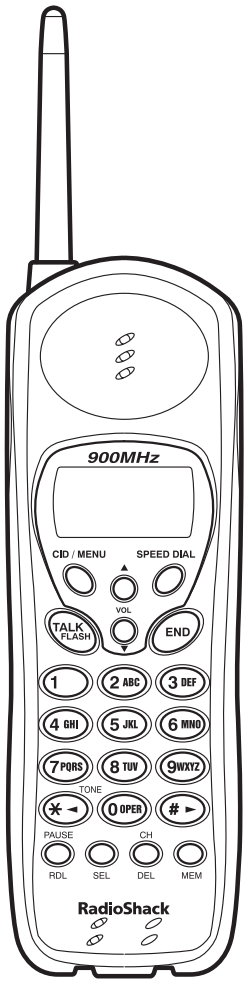
900MHz Cordless Phone

with Caller ID and Digital Answering System

43-3817



10 Number Memory Dialing — stores 10 numbers in memory for easy dialing. See "Memory Dialing" on Page 17.

Long Battery Life — the supplied battery pack (when fully charged) provides about 7 hours of talk time or 14 days of standby time.

20 Channels — automatically selects a clear channel when you make or answer a call. You can also manually change channels during a call. See "Selecting the Channel" on Page 15.

Headset Jack — connects an optional headset (available at your local RadioShack store) for hands-free convenience. See "Using a Headset" on Page 17.

Toll-Saver — lets you avoid unnecessary charges when you call by long distance to check your messages. See "Using the Toll-Saver" on Page 34.

! IMPORTANT !

If an icon appears at the end of a paragraph, go to the box on that page with the corresponding icon for pertinent information.

⚠ — Warning ! — Important — Caution

— Hint — Note

OWNER'S MANUAL

Please read before using this equipment.

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(Continued)

WARNING: To reduce the risk of fire or shock hazard, do not expose this product to rain or moisture.

CAUTION
RISK OF ELECTRIC SHOCK
DO NOT OPEN

CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.

The exclamation symbol is intended to inform you that important operating and maintenance instructions are included in the literature accompanying this product.

The lightning symbol is intended to alert you to the presence of uninsulated dangerous voltage within this product's enclosure that might be of sufficient magnitude to constitute a risk of electric shock. Do not open the product's case.

IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Read and understand all instructions.
2. Follow all warnings and instructions marked on the product.
3. Never install telephone wiring during a lightning storm.
4. Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.
5. Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.
6. Use caution when installing or modifying telephone lines.
7. Do not affix the AC power supply cord to building surfaces with metal fittings (if the product has an AC power cord).
8. Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.
9. Do not use this product near water, for example, near a bathtub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.
10. Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious damage to the product.

11. Slots and openings in the telephone's cabinet and the back or bottom are provided for ventilation. To protect the telephone from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.
12. This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your local power company.
13. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be stepped on.
14. Do not overload wall outlets and extension cords as this can result in a risk of fire or electric shock.
15. Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill liquid of any kind on the product.
16. To reduce the risk of electric shock, do not disassemble this product. Take it to a qualified serviceman when service or repair work is required. Opening or removing covers may expose you to dangerous voltages or other risks. Incorrect reassembly can cause electric shock when the product is subsequently used.
17. Unplug this product from the wall outlet and refer servicing to qualified services personnel under the following conditions:
    - When the power cord plug is damaged or frayed.
    - If liquid has been spilled into the product.

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- If the product has been exposed to rain or water.
- If the product does not operate normally by following the operating instructions.

18. Adjust only those controls that are covered by the operating instructions because improper adjustments of other controls may result in damage and will often require extensive work by a qualified technician to restore the product to normal operation.
19. If the product has been dropped or the cabinet has been damaged.
20. If the product exhibits a distinct change in performance.
21. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
22. Do not use the telephone to report a gas leak while in the vicinity of the leak.

CAUTION

TO REDUCE THE RISK OF FIRE OR INJURY, READ AND FOLLOW THESE INSTRUCTIONS.

BATTERY SAFETY INSTRUCTIONS

- Use only the appropriate type and size battery pack specified in the instruction manual provided for this product.
- Do not dispose of the battery pack in a fire. The cell may explode. Check with local codes for possible special disposal instructions.
- Do not open or mutilate the battery pack. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
- Exercise care in handing the battery pack in order not to short it with conducting materials such as rings, bracelets and keys. The battery or conductor may overheat and cause burns.

As an ENERGYSTAR Partner, RadioShack Corporation has determined that this product meets the ENERGYSTAR guidelines for energy efficiency.

- Charge the battery pack provided with or identified for use with this product only in accordance with the instructions and limitations specified in the instruction manual provided for this product.
- Observe proper polarity orientation between the battery pack and battery charger.

SAVE THESE INSTRUCTIONS

INTRODUCTION

Thank you for purchasing a RadioShack 900 MHz Cordless Telephone. Your telephone provides excellent clarity and range and integrates Caller ID, Call Waiting ID, and a digital answering system into one space-saving device. The 900 MHz band provides less interference, clearer sound, and greater range than 46/49 MHz cordless telephones.

The digital answering system provides clear reliable messaging with call screening, day/time stamp, call counter, remote access and instant skip or replay messaging.

The Caller ID records each caller's name (if available in your area), telephone number, and the date and time of the call, as provided by your local phone company to Caller ID service subscribers. **!**

IMPORTANT CALLER ID INFORMATION

To use Caller ID and Call Waiting, you must be in an area where those services are available and you must subscribe to those services through your local phone company. Where Caller ID is offered, one or more options are generally available:

! IMPORTANT !

Cordless phones such as this one require AC power to operate. When the AC power is off, you cannot dial out or receive incoming calls using your phone. To be safe, you should also have a phone that does not need AC power to operate (not a cordless phone) so you can still make and receive calls if there is an AC power failure.

When AC power is lost, the phone loses the security access-protection code connection between the base and the handset. When power is restored, put the handset on the base briefly to restore this connection.

- caller's number only
- caller's name only
- caller's name and number

If you subscribe to Call Waiting ID and Caller ID, the system can show you the incoming caller information, even when you are already talking on the phone.

Read This Before Installation

We have designed your phone to conform to federal regulations and you can connect it to most phone lines. However, each device that you connect to the telephone line draws power from the line. We refer to this power draw as the phone's ringer equivalence number, or REN. The REN is on the bottom of your phone.

If you use more than one phone or other device on the line, add up all the RENs. If the total is more than five (three in rural areas), your phones might not ring. If ringer operation is impaired, remove one of the devices from the line.

The digital answering system stores up to 16 minutes of messages on a computer chip and records each message's day and time. This gives you advanced capabilities over tape-based answering machines:

- You can delete individual messages and save the rest.
- There are no tapes to bother with and no tape mechanisms to wear out.

The remote operation feature lets you operate your answering system from a touch-tone phone (or from a rotary phone with a pocket tone dialer).

INSTALLATION

MOUNTING THE PHONE

You can place the phone on a desk or table, mount it on a standard wall plate, or directly on a wall. Choose a location that is:

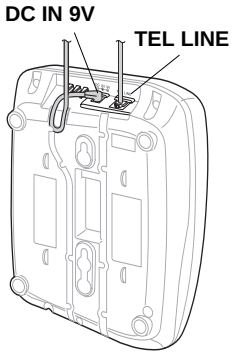
- near an AC outlet
- near a modular telephone line jack
- out of the way of normal activities
- away from electrical machinery, electrical appliances, metal walls or filing cabinets, wireless intercoms, alarms, and room monitors
- away from other cordless phones

You can try different locations to see which provides the best performance.

Your telephone connects directly to a modular telephone line jack. If your telephone wiring does not have a modular jack, you can update the wiring yourself using jacks and adapters (available at your local RadioShack store or online at RadioShack.com), or have the telephone company update the wiring for you. You must use compatible modular jacks that are compliant with Part 68 of *FCC Rules*. The USOC number of the jack to be installed is RJ11C (RJ11W for a wall plate).

On a Desk Top

1. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the base's back.
2. Plug the modular cord's other end into a modular telephone line jack.



CAUTION

You must use a Class 2 power source that supplies 9V DC and delivers at least 350 mA. Its center tip must be set to positive and its plug must fit the phone's **DC IN 9V** jack. The supplied adapter meets these specifications. Using an adapter that does not meet these specifications could damage the phone or the adapter.

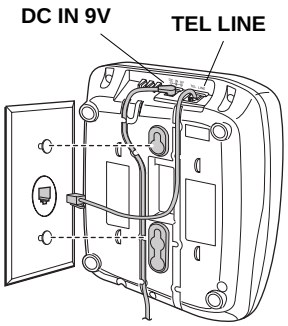
- Always connect the AC adapter to the phone before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the phone.

3. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack on the back.
4. Route the adapter's cord through the strain relief slot on the base's bottom.
5. Plug the adapter into a standard AC outlet.
6. Lift the base's antenna to a vertical position.

On a Wall Plate or Wall

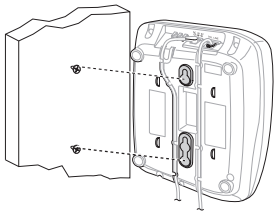
To mount the phone directly on a wall, you need two screws (not supplied) with heads that fit into the keyhole slots on the base. Drill two holes $3\frac{15}{16}$ inches apart. Thread a screw into each hole, letting the heads extend about $\frac{1}{8}$ inch.

1. Plug one end of the supplied modular cord (short for a wall plate, long for direct wall mounting) into the **TEL LINE** jack on the base's back.
2. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack.
3. Route the adapter and modular cords through the base's grooves.



4. *For a wall plate*, plug the modular cord's other end into the wall plate jack, then align the base's keyhole slots with the wall plate studs and slide the base downward to secure it.

For direct wall mounting, align the base's keyhole slots with the mounting screws and slide the base downward to secure it.

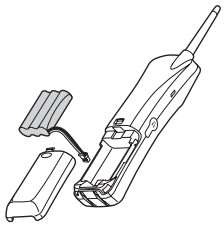


5. Plug the adapter into a standard AC outlet.
6. Lift the base's antenna to a vertical position.

Connecting, Charging and Replacing the Battery Pack

The phone comes with a rechargeable Ni-Cd (nickel-cadmium) battery pack installed in the handset, but not connected. Before using your phone, you must connect the battery pack, then charge it for about 24 hours.

1. Press down and slide off the battery pack compartment cover.
2. Lift the battery pack out of the compartment.
3. Plug the battery pack's connector into the socket in the compartment. The connector fits only one way.



4. Put the battery pack in the compartment.
5. Replace the cover.

To charge the battery pack, place the handset on the base, face up or down. The base's CHARGE indicator lights. **!**

Recharge the battery pack when **Low Battery** flashes.

! IMPORTANT !

Be sure the battery pack is properly connected before you try to charge it. The CHARGE indicator lights when the handset is on the base even if the battery pack is not connected properly.

NOTE

- If the phone does not work, recharge the battery pack. (The battery power might be too low for the display to operate.)
- If the battery pack becomes weak during a call, the handset beeps and **Low Battery** flashes. When this happens, you cannot make a call on the phone until you recharge the battery pack.
- If the battery pack is completely discharged or the base loses power while the handset is away from it, place the handset on the base to reset the security access-protection code. If it was the handset that lost power, recharge the battery pack.

When you first use the phone after charging or recharging the battery pack, the phone might not work and you might hear error beeps. If this happens, return the handset to the base for about 5 seconds to reset the security access-protection code.

Using a pencil eraser, clean the charging contacts on the handset and the base about once a month.

About once a month, fully discharge the battery pack by keeping the handset off the base until **Low Battery** flashes. Otherwise, the battery pack loses its ability to fully recharge.

The supplied battery pack should last about a year. If the battery pack does not hold a charge for more than 2 hours after an overnight charge, replace it with a new 3.6V, 600 mAh battery pack with a connector that fits the socket in the battery compartment. You can order a replacement battery pack through your local RadioShack store (or online at RadioShack.com). Install the new battery pack and charge it for about 24 hours. ⚠

If you have trouble replacing the battery pack, take the phone to your local RadioShack for assistance.

⚠ WARNING ⚠

Dispose of the old battery pack promptly and properly. Do not burn or bury it (see "Battery Safety Instructions" on Page 4 for additional information on proper battery handling).

Recycling Ni-Cd Batteries.

The EPA certified RBRC® Battery Recycling Seal on the nickel-cadmium (Ni-Cd) battery indicates RadioShack is voluntarily participating in an industry program to collect and recycle these batteries at the end of their useful life, when taken out of service in the United States or Canada. The RBRC program provides a convenient alternative to placing used Ni-Cd batteries into the trash or the municipal waste stream, which may be illegal in your area. Please call 1-800-THE-SHACK (1-800-843-7422) for information on Ni-Cd battery recycling and disposal bans/restrictions in your area.

RadioShack's involvement in this program is part of the company's commitment to preserving our environment and conserving our natural resources.

Setting the Dialing Mode

Your phone comes set for tone dialing. If you have pulse service, you need to change the dialing mode.

If you are not sure which type of service you have, do this test:

1. Lift the handset, press **TALK/FLASH**, and listen for a dial tone.
2. Press any number other than **0** or, if required, an outside line access code (9, for example).

   If the dial tone stops, you have touch-tone service.

   If the dial tone continues, you have pulse service.

Once you have determined which type of service you have, set the dialing mode.

1. Press **END** to hang up the phone if necessary, then hold down **CID/MENU** until the selection screen appears.
2. Press 4 or ▼ three times to select **Dial**.
3. Press **SEL** to toggle between **Tone** and **Pulse**.

If the battery power is too low, the dial mode might reset to tone. If you are on a pulse line and cannot make a call, try re-setting the dialing mode to pulse.

NOTE

The phone exits setting mode if a call or page is received, or if you press **END**.

Setting the Handset's Ringer Tone/Volume

You can select one of the handset's four different ringer tone/volume settings or turn the ringer off.

At any time, except during a call, repeatedly press ▲ or ▼ to select the desired ringer setting. Each time you press a button, the phone rings at the selected setting and **Ring Type A High**, **Ring Type A Low**, **Ring Type B High**, **Ring Type B Low**, or **Ringer Off** appears.

Turning the Base's Ringer On/Off

You can set the base's ringer to high or low, or turn it off.

1. Press **SET/RING**. The phone's currently set ring sounds, and the current setting appears. When the ringer is set to **OF**, the phone announces "Off."
2. Repeatedly press **SET/RING** to change to the desired setting. The system rings at the setting and **Hi**, **Lo**, or **Of** appears. When the ringer is set to **OF**, the phone announces "Off."
3. Press **PLAY/STOP** to store and exit the setting mode.

Even when you turn off the base's ringer, you can still make or receive calls using this phone. Telephones on the same line and the handset (if its ringer is not turned off) still ring when there is an incoming call.

NOTE

The phone exits the setting mode if you:

- wait more than 2 seconds between key presses
- receive an incoming call
- press **PLAY/STOP**
- press **TALK/FLASH** on the handset

Start again at Step 1.

Setting Auto Talk

Your phone is preset so you must press **TALK/ FLASH** to answer a call. With Auto Talk turned on, you can answer a call by just lifting the handset from the base.

1. Lift the handset and hold down **CID/MENU** until the setup menu appears.
2. Press **SEL** to change the Auto Talk setting. **On** or **Off** appears.
3. To clear the screen when you finish, press **END** or return the handset to the base.

Turning Caller ID/Call Waiting On/Off

If you have Call Waiting and Caller ID service, you can set the system to show Caller ID information for an incoming call even while you are on the phone.

1. Lift the handset and hold down **CID/MENU** until the menu appears.
2. Press **2** or ▼ to select **CIDCW** (Caller ID/Call Waiting).
3. Press **SEL** to change the Caller ID/Call Waiting setting. **On** or **Off** appears.
4. Press **END** and return the handset to the base to store the new setting.

Storing Your Area Code

You can store your local area code in the phone's Caller ID record so the area code does not appear if the received call is from your local area. If for some reason you need to dial the area code (or store it in memory), you can add it afterwards. See "Adding/ Deleting the Area Code" on Page 24.

NOTE

If your calling area requires 10-digit dialing (including area code), do not enter the area code.

1. Lift the handset and hold down **CID/MENU** until the menu appears.
2. Press **3** or ▼ twice to select **Area Code**.
3. Press **SEL**, then enter your three-digit area code. If you make a mistake, repeatedly press ***◀ /TONE** or **#▶** to move the cursor over the incorrect digit, then enter the correct number.
4. Press **SEL** to store the area code, then press **END** or return the handset to the base to clear the display.

NOTE

If an area code is already stored, it appears on the display. To delete the area code, press **CH/DEL** three times, then enter your area code. Or you can use ***◀ /TONE** or **#▶** to move the cursor and edit the area code

Selecting a Language

You can set the display's language to English or French.

1. Lift the handset and hold down **CID/MENU** until the menu appears.
2. Press **5** or ▼ four times to move the cursor to **Language**.
3. Press **SEL** to select **Eng** (English) or **Fr.** (French).
4. Return the handset to the base or press **END** to store the new setting.

TELEPHONE OPERATION

MAKING AND RECEIVING CALLS

1. To make a call, lift the handset and press **TALK/FLASH**. **Talk** and the current volume setting (see "Setting the Handset Volume" on Page 16) appear on the handset.

   If you set the ringer to off, **<Ringer OFF>** appears under the volume setting. The base's CHARGE indicator lights.

2. Dial the number. The number appears on the handset as you dial, then the call's elapsed time appears.

You can also dial the number before you press **TALK/FLASH**. If you make a mistake, repeatedly press **CH/DEL** to erase the wrong entry, then enter the correct number. Hold down **CH/DEL** to delete the entire number.

When you receive a call, **Incoming Call** appears. Lift the handset from the base and press **TALK/FLASH**. If auto talk is on, just lift the handset from the base. If the handset is away from the base, press **TALK/FLASH** or any number including ***** or **#**.

To end a call, place the handset on the base or press **END**.

SELECTING THE CHANNEL

The phone scans 20 channels (frequency pairs used between the base and the handset) and automatically selects a clear channel when you make or receive a call.

If you hear other conversations or excessive noise during a call, press **CH/DEL** to select a different channel. **Scanning** appears as your phone searches for a clear channel.

If the handset is too far from the base, the channel might not change. Move closer to the base and try again.

Setting the Handset Volume

To adjust the handset's volume during a call, press ▲ or ▼ on the handset until you reach the desired volume level. **Volume Maximum**, **Volume High**, **Volume Medium**, or **Volume Low** appears.

When you press ▲ while the setting is **Volume Maximum** (or ▼ while the setting is **Volume Low**) the handset beeps and the setting does not change.

The volume setting is maintained even after you hang up the phone.

Using Flash

Flash performs the electronic equivalent of a switchhook operation for special services, such as Call Waiting.

For example, if you have Call Waiting, press **TALK/FLASH** to answer an incoming call without disconnecting the current call. Press **TALK/FLASH** again to return to the first call.

If you do not have any special phone services, pressing **TALK/FLASH** might disconnect the current call.

Using Redial

To quickly dial the last number dialed, lift the handset and press **RDL/PAUSE**, then press **TALK/FLASH**. You can also press **RDL/PAUSE** after pressing **TALK/FLASH**.

Muting the Ringer

To temporarily mute the ringer's tone when you receive a call with the handset off the base, press **END**. The ringer automatically turns back on when you receive another call.

NOTE

- The redial memory holds up to 32 digits, so you can redial long-distance as well as local numbers.
- The redial memory also holds pause entries (see "Entering a Pause" on Page 20).

Using Tone Services on a Pulse Line

Some special services, such as bank-by-phone, require tone signals. If you have pulse service, you can still use these special tone services. Dial the service's main number. When the service answers, press ✱ ◂ **/TONE**. Any additional numbers you dial are sent as tone signals.

When you hang up, the phone automatically resets to pulse dialing.

Paging

To page the person who has the handset or to locate the handset when the phone is not in use, press **PAGE** on the base. The handset beeps for about one minute. To stop it from beeping sooner, press any key on the handset or return the handset to the base. Press **PAGE** again to stop the paging at the base.

Using a Headset

You can connect an optional headset with a 3/32-inch (2.5-mm) plug. Contact RadioShack for a suitable headset.

To connect the headset, open the rubber cover on the side of the handset, then insert the headset's plug into the jack.

When you finish using the headset, disconnect it from the handset and close the rubber cover to protect the jack.

Memory Dialing

You can store up to 10 phone numbers and names in memory, then dial a stored number by entering its memory location number. Each number can be up to 20 digits, and each name can be up to 14 characters.

NOTE

- Connecting a headset disconnects the handset's earpiece and microphone.
- ▲ or ▼ on the handset also controls the connected headset's volume.
- If you place the handset on the base to recharge it while the headset is connected, be sure the handset seats properly.
- With a headset connected, you make or answer calls as usual using the keys on the handset.
- You can use an optional handset holder (available from RadioShack) to hang the handset on your belt for greater convenience.

Storing a Name and Number in Memory

When you are storing a number in memory, an error tone sounds and the phone exits the storing process if you wait more than 30 seconds between each keypress. If you receive a call during memory entry, the phone exits the storing process.

1. Lift the handset.
2. Hold down **MEM** until **Memory Store** and a list of memory location numbers appear.
3. Select a memory location (**0**–**9**) by pressing a number or repeatedly pressing ▼ or ▲.
4. Press **SEL**. **Store Name** appears. If you do not want to enter a name, skip to Step 6.
5. To enter a name, use the number keys.

   To enter two letters from the same key in a row, press #/ ▶ to move the cursor to the next position. For example to enter *AB*, press **2** so **A** appears. Then press #/ ▶. The cursor moves to the next position. Press **2** twice so **B** appears.

   To enter a space, press #/ ▶ twice without entering any character.

   To enter a number, repeatedly press the corresponding number key until the number appears.

   To enter a special character, use **0**. Each time you press **0**, the following characters appear in this order:

   *** # - & ( )** (space) **0**

   If you make a mistake, use ***** ◀ **/TONE** or **#** ▶ to move the cursor over the error, then enter the correct character, or press **CH/DEL** to delete a

HINT

To select the desired letter, refer to the letters on the number keys. Press once for the first uppercase letter, twice for the second letter, and so on. To enter a lowercase letter, press four or five times for the first lowercase letter, five or six times for the second letter, and so on.

For example, to enter *John*: press **5** once; upper case **J** appears. Then press **6** six times; lower case **o** appears. Press **4** five times; lower case **h** appears. Finally, press **6** five times; lower case **n** appears.

character. Hold down **CH/DEL** to delete all characters.

6. Press **SEL**. **Store Number** appears.
7. Enter the phone number and any tone or pause entries (see “Using Tone Services on a Pulse Line” on Page 17 and “Entering a Pause” on Page 20).
8. Press **SEL**. The phone beeps and **Memory n Stored** (**n** is the memory location number) appears.

   Memory Store reappears. Repeat Steps 3–8 to store more numbers.
9. When you finish, press **END**.

To replace a stored number, store a new one in its place.

NOTE

Each tone or pause entry uses one digit of memory.

Editing or Deleting a Number in Memory

1. Lift the handset.
2. Hold down **MEM** until **Memory Store** and a list of memory location numbers appear.
3. Choose a memory location (**0**–**9**) by pressing a number or by repeatedly pressing ▲ or ▼.
4. Press **SEL**. Press ▲ or ▼ to select one of three options, then press **SEL** to confirm your selection.

   Edit Memory n — Edit the record as described in Steps 5 through 8 of “Storing a Name and Number in Memory” on Page 18.

   Delete Memory n — The display prompts you to confirm the deletion. Press ▲ to move the

cursor to **Yes**, then press **SEL** or **CH/DEL**. The phone beeps, and **Memory n Deleted** appears.

Go Back — Returns you to the list of memory numbers.

Entering a Pause

Some telephone systems require you to dial an access code (9, for example) and wait for a second dial tone before you can dial an outside number. You can store the access code with the phone number. However, you should also store a pause after the access code to allow the outside line time to connect.

To enter a 2-second pause, press **RDL/PAUSE**. **P** appears. You can add more pause entries for a longer pause.

Reviewing Memory Numbers

To review your memory numbers, press **MEM**. The list of memory location numbers (**1**–**0**) appears with the name stored with each number (or **<Memory n>** if you did not store a name).

To see the stored phone numbers, press #/ ▸ . An arrow to the right of the number means it is longer than 14 digits. Press **#** ▸ again to see the rest of the number. Repeatedly press **✱** ◂ **/TONE** to return to the name display.

To exit the memory number list, press **END**.

To see a stored name and phone number at the same time, press **SEL** when the cursor is by a memory location number. To exit this display, hold down **CH/DEL** until the screen clears, or press **END**.

Dialing a Memory Number

1. Lift the handset and press **MEM** to dial a stored memory number. The list of memory location numbers appears.

2. Choose a memory location (**0**–**9**) by pressing a number or by repeatedly pressing ▲ or ▼, then press **TALK/FLASH**.

You can also dial a memory number after pressing **TALK/FLASH**. Press **MEM** (the display does not change), then enter a memory location number.

Chain-Dialing Service Numbers

To quickly recall numbers for special services (such as bank-by-phone), store each group of numbers in its own memory location.

1. Dial the service's main number.

2. When the next number is requested, press **MEM** and enter the number for the location where the additional information is stored.

Testing Stored Emergency Numbers

If you store an emergency service's number (police department, fire department, ambulance) and you choose to test the stored number, make the test call during the late evening or early morning hours to avoid peak demand periods. Also, remain on the line to explain the reason for your call.

ONE-TOUCH SPEED DIAL

You can store one frequently-used number in the one-touch speed dial. (You do not need to press **TALK/FLASH**; the phone automatically dials the number.)

NOTE

The speed dial memory location is independent from the standard memory locations.

Storing/Editing the Number

1. Lift the handset.
2. Hold down **SPEED DIAL** until **Store Number** appears.

   If the menu screen appears, move the cursor to **Edit Number**, then press **SEL**.
3. Enter the phone number and any tone or pause entries (see “Storing a Name and Number in Memory” on Page 18.)
4. Press **SEL**.The phone beeps and **Number Stored** appears.

Using Speed Dial

To dial the number stored in speed dial, lift the handset and press **SPEED DIAL**. The number is instantly dialed.

Deleting a Number in Memory

1. Lift the handset.
2. Hold down **SPEED DIAL** until the menu screen appears.
3. Press ▼ or ▲ to select **Delete Number**, then press **SEL**.
4. Press ▲ to move the cursor to **Yes**, then press **SEL** or **CH/DEL**. The phone beeps, and **Number Deleted** appears.

CALLER ID OPERATION

If you subscribe to Caller ID service from your phone company, the phone company sends information about the call, as well as the time and date, between the first and second rings of every call you receive.

The phone displays this information after the second ring, and it stores up to 30 Caller ID records for later review. It also shows if caller information is unavailable or if the name and number were blocked by the caller (see “Caller ID Messages” on Page 24).

If the phone’s Caller ID memory becomes full, any new call replaces the oldest call record.

If you subscribe to Call Waiting and Caller ID, you will hear a tone through the handset when a call comes in, then the Caller ID record appears. If you want to answer the incoming call, press **TALK/ FLASH**. To resume the previous phone conversation, press **TALK/FLASH** again.

REVIEWING CALLER ID RECORDS

To review the Caller ID records, lift the handset and press **CID/MENU**. The number of new Caller ID records, if any, and the total number of records appear.

Repeatedly press ▼ to scroll through the Caller ID records from the most recent to the oldest, or ▲ to scroll back through the records. To scroll quickly through the records, hold down ▲ or ▼.

When you scroll past the last record, the total record number appears, then the first record. When you scroll past the first record, the total record number appears, then the last record.

The top line of each record shows the date, time and the number of calls from that number (the first

NOTE

If the handset is face-up on the base, it shows the number of Caller ID records, so you can see if you have new records to review.

time you review the record). The second line shows the caller's name, and the third line shows the caller's phone number.

To exit the Caller ID record display, press **END**.

Caller ID Messages

Display	Description
New: XX **Total: XX**	Shows the number of new Caller ID records (records you have not reviewed) and the total number of records.
Private Name or **Private Number**	The caller has blocked the Caller ID information.
Unknown Name or **Unknown Number**	The caller is not within a Caller ID service area.
Incomplete Data	Appears if there was an error during the transmission of Caller ID information. Occasional errors are normal. If the phone frequently displays **Incomplete Data**, contact your local telephone company or RadioShack store.

Adding/Deleting the Area Code

When the area code of the received call is the same as the one you stored (see "Storing Your Area Code" on Page 13), the Caller ID record does not show the area code. If it is different, the record shows the area code.

However, you can add or delete the area code on the display. When the record is on the display, press **3** to add or delete the area code. Pressing **3** again deletes or adds the area code.

When you dial the number or store it into memory, the phone dials or stores the number as it appears on the screen.

Dialing Numbers from a Caller ID Record

To dial a local number stored in a Caller ID record, recall the record, then press **TALK/FLASH**.

If it is a long distance call, press **1** (**1** appears before the displayed number) before you press **TALK/FLASH**.

If you want to add or delete the area code, press **3** before you press **TALK/FLASH**.

> **NOTE**
>
> If a Caller ID record does not contain a phone number (if it was blocked by the caller, for example), you cannot dial from that record.

Storing a Caller ID Record in Memory

1. Press **CID/MENU**, then ▲ or ▼ to recall the record you want to store.

   If it is a long distance number, press **1**.

   If you want to add or delete the area code, press **3**.

2. Press **MEM**. **Select Location** appears.

3. Choose a memory location (**0**–**9**) by pressing a number or by repeatedly pressing ▲ or ▼, then press **SEL**.

   If the selected location is empty, the phone beeps to confirm that it stored the number, then the Caller ID record appears.

   If a record exists in the selected location, **Replace Memory?** appears, prompting you to confirm the replacement. Move the cursor to **Yes** or **No**, then press **SEL**.

Deleting Caller ID Records

To delete a single Caller ID record:

1. Press **CID/MENU** then ▲ or ▼ to recall the record you want to delete.

2. Press **CH/DEL**. **Delete Message?** appears.
3. Press ▲ or ▼ to move the cursor to **Yes**, then press **SEL** or **CH/DEL**. The phone beeps to indicate the record was deleted.

To delete all Caller ID records:

1. Press **CID/MENU** to display the record totals.
2. Press **CH/DEL**. **Delete All?** appears.
3. Press ▲ or ▼ to move the cursor to **Yes**, then press **SEL** or **CH/DEL**. The phone beeps and **Total: 00** appears, indicating all Caller ID records were deleted.

ANSWERING SYSTEM OPERATION

USING THE MENU BUTTON

Use **MENU** on the base to select the various function settings. Each time you press **MENU**, the system announces the function and its current setting.

# of Presses	Function
1	Clock set
2	Remote operation Security Code
3	Number of rings before the system answers
4	Recording time for incoming messages
5	Message Alert
6	Exit the menu setting mode.

NOTE

The system exits menu setting when you:

- wait more than 30 seconds between key presses (except when you set the clock, for which time-out is about 2 minutes)
- receive an incoming call
- press **PLAY/STOP**
- press **TALK/FLASH** on the handset

Start again at Step 1 of the setting operation.

Setting the Day/Time

You must set the day and time so the system can record the correct day and time of each message.

1. Press **MENU** once. The system announces "Time," then the currently set time, day, and the day's number (1 for Sunday, 2 for Monday, and so on) appear.
2. Repeatedly press ▶| on the base to move forward or |◀ to move backward until the correct day appears, then press **SET/RING**. The system announces and displays the hour.
3. Repeatedly press |◀ or ▶| until the correct hour appears, then press **SET/RING**. The system announces and displays the minutes.
4. Repeatedly press |◀ or ▶| until the correct minutes appear, then press **SET/RING**. The system announces "AM" or "PM," and A or P appears.
5. Press |◀ or ▶| to choose AM or PM, then press **SET/RING**. The system beeps and announces "Time," then announces the currently set day and time.

To check the day and time, press **MENU** once. The system announces the currently set day and time.

NOTE

Enter each key press within about 2 minutes. Otherwise, the system exits the time setting process and you must begin again with Step 1.

Setting the Number of Rings

You can select how long the system waits to answer a call — 2, 4, or 6 rings, or toll-saver. If you plan to check messages by long distance, set the ring time to toll-saver (see "Using the Toll-Saver" on Page 34).

1. Press **MENU** three times. The system announces "Ring time" followed by the current

NOTE

If power fails, the clock retains the current time. When the power is restored, it starts counting again from the time the power failed.

setting. The current setting — **2**, **4**, **6**, or **tS** (toll saver) — displays.

2. Repeatedly press |◀ or ▶| until the desired number appears.
3. Press **SET/RING** to store the setting.

The system beeps and announces “Ring Time” and the currently set ring time.

Setting the Record Time

You can set the recording time to **1**, **4**, or **A** (Announce Only) to determine how the system records incoming messages.

When set to **1** or **4**, the system plays the outgoing message and lets callers leave a message up to 1 minute (for **1**) or 4 minutes (for **4**) long. When set to **A**, the system plays the outgoing message but does not let callers leave a message.

1. Press **MENU** four times. The system announces “Record time” followed by the current setting. The current setting — **1**, **4**, or **A** — appears.
2. Repeatedly press |◀ or ▶| until the desired number appears.
3. Press **SET/RING** to store the setting.

The system beeps and announces “Record Time” followed by the currently set record time.

Setting the Message Alert Tone

The Message Alert feature lets you know you have new messages by sounding a short beeping tone. When a new message is received with the message alert on, the alert tone sounds every 15 seconds.

1. Press **MENU** five times. The system announces "Message Alert" followed by the current setting. The current setting — **OF** (Off) or **On** — appears.
2. Press |◀ or ▶| to select **On** or **OF**.
3. Press **SET/RING** to store the setting. A beep sounds, then the system announces "Message Alert" followed by the new setting.

When the first new message is received, a beep sounds.

Turning the Message Alert Tone Off

The Message Alert tone automatically stops when you have listened to all the new messages.

To turn off the Message Alert tone sooner, press any key on the base. The Message Alert tone automatically sounds when the next message is received.

Selecting the Outgoing Message

The system has two prerecorded outgoing messages. One asks the caller to leave a message: "Hello, no one is available to take your call. Please leave a message after the tone." The system uses this message when the recording time is set to **1** or **4** (see "Setting the Record Time" on Page 28).

The other announcement does not allow the caller to leave a message: "Hello, no one is available to take your call. Please call again." The system uses this message when the recording time is set to Announce Only.

You can also record your own message (see "Recording/Deleting an Outgoing Message" on Page 30). When you record your own outgoing message and select it, the system uses it for all recording time settings (**1**, **4**, and **A**).

To switch between your outgoing message and the system's prerecorded message, press **OGM**. The current message plays. While the message is playing, press **OGM** again.

Recording/Deleting an Outgoing Message

1. Hold down **OGM**. The system announces "Record greeting," followed by a beep. **- -** flashes.
2. Speak your message.
3. When you finish your message, press **OGM** or **PLAY/STOP**. The system beeps and plays back your message.

To delete your outgoing message and use the system's prerecorded messages, press **OGM**, then press **DELETE** when your message plays. The system announces "Greeting has been deleted."

Setting the System to Answer Calls

Press **ANSWER**.

If the system is set to record a caller's message (see "Setting the Record Time" on Page 28), it plays the outgoing message and the number of recorded messages appear.

If the system is set to **Announcement Only**, it plays the outgoing message, and **A** appears.

To set the system to not answer calls, press **ANSWER** again. The system announces "Answer off" and the message counter turns off.

NOTE

Recording/Deleting an Outgoing Message
Outgoing messages must be between 2 and 30 seconds long.

Setting the System to Answer Calls
When the system's message memory is full, **FL** appears and the system announces "No remaining time" when you try to operate it.

Screening Calls

You can let the system answer calls while you listen to the caller's message through the speaker.

Press **TALK/FLASH** to answer the call if the handset is off the base, or lift the handset if it is on the base. You can also pick up any phone on the same line. The system stops recording and resets to answer the next call.

Press **VOL** ▲ or ▼ to adjust the call screening volume level. If you do not want to listen to calls, repeatedly press **VOL** ▼ until **0** appears.

Recording Incoming Messages

After the system answers a call, it plays the outgoing message, beeps, then records the caller's message. Each incoming message can be up to 1 or 4 minutes long, depending on how you set the recording time (see "Setting the Record Time" on Page 28). The maximum recording capacity is about 16 minutes (or 59 messages).

The system stops recording and resets to answer the next call when:

- The caller hangs up.
- The maximum message length is reached.
- The system detects a busy signal or more than 7 seconds of silence.
- You pick up the handset or any phone on the same phone line.

Recording a Memo

A memo is a message you can record for yourself or others. The system stores memos as incoming messages (see "Playing Messages").

Hold down **MEMO** until the system announces "Record memo message" and beeps. Speak your message. **- -** flashes.

NOTE

Screening Calls

Even if you turn the volume to **0** for call screening, you can still hear incoming message playback and announcements.

Recording Incoming Messages

When the message memory is full, the caller hears "Hello, no one is available to take your call. Please call again." The system cannot record additional messages until you delete some of the old messages (see "Deleting Messages" on Page 33).

NOTE

- The maximum length for recording a memo is ten minutes.
- The system cannot record a memo less than two seconds long.
- When the TAD's message memory is full, **FL** appears and the system announces "No remaining time" when you try to operate it.

! IMPORTANT !

Every state has different regulations governing the recording of conversations over the telephone. Be sure to check your local, state and federal laws before using this product to record any telephone conversation in order to determine that your use is in compliance with such laws or guidelines.

When you finish the memo, press **MEMO** or **PLAY/STOP**.

RECORDING A CONVERSATION

The system lets you record both sides of a telephone conversation when you are talking with the handset. **!**

To start recording a phone conversation, press **MEMO** on the base until the answering system beeps and **--** appears. As it records the conversation, the system beeps to indicate the conversation is being recorded. To stop recording, press **PLAY/STOP** or **MEMO**. The system stores a recorded conversation as a message (see "Playing Messages").

PLAYING MESSAGES

After the answering system has recorded a message, its message counter shows the total number of messages stored. If you have new messages, the number of new messages flash. To play your messages, press **PLAY/STOP**. The system announces the number of new and old messages, then plays the new messages. The message number appears as each message plays, and the system announces the day and time of the call at the end of each message.

To play all messages after playing the new messages, press **PLAY/STOP** again.

To skip to the next message, press ⏭ while the message is playing. Hold down ⏭ to quickly advance through a message. The system advances through the message at double speed until the end of the last message. Release ⏭ to resume normal playback.

To replay the current message from the beginning, press ⏮ . Hold down ⏮ to review the current message. The system skips back every other

second of playback and plays the previous second, until the beginning of the message. Release |◄ to resume normal playback.

To replay the previous message, press |◄ within about 2 seconds (4 seconds during remote operation) after a message begins playing. If the current message is the first new message, the system plays back from the beginning of the current message (it does not go back into the old message group).

Adjusting the Volume

To adjust the speaker's volume, repeatedly press **VOL** ▲ or ▼ on the base. The volume setting from **0** (lowest) to **9** (highest) appears.

Deleting Messages

To delete the current message while it is playing, press **CH/DEL**. The system beeps.

To delete all messages, while messages are not playing, press **DELETE**. The system beeps and announces, "To delete all messages, press **DELETE** again." Within 30 seconds, press **DELETE**. The system beeps, the display clears momentarily, then **0** appears.

Remote Operation

While you are away from your home or office, you can use a touch-tone phone, or a pulse (rotary) phone with a pocket tone dialer (available through RadioShack), to enter your security code and do any of the following:

- Set the system to answer or not answer calls.
- Listen to your messages.
- Record a new outgoing message.
- Record a memo.
- Erase messages.

NOTE

Deleting Messages
You cannot delete new (unplayed) messages. If you try to delete all messages while you still have new messages, the system beeps and announces "Please play back all messages."

Remote Operation
You cannot remotely operate the system using its handset or another telephone on the same line.

Setting the Security Code

The two-digit remote operation security code prevents unauthorized remote access to your messages. The code is preset to 80. To change the code to any number from 00 to 99:

1. Press **MENU** twice. The system announces "Security code," followed by the currently set code. The code appears.
2. Repeatedly press or hold down ⏮ or ⏭ to change the number.
3. Press **SET/RING** to store the setting. The system announces "Security code," followed by the newly set code.

To check your code at any time, press **MENU** twice. The code appears, and the system announces it.

Using the Toll-Saver

If the ring time is set to **tS** (toll-saver) (see "Setting the Number of Rings" on Page 27), the system answers after two rings if you have new messages (ones you have not listened to).

If there are no new messages, the system answers after four rings, so you can hang up before the system answers and avoid unnecessary long-distance charges.

If the message memory is full, the system answers after about ten rings, regardless of the ring time setting.

Using Remote Commands

While in remote operation, the system stops all answering functions and displays **rC**. Answering functions resume when it is no longer being operated remotely, if you have not turned the system off.

Remote operation stops when someone picks up the handset or any phone on the same phone line.

1. Dial your phone number and wait for the system to answer. If the system is not set to answer calls, it will answer after about ten rings and sound a series of beeps.

2. When the outgoing message begins (or the system sounds a series of beeps), press **#**, then enter your security code within 2 seconds.

3. *If the code is correct*, the system announces the number of new and old messages, then "To play incoming message, press **# 2**. For help, press **# 0**."

   If the system does not respond, try entering your code again. If you enter an incorrect code three times, the system beeps and disconnects.

4. While the system is beeping, press # and (within 2 seconds) the number for the desired command. (See "Remote Commands" on Page 36.)

NOTE

If you wait more than 15 seconds between keypresses, the system sounds a long beep and hangs up.

Remote Commands

Press # then	To
1	Repeat current message during playback. If you press **# 1** within about 4 seconds after a message begins (unless it is the first new message), the previous message replays.
2	Play messages. The remote playback of incoming messages is limited to 4 minutes. If you have more messages after 4 minutes have passed, you must press **# 2** again to listen to the rest of the messages.
3	Skip current message during playback.
4	Deletes current message during playback. During playback, you can only delete the current message. You cannot delete all messages.
5	Stop playback or recording.
6	Set the system to answer calls. Announces the current outgoing message.
7	Record a memo. Announces “Record memo message.” The length of a memo must be between 2 seconds and 4 minutes. Press **# 7** again or **# 5** to stop recording.
8	Record a new outgoing message. Announces “Record greeting.” Press **# 8** again or **# 5** to stop recording.
9	Set the system to not answer calls.
0	Announces the help guidance.

TROUBLESHOOTING

Problem	Suggestion
Low volume or unusual sounds.	Someone has picked up another phone on the same line. Hang up the other phone.
Severe noise interference.	Press **CH/DEL** to change the channel.
	Keep the handset away from computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances.
	Move the handset to another location or turn off the source of interference.
The phone does not work or works poorly.	Be sure the base’s phone line cord and AC adapter are correctly and securely connected, and the battery pack is charged.
Low Battery flashes every few seconds	Be sure the battery pack is correctly connected.
	Return the handset to the base to recharge battery pack.

Problem	Suggestion
The phone cannot be operated at a useful distance from the base because the signal becomes weak or noisy.	Lift the base's antenna to a vertical position.
	The handset's range has decreased. Return the handset to the cradle and recharge the battery pack. Replace the battery pack if necessary.
The handset battery pack does not charge.	If the charging contacts on the handset and base are dirty, clean them with a pencil eraser.
	Be sure the battery pack is connected correctly.
	Replace the battery pack.
The handset does not ring or receive a page.	Move the base away from other electrical devices and sources of noise.
	Move the handset closer to the base.
	Lift the base's antenna to a vertical position.
	Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the display.)
You have an incoming call, but do not receive any Caller ID information.	Let the phone ring twice before you answer, so the system has time to record the Caller ID information.
	Check that the system is correctly and securely connected.
	Verify with the phone company that your CID service is active.
The handset stops working or works poorly during a call.	Move the handset closer to the base.
	Lift the base's antenna to a vertical position.
	Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the display.)
	If the base loses power while the handset is away, the security access-protection code might change. Restore power to the base, then place the handset back on the base. The CHARGE indicator lights, indicating that the code is set again.
	If the charging contacts on the handset and base are dirty, clean them with a pencil eraser.
The system does not answer calls.	Make sure the system is turned on and the AC adapter is properly connected.
	Check all phone line connections.
The system does not record the caller's messages	Recording time is set to announce only. Set it to 1 or 4.
	Delete messages if the memory is full.

If you still have problems, disconnect the phone. If other phones on the same line work properly, the fault is in this phone or its installation. If you cannot find the problem, take your phone to your local RadioShack store for assistance.

CARE

Keep the phone dry; if it gets wet, wipe it dry immediately. Use and store the phone only in normal temperature environments. Handle the phone carefully; do not drop it. Keep the phone away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the phone's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it. If your phone is not performing as it should, take it to your local RadioShack store for assistance.

If the trouble is affecting the telephone lines, the phone company can ask you to disconnect your phone until you have resolved the problem.

NOTE

You must not connect your telephone to:

- coin-operated systems
- party-line systems
- most electronic key phone systems

FCC STATEMENT

Your telephone complies with Part 68 of the *FCC Rules*. Upon request, you must provide the phone's FCC registration number and REN to your telephone company. These numbers are on the bottom of the base.

THE FCC WANTS YOU TO KNOW

In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible

and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this telephone. The telephone company notifies you of these changes in advance, so you can take the necessary Steps to prevent interruption of your telephone service.

Your phone might cause TV or radio interference even when it is operating properly. To determine whether your phone is causing the interference, turn off your phone. If the interference goes away, your phone is causing it. Try to eliminate the interference by:

- moving your phone away from the receiver
- connecting your phone to an AC outlet that is on a different electrical circuit from the receiver
- contacting your local RadioShack store for help

If you cannot eliminate the interference, the FCC requires that you stop using your phone.

NOTE

Some cordless telephones operate on frequencies that might cause interference to nearby TVs and VCRs. To minimize or prevent such interference, the base of the cordless telephone should not be placed near or on top of a TV or VCR.

LIGHTNING

Your telephone has built-in protection circuits to reduce the risk of damage from surges in telephone line and power line current. These protection circuits meet or exceed the FCC requirements. However, lightning striking the telephone or power lines can damage your telephone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your phone when storms approach to reduce the possibility of damage.

Limited One-Year Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

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This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

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

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