

3.0 PROGRAMMING

- 3.1 Remove the stainless steel assembly from the mounting box, if purchased together. It will be necessary to use the security tool (sold separately as CEECO part number 301-037) to remove the security screws. Connect the telephone's modular cord to a DTMF test set or a working telephone line.
- 3.2 Looking at the rear of the phone, connect the programming keypad to the white connector, which is hanging freely inside the phone. This connector attaches to seven different colored wires and has a similar end, which is already connected to the Printed Circuit Board.
- 3.3 Locate the two plastic mini-jumpers on the corner of the Printed Circuit Board and move them to the "ON" position, as depicted on the last page of this manual. Lift the handset and wait for dial tone.
- 3.4 Utilizing the programming keypad, enter # 9 7 on the keypad. This will clear all field programmable memory.
 - **NOTE:** During programming it is essential to press the keys deliberately and slowly. Missed or partial tones will result in improper programming.
- 3.5 If the phone must automatically dial a number, when the handset is lifted, enter # 1 9 on the programming keypad, followed by the desired number of up to twenty-five (25) digits in length. Once programmed, this number will always dial, when the handset is lifted.
 - **EXAMPLE:** Entering #1918005551212 on the programming keypad will cause the phone to automatically dial the number 1-800-555-1212, when the handset is lifted.
 - Be sure to record your number in the Location #19 Table below for future reference.

LOCATION #19 TABLE:

3.6 If the phone must automatically dial a second number, when the handset Is lifted, enter # 2 0 on the programming keypad, followed by the desired number of up to twenty-five (25) digits in length. In order for the phone to dial the number stored in the #20 programming location, you must select a "1" for Digit 1, under the #00 programming location (refer to next section-3.7). You must also make selections for Digits 2 and 3 accordingly. Location #19 must be used in order to use Location #20.