

# **Soneco CC3**

## **USER MANUAL**

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This guide applies to Soneco CC3 at the time of publication i.e. July 2013.

Support for the product can be found in [www.soneco.fi](http://www.soneco.fi), e-mail [support@soneco.fi](mailto:support@soneco.fi) via phone +358 10 8877 300.

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## **Warranty**

Soneco warrants the materials and manufacturing of the product allow full operation for 12 months and 6 months for the battery. The warranty begins when the buyer physically receives the product. In consumer trade Soneco is liable for the warranty defined by EU regulations.

The authorized seller of Soneco products will either repair or replace the defective device that fall under warranty. The warranty does not apply to wear due to use or accessories. The warranty does not apply if the device has been in wrong or inappropriate use, opened, altered, connected to other equipment, used with other charger than Soneco P4300. The warranty does not apply to any effect of water, moisture or other foreign subjects or to the telecommunications network.

The application of warranty may require a valid purchasing receipt to be presented. Claim has to be made within 2 months from the date that a defect has been found or should have been found.

Soneco Oy assumes no liability for claims that do not relate to equipment warranty.

Opening the equipment case requires an authorization by Soneco.

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### ***Purpose of CC3***

Soneco CC3 is a small radio device for voice calls and text messages. With a single press of its only button, CC3 makes a voice call to one of set telephone numbers and can send a text message to one or several numbers simultaneously.

CC3 operates in all 900 and 1800 MHz mobile communication networks with which the provider of SIM-card in MC3 has a roaming agreement.

### ***To start with***

The product package includes the following:

- Soneco CC3 transceiver and strap
- Charging adapter 4300 P
- User manual

### ***Preparing for the use***

Before switching the device on, one must insert a valid network operator's SIM card (Subscriber Identity Module) in to CC3 and charge the battery.

Fig. Inserting the SIM card:



Push the yellow dot with a pin in order to eject the SIM card holder



Insert a SIM to the holder and push the holder in to CC3 until it locks.

**Note! When ejecting or inserting the SIM, the power should be switched OFF.**

***Quick procedure for using the device for the first time***

1. Switch ON the power by pressing the button (for over 5 seconds) until the yellow light starts to blink. Release the button.
2. If the device has not been programmed before, it enters to the programming mode automatically and the YELLOW and the GREEN lights start blinking alternately. If the device has already been programmed, the programming mode can be triggered by pressing the button after the YELLOW light stops blinking and the GREEN light is on for 5 seconds.
3. Program the telephone numbers and if necessary, optional settings and user specific message with sending programming text messages to the device.
4. In order to exit the programming mode, press the button shortly and release it. In order to check the programmed data, pressing the button for longer than 5 seconds will cause the settings to be sent as a text message (SMS) to the first stored number if given.
5. Wait until the device switches the power OFF. The power is OFF when all the lights flash once. You can re-start the device.
6. When the device has entered the standby mode, the GREEN light flashes in 2 seconds interval.
7. In order to switch the power OFF, press the button (for over 5 seconds) until all lights turn on. Then release the button. CC3 switches OFF. If switch-off by the user is blocked, see Chapter 12.
8. Please remember to charge the battery as instructed.

## 1. Charging of the battery

Insert the DC cable's plug (3,5 mm) to the connector on the side of the device. The progress of charging is displayed by the brightness of the YELLOW light. If the battery is depleted, pre-charging takes place. The stages of pre-charging are shown with YELLOW flashes. During charging, a continuous bright YELLOW indicates an empty battery and strong charging. A dim YELLOW indicates a relatively full battery and late stages of charging. When the battery is full, the device gives an audible signal and switches the YELLOW light off.

The charging of an empty battery to full takes approximately two hours. Charging of the battery can be made in any operating mode but there are no charging indications during start-up or programming mode.

Over-charging of the battery is prevented. The charger can be continuously connected.

In continuous use the battery charging is recommended after 3 days in use.

If the device has switched off due to low battery, it is recommended to first charge the battery at least a few minutes before switching it on again.

## 2. Warning message due to low battery

If the battery charge falls below 20%, the device gives five YELLOW flashes and audible signal. This will be repeated once in every minute until the charger is connected. After 15 minutes of battery warnings the device sends a "BATTERY 20%" message.

If the "BATTERY 20%" message has been sent, the device sends "CHARGING" message when the charger is connected to the device.

These messages will be sent by default to the first stored number. This option can be deactivated or the messages directed to a different number (see Options).

Upon a detected depletion of the battery the device gives five short tones, blinks RED and YELLOW lights and shuts down.

## 3. Start-up

In order to switch the device ON, press the button for 5 seconds. Release the button as soon as the YELLOW starts blinking. Wait until the GREEN light starts to blink. The device is now ready for use and registered in to the mobile network.

If the necessary telephone numbers have not been programmed before, the device enters automatically to the programming mode.

***If you wish to change the existing settings start up the device as explained above, but press the button shortly during the start-up while the GREEN light is on for 5 seconds. The device enters the programming mode.***

#### **4. The programming mode**

The settings for the CC3 are programmed with text messages in the programming mode. This mode is indicated by alternating blinks of GREEN and YELLOW lights.

There are a few different ways to get the device to the programming mode. Which of these are to be used depends on the settings of the device. The available possibilities are explained below in chapters 4A – 4C.

##### **4A. DEVICE WITH DEFAULT SETTINGS**

Wait during start-up until the GREEN light is on for 5 seconds. Press the button once during this period. The device enters the programming mode.

##### **4B. A DEVICE WITH POWER-OFF PREVENTION**

A device with inhibited power-OFF can be commanded to the programming mode with a PRG-command from a number stored in the device (see 4C) or by switching it OFF via LIMITED mode and then restarting the device. If the device is in standby mode, it enters the LIMITED mode after removing the SIM as in Fig. 1. Remove the SIM and wait until the device indicates a SIM-error. Return the SIM to the device. Wait during the start-up until the GREEN light goes on for 5 seconds. Press the button once during this period. The device enters the programming mode. Note: If you miss the time window during the automatic re-start you can also switch the device OFF in LIMITED mode and start it normally.

##### **4C DEVICE WITH INHIBITED MANUAL ENTRY TO PROGRAMMING MODE**

Programming mode is possible only if the device receives a command <<<PRG>>> as a text message from a number that is stored in the device.

##### **EXECUTION OF A PROGRAMMING COMMAND**

If a programming command is accepted and executed, the device gives an audible signal and the YELLOW light blinks once notably longer. The programming mode continues.

If a programming command is rejected, the device gives three audible signals and the RED light blinks. The programming mode continues. A rejected command is not executed in full, i.e. part of it may have been executed.

##### **VERIFICATION AND TERMINATION OF PROGRAMMING**

Pressing the button longer than 5 seconds causes the device to send the stored settings as a text message to the first number if it is given.

Programming mode is terminated with a short press of the button. The device shuts off.

#### **5. The purpose and setting of the telephone numbers**

Number1, Number2 and Number3: After a single press of the button, CC3 tries to make a voice call to these numbers. The length and the number of attempts to make the voice call can be defined with the parameters of the calling engine.

X-number and U-number: CC3 has option to set a 4<sup>th</sup> X-number and a 5<sup>th</sup> U-number. The X-umber (eXtra number) can be used as an emergency number for situations when the numbers 1 to 3 can not be reached. In CC3, the X number is for voice calls. The U-number (Unlocking number) is only for the management

purposes. The U number can call or control the device but it can not be an alarm call or a message number.

Telephone numbers are set in the programming mode with sending them as single text message. The message has to contain between command brackets "<<<" and ">>>" all numbers to be stored, separated by semicolon and without spaces as below.

```
<<<number1;number2...>>>.
```

```
<<<+358414319220;+358414319221;+358414319221>>>
```

```
or <<<+358414319221>>>
```

If the X-number is in use, it has to be given before the numbers 1 to 3.

```
<<<Xnumber4;number1;...>>> ,  
<<< Xnumber4;number1;number2>>> or  
<<< Xnumber4;number1;number2;number3>>> .
```

If the U-number is used, it shall be given after X-number and before numbers 1-3:

```
<<<Unumber4;number1;...>>> or  
<<<Xnumber5; Unumber4;number1;...>>>
```

Any number command replaces all previously stored numbers. A command <<<EN>>> erases all numbers (**E**rase **N**umbers). If <<<EN>>> is rejected, the command is <<<CLRN>>>.

## 6. Setting the alarm message

Unless the alarm message has been set by the user, the message is "SOS ALARM".

The message is set in programming mode with a message to the device. The message has to contain between command brackets "<<<" and ">>>" a command "sms:" and the message with a maximum length of 150 characters as below

```
<<<sms:Own_message>>>
```

E.g.<<<sms:Contact reception>>>



## 7. Basic settings

The basic settings define how the device makes the calls and sends the messages when the button is pushed. The basic settings have been set according to customers' wishes by Soneco during the manufacturing. These basic settings can be altered with the programming command

```
<<<CCxabc>>>
```

The character x with value 1, 2 or 3 defines how many telephone numbers can be included in the list of numbers to be called. The characters a, b and c have a value 1 or 0 and they define whether a message is to be sent (value = 1) to the corresponding numbers or not (value = 0). The character "a" defines if the message is to be sent to number 1, "b" means the same for number 2 and "c" for number 3. E.g. a command "<<<CC1110>>>" defines CC3 to call only number 1 and to send message to numbers 1 and 2.

## 8. Options

The device offers several options. The options are set or altered in programming mode with commands indicating the option with a capital letter followed by "1" to activate the option or "0" to deactivate it. All default values are "0".

The device has the following options:

### 8.1. Options for power ON and OFF

**P1/P0** Disable power-OFF by the user. The device does not switch off from standby mode with a 5 seconds press. Presses up to 9 seconds are interpreted as short presses.

**F1/F0** Forced power-ON. The device turns itself ON automatically if the battery voltage is high enough or becomes high enough during the charging.

**Wxxxxx** Selection of the battery warning message recipients. All x-values have to be given as "1" or "0". With a value "1" battery warning is sent to corresponding number and with value "0" it is not sent. The first x value is for the first number, the second x for the second number etc. The 4<sup>th</sup> x is the X-number and the 5<sup>th</sup> x is the U-number (See chapter 5). All five x-values have to be given regardless of the amount of telephone numbers set to the device. No warning will be sent with the command **W00000**. The default setting is to send the battery warning to the 1st number, corresponding to command **W10000**. Battery warnings will be sent only if corresponding numbers are given. E.g. **W00100** causes the message to be sent to the 3rd number if given.

**S1/S0** Skip entry to programming mode: The 5 second time window during the start-up for user to enter the programming mode is skipped. Programming mode is possible only via a SMS command "<<<PRG>>>" form a number stored in the device. See also Chapter 17.

## 8.2. Options for voice calls

**T1/T0** Reject incoming calls. In the standby mode all incoming calls are rejected unless coming from a number stored in the device.

**C1/C0** Automatic answering of incoming calls. The device opens an acceptable call after three rings.

**B1/B0** Button sensitivity. Presses shorter than one second will be ignored.

**E1/E0** Call to the emergency number 112. Command E1 allows a 112 call in standby mode. If the button has been pressed for longer than 10 seconds, 112 call processing will start. The setting E0 (default) prevents 112 calls in the standby mode. In the LIMITED mode the emergency 112 calls are always possible.

**V1/V2/V3/V4** Setting for earpiece audio volume. **V1** is suitable for silent environment when holding the phone on the ear. **V2** is louder and suitable for environments with background noise. **V3** allows some speaker-phone function in silent environment. **V4** is the maximum setting with which the phone should not be pressed directly to the ear.

**Gx (x = 1 - 7)** Sensitivity of the microphone. The setting G7 (default) is the most sensitive and causes the full audio level to the receiver also from a weak voice and / or from a noticeable distance (say 1 m) from the device. With a setting G1-G2 full audio volume will be reached only when speaking directly to the microphone from a short distance or nearly in contact with the microphone. The G-setting does not affect the audio level of the voice call but only the conditions where the full level is reached. With G7, distortion may occur when speaking loud directly to the microphone.

**Ix (x = 0 - 7)** Ringing tone volume. The setting I0 means a silent call and I7 (default) the largest ringing volume. The ringing tone comes from the loud-speaker of the phone that is used also as the earpiece.

**OxHy (x = 0 - 9, y = 1 - 9)** Settings of the dialing procedure. Here x is a number from 0 to 9 that defines the amount of full dialing sequences. With x=0 the sequential dialing procedure is not in use. The value y is the duration of each dialing effort in multiples of 5 seconds. Y must be from 1 to 9. As an example, <<<O3H4>>> sets the dialing sequence to be passed three times and to last 20 seconds each number.

**Dxxxxx** Dialing indications. The five (5) x-values define tone elements during call processing. For each tone, 1 = ON, 0 = OFF. x1 is the button tone from the buzzer upon initiation of the call. x2 is the dialing tone from the device which continues until the ringing tone from the network starts. This tone is generated by SONECO device itself and comes from the earpiece. x3 is the stepping tone of calling machine. It is buzzer beep which is heard each time the calling machine starts to call the next number. x4 is the ringing tone from the network as audio signal to earpiece. x5 is a buzzer beep when the called party picks up, i.e. goes to off-hook and the audio line to called party is open. For text messages, only x1 is relevant. The default setting for CC3 is that all tones 1 to 4 are ON. In elder devices this setting is fixed and tone 5 does not exist.

“<<<D00001>>>” causes CC3 to give buzzer signal only after the called party has responded to the call and audio line is open. All other indication tones are OFF.

### 8.3. Security and general settings

**PIN:12345678 PIN-checking. This command** sets PIN-checking on and the value for the PIN-code given. If the PIN has been set, the device responds to the first PIN query with the given PIN code. The SIM card has to be set for the PIN with using e.g. a normal mobile phone. If the PIN code is wrong or the SIM card has experienced earlier PIN errors, a SIM error will be indicated. It is possible to continue using the device with a SIM without PIN checking. Re-programming the PIN is possible but there is no need to erase it.

**N0/N1/N2** Controls for the calling line indication. With N0 the device sends its own number as defined by the network. With N1 the device instructs the network not to send the calling line number and. With N2 the device asks the network to send the calling line number.

**Rxxxxyyy:** Voice call settings in alarm mode. Values  $y_1$ - $y_3$  apply to CC3 and values  $x_1$ - $x_5$  apply to alarm mode call from MC3. For CC3, the following instructions apply if there is no answer from the called numbers:

$y_1 = 1$  causes a text message to be sent to the X-number (see chapter 5) if there is no reply from numbers 1 to 3.

$y_2 = 1$  causes a call to X-number if there is no reply from the numbers 1 to 3.

$y_3 = 1$  causes the user's option to select the called number to be skipped in the calling engine. Note that with  $y_3 = 0$  the user can select the number to be called (if more than one stored) See chapter 10.1 for selecting the number. The cyclic operation of the calling machine can be skipped with  $O = 0$  which defines the amount of cycles as zero.

**M0/M1/M2** The timing of the text message in the calling sequence. With M0 the device sends the message upon the pressing of the button. With M1 the device sends the message if the user has not selected a number to be called or this selection for the calls is not in use. With M2 the device sends the message only if there is no reply for the calls, i.e. the calling engine stops the operation or calls the X-number. No message is sent if the parameter  $y_1$  does not indicate this operation or the basic setting does not include the sending of a text message.

**SPIN:Ab1&** Security code for management commands in standby mode. If the code is set, access from the Service number requires each time a correct SPIN. SPIN comprises of four (4) characters which can be upper or lower case letters, numbers or other characters of basic ASCII. The associated commands are the inquiries for battery status, log data and network parameters and the command to programming mode.

**SPIN:** Deactivation of SPIN, i.e. with the command "<<<SPIN:>>>". Note that management commands are possible from stored telephone numbers and Soneco's own nonpublic telephone number. Note also that the management commands and the use require additionally, the telephone number of the device to be known.

The options can be programmed one by one (e.g. <<<P1>>>) or combined in to a single command e.g., to the following example command

<<<S1F1P1W01100>>>

which sets the device to skip the manual entry to programming mode, forced power-ON, prevents power-OFF in ready state and directs battery messages to numbers 2 and 3. Commands containing character data i.e. commands PIN, DIMSG, SPIN and SMS, have to be send all individually,

## **9. Standby mode**

The device enters the standby mode after start-up if the phone numbers are available. The standby mode is indicated by GREEN blink every 2 seconds. The device is ready for making calls and sending messages upon the pressing of the button.

If the network connection is lost more than very temporarily, the device gives an audible signal and starts to blink RED. If the network connection can be restored, the GREEN blinks return as an indication of the standby mode. The reasons for network losses should be clarified with the network operator and, if available, with the alarm service.

## **10. Making a call, sending a message, receiving a call and responding to a calling effort**

### **10.1. Starting of the calls and sending of the messages**

Making a call will be triggered by a short press of the button. The calling engine goes through three following three stages:

Stage 1: The user has the possibility of selecting a number of the numbers 1 to 3, as the number to be called. The device waits for a press for 5 seconds for each number. A press during the GREEN light blinking selects number 1. A press during the YELLOW light blinking selects number 2 and a press during the RED light blinking selects number 3,

Stage 2: The device makes calling efforts in a sequence to numbers 1, 2 and 3. It can be set for how long each number is ringing and how many times the calling cycle will be repeated.

Stage 3: If none of the numbers 1 - 3 has responded, a call (or message) is made to X-number as has been set by the appropriate parameters.

The execution of calling effort to several numbers may take a lengthy time. It may be useful to make the user familiar with these times and to set the indications (D-settings) to show the the different stages.

If the calling of telephone numbers becomes delayed or interrupted for the network reasons, the YELLOW blinks rapidly during the delay. The efforts to call continue after the delay. If the delay does not disappear, the device gives three audible signals and RED blinks. If the reason for failed transmission is lost network connection, the device enters LIMITED state. Wait until the device returns to standby mode and re-start the calling by pressing the button.

---

A failure to make a call should be very rare and should not occur without a reason, such as over-load in the network, operation in the boundary areas of network coverage, or weak radio signal inside a massive building, or a defective device.

## 10.2. Receiving and terminating of the calls

The device indicates an incoming call with a melodic ringing tone at the volume set by the user, and with alternating blinking of all lights. Ringing tone may be switched off so that only light indication appears.

An incoming call is responded with a short press of the button. A long press rejects the call.

If automatic answering has been activated, the call is answered after the third ringing tone.

The device may have been set to reject other calls than calls from stored numbers. Such cases are not indicated at all.

A call is terminated with a short press of the button. If the other party terminates the call first, the connection with the device is terminated also automatically.

## 10.3. Receiving and terminating of the calling efforts

When the calling engine is making efforts to set up a call, the device directs the call to such a stored number that first sends any message to the device, and terminates the further operation of the calling engine.

The user can terminate the calling efforts with a short press of the button.

## 10.4. Adjusting the features of the voice call

Prior to a call in standby mode or alarm mode, the audio volume in earpiece can be adjusted with a V-command, the sensitivity of the microphone adjusted with G-command and the level of the ringing tone with I-command with the exception that a silent call in alarm mode remains silent. As an example, the command "<<<V2G6I5>>>" set earpiece volume level 2, the microphone sensitivity to level 6 and the ringing volume level 5. The adjustments made in standby mode apply for the next call after which the programmed settings apply.

In most versions the sound level of the earpiece can be adjusted also during the call by sending the V-command during the call.

## 11. Special features during alarm mode

CC3 is in alarm mode only when it is trying to make a call.

During this mode the call can be directed to the stored number that sends a message to the device. This mode can be terminated with a press of the button after which the device returns to the standby mode.

## **12. Shutting the device off**

When allowed, the user can switch off the device with pressing the button for over 5 seconds, until all lights switch on, and releasing it before 10 seconds. The device gives an audible signal and shuts down the lights one by one. Shut-off is completed when all lights flash once.

If shutting the power-off has been inhibited, the device can be shut off via LIMITED mode. Remove the SIM as seen in Fig. 1 and wait until the device tries a new start-up, indicates a SIM error and enters the LIMITED mode with continuously blinking RED. Press the button as above, i.e. for 5 seconds. The device shuts off.

## **13. Request for battery charge status**

The device reports the battery status in standby mode as a reply to the message <<<battery>>>. The message has to be sent from a number that is stored in the device. The device responds to the same number with a message containing estimated remaining battery capacity in %, battery voltage in mV and the information about whether a charger is connected and a call ongoing.

## **14. Voice call features in alarm state**

This applies only to MC3. If CC3 is re-programmed in to MC3, please refer to User's Guide for MC3.

## **15. Emergency call 112**

The MC3 device can be set to allow emergency 112 calls in standby mode.

If emergency calls in standby mode are not in use, the device will shut off after pressing the button for 5 seconds or if shutting-off is not allowed, the device sends an alarm.

If emergency calls are enabled, pressing the button continuously for 10 seconds causes that all lights go on at 5 seconds and an audible signal at 10 seconds. Releasing the button at this point would shut the device off if allowed, or send the alarm message if shut-off is blocked. With continuing the pressing beyond this point the device gives two short audible signals and flashes all lights three times. Continuing to press also beyond this point will trigger an emergency call. This is indicated by the RED light. Accordingly, releasing the button at this stage will return the device to standby mode.

A triggered emergency call can be terminated with pressing the button again.

In the LIMITED mode a long press beyond 10 seconds will always trigger the emergency call as above.

A simplified, easy to remember emergency call instruction: press the button until the RED light is continuously on. Pressing the button after this or releasing it has no effect. Pressing the button again will terminate the emergency call.

## **16. Remote controlled voice call "CALL" and termination of a call "END CALL" and queuing of a call**

With proper settings, the telephone numbers stored in CC3 can command the device to make calls and to terminate ongoing calls.

A call to the number-x is triggered with a command <<<CALL:number-x>>> if the dialing indications x2 and x4 are active. Accordingly, the device gives a clear sound indication from such a commanded call. If the dialing indications are not in use, CALL-command will be rejected i.e. making commanded silent calls is not possible.

A CALL-command arriving during an ongoing call will be rejected. An ongoing call can, however, be terminated remotely by sending <<<END CALL>>> command from a number stored in the device. After this the CALL-command is available. This makes it possible to make a call to or from the device in emergency situations, even if the line has left open.

If the SIM-settings allow for a queuing call, a queuing call will be indicated with the audible signal from the earpiece. Pressing the button during a queuing call will immediately terminate the ongoing call and trigger the ringing tone for the queuing call. Queuing is a service setting of the subscription.

## **17. The life-time, capacity and maintenance of the battery**

The re-chargeable Lithium battery of the device has a typical life time of 400 charge/discharge cycles, or 2 - 5 years in use. Along with the use, the stand-by time with one charge decreases. On the same, the likelihood increases for the device shutting down due to low battery capacity or at low temperatures.

The battery capacity is relatively insensitive to the depth of charging cycles, i.e. the battery can be charged frequently and only partly discharged or less frequently in a more discharged state.

The device monitors also the accumulated charge flow from the battery to the device and compares that to estimated battery charge. The software in the device can make a better estimate of the battery capacity if the battery is allowed to discharge down to 20% level at least a few times.

It is recommended to change the battery in ca. 3 year intervals or when the stand-by time with a fully charged battery falls below 3 days.

Changing the battery has to be done by an authorized service.

## **18. The use in challenging environments**

The capacity and the current capability of Lithium batteries degrade strongly at low temperatures (e.g. below 0 °C). In outdoor use it is recommended to carry the device so that it remains at body temperature, e.g. in a warm pocket. If the device has shut itself down at low temperature, it may still operate properly, at least for some time, at higher temperature. Body temperature is ideal.

In real GSM-networks the connection may be lost from time to time or calls or messages can fail. In such circumstances messaging and calls may still be possible when going out from inside the buildings, avoiding any shadowing of the earpiece

end of the phone (e.g. by the hand) or with rising to a higher elevation within the building or in the landscape.

Charging the battery is possible only at temperatures between 0 and 45 °C.

### **19. Data security, privacy, reliability and prevention of abuse.**

The user of the device, the service provider and other numbers stored in the device have certain powers to use the device and the telecommunications account (i.e. credit) that rely on the device and its SIM remaining in the intended hands and use. Exceptional situations are to be considered.

The device does neither store nor forward information about calls or messages. The device stores and may forward information about network events that affect the quality of service upon a request by text message from stored numbers, It is not possible to re-program the device and put it in to use as re-programmed without interaction by the user.

An authorized user (i.e. the stored phone numbers) may request the device to send network data which allows detecting the location of the device within a radio cell, i.e. normally within or less than a few kilometers. The device stores the events of network losses, switching the device on or off and device's internal errors. In the service this data can be read with date and time stamps.

The real time clock of the device becomes synchronized with the network time at every programming message. The clock will be reset to certain old date if the battery protection circuitry switches the voltage supply off due to deep depletion.

If an entry to the programming mode by the user has been prevented and the users have lost the information for sending and acceptable PRG-command, the GSM phone number of Soneco's service can command the device in to programming mode and read the technical information. This number can not control the calls or the messages nor can it be used as a calling number. Upon request, this feature can be erased at the delivery.

The device has been designed so that it could not be disturbed or made non-functional through the network and can not be accessed without authorization.

The abuse of the device or the telecommunications account can be prevented by PIN and with setting appropriate service and/or service limitations.

### **20. Unrecognized fault situations**

The device has been designed to operate in all known situations and to recover from fault situation and indicate such to the user. In order to trace the fault situations, the device maintains an event register (log book) about events relevant to service.

In the case of unrecognized errors, the device remains in error situation and shuts itself down or goes to sudden shutdown. The cause for such may be

- wrong or faulty charging device
- wrongly set PIN code or prior effort with a wrong PIN
- SIM card contact error e.g. due to falling of the device, it being hit or poor insertion of the SIM-card .
- empty battery or total loss of battery capacity
- entry of water, humidity or foreign objects inside the equipment case



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- otherwise broken and non-functional device.
  - uncontrolled removal of SIM or shut-down of equipment

Unrecognized errors should be very rare. The reason should always be cleared even if the device may return later to normal operation.

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## ***Annex A: Tone and light indications of CC3***

### **A1. When the device is OFF (OFF mode)**

The OFF is not indicated. Upon pressing the button, the device gives an audible signal and the YELLOW light is on.

If there is no indication from the button, the battery is empty and needs charging.

### **A2. OFF mode with connected charger**

The connection of the charger causes an audible tone and the YELLOW light is on with the brightness according to the voltage. The beginning of charging will be indicated with three tones and bright YELLOW flashes. After this, the progress of the charging will be shown with YELLOW light:

In the case of deep discharge, connecting the charger causes no tone. The stages of pre-charging will be indicated as follows:

- YELLOW flash once on 4 seconds: Pre-charging makes progress.
- YELLOW two flashes in 4 seconds: Slow charging started.
- YELLOW three flashes in 4 seconds: Slow Charging nearly completed.
- YELLOW ON/OFF in 2 seconds: Fast charging being started.
- YELLOW on and bright: Fast charging, nearly empty battery, strong charging
- YELLOW dimmed = nearly full battery
- No light: Battery full.

Two audible tones and YELLOW flashes. Charging completed and battery full. Continuous RED when the charger connected or during charging: Over voltage of the charger or battery. Faulty or wrong charger, or a faulty battery

### **A3. During start-up**

Upon pressing the button for over 5 seconds the YELLOW starts to blink. Releasing the button initiates the start-up of the device. YELLOW continues to blink in ca. 1 second intervals.

Three tones and RED flashes in an early stage of start-up indicate a SIM error, missing SIM, PIN-error or missing PIN. The start-up continues. After a new SIM/PIN-error indication the device enters the LIMITED mode.

RED starts to blink frequently: LIMITED mode.

It is not possible to interrupt the start-up.

During start-up there is no indication about charging. After the start-up the status of charging will be indicated again.

### **A4. In standby mode**

At the beginning of ready state GREEN is on for 5 seconds if the entering the programming mode by pressing the button is allowed.

GREEN blinks every 2 seconds: standby mode OK.

RED blinks: Network connection lost for the time being, recovery efforts ongoing.

RED Blinks and tones: SIM error. The device will be switched off and re-started.

GREEN, YELLOW and RED blink alternating with a melodic ringing tone. Incoming call. Note that the call may be set as silent.

Tones and YELLOW blinks in ca. one minute interval: Battery charge low.

GREEN, YELLOW and RED go on after pressing the button for 5 seconds. The device will shut off if the button is released. A shut off takes place also if the pressing is continued and emergency call disabled.

GREEN, YELLOW and RED start blinking simultaneously three times with a tone after ca. 10 seconds of pressing the button. Warning for emergency call 112. Releasing the button will terminate the processing of the emergency call, a continued press will trigger the emergency call.

GREEN continuously on: Message is being sent or voice call ongoing.

RED continuously on: emergency call ongoing or call to only number.

#### **A5. When making a call and sending the message**

When only on telephone number (i.e. setting CC1xxx) out of three stored:

The RED light indicates that a call / message sending is active. The RED light is switched off when the call has been terminated and messages sent.

When two or three normal telephone numbers (settings CC1xxx or CC3xxx) stored:

*Frequently blinking GREEN light and then frequently blinking YELLOW light:* The device has two stored numbers to be called and the dialing engine is waiting for the user to select one. Pressing the button during the blinking GREEN light initiates dialing to number 1. Pressing the button during the blinking YELLOW light initiates dialing to the number 2.

*Frequently blinking GREEN light and then frequently blinking YELLOW light and then frequently blinking RED light:* The device has three stored numbers to be called and the dialing engine is waiting for the user to select one. Pressing the button during the blinking GREEN light initiates dialing to number 1. Pressing the button during the blinking YELLOW light initiates dialing to the number 2. Pressing the button during the blinking RED light initiates dialing to the number 3.

Each light blinks for 5 seconds.

If audible indications are activated in to use:

During frequently blinking GREEN:	----- (beep)
During frequently blinking YELLOW:	----- -- ("beep bip)
During frequently blinking RED:	:----- -- -- ("beep - bi -bi))

In all cases:

Three tones and RED light: Connection failed. The user can re-try.

Three tones and RED lights followed by frequent blinking RED light: Network connection lost. The user can re-try after the GREEN blinking resumes.

Continuously burning GREEN, YELLOW or RED light: Dialing or connection is ongoing to the corresponding number.

#### **A6. Standby mode when connected to the charger**

The device indicates both charging and standby mode.





#### **A7. In LIMITED mode**

The RED blinks continuously in 0,5 second interval. The device in LIMITED mode for following reasons: No SIM, SIM error, PIN-error, no network coverage. The only possible actions are the shut-off and an emergency call.

If network coverage returns, the device returns to the standby mode.

In the absence of SIM or network coverage, the emergency call will be tried with the best available network. During an emergency call a shut-off due to low battery is blocked. The call remains on as long there is any charge in the battery.

**Important to observe**

	Keep the device switched off in hospitals and near health care equipment, such as pacemakers and hearing aids. The device may interfere with the operation of such equipment. If you have a pacemaker, do not carry the device around your neck.
	Keep the device switched off when travelling in an airplane. Make sure that the device is not switched on accidentally.
	Switch the device off at gas stations, fuel or chemical storages and blasting areas. The device may interfere with the operation of technical equipment.
	The device may cause interference near TVs, radios and computers.

**Technical specifications:**

Phone network: dual band GSM 900/1800 MHz

Antenna: integrated

Weight: 58 g without the carrying strap

Dimensions: 64 x 41 x 23 mm

Battery: Li-Ion 600 mAh

Standby time: > 72 hours

Speaking time: > one hour

Charging time: < 2 hours to 100 %

Operating temperature: -10 ... + 55 C (when charging, 0 ... + 45 C)

SIM card: 3,0 V

SAR: < 0,5 W/Kg

Operating voltage: 3.7 V

# CE0523

**Declaration of conformity:**

The product complies with the requirements of the European Council directive 1999/5/EY.