

INSTRUCTION MANUAL

FOREWORD

Thank you for purchasing the **INFO-DIALER**. This unit is an integrated business tool which features a wide variety of useful functions such as **TELEPHONE DIRECTORY, CALENDAR, SCHEDULE, DIALING, CONVERSION, CLOCK** and **CALCULATOR**. All data output from this unit is exhibited on a large, easy-to-read liquid crystal display.

In order to enjoy the features and functions of this unit to their fullest, it is recommended that you carefully read this manual and follow the instructions contained in it.

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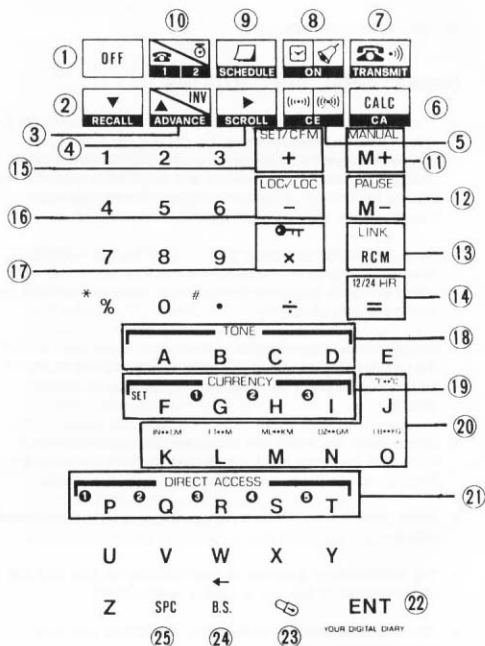
10. BATTERY REPLACEMENT

OPERATIONAL PRECAUTIONS

- * This unit is constructed of precision electronic components and should never be disassembled. Do not drop it, throw it, or otherwise subject it to sudden impacts. Sudden temperature changes should also be avoided, and the display response may slow or fail entirely at low temperatures. Normal operation should resume after normal temperature is attained.
- * Do not clean the exterior of this unit with thinner, benzine or other such volatile chemical agents. Instead, use a soft cloth which has been dipped in a mild neutral detergent solution and wrung out until almost dry.
- * Batteries should be changed at least once every year, even if the unit is not used during that time. Dead batteries in the battery compartment can leak causing damage to internal circuitry.
- * Strong static electricity can cause the display to weaken or lock up of the unit's functions. Should this occur, remove the battery, replace them, and then attempt operation again.
- * Never press the keys with a pen, pencil or other sharp pointed object.
- * The manufacturer assumes no responsibility for data lost due to malfunction of the unit or battery replacement.
- * This unit works only on push-button telephones with push-button telephone lines.








1. BASIC OPERATION



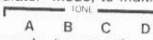

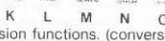





1.1 Getting Acquainted



2. Key Notation


- Off key ()
To turn the power off.
- Recall key ()
To recall or "search" file contents.
- Advance key ()
3 functions –
 - to set the time, date, etc. One press to advance one unit;
 - to perform the reciprocal of mathematical constants such as conversion table and rates;
 - at "Recall" mode, to review the previous file.
- Scroll key ()
2 functions –
 - to change setting sequence among month, date, hour, minute, second and week;
 - to enable the rest of file contents to be seen from the screen.
- Clear key ()
3 functions –
 - to clear entries in calculator mode;
 - to clear or "erase" file in RECALL or SCHEDULE mode;
 - to set the alarm device.
- Calculator key ()
To enter into the "Calculator" mode;
To clear All (CA) displayed value.
- Transmit key ()
To emit the DTMF signal (dialing tone) for making a dial.
- On key ()
2 functions –
 - to switch the power on and at the same time to enter into "Date & Time" mode;
 - at "Date & Time" mode, press once to enter into "Alarm" mode.

9. Schedule ()
To enter scheduled time and messages into the memory.
To search the scheduled event.
10. Telephone 1/2 key ()
3 functions –
a. to enter telephone numbers;
b. to select telephone numbers in "Recall" mode;
c. to enter into "timer" mode.
11. Manual key ()
2 functions –
a. to make manual dialing;
b. at "Calculator" mode, to add displayed value to independent memory.
12. Pause key ()
2 functions –
a. to perform temporary stop in the dialing process;
b. at "Calculator" mode, to subtract displayed value from independent memory.
13. Link key ()
2 functions –
a. to enter into "Link Dialing" storing mode;
b. at "Calculator mode", press once to recall and display contents of independent memory (Read Memory); a further press to erase the contents of independent memory (Clear Memory).
14. 12/24 Hour key ()
2 functions –
a. at "Date & Time" mode, to shift from 24 hours rotation to 12 hours rotation or vice versa;
b. "Calculator" mode, to obtain results.
15. SET/CFM key ()
2 functions –
a. to set and confirm time related devices, e.g. clock, schedule, alarm, timer.
b. at "Calculator" mode, to add.

16. LDC/LOC key ()
3 functions –
a. when entering telephone numbers, to act as a separation between Area Code/Long Distance Code and the Local telephone number;
b. when dialing, to truncate the Area Code/Long Distance Code;
c. at "Calculator" mode, to subtract.
17. Security key ()
3 functions –
a. to establish secret code;
b. to unlock a secured file;
c. to change/delete the secret code;
d. at "Calculator" mode, to multiply.
18. Tone keys 
At "Manual" mode, to generate a special dialing tone A,B,C or D for remote control, answering machine purposes.
19. Currency keys 
To set and operate currency conversion rate.
20. Conversion keys 
To operate conversion functions. (conversion rates in these keys are pre-set).
21. Direct Access keys 
2 functions –
a. to enter numbers for link-dialing purpose;
b. to make direct dialing of the number entered.
22. Enter key ()
To enter and store file contents;
To enter and store scheduled event.
23. Lock key ()
To secure a file.
24. Back Space key ( B.S.)
To delete the last entered character/digit.
25. Spacing key ()
To skip one character space.

1.3 Unit ON and OFF

Power On

Press the  key, immediately the Display lights up and display the Time and Date as shown.

TUE 20
11-15 12-30A

means that the date today is Tuesday; 15th of November, and the time is half past twelve and twenty seconds AM.

By now, you may change to any mode as you desire.

The unit produces a key confirmation beep each time you press the key.

The unit will return to the CLOCK mode automatically if you do not press a key for about 3 minutes.

Power Off

It may not be necessary to turn the power off since the unit is made of extremely low power consumption devices. However if you want to avoid accidental press on the keytop thus using up unnecessary power, you may turn the power off by pressing the OFF key.

1.4 Difference between the DB-10000, DB-4000 and DB-2000

The functions are exactly the same for the three models. The only difference is the capacity of memory as shown below:

	DB-10000	DB-4000	DB-2000
Memory Size:	10K bytes	4K bytes	2K bytes
Initial memory space:	10,030	3,886	1,838
Number of file that the unit can hold *	500 files	200 files	100 files


- * Assuming the contents of each file to be 12 characters plus 12 digits in length.
If the content of each file is smaller, more files can be stored into the unit.

2. ELECTRONIC TELEPHONE/ADDRESS DIRECTORY FUNCTION

2.1 Entering Data

A maximum of 200 characters and 24 digits can be stored into a file. The first 12 characters of the file are treated as the file name and are for the searching purpose. Valid inputs are: A to Z, 0 to 9, space (SPC), hyphen (-) and the period (.).

Press ENT to enter data. The display screen will show "ENTER NAME" along with a "space" indication to tell you the remaining space or capacity in the memory. For example, the indication "ENTER NAME SPACE 10030" both asks you to store in the data and tells you that there are 10,030 space in the memory available for use.

After entering the data, you can then enter the telephone number by pressing . A maximum of 24 digits can be stored. However, the 24 digits are divided into 2 separate number strings "TEL 1" "TEL 2" each having 12 digits. After entering the digits of the first string, press again to enter the digits of the second string, e.g. one number string for home telephone number and the other one for office telephone number.

Examples: Input the following file contents-

- (a) Bob STONE of telephone number 08-537-3672
- (b) Richard KNIGHT of 16th floor, Manhattan Tower; residential telephone number 216-765-2818; office telephone number 370-24-86.

Operation

 ENT

ENTER NAME
SPACE - 10030

STONE  BOB

STONE BOB



ENTR TEL NBR

08-537 3672

ENTR TEL NBR
08-537 3672

ENT

ENTER NAME
SPACE 10012

This tells you to enter the data
of the next file, if any.

KNIGHT  RICHARD

KNIGHT RICHARD

 16FL 

MANHATTAN  TOWER

This screen will show, at any one time, a maximum of 12 characters. When the 13th character is keyed in, it will "push" characters 1 to 12 one position to the left with the result that the 1st character will disappear from the screen and the 13th character itself will become the 12th, i.e. the last, character on the screen. Any additional character keyed in will push the 1st one out from the screen.



216-765 2818



370 24 86

ENT

ENTR TEL NBR

ENTR TEL NBR
216-765 2818

ENTR TEL NBR

ENTR TEL NBR
370 24 86

ENTER NAME
SPACE 9960

This tells you to enter the data of the next file but if you do not have a further file to open, you can just stop at this juncture or you can press OFF.

Note : For correction, press B.S. . The cursor will shift one position to the left and the last entered character will be deleted.

2.2 Recalling Data (Searching)

Three different search procedures can be used to recall/locate specific data file contents -


- * Sequential search
- * Direct search
- * Initial search

The data in the following table will be used in this section to explain the searching function.

NAME	NUMBER
1 WOODS,ANDY	0482-75-3679
2 BURTON,ROY	04-368-5796
3 LITTLE,JOHN	05-234-7701
4 CHANDLER,DAVE	763-517-6892
5 SUMMER,ERIC	0283-36-9476

6 NORTH,VERONICA 081-311-3762
 7 FOX,JANE 0453-62-8759
 8 TISDALL,MARY 03-317-7473
 9 CHAMBERS,IVY 072-524-8031
 10 POWER,ANN 012-346-2584

* Sequential search

Data are displayed sequentially in alphabetical order, (I.E. in the order of SPC, 0-9,). (A-Z). Each press of the  key scrolls to the next file stored. Since data are automatically arranged and stored alphabetically, the sample data above should appear in the order:

2→9→4→7→3→6→10→5→8→1

Example: Locate Jane Fox's telephone number.



BURTON ROY
04-368 5796

First data item.



CHAMBERS IVY
072-524 8031

2nd data item.



CHANDLER DAV
263-517 6892


3rd data item.



FOX JANE
0453-62 8759

Jane Fox's tele.
number.

* Direct search

Enter the name looking for and then press  will display the data for the specified name.

Example: Locate Eric Summer's telephone number.




ENTER NAME

SUMMER SPC ERIC

SUMMER ERIC
0283-36 9476

Eric Summer's
telephone number.

* Initial search

Inputting a single letter and pressing  will locate any file that begins with that specified letter. This type of search is useful when the name to be located is long or when a large volume of data is stored.

Example: Locate Dave Chandler's telephone number.



ENTER NAME

C 

CHAMBERS IVY
072-524 8031



Ivy Chamber's tele-
phone number which
also begins with the
letter "C" will appear
first since the
alphabetical order
of "Chambers"
precedes "Chandler".



CHANDLER DAV
763-517 6892


Dave Chandler's
telephone number.

Note:

- * Press  to enable more contents of the file to appear on the display. After all the information of the file has shifted out, the beginning of the file contents i.e., the first 12 characters, will recycle again and appear on the display.
- * Press  and the previous file will be shown on the display.
- * Press RECALL and the next file will be shown on the display.

- * When the specified file name cannot be located (because it does not exist or because it was specified wrongly), the file that is alphabetically next to the one specified will appear on the screen.




2.3 Deleting an Entry

To erase any information stored, firstly locate the file that you want to delete. When the file name appears, press and hold down the  key for about 3 seconds and the entire file will be deleted or erased. 2 beep sounds from the unit indicate a successful erasing.

3. USING A SECRET CODE TO PROTECT YOUR FILE


Information can be stored in a secret area that requires the entry of a secret code number for access. This function keeps confidential information private.

3.1 Establishing a Secret Code

At "Date & Time" mode, i.e., after pressing , press  and the screen will show "SECURE NBR? []". Then enter any 4 digits from 0-9 and "*,", "#". Press ENT and a  sign will appear on the screen to indicate that a secret code has been established for the unit.

3.2 Securing your File

After a secret code has been established, you can then secure individual file by using that secret code.

To secure a file simply press  key **after** all the contents of the file have been entered but **before** the ENT key is pressed.

Example: Input the following file contents and secure it –
ABC; telephone number 123.



ENT

ENTER NAME
SPACE-10012

ABC



123




ENTER NAME
SPACE-10003

ENT


Note:

- * If a file is secured, only the file name i.e., the first 12 characters, will appear on the screen. All other contents will not be displayed.


3.3 Accessing your Secret File

In the process of locating a secured file, instead of showing the entire file contents, the screen will show only the file name. If you want to see more of the information stored, you have to press . The screen will show "FILE SECURED []" to tell you enter the secret code. You then enter the code and press ENT. If it matches with the secret code previously established, 2 beep sounds will send off and the screen will show the entire contents of the file. If it does not match, the screen will keep on asking for the correct code.

3.4 Re-securing of Secret File After Reviewing


After the contents of a secret file is reviewed, press  and the file is once again secured. In any event, if no key is pressed, the file will be secured automatically 3 minutes after it has been reviewed.

3.5 Changing/Deleting the Code

At "Date & Time" mode, press  and the screen will show "SECURE NBR? []". Enter the existing secret code and press ENT. Then enter the new code and press ENT. The newly keyed in code now becomes the secret code.





If, instead of entering the new code, you enter the code "0000", followed by the pressing of ENT, the secret code is deleted. No more security is therefore maintained and upon searching, the entire contents of every file will appear.

3.6 Deleting a Secured File


Locate and get the file contents first, adopting the operation procedures mentioned in the preceding paragraph on "ACCESSING YOUR SECRET FILE". When file contents appear, press and hold down  for about 3 seconds and the entire file will be deleted or erased. 2 beep sounds indicate a successful erasing.

4. DATE AND TIME FUNCTION





4.1 Setting the Date and Time

At "Time & Date" mode, press & hold SET/CFM for about 3 seconds, and a flash will be found at the "month" position. Press the  key to set the right month (one press to advance 1 unit). Then press  to change to the "day" position. Press  key to set the right day. Follow the same procedure for hour, minute, second and week. Setting sequence is therefore: month, day, hour, minute, second and week. The "second" in fact cannot be set as such because it will turn to "00" once the  key is pressed. After all time settings are complete, press SET/CFM to confirm and the new month, day, hour, etc. will appear.

4.2 12/24 Hour Selection

At "Time & Date" mode, press the  key to shift from 24 hours rotation to 12 hours rotation or vice versa. The 12 hours rotation will be accompanied by either the character "A" to indicate A.M. or the character "P" to indicate P.M.

5. ALARM FUNCTION





At "Date & Time" mode, press  to switch to "ALARM" mode. Press & hold SET/CFM for about 3 seconds and a flash will be found at the "hour" position. Press  key to set the right hour. Press  to move to the "minute" position and then press ADVANCE to set the right minute. After time settings are complete, press  and a indicator " (i+1) " will appear on the screen to indicate

that the alarm device is now on. Then press SET/CFM. On reaching the time as set, an alarm sound lasting for 20 seconds will send off. Press any key to stop the sound. To cancel an alarm setting, simply press CE when at "ALARM" mode. The indicator " (i+1) " on the screen will disappear.



6. TIMER FUNCTION

This function is used for down - counting the time.

6.1 Setting the Timer

At "Date & Time" mode, press  to switch to "TIMER" mode. Press SET/CFM as a flash will be found at the "hour" position. Press  key to set the right hour. Press  to move to the "minute" position and then press  to set the right minute. After the time settings are complete, press SET/CFM to confirm.

6.2 Starting the Timer

To start down-counting, at "Date & Time" mode, press  to switch to "Timer" mode. Press  again and the timer will start. When pre-set time is reached, a 20 second beeping sound will send off. Press any key to stop the sound.

6.3 Setting of New Timer Replaces the Old





If you want to set a new timer, adopt the operation procedure mentioned in the preceding paragraph ("SETTING THE TIMER"). The new timer thus set replaces the old timer which no longer exists.

7. SCHEDULE FUNCTION - AN EVENT REMINDER

This function make it possible to store schedules (e.g. appointments, events, etc.) in memory. Unlimited messages for one whole year's events can be programmed. When the time of the scheduled event is reached a 20 second alarm will send off and the message will be shown on the screen at the same time.

Note: you can press any key to stop the alarm sound.

7.1 Entering the Schedule



At "Date & Time" mode, press  and assuming no previous schedule has been entered, the screen will show  along with the time, date and month of the instant day. There will be a flash at the "month" position. You can then proceed to set the desired month, date, hour, minute and week by pressing  or , as the case may be. (For time setting operation, see the paragraph on "SETTING" THE TIME"). Press SET/CFM and the screen will show "MESSAGE ?". You then key in the message and press ENT. The schedule entry is now complete and you may proceed to set the next schedule, if any.

Example: Set the following event -

Jane's birthday on Wednesday 15th March; meet her that day at 7 p.m. at State Restaurant for dinner. (Assuming the instant day, i.e. the day you set the schedule, is 1 February and the time is 10:30 a.m.)



SCHEDULE
2-1 10-30

Then set the desired time, date and month by pressing  or , as the case may be, until the screen shows -

SCHEDULE
3-15 19-00

SET/CFM

MESSAGE ?
315 19-00

JANE  BIRTHDAY
 DINNER 
WITH  HER 
STATE  RESTAURANT
[ENT]

SCHEDULE
2-1 19-32

Schedule entered and you may proceed to set the next schedule, if any.

To enter new schedules when others already exist in the memory; Press SCHEDULE and then hold down SET/CFM Key for three seconds.

7.2 The 2-Column Week Indicators

There is a reminder indication device at the left hand side of the screen. It is divided into 2 vertical columns, thus-

SU		
MO		
TU		
WE		
TH		
FR		
SA		
THIS NEXT WEEK		

By "THIS WEEK", it means the week commencing 00:00 hr. of a Sunday and ending 24:00 hr. of the coming Saturday. And "NEXT WEEK" means the week commencing 00:00 hr. of the next Sunday and ending 24:00 hr. of the Saturday following that Sunday.

All events to happen during the whole of the "next week" will be indicated by the indicator "◀" which will appear at the "NEXT WEEK" column and at the side of the scheduled day.




Indicator(s) will disappear once the week of that particular event has gone, i.e. when reaching 00:00 hr. of a Sunday. Then the event of next week becomes the event of this week. To take the example just used (Jane's birthday). At 00:00 hr. on 5 March (which is a Sunday), an indicator "◀" will appear at the "NEXT WEEK" column, at the side of the "WE" (Wednesday). thus -

SU		
MO		
TU		
WE	◀	
TH		
FR		
SA		
THIS NEXT WEEK		


This advises you that an event is to happen on Wednesday of next week and you can now seek to recall what is the message. At 00:00 hr. on 12 March (the next Sunday), the indicator will shift to the "THIS WEEK" column, but also at the side of "WE".

SU		
MO		
TU		
WE	◀	
TH		
FR		
SA		
THIS NEXT WEEK		

7.3 Reviewing the Schedule

At "Date & Time" mode, press  and the screen will show the first event. (Scheduled events are automatically arranged in chronological order). Press  when necessary to see the rest of the message. Another press of  will review the next event. ▲ **FOR LAST EVENT**

7.4 Cancellation of Schedule

First review the schedule and then press and hold down  for about 3 seconds. 2 beep sounds confirm the cancellation.

Note: Unless cancelled, all messages scheduled will remain in the memory and ready for referring back.

8. CALCULATOR FUNCTION

8.1 Calculation keys

Numerical keys, decimal point key (0 - 9, .)

Calculation command keys, equal key (+, -, ×, ÷, =)

Used for arithmetic calculations. The = key is pressed last to obtain result.

Percent key (%)

Used for percentage calculations.


Independent memory keys

M+ = Adds displayed value to independent memory.

M- = Subtracts displayed value from independent memory.

Press RCM twice to delete memory

8.2 Basic Calculations

At "Date & Time" mode, press  to switch to "Calculator" mode.

Example : $(5 + 16) \times 7/2 = 73.5$

$$5 + 16 \times 7/2 =$$

CAL
73.5

8.3 Memory Calculation

Example : Stores 123 into a memory by pressing 123 M+
Now performing 2×123 then you may press
 $2 \times RM = 246$

CAL
246

8.4 Percentage Calculation

Example : 15% of 3000
 $3000 \times 15\%$

CAL
450

8.5 Conversion Function

Simply press the appropriate conversion key.


Example : 10 IN = ? CM


Press 10 IN/CM and the result "25.4" will be displayed, thus -

10 IN/CM

CAL	CM
25.4	

Example : 10 CM = ? IN

Press 10  IN/CM and the result 3.937 will be displayed, thus -

10  IN/CM

CAL	IN
	3.937


The following conversion rates are used by and pre-set in the unit -

1	IN	=	2.54	CM
1	FT	=	0.3048	M
1	ML	=	1.609	KM
1	F	=	9/5 C + 32	
1	OZ	=	28.35	GM
1	LB	=	0.4536	KG

8.6 Currency Conversion Function

Up to 3 currency conversion rates can be programmed by the user.

8.7 Setting the Conversion Rate

Press  to enter into CALCULATOR mode. Enter the desired number and then press the $\frac{1}{x}$ key. Then press the $\frac{1}{x}$ key (or $\frac{1}{x}$ key) and the number is stored.

8.8 Operating the Conversion

To do the conversion, in CALCULATOR mode, enter the number, N, for calculation. Then press $\frac{1}{x}$ key (or $\frac{1}{x}$ key) as the case may be and the conversion calculation is done. The result will be : N multiply (X) G


Reverse conversion is done by entering the number, N and then pressing $\frac{1}{x}$ key (or $\frac{1}{x}$ key) as the case may be. The result will be : N multiply $\frac{1}{x}$ G

8.9 Setting of New Conversion Rate Replaces the Old


If you want to set a new conversion rate, adopt the operation procedure mentioned in the preceding paragraph "Setting the Conversion rate". The new rate thus set and replaces the old rate which no long exists.

9. DIALING FUNCTION


Locate the desired name and telephone number by using any of the 3 search procedures described in paragraph 2.2.

When the name and telephone number appear, place the transmitter (at the back of the unit) to the mouth piece of the telephone handset and then press . A series of tones will be generated and transmitted through the transmitter.



When each tone was transmitted, the corresponding digit will be shown on the display and the series of the whole telephone number will be shifted from the farthest right-hand side of the display to the left. At the completion of dialing, the last 12 digits will remain stay on the display.

Press  to dial out again the number on the display if redialing is required.

9.1 Pause

Whenever a PAUSE was programmed into a number data, the dialing procedure will stop at the place of the "pause symbol "P". A further press of  will continue the dialing of all the digits that follow the "P" symbol.

9.2 Split

A "split" (i.e. the LDC/LOC key) can be programmed into a number data and is indicated as "-" on the display. Its function is to act as a separation between "area code/Long Distance Code" and the "LOCAL" telephone number. Upon pressing the  key before any dialing action is initiated, all digits precede the "-" (and the "-" symbol itself) will be eliminated and thus will not be displayed and dialed out during dialing procedure. To return the whole number, just press the  key again and the complete number (with area code) will re-appear,

9.3 Manual Dialing

At "Date & Time" mode, press **MANUAL**, then place the transmitter to the mouth piece of the telephone handset and press the desired telephone number. Each input of a number/digit will generate a tone to operate as a dialing action.

When the unit is in the Manual mode, a press of the A, B, C, or D key will also generate a special dialing tone which can, for example be used for remote control, security system, answering machine and home banking systems, etc. You are however advised to consult the brochure on the individual system to understand how the special tones apply to it since different systems react differently to the tones.

9.4 Last Number Redial

At "Date & Time" mode, place the transmitter to the mouth piece of the telephone handset and press **TRANSMIT** the last telephone number dialed out will be re-dialed again.

9.5 Link Dialing/Direct Access

Since only a maximum of 12 digits can be programmed for one telephone string, when a longer length of telephone number is required such as MCI or AT & T creditcard calls is applied, or some special service such as home banking is used, link dialing can extend the phone number up to 32 digits.

At "Date & Time" mode, press **LINK** will cause the display to show LINK-, press any one of key from P, Q, R, S, T then enter the special code for MCI, or AT & T creditcard calls, etc. Press ENT to complete the entry.

Example : Entering the computer access number into location "T".

(computer access no. + creditcard) 123-4567P1234567890

Press LINK, "T", 123-4567P1234567890 ENT

When making a LINKed dialing, recall the telephone number "xxxxxxx" as in paragraph 2.2 Press "T" will

cause the whole number stored in "T" to link up with the telephone number of this apparent number together as one telephone number to dial out. Thus press "T" and the number 123-4567 will be dialed, when you hear the tone respond from the Computer Access, you may depress the TRANSMIT key and the number 1234567890xxxxxxx will be dialed.

Special code in location P, Q, R, S, T can be directly dialed out solely by simply press the required location key e.g. "P", when the unit is in MANUAL mode. This avoids the need to search a number from a file.

A maximum of 20 digits can be programmed in each location of P, Q, R, S, and T.

The entries in these locations can also be secured by the security system mentioned in paragraph 3.

10. BATTERY REPLACEMENT

Fading of the display indicates that the battery is weak and should be replaced. The unit requires one CR2032 lithium battery, but space for two batteries are provided in the battery compartment. It is important to follow the battery replacement instruction exactly to avoid data loss.

1. Make sure to turn off the unit before the battery replacement. Avoid pressing any key during battery replacement.
2. Slide open the battery compartment cover on the back of the unit.
3. Remove the old battery by inserting a sharp screw driver into the hole on the lower side of the battery.
4. Wipe the surface of new battery with a soft, dry cloth and load them into the compartment so that the positive pole (+) is facing upwards.
5. In order to retain the data in the memory, the above procedures should be carried out at once.