches)

Mass

Approx. 270 g

(approx. 9.5 oz), battery included

Base phone

Power source

DC 9V from AC power adaptor

AC-T122

Battery charging time

Approx. 24 hours

Dimensions

Approx. 166 × 63 × 225 mm (w/h/d),

antenna excluded

(approx. 6 5/8 × 2 1/2 × 8 7/8 inches)

Antenna: Approx. 120 mm

(approx. 4 3/4 inches)

Mass

Approx. 595 g

(approx. 1 lb 9 oz), wall bracket excluded

Design and specifications are subject to change without notice.

Notes on Chip Component Replacement

- Never reuse a disconnected chip component.
- Notice that the minus side of a tantalum capacitor may be damaged by heat.

CORDLESS TELEPHONE



SONY®

Note for Replacement of the ASIC Board

The ID is written in the ASIC board.

When replacing the ASIC board, the U3003 on BASE MAIN board and U1001 on HAND MAIN board should be replaced together as a pair.

Part No. : X-3378-159-1 ASIC ASSY (one assy of two parts)

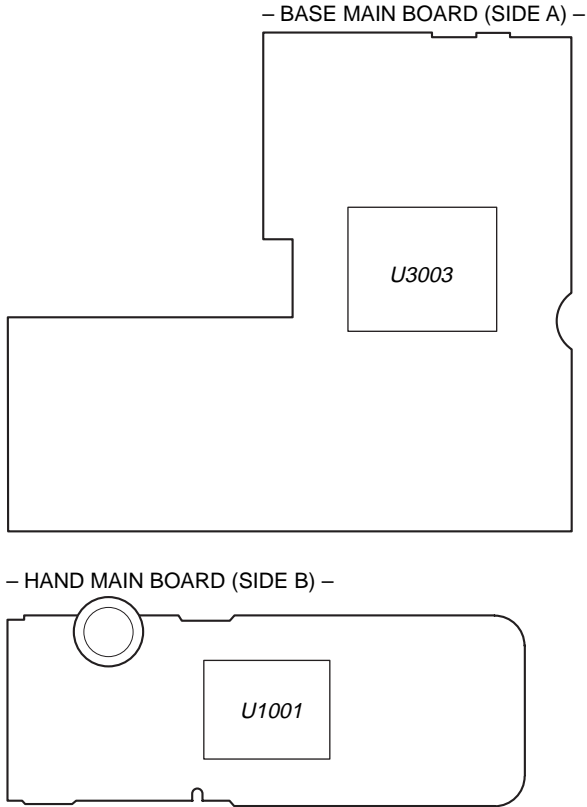


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SECTION 1 GENERAL

This section is extracted from
SPP-ID975's instruction manual.

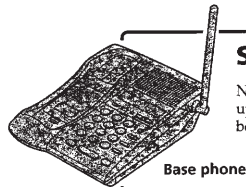
Getting Started

Read this first

Before you use your phone, you must first set it up. Here's a quick way to set up your phone: Steps 1, 2, 3 and 4.

Step 1 (page 7)

First, unpack the phone and the supplied accessories.



Base phone

Step 2 (pages 8 to 10)

Next, you need to do three things to set up the base phone, including finding the best location for the base phone.



Handset

Step 3 (pages 11 to 12)*

Then, insert the battery pack into the handset and charge it for more than 12 hours.

Step 4 (pages 14 to 16)

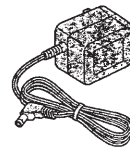
Finally, enter the area code to use the Caller ID service.

That's it!

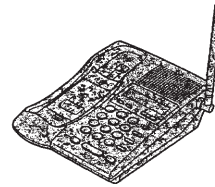
Step 1

Checking the package contents

Make sure you have received the following items in the package. If anything is missing, contact your local Sony dealer.



AC power adaptor (AC-T122)



Base phone



Handset



Telephone line cords (2)



Wall bracket for base phone



Rechargeable battery pack (BP-T23)

Step 2

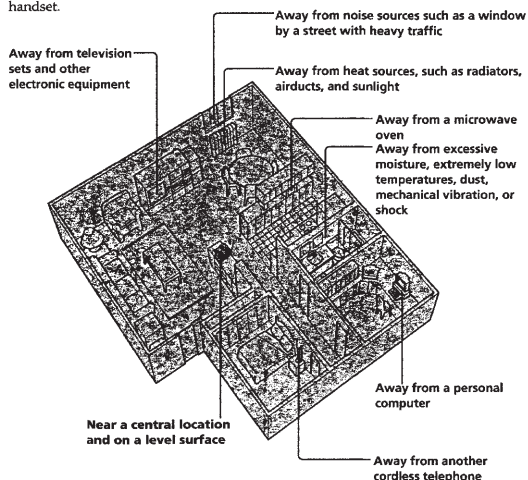
Setting up the base phone

Do the following steps:

- Choose the best location
- Connect the base phone
- Choose the dialing mode

Choose the best location

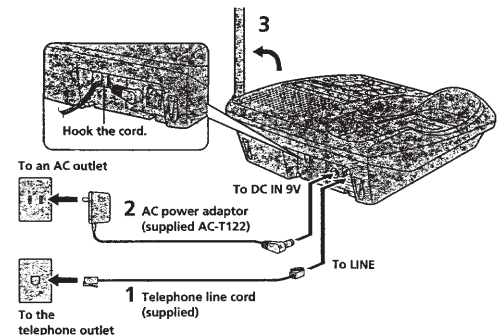
Where you place the base phone affects the reception quality of the handset.



CAUTION: • Should you experience intermittent loss of audio during a conversation, try moving closer to the base or move base phone away from other noise sources.
• The cordless telephone operates at a frequency that may cause interference to nearby TVs and VCRs; the base phone should not be placed near or on the top of a TV or VCR; and, if interference is experienced, moving the cordless telephone farther away from the TV or VCR will often reduce or eliminate the interference.

Connect the base phone

If you want to hang the base phone on the wall, see page 51.



- 1 Connect the telephone line cord to the LINE jack and to a telephone outlet.
- 2 Connect the AC power adaptor to the DC IN 9V jack and to an AC outlet.
- 3 Raise the antenna. Make sure it points towards the ceiling.

continued

Step 2: Setting up the base phone (continued)

Notes

- Use only the supplied AC-T122 AC power adaptor. Do not use any other AC power adaptor.
- Connect the AC power adaptor to a continuous power supply.
- Place the base phone close to the AC outlet so that you can unplug the AC power adaptor easily.

Polarity of the plug



Tip

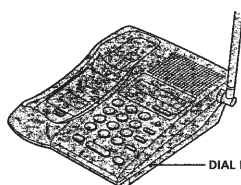
If your telephone outlet is not modular, contact your telephone service company for assistance.

Modular



Choose the dialing mode

For the telephone to work properly, select an appropriate dialing mode (tone or pulse).



DIAL MODE switch

Depending on your dialing system, set the DIAL MODE switch as follows:

If your dialing system is	Set the switch to
Tone	TONE
Pulse	PULSE

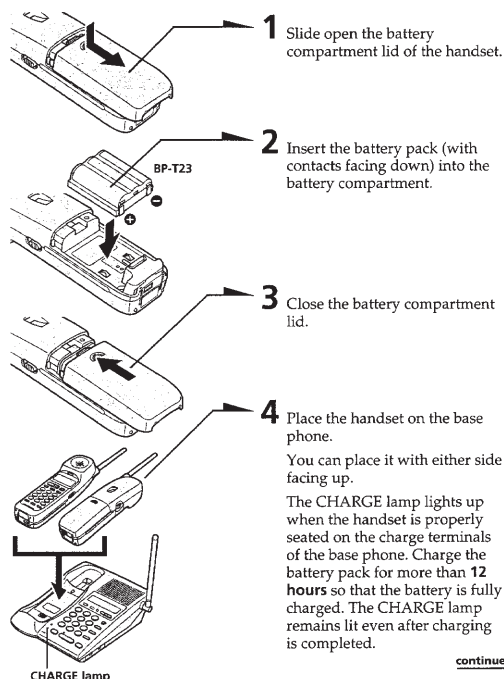
If you aren't sure of your dialing system

Make a trial call with the DIAL MODE switch set to TONE. If the call connects, leave the switch as is; otherwise, set to PULSE.

Step 3

Preparing the battery pack

Charge the battery pack for more than 12 hours before you start using your phone.



Getting Started

continued

Step 3: Preparing the battery pack (continued)

Battery duration

A fully charged battery pack lasts for about:

- Approx. 6 hours when you use the handset continuously
- Approx. 7 days when the handset is in standby mode.

Notes

- The battery pack will gradually discharge over a long period of time, even when not in use.
- If you leave the battery pack in the handset without charging it, the battery pack will be completely discharged. It may require several times of charging to recover to its full capacity.

To obtain the best performance from the battery

Do not place the handset on the base phone after each call. The battery works best if the handset is returned to the base phone after two or three calls. However, do not leave the handset off the base phone for a long period of time as this will completely discharge the battery pack.

When to purchase a new battery pack

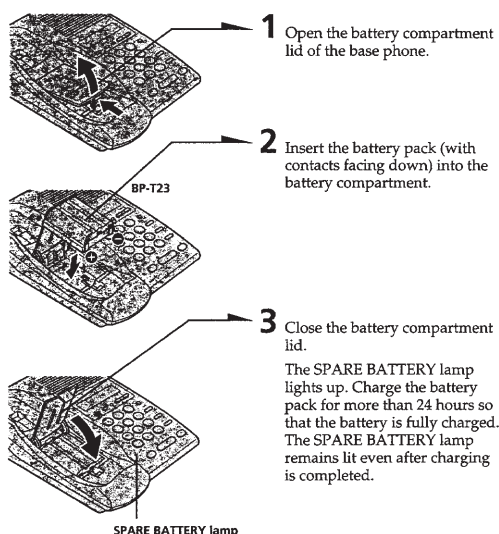
If the battery lasts only a few minutes even after 12 hours of charging, the usable life of the battery has expired and needs replacement. Contact your local Sony authorized dealer or service center, and ask for a Sony BP-T23 rechargeable battery pack.

Note

Battery life may vary depending on usage condition and ambient temperature.

Handset spare battery usage

As only one battery pack is supplied with this unit, it is necessary to purchase an additional battery pack (optional) for use as a handset spare battery pack.



Getting Started

Step 4

Entering the area code

When you use this phone for the first time, or move to an area that has a different area code, you must enter your home area code. Otherwise, you cannot use some functions of this phone and the Caller ID functions.

This is also necessary because the phone must be able to select an area code to properly dial call from the Caller ID list.

Depending on your region, enter 3-digit area code as follows:

Case 1.


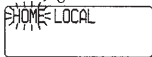
If 7-digit dialing (no area code) is accepted for local calls in your area, see "To enter your home area code" below.

If you live in an area where calls from or to other local areas can also be made by 10-digit dialing (area code + number), you can register up to 5 local area codes with this telephone to take advantage of this system. See "To enter the local area code (For 10 digits phone number users)" on page 15.

Case 2.

If 10-digit dialing (area code + number) is required for all local calls in your area, at first, enter "000" in your home area code. See "To enter your home area code" below. Then see "To enter the local area code (For 10 digits phone number users)" on page 15.

To enter your home area code

- 1 Press **(PGM)**.
- 2 Turn Jog Dial up to make "AREA" flash.

- 3 Press Jog Dial.

- 4 Press Jog Dial again.
"ENTER AREA CODE" appears on the display.
- 5 Enter three digits of your home area code using the dialing keys.
- 6 Press **(PGM)**.
You will hear a long confirmation beep.

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Notes

- If the home area code is already entered, it appears on the display in step 4. To enter a different home area code, see "To change the home area code" below.
- Do not allow more than 20 seconds to elapse between each step of the procedure.

Tips


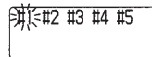
- You may press Jog Dial instead of **(PGM)** in step 6.
- To check the current home area code, perform steps 1 to 4. The home area code appears on the display for about 20 seconds.

To change the home area code

- 1 Perform steps 1 to 4 on page 14.
The current home area code appears on the display.
- 2 Turn Jog Dial down to erase the current home area code.
- 3 Enter a new home area code using the dialing keys.
- 4 Press **(PGM)**.
You will hear a long confirmation beep.

To enter the local area code (For 10 digits phone numbers users)

If a call matches one of the local area codes you entered, the phone number will be registered with 10 digits in the Caller ID list (area code + number). If a call does not match one of the local area codes you entered, the phone number will be registered with 11 digits in the Caller ID list (1 + area code + number). Some regions of the country allow you to have more than one local area code. (Up to five local area codes can be entered in this phone.)

- 1 Perform steps 1 to 3 on page 14.
- 2 Turn Jog Dial up to make "LOCAL" flash.

- 3 Press Jog Dial.

- 4 Select the number ("#1" to "#5") to enter the local area code by turning Jog Dial.

continued

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Step 4: Entering the area code (continued)

- 5 Press Jog Dial.
"ENTER AREA CODE" appears on the display.
- 6 Enter three digits of the local area code using the dialing keys.
- 7 Press **(PGM)**.
You will hear a long confirmation beep.

Notes

- If the local area code is already entered, it appears on the display in step 5. To enter a different local area code, see "To change the local area code" below.
- Do not allow more than 20 seconds to elapse between each step of the procedure.

Tips

- You may press Jog Dial instead of **(PGM)** in step 7.
- To check the current local area code, perform steps 1 to 5. The local area code appears on the display for about 20 seconds.

To change the local area code

- 1 Perform steps 1 to 5 on page 15.
The current local area code appears on the display.
- 2 Turn Jog Dial down to erase the current local area code.
- 3 Enter a new local area code using the dialing keys.
- 4 Press **(PGM)**.
You will hear a long confirmation beep.

To erase the local area code

You can erase the local area code. Perform steps 1 and 2 above, then press **(PGM)**.

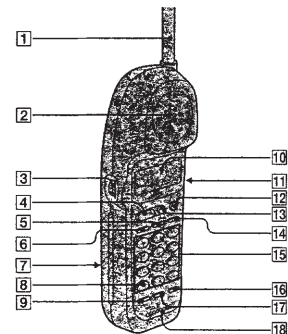
The local area code will be erased, and you will hear a long confirmation beep.

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Identifying the parts

Refer to the pages indicated in parentheses for details.

Handset



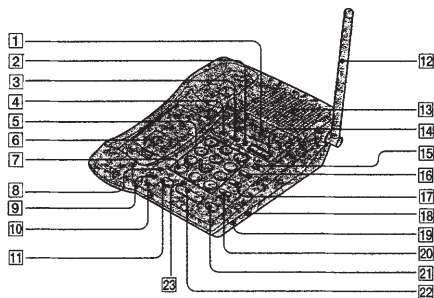
- | | |
|---|--|
| 1 Antenna | 11 VOL (volume) switch (p. 20)
Adjusts the handset volume. |
| 2 Speaker | 12 CALL WAITING/FLASH button (p. 24, 48)
Switches to a second call if you have "call waiting" service, or lets you make a new call. |
| 3 Jog dial (p. 14, 29, 41) | 13 OFF button (p. 20)
Allows you to disconnect the call. |
| 4 TALK button (p. 20, 24)
Lets you make or receive a call. | 14 REDIAL button (p. 23)
Redials the last number called. |
| 5 INTERCOM button (p. 36)
Lets you talk by using the base phone and handset. | 15 Dialing keys (p. 20) |
| 6 HOLD button (p. 20)
Puts a call on hold. | 16 PAUSE button (p. 30)
Inserts a pause in the dialing sequence. |
| 7 Battery compartment (p. 11) | 17 MUTING button (p. 20)
Mutes your voice during a conversation. |
| 8 * TONE button (p. 20)
Allows you to switch temporarily to tone dialing. | 18 Microphone |
| 9 PGM (Program) button (p. 14, 29)
Used to store numbers in Phone Directory. | |
| 10 Display window (p. 40) | |

continued

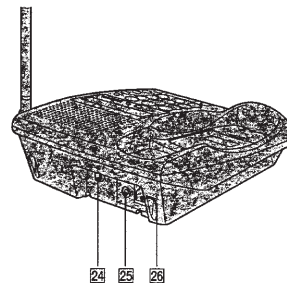
Getting Started | 17th

Identifying the parts (continued)

Base Phone



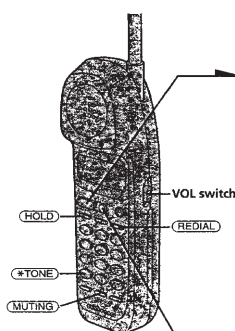
- 1 **Display window** (p. 20, 26)
- 2 **LINE lamp** (p. 20, 24)
Lights when the cordless handset is in use.
- 3 **MESSAGES lamp** (p. 49)
Flashes when you have messages.
- 4 **NEW CALL lamp** (p. 41)
Flashes when there is a "NEW" data in the Caller ID list.
- 5 **Dialing keys** (p. 22)
- 6 **Battery compartment** (p. 13)
- 7 *** TONE button** (p. 20)
Allows you to switch temporarily to tone dialing.
- 8 **SPARE BATTERY lamp** (p. 13)
Lights while the spare battery is being charged.
- 9 **CHARGE lamp** (p. 11)
Lights while the battery is being charged.
- 10 **MIC (microphone)**
- 11 **HOLD button** (p. 20)
Puts a call on hold.
- 12 **Antenna** (p. 9, 51)
- 13 **Speaker**
- 14 **VOLUME +/- buttons** (p. 22, 26)
Adjusts the speaker volume or press to move the cursor on the display.
- 15 **PGM (Program) button** (p. 26)
Used to store numbers for speed dialing.



- 16 **REDIAL/PAUSE button** (p. 23, 27)
Redials the last number called/ inserts a pause in the dialing sequence.
- 17 **SPEED DIAL button** (p. 26)
Automatically dials the numbers programmed.
- 18 **DIAL MODE switch** (p. 10)
Selects pulse or tone dialing.
- 19 **RINGER LEVEL switch** (p. 25)
Adjusts the ringer volume.
- 20 **FLASH button** (p. 25, 48)
Switches to a second call if you have "call waiting" service, or lets you make a new call.
- 21 **INTERCOM button** (p. 36)
Lets you talk by using the base phone and handset.
- 22 **SPEAKERPHONE button** (p. 22)
Lets you make or receive a call.
- 23 **SPEAKERPHONE lamp** (p. 22)
Lights while talking through the speakerphone.
- 24 **Hook for AC power adaptor cord** (p. 9)
- 25 **DC IN 9V jack** (p. 9, 51)
- 26 **LINE (telephone line) jack** (p. 9, 51)

Basics

Making calls



- 1 Pick up the handset from the base phone.
- 2 Press **(TALK)** and wait until "TALK" appears on the display. The display also shows the operation duration in hours, minutes and seconds. You will then hear a dial tone. "HANDSET IN USE" appears on the display of the base phone and the LINE lamp on the base phone lights up. If "CHANNEL SEARCHING" appears on the display, move closer to the base phone.
- 3 Dial the phone number.
- 4 When you're done talking, press **(OFF)** or replace the handset on the base phone. The display and the LINE lamp on the base phone go off.

Additional tasks

To	Do this
Adjust the handset volume	Set the VOL switch to H (high), M (middle) or L (low).
Put a call on hold	Press (HOLD) . "HOLD" appears on the display. Press (HOLD) again to resume the conversation.
Mute your voice	Press (MUTING) to disable the microphone. "MUTING" appears on the display. Press (MUTING) again to cancel.
Switch to tone dialing temporarily	Press (*TONE) after you're connected. The line will remain in tone dialing until disconnected.

Notes

- When you increase the sound volume, in some cases the back ground noise may be increased as well. You should adjust the volume accordingly.
- If your conversation is muted and "CHANNEL SEARCHING" appears on the display, move closer to the base phone; otherwise, the call will be disconnected after one minute.

If the battery becomes weak during a call

The handset will beep every three seconds five times and **BATTERY LOW** appears on the display. Finish your call and charge the battery pack.

For optimum performance, charge the battery for a full 12 hours.

Note that during the first 10 - 15 minutes of charging, the phone will be inactive, i.e., unable to make or receive a call.

After this initial 10 - 15 minutes, you may be able to use the phone, but the battery duration will be **very short**; thus it is recommended that you **fully charge** the battery before the next usage.

If you have a spare battery

You can replace the battery pack without disconnecting the call during a conversation. To replace the battery pack, perform the following procedure.

- 1 Press **(HOLD)** on the handset.
The call is on hold and "HOLD" appears on the display.
- 2 Replace the battery pack.
- 3 Press **(HOLD)** or **(TALK)** to resume the conversation.

continued

Making calls (continued)

Making calls through the speakerphone

Press **(SPEAKERPHONE)** on the base phone.

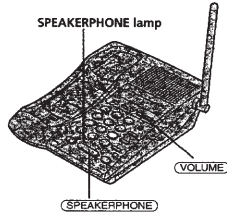
"SPEAKERPHONE" appears on the display and the display also shows the operation duration in hours, minutes and seconds.

The SPEAKERPHONE lamp lights up.

Dial the phone number.

To adjust the speaker volume, press **(VOLUME +)** or **(VOLUME -)**. Each press of **(VOLUME +)** or **(VOLUME -)** switches the speaker volume by one of 8 levels.

When you're done talking, press **(SPEAKERPHONE)** again.



Notes

- While conversing with an outside caller via the handset, the display on the base phone shows "HANDSET IN USE" and you cannot make a call through the speakerphone. If you press **(SPEAKERPHONE)**, you will hear a busy tone.
- When the operation duration exceeds 9:59:59, the display counts from 0:00:00 again.

To obtain the best speakerphone performance

- You may not be able to hear the other party's voice in a noisy place. Therefore, use the speakerphone in a quiet room.
- Do not bring your hand or other object too close to the microphone or you will hear a shrill noise ("feedback").
- When the speaker volume is loud, or the base phone has been placed close to a wall, you may find that the volume drops suddenly. This is due to a circuit in the telephone designed to protect against feedback. In such cases, lower the speaker volume slightly.

Redialing

- Press **(TALK)** and wait until "TALK" appears on the display.

The LINE lamp on the base phone lights up.

If you're at the base phone, press **(SPEAKERPHONE)**. "SPEAKERPHONE" appears on the display and the SPEAKERPHONE lamp lights up.

- Press **(REDIAL)** to redial the last number dialed.

If you're at the base phone, press **(REDIAL/PAUSE)**.

Note

If the number exceeds 32 digits or if it is erased, five short error beeps will alert you that the number cannot be redialed.

Tip

The number to be redialed is the last number dialed either on the handset or on the base phone.

To check the phone number before redialing

When not making a call with either the handset or base phone, press **(REDIAL)**. If you're at the base phone, press **(REDIAL/PAUSE)**.

The last number dialed is displayed for five seconds.

To dial the number, press **(TALK)** while the number is displayed. If you're at the base phone, press **(SPEAKERPHONE)**.

Note

The number will not be displayed if the last number dialed exceeds 32 digits or if it is erased.

To erase the last phone number dialed

When not conversing with an outside caller with either the handset or base phone, press **(REDIAL)** twice within five seconds. If you're at the base phone, press **(REDIAL/PAUSE)** twice.

The number will be erased from the memory, and you will hear a long confirmation beep.

Receiving calls

- When you hear the phone ring:
 - Press **(TALK)**.
 - or
 - Pick up the handset from the base phone when the handset is placed on the base phone.

"TALK" appears on the display and the display also shows the operation duration in hours, minutes and seconds.

"HANDSET IN USE" appears on the display of the base phone and the LINE lamp on the base phone lights up.
 - When you're done talking, press **(OFF)** or replace the handset on the base phone.
- The display and the LINE lamp on the base phone go off.

Additional tasks

To	Do this
Adjust the handset volume	Set the VOL switch to H (high), M (middle) or L (low).
Put a call on hold	Press (HOLD) . "HOLD" appears on the display. Press (HOLD) again to resume the conversation.
Mute your voice	Press (MUTING) to disable the microphone. "MUTING" appears on the display. Press (MUTING) again to cancel.
Switch to another call ("call waiting" service*)	Press (CALL WAITING/FLASH) . Press (CALL WAITING/FLASH) again to return to the first caller.
Turn on/off the ringer of the handset	See "Turning off the ringer of the handset" on page 34.

* You need to subscribe to the service from your telephone company.

Note

If another call comes in by "call waiting" service while conversing with an outside caller, you will hear two short beeps.

Tip

To inform you of an incoming call, the display shows "** RINGING **" when ringing.

If you have subscribed to the Caller ID service:

- the caller's number and/or name appears on the display when you receive a call (see page 40) or when another call comes in by "call waiting" service.
- the ringer sound changes to a higher tone if the call matches the number stored on speed dialing keys or in the Phone Directory (memory match function; see page 40).

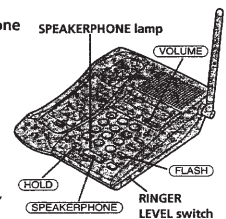
Receiving calls through the speakerphone

When you hear the phone ring, press **(SPEAKERPHONE)** on the base phone.

"SPEAKERPHONE" appears on the display and the display also shows the operation duration in hours, minutes and seconds. The SPEAKERPHONE lamp lights up.

When you're done talking, press **(SPEAKERPHONE)** again.

To obtain the best speakerphone performance, see page 22.



Additional tasks

To	Do this
Put a call on hold	Press (HOLD) . "HOLD" appears on the display. Press (HOLD) again to resume the conversation.
Switch to another call ("call waiting" service*)	Press (FLASH) . Press (FLASH) again to return to the first caller.
Adjust the speaker volume	During speakerphone conversation, press (VOLUME +) or (VOLUME -) . Each press of (VOLUME +) or (VOLUME -) switches the speaker volume by one of 8 levels.
Adjust the ringer volume of the base phone	Set the RINGER LEVEL switch on the base phone to HIGH, LOW or OFF.

* You need to subscribe to the service from your telephone company.

Note

Even when you set the RINGER LEVEL switch on the base phone to OFF, the handset will ring when the ringer of the handset is turned on (see page 34).

Tips



- To inform you of an incoming call, the display shows "** RINGING **" and the LINE lamp lights on and off according to the ring signal even when you set the RINGER LEVEL switch on the base phone to OFF.
- If there is an incoming call while on the intercom, the base phone will ring even when the RINGER LEVEL switch on the base phone is set to OFF.

Speed dialing

You can dial with a touch of a few keys by storing a phone number on a dialing key.


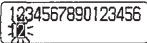
Storing phone numbers and names

Example: to store "SONY" "123-4567".

- 1 Press **(PGM)**.
"PROGRAM" appears on the display.
- 2 Press **(SPEED DIAL)**.
"ENTER 0 TO 9" appears on the display.
- 3 Press one of the dialing keys (**(0)** to **(9)**) to store a phone number on.

- 4 You will hear a confirmation beep.
Enter the name using the dialing keys. You can enter up to 15 characters.
Press a dialing key until the desired character appears. (See the character table for details.)
Enter successive characters in the same way.
To enter two characters assigned to the same key, or to enter a "space", press **(VOLUME) (+)** to move the cursor to the right.
Example: to enter "SONY", press **(7)** four times (S), press **(6)** three times (O), press **(VOLUME) (+)** to move the cursor, press **(6)** twice (N), and press **(9)** three times (Y).


Character table

Key	Character
①	1
②	A → B → C → 2
③	D → E → F → 3
④	G → H → I → 4
⑤	J → K → L → 5
⑥	M → N → O → 6
⑦	P → Q → R → S → 7
⑧	T → U → V → 8
⑨	W → X → Y → Z → 9
⑩	0
⑪	*
⑫	& → ' → , → . → - → #

- 5 Press **(PGM)**.
"ENTER NUMBER" appears.
- 6 Enter the phone number.
You can enter up to 32 digits, including a tone and a pause, each of which is counted as one digit.
When the phone number of 17 digits or more has been entered, the phone number appears in two lines.


- 7 Press **(PGM)**.
You will hear a long confirmation beep, and the name and the number are stored. The display goes off.

Note

Do not allow more than 20 seconds to elapse between each step of the procedure.

Tip

If you have entered a wrong name or number in step 4 or 6, press **(VOLUME) (-)** to erase it. Then enter the correct name or number.

To store a number to be dialed via Private Branch Exchange (PBX)

Before entering a phone number in step 6 above, do as follows:

- 1 Enter the outside line access digit (e.g., 9).
- 2 Press **(REDIAL/PAUSE)**.

To change a stored number

Store a new number, as described previously.

continued

Speed dialing (continued)

Making calls with speed dialing

- 1 Press **(SPEAKERPHONE)**.
- 2 Press **(SPEED DIAL)**.
- 3 Enter the desired speed dialing number (**(0)** to **(9)**).
The phone number stored as the speed dialing number will be dialed.

To check the phone number before speed dialing

When not making a call with the base phone, press **(SPEED DIAL)** and then one of the dialing keys (**(0)** to **(9)**).


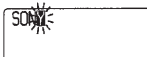
The number stored on the key appears on the display for five seconds. To dial the number, press **(SPEAKERPHONE)** while the number is displayed.

Phone Directory

You can dial a number by scrolling through the Phone Directory, in which up to 50 phone numbers can be stored.

Storing phone numbers and names

Example: to store "SONY" "123-4567".

- 1 Press **(PGM)**.
(Be sure not to press **(TALK)**.)

- If "DIRECTORY" is not flashing, turn Jog Dial down to make it flash.
- 2 Press Jog Dial.
"ENTER NAME" appears.
- 3 Enter the name using the dialing keys. You can enter up to 16 characters.
Press a dialing key until the desired character appears. (See the character table for details.)
Enter successive characters in the same way.
To enter two characters assigned to the same key, or to enter a "space", turn Jog Dial up to move the cursor to the right.
Example: to enter "SONY", press **(7)** four times (S), press **(6)** three times (O), turn Jog Dial up to move the cursor, press **(6)** twice (N), and press **(9)** three times (Y).


Character table

Key	Character
①	1
②	A → B → C → 2
③	D → E → F → 3
④	G → H → I → 4
⑤	J → K → L → 5
⑥	M → N → O → 6
⑦	P → Q → R → S → 7
⑧	T → U → V → 8
⑨	W → X → Y → Z → 9
⑩	0
⑪	*
⑫	& → ' → , → . → - → #

continued

Phone Directory (continued)

4 Press (PGM).

"ENTER NUMBER" appears.

5 Enter the phone number.

You can enter up to 32 digits, including a tone and a pause, each of which is counted as one digit.

When the phone number of 17 digits or more has been entered, the phone number appears in two lines.

SONY
1234567

1234567890123456
7890123456

6 Press (PGM).

You will hear a long confirmation beep, and the name and the number are stored. The display goes off.

Notes

- If you intend to save a 51st phone number, you will hear five short error beeps and "MEMORY FULL" will be displayed. You cannot store the phone number. To store another phone number, erase one of the stored phone numbers (see page 32).
- Do not allow more than 20 seconds to elapse between each step of the procedure.
- The total number of phone numbers which can be stored into the Phone Directory varies according to the number of digits of each phone number. If all the phone numbers consist of up to 16 digits, you can store up to 50 phone numbers. However, as the Phone Directory uses two-phone number memory to store one phone number of 17 digits or more, the total number of phone numbers which can be stored in the Phone Directory decreases two by two every time you store a phone number of 17 digits or more.

Tips

- If you have entered a wrong name or number in step 3 or 5, turn Jog Dial down to erase it. Then enter the correct name or number.
- You may press Jog Dial instead of (PGM) in steps 4 and 6.

To store a number to be dialed via Private Branch Exchange (PBX)

Before entering a phone number in step 5 above, do as follows:

- Enter the outside line access digit (e.g., 9).
- Press (PAUSE).

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Changing a stored name and/or phone number

- Display the name and phone number you want to change by doing steps 1 and 2 in "Making calls from the Phone Directory" on page 32.

SONY
1234567

- Press Jog Dial.

DIAL EDIT ERASE
1234567

- Turn Jog Dial up to make "EDIT" flash and press Jog Dial.
The cursor flashes at the last character of the name.

SONY
1234567

- Turn Jog Dial down to erase the characters and enter the new name.

If you want to change only the number, skip this step.

- Press Jog dial.

The cursor flashes at the last digit of the phone number.

SMITH
1234567

- Turn Jog Dial down to erase the number and enter the new number.

If you don't want to change the number, skip this step.

- Press Jog Dial.

You will hear a long confirmation beep and the name and/or the number is changed.

Tip

When the phone number of 17 digits or more has been entered, "-" is displayed next to 15th digit and then the all digits are displayed in two lines after about two seconds.

continued

Telephone Features

Telephone Features | 31⁴⁵

Phone Directory (continued)

Erasing a memory location

- Display the name and phone number you want to erase by doing steps 1 and 2 in "Making calls from the Phone Directory".

SONY
1234567

- Press Jog Dial.

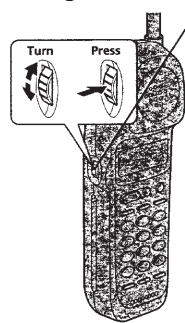
DIAL EDIT ERASE
1234567

- Turn Jog Dial up to make "ERASE" flash and press Jog Dial.

ERASE NO YES
1234567

- Turn Jog Dial up to make "YES" flash, then press Jog Dial.
You hear a long confirmation beep and the memory location is erased.

Making calls from the Phone Directory



- Press Jog Dial.
"DIRECTORY" appears on the display.

- Display the name and phone number you want to call.
To search in alphabetical order: Turn Jog Dial up or down.

To search by entering the initial character: Press the dialing key of the desired character, then turn Jog Dial.

SONY
1234567

- Press Jog Dial.

DIAL EDIT ERASE
1234567

- Press Jog Dial again.
The phone number will be dialed.

Tip

You may press (TALK) to make a call instead of doing steps 3 and 4.

About the search order

The names appear in the following order when you turn Jog Dial up or down.

- Alphabetical order: ABC...XYZ ↔ symbols ↔ * ↔ # ↔ 0 - 9

- Initial character: To search for "SONY" for example, press (S) and then turn Jog Dial to search through the names starting with P, Q, R, S or 7.

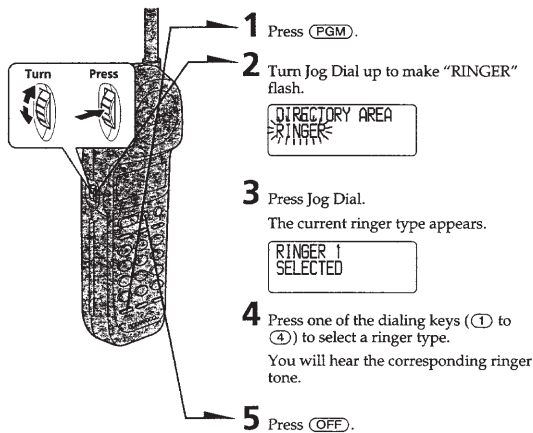
32⁴⁵ | Telephone Features

Telephone Features | 33⁴⁵

Telephone Features

Setting the ringer type

You can select a ringer type of the handset from four type.



Turning off the ringer of the handset

- 1 Perform steps 1 to 3 above.
- 2 Press (O).
- 3 Press (OFF).

RINGER OFF
SELECTED

When "RINGER" is set to "RINGER OFF"

The handset won't ring. You can still make calls, and also receive calls if another telephone connected to the same line rings to inform you on incoming calls.

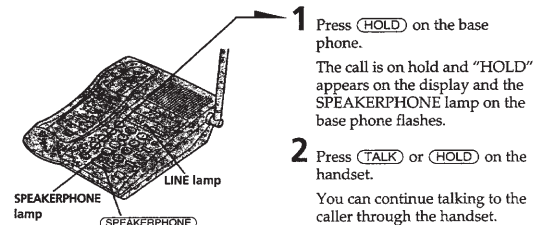
To turn the ringer on again

Follow the instructions described in "Setting the ringer type".

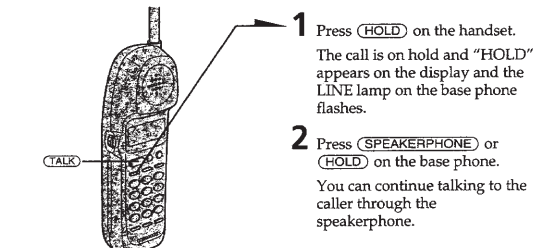
Switching the phones during a call

You can easily switch between the handset and speakerphone on the base phone without disconnecting the call.

To switch from the base phone to the handset



To switch from the handset to the base phone



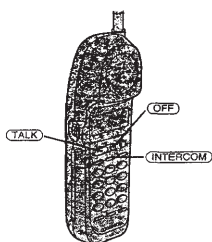
Tips

- While talking through the speakerphone on the base phone, if you pick up the handset, the call will be switched to the handset.
- When the call is put on hold on the base phone, if you pick up the handset, the call will be switched to the handset.

Telephone Features

Talking between the phones (Intercom)

You can converse using the base phone and the handset. You can start the intercom from either phone.



To talk from the handset to the base phone

Press (INTERCOM) on the handset. After the base phone rings twice, you will be connected automatically.

When a person at the base phone answers, you can talk with each other. "INTERCOM" appears on the display.

When you are done talking

Press (OFF) on the handset.

If no one answers the phone

Press (INTERCOM) again.

To talk from the base phone to the handset

Press (INTERCOM) on the base phone. The base phone and handset ring and "** PAGING **" appears on the display.

When a person at the handset presses (TALK) or (INTERCOM), you can talk with each other.

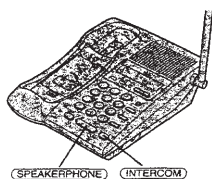
"INTERCOM" appears on the display.

When you are done talking

Press (SPEAKERPHONE) on the base phone.

If no one answers the phone

Press (INTERCOM) again.



Notes

- If there's an incoming call while on the intercom, only the base phone rings. To answer the call, press (INTERCOM) on the base phone or handset. The intercom is canceled and you can talk to the outside caller.
- While conversing with an outside caller via the base phone or handset, you cannot make an intercom call. If you press (INTERCOM), you will hear a busy tone.

Tips

- You can receive an intercom call on the handset even when "RINGER" is set to "RINGER OFF".
- You can receive an intercom call on the base phone even when the RINGER LEVEL switch on the base phone is set to OFF. The base phone will ring at a low level.

Telephone Features

Transferring a call

You can transfer a call between the handset and base phone without disconnecting the call.

To transfer from the base phone to the handset

- 1 Press **(INTERCOM)** to page the handset.
The call is put on hold on the base phone and the handset rings. **** PAGING **** appears on the display of both the base phone and handset.
 - 2 Press **(INTERCOM)** on the handset.
"INTERCOM" appears on the display of both the handset and base phone.
You can talk between the base phone and the handset.
 - 3 Press **(TALK)** on the handset to talk to the caller with the handset.
"TALK" appears on the display of the handset.
- If no one answers the phone**
Press **(SPEAKERPHONE)** on the base phone.

Tips

- You can receive an intercom call on the handset even when "RINGER" is set to "RINGER OFF".
- If you have accidentally pressed **(HOLD)** in step 1, just press **(INTERCOM)** and you will get the same result as by pressing **(INTERCOM)** only.
- The INTERCOM lamp on the base phone flashes during intercom.

To transfer from the handset to the base phone

- 1 Press **(INTERCOM)** to page the base phone.
The call is put on hold on the handset.
After the base phone rings twice, you will be connected automatically.
When a person at the base phone answers, you can talk with each other.
"INTERCOM" appears on the display of both the base phone and handset.
 - 2 Press **(SPEAKERPHONE)** on the base phone to talk to the caller with the base phone.
"SPEAKERPHONE" appears on the display of the base phone.
- If no one answers the phone**
Press **(TALK)** on the handset.

Tip

You can receive an intercom call on the base phone even when the RINGER LEVEL switch on the base phone is set to OFF. The base phone will ring at a low level.

Caller ID Features

Understanding the Caller ID service

Caller ID allows the caller's phone number to be shown on the display before the call is answered. In order to use this feature, you must first subscribe to the Caller ID service. The name of this service may vary depending on your telephone company.

To use this feature, be sure to enter your home area code (see page 14).

When you receive a call

The phone number appears on the display with the date and time* as shown in the following example.

If your Caller ID service includes the caller name service, the caller's name also appears on the display (up to 15 letters).

Handset
 Caller's name SMITH JOHN
 Caller's phone number 1-201-123-4567
 The date and time received 7.04 PM 4:53

* The display on the base phone does not show the date and time.

When you answer the call, the Caller ID display changes to the "TALK" or "SPEAKERPHONE" display.

Notes

- The caller's phone number and/or name will not appear in the following cases:
 - "OUT OF AREA": when the call is made through a telephone company which does not offer Caller ID service (including international calls).
 - "PRIVATE": when the call is "blocked." For privacy reasons, many states allow callers the option to prevent his or her telephone data from being displayed on the other party's Caller ID display.
- If the call is from an office which uses multiple lines, the displayed phone number may not match the number you use to call the extension.

Tip

Even if the ringer of the handset is set to "RINGER OFF", you can receive Caller ID data.

About the memory match function

If you receive a call from a phone number which is stored on speed dialing keys (see page 26) or in the Phone Directory (see page 29), the ringer sound will change to a higher tone from the second ring.

Note

The memory match function does not work with "OUT OF AREA" or "PRIVATE" calls; and it may not work with calls made from an office which uses multiple lines because the number does not always match the one you stored in this phone.

Looking at the Caller ID list

The phone stores the data of the last 20 calls received including "OUT OF AREA" and "PRIVATE" calls. It keeps track of all calls received; even if they were not answered.

Viewing the Caller ID list

You can look through the Caller ID list to check the phone number and/or name of the calls received on the handset's display. Note that the display on the base phone shows the current caller's phone number and/or name only, and you cannot view the caller ID list on the base phone.

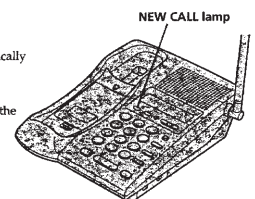
- 1 Turn Jog Dial.
The display shows the number of "NEW" (calls which you have not viewed) and "OLD" (calls which you have viewed) calls.
NEW 08 OLD 12
- 2 Turn Jog dial down to display older data or up to display newer data.

Note

If a 21st call is received, the oldest data is automatically erased.

Tip

If there is a "NEW" data, the NEW CALL lamp of the base phone flashes.



Looking at the Caller ID list (continued)

About the "*" mark



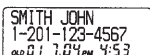
"*" appears if there are more than two calls from the same phone number. The older data will be replaced by the new data, so the calls are counted as only one call.

Erasing data from the Caller ID list

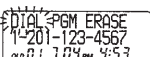
Old data will be erased automatically when a 21st call comes in, but you can also manually erase unnecessary data one by one or erase the entire list.

To erase the phone number one by one

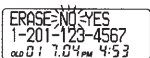
- 1 Display the phone number you want to erase from the Caller ID list (see page 41).



- 2 Press Jog Dial.



- 3 Turn Jog Dial up to make "ERASE" flash and press Jog Dial.

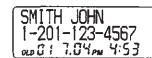


- 4 Turn Jog Dial up to make "YES" flash, then press Jog Dial.

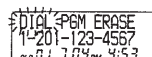
You will hear a long confirmation beep and the data is erased.

To erase the entire list at once

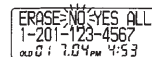
- 1 Display any Caller ID data.



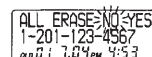
- 2 Press Jog Dial.



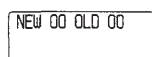
- 3 Turn Jog Dial up to make "ERASE" flash and press Jog Dial.



- 4 Turn Jog Dial up to make "ALL" flash, then press Jog Dial.



- 5 Turn Jog Dial up to make "YES" flash, then press Jog Dial.
You will hear a long confirmation beep and the entire list is erased.



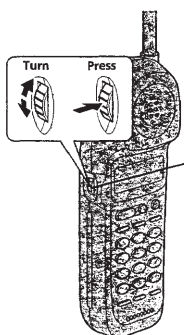
Note

"ALL" appears only when all the data has become "OLD" data. If there is any "NEW" data, you cannot erase the entire list.

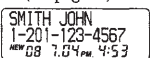
Using the Caller ID list

By using the Caller ID list, you can call back a phone number from the Caller ID list easily, or store numbers from the Caller ID list into the Phone Directory.

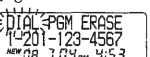
Calling back a number from the Caller ID list



- 1 Display the phone number you want to call from the Caller ID list (see page 41).



- 2 Confirm the number and press Jog dial.



- 3 Press Jog dial again.
The phone automatically dials the displayed number.

Notes

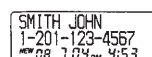
- If the number displayed in step 1 is not the one you should call back, you can change the number of digits of the phone number as described on page 46.
- If the phone is connected to a Private Branch Exchange (PBX), you may not be able to call back from the Caller ID list because an outside line access digit is necessary.

Tip

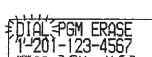
You may press **TALK** to make a call instead of doing steps 2 and 3.

Storing a number of the Caller ID list into the Phone Directory

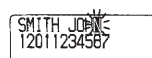
- 1 Display the name and phone number you want to store from the Caller ID list (see page 41).



- 2 Confirm the number and press Jog Dial.



- 3 Turn Jog Dial up to make "PGM" flash and press Jog Dial.
The cursor flashes at the end of the name.
Enter or change the name, if necessary (see page 31).



- 4 Press Jog Dial.
The cursor flashes at the end of the phone number.
Enter or change the phone number, if necessary (see page 31).



- 5 Press Jog Dial again.

You will hear a long confirmation beep and the name and number are stored.

Notes

- Do not allow more than 20 seconds to elapse between each step of the procedure.
- If the number displayed in step 1 is not the one you should call back, you can change the number of digits of the phone number as described on page 46.
- If the phone is connected to a Private Branch Exchange (PBX), you may need to add an outside line access digit.

continued

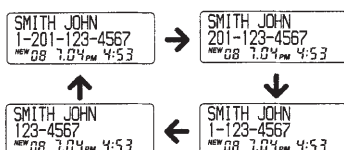
To change the number of digits of the phone number

If the number of digits of the phone number in the Caller ID list is different from the actual phone number, you need to adjust the number of digits of the phone number to call back or store into the Phone Directory.

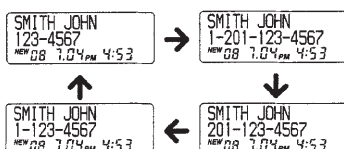
- 1 While the phone number from the Caller ID list is displayed, press **(#)** repeatedly until the phone number with the correct number of digits appears on the display.

Each time you press **(#)**, the number of digits changes as follows.

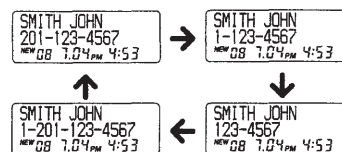
When the home area code and the local area code do not match



When the home area code matches



When the local area code matches



- 2 Continue the operation to call or store the phone number with the correct number of digits (pages 44 and 45).

Notes

- You need to adjust the number of digits each time you call back from the Caller ID list as the changes to the Caller ID data is not stored in memory.
- You may not be able to change the number of digits depending on the Caller ID data.

Using "Caller ID with call waiting" service

This telephone is compatible with the "Caller ID with call waiting" service. Make sure that your telephone company offers this service.

Like the basic Caller ID service, you need to subscribe to "Caller ID with call waiting" in order to use this service.

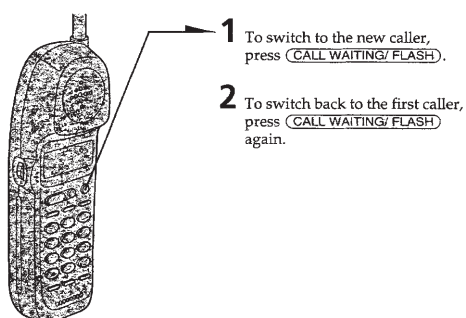
Even though you may have already subscribed to "Caller ID" and "call waiting" as two separate services, you need to request a subscription to "Caller ID with call waiting" as a single service.

This is a new service that combines the two services.

Even though you now have a "Caller ID with call waiting" compatible phone, unless you subscribe to the combined "Caller ID with call waiting" service, you will not be able to see the name and number of the second caller.

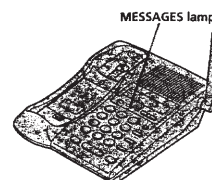
When a new call comes in while you are talking, you hear two short beeps. The caller's name and/or phone number of the new call appears on the display for about 20 seconds.

To switch to another caller



Using visual message waiting service

If you subscribe to your telephone company's message service which includes this feature, the display will show that you have messages waiting to be retrieved.



If you have messages

"MESSAGES WAITING" will appear on the display, and the MESSAGES lamp on the base phone flashes.

The display and the MESSAGES lamp will go off when you retrieve your messages.

Note

You cannot use this feature, if you have not subscribed to your telephone company's message service. For details on the availability of this service, please ask your telephone company.

If the MESSAGES lamp remains flashing

If this lamp does not go off (e.g. When you retrieve your messages with other phones), you can go off the lamp manually.

To go off the MESSAGES lamp

- 1 Press **(PGM)** on the handset.
- 2 Press **(#)** on the handset.

- 3 Press Jog Dial.

The MESSAGES lamp on the base phone goes off, and you will hear a long confirmation beep.



continued

Using visual message waiting service (continued)

If you move or change your telephone company

Message waiting signals are sent in one of two ways: FSK signaling or "stutter" signaling (Your telephone company can provide you with more information about your service).

The first time this phone receives a voice mail message, it will set itself to the FSK service and will lock out the stutter service if your telephone company is in FSK service.

When you move or change your telephone company, you need to reset this phone. To reset, perform the following procedure. The phone will return to ready state for either FSK or stutter dial tone voice mail recognition.



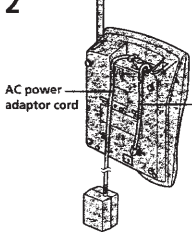
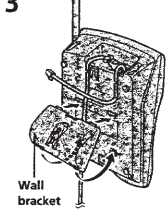
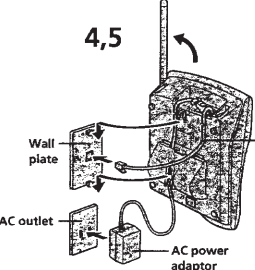
To reset this phone

- 1 Press (PGM) on the handset.
- 2 Press (#) on the handset.
- 3 Turn Jog Dial up to make "RESET" flash and press Jog Dial.
You will hear a long confirmation beep and the phone is reset.



Additional Information

Mounting the base phone on a wall

- 1  Raise the hang-up tab.
- 2  Plug the telephone line cord to the LINE jack and the AC power adaptor to the DC IN 9V jack, and hook the cords. Use the shorter cord for mounting.
- 3  Attach the wall bracket to the center of the base phone.
Align the Δ marks of the wall bracket with those of the base phone.
- 4  Plug the telephone line cord to the telephone outlet, and hook the base phone to the wall plate.
- 5  Plug the AC power adaptor to an AC outlet. Then raise the antenna so that it points towards the ceiling.

Tip
To remove the wall bracket, press the lower tabs.

Additional Information

SECTION 2 DISASSEMBLY

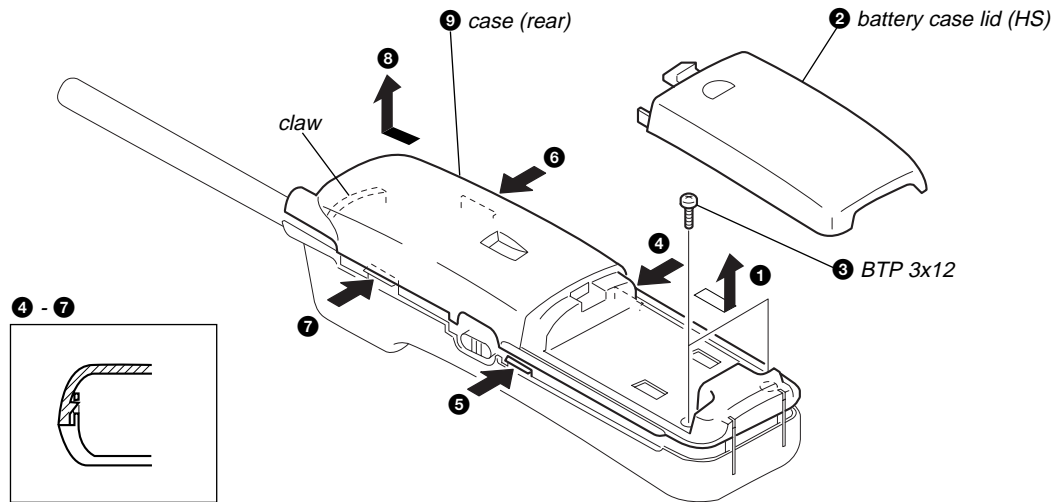
- The equipment can be removed using the following procedure.

HANDSET → CASE (REAR) → RF UNIT (HS), HAND MAIN BOARD

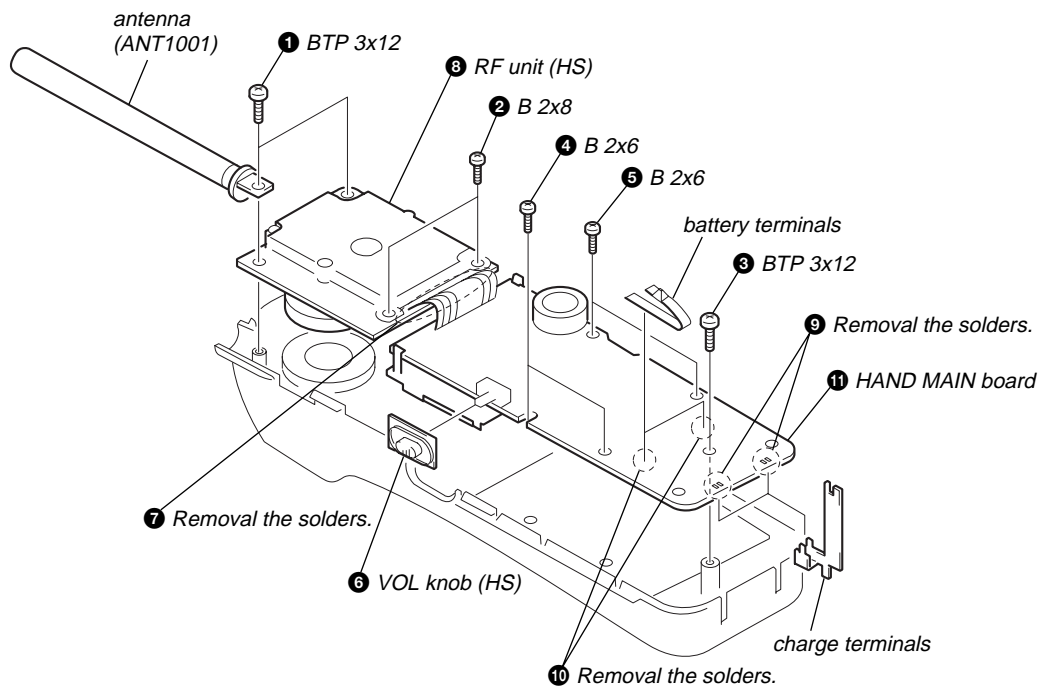
BASE PHONE → BASE (BOTTOM) → BASE MAIN BOARD → RF UNIT (BU) → BASE KEY BOARD

Note : Follow the disassembly procedure in the numerical order given.

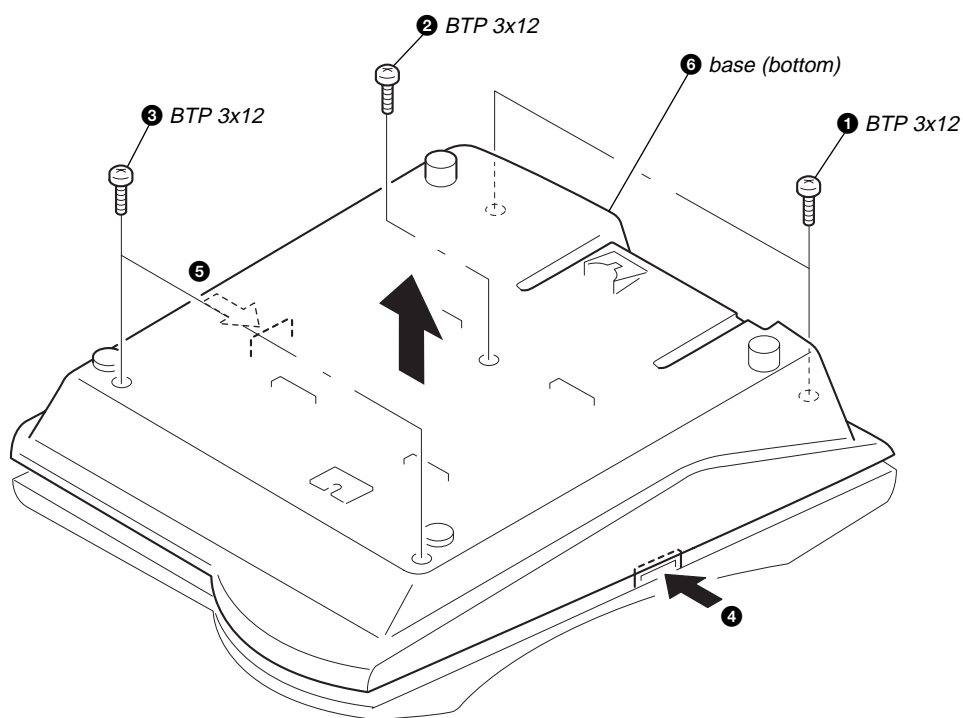
2-1. CASE (REAR)



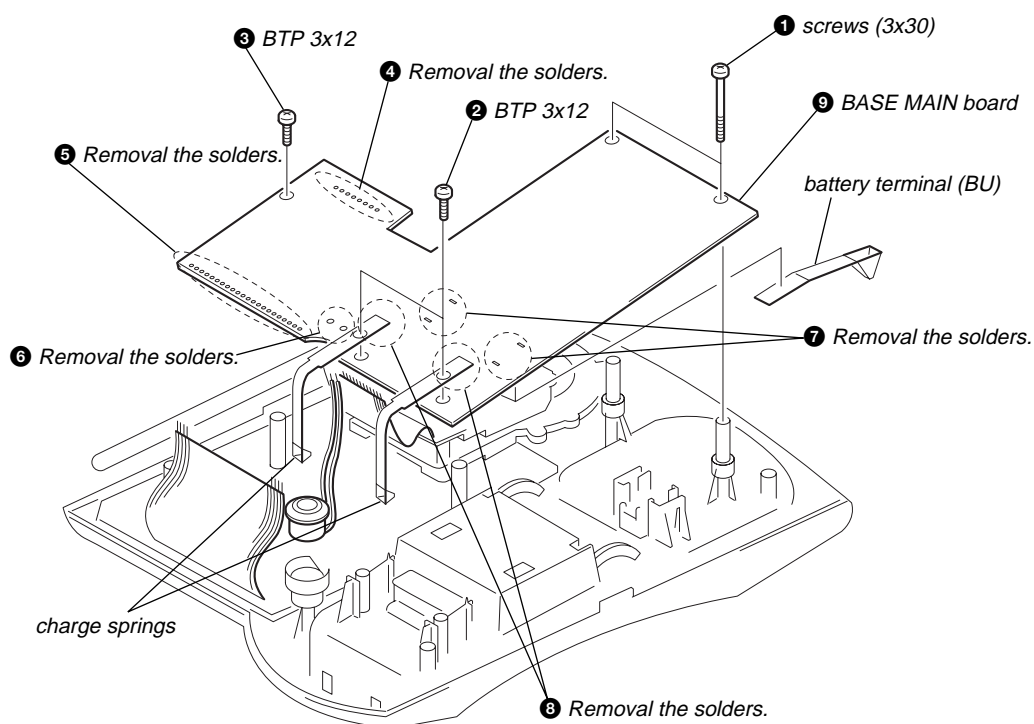
2-2. RF UNIT (HS), HAND MAIN BOARD



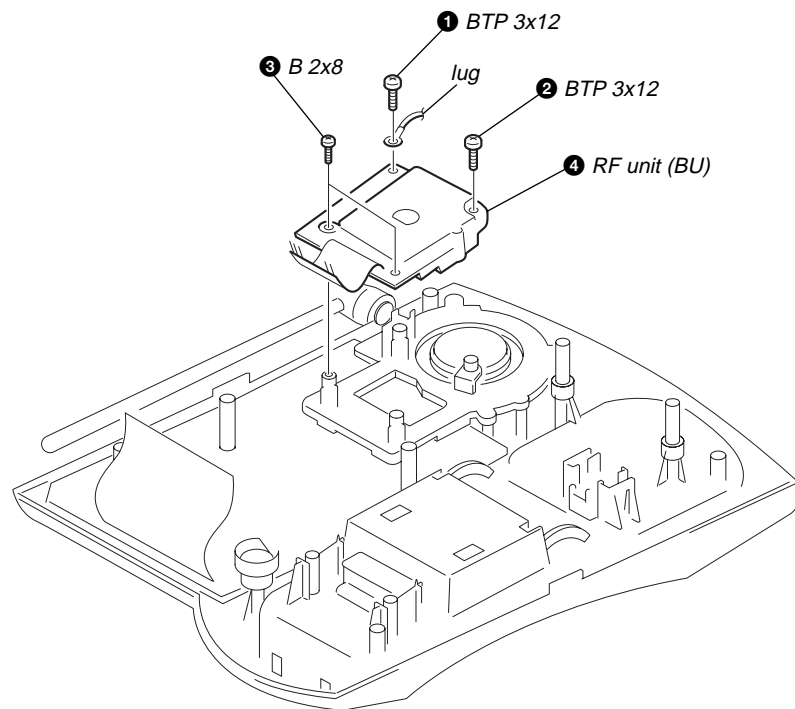
2-3. BASE (BOTTOM)



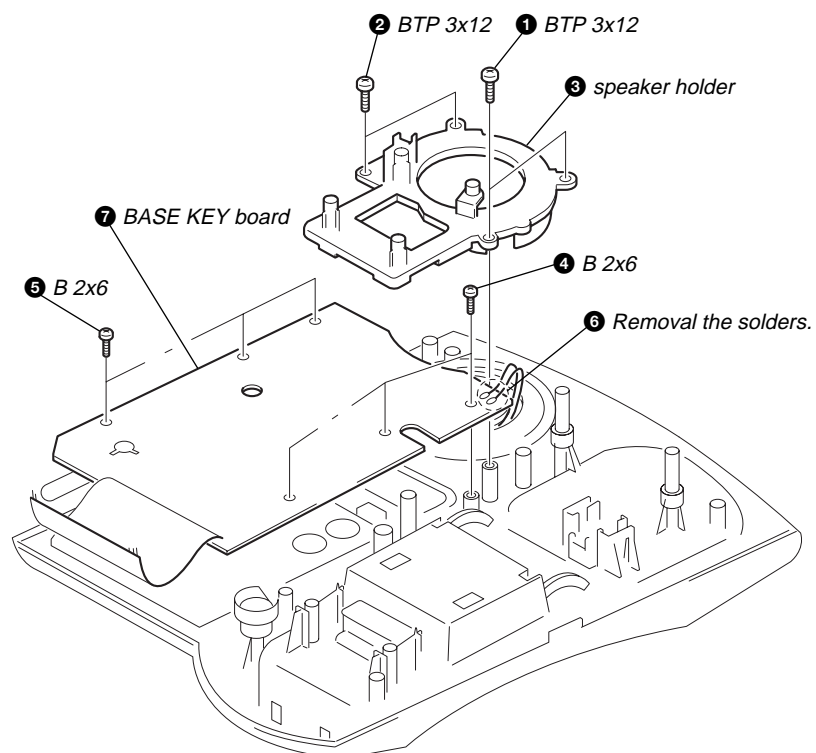
2-4. BASE MAIN BOARD



2-5. RF UNIT (BU)



2-6. BASE KEY BOARD



SECTION 3 ELECTRICAL ADJUSTMENTS

3-1. HANDSET

1. Test Mode

Entry— Press “PGM” key and enter “** TEST” on keypad.

Alternative entry— Write 99h into LSB of location 9 in EEPROM.

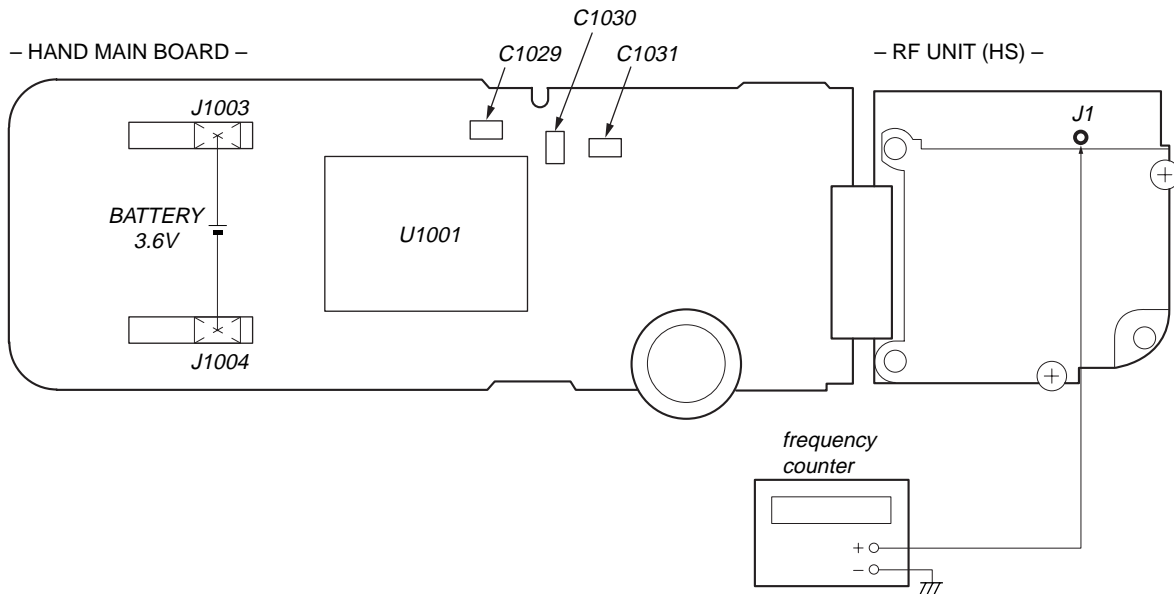
Exit— Press on “OFF” key.

LCD test— Press the “7” key.

Toggle TX power— Press the “0” key.

Increment RF channel— Press the “#” key.

2. Test Equipment Required and Connection



3. Verify Procedure

Item	Remark
18.4MHz Frequency Error	Connect the frequency counter to the test point J1, press “0” key to turn on the TX power. Then, check the frequency ± 1 kHz. If the result is within ± 1 kHz, then no adjustment required. Otherwise, refer to item 4. for Adjustment Procedure.

4. Adjustment Procedure

Item	Adjustment Element	Remark
18.4MHz Frequency Error	C1030	<ol style="list-style-type: none"> 1. Remove C1031 from the HAND MAIN board. 2. Solder an 20PF chip capacitor C1030 (1-164-160-11) on the HAND MAIN board (in parallel of C1029). 3. Connect the frequency counter to the test point J1. Adjust for 0 Hz ± 1 kHz.

3-2. BASE PHONE

1. Test Mode

Entry— Simultaneously press the “INTERCOM” key and toggle the “DIAL MODE” switch. When in test mode, the “LINE” and “CHARGE” LEDs will be light on.

Alternative entry— Write 99h into LSB of location 9 in EEPROM.

Exit— Remove the AC power adaptor.

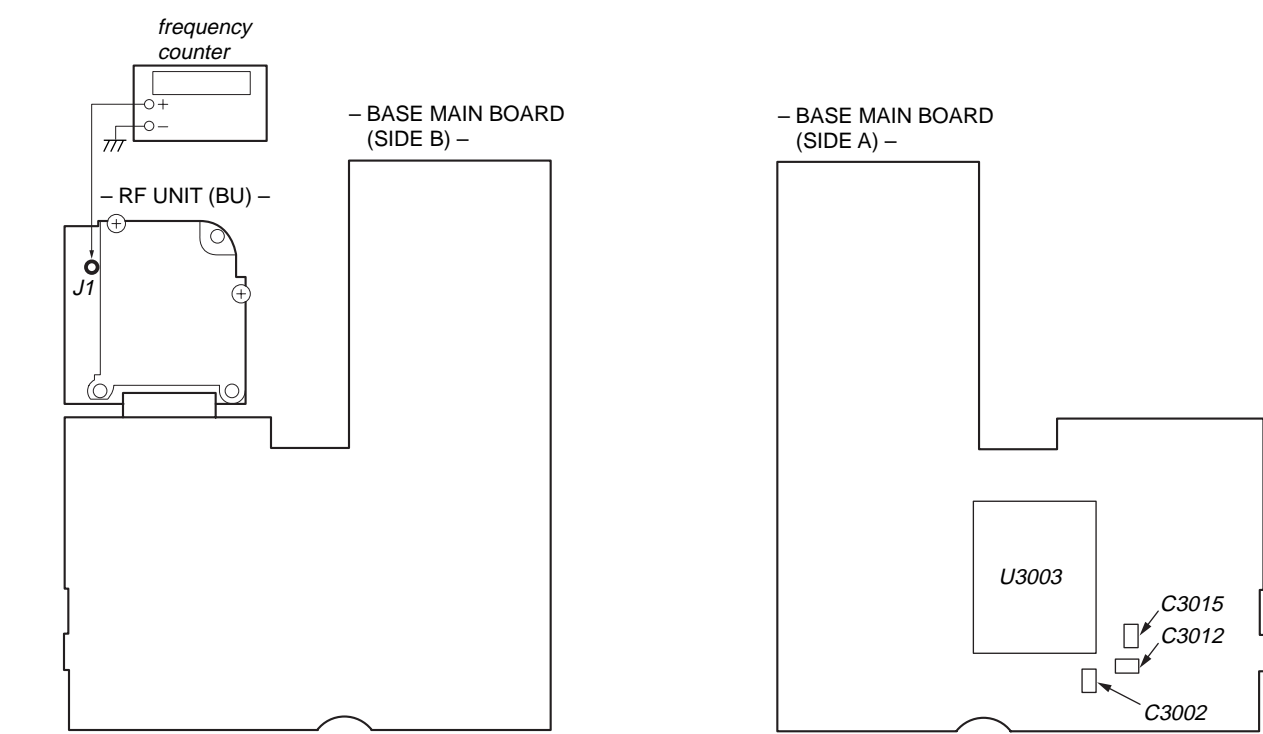
Toggle TX power— DIAL MODE switch (S3001)

T (TONE) position : TX ON

P (PULSE) position : TX OFF

Increment RF channel— Press the “INTERCOM” key.

2. Test Equipment Required and Connection



3. Verify Procedure

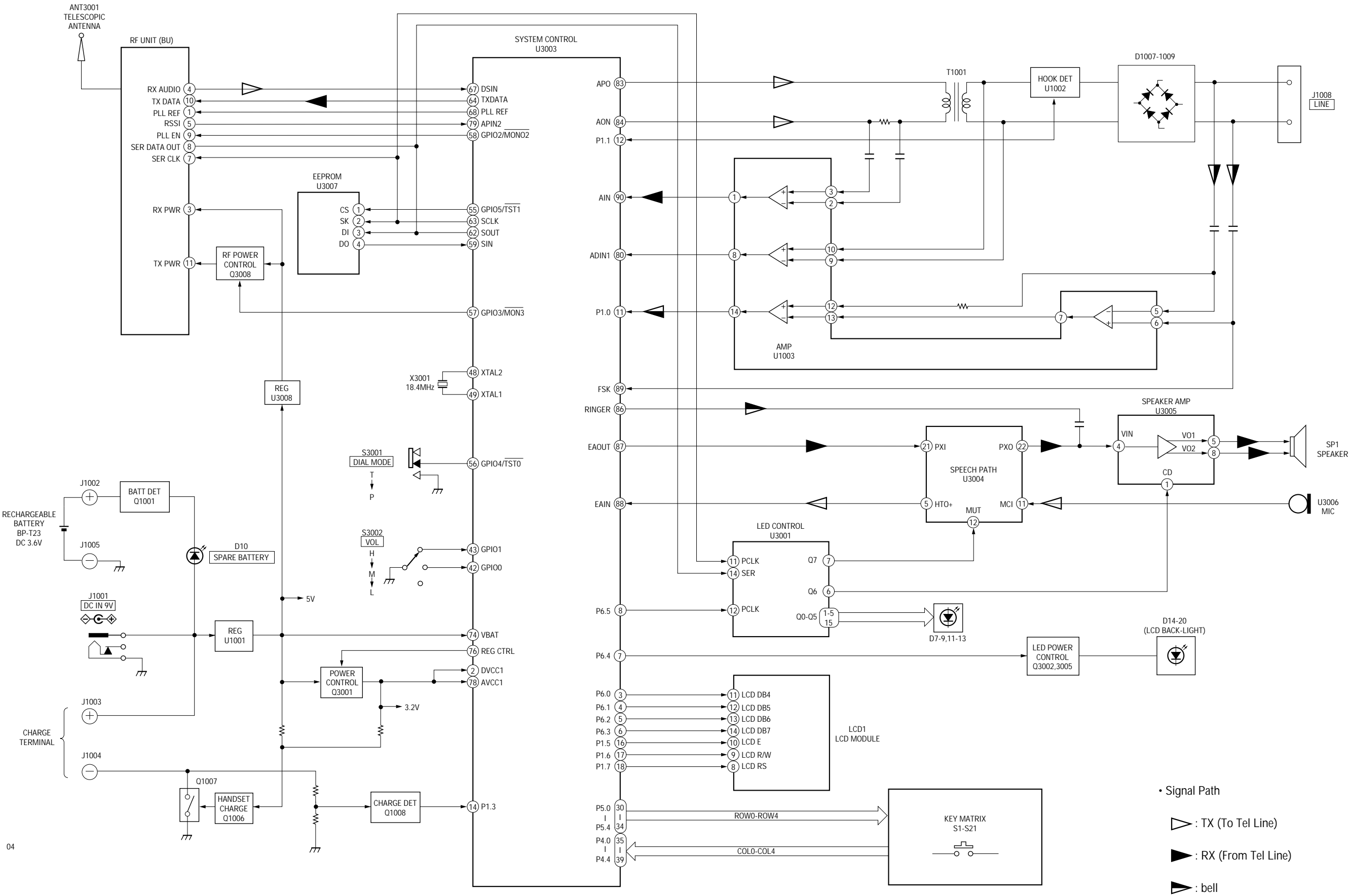
Item	Remark
18.4MHz Frequency Error	Connect the frequency counter to the test point J1, press “0” key to turn on the TX power. Then, check the frequency ± 1 kHz. If the result is within ± 1 kHz, then no adjustment required. Otherwise, refer to item 4. for Adjustment Procedure.

4. Adjustment Procedure

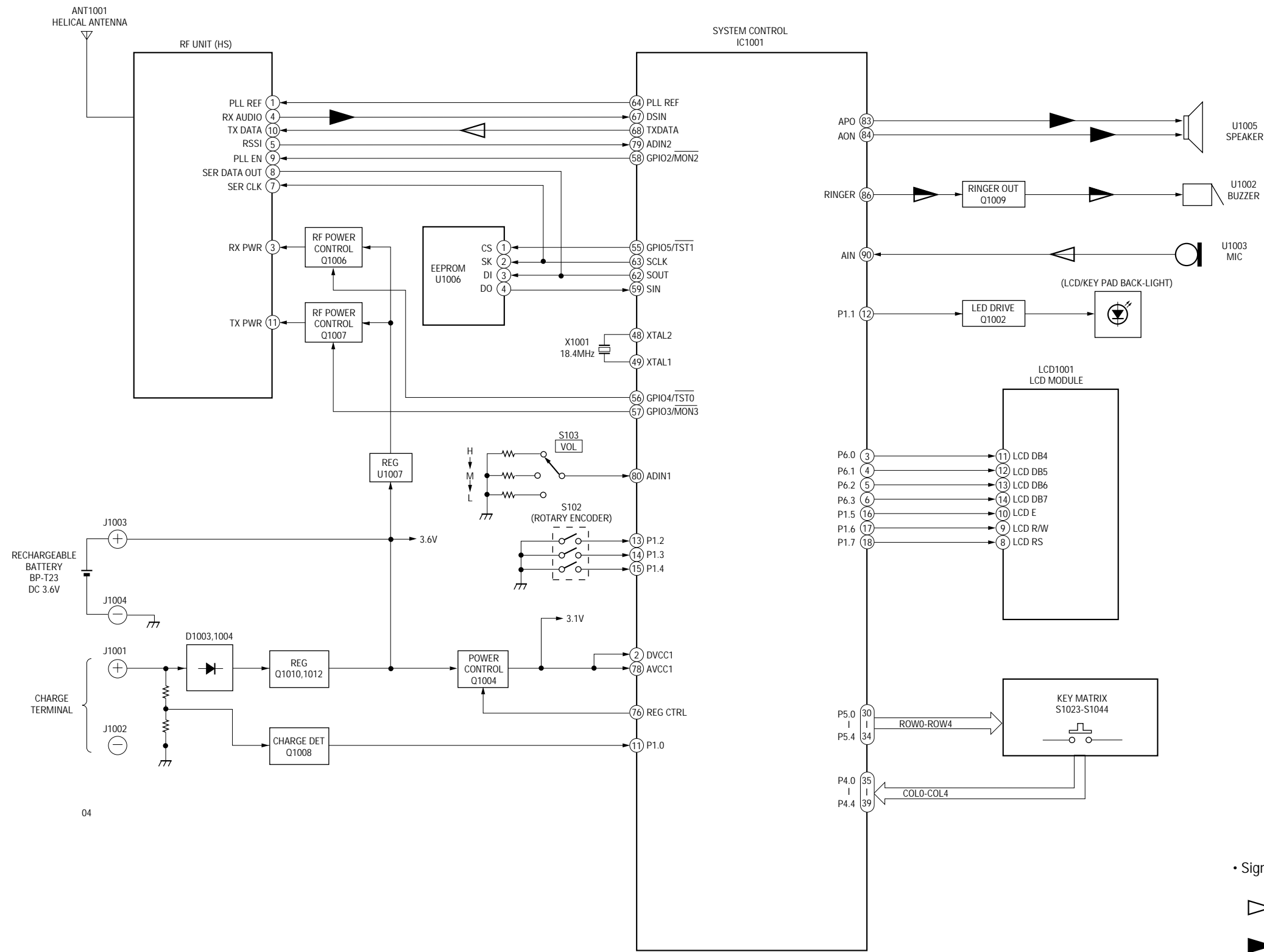
Item	Adjustment Element	Remark
18.4MHz Frequency Error	C3015	1. Remove C3012 from the BASE MAIN board. 2. Solder an 20PF chip capacitor C3015 (1-164-160-11) on the BASE MAIN board (in parallel of C3002). 3. Connect the frequency counter to the test point J1. Adjust for 0 Hz ± 1 kHz.

SECTION 4
DIAGRAMS

4-1. BLOCK DIAGRAM — BASE PHONE SECTION —



4-2. BLOCK DIAGRAM — HANDSET SECTION —



04

THIS NOTE IS COMMON FOR PRINTED WIRING BOARDS AND SCHEMATIC DIAGRAMS.
(In addition to this, the necessary note is printed in each block.)

For schematic diagrams

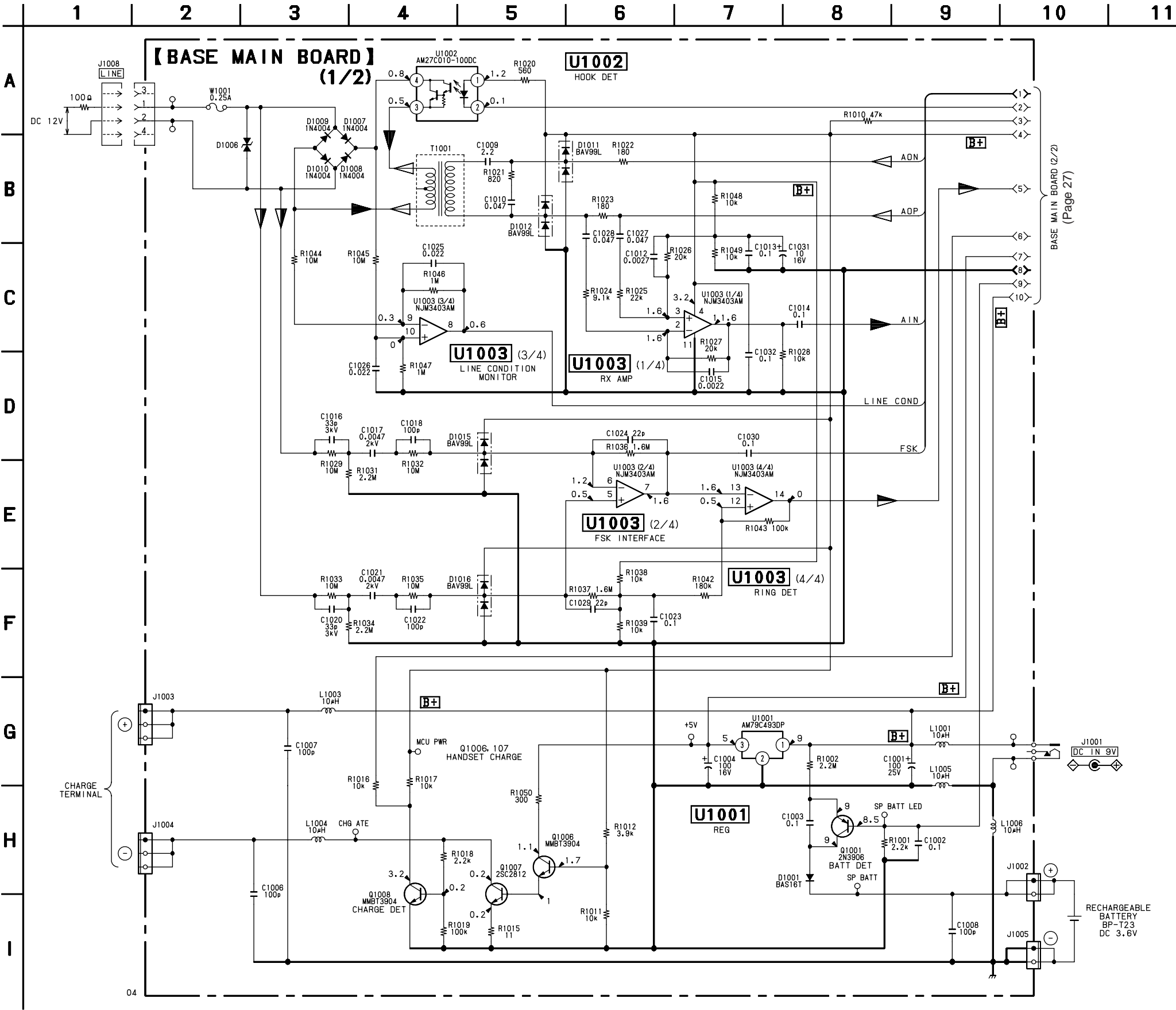
- All capacitors are in μF unless otherwise noted. pF : μF 50 WV or less are not indicated except for electrolytics and tantalums.
- All resistors are in Ω and $\frac{1}{4}W$ or less unless otherwise specified.
- : panel designation.
- B+ : B+ Line.
- Power voltage is dc 9 V and fed with regulated dc power supply from external power voltage jack. (BASE PHONE)
- Power voltage is dc 12 V and fed with regulated dc power supply from J1008 with 100 Ω in series. (BASE PHONE)
- Power voltage is dc 3 V and fed with regulated dc power supply from battery terminal. (HANDSET)
- Voltage is dc with respect to ground under no-signal condition.
- Voltages are taken with a VOM (Input impedance 10 M Ω). Voltage variations may be noted due to normal production tolerances.
- Signal path.
 - : TX (To Tel Line)
 - : RX (From Tel Line)
 - : bell

For printed wiring boards

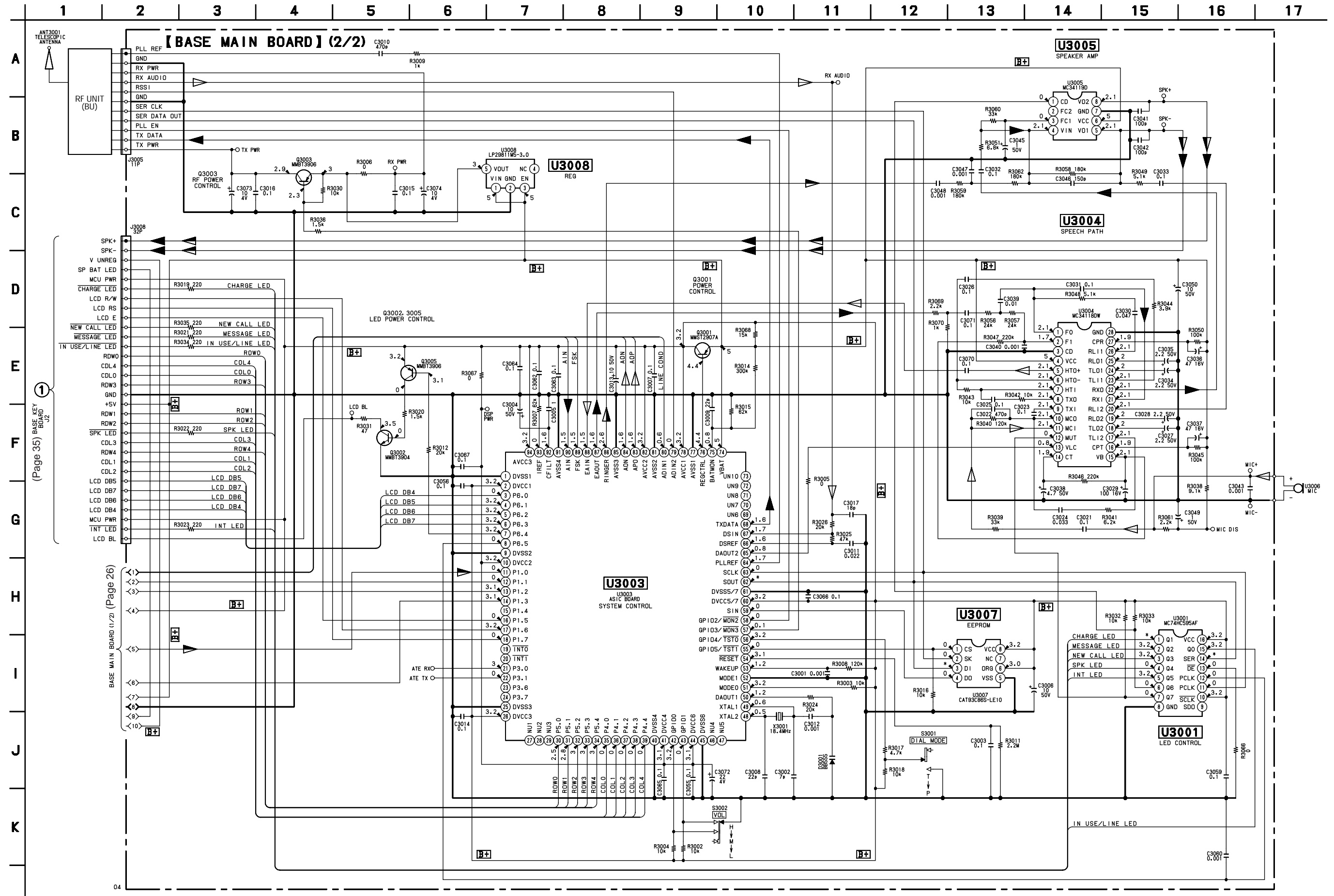
- : parts extracted from the component side.
- : Carbon pattern.
- : Through hole.
- : Pattern from the side which enables seeing. (The other layer's patterns are not indicated.)

Caution:
Pattern face side: Parts on the pattern face side seen from the (Side B) pattern face are indicated.
Parts face side: Parts on the parts face side seen from the (Side A) parts face are indicated.

4-3. SCHEMATIC DIAGRAM — BASE MAIN SECTION (1/2) —



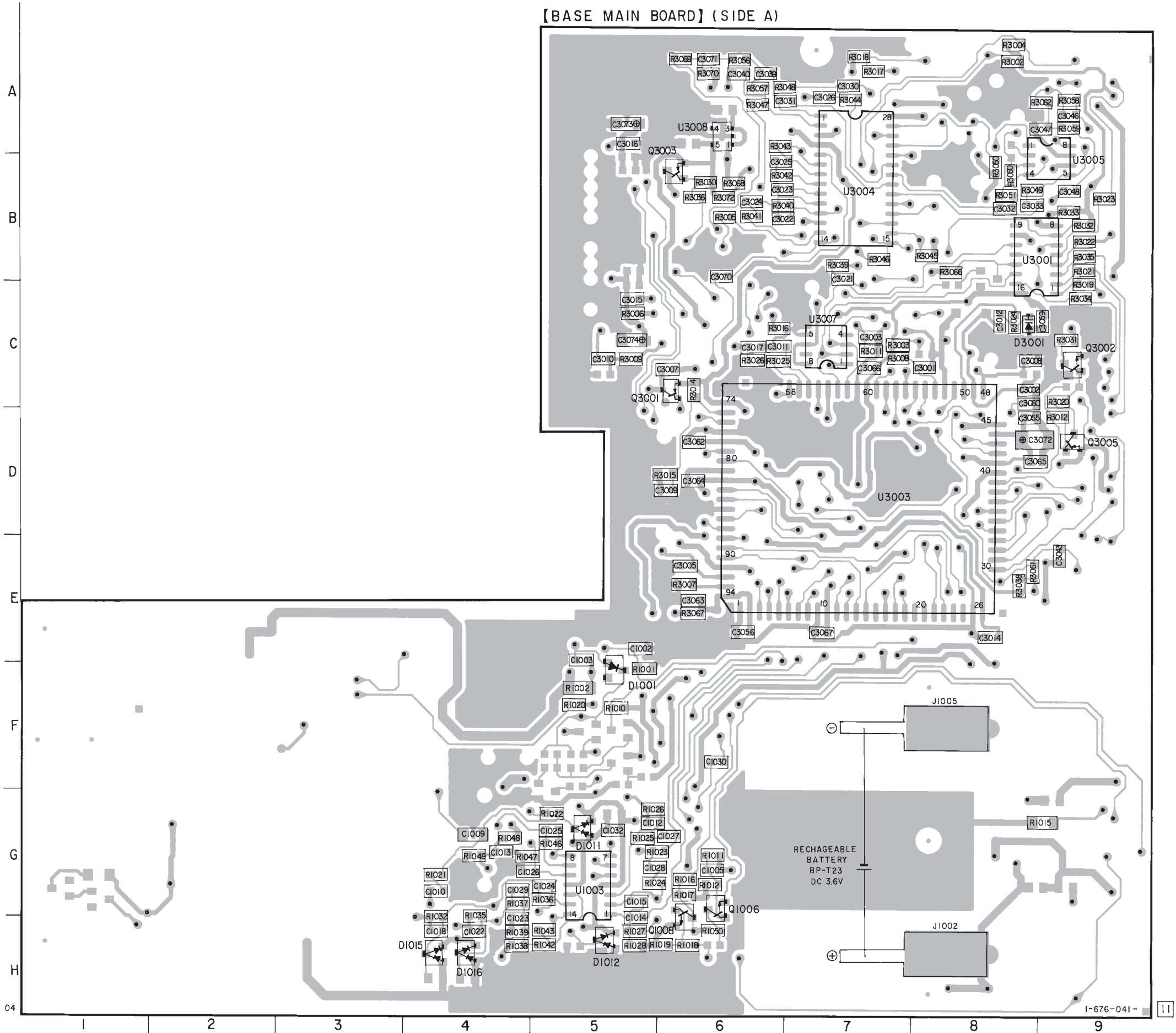
4-4. SCHEMATIC DIAGRAM — BASE MAIN SECTION (2/2) — • Refer to page 41 for IC Block Diagrams.

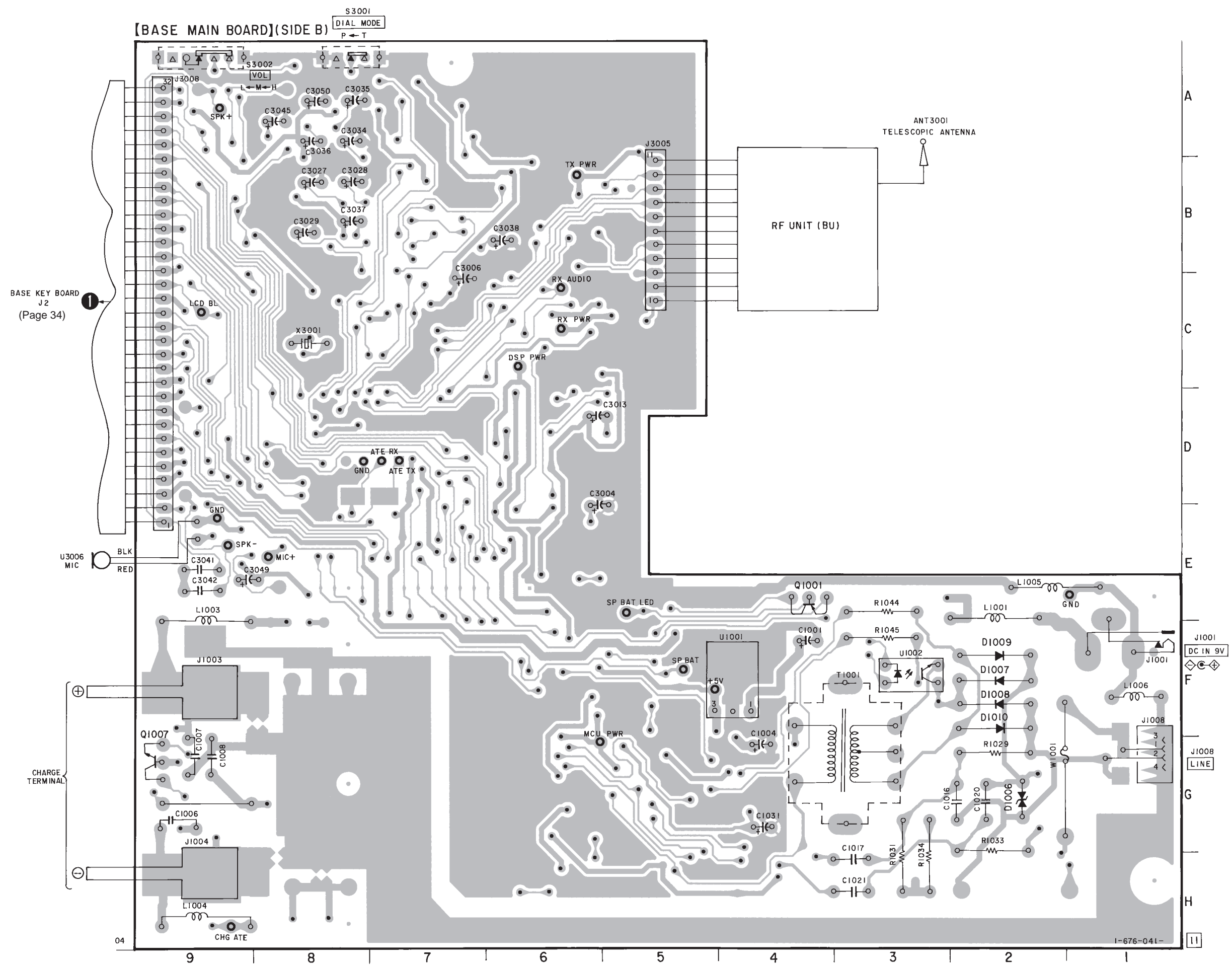


4-5. PRINTED WIRING BOARD — BASE MAIN SECTION —

- **Semiconductor**
Location (side A)

Ref. No.	Location
D1001	F-5
D1011	G-5
D1012	H-5
D1015	H-4
D1016	H-4
D3001	C-8
Q1006	G-6
Q1008	H-6
Q3001	C-6
Q3002	C-9
Q3003	B-6
Q3005	D-9
U1003	G-5
U3001	B-8
U3003	D-7
U3004	B-7
U3005	B-9
U3007	C-7
U3008	A-6



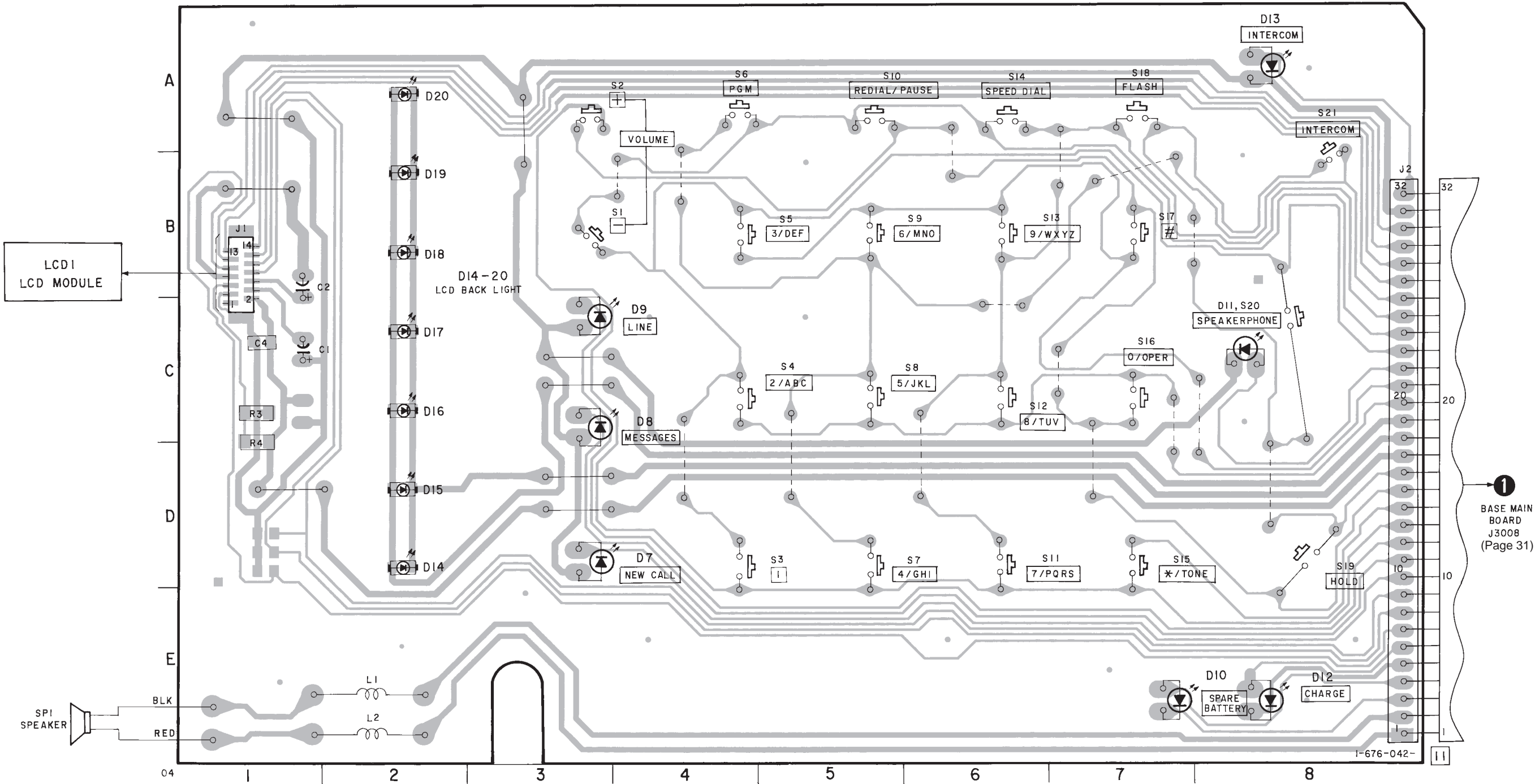


• Semiconductor Location (side B)

Ref. No.	Location
D1006	G-2
D1007	F-2
D1008	F-2
D1009	F-2
D1010	F-2
Q1001	E-4
Q1007	G-9
U1001	F-4
U1002	F-3

4-6. PRINTED WIRING BOARD — BASE KEY SECTION —

【BASE KEY BOARD】

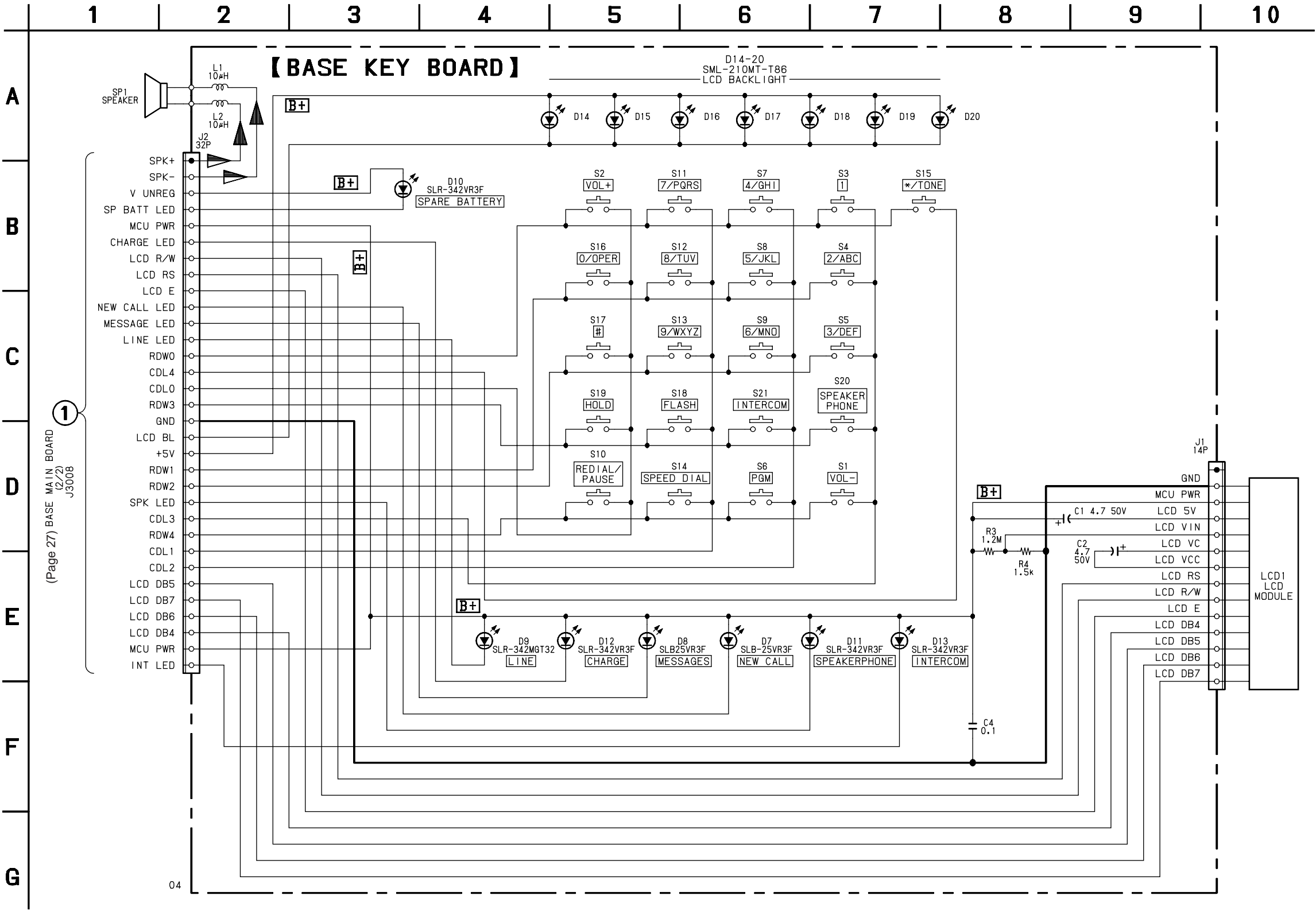


1
BASE MAIN
BOARD
J3008
(Page 31)

• Semiconductor Location

Ref. No.	Location	Ref. No.	Location
D7	D-3	D14	D-2
D8	C-3	D15	D-2
D9	C-3	D16	C-2
D10	E-7	D17	C-2
D11	C-8	D18	B-2
D12	E-8	D19	B-2
D13	A-8	D20	A-2

4-7. SCHEMATIC DIAGRAM — BASE KEY SECTION —



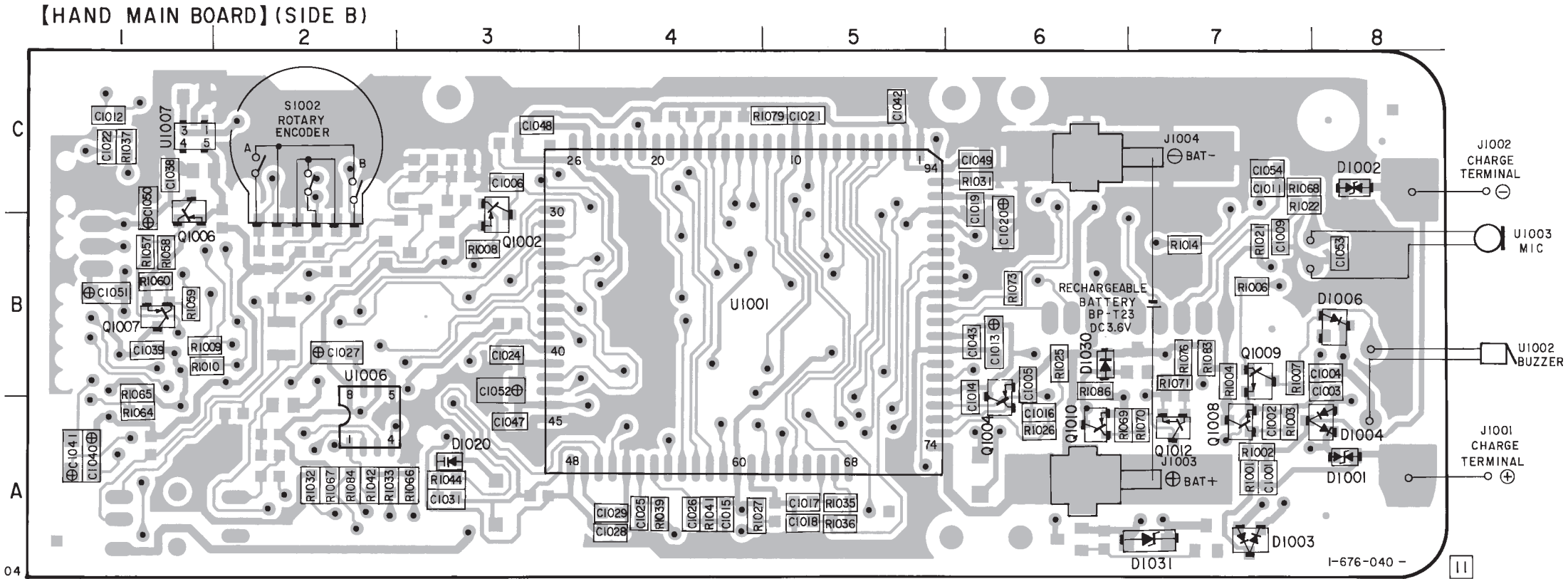
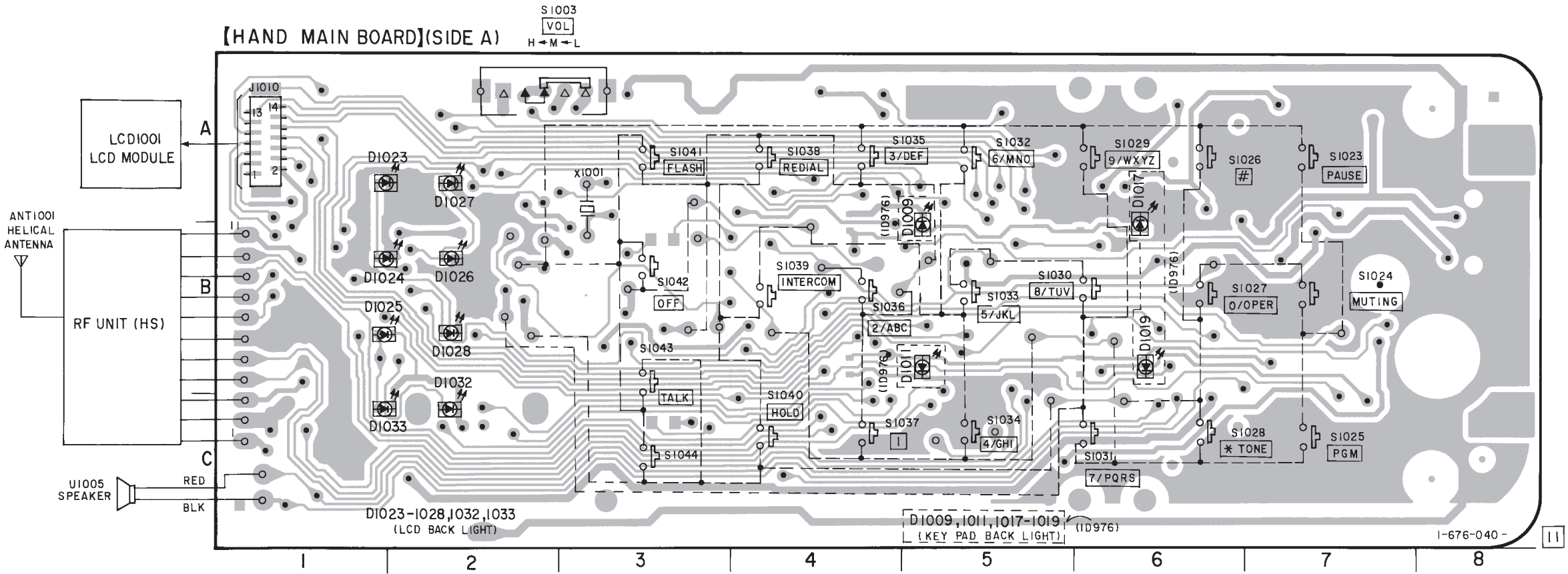
1
(Page 27) BASE MAIN BOARD
(2/2)
J3008

4-8. PRINTED WIRING BOARD — HAND MAIN SECTION —

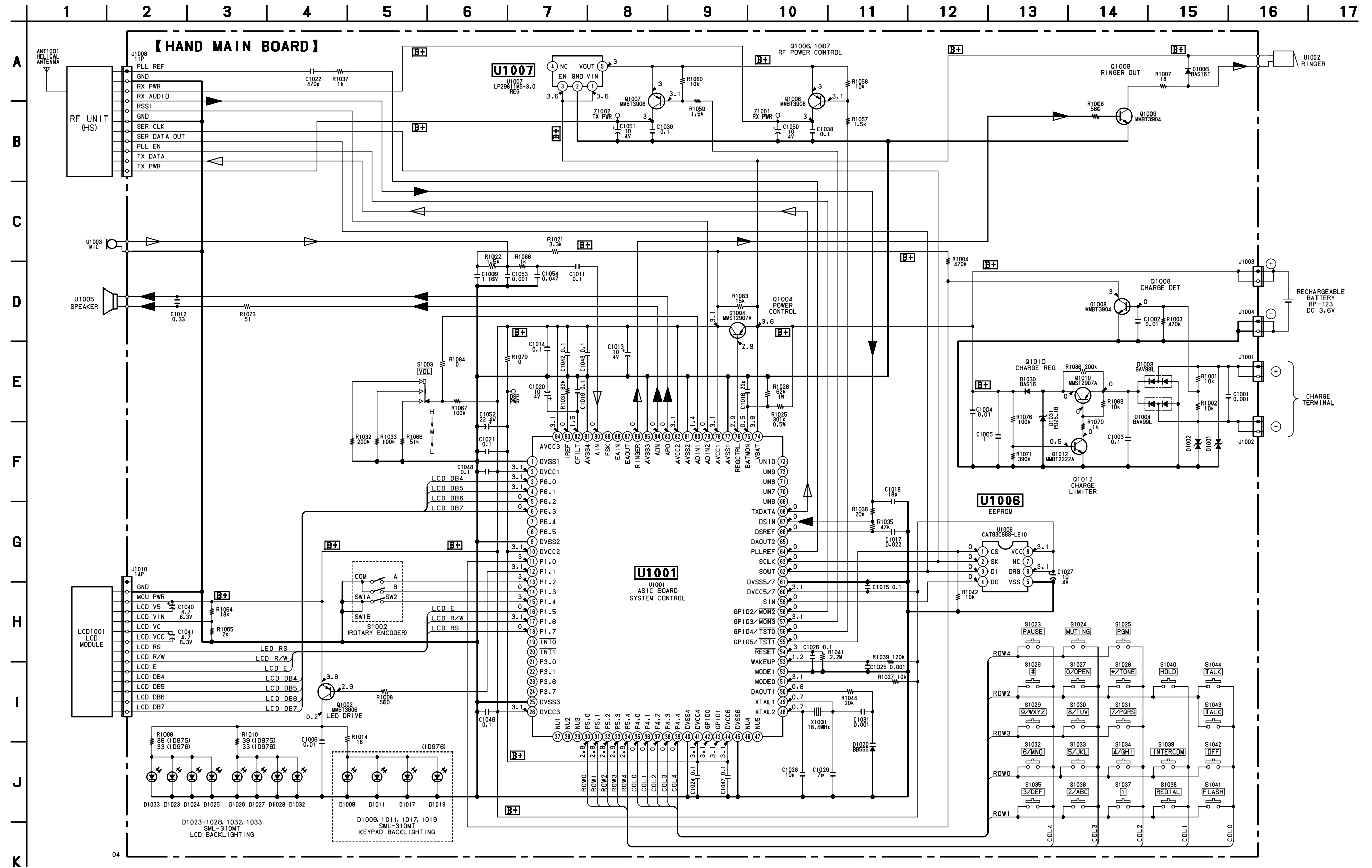
• Semiconductor Location

Ref. No.	Location
D1001	A-8
D1002	C-8
D1003	A-7
D1004	A-8
D1006	B-8
(D1009)	A-5
(D1011)	B-5
(D1017)	A-6
(D1019)	B-6
D1020	A-3
<D1023>	A-2
<D1024>	B-2
<D1025>	B-2
<D1026>	B-2
<D1027>	A-2
<D1028>	B-2
D1030	B-6
D1031	A-7
<D1032>	C-2
<D1033>	C-2
Q1002	B-3
Q1004	A-6
Q1006	B-1
Q1007	B-1
Q1008	A-7
Q1009	B-7
Q1010	A-6
Q1012	A-7
U1001	B-4
U1006	A-2
U1007	C-1

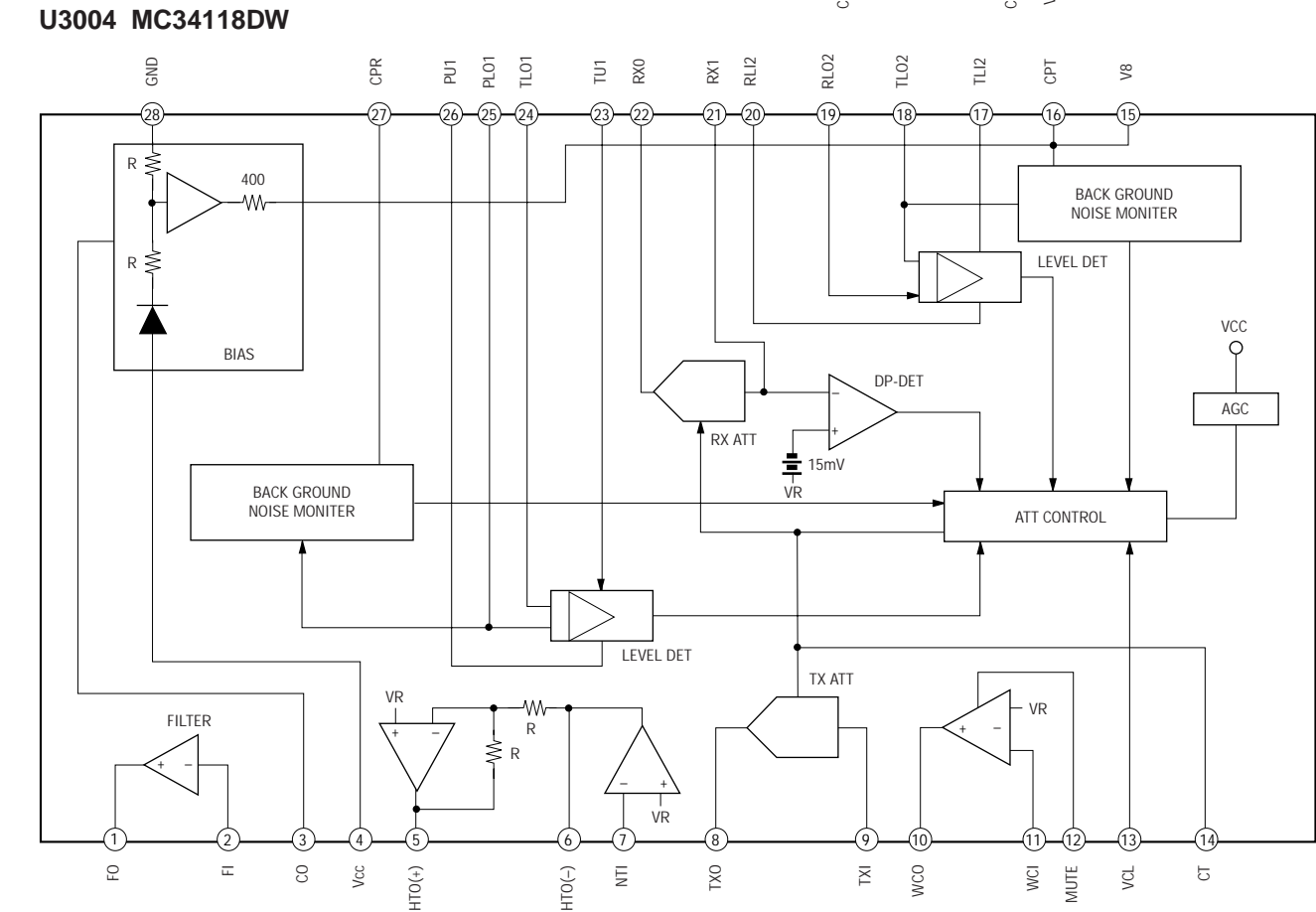
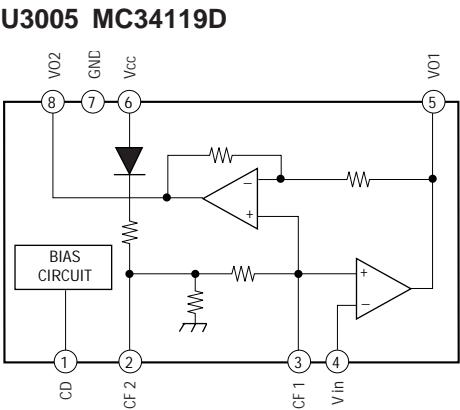
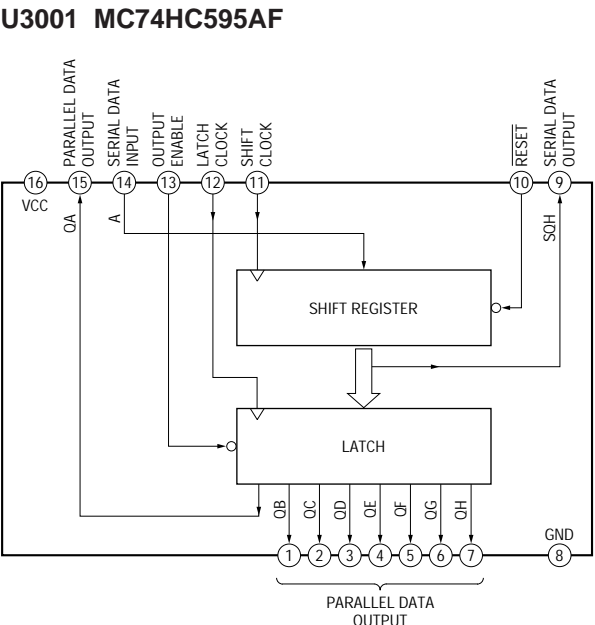
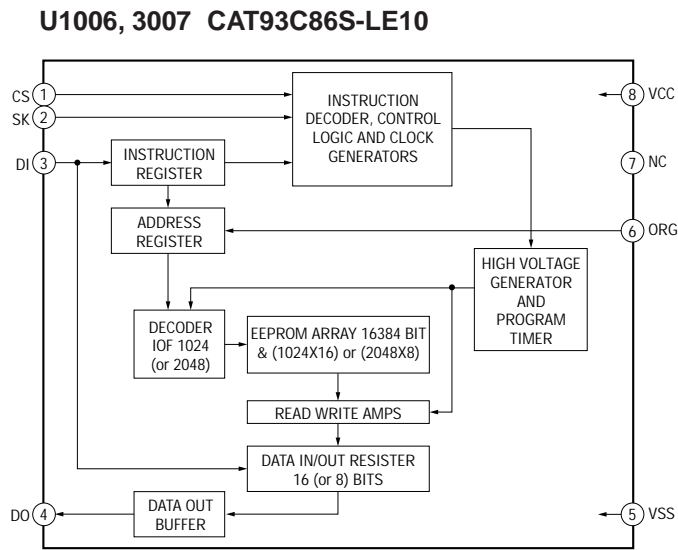
() : SIDE A,
SPP-ID976 only
< > : SIDE A



4-9. SCHEMATIC DIAGRAM — HAND MAIN SECTION — • Refer to page 41 for IC Block Diagrams.



• IC Block Diagrams



**SECTION 5
EXPLODED VIEWS**

NOTE:

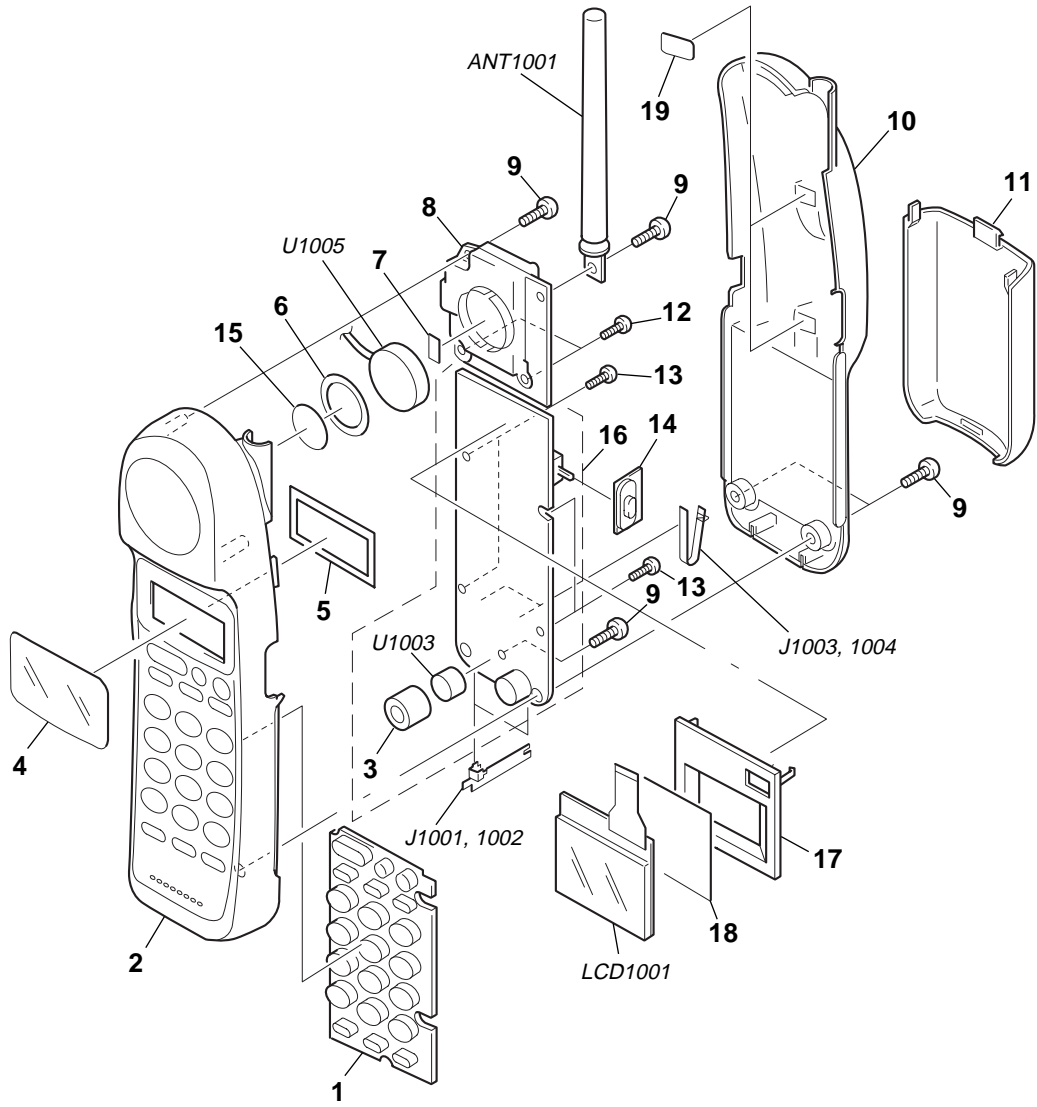
- The mechanical parts with no reference number in the exploded views are not supplied.
- Items marked “*” are not stocked since they are seldom required for routine service. Some delay should be anticipated when ordering these items.

- -XX and -X mean standardized parts, so they may have some difference from the original one.
- Color Indication of Appearance Parts
Example :
KNOB, BALANCE (WHITE) ... (RED)

- Accessories and packing materials are given in the last of this parts list.

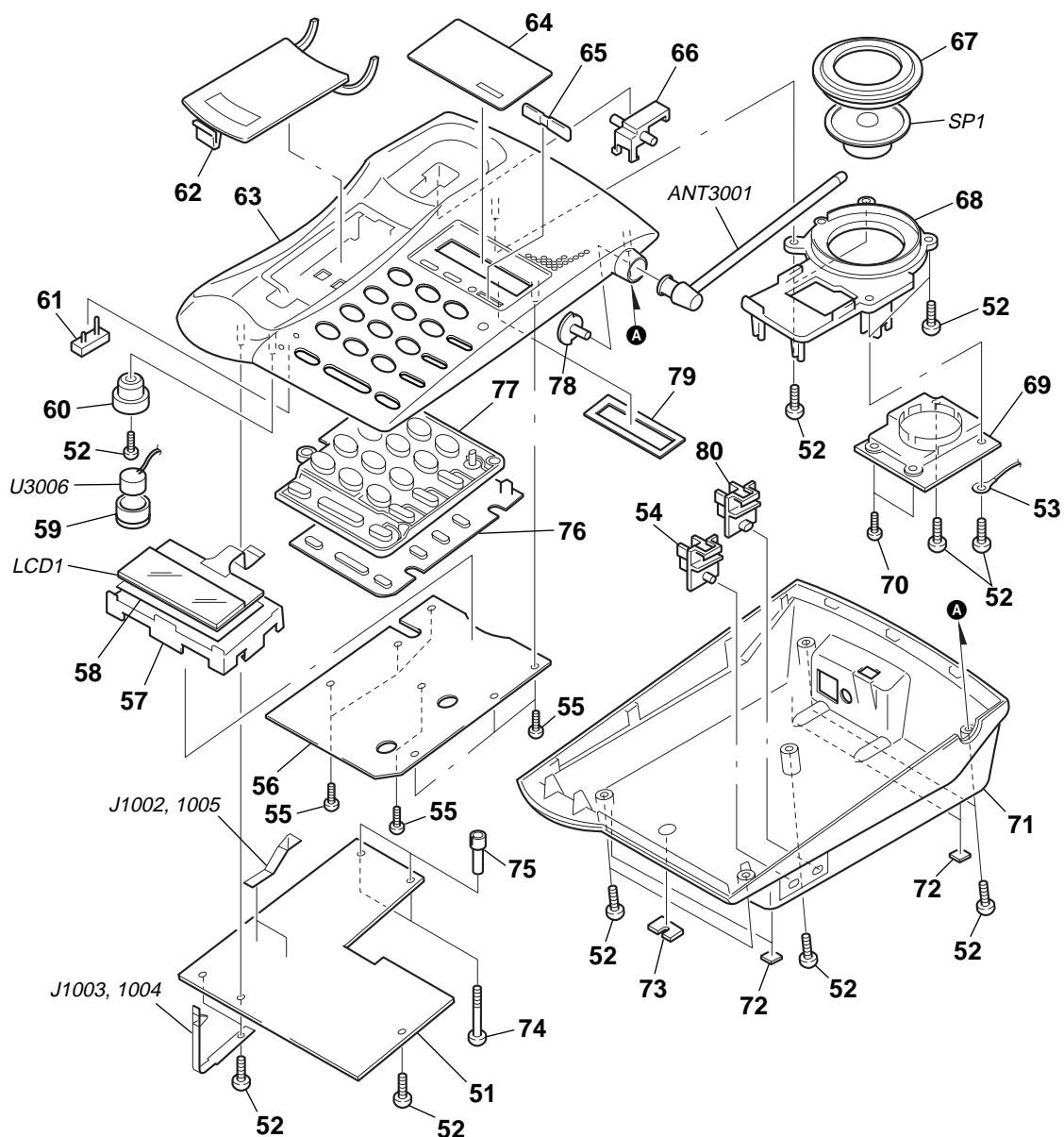
Parts Color Cabinet's Color

5-1. HANDSET SECTION



Ref. No.	Part No.	Description	Remark	Ref. No.	Part No.	Description	Remark
1	3-038-148-01	KEY (HS), RUBBER (ID975)		15	3-041-535-01	FELT, RX	
1	3-038-148-11	KEY (HS), RUBBER (ID976)		* 16	A-3672-876-A	HAND MAIN BOARD, COMPLETE (ID975)	
2	3-038-075-01	CASE (FR)		* 16	A-3672-897-A	HAND MAIN BOARD, COMPLETE (ID976)	
3	3-041-211-01	RUBBER, MICROPHONE		17	3-038-084-01	DIFFUSER (HS)	
4	3-038-081-01	LENS (HS)		18	3-041-536-01	SHEET	
5	3-041-520-01	HOLDER (HS), LCD		19	3-041-547-01	COVER (HS), HOOK	
6	3-041-537-01	RING, CUSHION RECEIVER		ANT1001	1-754-103-11	ANTENNA	
7	3-041-212-01	CUSHION, SPEAKER		J1001	3-041-208-01	TERMINAL, CHARGE	
8	A-3672-875-A	RF UNIT (HS)		J1002	3-041-208-01	TERMINAL, CHARGE	
9	7-685-548-19	SCREW +BTP 3X12 TYPE2 N-S		J1003	3-041-210-01	TERMINAL, BATTERY	
10	3-038-076-01	CASE (REAR)		J1004	3-041-210-01	TERMINAL, BATTERY	
11	3-038-083-01	LID (HS), BATTERY CASE		LCD1001	1-803-832-11	LCD MODULE	
12	4-356-741-21	SCREW, TAPPING (BIND 2X8)		U1003	1-542-260-31	MICROPHONE, ELECTRET CONDENSER	
13	4-356-741-11	SCREW, TAPPING (BIND 2X6)		U1005	1-505-593-11	SPEAKER (2.8cm)	
14	3-038-085-01	KNOB (HS), VOLUME					

5-2. BASE PHONE SECTION



Ref. No.	Part No.	Description	Remark	Ref. No.	Part No.	Description	Remark
* 51	A-3672-878-A	BASE MAIN BOARD, COMPLETE		70	4-356-741-21	SCREW, TAPPING (BIND 2X8)	
52	7-685-548-19	SCREW +BTP 3X12 TYPE2 N-S		71	3-038-069-01	BASE (BOTTOM)	
53	3-044-144-01	TERMINAL BOARD, ANTENNA		72	3-041-534-01	FOOT, RUBBER	
54	3-041-523-01	RINGER (SW), KNOB		73	3-044-147-01	SPONGE, MICROPHONE	
55	4-356-741-11	SCREW, TAPPING (BIND 2X6)		74	3-044-146-01	SCREW (3X30)	
* 56	1-676-042-11	BASE KEY BOARD		75	3-041-551-01	BASE, STUD	
57	3-041-552-01	DIFFUSION (BU)		76	3-041-563-01	PAD (975), FUNCTION KEY	
58	3-041-536-01	SHEET		77	3-038-067-01	BASE, KEY	
59	3-041-532-01	CUSHION (BU), MICROPHONE		78	3-044-143-01	PLATE, ANTENNA RETAINER	
60	3-041-550-01	HOLDER (BU), MICROPHONE		79	3-041-552-01	HOLDER (BU975), LCD	
61	3-038-072-01	GUIDE, LIGHT		80	3-038-077-01	KNOB, TP SW	
62	3-038-660-01	LID (BU), BATTERY CASE		ANT3001	1-501-951-31	ANTENNA	
63	3-038-066-01	BASE (TOP)		J1002	3-041-209-01	SPRING, CHARGE	
64	3-038-068-01	BASE, LENS (ID975)		J1003	3-041-530-01	TERMINAL (BU), BATTERY	
64	3-038-068-11	BASE, LENS (ID976)		J1004	3-041-530-01	TERMINAL (BU), BATTERY	
65	3-041-553-01	KEY (BU975), VOLUME		J1005	3-041-209-01	SPRING, CHARGE	
66	3-038-090-01	HOOK		LCD1	1-803-833-11	LCD MODULE	
67	3-041-275-01	PACKING, SPEAKER		SP1	1-505-231-11	SPEAKER (5cm)	
68	3-041-274-01	HOLDER, SPEAKER		U3006	1-542-118-41	MICROPHONE, ELECTRET CONDENSER	
69	A-3672-877-A	RF UNIT (BU)					

BASE KEY

BASE MAIN

SECTION 6 ELECTRICAL PARTS LIST

NOTE:

- Due to standardization, replacements in the parts list may be different from the parts specified in the diagrams or the components used on the set.
- -XX and -X mean standardized parts, so they may have some difference from the original one.
- RESISTORS
All resistors are in ohms.
METAL: Metal-film resistor.
METAL OXIDE: Metal oxide-film resistor.
F: nonflammable

- Items marked “*” are not stocked since they are seldom required for routine service. Some delay should be anticipated when ordering these items.
- SEMICONDUCTORS
In each case, u : μ , for example:
uA.. : μ A.. uPA.. : μ PA..
uPB.. : μ PB.. uPC.. : μ PC.. uPD.. : μ PD..
- CAPACITORS
uF : μ F
- COILS
uH : μ H

The components identified by mark \triangle or dotted line with mark \triangle are critical for safety.
Replace only with part number specified.

Les composants identifiés par une marque \triangle sont critiques pour la sécurité.
Ne les remplacer que par une pièce portant le numéro spécifié.

When indicating parts by reference number, please include the board.

Ref. No.	Part No.	Description	Remark				Ref. No.	Part No.	Description	Remark				
*	1-676-042-11	BASE KEY BOARD					C1007	1-102-973-00	CERAMIC	100PF	5%	50V		
		*****					C1008	1-102-973-00	CERAMIC	100PF	5%	50V		
		< CAPACITOR >					C1009	1-109-994-11	CERAMIC CHIP	2.2uF	10%	10V		
							C1010	1-165-176-11	CERAMIC CHIP	0.047uF	10%	16V		
							C1012	1-162-979-11	CERAMIC CHIP	0.0027uF	10%	50V		
		C1	1-126-963-11	ELECT	4.7uF	20%	50V							
		C2	1-126-963-11	ELECT	4.7uF	20%	50V							
		C4	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V							
		< DIODE >					C1013	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		
							C1014	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		
							C1015	1-162-979-11	CERAMIC CHIP	0.0027uF	10%	50V		
							C1016	1-107-975-11	CERAMIC	33PF	10%	3KV		
							C1017	1-162-114-00	CERAMIC	0.0047uF	10%	2KV		
		D7	8-719-059-40	LED	SLR-342VR3F (NEW CALL)									
		D8	8-719-059-40	LED	SLR-342VR3F (MESSAGES)			C1018	1-162-927-11	CERAMIC CHIP	100PF	5%	50V	
		D9	8-719-052-06	LED	SLR-342MGT32 (LINE)			C1020	1-107-975-11	CERAMIC	33PF	10%	3KV	
		D10	8-719-059-40	LED	SLR-342VR3F (SPARE BATTERY)			C1021	1-162-114-00	CERAMIC	0.0047uF	10%	2KV	
		D11	8-719-059-40	LED	SLR-342VR3F (SPEAKERPHONE)			C1022	1-162-927-11	CERAMIC CHIP	100PF	5%	50V	
							C1023	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		
							C1024	1-162-919-11	CERAMIC CHIP	22PF	5%	50V		
		D12	8-719-059-40	LED	SLR-342VR3F (CHARGE)			C1025	1-164-227-11	CERAMIC CHIP	0.022uF	10%	25V	
		D13	8-719-059-40	LED	SLR-342VR3F (INTERCOM)			C1026	1-164-227-11	CERAMIC CHIP	0.022uF	10%	25V	
		D14	8-719-060-99	LED	SML-210MT-T86 (LCD BACK LIGHT)			C1027	1-165-176-11	CERAMIC CHIP	0.047uF	10%	16V	
		D15	8-719-060-99	LED	SML-210MT-T86 (LCD BACK LIGHT)			C1028	1-165-176-11	CERAMIC CHIP	0.047uF	10%	16V	
		D16	8-719-060-99	LED	SML-210MT-T86 (LCD BACK LIGHT)									
		D17	8-719-060-99	LED	SML-210MT-T86 (LCD BACK LIGHT)			C1029	1-162-919-11	CERAMIC CHIP	22PF	5%	50V	
		D18	8-719-060-99	LED	SML-210MT-T86 (LCD BACK LIGHT)			C1030	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	
		D19	8-719-060-99	LED	SML-210MT-T86 (LCD BACK LIGHT)			C1031	1-128-582-11	ELECT	10uF	20%	6.3V	
		D20	8-719-060-99	LED	SML-210MT-T86 (LCD BACK LIGHT)			C1032	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	
< CONNECTOR >					C3001	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V				
		CONNECTOR, FFC/FPC (ZIF) 14P					C3002	1-162-912-11	CERAMIC CHIP	7PF	0.5PF	50V		
		< COIL >					C3003	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		
							C3004	1-126-964-11	ELECT	10uF	20%	50V		
							C3005	1-126-960-11	ELECT	1uF	20%	50V		
		L1	1-408-117-00	INDUCTOR	10uH		C3006	1-126-964-11	ELECT	10uF	20%	50V		
		L2	1-408-117-00	INDUCTOR	10uH									
		< RESISTOR >					C3007	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		
							C3008	1-162-919-11	CERAMIC CHIP	22PF	5%	50V		
							C3009	1-162-919-11	CERAMIC CHIP	22PF	5%	50V		
		R3	1-216-858-11	RES,CHIP	1.2M	5%	1/16W	C3010	1-162-962-11	CERAMIC CHIP	470PF	10%	50V	
R4	1-214-733-00	METAL	1.5K	1%	1/4W	C3011	1-164-227-11	CERAMIC CHIP	0.022uF	10%	25V			

*	A-3672-878-A	BASE MAIN BOARD, COMPLETE					C3012	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V		
		*****					C3013	1-126-964-11	ELECT	10uF	20%	50V		
		< CAPACITOR >					C3014	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		
							C3015	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		
							C3016	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		
		C1001	1-104-665-11	ELECT	100uF	20%	25V							
		C1002	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		C3017	1-162-918-11	CERAMIC CHIP	18PF	5%	50V
		C1003	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		C3021	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V
		C1004	1-126-933-11	ELECT	100uF	20%	16V		C3022	1-162-962-11	CERAMIC CHIP	470PF	10%	50V
		C1006	1-102-973-00	CERAMIC	100PF	5%	50V		C3023	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V

Ref. No.	Part No.	Description	Remark			Ref. No.	Part No.	Description	Remark		
C3025	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V			< JACK >			
C3026	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V						
C3027	1-126-961-11	ELECT	2.2uF	20%	50V	J1001	1-580-727-11	JACK (DC IN 9V)			
C3028	1-165-176-11	CERAMIC CHIP	0.047uF	10%	16V	J1008	1-565-999-11	JACK, MODULAR 2P (LINE)			
C3029	1-126-933-11	ELECT	100uF	20%	16V			< COIL >			
C3030	1-165-176-11	CERAMIC CHIP	0.047uF	10%	16V	L1001	1-408-117-00	INDUCTOR	10uH		
C3031	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	L1003	1-408-117-00	INDUCTOR	10uH		
C3032	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	L1004	1-408-117-00	INDUCTOR	10uH		
C3033	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	L1005	1-408-117-00	INDUCTOR	10uH		
C3034	1-126-961-11	ELECT	2.2uF	20%	50V	L1006	1-408-117-00	INDUCTOR	10uH		
C3035	1-126-961-11	ELECT	2.2uF	20%	50V			< TRANSISTOR >			
C3036	1-104-664-11	ELECT	47uF	20%	16V	Q1001	8-729-113-08	TRANSISTOR	2N3906		
C3037	1-104-664-11	ELECT	47uF	20%	16V	Q1006	8-729-026-06	TRANSISTOR	MMBT3904LT1		
C3038	1-126-963-11	ELECT	4.7uF	20%	50V	Q1007	8-729-820-84	TRANSISTOR	2SC2812		
C3039	1-162-970-11	CERAMIC CHIP	0.01uF	10%	25V	Q1008	8-729-026-06	TRANSISTOR	MMBT3904LT1		
C3040	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V	Q3001	8-729-922-00	TRANSISTOR	MMST2907A		
C3041	1-102-973-00	CERAMIC	100PF	5%	50V						
C3042	1-102-973-00	CERAMIC	100PF	5%	50V	Q3002	8-729-026-06	TRANSISTOR	MMBT3904LT1		
C3043	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V	Q3003	8-729-026-07	TRANSISTOR	MMBT3906LT1		
C3045	1-126-960-11	ELECT	1uF	20%	50V	Q3005	8-729-026-07	TRANSISTOR	MMBT3906LT1		
C3046	1-164-217-11	CERAMIC CHIP	150PF	5%	50V			< RESISTOR >			
C3047	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V	R1001	1-216-057-00	METAL CHIP	2.2K	5%	1/10W
C3048	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V	R1002	1-259-880-11	CARBON	2.2M	5%	1/4W
C3049	1-126-960-11	ELECT	1uF	20%	50V	R1010	1-216-841-11	METAL CHIP	47K	5%	1/16W
C3050	1-126-964-11	ELECT	10uF	20%	50V	R1011	1-216-833-11	METAL CHIP	10K	5%	1/16W
C3055	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1012	1-216-828-11	METAL CHIP	3.9K	5%	1/16W
C3056	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V						
C3059	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1015	1-216-151-00	RES,CHIP	11	5%	1/8W
C3060	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V	R1016	1-216-833-11	METAL CHIP	10K	5%	1/16W
C3062	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1017	1-216-833-11	METAL CHIP	10K	5%	1/16W
C3063	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1018	1-216-825-11	METAL CHIP	2.2K	5%	1/16W
C3064	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1019	1-216-845-11	METAL CHIP	100K	5%	1/16W
C3065	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V						
C3066	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1020	1-216-818-11	METAL CHIP	560	5%	1/16W
C3067	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1021	1-216-820-11	METAL CHIP	820	5%	1/16W
C3070	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1022	1-216-812-11	METAL CHIP	180	5%	1/16W
C3071	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V	R1023	1-216-812-11	METAL CHIP	180	5%	1/16W
C3072	1-127-675-11	CERAMIC CHIP	22uF	10%	10V	R1024	1-218-345-11	RES,CHIP	9.1K	5%	1/16W
C3073	1-127-692-11	CERAMIC CHIP	10uF	10%	16V						
C3074	1-127-692-11	CERAMIC CHIP	10uF	10%	16V	R1025	1-216-837-11	METAL CHIP	22K	5%	1/16W
		< DIODE >				R1026	1-218-292-11	RES,CHIP	20K	5%	1/16W
D1001	8-719-047-37	DIODE BAS16				R1027	1-218-292-11	RES,CHIP	20K	5%	1/16W
D1006	1-801-730-11	VARISTOR				R1028	1-216-833-11	METAL CHIP	10K	5%	1/16W
D1007	8-719-911-55	DIODE 1N4004				R1031	1-259-880-11	CARBON	2.2M	5%	1/4W
D1008	8-719-911-55	DIODE 1N4004									
D1009	8-719-911-55	DIODE 1N4004				R1032	1-219-570-11	METAL CHIP	10M	5%	1/16W
D1010	8-719-911-55	DIODE 1N4004				R1034	1-259-880-11	CARBON	2.2M	5%	1/4W
D1011	8-719-909-90	DIODE BAV99				R1035	1-219-570-11	METAL CHIP	10M	5%	1/16W
D1012	8-719-909-90	DIODE BAV99				R1036	1-220-869-11	RES,CHIP	1.6M	5%	1/16W
D1015	8-719-909-90	DIODE BAV99				R1037	1-220-869-11	RES,CHIP	1.6M	5%	1/16W
D1016	8-719-909-90	DIODE BAV99									
D3001	8-719-077-35	DIODE BB555				R1038	1-216-833-11	METAL CHIP	10K	5%	1/16W
						R1039	1-216-833-11	METAL CHIP	10K	5%	1/16W
						R1042	1-216-848-11	METAL CHIP	180K	5%	1/16W
						R1043	1-216-845-11	METAL CHIP	100K	5%	1/16W
						R1044	1-219-570-11	METAL CHIP	10M	5%	1/16W

BASE MAIN

HAND MAIN

Ref. No.	Part No.	Description			Remark
R1045	1-219-570-11	METAL CHIP	10M	5%	1/16W
R1046	1-216-857-11	METAL CHIP	1M	5%	1/16W
R1047	1-216-857-11	METAL CHIP	1M	5%	1/16W
R1048	1-216-833-11	METAL CHIP	10K	5%	1/16W
R1049	1-216-833-11	METAL CHIP	10K	5%	1/16W
R1050	1-218-288-11	RES,CHIP	300	5%	1/16W
R3002	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3003	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3004	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3005	1-216-864-11	METAL CHIP	0	5%	1/16W
R3006	1-216-864-11	METAL CHIP	0	5%	1/16W
R3007	1-218-161-11	RES,CHIP	62K	1%	1/10W
R3008	1-216-846-11	METAL CHIP	120K	5%	1/16W
R3009	1-216-821-11	METAL CHIP	1K	5%	1/16W
R3011	1-216-861-11	METAL CHIP	2.2M	5%	1/16W
R3012	1-218-292-11	RES,CHIP	20K	5%	1/16W
R3014	1-218-166-11	RES,CHIP	300K	1%	1/10W
R3015	1-218-161-11	RES,CHIP	62K	1%	1/10W
R3016	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3017	1-216-829-11	METAL CHIP	4.7K	5%	1/16W
R3018	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3019	1-216-813-11	METAL CHIP	220	5%	1/16W
R3020	1-216-823-11	METAL CHIP	1.5K	5%	1/16W
R3021	1-216-813-11	METAL CHIP	220	5%	1/16W
R3022	1-216-813-11	METAL CHIP	220	5%	1/16W
R3023	1-216-813-11	METAL CHIP	220	5%	1/16W
R3024	1-218-292-11	RES,CHIP	20K	5%	1/16W
R3025	1-216-841-11	METAL CHIP	47K	5%	1/16W
R3026	1-218-292-11	RES,CHIP	20K	5%	1/16W
R3029	1-216-864-11	METAL CHIP	0	5%	1/16W
R3030	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3031	1-216-805-11	METAL CHIP	47	5%	1/16W
R3032	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3033	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3034	1-216-813-11	METAL CHIP	220	5%	1/16W
R3035	1-216-813-11	METAL CHIP	220	5%	1/16W
R3036	1-216-823-11	METAL CHIP	1.5K	5%	1/16W
R3038	1-218-345-11	RES,CHIP	9.1K	5%	1/16W
R3039	1-216-839-11	METAL CHIP	33K	5%	1/16W
R3040	1-216-846-11	METAL CHIP	120K	5%	1/16W
R3041	1-218-290-11	RES,CHIP	6.2K	5%	1/16W
R3042	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3043	1-216-833-11	METAL CHIP	10K	5%	1/16W
R3044	1-216-828-11	METAL CHIP	3.9K	5%	1/16W
R3045	1-216-845-11	METAL CHIP	100K	5%	1/16W
R3046	1-216-849-11	METAL CHIP	220K	5%	1/16W
R3047	1-216-849-11	METAL CHIP	220K	5%	1/16W
R3048	1-218-272-11	RES,CHIP	5.1K	5%	1/16W
R3049	1-218-272-11	RES,CHIP	5.1K	5%	1/16W
R3050	1-216-845-11	METAL CHIP	100K	5%	1/16W
R3051	1-216-831-11	METAL CHIP	6.8K	5%	1/16W
R3056	1-218-293-11	RES,CHIP	24K	5%	1/16W
R3057	1-218-293-11	RES,CHIP	24K	5%	1/16W

Ref. No.	Part No.	Description			Remark
R3058	1-216-848-11	METAL CHIP	180K	5%	1/16W
R3059	1-216-848-11	METAL CHIP	180K	5%	1/16W
R3060	1-216-839-11	METAL CHIP	33K	5%	1/16W
R3061	1-216-825-11	METAL CHIP	2.2K	5%	1/16W
R3062	1-216-848-11	METAL CHIP	180K	5%	1/16W
R3066	1-216-864-11	METAL CHIP	0	5%	1/16W
R3067	1-216-864-11	METAL CHIP	0	5%	1/16W
R3068	1-216-835-11	METAL CHIP	15K	5%	1/16W
R3069	1-216-825-11	METAL CHIP	2.2K	5%	1/16W
R3070	1-216-821-11	METAL CHIP	1K	5%	1/16W
< SWITCH >					
S3001	1-571-377-11	SWITCH, SLIDE (DIAL MODE)			
S3002	1-771-833-11	SWITCH, SLIDE (VOL)			
< TRANSFORMER >					
T1001	1-431-965-11	TRANSFORMER, LINE			
< IC >					
U1001	8-759-391-69	IC MC78M05CDT			
U1002	8-759-514-42	IC AM27C010-100DC			
U1003	8-759-701-36	IC NJM3403AM			
U3001	8-759-032-59	IC MC74HC595AF			
U3003	X-3378-159-1	ASIC ASSY (ASIC BOARD, COMPLETE)			
U3004	8-759-030-78	IC MC34118DW			
U3005	8-759-463-98	IC MC34119D			
U3006	1-542-118-41	MICROPHONE, ELECTRET CONDENSER			
U3007	8-759-466-52	IC CAT93C86S-LE10			
U3008	8-759-651-11	IC LP29811M5-3.0			
< FUSE >					
W1001	1-533-842-11	FUSE (250mA/250V)			
< VIBRATOR >					
X3001	1-577-269-11	VIBRATOR, CRYSTAL (18.4MHz)			

*	A-3672-876-A	HAND MAIN BOARD, COMPLETE (ID975)			
*	A-3672-897-A	HAND MAIN BOARD, COMPLETE (ID976)			

< CAPACITOR >					
C1001	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V
C1002	1-162-970-11	CERAMIC CHIP	0.01uF	10%	25V
C1003	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V
C1004	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V
C1005	1-164-346-11	CERAMIC CHIP	1uF		16V
C1006	1-162-970-11	CERAMIC CHIP	0.01uF	10%	25V
C1009	1-164-346-11	CERAMIC CHIP	1uF		16V
C1011	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V
C1012	1-110-501-11	CERAMIC CHIP	0.33uF	10%	16V
C1013	1-135-201-11	TANTALUM CHIP	10uF	20%	4V
C1014	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V

Ref. No.	Part No.	Description				Remark	Ref. No.	Part No.	Description				Remark
C1015	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V			< TRANSISTOR >					
C1016	1-162-919-11	CERAMIC CHIP	22PF	5%	50V								
C1017	1-164-227-11	CERAMIC CHIP	0.022uF	10%	25V		Q1002	8-729-026-07	TRANSISTOR	MMBT3906LT1			
C1018	1-162-918-11	CERAMIC CHIP	18PF	5%	50V		Q1004	8-729-922-00	TRANSISTOR	MMST2907A			
C1019	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		Q1006	8-729-026-07	TRANSISTOR	MMBT3906LT1			
							Q1007	8-729-026-07	TRANSISTOR	MMBT3906LT1			
C1020	1-135-201-11	TANTALUM CHIP	10uF	20%	4V		Q1008	8-729-026-06	TRANSISTOR	MMBT3904LT1			
C1021	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V								
C1022	1-162-962-11	CERAMIC CHIP	470PF	10%	50V		Q1009	8-729-026-06	TRANSISTOR	MMBT3904LT1			
C1024	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		Q1010	8-729-922-00	TRANSISTOR	MMST2907A			
C1025	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V		Q1012	8-729-033-61	TRANSISTOR	MMBT2222ALT1			
								< RESISTOR >					
C1026	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V								
C1027	1-135-201-11	TANTALUM CHIP	10uF	20%	4V								
C1028	1-162-915-11	CERAMIC CHIP	10PF	0.5PF	50V		R1001	1-216-833-11	METAL CHIP	10K	5%	1/16W	
C1029	1-162-912-11	CERAMIC CHIP	7PF	0.5PF	50V		R1002	1-216-833-11	METAL CHIP	10K	5%	1/16W	
C1031	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V		R1003	1-216-853-11	METAL CHIP	470K	5%	1/16W	
							R1004	1-216-853-11	METAL CHIP	470K	5%	1/16W	
C1038	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		R1006	1-216-818-11	METAL CHIP	560	5%	1/16W	
C1039	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V								
C1040	1-135-181-21	TANTALUM CHIP	4.7uF	20%	6.3V		R1007	1-216-156-00	RES,CHIP	18	5%	1/8W	
C1041	1-135-181-21	TANTALUM CHIP	4.7uF	20%	6.3V		R1008	1-216-818-11	METAL CHIP	560	5%	1/16W	
C1042	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		R1009	1-216-803-11	METAL CHIP	33	5%	1/16W (ID976)	
C1043	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		R1009	1-216-804-11	METAL CHIP	39	5%	1/16W (ID975)	
C1047	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V								
C1048	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V		R1010	1-216-803-11	METAL CHIP	33	5%	1/16W (ID976)	
C1049	1-107-826-11	CERAMIC CHIP	0.1uF	10%	16V								
C1050	1-127-692-11	CERAMIC CHIP	10uF	10%	16V								
							R1010	1-216-804-11	METAL CHIP	39	5%	1/16W (ID975)	
C1051	1-127-692-11	CERAMIC CHIP	10uF	10%	16V								
C1052	1-127-675-11	CERAMIC CHIP	22uF	10%	10V		R1014	1-216-800-11	RES,CHIP	18	5%	1/16W	
C1053	1-162-964-11	CERAMIC CHIP	0.001uF	10%	50V		R1021	1-216-827-11	METAL CHIP	3.3K	5%	1/16W	
C1054	1-165-176-11	CERAMIC CHIP	0.047uF	10%	16V		R1022	1-216-823-11	METAL CHIP	1.5K	5%	1/16W	
							R1025	1-219-614-11	METAL CHIP	301K	0.50%	1/16W	
< DIODE >													
							R1026	1-218-161-11	RES,CHIP	62K	1%	1/10W	
D1001	1-801-730-11	VARISTOR					R1027	1-216-833-11	METAL CHIP	10K	5%	1/16W	
D1002	1-801-730-11	VARISTOR					R1031	1-218-161-11	RES,CHIP	62K	1%	1/10W	
D1003	8-719-909-90	DIODE BAV99					R1032	1-220-372-11	RES,CHIP	200K	5%	1/16W	
D1004	8-719-909-90	DIODE BAV99					R1033	1-216-845-11	METAL CHIP	100K	5%	1/16W	
D1006	8-719-047-37	DIODE BAS16											
							R1035	1-216-841-11	METAL CHIP	47K	5%	1/16W	
D1009	8-719-063-83	LED SML-310MTT86 (ID976)					R1036	1-218-292-11	RES,CHIP	20K	5%	1/16W	
D1011	8-719-063-83	LED SML-310MTT86 (ID976)					R1037	1-216-821-11	METAL CHIP	1K	5%	1/16W	
D1017	8-719-063-83	LED SML-310MTT86 (ID976)					R1039	1-216-846-11	METAL CHIP	120K	5%	1/16W	
D1019	8-719-063-83	LED SML-310MTT86 (ID976)					R1041	1-216-861-11	METAL CHIP	2.2M	5%	1/16W	
D1020	8-719-077-35	DIODE BB555											
							R1042	1-216-833-11	METAL CHIP	10K	5%	1/16W	
D1023	8-719-063-83	LED SML-310MTT86					R1044	1-218-292-11	RES,CHIP	20K	5%	1/16W	
D1024	8-719-063-83	LED SML-310MTT86					R1057	1-216-823-11	METAL CHIP	1.5K	5%	1/16W	
D1025	8-719-063-83	LED SML-310MTT86					R1058	1-216-833-11	METAL CHIP	10K	5%	1/16W	
D1026	8-719-063-83	LED SML-310MTT86					R1059	1-216-823-11	METAL CHIP	1.5K	5%	1/16W	
D1027	8-719-063-83	LED SML-310MTT86											
							R1060	1-216-833-11	METAL CHIP	10K	5%	1/16W	
D1028	8-719-063-83	LED SML-310MTT86					R1064	1-216-836-11	METAL CHIP	18K	5%	1/16W	
D1030	8-719-047-37	DIODE BAS16					R1065	1-218-271-11	RES,CHIP	2K	5%	1/16W	
D1031	8-719-070-56	DIODE PDZ5.1B-115					R1066	1-218-331-11	RES,CHIP	51K	5%	1/16W	
D1032	8-719-063-83	LED SML-310MTT86					R1067	1-216-845-11	METAL CHIP	100K	5%	1/16W	
D1033	8-719-063-83	LED SML-310MTT86											
							R1068	1-216-821-11	METAL CHIP	1K	5%	1/16W	
							R1069	1-216-833-11	METAL CHIP	10K	5%	1/16W	
							R1070	1-216-821-11	METAL CHIP	1K	5%	1/16W	

HAND MAIN

Ref. No.	Part No.	Description	Remark		
R1071	1-216-852-11	METAL CHIP	390K	5%	1/16W
R1073	1-220-151-11	RES,CHIP	51	5%	1/16W
R1076	1-216-845-11	METAL CHIP	100K	5%	1/16W
R1079	1-216-864-11	METAL CHIP	0	5%	1/16W
R1083	1-216-849-11	METAL CHIP	220K	5%	1/16W
< SWITCH >					
S1002	1-475-568-12	ENCODER, ROTARY			
S1003	1-771-833-11	SWITCH, SLIDE (VOL)			
< IC >					
U1001	X-3378-159-1	ASIC ASSY (ASIC BOARD, COMPLETE)			
U1002	1-505-594-11	BUZZER			
U1003	1-542-260-31	MICROPHONE, ELECTRET CONDENSER			
U1005	1-505-593-11	SPEAKER (2.8cm)			
U1006	8-759-466-52	IC CAT93C86S-LE10			
U1007	8-759-651-11	IC LP29811M5-3.0			
< VIBRATOR >					
X1001	1-577-269-11	VIBRATOR, CRYSTAL (18.4MHz)			

MISCELLANEOUS					

8	A-3672-875-A	RF UNIT (HS) (HANDSET)			
69	A-3672-877-A	RF UNIT (BU) (BASE PHONE)			
ANT1001	1-754-103-11	ANTENNA (HANDSET)			
ANT3001	1-501-951-31	ANTENNA (BASE PHONE)			
LCD1	1-803-833-11	LCD MODULE (BASE PHONE)			
LCD1001	1-803-832-11	LCD MODULE (HANDSET)			
SP1	1-505-231-11	SPEAKER (5cm) (BASE PHONE)			

ACCESSORIES & PACKING MATERIALS					

△	1-475-852-11	ADAPTOR, AC (AC-T122)			
	1-528-769-11	BATTERY PACK (BP-T23)			
	1-696-453-21	CORD (WITH MODULAR PLUG) (LINE) (215cm)			
	1-696-454-11	CORD (WITH MODULAR PLUG) (LINE) (15cm)			
	3-012-379-11	CASE (WALL HOOK)			
	3-867-314-11	MANUAL, INSTRUCTION (ENGLISH,SPANISH)			
		(ID975)			
	3-867-314-21	MANUAL, INSTRUCTION (ENGLISH,FRENCH)			
		(ID976)			
	3-867-350-11	GUIDE, QUICK START (ENGLISH,SPANISH)			
		(ID975)			
	3-867-350-21	GUIDE, QUICK START (ENGLISH,FRENCH)			
		(ID976)			

The components identified by mark ⚠ or dotted line with mark ⚠ are critical for safety. Replace only with part number specified.	Les composants identifiés par une marque ⚠ sont critiques pour la sécurité. Ne les remplacer que par une pièce portant le numéro spécifié.
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