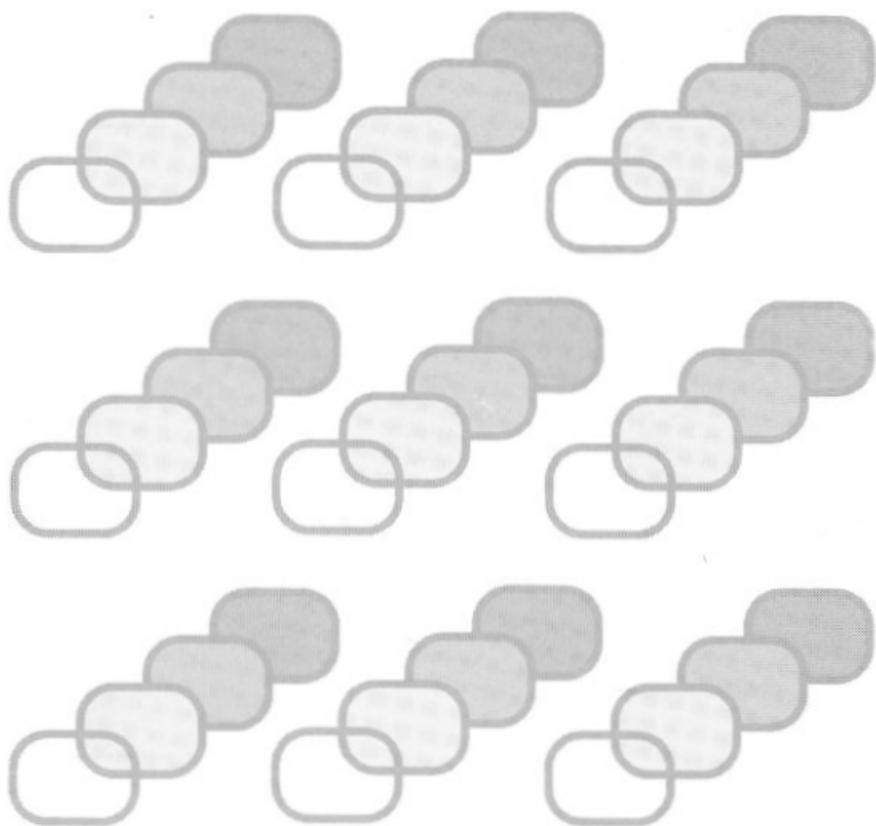


Panasonic[®]

Personal Cellular Phone



EB-H70 Series Operating Instructions

Main Unit Kit

Used for EB-H70S/705S/7071S/7072S/7075S

Before operating, please read these instructions completely.

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Introduction

Thank you for purchasing the
Panasonic Personal Cellular Phone
Before operating the phone, please

- 1 Read *Precautions on page 68*
- 2 Fully charge the battery before using the phone Refer to *Battery Charging Instructions on page 12*
- 3 Fill out the following reference information

Model Number:

ESN Number
(under battery on back of phone)

Serial Number

Purchase Date

Dealer Name

Emergency Number

Lock Code

Own Phone Number(s)

Table Of Contents

Introduction	3
Main Unit Kit	7
Before Operation	
Phone Overview	8
Display Overview	10
Battery Installation/Removal	11
Battery Charging Instructions	12
Battery Meter	14
Battery Specifications	15
Basic Operation	
Power On/Off	16
Extending/Retracting Antenna	17
Making a Call	18
Emergency Dialing	20
Last Number Redial	20
Unsuccessful Calls	21
Receiving a Call	22
Volume	23
Earpiece Volume	23
Keytone Volume	23
Ring Volume	23
Wake-Up Tone Volume	23

Memory Operation	
Name And Phone Number Entries	24
Storing Entries	26
Memory Location Storage	27
Automatic Storage	28
One-Touch Dial Storage	29
Reviewing/Scrolling	30
By Memory Location	30
By Name	31
Editing Stored Entries	32
Dialing	34
One-Touch Dialing	34
Super Speed Dialing	34
Speed Dialing	34
Scratch Pad Memory	35
Additional Operations	
Voice Memo	36
To Record	36
To Play Back	37
To Erase	37
Timers	38
Last Call Timer	38
Total Call Timer 1	38
Total Call Timer 2	39
Lock	40
Programming a New Lock Code	40
Dialed Digit Restriction	42
Additional Lock Options	43

A/B System Select	45
Flash Request	47
Sending DTMF Tones	47
Pause Dialing	48
Own Phone Number Display	49
Dual Phone Numbers	50
Long Number Review	51
Mute	51
Ring Volume	52
Automatic Answer	52
Function Guide	52
Callback Number	53
Voice Mail Memory	56
Short Message Memory	58
Appendix	
Accessories	60
Cleaning	64
Troubleshooting & Service	64
Technical Specifications	67
Precautions	68
Limited Warranty	78
Index	83

Main Unit Kit:

**EB-H70S/705S/7071S/7072S/
7075S**

Main Unit (Phone)-

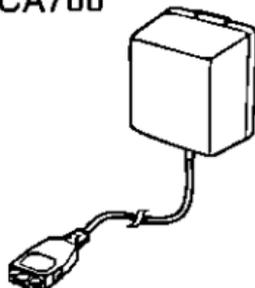
EB-H70/705/7071/7072/7075



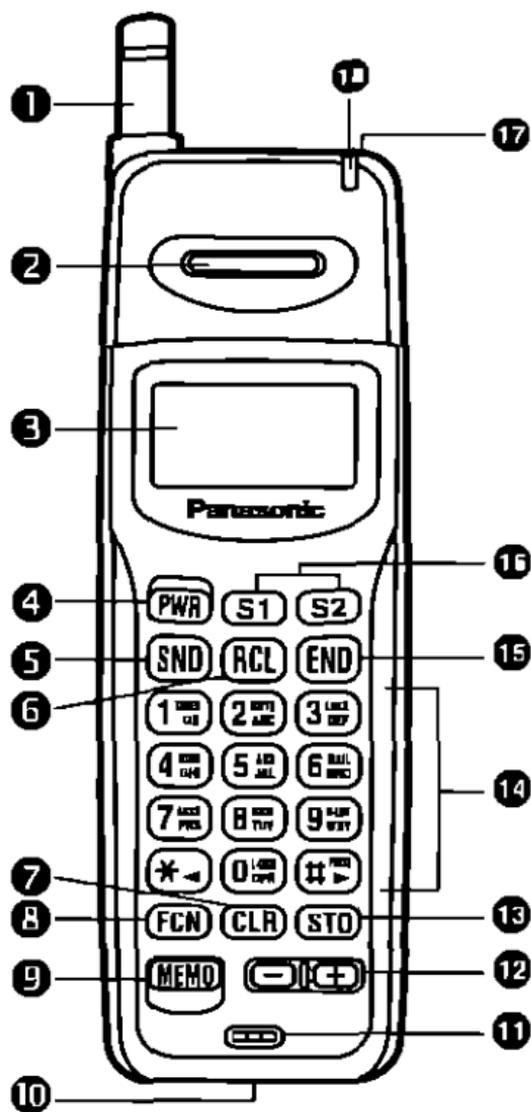
Battery(S): EB-BS700



AC Adaptor EB-CA700



Phone Overview



- ❶ Retractable Antenna
- ❷ Earpiece
- ❸ Display
- ❹ Power Key
- ❺ Send Key initiates calls, accesses additional carrier services (call waiting, etc)
- ❻ Recall Key recalls memory locations
- ❼ Clear Key clears entries, exit operations
- ❽ Function Key initiates function access mode
- ❾ Voice Memo Key
- ❿ External Connector (for charger etc)
- ⓫ Mouthpiece
- ⓬ Volume and Scrolling Keys
- ⓭ Store Key stores phone numbers/names into memories, sets various functions
- ⓮ Digit Keys enters digits/characters, selects functions
- ⓯ End Key ends calls
- ⓰ One-Touch Dial Keys
- ⓱ Private Handsfree Jack
- ⓲ Incoming Call Indicator flashes when a call is received

Display Overview

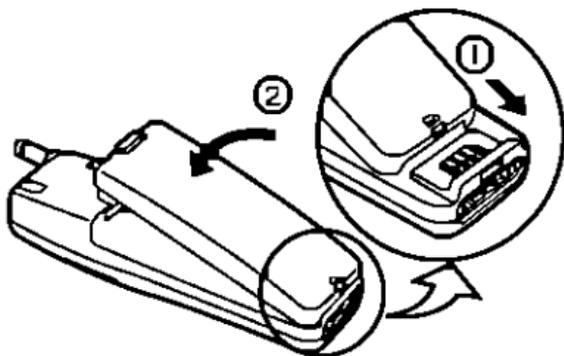


-  Lights when the phone is turned on
-  Indicates received signal strength
-  Lights when calls cannot be placed/received because you are outside of a service area
-  Lights when a call is in progress or flashes when a call is muted
-  Lights when you are outside the home system area, flashes if accessing a system which is different type (A or B) from your home system
-  Lights when operating on the A system
-  Lights when operating on the B system
-  Flashes while the battery is charging

Battery Installation/Removal

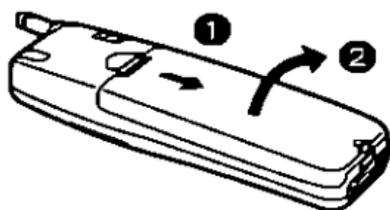
Installation:

- ① Insert the battery tabs into the slots on the phone
- ② Press the battery down until the latch clicks into place



Removal

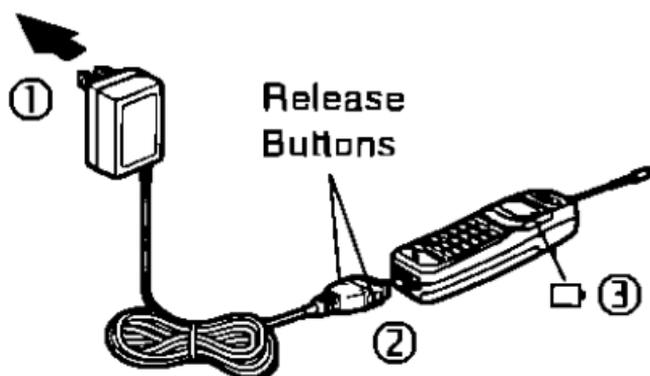
- ① Press the latch downward
- ② Lift the battery off the phone



Battery Charging Instructions

Charge as follows:

- ① Plug AC Adaptor to an AC Power Outlet
- ② Plug AC Adaptor to External Connector
- ③ Charging Indicator (□), Flashes when charging Turns off when fully charged
- ④ When charging is complete, remove the AC Adaptor from the phone and from the AC Power Outlet To remove the AC Adaptor from the phone, press Release Buttons on both sides of AC Adaptor



Approximate Charge Time.

Battery(S) (Standard)	100 minutes
Battery(L) (Optional)	210 minutes

Notes

- Charge batteries in a well-ventilated area between +41 °F(+5 °C) and +95 °F (+35 °C) Temperature may slightly affect charge time. If the battery temperature becomes extreme, the charging indicator slow-flashes until the temperature recovers.
- Do not recharge the battery until "Low Batt" shows on the display and the low battery tone sounds. Then, fully charge the battery. Frequent charge will shorten the battery life.
- The phone can be used while charging the battery, but charge time will be longer when the phone is turned on and further affected when the phone is in use.
- The battery meter cannot be viewed while the battery is charging.
- During charging, it is normal for AC Adaptor and the battery to become warm.
- AC Adaptor consumes approximately 4 watts when plugged into a wall outlet, even when AC Adaptor is not connected to the phone.

- To prevent damage, do not force AC Adaptor into the phone
- If the battery has not been charged for a long time and the charging indicator (☐) does not flash, leave the AC Adaptor connected. Wait until you can power on the phone to start charging
- Do not charge batteries for more than 24 hours
- Always properly install a battery before charging

Battery Meter

The battery meter automatically displays when no other functions of the phone are being used.

Example: Full charge



1  Full

2 

3 

4  Low

"Low Batt" Flashes with a low battery tone, and the phone will turn off after thirty (30) seconds

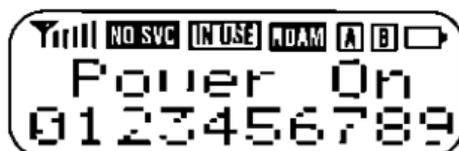
Battery Specifications

Battery Type	Approximate Battery Duration
Battery(S)	50-minute talk time or 12-hour standby time
Battery(L)	95-minute talk time or 24-hour standby time

- 1 Based on a fully charged battery at room temperature, +77 °F (+25 °C)
- 2 Standby and talk time may vary with battery charge, ambient temperature and signal strength

Power On/Off

- 1 Install a fully charged battery
- 2 Press and hold **(PWR)**
 - Wake-up tone sounds, all indicators, your own phone number, and backlight light momentarily

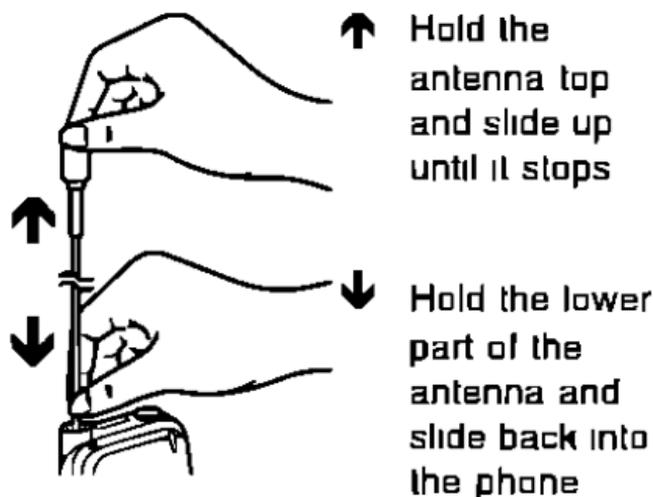


- Backlighting goes out seven (7) seconds after the phone is turned on
- If locked, the current lock mode displays (*refer to Additional Lock Options on page 43*)
- The signal strength indicator and the battery meter appears when the phone is ready for operation



- 3 Press and hold **(PWR)** to turn off the phone

Extending/Retracting Antenna

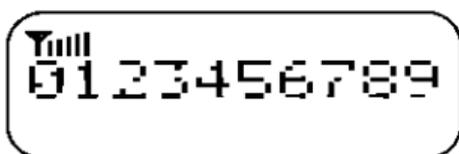


Note

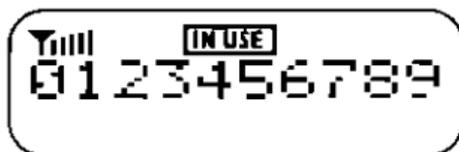
- Do not strongly slide up the antenna or hold the antenna top to slide back to avoid damage of the antenna

Making a Call

- 1 Fully extend the antenna and turn on the phone. We recommend calling when the level of signal strength is maximum.
- 2 Enter the phone number (up to 32 digits)
Example: Enter 0123456789



- Press **(CLR)** to erase the last digit entered. Press and hold **(CLR)** to clear all entries.
 - To view all digits in case numbers are too long to display, press **(FCN)** **(FCN)** (hold the key during the second press) (*Refer to Long Number Review on page 51*).
- 3 Press **(SND)** to place the call.



- When the call is successful, the display clears.

- During conversation, press **(FCN)** **(2nd F)** to mute your conversation. Press **(FCN)** **(2nd F)** again to return to conversation (*refer to Mute on page 51*)
- If your call cannot be completed by the cellular system, you will hear an alert tone.
Automatic Retry Your phone automatically retries the call every ten (10) seconds for up to 15 times. If the call cannot be completed after 15 retries, the phone stops the retry process. To stop automatic retry at any time, press **(END)**

4 Press **(END)** to end the call

Emergency Dialing

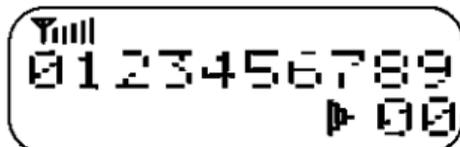
You may dial the emergency number any time your phone is in service (even if the phone is locked)

- 1 Enter **911** **112** **119** (or other programmed emergency access number)
 - If 911 emergency service is not available in your area, your dealer may program another emergency access number into your phone
- 2 Press **SND**

Last Number Redial

When the display is clear, press **SND** to automatically display and dial the last called phone number

- 1 Press **RCL** **0** **0** to review the last five (5) phone numbers dialed



- 2 Press **-** or **+** to scroll through the phone numbers

- 3 Press **(SND)** to dial the displayed number
 - If you used the pause dialing (*refer to Pause Dialing on page 48*) on your last call, only the first group of numbers will be stored

Unsuccessful Calls

If your call cannot be completed, you will hear a warning tone for five (5) seconds

Press **(END)** to stop the tone

Dropped Call Warning Tone

Slow busy tone sounds when a call has dropped because of low signal strength or when the other party hangs up

Reorder Tone:

Rapid tone sounds when the cellular system is too busy to complete the call

Intercept Tone

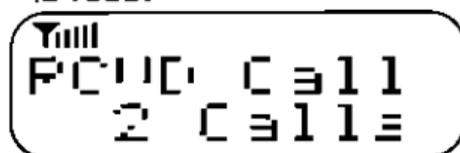
Rapid high/low tone sounds when a call has been rejected by the cellular system

Receiving a Call

- 1 Turn on the phone
- 2 When a call is received, a ring tone will be heard and "Ring" flashes on the display. The backlight lights and the incoming call indicator flashes.



- 3 Fully extend the antenna
- 4 Press any key except **(PWR)** to answer
 - The **(INUSE)** indicator lights
- 5 Press **(END)** to end the call
 - The **(INUSE)** indicator goes out
 - Unanswered calls are automatically counted (up to 99 calls) by the phone. For example, if your phone had two unanswered calls, "RCVD Call 2 Calls" displays. Once you press any key, this display clears and the counter is reset.



Volume

Earpiece Volume.

Press **(-)** or **(+)** during a call

Earpiece volume cannot be turned off



Keytone Volume

Press **(-)** or **(+)** when the phone is not in use

Ring Volume:

Press **(FCN)** **(4)**, then **(-)** or **(+)**

when the phone is not in use (*refer to Ring Volume on page 52*)

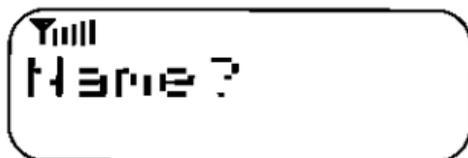
Wake-Up Tone Volume:

The ring volume level setting determines the wake-up tone volume. Only three (3) volume levels, however, are available. Even if you select one or two hidden bar(s) or silent level, the wake-up tone volume does not change.

L		H	High
L		H	Medium
L		H	Low

Name And Phone Number Entries

- 1 Phone numbers and names can be stored in memory Press **(STD)** to display the "Name" prompt



- 2 Enter a name [up to sixteen (16) characters]
 - If you do not want to enter a name, go to step 3
 - Enter character(s) using the **(0)** to **(9)** keys Press a key once to enter the first character on the key, press it twice to enter the second character, etcWhen a different key is pressed, the cursor moves forward

1 <small>NUM</small> GT	Q ⇨ Z ⇨ (space) ⇨ 1
2 <small>NUM</small> ABC	A ⇨ B ⇨ C ⇨ 2
3 <small>LOCK</small> DEF	D ⇨ E ⇨ F ⇨ 3
4 <small>NUM</small> GHI	G ⇨ H ⇨ I ⇨ 4
5 <small>NUM</small> JKL	J ⇨ K ⇨ L ⇨ 5
6 <small>NUM</small> MNO	M ⇨ N ⇨ O ⇨ 6
7 <small>NUM</small> PRS	P ⇨ R ⇨ S ⇨ 7
8 <small>NUM</small> TUV	T ⇨ U ⇨ V ⇨ 8
9 <small>NUM</small> WXY	W ⇨ X ⇨ Y ⇨ 9
0 <small>NUM</small> COM	⇨ - ⇨ / ⇨ 0

-  to move forward
-  to move back
-  to delete a character or hold the key to clear all entries

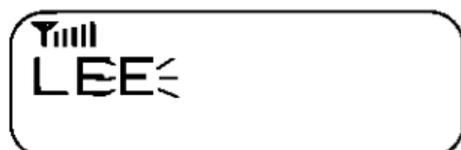
▪ Example Enter "LEE"

① Press   

② Press  

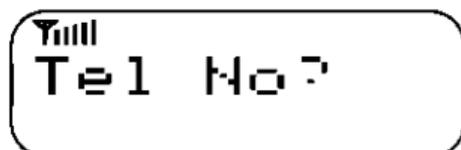
③ Press 

④ Press  



- The cursor flashes on the last entered character

3 Press  to enter a number



- If you have already entered a phone number before step 1, that number displays instead of "Tel No" prompt. Go to *Storing Entries* on page 26 if the displayed number is appropriate

- 4 Enter a phone number (up to 32 digits)
 - Press **(CLR)** to erase the last digit entered Press and hold **(CLR)** to clear all entries
 - Press **(FCN)** **(▶)** to program a pause (*refer to Pause Dialing on page 48*)

Continue on to Storing Entries

Storing Entries

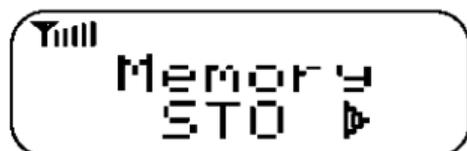
When your entry is complete, you can store it in one of 101 memory locations (01 to 99, **(S1)**, **(S2)**)

The three (3) storage methods are available

- **Memory Location Storage** allows you to manually store your entry in one of 01 to 99 memory locations
- **Automatic Storage.** allows you to automatically store your entry in the next available memory location
- **One-Touch Dial Storage** allows you to store your most frequently used numbers in one of the one-touch dial locations

Memory Location Storage:

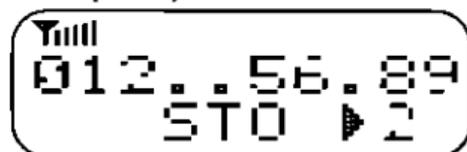
- 1 With your entry displayed, press **STO**



- 2 Enter the first digit of a two-digit memory location

Example Press **2ndF** (for a two-digit memory location which begins with 2) The display shows that locations 20, 21, 22, 25, 26, 28 and 29 are available

The occupied locations are indicated by the ". "s (Therefore, locations 23, 24 and 27 are occupied)



- If you enter 0 as the first digit, only locations 01 to 09 are available, 00 is reserved for the last number dialed memory

- 3 Enter the second digit for an available memory location
 - If you entered an occupied location, the old entry flashesPress **(STO)** to overwrite or press **(CLR)** to return to a display which allows you to enter a different location number

Automatic Storage

- 1 With your entry displayed, press **(STO)**



- 2 Press **(*)←** to store entry in the next available location
 - If you enter the first digit of a two-digit location and then press **(*)←**, your entry is stored in the next available location which begins with the entered number
 - If all locations are occupied, "Memory Occupied" displays

One-Touch Dial Storage

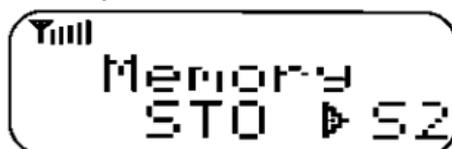
- 1 With your entry displayed, press

STO



- 2 Press **S1** or **S2** to store in one-touch dial locations

Example Press **S2**



- If you entered an occupied location, the old entry flashes
Press **STO** to overwrite or press **CLR** to return to a display which allows you to enter a different location number

Reviewing/Scrolling

By Memory Location

- 1 Press **RCL**



- 2 Enter a two-digit memory location number or press **S1** or **S2**
- The display shows the location and last sixteen (16) phone number digits for the two-digit memory location or the name for S1 or S2
To view the name or phone number, press and hold **RCL**
To view all digits in case numbers are too long to display, press **FCN**
FCN (hold the key during the second press) (*Refer to Long Number Review on page 51*)
- 3 Press **-** or **+** to scroll through additional locations
- If you entered a two-digit location number, you scroll locations 01-99
 - If you entered **0:00** **0:00**, you scroll the last five (5) dialed numbers

By Name:

- 1 Press **RCL**



- 2 Press **RCL** again



- 3 Enter the first one or two character(s)
- Without entering characters, names can be recalled alphabetically (forward if you press **+** or backward if you press **-**)
- 4 Press **RCL**
- The display shows a name beginning with the entered character(s). To scroll through names, press **-** or **+**
 - Only locations 01-99 are scrolled
 - To display the phone number, or if there is no name in the displayed memory location, press and hold **RCL** to view the phone number

Editing Stored Entries

You are able to edit and/or clear all entries stored in location memory. Also, you can copy and store information saved in caller ID, scratch pad memory and last number memory and phone numbers saved in voice mail memory.

- 1 Recall an entry so it displays (*refer to Reviewing/Scrolling on page 30*)
- 2 Press **(STO)** to enter name edit mode. The name displays with a flashing cursor next to the last character of the name.
 - If your entry does not have a name, "Name?" displays
- 3 Add/edit/clear name (*refer to Name And Phone Number Entries on page 24*)
- 4 Once you have adjusted the name, press **(STO)** to enter number edit mode.
 - If your entry does not have a phone number, "Tel No?" displays

- In number edit mode, a hidden cursor is always positioned at the end of the phone number entry
- 5 Add/edit/clear phone number (*refer to Name And Phone Number Entries on page 24*)
 - 6 Press **(STO)** to store edited information
 - If editing the scratch pad memory, last number memory, caller ID or voice mail memory, designate a two-digit memory location. If the selected memory location is occupied, the display flashes. To overwrite, press **(STO)** again.

Dialing

One-Touch Dialing:

Press **(S1)** or **(S2)** to display the entry and automatically dial the stored number

Super Speed Dialing:

Enter memory location (01-99) and press **(SND)** to dial the stored number

- If no phone number is stored in the memory location which you have entered, a call is initiated to the number(s) on the display

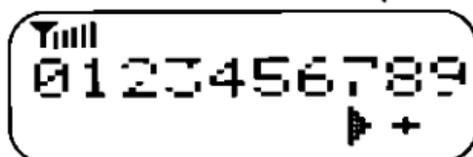
Speed Dialing

Press **(RCL)** and enter memory location (01-99), or press **(S1)** or **(S2)**

The display shows the location and the last sixteen (16) phone number digits for memory location or the name for **(S1)** or **(S2)**. Press **(SND)** to dial the stored number

Scratch Pad Memory

- 1 Enter a number during a call
(Up to 32 digits)
- 2 When **END** is pressed, the number
is automatically stored in the scratch
pad memory
- 3 Press **RCL** ***←** to review the
number in the scratch pad memory



- 4 Press **SND** to call

OR

Store the entry as described under
Storing Entries on page 26

Voice Memo

You can record the conversation for approximately twenty (20) seconds during a call and play it back when the phone is not in use

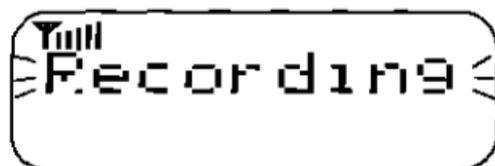
Caution

Security of a recorded message is under your responsibility. You must ask for the other party's consent before recording.

To Record:

Press **MEMO** to start recording.

- "Recording" flashes with a tone.

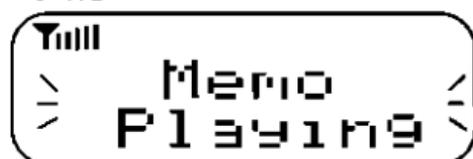


- Pressing **MEMO** again while the recording is in progress records from beginning and erases any previous recording.
- Five (5) seconds before the recording stops, a tone sounds.
- When the recording stops, the display clears and a tone sounds.
- A new recording overwrites the previous recording.

To Play Back:

After ending the call, press **(MEMO)** to start playing

- "Memo Playing" flashes with a tone



- To adjust the volume, press **(-)** or **(+)**.
- You can enter a phone number when playing the recorded voice. Pressing **(SND)** stops the playing.
- If you press **(MEMO)** when there is no memo recorded, an alert tone sounds.
- You cannot play back the voice memo while the auto retry is in progress.
- To stop the playing, press **(END)**.

To Erase:

Press **(FCN)** **(MEMO)** **(STD)** when the phone is not in use



Timers

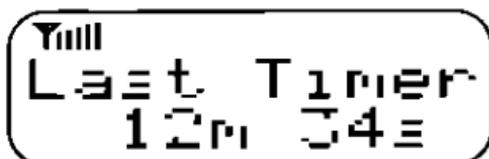
There are three (3) types of timers that accumulate both outgoing and incoming calls

Last Call Timer:

- It displays the current call length (if any) or the last call length (in minutes and seconds)

Press **FCN** **1**

Example 12 minutes, 34 seconds



- If this timer exceeds 99 minutes and 59 seconds, it restarts
- During a call this timer is displayed every ten (10) seconds

Total Call Timer 1: (Non-Resetable)

- It displays the total call time for both phone numbers (in hours and minutes)

Press **(FCN)** **(1⁰⁰)** **(-)** **(-)** or **(+)**

Example 102 hours, 43 minutes

Yull
TTL Timer 1
102h 43m

- If this timer exceeds 999 hours and 59 minutes, it restarts

Total Call Timer 2:(Resettable)

You can reset this timer at any time

The displayed timer is for the currently active phone number

1 Press **(FCN)** **(1⁰⁰)** **(+)** **(+)** or **(-)**

- It displays the accumulated call time (in hours and minutes) and is updated every minute

Example 20 hours, 57 minutes

Yull
TTL Timer 2
020h 57m

2 To reset, press **(0⁰⁰)** **(STD)** while the timer displays

Yull
TTL Timer 2
000h 00m

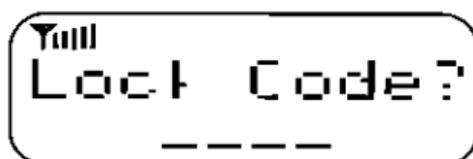
Lock

Programming a New Lock Code:

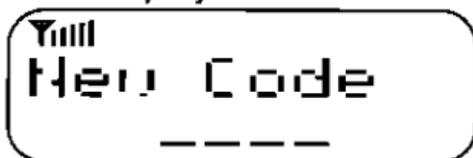
To use the various lock features of your phone, you may program a lock code

- The lock code for your phone is factory-set to "0000". If you have not previously programmed a lock code, enter    
- You cannot program a lock code during a call

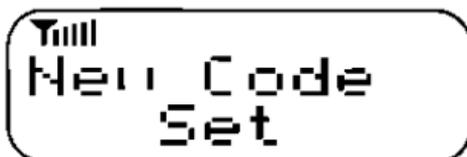
- 1 Press  



- 2 Enter the current lock code
 - Once the correct code is entered the display shows



- 3 Enter a new lock code
 - Your lock code may be between two (2) and four (4) digits long
 - You may use the **0** LOCK to **9** UNLOCK, ***** ← and **#** → keys to program a lock code
 - To correct errors, press **CLR**
- 4 Press **STD** to save
 - Briefly, the display shows

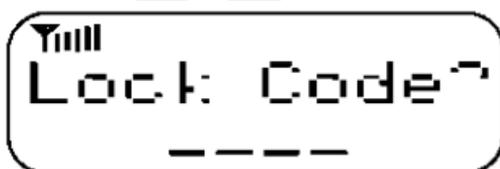


Dialed Digit Restriction*

You may limit the length of phone numbers which can be called from your phone. For example, restricting digit length to seven (7) digits allows only local calls.

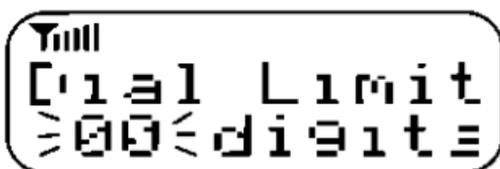
- This feature cannot be set during a call.

- 1 Press **(FCN)** **(9)**



- 2 Enter lock code
 - Once the correct code is entered, the display shows the current dialed digit restriction.

Example: No restriction is set.



- 3 Enter the desired number of digits from 01 to 31
 - Entering 00 or 0 disables this feature.
- 4 Press **(STO)** to save
 - Your setting remains in effect until you change the digit restriction.

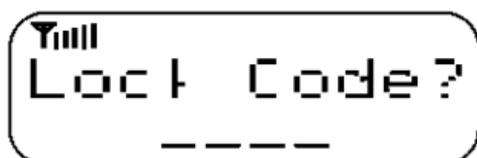
Additional Lock Options

- **Unlock** Unrestricted use
- **Auto Lock** Calls cannot be made or received. Phone features cannot be accessed. It allows the user fully to use the phone by entering a current lock code. Once the power is turned off, the phone automatically returns to Auto Lock mode at power on. If the Auto Lock option is selected, the lock code is required to access the phone.
- **Dial Lock** Calls can be made only to the numbers stored in the memory. All calls can be received.
- **Send Lock** Calls cannot be made, but calls can be received.
- **Full Lock** Calls cannot be made nor received. Phone features cannot be accessed.

Note

Pre-programmed emergency number will override all lock settings.

- 1 Press **FCN** **3^{LOCK DEF}**



- 2 Enter lock code
 - Once the correct code is entered, the current lock level displays
- 3 Press **-** or **+** to review options
- 4 Press **STD** to select the desired option

To Disable the Lock

- 1 Press **FCN** **3^{LOCK DEF}**
- 2 Enter lock code
- 3 Scroll by pressing **-** or **+** to "Unlock" setting
- 4 Press **STD** to set

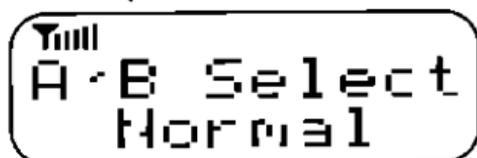
A/B System Select

A maximum of two companies provide cellular phone service in each market area. They are referred to as Carrier A (A System) and Carrier B (B System). When your phone number was assigned, you or your dealer selected and registered the phone with either one of these two carriers in the area, which becomes your Home System.

The selection is effective in the currently active phone number.

- **Normal** The phone selects your home system. If the phone cannot connect to your home system, it selects either the A or B system.
- **A Sys only:** The phone selects only the A system.
- **B Sys only** The phone selects only the B system.
- **Home Sys** The phone selects only your home system, the phone will not roam.

- 1 Press **FCN** **7**
 - The current setting displays for the currently active phone number
Example Select Normal



- 2 Press **-** or **+** to review options
- 3 When the desired option is displayed, press **STO**
 - The **ROAM** indicator is displayed when your phone is accessing a preferred system outside of your home system area or flashes when accessing a non-preferred system
 - The **A** or **B** indicator is displayed to alert you of which system your phone is accessing
 - This function cannot be changed during a call

Flash Request

Flash request allows you to access call waiting, three-way calling and other features offered by your service provider. Contact your service provider for additional information.

To activate flash request, press **(SND)** during a call is in progress.

Sending DTMF Tones

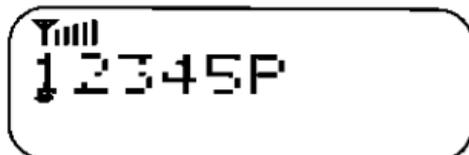
Some phone services, such as voice mail, require the phone to transmit tones when digit keys are pressed (DTMF tones).

- Even when keytone is silent, the phone transmits DTMF tones.
- If you want to transmit DTMF tones from memory, recall the desired memory location during a call. Press **(FCN)** **(SND)** to send the recalled digits as keytones. To transmit additional groups of numbers, press **(SND)** (refer to *Pause Dialing on page 48*).

Pause Dialing

Some services (long distance access, voice mail, etc) require you to dial groups of numbers with short pauses between each group of numbers

- 1 Enter the first group of numbers (example, phone number)
- 2 Press **(FCN)** **(▶)** to enter a pause
 - A "P" displays to indicate the pause
 - Pauses cannot be entered as the first digit of an entry, multiple pauses cannot be entered consecutively



- 3 Continue entering groups of numbers and pauses as needed
 - When you have completed the entry, you may store it in any memory location (refer to *Storing Entries* on page 26)

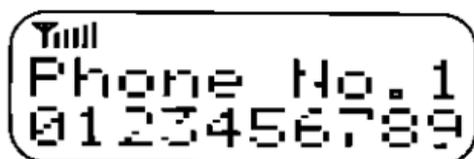
- 4 Press **(SND)** to place a call
 - The first group of numbers is dialed. The remaining digits are paused indefinitely.
- 5 Press **(SND)** to transmit additional groups of numbers.

Own Phone Number Display

- 1 Press **(FCN)** **(8⁰⁰⁰_{TUN})** to display your own phone number
 - The displayed number is the currently active phone number.

Example

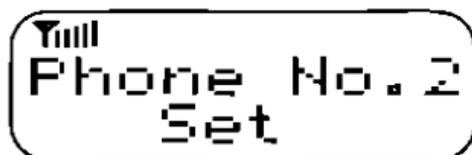
Phone number, 0123456789,
is in the location 1



Dual Phone Numbers

Your cellular carrier, dealer or service center can program your phone to have two (2) phone numbers. You may then set which phone number your phone uses when the phone is not in use.

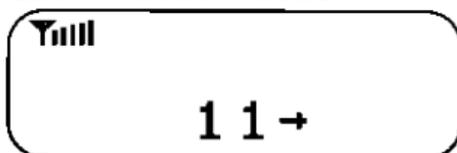
- 1 Press **(FCN)** **(B¹⁷)**
 - The active phone number displays
- 2 Press **(-)** or **(+)** to select the other phone number
 - The other phone number displays
- 3 When the desired phone number displays, press **(STO)**
Example Phone #2 set



Long Number Review

When the phone number is overflowed, the last phone number digits are shown with "+" and the first phone number digits are shown with "+". To view all digits in case numbers are too long to display, press **(FCN)** **(FCN)** (hold the key during the second press). Release the key to review the last phone number digits.

Example If you entered "112233445566778899"



Mute

- 1 Press **(FCN)** **(2nd)** during a call to mute your conversation
 - The **(IN USE)** indicator flashes when the call is muted



- You can hear the caller but the caller cannot hear you
- 2 Press **(FCN)** **(2nd)** again to return to conversation

Ring Volume

Press **(FCN)** **(4)**, then **(-)** or **(+)** when the phone is not in use



L		H	High
L		H	
L		H	
L		H	
L		H	Low
L		H	Silent

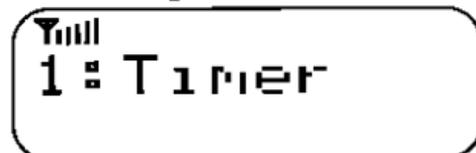
Automatic Answer

The phone can be set to automatically answer the calls

This feature works only with Handsfree Unit in the Car Mount Kit

Function Guide

Press **(FCN)** **(-)**, **(+)** to view through the function guide



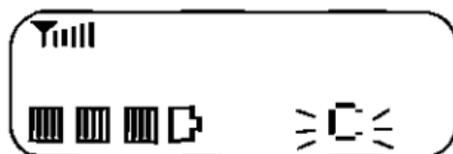
Callback Number

Like a pager, the EB-H70 displays callback numbers

Only available if offered by your service provider. Contact your service provider for additional information

Callback number memory allows recalling and displaying up to five (5) callback numbers

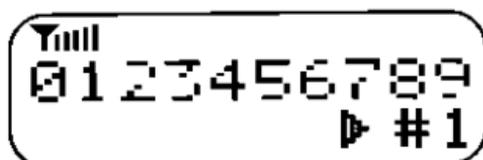
- 1 When a callback number is received,
 - If the phone is not in use, "C" flashes with a tone



- If the phone is in use, "C" flashes with a tone when the call ends
- If all callback numbers are read, "C" stops flashing

- 2 Press **RCL** **▣** to view the callback number

Example Phone number is stored in the location number 1



- The last callback number appears first
 - If no callback number is stored, pressing **RCL** **▣** is invalid
- 3 Press **←** or **→** to scroll through the callback numbers
- The numbers are stored in the order they were received. When the 6th number is stored, the oldest number is automatically deleted

4 Press **(SND)** to dial the displayed number

OR

Press **(STO)** to store the phone number (*refer to Editing Stored Entries on page 32*)

OR

Press **(CLR)** to delete the numbers stored

A rectangular LCD display with a black border. The text is in a pixelated font. It reads: "Till" on the first line, "Delete" on the second line, and "1-5 or *" on the third line.

- If you want to individually delete a callback number, enter the desired location number
- If you want to clear all callback numbers press **(*)**

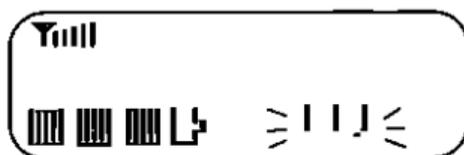
A rectangular LCD display with a black border. The text is in a pixelated font. It reads: "Till" on the first line, "Caller Mem" on the second line, and "Deleted" on the third line.

Voice Mail Memory

Only available if offered by your service provider Contact your service provider for additional information

Voice Mail Memory allows recalling and displaying Voice Mail status and phone number of a person who sent a voice mail

- 1 When a voice mail message is received, "V" flashes with a tone
 - If all messages are read, "V" stops flashing
 - An urgent message is indicated with "!"

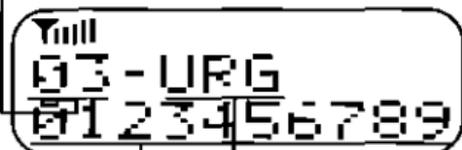


- 2 Press **FCN** **6**



- 3 Press **1** ^{MEM} **62** to display the voice mail memory
- An urgent message is indicated with "**URG**"

The number of waiting Voice Mail messages (01-99)



Urgent message indicator

Phone number

- 4 Press **SND** to dial the phone number

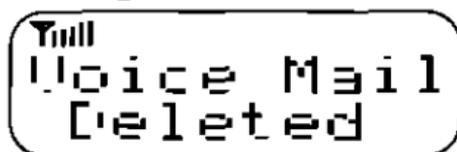
OR

Press **STO** to store the phone number (refer to *Editing Stored Entries* on page 32)

- You cannot copy and store the voice mail information in location memory if the message includes characters

OR

Press **CLR** **STO** to delete the message



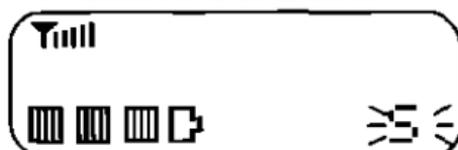
Short Message Memory

Only available if offered by your service provider Contact your service provider for additional information

Short Message Memory allows recalling and displaying five (5) Short Messages

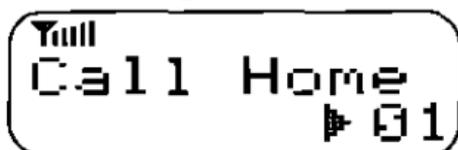
- Each memory can accept up to 42 characters

- 1 When a short message is received, "S" flashes with a tone



- If all messages are read, "S" stops flashing

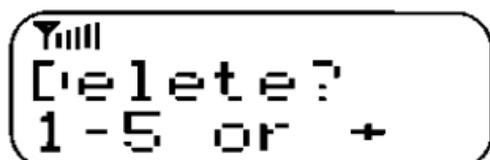
- 2 Press **(FCN)** **(6)** **(2)** to display the short message memory
Example "Call Home" is stored in the message number 01



- 3 Press **(-)** or **(+)** to scroll through the short message memory

- Up to 5 short messages can be stored in the order they were received. Thereafter, when the 6th message is stored, the oldest message is automatically deleted.

4 Press **CLR** to delete the message



- If you want to individually delete a message, enter the desired message number.
- If you want to clear all messages, press ***->**



Accessories

To order accessories, please visit your nearest Panasonic dealer or call Panasonic at 1-800-332-5368

- If you are calling to place an order, please have the accessory part numbers and your credit card ready
- Accessory information is subject to change without prior notice
- Many accessories are available individually

Accessory Value Kit: EB-SA700Z

Carry Case



Battery(L)



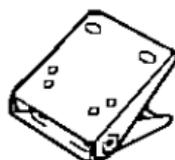
DC Adaptor



Car Mount Kit EB-HF700Z
Handsfree Unit Microphone



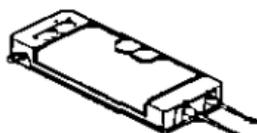
Adjustable Angle Bracket



Power Supply Cable



3-Watt Booster Kit EB-VT700Z
Booster Mounting Bracket



Mounting Bracket



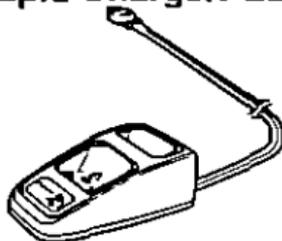
RF Cable



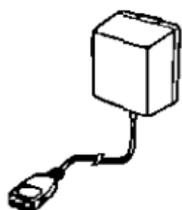
Interconnect Cable



Dual Slot Rapid Charger EB-CR700



AC Adaptor
EB-CA700



Private Handsfree
EB-M70005



Battery(S): EB-BS700



Battery(L) EB-BL700



Carry Case EB-YK700



DC Adaptor. EB-CD700



Accessory Parts List Overview:

All these accessory kits and parts are shown on the previous pages. To order accessories, please visit your nearest Panasonic dealer or call Panasonic at 1-800-332-5368.

Accessory Value Kit	EB-SA700Z
Car Mount Kit	EB-HF700Z
3-Watt Booster Kit	EB-VT700Z
Dual Slot Rapid Charger	EB-CR700
AC Adaptor	EB-CA700
DC Adaptor	EB-CD700
Batteries	
Battery (S)	EB-BS700
Battery (L)	EB-BL700
Private Handsfree	EB-M70005
Carry Case	EB-YK700
Handsfree Unit	EB-HF700
Microphone	EBM1177
Adjustable Angle Bracket	EBN0002

Power Supply Cable	EBW70113
Booster	EB-U70022
RF Cable	EBW70088
Mounting Bracket	Ebn70039
Interconnect Cable	EBW70111

Cleaning

Clean your phone with a damp cloth
Do not use petroleum based
chemicals

Troubleshooting & Service

Phone does not turn on

- Fully charge the battery
- Attach a battery when using AC Adaptor, DC Adaptor, Handsfree Unit

NO SVC Indicator shows

- Fully extend the antenna
- Try "normal" system access mode
(refer to *A/B System Select* on page 45)
- Move to a better reception area

Lock displays

- The phone may not work if locked (except emergency dialing) (*Refer to Lock on page 40*)

"OFF/ON" displays

- Turn power off/on. If the message reappears, contact your dealer

"Corrupted" displays.

- Information in your selected memory location has been lost

"Not Found" displays

- There is no corresponding name with the entered characters

ROAM Indicator lights in home area

- Try "home" mode (*refer to A/B System Select on page 45*)

If **ROAM** Indicator remains on, contact your dealer or service provider

Call does not go through and a fast busy tone sounds

- The call cannot be accepted because cellular system is busy
- Ensure sufficient signal strength is available
- Move to a better reception area and try your call again

Call does not go through and an intercept tone sounds

- The call was rejected by the system (example, number is not valid, **NO SVC** Indicator is on, etc)

While roaming, calls can be made but not received

- Contact your carrier or the local carrier about forwarding your calls

For additional help, call Panasonic's Customer Satisfaction Center at 201-348-9090

If the phone is malfunctioning, call Panasonic at 1-800-545-2672 to locate the nearest Panasonic Servicenter or Authorized Independent Servicer

Technical Specifications

Phone	
Dimensions (H x W x D) [Approximate] with Battery(S) 5.52" x 1.66" x 1.15" 140 mm x 42 mm x 29 mm with Battery(L) 5.52" x 1.66" x 1.44" 140 mm x 42 mm x 36.5 mm	
Weight [Approximate] with Battery(S) 5.12 oz (145 g) with Battery(L) 6.35 oz (180 g)	
Battery Output Voltage	DC 3.6 V
External Connector Input Voltage	DC 5.8 V [Except for AC Adaptor (EB-CA700)]

AC Adaptor (EB-CA700 specified)	
Input	AC 120 V, 60 Hz, 10 VA
Output	DC 5.1 V, 700 mA
*Consumes approximate 4 watts when connected to 120 V outlet, even when not connected to phone	

Precautions

IMPORTANT READ THIS INFORMATION BEFORE USING YOUR PANASONIC PERSONAL CELLULAR PHONE.

For the safe and efficient operation of your phone, observe these guidelines

Your cellular phone is a radio transmitter and receiver. When it is ON, it receives and also sends out radio frequency (RF) energy. The phone operates in the frequency range of 824 MHz to 894 MHz and employs commonly used frequency modulation (FM) techniques. When you use your phone, the cellular system handling your call controls the power level at which your phone transmits. The power level can range from 0.006 of a watt to 0.6 of a watt.

Exposure to Radio Frequency Energy

In 1991, the Institute of Electrical and Electronics Engineers (IEEE), and in 1992 the American National Standards Institute (ANSI) updated the 1982 ANSI Standard for safety levels with respect to human exposure to RF energy. Over 120 scientists, engineers and physicians from universities, government health agencies, and industry, after reviewing the available body of research, developed this updated Standard. In March, 1993, the U.S. Federal Communications Commission (FCC) proposed the adoption of this updated Standard.

The design of your phone complies with this updated Standard. Of course, if you want to limit RF exposure even further than the updated ANSI Standard, you may choose to control the duration of your calls and operate your phone in the most power efficient manner.

Efficient Phone Operation

For your phone to operate at the lowest power level, consistent with satisfactory call quality, please observe the following guidelines

- If your phone has an extendable antenna, extend it fully. Some models allow you to place a call with the antenna retracted. However, your phone operates more efficiently with the antenna fully extended.
- Hold the phone as you would any other phone. While speaking directly into the mouthpiece, position the antenna up and over your shoulder.
- Do not hold the antenna when the phone is "IN USE". Holding the antenna affects call quality and may cause the phone to operate at a higher power level than needed.

Antenna Care and Replacement

Do not use the phone with a damaged antenna. If a damaged antenna comes into contact with the skin, a minor burn may result. Replace a damaged antenna immediately. Consult your manual to see if you may change the antenna yourself. If so, use only a manufacturer-approved antenna. Otherwise, take your phone to a qualified service center for repair.

Use only the supplied or approved antenna.

Non-approved antennas, modifications, or attachments could impair call quality, damage the phone, and violate FCC regulations.

Driving

Check the laws and regulations on the use of cellular phones in the areas where you drive. Always obey them. Also, when using your phone while driving, please

- give full attention to driving
- use handsfree operation, if available, and
- pull off the road and park before making or answering a call if driving conditions so require

Electronic Devices

Most modern electronic equipment is shielded from RF energy. However, RF energy from cellular phones may affect inadequately shielded electronic equipment.

RF energy may affect improperly installed or inadequately shielded electronic operating and entertainment systems in motor vehicles. Check with the manufacturer or its representative to determine if these systems are adequately shielded from external RF energy. You should also check with the manufacturer of any equipment that has been added to your vehicle.

Consult the manufacturer of any personal medical devices (such as pacemakers, hearing aids, etc) to determine if they are adequately shielded from external RF energy

Turn your phone OFF in health care facilities when any regulations posted in the areas instruct you to do so Hospitals or health care facilities may be using equipment that could be sensitive to external RF energy

Aircraft

TURN YOUR PHONE OFF BEFORE BOARDING ANY AIRCRAFT

- Use it on the ground only with crew permission
- Do not use it in the air

To prevent possible interference with aircraft systems, U S Federal Aviation Administration (FAA) regulations require you to have permission from a crew member to use your phone while the plane is on the ground To prevent interference with cellular systems, FCC regulations prohibit using your phone while the plane is in the air

Children

Do not allow children to play with your phone. It is not a toy. Children could hurt themselves or others (by poking themselves in the eye with the antenna, for example). Children also could damage the phone, or make calls that increase your phone bills.

Blasting Areas

To avoid interfering with blasting operations, turn your unit OFF when in a "blasting area" or in areas posted "Turn off two-way radio." Construction crews often use remote control RF devices to set off explosives.

Potentially Explosive Atmospheres

Turn your phone OFF when in any area with a potentially explosive atmosphere. It is rare, but your phone or its accessories could generate sparks. Sparks in such area could cause an explosion or fire resulting in bodily injury or even death.

Areas with a potentially explosive atmosphere are often, but not always, clearly marked. They include fueling areas such as gas stations, below deck on boats, fuel or chemical transfer or storage facilities, areas where the air contains chemicals or particles, such as grain, dust or metal powders, and any other area where you would normally be advised to turn off your vehicle.

Do not transport or store flammable gas, liquid, or explosives in the compartment of your vehicle which contains your phone or accessories.

Vehicles using liquefied petroleum gas (such as propane or butane) must comply with the National Fire Protection Standard (NFPA-58). For a copy of this standard, contact the National Fire Protection Association, One Batterymarch Park, Quincy, MA 02269, Attn: Publication Sales Division.

Battery

- Use only Panasonic charging accessories
- Do not dispose of the battery in fire
- Do not store or carry the battery together with any metallic materials, for example accessories, keys or coins. Otherwise, it may be possible to cause short circuit and damage the metallic materials
- Do not attempt to disassemble the battery. There are no user-serviceable parts inside
- Do not expose the battery to rain or moisture
- Do not drop the battery
- Never remove the battery from the phone while the phone is on, especially during a call. Turn the phone off before removing the battery
- Fully recharge the battery at least once a month
- Under some state and local laws, it is illegal to discard the battery into the municipal waste stream. Check with your local solid waste officials for recycling or disposal information

- Do not charge the battery for more than 24 hours at a time
Overcharging may shorten the life expectancy of the battery
- Store the battery in a dry, cool and dark area when not in use

General

- Do not use the phone in extreme temperature or humidity The specified operating temperature range is -4 °F (-20 °C) to +140 °F (+60 °C)
- Do not attempt to disassemble the phone There are no user-serviceable parts inside
- Do not expose the phone to rain or spill liquids on it
- Do not carry the phone by holding the antenna
- Do not use any accessories other than those designed for use with your series phone
- Use of attachments not recommended or sold by Panasonic may result in fire, electrical shock or injury
- Panasonic cannot be held responsible for damages caused by using non-Panasonic accessories

Limited Warranty

Cellular Mobile Telephone Products Limited Warranty:

Matsushita Consumer Electronics Company or Panasonic Sales Company (collectively referred to as "The warrantor") will repair this product with new or refurbished parts, free of charge, in the U S A or Puerto Rico from the date of original purchase in the event of a defect in materials or workmanship as follows

Cellular Transportable Telephone & Cellular Transferable Telephone

(except as listed below) - For three (3) years

Handheld Cellular Telephone:

(except as listed below) - For one (1) year

Accessories

(except batteries) Whether or not purchased separately, including mounting bracket, angle bracket, installation assemblies, interconnecting cable, power cable, cigarette lighter cable, booster cables, antenna, microphone, DC adaptor, AC/DC convertor, battery rechargers, booster/charger for one (1) year

Batteries.

(when applicable) - New rechargeable batteries in exchange for defective rechargeable batteries for ninety (90) days

Non-rechargeable batteries are not warranted

Carry-in or mail-in service in the U S A can be obtained during warranty period from a Matsushita Services Company (MSC) Factory Servicer listed in the Servicer Directory

Or call 1-800-545-2672, toll free, to locate an authorized MSC Servicer

This warranty is extended only to the original purchaser. A purchase receipt or other proof of date of original purchase will be required before warranty service is rendered.

This warranty only covers failures due to defects in materials or workmanship which occur during normal use. It does not cover damage which occurs in shipment or failures which are caused by products not supplied by Panasonic or failures which result from accident, misuse, abuse, neglect, mishandling, misapplication, faulty installation, set-up adjustments, improper maintenance, alteration, improper antenna, inadequate signal pick-up, maladjustment of consumer controls, line power surge, lightning damage, modification or service by anyone other than an MSC Factory Servicenter or authorized MSC Servicenter, or damage that is attributable to acts of God.

Removal and reinstallation costs are not covered by this warranty, nor are Mobile Telephones on which the serial number is missing, altered or made illegible.

LIMITS AND EXCLUSIONS

There are no express warranties except as listed above

PANASONIC SHALL NOT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM THE USE OF THIS PRODUCT, OR ARISING OUT OF ANY BREACH OF THIS WARRANTY ALL EXPRESS AND IMPLIED WARRANTIES, INCLUDING THE WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE APPLICABLE WARRANTY PERIOD SET FORTH ABOVE Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitations on how long an implied warranty lasts, so the above exclusions or limitations may not apply to you

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state

If a problem with this product develops during or after the warranty period, you may contact your dealer or Servicenter. If the problem is not handled to your satisfaction, then write the Consumer Affairs Division at the company address indicated below.

**Matsushita Consumer
Electronics Company
Division of Matsushita
Electric Corporation
of America
One Panasonic Way
Secaucus, New Jersey 07094**

**Panasonic Sales Company
Division of Matsushita
Electric
of Puerto Rico Inc (PSC)
Ave 65 de Infanteria, Km 9.5,
San Gabriel Industrial Park,
Carolina, Puerto Rico 00985
Tel (809)750-4300
Fax (809) 768-2910**

Index

A

A/B System Select	10,45
AC Adaptor	12
Accessories	60
Additional Lock Options	43
Aircraft	73
Antenna	17
Antenna Care and Replacement	71
A System Indicator	10,46
Automatic	
Answer	52
Lock	43
Retry	19
Storage	28

B

Battery	
Installation	11
Battery Meter	14
Charging Instructions	12
Low Battery	14
Precautions	76
Removal	11
Specifications	15,67
Blasting Areas	74
B System Indicator	10,46

C

Call(s)	
Any Key Answer	22
Automatic Retry	19
Making	18
Receiving	22
Timers	38
Unsuccessful	21
Callback Number	53
Character(s) List	24
Charging	
Indicator ()	10, 12
Instructions	12
Times	13
Children	74
Cleaning	64

D

Dialing	
Dialed Digit Restriction	42
Emergency Dialing	20
Last Number	20
One-Touch Dialing	34
Speed Dialing	34
Super Speed Dialing	34
Dial Lock	43
Display Overview	10
Driving	72
DTMF	47
Dual Phone Numbers	50

E		
	Earpiece Volume	23
	Editing Stored Entries	32
	Efficient Phone Operation	70
	Electronic Devices	72
	Entries	
	Editing	32
	Name And Phone Number	24
	Storing	26
	ESN Number	3
	Explosive Atmospheres	74
F		
	Flash Request	47
	Full Lock	43
	Function Guide	52
G		
	General Precautions	77
I		
	Introduction	3
	In Use (IN USE) Indicator	10
K		
	Keys	8, 9
	Keystone Volume	23
L		
	Last Call Timer	38
	Last Number Redial	20
	Limited Warranty	78
	Lock	
	Automatic	43

Code	3, 40
Dial	43
Dialed Digit Restriction	42
Full	43
Options	43
Programming a Lock Code	40
Send	43
Long Number Review	51
M	
Main Unit Kit	7
Memory	
Entries	24
Occupied	27,28
Reviewing/Scrolling	30
Storage	26
Model Number	3
Mute	51
N	
Name Entries	24
No Service (NO SVC) Indicator	10,64
Number Entries	24
O	
OFF/ON Display	65
One-Touch Dialing	34
One-Touch Dial Storage	26,29
Overflow Digits	18,51
Own Phone Number Display	49

P

Panasonic Phone Numbers	
Accessory Ordering	63
Customer Satisfaction Center	66
Service Centers	66
Pause Dialing	48
Phone Overview	8
Power On/Off	16
Precautions	68
Programming a Lock Code	40

R

Radio Frequency Energy	69
Reference Information	3
Reviewing	
Last Number Dialed	20
Memory Location Entries	30
Name Entries	31
Scratch Pad Entries	35
Ring Volume	23,52
Roam (ROAM) Indicator	10,46,65

S

Scratch Pad Memory	35
Scrolling	
By Memory Location	30
By Name	31
Sending DTMF Tones	47
Send Lock	43
Serial Number	3
Service	64

Short Message Memory	58
Signal Strength Indicator	10
Specifications	15,67
Speed Dialing	34
Storing Entries	
Automatic Storage	28
Memory Location Storage	27
One-Touch Dial Storage	29
Super Speed Dialing	34
T	
Technical Specifications	67
Timers	
Last Call Timer	38
Total Call Timer 1	38
Total Call Timer 2	39
Troubleshooting & Service	64
U	
Unlock	43
Unsuccessful Calls	21
V	
Voice Mail Memory	56
Voice Memo	36
Volume	23
W	
Wake-Up Tone	16,23
Warranty	78

MEMO

MEMO

EB-H70 Series Quick Reference

POWER Press **(PWR)**

CALLS

Make Calls.

Enter digits, press **(SND)**

Receive Calls

Press any key except **(PWR)**

End Calls Press **(END)**

DIALING

One-Touch Dialing.

Press **(S1)** or **(S2)**

Super Speed Dialing.

Press location number and **(SND)**

Speed Dialing.

Press **(RCL)**, location number
and **(SND)**

Last Number Dialing. Press **(SND)**

Scratch Pad Dialing

Press **(RCL) (*->)** **(SND)**

STORING

1 Press **(STU)**

2 Enter name (if desired)

3 Press **(STU)**

4 Enter phone number

5 Press **(STU)**

6 Enter memory location

OR

Enter **(*->)** (for auto storage)

OR

Enter **(S1)** or **(S2)**

(for one-touch dial storage)

VOLUME

Earpiece.

Press **(-)**, **(+)** during a call

Keytone.

Press **(-)**, **(+)** when phone is
not in use

Ring/Wake-Up Tone.

Press **(FCN) (4->)**, **(-)**, **(+)**

REVIEWING

Memory.

Press **(RCL)**, enter memory
location number

Overflow digits.

Press **(FCN) (FCN)** (hold)

Function Guide.

Press **(FCN) (-)**, **(+)**

Scratch Pad. Press **(RCL) (*->)**

Last Number.

Press **(RCL) (0->)**, **(0->)**, **(-)**, **(+)**

Callback No. Press **(RCL) (0->)**, **(-)**, **(+)**

Own Phone Number.

Press **(FCN) (8->)**

FUNCTIONS

Program Lock Code.

Press **(FCN) (0->)**

Timers. Press **(FCN) (1->)**

Mute. Press **(FCN) (2->)**

Lock Options. Press **(FCN) (3->)**

Ring Volume. Press **(FCN) (4->)**

Automatic Answer.

Press **(FCN) (5->)**

Voice Mail Memory.

Press **(FCN) (6->)**, **(1->)**

Short Message Memory.

Press **(FCN) (6->)**, **(2->)**

A/B System Select.

Press **(FCN) (7->)**

Own Phone Number Display.

Press **(FCN) (8->)**

Restrict Dialed Digit.

Press **(FCN) (9->)**

DTMF Dialing. Press **(FCN) (SND)**

Pause Dial. Press **(FCN) (0->)**

Voice Memo (Record/Play Back).

Press **(MEMO)**

Voice Memo Erase.

Press **(FCN) (MEMO) (STO)**

REVIEWING

Memory.

Press **(RCL)**, enter memory
location number

Overflow digits.

Press **(FCN) (FCN)** (hold)

Function Guide.

Press **(FCN) (-)**, **(+)**

Scratch Pad. Press **(RCL) (*->)**

Last Number.

Press **(RCL) (0->)**, **(0->)**, **(-)**, **(+)**

Callback No. Press **(RCL) (0->)**, **(-)**, **(+)**

Own Phone Number.

Press **(FCN) (8->)**

FUNCTIONS

Program Lock Code.

Press **(FCN) (0->)**

Timers. Press **(FCN) (1->)**

Mute. Press **(FCN) (2->)**

Lock Options. Press **(FCN) (3->)**

Ring Volume. Press **(FCN) (4->)**

Automatic Answer.

Press **(FCN) (5->)**

Voice Mail Memory.

Press **(FCN) (6->)**, **(1->)**

Short Message Memory.

Press **(FCN) (6->)**, **(2->)**

A/B System Select.

Press **(FCN) (7->)**

Own Phone Number Display.

Press **(FCN) (8->)**

Restrict Dialed Digit.

Press **(FCN) (9->)**

DTMF Dialing. Press **(FCN) (SND)**

Pause Dial. Press **(FCN) (0->)**

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Press **(MEMO)**

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Press **(FCN) (MEMO) (STO)**

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Quick Reference

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CALLS

Make Calls

Enter digits, press (SND)

Receive Calls

Press any key except (PWR)

End Calls, Press (END)

DIALING

One-Touch Dialing

Press (S1) or (S2)

Super Speed Dialing

Press location number and (SND)

Speed Dialing

Press (RCL), location number and (SND)

Last Number Dialing, Press (SND)

Scratch Pad Dialing

Press (RCL) (←) (SND)

STORING

1 Press (STD)

2 Enter name (if desired)

3 Press (STD)

4 Enter phone number

5 Press (STD)

6 Enter memory location

OR

Enter (←) (for auto storage)

OR

Enter (S1) or (S2)

(for one-touch dial storage)

VOLUME

Earpiece

Press (−), (+) during a call

Keystone

Press (−), (+) when phone is not in use

Ring (Wake-Up Tone)

Press (FCN) (4) (−), (+)

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