



Household Telephone Management System
Built on Interceptor ID® Technology

Owner/Operation Manual

Telephone Management System- Model P2P101
Call Receiver - Model P2P301
(Receiver may be sold separately)

U.S. Patents 6298122, 6700957
Others Pending

The Person-to-Person® Telephone Management
System allows you to determine
how your telephones will work for you.

-Helping to make your life better-
www.person-to-person.net

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The Person-to-Person® Telephone manager is a unique system that gives you the ability to control where, when and how your existing phones should operate. You will have the ability to control calls by a variety of methods. The Person-to-Person® Manager allows you to avoid wrong numbers, telemarketers, and helps to route calls to the person they are intended for. Additional features such as Time based screening and Parental control timers give the user the ability to customize the operational aspects to their daily schedule. It is the ultimate in cost effective phone line management.

The Person-to-Person® manager's processor uses patented algorithms to automatically evaluate the Caller *ID*entification data that is present with each incoming call. The data is captured and evaluated against the internal database of user preferences. The user has full control of the database and therefore can easily program the device for their required level of call control.

For the best product experience, please read through this manual completely then visit our web site for more detailed information. While the unit is very easy to program, some of the operational features may not be fully understood unless first explained by example.

Package Contents

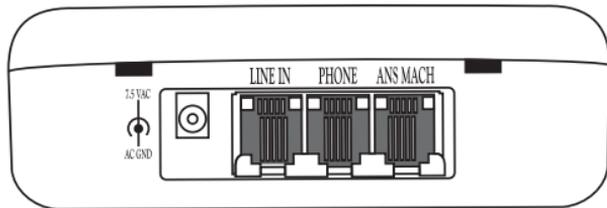
- One Person-to-Person® Telephone Management Unit
- One Person-to-Person Call Receiver Unit
- Two 6' Phone Cords
- Two 120 AC Power Adapters (7.5 VAC 400mA,250mA)
- One Owner/Operator Manual

- Step 1:** Locate your P2P Unit near a wall telephone jack and a 110 AC Power Outlet. The Receiver control signals will work best if the P2P Unit is placed in the most central location with respect to the Remote Receivers.
- Step 2:** Insert the power adapter plug into the connector on the back of the P2P Unit labeled **7.5 VAC**.
- Step 3:** Plug power adapter into a 110 VAC wall outlet, the P2P Unit should make a Beep and the Display will illuminate.
- Step 4:** Connect the wall telephone jack to the P2P Unit by inserting the supplied telephone cord into the **LINE IN** connector.
- Step 5:** Connect the cord from the telephone to the P2P Unit in the connector labeled **PHONE**.
- Step 6:** If you have a stand alone answering machine, connect the answering machine to the P2P Unit in the connector labeled **ANS. MACH.** If you have a combination phone/ answering machine it should be connected to the **ANS. MACH.** Connector. (*See Page 16*)

The Time clock display is automatically updated each time a new call is received. Upon power up, the time clock will not display the correct time until an incoming call containing valid Caller ID Data is received.

See the Back of this Manual for a Quick Setup Connection Diagram. Visit our Web Site www.person-to-person.net for more detailed hookup diagrams.

Person-to-Person® Telephone Manager (P2P Unit)



Operational Features

Call Routing Feature: The user can attach a P2P Call Receiver to any phone on the same incoming phone line that is set up on a phone jack. The P2P Unit supports up to 4 separate Receivers.

Call Screening/Blocking: This feature allows you to determine which calls you will let ring into your home. All calls that are blocked can be routed to the answering machine and your phones will not ring, the answering machine captures all messages, so that important calls are not missed. You can choose from the following 3 levels of screening. The P2P Unit can be set to screen during a designated period of time. See page 18 for Screen Timer Settings.

Level 1: Off -allows all calls to ring through

Level 2: Simple -screens all calls, allowing only calls with identifying names and numbers to ring through. All calls without a name or number will be routed to answering machine

Level 3: Personal Database -you create a screening system that works for you. Only calls entered in the database either by name and/or number will ring through. For details see page 20.

Caller ID Feature: The P2P Unit acts as a standard Caller ID display. It will display all incoming call numbers and names if available. Pressing the **FORWARD** or **BACK** keys allows review of the calls in NIC memory. Press the **DELETE** key twice to delete the displayed call from NIC memory. After all new calls have been reviewed (Red light not flashing), When the clock is being displayed, the user can press **SELECT** then **DELETE**, and verify with the **DELETE** key to clear all calls in NIC memory.

Call Log Feature: All in-coming and outgoing calls can be logged. This function is used to simplify the Personal database programming by collecting the calls you make on a weekly basis. As you review the NIC memory you can choose to add these numbers to the Personal database. This feature also adds the added benefit of monitoring all calls in and out of the residence.

Parental Control Feature: Along with the use of the monitoring of incoming and outgoing calls, you can designate the times when calls will not route to individual children's phones through the P2P Receiver modules. This feature works only when a P2P Receiver is being used on the phone to be controlled.

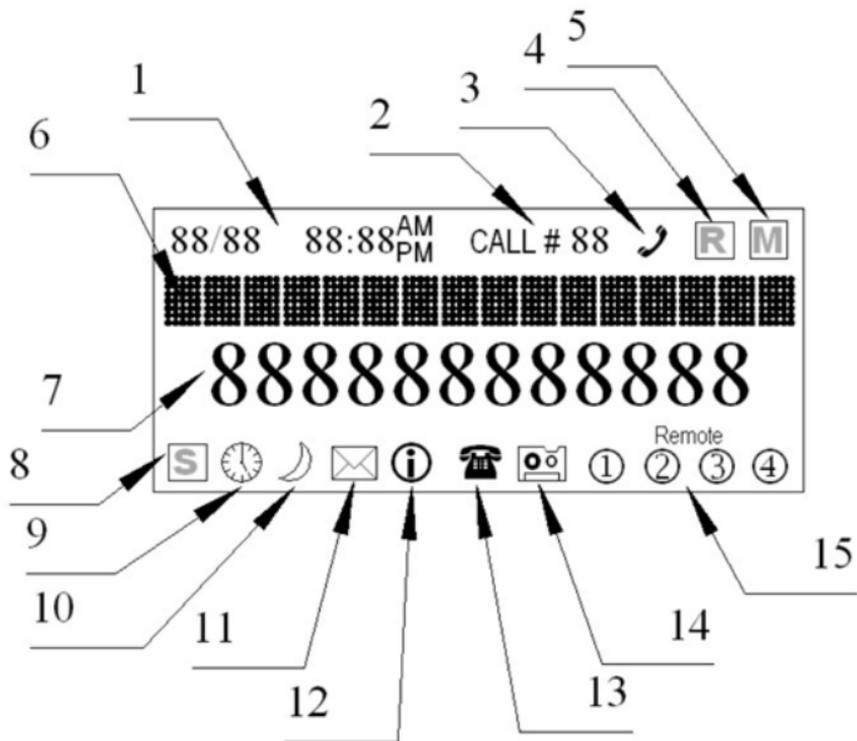
Sleep Function: This feature allows you to put your household phones into a silent mode. ALL calls route to the answering machine and NO calls will ring into the home. You can set the sleep timer for up to 6 hours. The P2P Unit will flash the NIC indicator light to indicate that new calls were received, but the telephones will not interrupt your sleep time.

Message Beep Feature: You can set the unit to alert you if a message is left on your "Off Site" message service. The NIC light will always flash when any new call is registered, but the beep can be turned on or off to match user preferences.

Routing Override: Any phone can be used to answer the incoming call - even when the call is routed to a particular phone.

Pass Code: Incoming calls that are being routed to the attached answering machine can override the system with a code. This is helpful for friends and family members needing to ring through.

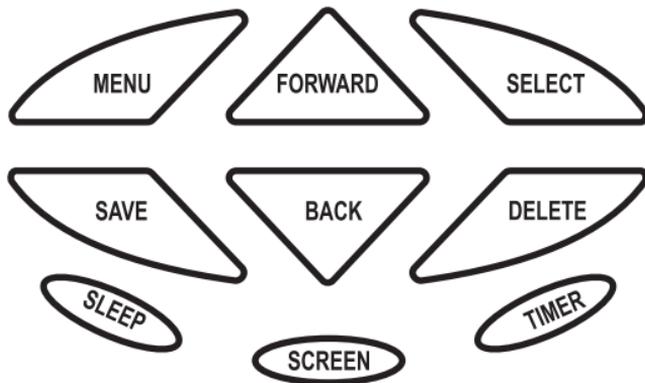
LCD Display Indicators



Note: Item #16 is a Red LED located below the display

LCD Display Description

1. The Time and Date of the displayed incoming call.
2. The total of new calls in the **NIC** memory. It also displays the number of the call position in NIC memory.
3. (Handset Icon) this symbol lights up when there are new incoming calls in **NIC** memory (not reviewed).
4. (Repeat Icon) When lit, indicates a repeat call
5. (Match Icon) When lit, indicates that the displayed call matches an entry that is saved in the database.
6. 16 character alphanumeric display
7. 12 character numeric display.
8. (Screen Icon) when lit, indicates the system is in one of the active call screening modes (Simple or Database).
9. (Clock Icon) When lit, indicates there is a timed event that has been programmed and the timer button has been pressed to select the timer mode to the ON state.
10. (Moon Icon) this symbol lights up when the system is in sleep mode.
11. (Message Icon) When lit, indicates there is a message at an off site message center. This requires that a message waiting notification service be provided.
12. (Announce Icon) this symbol lights up to indicate that outgoing Call Tracking mode is set ON.
13. (Phone Icon) this symbol lights up when the P2P Unit Port connected to the handset is selected.
14. (Tape Icon) This symbol lights up when the P2P Unit Port connected to the answering machine is selected.
15. (Remote 1,2,3,4 Icons) Each, when lit, represent that the user has selected the Remote Phone Port.
16. Red LED flashes when there are new calls in NIC memory that have not been reviewed. (separate from display)



Button	Description
MENU	Used to enter the Menu options display and exit back to the normal display.
SELECT	Used to change the Port settings and to accept a programmed timed event, also acts as a shift key for editing names.
FORWARD	Used to scroll through database, review new incoming calls and modify parameters.
BACK	Used to scroll through database, review new incoming calls and modify parameters.
DELETE	Used to delete entries in the personal database and new incoming calls.
SAVE	Used to save entries in the personal database and other programming changes.
SCREEN	Select the screening modes (Off, Simple, or Database)
SLEEP	Set the Sleep mode ON/OFF, and set duration.
TIMER	Set call screen timer ON/OFF, and to set the call screen timer parameters.

Person to Person® Menu Settings

By pressing the MENU key on the P2P Unit, you will be entered into the menu mode. Each press of the MENU key will advance the mode to the next menu item. If any other key is pressed, then the currently displayed menu item is selected. If no keys are pressed within a 15 second period, then the unit will return to normal operational mode.

The menu items are ordered as follows:

- 1)Call ID Memory Review
- 2)Parent Control Timer Feature (*Note: See Page 23 - Switch 1*)
- 3)Track Calls
- 4)Area Code
- 5)Pass Code
- 6)Message Beep
- 7)Phantom Ring
- 8)Remote Setting (*Note: See Page 23 - Switch 1*)
- 9)Adjust Contrast

1) ID Memory Review

This allows you to review or edit your personal database entries. *See Page 22 for instructions to edit or delete a Database Entry.*

Number View Mode - By pressing the **FORWARD** key first, the records will be displayed in numerical order (Area Code 000 to 999).

Name Review Mode - By pressing the **BACK** key first, the records will be displayed in Alphabetic order (Name A-Z).

Visit our web site www.person-to-person.net for examples

2) Parent Control

NOTE

If switch #1 on back of unit is in the OFF position, this menu item is not available. The user should use a small pointed object, like a toothpick or pencil, to turn on Switch #1.

Press the **MENU** key until the display shows “**PARENT CTRL=ON/OFF**” the user can press the **SELECT, FORWARD,** or **BACK** keys to modify which remote receivers are affected by the settings of the Parent Control Timer. Each key press will toggle only the activated Remote icons, located on the bottom right of the display.

If any of the Remote Icons are illuminated then the display will indicate “**PARENT CTRL = ON**”. Once the desired Remote Ports are selected the user should press the **SAVE** key to save these port settings. The display will now show “**ON Time = xx:xx**”.

If the start time of the parent control mode is already set properly, the user should press the **SELECT** key to skip any time modification. To set or change the start time of parent control mode, press the **BACK** key to change the hour, and press the **FORWARD** key to change the minutes (10 minute intervals).

Now press the **SAVE** key to save the parent control start time.

The display will now show “**OFF Time = xx:xx**”. Use the same key sequences to modify the stop time of the Parent Control Mode.

3) Track Calls

Press **MENU** key until the display shows “**Track Calls = On/OFF**”, the user should press the **FORWARD** key to toggle mode for ON or OFF. The display will indicate the current setting that is to be saved in memory. When track calls is ON, the unit will record each call that is dialed out on the phone line. The call data will be stored with the New Incoming Calls (NIC). However, they will be labeled with the name “**OUTGOING CALL**”. When the Track Calls mode is ON the **Announce** Icon will be illuminated. (See page 8 & 9-item 12)

HELPFUL HINT

This feature can be used to collect outgoing calls to NIC memory so that the user can easily add the phone number to the Personal Database when reviewing the new incoming calls.

4) Area Code

Press **MENU** key until the display shows “**Area Code = ###**”, the user can pick up the attached telephone handset and dial the 3 digit Area Code for this phone line. Now, hang up the telephone handset and press the **SAVE** key to save it to control memory. If the display does not indicate the correct Area Code, then the user can press the **MENU** key to exit without saving. This setting can be changed at any time. This feature is used to automatically add the 3-digit area code prefix to the outgoing 7 digit phone numbers that have been captured while the outgoing call tracking mode was set on. Some telephone exchange areas still do not require 10-digit dialing, so this will automatically format the captured outgoing number for proper memory storage.

5) Pass Code

This feature is available when you have an answering machine attached to the unit. If the unit was in a screening mode and the incoming call was automatically routed to the answering machine, the user can touch-tone the 2-digit pass code to activate the built in ringer. The user can try this override while the answering machine is holding the line to take the caller's message. If no one responds to the override ringing command by picking up any handset on the line, the caller can still leave his short message for call back.

Press **MENU** key until the display shows “**Pass Code = ##**”, the user can pick up the attached telephone handset and dial the 2 digit Pass Code to be accepted for incoming caller override. Now, hang up the telephone handset and press the **SAVE** key to save it to control memory. If the display does not indicate the correct Pass Code, then the user can press the **MENU** key to exit without saving. This setting can be changed at any time.

HELPFUL HINT

This feature is not available to the person calling when your phone line is answered by an “Off Site” telephone messaging service.

6) Message Beep

Press the **MENU** key until the display shows “**MESSAGE BEEP=ON/OFF**”, the user should press the **FORWARD** key to toggle mode for ON or OFF. The display will indicate the current setting that is saved in memory.

The user can press the **MENU** key to exit without saving.

Note - The **Message** Icon will illuminate anytime the message waiting indication has been detected, regardless of this menu item setting. (See *Message Icon on page 8 & 9 - item 11*)

This feature is helpful if the user has subscribed to an “Off Site” telephone messaging service. If the unit was in a screening mode and the incoming call was not allowed to ring through to any handsets, the caller may leave a message with the “Off Site” service. Some services will send a digital signal to indicate that a message is waiting. The unit will detect this indication and will cause the built in ringer to “Chirp” periodically. This way the user could react quickly to an incoming call that was screened by the unit.

HELPFUL HINT

This feature only works when the “Off Site” message service actually sends a digital signal to indicate that a message is waiting. You may need to contact your telephone message service provider to have this signal activated. Optionally, the user could purchase a telephone handset that is equipped with a message waiting indicator. These types of telephones perform the necessary functions to capture the digital message waiting signal or detect the Analog Stutter Dial Tone. This type of telephone can be attached to any extension.

7) Phantom Ring

Press **MENU** key until the display shows “**Phantom Ring=OFF**”, the user can press the **FORWARD**, or **BACK** keys to select the mode for **ON** or **OFF**. The user should press the **SAVE** key to save these settings to control memory. This feature should be used if the user owns a Combination Phone/Answering Machine, and it is attached to the Answering Machine Port of the P2P Unit. The user should set the Phantom Ring mode to **ON** and then set the ringer to **OFF** on the Combination Phone/Answering Machine. Incoming calls that are routed to the Phone Port on the P2P Unit will now cause the P2P Unit to ring the internal ringer. Calls that have been screened or routed to the Answering Machine port will not be heard since the Combination Phone/Answering Machine ringer as been turned **OFF**.

This feature need NOT be turned ON if a stand alone answering machine is attached to the ANS. MACH. Port. In this case, you can set the stand alone answering machine for no rings, and then turn on the ringer of the phone that is attached to the phone port. Additionally, this feature need NOT be turned ON if the user subscribes to an “Off Site” message service. In this case nothing is attached to the ANS. MACH. Port.

Visit our web site www.person-to-person.net for other examples related to Answering Machines and Answering Services.

8) Remote Setting

NOTE

If Switch #1 on back of unit is in the OFF position, this menu item is not available. The user should use a small pointed object, like a toothpick or pencil, to turn on Dip Switch #1. The menu item will now be available for user adjustment.

Press **MENU** key until the display shows “**Remote Setting**”, the user can press the **SELECT, FORWARD**, or **BACK** keys to modify which remote receivers are active. The display will indicate which remotes are active (1,2,3,4), and on the lower right of the display, the Remote Icons will be illuminated to match the displayed setting. Once the correct Remotes to be activated are displayed, the user should press the **SAVE** key to save these settings.

9) Adjust Contrast

Press **MENU** key until the display shows “**Adjust Contrast**”, the user can press the **FORWARD** key until the desired screen contrast is shown. If the **FORWARD** key is held constantly, the contrast will cycle through the entire scale. The setting will automatically be saved upon the release of the **FORWARD** key.

HELPFUL HINT

If the user inadvertently sets the contrast too low for the display to be seen, the user simply needs to press the MENU key to enter back into menu mode, and the display will automatically be adjusted to a factory set contrast during the menu mode. The user can then proceed to the “Adjust Contrast” menu item and perform the adjustment procedure as indicated above

Timer Settings

1) Call Screen Timer

Each time the user quickly presses the **TIMER** key the call screen timer mode will switch between Active and Inactive. If the call screen timer mode is Active the **Clock** Icon will be illuminated. (See *Clock Icon on page 8 & 9 - item 9*)

***NOTE:** When a screen mode other than Off is Active the **SCREEN** Icon will be illuminated. (See page 8 & 9 - item 8). Also review page 6 for Screen Mode definitions.*

If the user will press and hold the **TIMER** key for 2 seconds the display will now show “**ON Time = xx:xx**”. To set or change the start time of call screen timer, press the **BACK** key to change the hour, and press the **FORWARD** key to change the minutes (10 minute intervals). Now press the **SAVE** key to save the call screen start time. The display will now show “**OFF Time = xx:xx**”. The user can perform the same key press operations as noted in the previous sentence, to skip, modify, or save the desired off time of the call screen timer. The display will now show “**SCREEN MODE=SMPL**”, to indicate that when the timer activates, the call screen mode will be *Simple* screening. If the user will press the **FORWARD** key the display will show “**SCREEN MODE=DATA**” to indicate that the screen mode will be *Database* screening. Once the proper mode is displayed the user should press the **SAVE** key to save these settings to control memory. If the user presses the **SELECT** key then the changes will not be saved.

2) Sleep Timer

Each time the user quickly presses the **SLEEP** key the sleep mode will switch between Active and Inactive. Each time the sleep timer mode is made Active, the duration timer will start at 0 minutes and then increment until the timer's programmed duration setting has been reached. When the sleep timer mode is Active the **Moon** Icon will be illuminated. (*See Moon Icon on page 8 &9 - item 10*)

If the user will press and hold the **SLEEP** key for 2 seconds the display will now show the duration of the sleep timer once it has been activated. Each press of the **FORWARD** key will extend the duration of the sleep timer by 30 minutes, and each press of the **BACK** key will reduce the duration of the sleep timer by 30 minutes. The maximum duration is 6 hours. The **SAVE** key will save the settings to control memory and the **MENU** or **SELECT** key will exit without saving the changes.

3) Parent Control Timer

The parent control timer is set and activated through the menu functions. Please refer to menu item #2 in the Menu Settings Section.

The Person-to-Person® Database

1) Saving Telephone numbers

All database entries are created by the user, through the process of reviewing the new incoming calls. If the user has set the Call Tracking mode to **ON**, then the NIC memory will also contain all outgoing calls dialed by the user. This allows the user to easily collect specific phone numbers to be added to the personal database for specific screening or routing purposes. These outgoing calls can also be types of wildcard entries.

*Note: If the **MATCH** icon is illuminated while you are displaying and reviewing a new NIC record, The P2P Unit is informing you that there is no need to save this record - a match existis in the Personal database memory.(See match Icon page 8 & 9 - item 5)*

Area Code Wildcard:

Pick up the attached telephone handset and dial the 3 digit area code of the incoming calls you wish to receive, then press the ‘#’ key and hang up the telephone handset. This new outgoing call will be saved in NIC memory for your review. During the review process you can select the port settings for this wildcard entry. This can be useful for blocking a specific type of incoming call, such as 1-800 numbers.

Note: the wildcard “#” character is displayed as a “H”

Local Exchange Wildcard:

Pick up the attached telephone handset and dial the 3 digit area code and the 3 digit prefix of the incoming calls you wish to receive, then press the ‘#’ key and hang up the telephone handset. This new outgoing call will be saved in NIC memory for your review. This entry can be useful for accepting a block of telephone numbers, such as your neighbors, since most of your neighbors would have the same exchange prefix as you.

Anytime the user is reviewing the new incoming calls, the following key sequences are available.

If the user will press and hold the **SELECT** key then press the **FORWARD** key, the displayed name will be modified. Each press of the **FORWARD** key will delete a single character from the end of the name being displayed. Once the displayed name is as the user wishes, the user should release the **SELECT** and **FORWARD** keys. This is useful for saving a record with a wildcard Name that will allow all incoming calls that contain the same beginning name string to be allowed to ring through. For example, "SMITH JOHN" can be modified and saved as "SMITH" so that all incoming calls beginning with the name "SMITH" will be allowed to ring through to the ports that are selected. This is a quick method of adding a family name to the database, in order to accept and route all calling family members. *Name modification is only available to the user before the record is saved to memory, Once saved, the name or number cannot be changed in the Database.*

The next step is to press the select key to choose the Ports for call routing. Each time the **SELECT** key is pressed the available port icons will be illuminated. Once the desired ports are lit, then you must press the **SAVE** key to save the modified incoming call to the user's database. If the **FORWARD**, **BACK**, or **MENU** key is pressed the record will not be saved.

NOTE

The P2P unit's routing search order is as follows: exact number, wildcard number, exact name, wildcard name. This way you can process a specific 10 digit phone number differently than the wildcard entry that it would have matched in the database.

2) Deleting a Database Entry

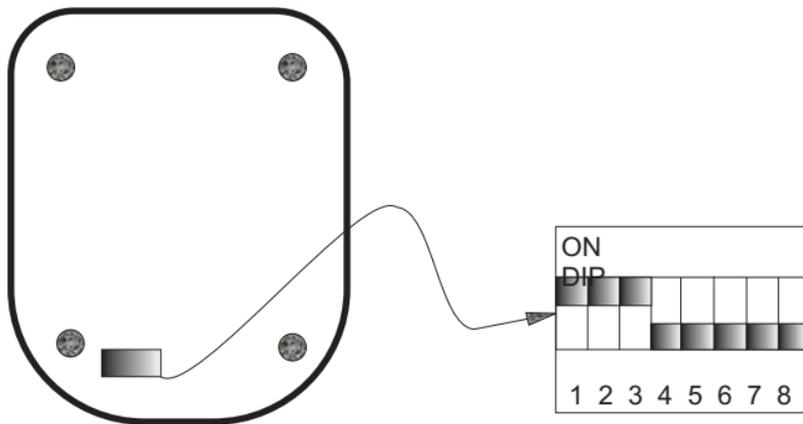
A database number can be removed by using the following process. Press the **MENU** key until the display indicates “**ID Memory Review**”. Press the **FORWARD** key for *number* review mode or press the **BACK** key for *name* review mode (see Menu Settings Section). Once you have located the database entry that you wish to delete press the **DELETE** key twice. The record will be removed from the database. If you press the **MENU** key the review function will exit. If you press the **FORWARD** or **BACK** key the next record will display.

3) Editing a Database Entry

A database number can be edited by using the following process. Press the **MENU** key until the display indicates “**ID Memory Review**”. Press the **FORWARD** key for *number* review mode or press the **BACK** key for *name* review mode (see Menu Settings Section). Once the display shows the entry that you want to modify, press the **SELECT** key. Each press of the **SELECT** key will change the port routing selections. The available port icons will be illuminated if they are selected. Once the desired ports are illuminated, the user must press the **SAVE** key to save the changes. The system does not allow the user to edit the previously saved name or number of the record. This is necessary since all the database records are sorted by name and number when they were saved initially. The only way to modify these two parameters is to delete the entire record then save the entry later with the modified name or number.

Person to Person® Knowledge

Bottom view of P2P Unit



Person to Person Switch Settings

Locate the control switches on the bottom of the P2P Unit. The switches are in the ON position when the tab is moved away from the printed number of the switch and is left closest to the ON indicator. The diagram above show switches 1,2 & 3 in the ON position. The function of the 8 switches is as follows:

Switch 1 - Enables the remote receiver functions. Menu items #2 and #7 will not be available unless this switch is **ON**.

Switch 2 - Enables Caller ID re-transmit function. If you have a Caller ID capable phone and would like to continue using it to view incoming calls, this switch should be switched to **ON**.

Switch 3 - Enables Caller ID-Call Waiting processing when this is ON. If the user has also subscribed to Call ID Waiting Service, this unit can ring the built in P2P Unit ringer when the Call Waiting caller ID has found a match in the personal data base. If you are not using a Call ID Waiting telephone then switch should be set to **ON**. If you are using a Caller ID Waiting Capable phone then leave this switch OFF and the phone will acknowledge the Call Waiting Signal.

Note: If, while using the phone, you periodically hear a “chirp” on the line, you may wish to set this switch to the OFF position to remove this annoyance. The P2P Unit is very sensitive to particular frequencies and in some cases it will improperly signal the line.

Switch 4 - In some instances the public telephone network is not capable of transmitting the caller ID data with the incoming call. When switch 4 is OFF the P2P Unit will allow this type of incoming call to pass unscreened regardless of the current screening mode. If the user sets switch 4 to ON then this type of incoming call will be treated the same as an UNKNOWN NAME or NO NUMBER call. Normally the user should leave this switch in the **OFF** position.

Switches 5 - 8 These 4 switches are used to set the secondary address for the remote encoder. If you are having interference problems with another nearby P2P Unit (house or apartment next door), then change one or more of these switches for unique operation. The switches 5,6,7,8 on each remote receiver should be set identical to the P2P Unit.

2) Product Related Definitions

Port This term refers to a screened telephone jack. The ports on the P2P Unit and receiver are for connecting the telephone devices to be screened. The “LINE IN” telephone jack on both the P2P Unit and receiver is for connecting to the incoming phone line at the wall jack. The P2P Unit has two screened ports on the back of the unit, and each Remote receiver has a single screened port for remotely controlling a phone. The P2P Unit can control up to four remote receivers.

Routing The Person-to-Person® P2P Unit is designed to capture an incoming call and determine which telephone handsets are to ring. The Ports suppress the ring signals unless the user has programmed the individual port(s) to allow the attached telephone handset to ring.

Control Memory This section of the P2P Unit’s memory is dedicated to storing parameters such as Timer Settings, Area Code, and Display contrast settings.

NIC Memory This section of memory, **New Incoming Call** memory, is allocated for the storage of all new incoming calls. This area will store up to 64 new incoming calls. New Incoming Call data records are stored in this memory automatically. When call track mode is active, outgoing phone call numbers are also stored in this memory for user review.

Database Memory This section of memory is allocated for the database of stored records created by the user. This area will store up to 176 database records for use in call routing and screening. When the user modifies and saves a NIC memory record it will be sorted and stored into this memory.

Screen Mode The 3 screening modes are *Off*, *Simple*, and *Database*. When *Off* is selected, incoming calls will be routed if a matching record is found in the user database, otherwise all phones connected to the phone line will ring. If *Simple* is selected, incoming calls must contain a name or number to be allowed to ring the phone(s). If *Database* is selected, the incoming calls must have a matching name or number field stored in the user Database.

Caution:

Use caution when selecting any screening mode other than Off since the P2P unit will try to suppress all incoming calls that contain Caller ID Data that falls outside the parameters of the currently selected screening mode . The user should always be aware of their programmed preferences with regards to Screening, Routing, and Timer Settings.

3)Telephone Industry Acronyms

The following Acronyms are used throughout the industry to describe various functions and features of the operational aspects of telephone related equipment.

CID Caller ID, This represents the data packet sent by the telephone network exchange during the ringing. You must inform your telephone service provider that you want the Caller ID service in order to receive this data. The P2P Unit supports both the Bellcore (USA) and Stentor (Canada) Standards.

CIDCW Caller ID Call Waiting, This represents the data packet sent by the telephone network exchange while you are using the phone line. You must inform your telephone service provider that you want the Call Waiting with Caller ID service to receive this data.

MDS Message Delivery Service, This represents a signal sent by your “Off Site” messaging service. You must inform your messaging service provider if you want this message waiting indication.

RJ11 The typical type of telephone jack connector. Usually consists of 4 pins, the 2 center pins are dedicated for telephone Line #1, and the 2 outer pins are dedicated for telephone line #2 coming into the residence.

DSL This means Digital Subscriber Line. Many Telecom providers offer this class of Internet Service on your household telephone line. The P2P Unit requires a DSL Filter Module to be placed in-line with the “LINE IN” connector on the Unit.

4) Troubleshooting

Here are a few troubleshooting points for getting started.

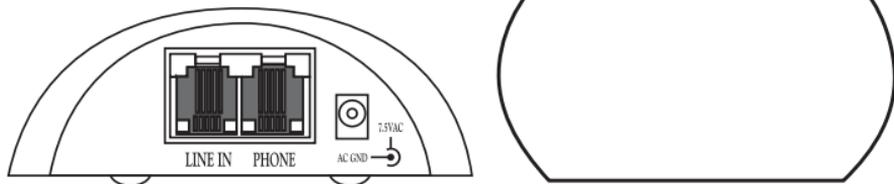
Unable to receive Caller ID - make sure that you have the telephone cord from the wall inserted into the “LINE IN” port. Make sure you have subscribed to the Caller ID service through your telephone provider. Make sure that you are using the correct power adapter for the P2P Unit, the markings on the adapter should indicate 7.5 VAC 400mA.

The P2P unit is erratic in operation - this could be caused by noise on the telephone line. If you have DSL on this line you will need a DSL filter installed at the wall jack that the P2P Unit is connected. Some DSL filters are better than others - so try purchasing a new one from your local electronics retailer.

The Receiver is not routing the calls - make sure that the control switches 5,6,7,8 on the bottom of the P2P Unit match those same switches on each receiver. One of the switches 1,2,3,4 must be in the **ON** position on each receiver. Control switch 1 must be in the **ON** position on the P2P unit. Review Menu item #8 for proper receiver selections. Additionally, the receivers are controlled by the P2P Unit through a 434 Mhz radio signal. It is possible the control signal is being interfered with by other equipment in the structure. Try to move the receiver and the P2P Unit closer to each other and see if it can properly receive the control signal.

Visit our web site, www.person-to-person.net to browse an extensive library of Questions and Answers.

Remote Receiver Unit



1) Description

The Receiver Unit is used to expand the capability of the Person-to-Person® Unit to support more telephone handsets. The only programming required is completed through the 8-position control switch located on the bottom of the receiver.

2) Quick Setup

- Step 1:** Locate your P2P Receiver near a wall telephone jack and a 110 AC Power Outlet.
- Step 2:** Insert the power adapter plug into the connector on the back of the Receiver labeled **7.5 VAC**.
- Step 3:** Plug power adapter into a 110 VAC wall outlet, the receiver should make a “click” sound upon power up.
- Step 4:** Connect the wall telephone jack to the receiver by inserting the supplied telephone cord into the **LINE IN** connector.
- Step 5:** Connect the cord from the telephone to the P2P Receiver in the connector labeled **PHONE**.
- Step 6:** (*optional*) If you have an answering machine that wish to be operational when a call is routed to this receiver, then connect it to this receiver’s **PHONE** connector and connect the phone to the duplicate port on the answering machine.

See the Back Page of this Manual for a Quick Setup Connection Diagram.

3) Package Contents (If sold Individually)

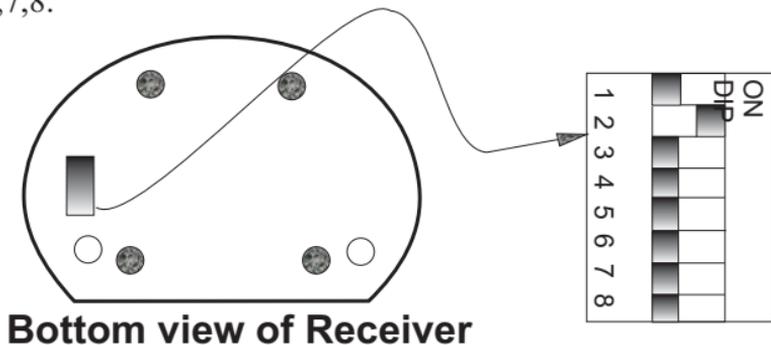
- One Person-to-Person Call Receiver Unit
- One 6' Phone Cord
- One Wall Power Adapter - 7.5 VAC 250 mA

4)Control switch settings

On the bottom of the Receiver there is a small rectangular opening. At the bottom of the opening is an 8-Position Dip Switch numbered 1-8. The switch is in the ON position when the tab is moved away from the number of the switch location. The functions of each switch are as follows:

1,2,3,4 Setting one of these 4 switches to the ON position will enable the receiver to be active when the P2P Unit is programmed to activate the Remote Port 1,2,3, or 4. The diagram below shows that this receiver is enabled for remote port 2 operation.

5,6,7,8 These 4 switches are used to set the secondary address for the remote decoder. The switches (5,6,7,8) on each of your remote receivers should be set identical to the P2P Unit's switches 5,6,7,8.



Specifications

Power

AC Wall Adapter Power Supply

- Input Voltage 100 to 130 VAC @ 60Hz
- Output: 7.5 VAC (400mA unregulated)
- (Receiver) Output: 7.5 VAC (250mA unregulated)

Environmental

Temperature

- Operating: 10 to 35C (50 to 95F)
- Storage: 20 to 50C(-10 to 120F)

Relative Humidity 20% to 80% (non condensing)

Physical Connections

Power

- 7.5 VAC Input uses a 4.3 mm barrel plug

Telephone Line & Equipment Ports

- Line In: RJ11 (Active Line 1- center pins)
- Phone: RJ11 (Active Line 1- center pins)
- Ans. Mach: RJ11 (Active Line 1- center pins)

Note: Receiver does not include an Ans. Mach. Port

Frequencies

Remote Control Transmitter

- Center Frequency is 434 MHz (1 Second Burst)

Design and Specifications are subject to change without notice

