NP-30

Numeric Pager

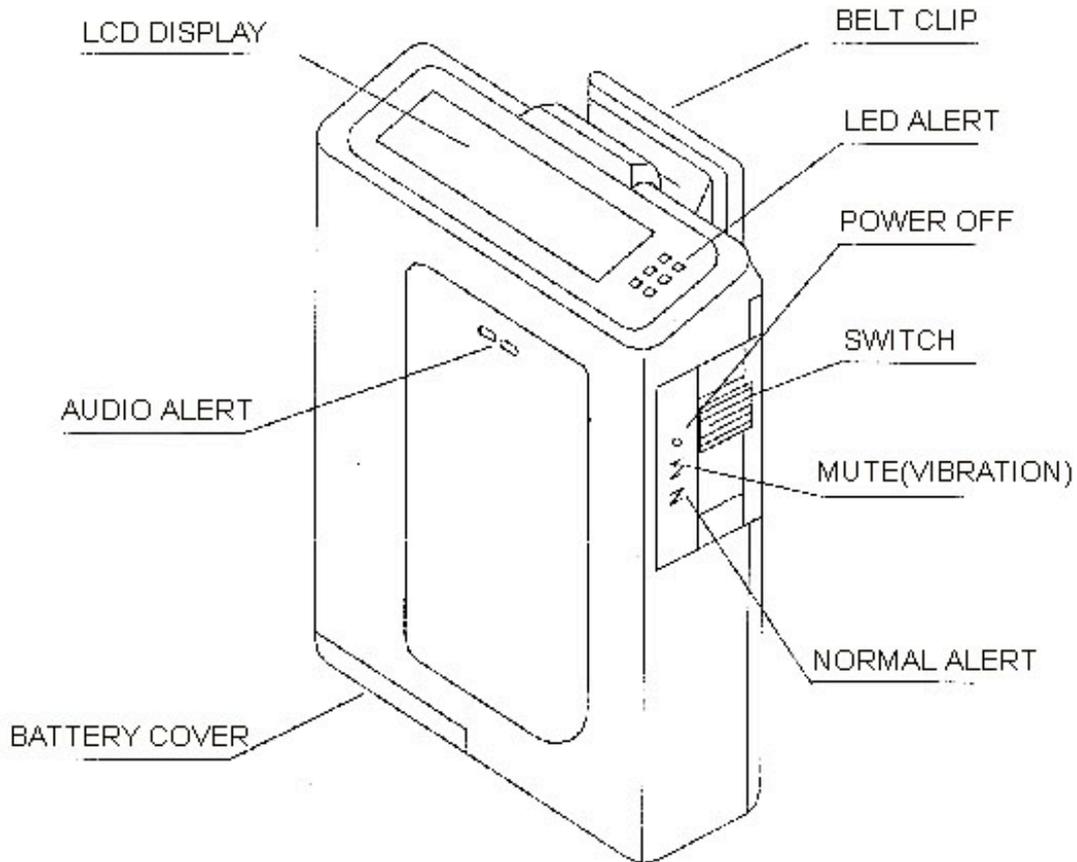# USER MANUAL

Contents

(1) Introduction

1. Display: 1 line display
              20 digits per message / 12 digits per line with rollover data

2. Memory: 16 messages

3. All of the NP30 numeric pager functions are activated through the use of one switch, making it the easiest pager to operate.

4. Displays the number and time of the message received at the end of the message.

5. Vibration, tone, or melody alert

6. Unread message indicator

7. Delete all/one message

8. When the capacity of messages is over 16 messages, the screen will show "full". The oldest message will be deleted automatically.

9. Time display can be set in 12 or 24 hours

10. 7 different alerting tones

11. Displays error and repeat message automatically

12. Built-in spare power. When you are changing the battery, or the power is shut off accidentally, the message will be stored in the memory to prevent the loss of it within 20 seconds. After 20 seconds, the message is lost and time must be reset.

(2)Features

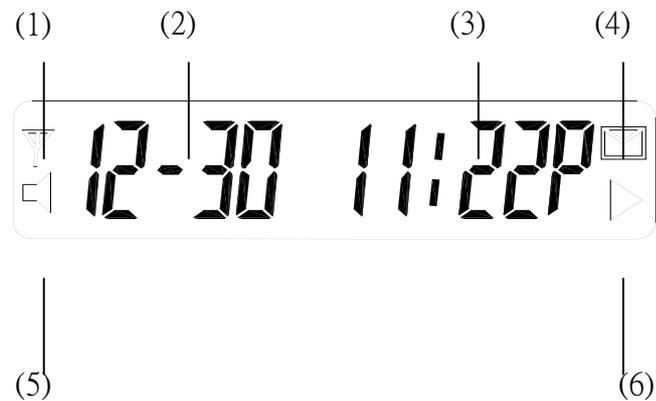## Battery safety

1. One AA alkaline battery is required for operation.

2. Battery Installation:

   2.1   Unlock the battery compartment door by sliding the battery door lock in the opposite direction of the arrow.

   2.2   Slide the battery door open.

   2.3   Insert one AA alkaline battery, observing the proper polarity.

   2.4   Replace the battery door and lock into place.

3. Installing the battery will turn the pager on.   The pager will enter a self-test mode by emitting one short beep and vibration and the red LED lamp will turn on for 4 seconds.   The pager will display "NP30" on the screen.

(3) Icon Description

3.1 Icon Location

3.2 Icon Explanation

1. Available range indication
2. Date
3. Time
4. Unread message
5. Alert mode: A speaker symbol will display when in the alert mode.
6. Next page: The "next page" ICON will display if there is any roll over data.

(4) Function Setting

4.1 **To turn the pager on**:

   4.1.1   Insert the battery.

   4.1.2   Slide the switch to the "N" position to turn the pager on.

   4.1.3   The LCD will display "NP30" for 2 seconds and a speaker icon to denote the pager is on and ready to receive messages.   The LED will flash green every 5 seconds to indicate pager readiness.

```
|c|     NP30        |
```

   4.1.4   Then the standby mode will show on the screen, for example**:**

```
|c| 12-30  11:22P  |
```

4.2 **To turn the pager off**:

   4.2.1   Slide the switch to the "•" position to turn the pager off.   In this position, the pager will have a blank screen.

 4.3 **Alert Mode Setting**:

   4.3.1   Slide the switch to the "N" position to set the alert mode.

   4.3.2   When in the alert mode, you will hear a beep for 2 seconds and the speaker symbol is displayed.

  4.3.3   Set Tone:

   4.3.3.1   Push and hold the switch until the display shows "SET TONE"

```
|c|   SET TONE     |
```

   4.3.3.2   Release the switch, then push the switch again, this will show "bEEP" and the beep alert will start.

```
|c|     bEEP       |
```

4.3.3.3   When you push the button again, the screen will show "MUSIC 1" and the musical alert starts.

```
|c|  MUSIC 1        |
```

4.3.3.4   Continue to push and release the button and the screen will show "MUSIC 2" through "MUSIC 6" with each musical alert.

```
|c|  MUSIC 2        |        |c|  MUSIC 6        |
```

4.3.3.5   When finished setting the tone, hold the button for 2 seconds (or time out for 8 seconds) and the pager will return to the standby mode.

4.4   **Set Mute (Vibration) Mode**:
4.4.1   Slide the switch to the "M" position to set the mute (vibration) mode.
4.4.2   When in the mute (vibration) mode, the vibe motor will activate for 2 seconds. No icon will be noted when in the mute mode.

4.5   **Date and Time Setting**:
4.5.1   Slide the switch to the "M" position.
4.5.2   Press and hold the switch for 2 seconds.
4.5.3   The screen will display:

```
|c|  12 HOUR        |        |c|  24 HOUR        |
```

Slide the switch to the "N" position to choose "12 Hour" or "24 Hour" mode.

4.5.4   When entered into "12 hour" or "24 hour" mode, press the switch again to set the time and date. Slide the switch to the "M" position to choose the number which you want to change (the number you choose will be flashing), and press the switch to enter the number. Toggle between "M" and "N" button to go to next number.

4.5.5   Slide the switch to " • " position to turn off the pager, or wait for 8 seconds and the pager will return to the standby mode.
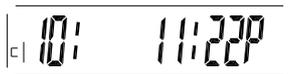
(5) Message Management

5.1   Read Message:

5.1.1   When a page is received, press and release the switch to display the message.

5.1.2   Messages that contain more than 20 digits continue on a second screen. This is indicated by a continuation " ▷ " icon in the lower right corner of the display.

5.1.3   The "Unread" icon will display on the screen if there is an unread message.

5.1.4   "TONE ONLY" is displayed when a message is received without numeric data.
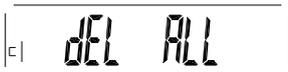
```
┌──────────────────┐
│ c│   TONE ONLY    │
└──────────────────┘
```

5.1.5   The number of unread messages and time received are indicated on the display.

```
┌──────────────────┐
│ c│ 01    11:22P   │
└──────────────────┘
```

5.1.6   Up to sixteen 20-digit messages can be stored in the pager. To read other messages, continue pressing the switch to scroll through the messages.

5.2   To delete all messages:

5.2.1   At the standby screen, press and hold the switch until the display shows " dEL ALL" and release the switch. This will delete all messages except unread messages.

```
┌──────────────────┐
│ c│  dEL  ALL      │
└──────────────────┘
```

5.2.2   The display will return to the standby screen.

```
┌──────────────────┐
│ c│ 12-30 11:22P   │
└──────────────────┘
```

5.3   To delete an individual message:

5.3.1 Display the message to be deleted by pressing the switch for 2 seconds.

5.3.2 Press and hold the switch until the pager displays "dEL" and then release the switch.

```
| c |    dEL        |
```

5.3.3 The pager then goes to the next message or shows "no page".

```
| c |  NO PAGE      |
```

5.4   Error message:

   5.4.1   When an error message is received, the error message on screen will flash.

5.5   Memory full:

   5.5.1   Screen shows "FULL" if there are more than 16 sets of messages received.

```
| c |    FULL       |
```

5.5.2   "FULL" is displayed when there are too many unread messages in memory. If this happens, an incoming message bumps the first message (read or unread) out of memory. After scrolling through all of your messages, the standby screen is displayed.