User's Manual

EDACS®
Duplex Portable
DPE-100

ERICSSON

NOTICE!

This manual covers Ericsson and General Electric products manufactured and sold by Ericsson Inc.

NOTE!

Repairs to this equipment should be made only by an authorized service technician or facility designated by the supplier. Any repairs, alterations or substitution of recommended parts made by the user to this equipment not approved by the manufacturer could void the user's authority to operate the equipment in addition to the manufacturer's warranty.

NOTE

TABLE OF CONTENTS

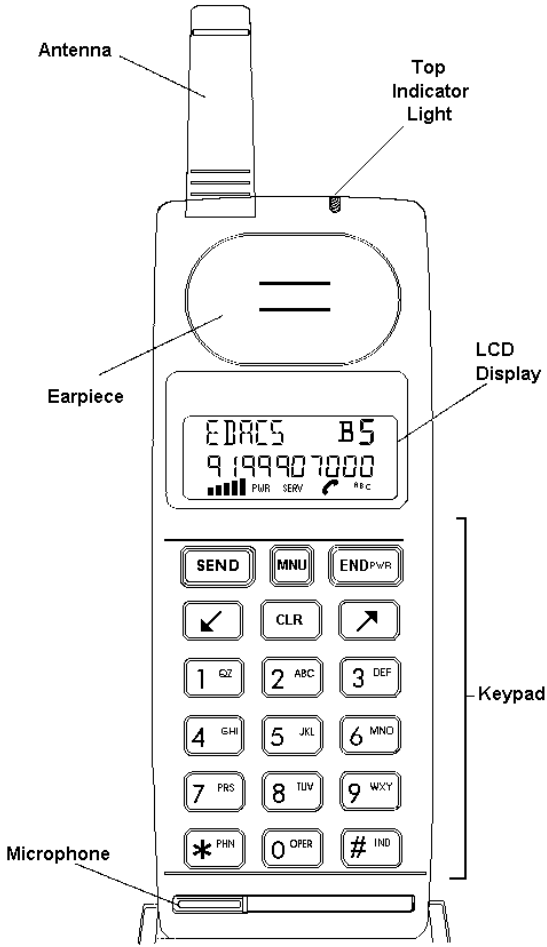
TABLE OF CONTENTS (Continued)

INTRODUCTION

This manual describes how to use the DPE-100 Portable Radio. The DPE-100 is a synthesized, microprocessor-based, high performance duplex portable FM radio providing reliable two-way communications in Enhanced Digital Access Communications System (EDACS) trunking environments.

Duplex is provided in EDACS systems while operating in the Telephone Interconnect Mode. In an EDACS trunked environment the user selects a communications system. In this mode, channel selection is transparent to the user and is controlled via digital communication with the system controller. This provides advanced programmable features and fast access to communication channels.

The exact operation of the radio depends on the radio mode, the operating mode, the radio's programming, and the particular radio system. Most features described in this manual may be enabled or disabled through programming. Consult the system administrator for the required features to be programmed into the radio.

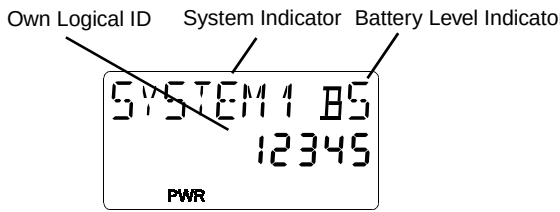

Antenna
Top
Indicator
Light
Earpiece
LCD
Display
EDACS B5
9199907000
PWR SERV
SEND
MNU
END PWR
CLR
1 @Z
2 ABC
3 DEF
4 GHI
5 JKL
6 MNO
7 PRS
8 TUV
9 WXY
* PHN
0 OPER
IND
Keypad
Microphone

TURNING THE RADIO ON

END PWR Turn the radio on by holding down the END PWR key until you hear a beep.

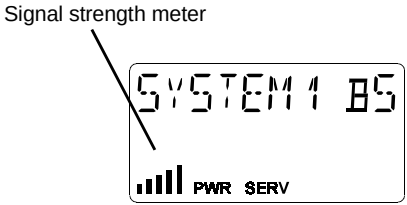
The display illumination comes on. All the status indicators and all the segments in the alphanumeric and numeric fields in the display will flash 3 times.

The radio's LID number is displayed briefly.



A **battery level indicator** is shown in the upper right corner of the display. This can be a value from B0 to B5 in proportion to the battery's voltage level. You can read more about this in the chapter ***Batteries and Recharging***.

Once service is available from an EDACS system, the **SERV** (Service) indicator comes on, together with a **signal strength** meter and the **CC SCAN** goes off in the display. This meter indicates the relative signal strength by displaying from 0 to 5 "bars" ,with the number of bars being proportional to the signal strength.



Note the following points:

- If the **SERV** indicator does not come on, you have lost contact with the EDACS system and cannot, therefore, place or receive any calls. Refer to **Appendix 1** for further information.
- If no signal strength is shown, try moving the radio to obtain a stronger signal. Refer to **Appendix 1** for further information.

PLACING AN INTERCONNECT CALL

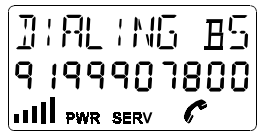
1. Enter the desired number on the numeric keys. The digits are shown in the display.

If you enter a wrong digit or a wrong number:

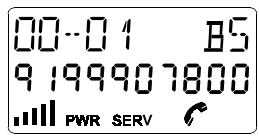
Erase a wrong digit by pressing the CLR key momentarily. You may delete all wrong digits individually like this, or eliminate all entered digits by holding the CLR key for approximately 1 second. If you are not in a call, pressing the END PWR key will also delete all entered digits.

2. When you have entered the number, press SEND.

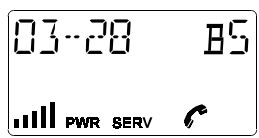
   The text "***DIALING***" shows in the display and the symbol comes on.



   When you have made contact with the EDACS system, "***DIALING***" will disappear.



   The number dialed will remain in the display until any key is pressed, or the call is ended, at which time the minutes and seconds of the call will be displayed.



   The left two digits show minutes, and the right two digits show the seconds (separated by two dashes).

3. When the conversation is finished, press END PWR.

Nobody Answers or You Hear a Busy or Fast Busy Tone

Press END PWR. The telephone number will be retained in the memory and you can easily repeat the call.

Last Number Re-Dial

MNU

Press MNU, then ↗ to scroll to the ***RE-CALL*** function. Then press MNU, the word ***LAST DIAL*** will appear and the last dialed number will be displayed. Press SEND to place the call.

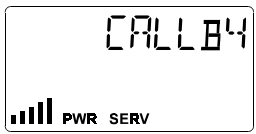
The last number called will remain in the memory even though the radio is turned off.

A Call is Unsuccessful or a Call in Progress is Interrupted

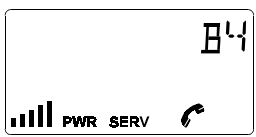
An error signal (a short beep) is heard. Observe the signal strength indication in the display. The signal strength should be at least 1. Refer to **Appendix 1** for further information.

ANSWERING A CALL

When you are being called, the radio rings according to the setting in the Menu Mode. The top indicator light rapidly flashes Green while "**PHN CALL**" also flashes in the display.



SEND Press SEND to answer. The will light up and ***PHN CALL*** will be removed.



END PWR When the conversation is finished, press END PWR.

Unanswered call Counter

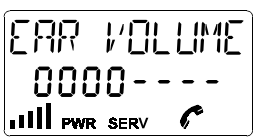
If one or more calls have not been answered, the number of unanswered calls will be displayed. For example, ***02 CALLS***. The unanswered call counter will reset as soon as you press any key.

VOLUME CONTROL

During a conversation you can adjust the volume of the earpiece with these keys. Press and hold to increase or decrease the volume. The volume of the keypad tones may be adjusted in the same manner when not in a conversation.

NOTE

There are separate volume levels for hand-held & handsfree modes for both earpiece/ speaker and the keypad tones.



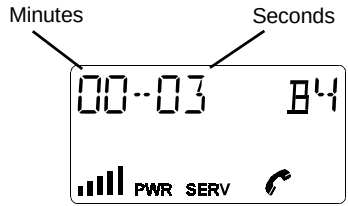
The display will show a line of zeroes representing the volume level. This will remain as set, after the phone is turned off.

MUTE KEY

MNU During a conversation, the microphone can be deactivated by holding down the MNU key. Release the MNU key to resume the conversation.

AIR TIME METER

At end of a call, the elapsed air time, in minutes and seconds, is displayed for two seconds.



The air time of the outgoing call includes the time taken to connect the call.

NOTE

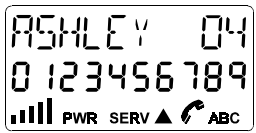
The air time meter is only a guide; actual billing time from your service provider may differ.

TURNING THE TELEPHONE OFF

END PWR Press and hold down the END PWR key until you hear a beep. If a call is in progress, end the call by pressing and releasing the END PWR key, wait a few seconds, and then press and hold down the END PWR key until you hear a beep.

DISPLAY, KEYPAD, AND AUDIBLE SIGNALS

DISPLAY



Alphanumeric Field

- Displays names and memory locations, etc.
- Displays messages, queries, and warnings.
- Displays "air time" at end of a call.
- Displays battery level indicator.

Numeric Field

Displays the telephone number entered on the keypad, or recalled from memory.

Status Indicators

PWR — **Power**. Indicates that the radio is turned on.

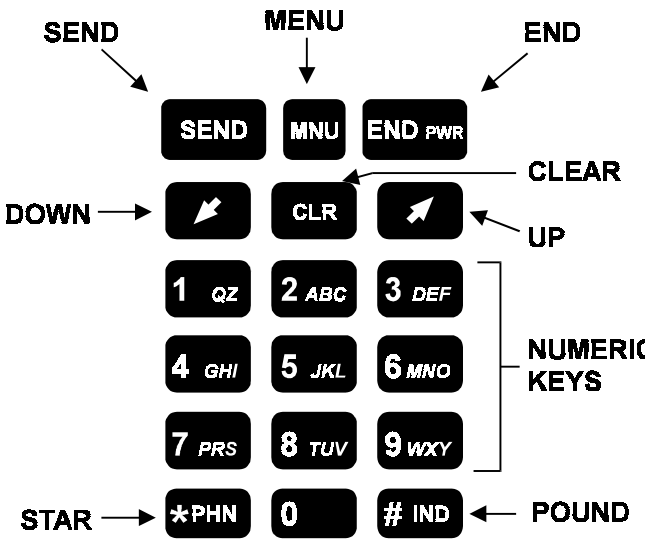
SERV — **Service**. Indicates control channel.

In Use. Shown during a call and also while an outgoing call is being connected.

ABC — **Alpha Mode**. Flashes to indicate that you can enter letters with the numeric keys.

Signal Strength Indicator. From 0 to 5 bars will be displayed to show signal strength; five bars being the strongest signal.

KEYPAD



END ON/OFF

If a call is in progress, pressing END/PWR terminates the call. Otherwise you can turn the radio ON or OFF by holding down the key until you hear a beep. This key is also used to exit from any sub-mode and return to the standby mode. May also be used to delete all entered digits while outside of a call.

SEND

Places a call after a number has been entered, or recalled from the memory, and answers an incoming call.

MENU

This key has two different functions: 1) **MENU** and 2) **Mute Key**.

MENU

MNU — Press to select the Special Functions of the radio. Refer to chapter, ***User Menu Functions***.

MNU *PHN — Press MNU and, within two seconds, *PHN to enter an automatic two (2) second **pause** before a sequence of digits that is to be sent in a cluster as DTMF signals.

MNU #IND Press MNU and, within two seconds, #IND to enter a manual **pause** before a sequence of digits that is to be sent in a cluster as DTMF signals. Transmission of DTMF tones will stop until re-initiated by pressing MNU and then SEND.

MNU SEND Press MNU and, within two seconds, SEND to send a sequence of digits in a cluster as DTMF signals. Refer to the chapter ***DTMF Signaling***.

Mute Key (Microphone Mute)

MNU Hold down MNU to mute the microphone during a conversation. If the telephone is used with hands free equipment, the separate microphone will be muted.

Volume Control

To change the volume simply press and hold up or down arrows until the desired level is reached. If the radio is in handsfree operation, the loudspeaker volume will be adjusted.

CLR

CLEAR

Press the CLR key for either of the following functions.

1. If CLR is pressed momentarily, it erases the last digit or letter entered. Clear can be executed repeatedly to erase several characters.

2. If CLR is held down for at least one second, it erases all digits displayed, for example, a telephone number from the display.

Numeric Keys

1 QZ 2 ABC . . . 9 WXY 0

Used to enter telephone numbers to be called, or stored in the memory.

Used to enter memory locations when re-calling telephone numbers.

Used to scroll to an option within the menu function.

When in **Alpha** mode, letters and digits can be entered. Press the appropriate numeric key once, twice, 3 or 4 times according to the position of the desired letter on the key. (Digit is fourth position).

Star

(*PHN) Used when entering an automatic **pause** before a sequence of digits that is to be sent in a cluster as DTMF signals. Press (MNU) and then, within two seconds, (*PHN). Refer to the chapter, ***DTMF Signaling***.

Used in **Alpha** mode to enter a space or a star.

Pound

(#IND) Used when entering a manual **pause** before a sequence of digits that is to be sent in a cluster as DTMF signals. Press (MNU) and then, within two seconds (#IND). Refer to the chapter, ***DTMF Signaling.***

Illumination

The display and keys are illuminated.

The light will be on if the phone is being dialed, or if a key has been pressed. After 10 seconds of inactivity the light will automatically turn off. See the chapter on ***User Menu Functions*** for further information on this option.

ALERT TONES

The DPE-100 radio generates a set of unique alert tones to indicate operating status. The following section identifies and describes the alert tones used in the Duplex radio for EDACS applications.

CALL ORIGINATE ALERT

If programmed, a short tone is sounded whenever the SEND key is pressed and the radio has acquired a channel. This tone indicates the user may begin communications.

CALL QUEUED

If one short, high pitched tone sounds after the transmitter is keyed, this indicates that the system has placed the request in a queue. This tone sounds at both the transmitting unit and the receiving unit(s), indicating to the user on the receiving end that they will receive a call shortly. If the SEND key is pressed while in queue, the radio autokeys (automatically keys) sends when a channel becomes available (see AUTOKEY).

AUTOKEY

When the SEND key is pressed to place a call on the system, but is released before the channel is assigned (e.g. a queued call), the radio automatically keys on the channel when it gets the assignment. The radio generates a long beep and holds the transmitter keyed for two seconds. Pressing the SEND key keeps the channel and sends the message before this two second time-out has expired.

SYSTEM BUSY

If you press the SEND key and hear three short, medium pitched tones, this indicates that the receiving party is already on the system or the system is busy and its queue is full. You must rekey later to access the system.

CALL DENIED

A single low pitch beep sounds when the SEND key is pressed and the request is denied by the system. This happens if the unit is an invalid user or if the unit is requesting an unavailable service.

OUT OF RANGE SYSTEM INOPERATIVE

A single low pitched tone sounds immediately after the SEND key is pressed indicating the radio is out of range of the repeater. The radio tries to place the call for a short period (3 seconds) after the initial attempt. The radio generates a second low pitched tone when it gives up trying to place the call. The system is off the air or the radio needs servicing when the radio is within calling range, and these tones are heard.

AUDIBLE SIGNALS

Ringing Signal

The ringing signal sounds when a call is received. It will be repeated until the call is answered or is terminated by the system.

There is a special function to allow you to set the volume of the ringing signal. The ringing volume can be set to one of several different signals. See the chapter ***User Menu Functions***.

Error Signal

A short beep tells you have done something incorrectly. For example, if you try to store a telephone number in a memory location that is already in use, or if you try to place a call when the **SERV** indicator is not present in the display.

Malfunction Alarm Signal

A long beep will be heard if:

- The attached battery is becoming exhausted. The warning **LOW BATT** will also flash in the display. Refer to the chapter ***Batteries and Recharging***.

ELECTRONIC LOCK AND CALL RESTRICTIONS

In this function the radio may be locked completely, except for emergency calls. One of a number of call

restrictions for the user may also be selected. The 4-digit personal Code may also be changed from this function.

IMPORTANT

The radio is factory programmed with a lock code of **0000**. To improve security, enter a personalized four digit code by using the **ALTER CODE** option.

An option is set by entering the menu, toggling to the right alternative and pressing MNU. The telephone then prompts for the personal code. If the right code is entered, the option is set. (To change the personal code,the code must be entered, then the new code must be entered and verified).

When the radio is completely locked, the option LOCK AUTO is set and the text ***LOCKED*** is shown in the display. If the right 4-digit code is entered the text ***UNLOCKED*** will be displayed for 5 seconds and the lock is temporarily removed. When the phone is powered off, the lock becomes active again.

The only way to permanently remove the lock is to enter this menu and select another option. If the option LOCK OFF is set, no restriction is active.

When the user tries to do an operation that is restricted, the text ***RESTRICTED*** will be displayed for 5 seconds, and the normal (low) alarm signal will be emitted.

If an incorrect personal code is entered, ***WRONG CODE*** appears in the display and the display returns to manual standby mode.

SETUP LOCK CODE

1. Press MNU twice.
2. Press ↗ key to scroll to **LOCK**.
3. Press any digit key (1-9) to scroll to **ALTER CODE**.
4. Press MNU.
5. Enter OLD code.
6. Enter NEW code.
7. Enter NEW code (to verify new code).
8. Press MNU to store new code.
9. Press END PWR to exit from menu function.

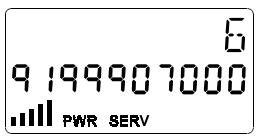
STORING NUMBERS

You can store often used telephone numbers in the radio's memory, both when the radio is in standby mode and during a conversation. Numbers can be stored with, or without, an accompanying name.

A number to be stored may contain up to 32 digits, and a name up to 8 letters, including spaces. Up to 99 numbers may be stored.

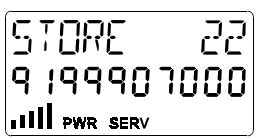
STORING A NUMBER (AND NAME)

1. Enter the telephone number you wish to store. If you make a mistake, you can erase a wrong digit by pressing the CLR key.



2. Press MNU. Then press ➶ to scroll to STORE --. Press MNU and the word ***STORE*** is displayed, followed by the first free memory location, for example 22.

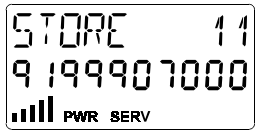
MNU ➶



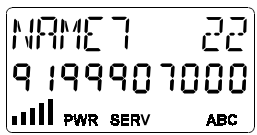
3. To store the number in this memory location, go to step 5.

4. To store the number in a different memory location, enter the number of the memory location, for example 11.

1 QZ 1 QZ



5. Press MNU again. The question ***NAME?*** appears and the status indicator ***ABC*** (alpha mode) flashes in the display. This indicates that you can now enter an accompanying name if you wish to do so.



6. Enter the first letter of the name. Pressing a different key or waiting for one second will move the cursor to the next position. You can enter up to **eight** letters.

   - To enter a letter, press the appropriate numeric key once, twice, or three times, depending on the position of the letter on the key.
   - To enter a number, press the appropriate numeric key four times.
   - Star *PHN toggles between "*" and "space" in the alpha mode.
   - Pound #IND toggles between "#" and "-" in the alpha mode.

- If you make a mistake, correct it by pressing the CLR key.

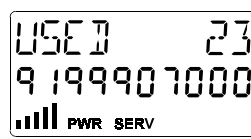
7. When you have entered the entire name, press MNU. The number and name are stored.

> **NOTE**
>
> If you do not wish to enter a name, press MNU when the question ***NAME ?*** appears. The number will then be stored without a name.

If you do not press MNU, the number (and name) will be stored automatically after about 20 seconds.

MEMORY PROTECTION

If you try to store a number in a memory location which already contains a number, a short beep is heard and the word ***USED*** flashes in the display for five seconds.



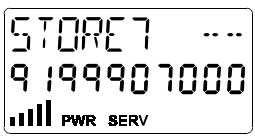
You can choose either to:

a. Store the number in a different memory location. Enter the number of the memory location and press MNU.

b. Store the number under the selected memory location, thus **erasing** the old number (and name). Just press MNU.

MEMORY FULL

If, when you attempt to store a new number, all memory locations are in use, ***STORE ? - -*** is displayed.



If you do not wish to store the number, press the END PWR key or the CLR key.

If, on the other hand, you do wish to store the number, you can do the following:

Store the number in an already occupied memory location, thus erasing the old number (and name). Enter the required memory position and press MNU.

RECALLING NUMBERS

There are two ways of calling a stored number. You can either recall the number so that it appears in the display and then call it by pressing SEND, or if you are certain of the memory location, enter the memory location and press just SEND (speed calling).

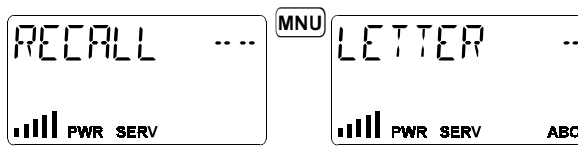
Displaying Extended Digits

If you recall a telephone number which has thirty-two (32) digits, the number will be displayed in blocks of numbers starting with the first two (2) digits, followed by the next ten (10) digits, the next ten (10) digits, and then the last ten (10) digits.

Alpha Recall

Only applies to telephone numbers stored with an accompanying name.

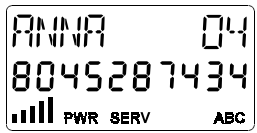
1. Press MNU. Press ↗ to scroll to ***RECALL --***. Press MNU twice and the work ***LETTER -*** appears and the ABC status indicator flashes.



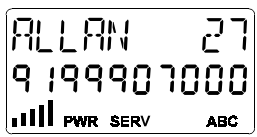
2. Enter the first letter of the name by pressing the relevant numeric key once, twice or three times, depending on the position of the desired letter.

2ABC

3. The first name match will be displayed.



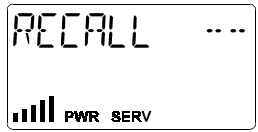
4. If the desired name is not displayed, scroll through the names by holding down the ↓ key until you find it. The names will be sorted alphabetically. If you scroll past the name you can go backward by repeatedly pressing the ↑ key.



5. To place a call, press SEND.

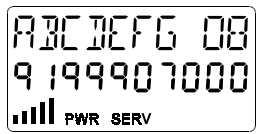
Recalling a Number by Entering the Memory Location

1. Press MNU. Press ↓ to scroll to ***RECALL--***



2. Enter the memory location (one or two digits). The number (and name) appears in the display.

8 TUV



If you are **uncertain** of the memory location, enter a **lower** memory location and then scroll forward by holding down the ↓ key until you find the number. If you scroll too far, you can go backward by repeatedly pressing the ↑ key.

3. To place the call, press SEND.

Appending Digits to a Recalled Number

If you have stored a partial number you can recall it from the memory and then append the remaining digits.

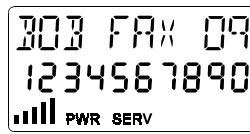
Changing a Recalled Number

A telephone number recalled from the memory can be altered by erasing the last digits using the CLR key, and then entering new digits.

SPEED CALLING

A stored number can be called by just entering the memory location (one or two digits) and pressing SEND. The number appears in the display.

9WXY SEND



If you called a wrong number, you can press ENDPWR before the call has been connected.

ERASING A STORED NUMBER

A stored number (and name) will be erased automatically if you store a new number in the same location. However, you can erase a number without replacing with a new number, by proceeding as follows:

1. Press CLR key and hold for approximately 1 second to erase any entered digits.

2. Press MNU. Press ↗ to scroll to ***RECALL--***.

3. Enter the desired location, for example **22**. Press MNU. The warning message "**USED**" flashes for 5 seconds.

4. Press MNU again. The message "**CLEARED 22**" is displayed for 5 seconds, and the number (and name) stored in location 22 are now erased.

RECALLING A NUMBER DURING A CALL

You may recall a memory location during a call. The number in that location may then be sent using **DTMF** (Dual Tone Multi-Frequency) tones. See the chapter on ***DTMF Signaling*** for further information.

DTMF SIGNALING

You can use your telephone to send DTMF (Dual Tone Multi Frequency) signals to perform banking by phone, controlling answering machines , and other functions.

DTMF SIGNALING USING THE KEYPAD

If click sounds, or nothing, are heard when you press the keys, use the menu function to select **KEY BURST** or **KEY CONT** to turn the key tones on. Refer to the chapter ***User Menu Functions***.

If you select the **Burst** option, a tone of fixed length will sound when you press a numeric key.

With the **Continuous** option, a tone will sound as long as a numeric key is pressed.

If you select the "Clicks" option, you will hear keyclicks in the speaker, but DTMF tones will be transmitted.

To send DTMF signals:

1. Call the desired number.

2. When the call has been connected, pressing keys **0 - 9**, *, and # will cause the corresponding DTMF signals to be sent.

Pause Before Sending DTMF Signals

You can also pause during transmission of a DTMF string to acknowledge handshaking with the called device, or system. Some automatic voice response systems may require pauses to facilitate entering digits in response to system commands.

An automatic two (2) second pause is entered by pressing MNU (Function) followed within two seconds by *PHN. A pause appears in the display as a "**P**".

Several pauses can be entered to separate different codes, for example:

<Tel. No.> **P** <Code 1> **P** <Code 2> **P** <Code 3>.

You can enter a maximum of 32 characters, including the pauses.

Pressing MNU and SEND, during a call, will send the characters up to the first pause. After approximately two

(2) seconds transmission will begin again until another pause is encountered. This will continue until the entire sequence has been sent.

Pre-Programmed DTMF Signaling

You can store a code in the memory in the same way as you store a telephone number.

The code can be any combination of the digits **0 - 9**, and the characters * and #, and it may contain up to 32 characters.

To send the code:

1. Call the desired telephone number and wait until the call has been connected.

2. Recall the code from memory. The digits will appear in the display and will be sent automatically when MNU and SEND are pressed.

NOTE

You can store several codes if you separate them by pauses (**P**). However, the total number of characters must not exceed 32.

Alternative Method:

You can also store a telephone number, together with one or more codes, separated by **pauses**. Automatic pauses are entered with MNU and *PHN, while fixed paused are entered with MNU and #IND. The total number of characters must not exceed 32.

To place the call and send the code, proceed as follows:

1. Recall the number and the code from memory.

2. Place the call by pressing SEND.

3. When the call has been connected, press MNU and SEND to send the code.

   If a fixed pause is encountered, **DTMF** signaling will stop until MNU and SEND are pressed again to send the next code sequence.

SYSTEM SELECTION

To select the EDACS system for operation from the available systems stored by PC programming, the menu function is used.

1. Press MNU. Then use the ↗ key to scroll to ***SYSTEM***. The current system will be displayed.

2. Press any digit key (1-9) to scroll through the list of pre-programmed systems. Press MNU to store desired selection. The word ***STORED*** will appear in the display to indicate that a new system has been selected.

3. Press END PWR to exit from the menu function.

ACCESSING USER MENU FUNCTIONS

To access the user menu functions:

1. Press MNU.

2. Press ▲ to scroll forward or ▼ to scroll backward to select desired function.

3. Press any digit key (1-9) to select an option within a function.

4. Press MNU to store desired option.

5. Press ▲ or ▼ to continue to scroll through menu function or press END PWR to exit menu.

MENU FUNCTION DEFINITIONS

Menu Position	Function
1	Store telephone number (name)
2	Recall telephone number (name)
3	Select system
4	Electronic Lock/Call restrictions
5	Battery Saver
6	Ring Volume
7	Ring Tone
8	LCD contrast
9	Answering Methods
10	Key Burst, Tones, Clicks
11	Microphone Gain
12	Backlight Selector
13	Unanswered Call Counter
14	Auto Area Code
15	Bat. Voltage
16	Pers Program
17	Total Accumulated Time
18	Resettable Accumulated Call Time
19	Last Call Time
20	Keypad Lock

(1) STORING NUMBERS (and names): Lets you store telephone numbers (names) in memory.

Default: STORE --

STORE --: Store number in memory by entering memory location and then pressing MNU.
NAME: Stores name associated with stored number.

(2) RECALL NUMBERS (and names): Lets you recall telephone numbers (names) from memory.

Default: RECALL --

RECALL --: Recall number from memory by entering memory location and then pressing MNU.
LAST DIAL: Recall last number dialed by scrolling forward with ↗ key and then pressing MNU.
LETTER-: Recall number from memory by entering names.

(3) SYSTEM SELECTION: Lets you select the system operation.

Default: Current System

Use ↗ or ↙ keys to scroll through the list of programmed systems. Press MNU to select new systems.

(4) ELECTRONIC LOCK AND CALL RESTRICTIONS: Lets you lock the radio to restrict unauthorized use and enter personal lock code.

Default: LOCK OFF

LOCK OFF: No restrictions, the radio can send and receive all types of calls.
LOCK AUTO: The radio can send calls only to the emergency number. The radio cannot receive calls.
LOCK LOCAL: The radio can send calls only to seven-digit numbers. The radio can receive all calls.

LOCK MEM: The radio can send calls only to numbers recalled from memory. You cannot store numbers in memory when LOCK MEM is set.
LOCK NO900: The radio cannot send area code 900 calls. The radio can receive all calls.
LOCK 800: The radio can send calls only to area code 800 (toll free) numbers. The radio can receive all calls.
LOCK IN: The radio can only receive calls.
LOCK OUT: The radio can only send calls. Incoming call alert is disabled.
LOCK OPER: The radio cannot send calls to 0+ numbers. The radio can receive all calls.
ALTER CODE: Lets you change your personal lock code.

(5) BATTERY SAVER: Lets you select the amount of battery savings.

Default: NORMAL

NORMAL: Radio achieves 33 hours of standby on a single charge.
EXTENDED: Radio achieves 40 hours of standby on a single charge.

(6) RING VOLUME: Lets you select the ring volume signal.

Default: RING HIGH

Note: One ring signal is sounded for each corresponding Ring Volume displayed.

RINGSILENT: Ring signal is silent. the low battery warning only clicks once.
RING LOW: Ring signal is continuous and low.
RING MED: Ring signal is continuous and medium.
RING HIGH: Ring signal is continuous and high.
RING STEP: Ring signal is stepped and low.

(7) RING TONE: Lets you select the ring tone frequency.

Default: TONE HIGH

Note: One ring signal is sounded for each corresponding Ring Tone displayed.
TONE LOW: Frequency tone is low.
TONE MED: Frequency tone is medium.
TONE HIGH: Frequency tone is high.
TONE MIXED: Frequency tone cycles through the high, medium, and low tones.

(8) LCD CONTRAST: Lets you set the LCD display contrast.

Default: LCD LOW

LCD LOW: Display contrast is low.
LCD MEDIUM: Display contrast is medium.
LCD HIGH: Display contrast is high.

(9) ANSWERING METHODS: Lets you select the type of answering method for incoming calls.

Default: ANSWER ANY

ANSWER ANY: Press any key (except END PWR key) to answer incoming calls.
ANSWER SEND: Press only SEND key to answer incoming calls.
ANSWER AUTO: Requires optional car kit.

(10) KEY BURST, TONES, OR CLICKS: Lets you select whether keypad numeric keys (0-9, #, *) produce DTMF tones or key clicks.

Default: KEY CONT.

KEY BURST: Burst mode avoids double-digiting error. The radio signal may drop out very briefly when you make a call in motion. This drop out can cause equipment to interpret two or more digits when you only press one. Select this mode if you experience a double digit error often.
KEY CONT: Some answering machines require continuous mode. Select this mode if you are having difficulty controlling answering machines.
KEY CLICK: Click mode sends the digits as a DTMF click as opposed to a DTMF tone.

(11) MICROPHONE GAIN: Lets you select the microphone gain.

Default: MIC NORMAL

MIC LOW: Microphone gain is low.
MIC NORMAL: Microphone gain is normal.
MIC HIGH: Microphone gain is high.

(12) BACKLIGHT SELECTOR: Keypad or display illumination to be automatic or switched off.

Default: LIGHT AUTO.

LIGHT AUTO: The illumination comes on for ten seconds after any key is pressed. The illumination stays on continuously if the radio is mounted in a car kit and turned on.
LIGHT OFF: The illumination is off at all times.

(13) UNANSWERED CALL COUNTER: Records the number of unanswered calls.

Default: ABSENT ON

ABSENT ON: Lists the number of unanswered calls on display. Display clears if you press any key.
ABSENT OFF: does not list number of unanswered calls.

(14) AUTO AREA: Allows an area code to be appended to the beginning of every number dialed. 0000=none

Default: 0000

(15) BATTERY VOLTAGE: Shows the input battery voltage to the radio (for example, 6-3 = 6.3 volts).

(16) PERS PROG: PC personality programming mode.

(17) TOTAL ACCUMULATED TIME: Displays the total accumulated call time, in hours and minutes, since the radio was manufactured. This value cannot be reset.

(18) RESETTABLE ACCUMULATED CALL TIME: Displays accumulated call time, in hours and minutes, since last reset.

ACCUM TIME: Displays the accumulated time.
RESET?--RCL: Resets to zero by pressing key.

(19) LAST CALL TIME: Displays "air time" of last call in minutes and seconds.

(20) KEYPAD LOCK: Locks the keypad so that unintentional key action has no effect on receiving calls.

Default: KEY UNLOCK

KEY UNLOCK: If keypad is in KEY LOCK; press MNU, any numeric key to scroll to
KEY UNLOCKED, press MNU to store.
KEY LOCK: Select by scrolling to menu function KEY LOCK and pressing MNU.

BATTERIES AND RECHARGING

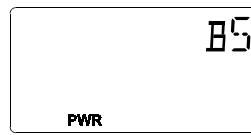
BATTERIES

The Ericsson DPE-100 is designed for use with high quality Ericsson batteries provided in the package. Use

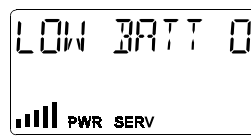
of other batteries should be avoided as it may be hazardous and may result in voiding your radio's warranty.

Battery Level Indicator

A number from B0 to B5, based on the battery level is shown on the right of the display. A fully charged battery will show B5. A battery which is almost discharged will indicate B1 or B0.



Low Battery Alert



Your radio should typically provide ninety (90) minutes of continuous talk-time before needing to be recharged.

An alert tone sounds for a short time and the message ***LOW BATT*** flashes in the display. The top LED will also flash red rapidly.

If the radio is left on, the low battery alert will be repeated several times and, eventually, the radio will turn itself off.

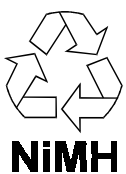
If the low battery alarm sounds while a call is in progress, you should end the call as quickly as possible. If the call continues, the radio will turn itself off after a short period.

Care and Maintenance

The batteries are of Nickel Metal Hydride type. They have a long maintenance-free service life if properly treated.

- Discharge battery completely before recharging.
- **Never** let a battery get into contact with metal objects that may short-circuit the battery poles, for example a bunch of keys in a pocket.
- **Do Not** disassemble a battery.
- A battery may explode if disposed of in a fire.
- Use only Ericsson specified batteries and chargers.

Rechargeable Battery Pack Disposal



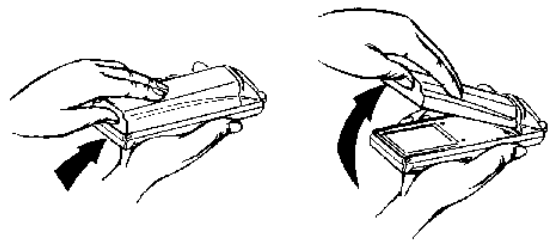
The product that you have purchased contains a rechargeable battery. The battery is recyclable. At the end of its useful life, under various state and local laws, it may be illegal to dispose of this battery into the municipal waste stream. Check with your local solid waste officials for details in your area for recycling options or proper disposal. Call Toll

Free 1-800-8-BATTERY for information and/or procedures for returning rechargeable batteries in your state.

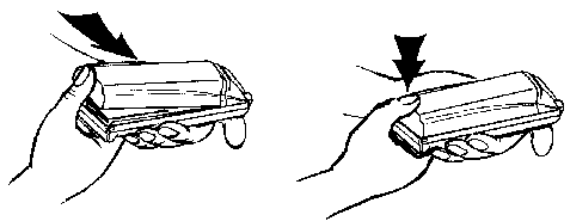
Inserting and Removing a Battery

Standard Battery

Removal:



Insertion:



RECHARGING

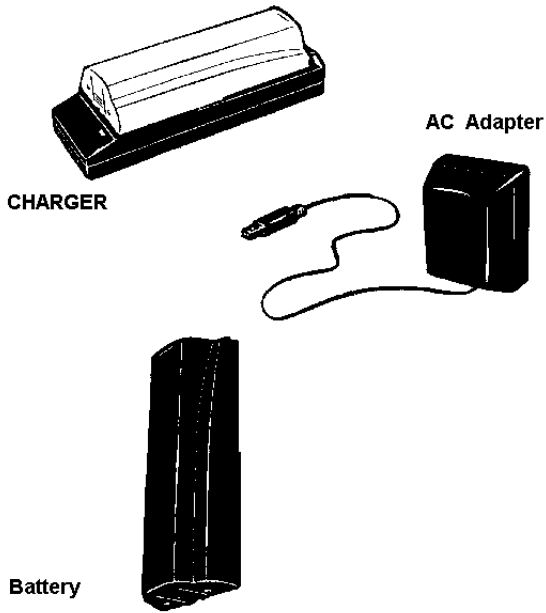
Your charger is intended for indoor use only. Keep charger and AC adaptor dry. **Do not** use in or near water.

Avoid recharging a battery before the low battery alert is displayed.

Never recharge a battery when the ambient temperature is below 5ºC or 40ºF, or above 40ºC or 105ºF.

The LED on the charger will indicate that charging is in progress. Remove the battery when the LED turns green. Do not leave the battery in the charger for more than 48 hours. Over-charging may reduce battery life.

Using a Desk-Top Charger



1. Connect the AC Adapter to the desk-top charger.

2. Plug the AC adapter into a wall outlet.

3. Remove the battery from the radio and lay it on the desk-top charger, radio side down. For longest battery life,remove the battery after charging.

Restoring Battery Capacity

If you often recharge a battery before the low battery alarm has been issued, the battery's ability to accept charge may be impaired. This will result in less and less time between recharges. To restore the battery, perform the following:

1. Use the radio as you normally would, until the low battery alarm has been issued.

2. Allow the radio to remain on until it turns itself off.

3. Charge the battery using the desk-top charger.

After discharging and recharging the battery this way, it can be used for a longer period before the next recharge is required. To get the longest period between charges, repeat this procedure 3 or 4 times.

Also if a battery has not been used for several months, it may require 3 or 4 charge-discharge cycles to return to full capacity.

APPENDIX 1

FAULT TRACING

No Power to the Radio

- If the radio does not come on when you hold down the END PWR key, recharge or replace the battery. Refer to the chapter ***Batteries and Recharging***.

SERV Indicator Does Not Come On

You have lost contact with the EDACS system and you cannot place any calls. The reason for this is either:

- The received signal is too weak. See the next section, ***Received Signal is Weak***
- You are in an area which is not covered by the EDACS system selected.

Received Signal is Weak

If no signal strength indication is shown on the display, move the radio to obtain a stronger signal. A reading of at least 1 bar should be indicated. The maximum reading is 5.

- Large obstacles such as buildings, hills and mountains can drastically affect the signal strength and you may have to move to obtain a sufficiently strong signal.
- Indoors, it is usually best to use the radio near a window.

A Call Cannot be Placed

The reason for this is either:

- The phone number displayed may be incorrect.
- The radio may not be in service or the signal is weak. See the prior sections.
- The EDACS system you are using requires or does not allow the phone number to be preceded by a "1" or the area code. Try various combinations or contact the operator for more information.
- You are roaming and the EDACS system you are using doesn't have a roaming agreement with your home system.

"*KEYLOCK*" Is Displayed

The keypad is locked to prevent unintentional key depression. The only key that can be pressed is the MNU key.

To unlock:

1. Press MNU. ***KEY LOCKED*** will be displayed.
2. Press any numeric key. ***KEY UNLOCK*** is displayed.
3. Press MNU.

"*LOCKED*" Is Displayed

The radio is locked to prevent unauthorized use.

To unlock:

1. If anything is shown on the numeric field of the display, erase it with the CLR key.

2. Enter the 4-digit code **lock code**. ***UNLOCKED*** will be displayed briefly.

PERSONAL MEMORY DIRECTORY

Mem. Loc.	Name	Tel. No.
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

Mem. Loc.	Name	Tel. No.
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		
36		
37		
38		
39		
40		
41		
42		
43		
44		
45		
46		
47		
48		
49		
50		

Mem. Loc.	Name	Tel. No.
51		
52		
53		
54		
55		
56		
57		
58		
59		
60		
61		
62		
63		
64		
65		
66		
67		
68		
69		
70		
71		
72		
73		
74		
75		

Mem. Loc.	Name	Tel. No.
76		
77		
78		
79		
80		
81		
82		
83		
84		
85		
86		
87		
88		
89		
90		
01		
92		
93		
94		
95		
96		
97		
98		
99		
100		

WARRANTY

A. *Ericsson Inc. (hereinafter "Seller") warrants to the original purchaser for use (hereinafter "Buyer") that Equipment manufactured by Seller shall be free from defects in material, workmanship and title, and shall conform to its published specifications. With respect to any Equipment not manufactured by Seller (except for integral parts of Seller's Equipment to which the warranties set forth above shall apply). Seller gives no warranty, and only the warranty, if any, given by the manufacturer shall apply. Batteries are excluded from this warranty.*

B. *Seller's obligations set forth in Paragraph C below shall apply only to failures to meet the above warranties (except as to title) occurring within the following periods of time from date of sale to the Buyer and are conditioned on Buyer's giving written notice to Seller within thirty (30) days of such occurrence:*

   1. *for fuses, incandescent lamps, vacuum tubes and non-rechargeable batteries, operable on arrival only.*
   2. *for parts and accessories (except as noted in B.1) sold by Seller's Service Parts Operation, ninety (90) days.*
   3. *for all other Equipment of Seller's manufacture, one (1) year.*

C. *If any Equipment fails to meet the foregoing warranties, Seller shall correct the failure at its option (i) by repairing any defective or damaged part or parts thereof, or (ii) by making available at Seller's factory any necessary repaired or replacement parts. Any repaired or replacement part furnished thereunder shall be warranted for the remainder of the warranty period of the Equipment in which it is installed. Where such failure cannot be corrected by Seller's reasonable efforts, the parties will negotiate an equitable adjustment in price. Labor to perform warranty service will be provided at no change only for the Equipment covered under Paragraph B.3, and only during the first three (3) months following the date of sale to the Buyer. Thereafter, labor will be charged at prevailing rates. To be eligible for no-charge labor, service must be performed by an Authorized Service Center or other Services approved for these purposes either at its place of business during normal business hours, for mobile or personal equipment, or at the Buyer's location, for fixed location equipment. Service on fixed location equipment more than thirty (30) miles from the Service Center or other approved Service's place of business will include a charge for transportation. Equipment located off-shore is not eligible for no-charge labor.*

D. *Seller's obligations under Paragraph C shall not apply to any Equipment, or part thereof, which (i) has been modified or otherwise altered other than pursuant to Seller's written instructions or written approval or, (ii) is normally consumed in operation or, (iii) has a normal life inherently shorter than the warranty periods specified in Paragraph B, or (iv) is not properly stored, installed, used, maintained or repaired, or, (v) has been subjected to any other kind of misuse or detrimental exposure, or has been involved in an accident.*

E. *The preceding paragraphs set forth the exclusive remedies for claims (except as to title) based upon defects in or nonconformity of the Equipment, whether the claim is in contract, warranty, tort (including negligence), strict liability or otherwise, and however instituted. Upon the expiration of the warranty period, all such liability shall terminate. The foregoing warranties are exclusive and in lieu of all other warranties, whether oral, written, expressed, implied or statutory. NO IMPLIED OR STATUTORY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR PARTICULAR PURPOSE SHALL APPLY. IN NO EVENT SHALL THE SELLER BE LIABLE FOR ANY INCIDENTAL, CONSEQUENTIAL, SPECIAL, INDIRECT OR EXEMPLARY DAMAGES.*

This warranty applies only within the United States.
1-800-528-7711 (outside U.S.A., 804-528-7711)

Emergency Numbers

Police

State Police

Fire

Poison Control

Ambulance
Life Saving & Rescue Squad

Ericsson Inc.
Private Radio Systems
Mountain View Road
Lynchburg,Virginia 24502
1-800-528-7711 (Outside USA, 804-528-7711)

AE/LZT 123 1877 R1A
Printed in U.S.A.