



ProSeries 3 Call Blocker™

With Back Lighted Display

AUTOMATICALLY BLOCKS AND ROUTES
SCREENED CALLS USING CALLER ID

Patented 10,306,057 & 5,490,210



Full Operations Manual

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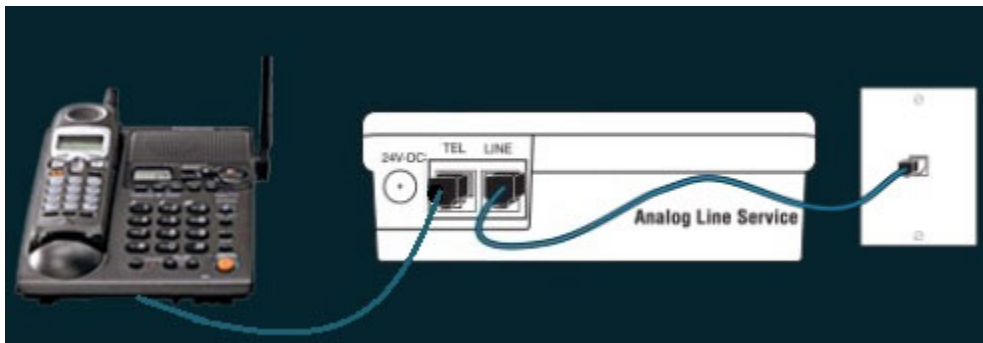
Digitone ProSeries 3 Call Blocker™ Setup

Thank you for choosing Digitone's ProSeries 3 Call Blocker™ (DPS3) model for your Personal Telephony Management. The DPS3 comes preloaded to block Anonymous, fake Exchanges, Millions of Out of Area and Private Numbers, and Trillions of Fake Names using Digitone's Patented matrix system. Just connect your Phones and you're ready to go as Digitone's DPS3 can operate right out of the box. **No Battery Backup is Needed.** If a power outage occurs, all program settings remain intact.

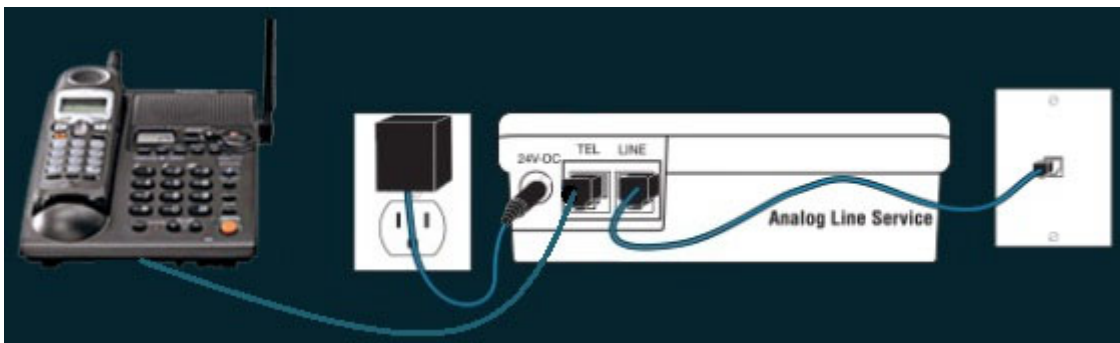
Step 1. Connect the supplied line cord to your telephone Wall jack, or cable modem Phone jack, or VoIP adapter's Phone jack and then to the Line Port on the DPS3. Initially, "**Check Line Link**" will show on the display until the Line cord is plugged into the LINE port. Note: "**Check Line Link**" will also backlight the display if the Line cord is disconnected afterwards.



Step 2. Connect your Phone or Combo Phone System to the TEL phone port of the DPS3 and set to 3-5 rings. Before powering up the DPS3, take your phone Off-Hook to see if you have a dial tone, if so hang-up. Note if you also have **Voice Mail** services from your phone company, then **set the Voice Mail Ring Count to 6 or 7 rings.**



Step 3. Next, plug the small end of the Power Adapter into the port labeled 24VDC on the DPS3, then plug in the Power Adapter into a standard AC receptacle. Your final assembly should look like this figure below:



ProSeries 3 Call Blocker Operation

Automatic Call Blocking and Routing™

Caller ID Service from your phone company is Required for Digitone's ProSeries 3 Call Blocker to work. All calls displaying a valid phone number (except for Out of Area or Private) will ring the phones connected to the **TEL** phone port with **Caller ID repeated**. Blocked calls will not ring the phones connected to the TEL port. Extension phones connected directly to the phone service will ring once on blocked calls. Digitone recommends using a Cordless phone system to distribute rings. The first call to your DPS3 unit will initialize the **Clock and Date** to the current date and time. Automatic call routing will begin to work right after the first call when Caller ID information is displayed. For **Daylight Savings Time** changes, your phone company is responsible for updating their clock data when delivering Caller ID information.

Blocking Calls Remotely - While **on the Line**, and using your **Phone**, you can add a blocked caller into the Caller Lists by dialing *** 2 #** during or after the last call. You will then hear 2 confirmation beeps in the phone's speaker. See the DPS3 display screen to verify entries when needed. You can also dial *** 1 # to Invite** or *** 3 # for VIP**.

Blocking Calls Without Answering - After Caller ID is **received to your phone**, simply **Tap** the **RED Number** or **RED Name** Block button Once to Stop the call. The display shows "**NBR Block Saved**" for Numbers or "**Name Block Saved**" for Names.

RED LED light Functions – The **RED LED** light flashes for the following:

- 1) Any new incoming call ringing in
- 2) Any call record not yet reviewed with an "N" displayed in top left corner of LCD
- 3) Any dialed number
- 4) All Blocked calls
- 5) Any new Voice Mail notifications

Front Panel Buttons

Block Number **RED** Button - Blocking Numbers

Using the Call History button, locate the call record and the number you want to block. Tap the **RED Block Number** button on the front panel once. "**NBR Block Save?**" will display and tapping the **Block Number** button again will display "**NBR Block Saved**".

Reviewing Blocked Number List - Blocked Numbers can be instantly reviewed just by pressing and holding the **RED Block Number** button. "**NBR BLOCK LIST**" will display and any number listed can be deleted using the Delete Entry Key. "**List Empty**" will display if there is no number or name stored.

Block Name **RED** Button – Blocking Names (99)

Using the Call History button, locate the call record and the Name you want to block. Tap the **RED Block Name** button on the front panel once. "**Save Name Block?**" will display and tapping the **Block Name** button again will display "**Name Block Saved**".

Reviewing Blocked Name List - Blocked Name callers can be instantly reviewed just by pressing and holding the **RED Block Name** button. "**NAME BLOCK LIST**" will display and any Name listed can be deleted using the Delete Entry Key.

Invite GREEN Button (or Unblock) - Numbers

Invited Callers, store up to 80 numbers, can be entered pressing and holding the **GREEN Invite** button on the front panel for one second until you see "Release Button" displayed. Release the button and you will see "**NBR Invite Saved**". When an invited caller calls in, the caller ID will display their number and "**Invited**". Use this process to override or Unblock **ANY** number that was blocked in Call History.

Invite GREEN Button – VIP Numbers

Invited VIP Callers, store up to 80 numbers, can be entered by pressing the **GREEN Invite** button **Twice quickly** on the front panel. "**NBR VIP Saved**" will display and the caller ID will display their number and "**VIP**". Use this process to override **ANY** number that is blocked as Out of Area, Private or associated with a blocked Name.

Delete Entry BLUE (right) Button – Numbers

To delete a single number from Call History, Tap **Delete Entry** Button Once, "**Confirm Delete?**" will then show. To clear that displayed call, tap Delete Entry Button again.

To Remove the entire Call History Press and Hold the **Delete Entry** Button, then Confirm Delete, you will then see "CID List Deleted" displayed, clearing all Call History.

Program Dial BLUE (left) Button – The Dial button lets you dial the number shown in the display. Tap once to start the dialing process. The **Program** button allows you to change the default settings of the DPS3 using programming. Press and hold the Program button or use the **remote command # # or *** to enter programming**.

Clearing Display – One Number - Delete Entry BLUE (right) Button

To delete a single number from Call History, use the **Call History** button to select the number you want to remove. Tap the **Delete Entry** Button Once, "**Confirm Delete?**" will then show. To clear that displayed call, tap Delete Entry Button again. This does not delete any entries you stored in caller lists.

Clearing Display – All Numbers - Delete Entry BLUE (right) Button

To remove the entire Call History, Press and hold the **Delete Entry** Button for 3 seconds, you will then see "Release Button". "CID List Deleted" will then display, clearing Call History items. This does not delete any entries you stored in caller lists.

Call History GRAY Button - The Call History button defaults to displaying the "T" icon with the most recent call. Tapping the button takes you towards older calls. To go in the opposite direction, press and hold the Call History Button until the **RED LED** glows. The "T" icon will not display and you can now go towards newer calls.

Voice Mail & Message Waiting

There is an **envelope** icon above the **VIP** icon that indicates a message waiting if you have this service. Message waiting signal is passed automatically to your phones.

Call Waiting (with Caller ID) – When on the phone, and you hear the Call Waiting signal, callers on your Blocked list will not be blocked because you are on the phone line. Blocked callers only hear ringing and you will see who is calling on your phone's display, but not on the DPS3 display. You can however, answer invited callers that ring-in through Call Waiting using your Flash key or Switch Hook. Alternatively, you can just let the call go to voice mail if you have that service.

Caller ID Display

Caller ID Display Icons

The "N" on the upper left of the display is for New calls and the RED LED flashes until this is reduced to 0. The **telephone handset** icon shows the line is either on-hook or off-hook or if the call was already answered. The **VIP** icon indicates a caller in the VIP List has called in. To the right is the **Time** and **Date**, then "T" for Total calls currently in Call History. The **Smile** icon ☺ is displayed for Invited caller status. **Day of week** is shown on the top line. The **24** symbol indicates After Hours Mode is active.



Symbol Blocking - Under the FCC rules for SHAKEN/STIR, Digitone provides relief from any mishandling of end-to-end call authentication with its own Patented call matrix system. **Code 03#*** controls all non valid Name parameters presented by scammers. Newly implemented alert wording [V] presented before the Name has been adopted by many telephony carriers to indicate the call has been authenticated. So all fake Names are otherwise blocked with the "**Symbol Blocked**" displayed after the call record.

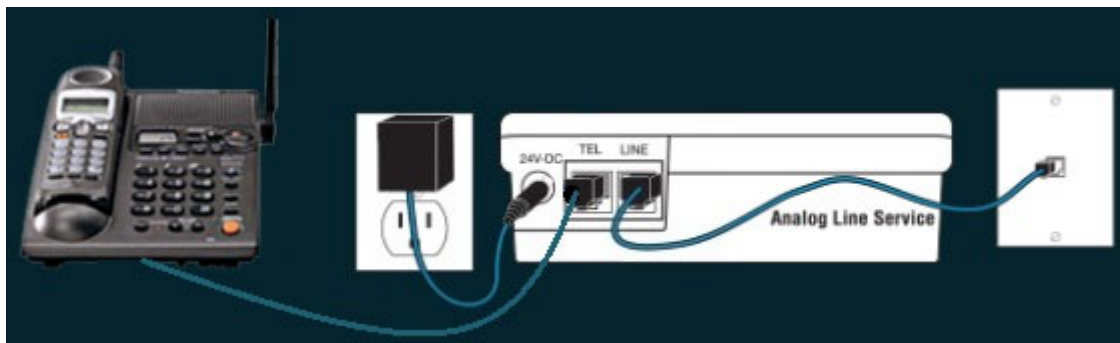
Setup Scenarios

Fax or Medical Device - If you also have a Fax machine or even a Medical Alert device, these devices need to be in parallel with your ProSeries 3 Call Blocker so they have a direct connection to the phone line. **The DPS3 should be used exclusively for your telephones.** You can easily separate the two or three pieces of equipment with a Duplex (splitter) Jack or setup that device on another wall plate in a separate room. All blocked calls will not allow the fax machine to receive a fax advertisement.



Programming

Connecting your Telephone to the TEL Jack of the ProSeries 3 Blocker



Testing your connection to the DPS3

With the ProSeries 3 Blocker powered up, go off-hook with the **phone** you are using in the **TEL** port. See if the DPS3 shows the **Call Progress Timer** on the lower line of the display, ex. **0:01, 0:02**, etc. before attempting programming. If so, Hang-up.

Entering Programming - Press and hold the Program button for 3 seconds until you see the **RED LED** light, then Release button, see "Program Mode", then "Pick Up Phone", and wait for the BEEP. Preferably, **you can take your phone off-hook, get the dial tone and dial ## or ***** to enter programming faster. In both cases, the phone must be connected to the TEL port and not in parallel to the DPS3.

Programming User Changeable Settings

Caller ID Standard [Code 16#*](#) – Bellcore FSK Caller ID is used for landline telephony in North America (USA, Canada, Mexico) and other countries (European Union) that utilize FSK or ETSI Standards. DTMF is also available using [Code 17#*](#) to enable: enter programming and when "Enter Code" displays: enter **17#***.

Spoofed Exchange Calls – [Code 20](#) Callers using spoofed exchanges can be blocked by setting any string of 3 numbers they repeat in order to ring your phones like: "555". To enable blocking of a spoofed number (up to 30), enter programming and when "Enter Code" displays: enter 20 followed by the Exchange number you want to block, then #### then the * key to store it. EX: 20 555 #### * blocks the 555 exchange.

Spoofed Last 4 Digits - Callers spoofing the last four digits of a number can be blocked by using 20 [exchange] # # # # * to block a caller who changes these numbers for each call, like Ex: 602-555 1234, 602-555 1235, etc. Just enter Code 20 followed by the exchange, then # for wildcard blocking any number, or enter a specific number range like: 602 555 12##, 602 555 123#, 602 555 ###2.

LCD Back Lighting Timer [Code 27](#) – You can adjust the LCD back light display time from the default of 10 seconds. Press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **27** then the number of seconds you want the LCD to light, followed by * key. EX: 2715* is 15 seconds (1 second up to 60 seconds), 2700* is OFF.

RED LED Code 28 - If you don't want to see the LED flashing at all, you can disable it. Press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **29**. Default is 28.

Operating Modes

You can switch between the operating modes using the programming button and by entering one of the mode numbers. The DPS3 can toggle between the modes **Standard, Business or Select** using one of the settings below. Note: After Hours Mode runs together with Standard, Business or Select Mode when either mode is enabled. Mode settings are displayed only when entering Programming Mode.

Standard (default) Mode **Code 30** - When calls come in, all phone numbers that are Invited will ring phones throughout your home/office like normal and to the TEL phone port on the back of the DPS3, except for all fake Names in **Code 03#*** filter, **Anonymous, OPX or calls** showing **no phone number**. These calls will be answered by the DPS3 for processing and by default be hung-up. **Blocked callers** will be immediately answered and after eight seconds, get hung-up on. To enable this (default) Mode, press and hold the Program Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **30**, display shows function.

Business Mode **Code 31** - If you are running a business and want to hear from **Anonymous, OPX** calls as well as any other type of call, you can enable Business Mode Code 31 to allow calls through to the TEL phone port except those you want to block. This mode also works with your phone company's voice mail but also blocks those phone numbers you have entered into the Blocked Callers List. **Code 03#*** that blocks ALL fake Names will be disabled. To enable this Mode, press and hold the Program Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **31**.

Select Mode **Code 33** - In Select Mode, you can enter only the callers you want to ring through to your phones connected to the TEL Port while all others can ring your voice mail service or a separate answer machine in parallel with the DPS3. **Note: You must enter numbers into the Invited or VIP Lists to receive calls.** This mode allows the LINE to ring for all callers with valid phone numbers and is subject to **OPX** Code blocking. Also with After Hours Mode enabled, only VIP callers can ring through. **Blocked callers** will be immediately answered and after eight seconds, get hung-up on. To enable this mode, press and hold the Program Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **33**, display shows function.

Viewing Caller Lists and Stored Number Removal

You can review what numbers are stored in each caller list by entering programming:

- 1) (Preferred) Take the Phone in the TEL port off-hook, Dial ## or *** to go directly into programming or,
- 2) press and hold the Program Button for 3 seconds until you see Program Mode, then Pick Up Phone, when the prompt for Enter Code displays enter:

Code 21 to view Spoofed Exchange Call list
Code 41 to view Blocked Caller list
Code 44 to view Blocked Names list
Code 51 to view Invited Caller list
Code 53 to view Invited Caller in a Blocked Area Code
Code 61 to view VIP Caller list

For each list, use the Call History button to view up or down. To remove any stored entry press the **Delete Entry** button the Display will ask "**Confirm Delete?**" Press the **Delete Entry** button again to confirm. The number or name will then be removed from that list.

Wildcarding (#)

When using the block or invite commands, you can use the # key to represent all numbers in a phone number's column. In the phone number ex. 894 555 1212, if you want to block or invite all numbers (0-9) in a single column you would insert the # key in that column. Examples: To block all numbers (0-9) in the last column, you would use 40 894 555 121# *. To invite all numbers in the exchange 679 and area code 894, use 50 894 679 *. To block all numbers in the exchange 555 use: 20 555 *.

Blocking Calls

Blocking Unwanted Callers [Code 40](#)

Known unwanted callers are those you enter through programming using Code 40 and won't be accidentally erased when clearing the memory of blocked numbers. To Block known unwanted individual callers, press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **40** followed by the 10 (or 11) digit number, then the * key. Example for a Blocked number enter: 40, 894 555 1212 * for 10 digits or 40 1 894 555 1212 for 11 digits. Store up to 700 Core unwanted caller numbers. Note the Block Call List is revolving and will remove old numbers stored except for these stored numbers.

Blocking Known Unwanted Area Codes [Code 40](#)

To Block specific unwanted area codes, press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **40** to store an area code followed by the * key. Ex. for a Blocked area code enter: 40, 894*. Area codes are displayed as just the area code.

Deleting Stored Code 40 Blocked Numbers

When attempting to delete stored blocked numbers in programming using Code 41, "Can Not Delete" will display on numbers stored using Code 40 with the status of NON AUTO DEL BLK. To change this status to NBR BLOCK LIST, press the **GREEN Invite** button once. Tap **Delete Entry** Button once, "**Confirm Delete?**" will then show. Tap again to confirm "**Item Deleted**".

Finding Numbers in Blocked Numbers List

To **FIND** a number in the large blocked memory storage, use [Code 40 ###](#) then the **number** followed by * to locate that number in the list. EX: 40### then 894 555 1212 *. If the number is found, it will display its location in memory on the LCD screen. If not, then NBR NOT FOUND will display.

Clearing Blocked Numbers List Only [Code 40 # *](#)

To **delete** just the blocked numbers already stored from using the Block Button or with the Last Call Remote Entry command of * 2 #, use [Code 40 # *](#). This lets you clear out all the numbers that accumulated over the years and, also retains the known unwanted blocked entries. All blocked numbers entered through programming Code 40 (not through the front panel BLOCK button) will be stored as Non Auto Delete Numbers and won't be accidentally erased with this command.

Blocked Number List Auto Delete [Code 46](#) (Virtual Unlimited Memory Feature)

The DPS3 can manage your blocked calls list automatically with First In and First Out processing. With 700 memory slots available to block calls, it will be daunting to sort through them line by line. However, the DPS3 can use virtual memory by allowing the first calls that may have come in years ago to be deleted automatically upon the reception of newer calls today. To enable this mode, press and hold the Program Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter 46, display shows function. To return to the default Manual delete mode when the prompt for "Enter Code" displays, enter **47**.

Block "Private" [Code 48](#)

The DPS3 can block the name Private with or without a phone number. Even though you may have Anonymous Call Rejection from your phone company, scammers can still get through just by adding a spoofed number, even your own. However, the DPS3 will block these calls that display the name as Private with or without a phone number. To enable this mode, press and hold the Program Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter 48 (default), display shows function. Alternatively, if you need to disable this blocking function of "Private" with a Number, when "Enter Code" displays, enter **49**.

Block "Out of Area" [Code 58](#)

The DPS3 can block the name Out of Area with or without a phone number. Scammers can get through by adding a spoofed number, even your own, when calling in Out of Area. However, the DPS3 will block these calls that display the name as Out of Area with or without a phone number. To enable this mode, press and hold the Program Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter 58, display shows function. To return to the default mode when the prompt for "Enter Code" displays, enter **59**.

Inviting Calls

Inviting Individual Callers [Code 50](#)

Note that all callers with valid phone numbers are invited by default, so you don't need to invite callers one at a time. However, if you are using the Global Block Method, then this feature is useful for inviting callers that would otherwise be blocked. You can store in individual callers as they call in like family, friends and business associates by using the **GREEN Invite Button** on the front panel or use Program Code 50. To enable this feature, press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **50** to store a full number followed by the * key. Example for an Invited number enter: 50, 894 555 1212 *. Store up to **80 numbers or area codes**.

Inviting Area Codes [Code 50](#)

You can program in specific Invited area codes using the **Program Button** on the front panel. To enable this feature, press and hold the Program Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **50** to store an area code followed by the # key 7 times, then the * key. The # key is used as a wildcard replacement for any number. Example for Invited area codes enter: 50, 894 ### ##### *, display shows function.

Inviting Callers within a Blocked Area Code [Code 52](#)

Invited callers within a blocked area code can only be added using programming **Code 52**, and not by using the Invite button. To Invite a number within a blocked area code, press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **52** to store a **full 10 digit number** followed by the * key. Example: 52, 894 555 1212 *, display shows function. Store up to **50 numbers** within one or more area codes.

Inviting VIP Callers [Code 60](#)

You can program in specific VIP callers like family, friends and business associates, who can ring through at any time by using the Program Button on the front panel. To enable this feature, press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **60** to store a full number followed by the * key. Example for a VIP number enter: 60, 894 555 1212 * or for a VIP area code enter: 60, 894 ### ##### *, display shows function. Store up to **80 numbers or area codes**.

Features Guidance

First Ring Suppression™ [Code 70](#) – Set **ON** to prevent blocked calls from ringing connected phones in the TEL port. Caller ID is repeated to the TEL port when valid or Invited calls are passed through. Note: Extension phones connected directly to the phone service will ring once on blocked calls. **Digitone recommends using a Cordless phone system** with multiple handsets connected to the TEL port to distribute ringing throughout your home where you may have older wired corded phones permanently connected. You would then turn off the corded phone ringers so that the cordless system could do the ring announcements. If you want to hear the first ring, when "Enter Code" displays enter **71**. This code will allow all rings and all Caller ID information to be received by phones connected to the TEL phone port.

Default Call Filters

Out of Area, Private and X "Unknown" are OPX [Code 72](#)

If you want to have an answer machine or your voice mail to take these types of calls and not ring your phone connected to the DPS3 you can program in Code 72 (OPX override). Note that Code 72 allows the OPX calls through to the Line only, not the TEL phone port. To enable OPX Override, enter programming: press and hold the Program Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter 72, display shows function. If you want to restore Blocking of OPX calls later, enter programming: press and hold the Program

Button for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **73**, display shows function.

"Private" Call Pass Thru [Code 74](#)

Using Code 74 can allow "Private" type calls with No Number displayed to ring through to the TEL phone port while still blocking Out of Area and stored numbered calls. To enable Private Call Pass Thru, enter programming: then enter 74, when "Enter Code" displays. To turn this feature Off, when the prompt for "Enter Code" displays enter **75**, display shows function.

"Out of Area" Call Pass Thru [Code 76](#)

Using Code 76 can allow "Out of Area" type calls with No Number displayed to ring through to the TEL phone port while still blocking Private and stored number calls. To enable Out of Area Call Pass Thru, enter programming: then enter 76, when "Enter Code" displays. To turn this feature Off, when the prompt for "Enter Code" displays enter **77**, display shows function.

PBX Extension Pass Thru [Code 78](#)

Using Code 78 can allow a PBX system that uses 1 to 6 digit extension numbers to pass through the DPS3 without being hung-up on as a OPX type call. Code 78 overrides this function and extension ringing is possible while still blocking Out of Area, Private and Anonymous calls. To enable PBX Pass Thru, enter programming: then enter 78, when "Enter Code" displays. To turn this feature Off, when the prompt for "Enter Code" displays enter 73, display shows function.

After Hours Mode

Programmable Time Feature Introduction

During a certain time of the day or night you can set the DPS3 to enter into After Hours Mode. This mode is designed to keep phones connected to the TEL phone port from ringing and allow calls to be answered by an optional answer machine when it is enabled on a daily basis. If you run a business, then you would use this After Hours Mode so all callers can leave a message. If your work or dinner times are different from regularly scheduled times, you would use this mode so that you can get your sleep or to completely avoid disruptive callers. During After Hours Mode, **VIP callers can ring through at any time** regardless of the After Hours time settings. **Invited callers** can only ring through normally when After Hours Mode is not enabled.

To use the After Hours Mode, you must first understand military time presented here. The clock on the DPS3 display converts the telephone company's supplied clock data into either AM or PM time. If the morning hours are 1:00am = 0100 hours, etc. until noon = 1200 hours and then the afternoon hours are 1:00pm = 1300 hours, etc. until midnight = 0000 hours. For example, to set a time for hours beginning in the evening until the next morning: 4:54pm to 6:45am you would use the military time of 1654 (Code 82 1654) and 0645 (Code 83 0645) as the two numbers for your After Hours settings. To set a time for early morning until lunch time or 1:00am to 12:00pm you would use 0100 and 1200.

After Hours Mode Settings

Step 1) Monday thru Friday – Start [Code 82](#) & End Time [Code 83](#)

Using military time as shown above, set this feature on by enter programming: press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **82**, then enter the Start time of day Ex. 1700, 5:00pm, display shows function. Next, when the prompt for "Enter Code" displays enter **83**, then enter your End time of day Ex. 0645, 6:45am, display shows function.

Full Day After Hours Mode can be enabled when both Code 82 and Code 83 are the same number. Ex. 0454, or 4:54am for Code 82 and 0454, or 4:54am for Code 83. This setting leaves the After Hours Mode - On 24 hours a day. Use [Code 88](#) in programming to enable 24 hour After Hours Mode or **Code 89** to disable 24 hour After Hours Mode.

Step 2) Monday thru Friday – Enable [Code 84](#) Disable [Code 85](#)

To enable Monday thru Friday, when the prompt for "Enter Code" displays, enter **84**, display shows function. To disable Monday thru Friday, when the prompt for "Enter Code" displays enter **85**, display shows function.

Step 3) Saturday & Sunday – Enable [Code 86](#) Disable [Code 87](#)

If you want the same time interval to work during Saturday and Sunday, when the prompt for "Enter Code" displays, enter **86**, display shows function. To disable this feature, when the prompt for "Enter Code" displays, enter **87**, display shows function.

Step 4) After Hours Mode [Code 81](#) ON or [Code 80](#) OFF

To enable After Hours Mode, enter programming: when the prompt for "Enter Code" displays, enter **81**, display shows function. To turn this feature Off, when the prompt for "Enter Code" displays enter **80**, display shows function. Note: To enable After Hours Mode you must first enter **Start and End times** (above) and day periods (M-S).

Display All Operating Codes [Code 92](#)

Press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **92** to see the current settings. The factory default list is Pg1: **16, 28, 30, 46, 48, 59**, Pg2: **70, 73, 75, 77, 80, 85**, Pg3: **87, L1, 96, 66, 95, 03**. These codes can change when the user enables alternate settings.

VoIP Time Option [Code 95](#) - **Manually Set Clock and Date**

The date and time are determined by your local phone service automatically, but you can manually set it for use with VoIP phone services. Press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **95** followed by the **year in two digits**, the **month in two digits**, the **day in two digits** and the (Military) **time in 4 digits**. Example, 95 20 05 28 1425 * or 95 + Year 20 + Month 05 + Day 28 + Mil Time 1425 (2:25PM) + * key to store. The display will show the new Time and Date changed immediately after you hang up and for each call thereafter. To return to factory setting of Automatic Date & Time from your phone company, enter **95 # ***.

Global Invite [Code 96#*](#) Invites all callers who display a valid phone number.

You can invite all callers who display a phone number and yet block a single number or area code. This one command will allow all Invited callers who display a phone number to ring through to the TEL phone port and all other devices connected directly to the phone line. To do this, enter programming with the Program Button. Press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **96 # ***, display shows function. All callers in this list are considered Invited, but not VIP callers who are in a separate list.

Global Block Method [Code 97#*](#)

If you want to **block all callers** and invite only specific numbers, you can use Code 97 # * to disable the default Global Invited List and create your own invited call list. To enable this feature, press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays enter **97 #***, display shows function. NOTE: that when Code 97 #* is stored, all calls will be Blocked, answered and hung-up on until you add Invited numbers.

Reset DPS3 Call Lists Settings [Code 98#*](#)

Entire Caller Lists Deletion **WARNING: This will delete all Names and Numbers from all lists!** To delete **ALL DATA** stored, enter programming: press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **98 # ***, the display will show: "**ALL DATA DELETED**". To clear just the Blocked Numbers List see **Code 40#***.

Reset DPS3 User Settings [Code 99#*](#)

To reset the DPS3 user settings to factory settings but not delete any call lists, Press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **99 # ***, display will show "**Digitone Default**".

New Processing Levels

New for the ProSeries Call Blocker is three Sort Levels of processing to defeat targeted attacks from scammers.

1) **L1**- Sort Level One (default) is the Standard Level that processes the **Invited/VIP** Numbers first and then the **Blocked Names**, then the **Spoofed** Exchanges. This allows the user to specify Numbers that are Invited/VIP to ring through while blocking known scammer Names like SCAM, INVALID CID, V1234567, etc. then blocking known fake Exchanges. The default call filters do most of the work for the user.

2) **L2**- Sort Level Two processes the **Blocked Names** List first, then the **Invited/VIP** Numbers, then the **Blocked** Numbers, then the **Spoofed** Exchanges.

This allows the user to target all stored NAMES: like DENVER, CO, ABC COMPANY, etc. to be blocked, yet allow stored Invited/VIP Numbers to ring through while blocking all other Area Codes or Numbers including Exchanges.

3) **L3**- Sort Level Three processes specific **Spoofed** Exchanges first, then the **Blocked** Numbers, then the **Blocked Names**. This allows the user to target specific Exchanges like 555 in the whole number 602 555 1234 while allowing Invited/VIP calls within the 602 area code to ring through. All blocked Names are also processed like normal.

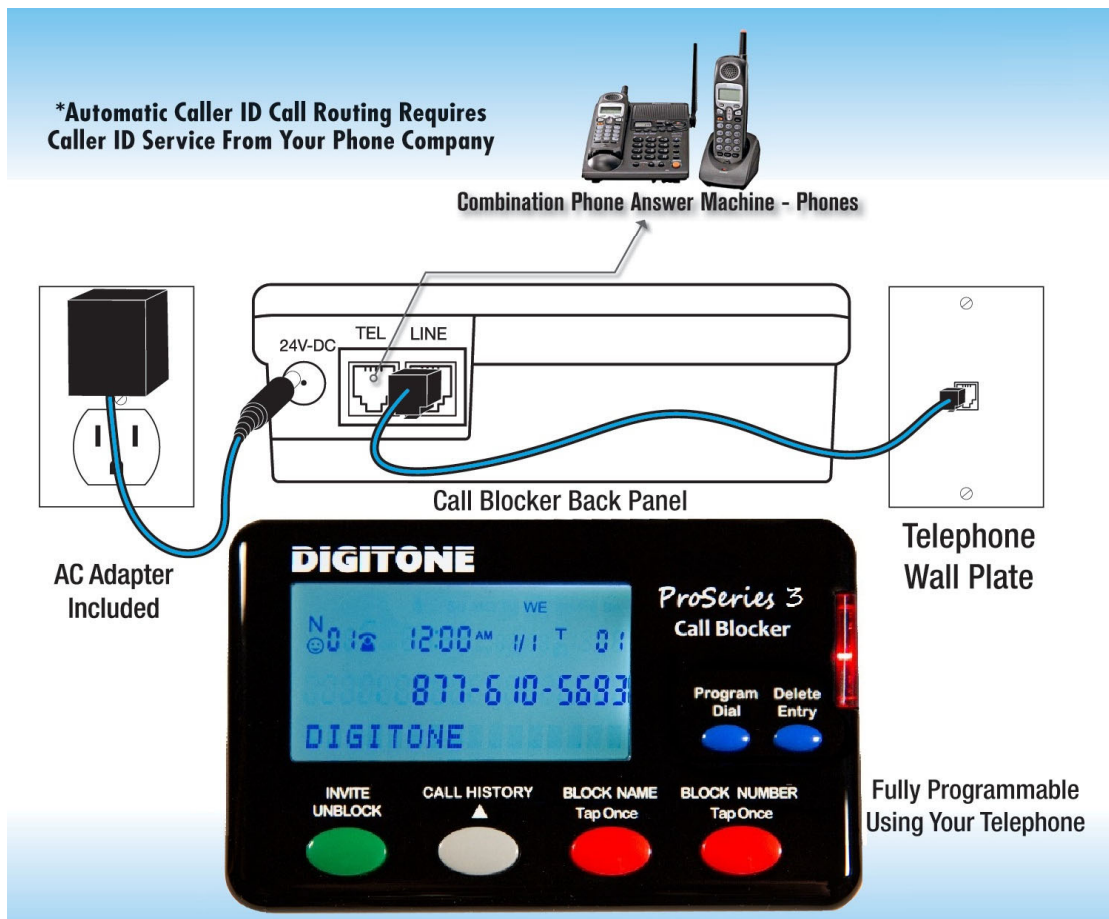
CHANGING the SORT PROCESSING LEVEL - To change the Processing Level from default Level 1, press and hold the **Program Button** for 3 seconds until you see "Program Mode", then "Pick Up Phone", when the prompt for "Enter Code" displays, enter **04#*** . This is a toggle so each time the user enters 04#*, the toggle switches to the next Level. Level 1 will switch to Level 2 which will switch to Level 3 on each toggle entered. Then return to Level 1 on the next toggle, etc. The Level readout will display in **Code 92** as either L1, L2 or L3.

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Digitone ProSeries 3 Call Blocker™ Setup



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Digitone warrants to the original purchaser that its Digitone device and the component parts thereof, are free from defects in workmanship and materials for a period of one year from the date of purchase. **DO NOT INSTALL THIS UNIT OUTDOORS, IT IS NOT WEATHERPROOF!** During the period of one year from the date of purchase, Digitone will repair, or at its option, replace defective component part(s) or product upon delivery to the Service Department accompanied by proof of purchase (sales receipt) without charge for parts or labor. In order to obtain warranty service you must maintain a record of purchase for the duration of the warranty period. This limited warranty does not apply if: the product is damaged by accident, misuse, improper installation, improper line voltage, lightning, fire, water, or other acts of nature, the product is altered or repaired by anyone other than Digitone, the serial number is altered, defaced, or removed. Digitone shall not be liable for any consequential damages, including without limitation, damages resulting from loss of use or cost of installation. Some states do not allow this exclusion or limitation of incidental or consequential damages, so the above exclusion or limitation may not apply to you. This warranty is in lieu of all other warranties, express or implied including any implied warranty of merchantability or fitness for a particular use or purpose. This limited warranty gives you specific legal rights; other rights may apply which vary from state to state.

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In the event the product proves defective in workmanship or materials, the purchaser should call Digitone at 1-877-610-5693 to obtain a Return Merchandise Authorization (**RMA**). The purchaser would then put this code on the exterior of the package shipped to Digitone. Any unit returned without this code will be refused and returned at sender's expense. Product should be shipped freight prepaid along with evidence of authorization to:

Digitone Communications LLC

1919 HWY 35 N #416

Rockport, TX 78382

Your Digitone device is registered with the Federal Communications Commission and is in compliance with Parts 15 and 68 of the FCC Rules and Regulations. This device has been tested and found to comply with the limits for a "Class B" computing device in accordance with Part 15 of the FCC Rules.

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Visit <https://www.digitone.com> FAQ's for help with this device.

Support can also be obtained at 1-877-610-5693

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