2.4GHz Cordless Phone
## with Caller ID and Digital Answering Machine

43-3857

Ten Number Memory Dialing—stores ten numbers in memory for easy dialing. See "Memory Dialing" on page 13.

Long Battery Life—the supplied battery pack (when fully charged) provides about seven 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 a Different Channel" on page 13.

Headset Jack—connects an optional headset (available at your local RadioShack store) for hands-free convenience. See "Headset Installation" on page 40.

Toll-Saver—lets you avoid unnecessary charges when you call by long distance to check your messages. See "Setting the Ring Time" on page 28.
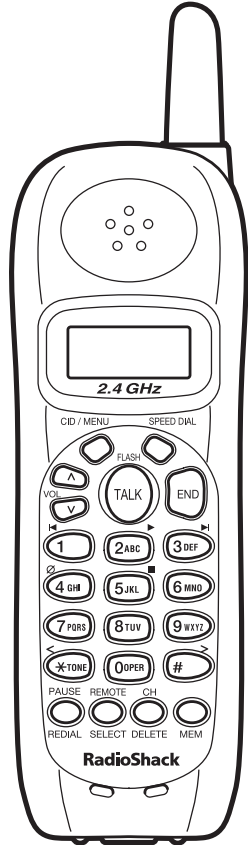
! IMPORTANT !

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**
📝 **— Note**

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INTRODUCTION

Thank you for purchasing a RadioShack 2.4 GHz Cordless Telephone. Your telephone provides excellent clarity and range and integrates Caller ID, Caller ID on Call Waiting, and a digital answering system into one space-saving device. The 2.4 GHz band provides superior audio quality and extended range.

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 INFORMATION

This telephone has been tested and found to comply with all applicable UL and FCC standards. ❗

FCC STATEMENT

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

❗ IMPORTANT ❗

- When AC power is lost, the phone loses the digital security code connection between the base and the handset. When power is restored, put the handset on the base briefly to restore this connection so you can use the handset.

- Your phone operates on standard radio frequencies as allocated by the FCC.

- It is possible for other radio units operating nearby on similar frequencies to unintentionally intercept your conversation or cause interference. This possible lack of privacy can occur with any cordless phone.

Your phone is not intended to be used with party-line systems. Connection to party line service is subject to state tariffs. Contact the state public utility commission, public service commission, or corporation commission for information. ✗

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

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

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 phone. The telephone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your telephone service.

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) This device must accept any interference received, including interference that may cause undesired operation. Privacy of communications, may not be ensured when using this phone.

SURGE PROTECTION

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.

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. 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.

2. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.

3. Do not use the telephone to report a gas leak in the vicinity of the leak.

4. Use only the power cord and batteries indicated in this manual. Do not dispose of batteries in a fire. They may explode. Check with local codes for possible special disposal instructions.

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

SAVE THESE INSTRUCTIONS

IMPORTANT CALLER ID INFORMATION

To use Caller ID and Caller ID on 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:

- 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.

INSTALLATION

Before using your phone, carefully peel the protective film off the display. The film protects the handset window during shipment and is not necessary for use.

MOUNTING THE PHONE

You can place the phone on a desk or table. 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.

! 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.

☒ NOTE ☒

If your home has specially wired alarm equipment connected to the telephone line, be sure that installing the system does not disable your alarm equipment. If you have questions about what will disable alarm equipment, contact your telephone company or a qualified installer.

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.

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 hook on the back.

5. Plug the adapter into a standard AC outlet.
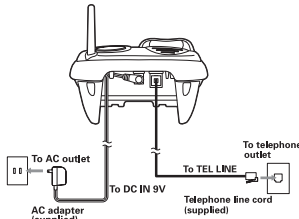
CONNECTING, CHARGING AND REPLACING THE BATTERY PACK

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.

Installation

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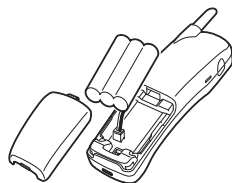
To charge the battery pack, place the handset on the base, face up. The base's **CHARGE/IN USE** indicator lights. !

Recharge the battery pack when Low Battery flashes.☑

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, place the handset to the base to change the digital security code.

Using a damp cloth, clean the charging contacts on the handset 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 two 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.

SETTING MENU OPTIONS

There are five setup options: AutoTalk, CIDCW (Caller ID on Call Waiting), Area Code, Dial Mode and Language.

AutoTalk allows you to answer the phone without pressing the **TALK/FLASH** button. If the phone rings when AutoTalk is on, simply remove the handset from the base and the phone automatically answers the call. If the phone rings when AutoTalk is off, you must press **TALK/FLASH** to answer the call.

Changing the Auto Talk and CIDCW

1. Press and hold **CID/MENU**.

2. Use ⌃ **VOL** or ⌄ **VOL** to move the pointer to the selection that you would like to change.

   Press **REMOTE/SELECT** to toggle between On and Off.

3. Press **END** and return the handset to the base unit to complete the setting. The handset returns to the standby mode.

Entering your Area Code

If you enter a three-digit area code number in the Area Code option, your local area code does not appear in Caller ID messages. Do not program this option, if your calling area requires ten-digit dialing.

When reviewing Caller ID messages, you will see only the local seven digit number. For calls received from outside your local area code, you will see a full ten-digit number.

1. When the phone is in the standby mode, press and hold **CID/MENU**.

2. Press ⌄ **VOL** twice to select Area Code.

3. Press **REMOTE/SELECT**.

Installation

Installation

4. Use the number keys (**0** to **9**) or **CH/DELETE** to enter the three-digit area code. ✏️

5. Press **REMOTE/SELECT**. A confirmation tone sounds and the displayed area code is entered.

6. Press **END** or return the handset to the base unit to complete the setting. The handset returns to the standby mode.

Choosing the Dial Mode

Most phone systems use tone dialing which sends standard tones through the phone lines. However, some phone systems still use pulse dialing such as in rural areas. The default setting is tone dialing. Depending on your dialing system, set the mode as follows: ✏️

1. When the phone is in the standby mode, press and hold **CID/MENU**.

2. Press ⌄ **VOL** three times to select Dial.

3. Press **REMOTE/SELECT** to toggle between Tone and Pulse.

4. Press **END** or return the handset to the base unit to complete the setting. The handset returns to the standby mode.

Setting the Language

1. When the phone is in the standby mode, press and hold **CID/MENU**.

2. Press ⌄ **VOL** four times to select Language.

3. Press **REMOTE/SELECT** to select from Eng (English), Fr. (French) and Esp (Spanish).

4. Press **END** or return the handset to the base unit to complete the setting. The handset returns to the standby mode.

OPERATION

MAKING AND RECEIVING CALLS

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.

Action	Handset On Base	Handset Off Base
To receive a call	Pick up the handset (Auto Talk: On), 📞 or pick up the handset and press **TALK/FLASH** (Auto Talk: Off).	Press **TALK/FLASH**, any number, ✳**/TONE/ < or #/>** (Auto Talk: On) or press **TALK/ FLASH** (Auto Talk: Off).

To make a call	1)Pick up the handset.
	2)Press **TALK/FLASH**.
	3)Listen for the dial tone.
	4)Dial the number.
	    OR
	1)Pick up the handset.
	2)Dial the number. Then press **TALK/ FLASH**.
		1)Press **TALK/FLASH**.
		2)Listen for the dial tone.
		3)Dial the number.
		
		    OR
		Dial the number. Then press **TALK/FLASH**.

To hang up	Press **END** or return the handset to the base (Auto Standby).	

To redial	1)Pick up the handset.
	2)Press **TALK/FLASH**.
	3)Listen for the dial tone.
	4)Press **PAUSE/ REDIAL**.
	    OR
	1)Pick up the handset.
	2)Press **PAUSE/ REDIAL**. Then press **TALK/FLASH**.
		1)Press **TALK/FLASH**.
		2)Listen for the dial tone.
		3)Press **PAUSE/ REDIAL**.
		
		    OR
		Press **PAUSE/ REDIAL**. Then press **TALK/FLASH**.

📝 **NOTE** 📝

Refer to "Setting Menu Options" on page 9 to turn on the Auto Talk feature if desired.

Operation

ADJUSTING THE HANDSET RINGER AND EARPIECE VOLUME

Handset Ringer Tone and Volume
Press ⌃ **VOL** or ⌄ **VOL** repeatedly in standby mode to select one of five ringer tones and volume combinations.

Earpiece Volume
Press ⌃ **VOL** or ⌄ **VOL** repeatedly during a call to change the earpiece volume of the handset. This setting will remain in effect after the telephone call has ended. ☒

Temporarily Mute the Handset Ringer
If the handset is off the base, simply press **END** to temporarily mute the incoming ring. The ringer will sound with the next incoming call.

REDIAL
The **PAUSE/REDIAL** key redials the last number dialed. The redialed number can be up to 32 digits long.

TONE DIALING SWITCH-OVER
Some telephone companies use equipment that requires pulse dialing (sometimes referred to as rotary dialing). If you need to enter tone dialing digits, you can switch-over to tone dialing during the call. For example, entering your bank account number after you have called your bank. ☒

Initially make your call with the pulse dialing mode. Once your call connects, press ✳**/TONE/<**. Enter the desired number. These digits will be sent as tone dialing. Once the call ends, the tone mode is canceled and pulse dialing mode resumes.

Operation

TRAVELING OUT-OF-RANGE

During a call, as you begin to move your handset too far from your base unit, noise increases. If you pass the range limits of the base unit, your call will terminate within one minute.

SELECTING A DIFFERENT CHANNEL

If you encounter interference while using your phone, you can manually change the phone's channel for clear operation. This function works only when the phone is in use.

Press **CH/DELETE**. Scanning appears on the display, indicating the phone is changing to another channel.

PAGE

To locate the handset (while it's off the base), press **PAGE** on the base. The handset beeps for 60 seconds.

Paging is canceled when pressing any handset key, **PAGE** on the base or the handset is returned to the base. ⌇

FLASH AND CALL WAITING

If you have "Call Waiting" service and a call waiting tone sounds while you are on a call, press **TALK/FLASH** to accept the waiting call. There is a short pause. Then you will hear the new caller. To return to the original caller, press **TALK/FLASH** again. ⌇

MEMORY DIALING

STORING PHONE NUMBERS AND NAMES

Memory Dialing allows you to dial a number using just a few key presses. Your phone stores up to ten names/numbers in the handset. ⌇

⌇ NOTES ⌇

Page
Paging is also canceled when the phone receives an incoming call.

Flash and Call Waiting
You must subscribe through your local telephone company to receive Call Waiting Service.

Storing Phone Numbers and Names
In memory dialing operation, you must press a key within 30 seconds. Otherwise, an error tone will sound and the phone will return to standby.

If you return the handset to the base, the phone will also return to standby.

1. Press **MEM. Select Memory** is displayed.

2. Press ⌃ **VOL** or ⌄ **VOL**, or enter a number (0-9) to select the memory location where you would like to store the number.

3. Press **MEM** or **REMOTE/SELECT**.

4. Press **MEM** or **REMOTE/SELECT**. A cursor flashes indicating that the display is ready for the name to be entered.

   If **Edit MemoryXX** appears, the selected memory location is already stored. Then you must either edit the entry in this location, delete the entry in this location, or select **Go Back** to choose another location.

5. To enter a name (up to 13 characters), use number keys.

   • See "Steps for Entering Names and Special Characters" on page 15.

   • Use **#/>** and **∗/TONE/<** to move the cursor to the desired location.

   • Use **CH/DELETE** to delete characters as needed.

   • Press and hold **CH/DELETE** to delete all the characters.

   • If a name is not required, go to step 6.

6. Press **MEM** or **REMOTE/SELECT**. **Store Number** is displayed.

   The cursor flashes indicating that the display is ready for the number to be entered.

7. Use the number keys to enter the phone number.

   The phone number cannot exceed 20 digits.

- Use **PAUSE/REDIAL** to enter a pause in the dialing sequence. The display shows a P. Each pause counts as one digit and represents a two second delay of time between the digits as they are sent.

- Use **CH/DELETE** to delete digits as needed.

8. Press **MEM** or **REMOTE/SELECT**. You will hear a confirmation tone. Memory storage is complete. For example, if you store a name and number into memory location number 01, the display shows Memory01 Stored.

   After about two seconds, the Select Memory screen is displayed.

   Repeat steps 2 - 8 to store more numbers.

9. Press **END** to return to standby mode.

STEPS FOR ENTERING NAMES AND SPECIAL CHARACTERS

Refer to the letters on the number keys to select the desired characters.

With each press of a numeric key, the displayed character appears in the following order:

Upper case letters first, lower case letters next, and finally the number corresponding to the key.

	Number of times key is pressed								
Keys	1	2	3	4	5	6	7	8	9
1	1								
2ABC	A	B	C	a	b	c	2		
3DEF	D	E	F	d	e	f	3		
4GHI	G	H	I	g	h	i	4		
5JKL	J	K	L	j	k	l	5		
6MNO	M	N	O	m	n	o	6		
7PQRS	P	Q	R	S	p	q	r	s	7
8TUV	T	U	V	t	u	v	8		
9WXYZ	W	X	Y	Z	w	x	y	z	9
0OPER	*	#	—	&	(	)	(blank)	0	

NOTE
The pause feature is useful for long distance calling, credit card dialing, or sequences that require a pause between digits.

If You Make a Mistake while Entering a Name

Use ✳**/TONE/<** or **#/>** to move the cursor to the incorrect character, press **CH/DELETE** to erase up to the wrong entry. Then enter the correct character. To delete all characters, press and hold **CH/DELETE**.

For example, to enter John; ☑

1. Pick up the handset. Press **MEM**.

2. Enter a number or press ⌃ **VOL** or ⌄ **VOL** to select a memory location number.

3. Press **MEM** or **REMOTE/SELECT**.

4. Press **MEM** or **REMOTE/SELECT.** (When there is information already stored in the selected memory location, **Edit MemoryXX** is displayed. See "Editing a Stored Name and/or Phone Number" on page 17.)

5. Press **5** once.

6. Press **6** six times.

7. Press **4** five times.

8. Press **6** five times.

9. When finished, press **MEM** or **REMOTE/SELECT**.

To continue to store the telephone number, proceed to step 7 under "Storing Phone Numbers and Names" on page 14.

MAKING CALLS WITH MEMORY DIALING

Memory Dialing from Standby Mode

1. Press **MEM**. The handset displays your programmed memory locations.

☑ **NOTE** ☑

If the next character uses the same number key, you must press **#/>** to move the cursor over. Otherwise the next time you press the number key, it changes the character that was previously set.

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2. Press ⌃ **VOL** or ⌄ **VOL**, or enter a number (0-9) to select the memory location you would like to dial. ✎

3. Press **TALK/FLASH**. Talk and the volume setting appear on the display. Then the displayed number is dialed.

Memory Dialing from Talk Mode

1. Press **TALK/FLASH**. Talk and the volume setting appears.

2. Press **MEM**.

3. Press ⌃ **VOL** or ⌄ **VOL**, or enter a number (0-9) to select the memory location of the desired phone number. If you press **REMOTE/SELECT**, the number is dialed.

4. To hang up, press **END**.

CHAIN DIALING

The memory locations on the handset are not limited to phone numbers. You can also store a group of numbers (up to 20 digits) that you need to enter once your call connects. This is referred to as Chain Dialing.

An example of this is a bank account number. Once you have called your bank, and are prompted to enter the account number, press **MEM** and select the location number where the special number has been stored. Then press **REMOTE/SELECT**.

Store your special number with an identifying name. (See "Storing Phone Numbers and Names" on page 13.)

EDITING A STORED NAME AND/OR PHONE NUMBER

1. Press **MEM**. Select Memory is displayed.

2. Press ⌃ **VOL** or ⌄ **VOL**, or enter a number (0-9) to select the memory location you would like to edit, and press **MEM** or **REMOTE/SELECT**.

✎ **NOTES** ✎

• If you press **REMOTE/SELECT** before **TALK/FLASH**, you can confirm the name and the number stored in the selected memory location.

• To exit the memory function without dialing, press **END**. The handset returns to standby.

• Whenever you are using a memory menu screen, you must press a key within 30 seconds or the phone will return to standby.

The screen appears with the memory location number that you have selected in the display.

3. Press **MEM** or **REMOTE/SELECT**.

4. Press ⌢ **VOL** or ⌣ **VOL** to select Edit MemoryXX. Then press **MEM** or **REMOTE/ SELECT**.

   Store Name is displayed. The cursor flashes indicating that the display is ready for the name to be edited. When a name has not been stored, the cursor appears at the beginning of the second line.

5. Use the number keys, *∗**/TONE/<**, **#/>**, or **CH/ DELETE** to edit the name. (See "Storing Phone Numbers and Names" on page 13.) To edit only the phone number, skip this step.

6. Press **MEM** or **REMOTE/SELECT**.

   The cursor flashes indicating that the display is ready for the number to be edited.

7. Use the number keys, *∗**/TONE/<**, **#/>**, **PAUSE/ REDIAL** or **CH/DELETE** to edit the phone number.

   The phone number cannot exceed 20 digits.

   If you don't want to change the phone number, skip this step.

8. Press **MEM** or **REMOTE/SELECT**. If you changed either name or phone number, a confirmation display shows up. If it is correct, press ⌢ **VOL** to select Yes and press **REMOTE/SELECT.** You hear a confirmation tone. The memory storage is complete.

   For example, if you store a name and number into memory location number 01, the display shows Memory01 Stored. After about two seconds, Select Memory screen is displayed.

9. Press **END** to return to standby mode.

ERASING A STORED NAME AND PHONE NUMBER

1. Press **MEM**. Select Memory is displayed.

2. Press ⌃ **VOL** or ⌄ **VOL**, or enter a number (0-9) to select the memory location you would like to erase.

3. Press **MEM** or **REMOTE/SELECT**.

   The screen appears with the memory location number that you have selected in the display.

4. Press **MEM** or **REMOTE/SELECT**.

5. Press ⌄ **VOL** to move the pointer down to Delete MemoryXX.

6. Press **MEM** or **REMOTE/SELECT**. The confirmation screen appears.

7. Press ⌃ **VOL** to move the pointer to Yes.

8. Press **REMOTE/SELECT** or **CH/DELETE**. You hear a confirmation tone.

9. After about two seconds the display returns to the Select Memory screen. You may delete the information in another memory location (return to step 2) or press **END** to return to standby mode.

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 your most frequently dialed number in the One-touch Speed Dial location. The One-touch Speed Dial allows you to dial a number with one key press. (There is no need to press **TALK/FLASH**. The phone will automatically dial the number stored.)

STORING AND EDITING THE SPEED DIAL

1. When the phone is in the standby mode, press and hold **SPEED DIAL**. ☑

   If the selection screen appears, there is a number already stored. Press ⌃ **VOL** or ⌄ **VOL** to select Edit Number. Then press **REMOTE/SELECT**.

2. Store the number by following step 7 under "Storing Phone Numbers and Names" on page 14.

3. Press **REMOTE/SELECT**.

   You hear a confirmation tone, and memory storage is complete.

MAKING CALLS WITH THE SPEED DIAL

When the phone is in the standby mode, simply press **SPEED DIAL**. The number stored in the Speed Dial memory location is instantly dialed. ☑

DELETING THE SPEED DIAL

1. When the phone is in the standby mode, press and hold **SPEED DIAL**.

2. Press ⌃ **VOL** or ⌄ **VOL** to select Delete Number.

3. Press **REMOTE/SELECT**.

4. Press ⌃ **VOL** to move the pointer to Yes.

5. Press **REMOTE/SELECT** or **CH/DELETE**.

6. You hear a confirmation tone. After about two seconds, the handset returns to standby mode.

CALLER ID

You must subscribe to Caller ID service to use this feature.

When the telephone rings, the Caller ID feature allows you to view the caller's name and phone number on the display before you answer the phone.

The handset displays the phone number of the incoming call, the name, and time. Additionally, you can dial the displayed number and store the information for memory dialing. Make sure you have turned on the Caller ID on Call Waiting feature. (See "Changing the Auto Talk and CIDCW" on page 9.)

WHEN THE TELEPHONE RINGS

1. When the Caller ID message is received, the display shows the caller's phone number along with the date and time. The incoming call information is stored in the Caller ID record. If the Caller ID service includes the caller's name, the caller's name appears on the display (up to 15 letters).

   You may receive any one of the following messages:

Message	Display
When invalid data is received	"Incomplete Data"
When a private name is received	"Private Name"

📝 **NOTES** 📝

• If you answer a call before the Caller ID message is received (Example: before the second ring), the Caller ID message will not appear.

• When the call is received via a telephone company that does not offer Caller ID service, the caller's phone number and name do not appear. (This includes international calls.)

• When the call is via a private branch exchange (PBX), the caller's phone number and name may not appear.

• Data errors appear as "■".

Message	Display
When a private number is received	"Private Number"
When an unknown name is received	"Unknown Name"
When an unknown number is received	"Unknown Number"

2. When you pick up the phone, the display changes to Talk. (Auto Talk feature is set to on.)

VIEWING THE CALLER ID MESSAGE LIST

The Caller ID list stores information for up to 30 incoming calls - even unanswered calls. ✓

1. Press **CID/MENU**.

   The summary screen appears. This screen shows the number of new messages and total messages.

2. Press ⌄ **VOL** or ⌃ **VOL** to display the latest or oldest Caller ID message.

3. Press ⌄ **VOL** to see the next message. Or press ⌃ **VOL** to see previous message.

4. Press **END** to return to standby mode.

DELETING INFORMATION FROM THE CALLER ID LIST

The phone stores up to 30 messages. If the phone receives the 31st message, the oldest one in the list is automatically deleted. Caller ID data can also be deleted manually. ✓

✓ **NOTES** ✓

Viewing the Caller ID Message List

- In Caller ID operation, if no key is pressed for more than 30 seconds, an error tone sounds and the telephone returns to the standby mode.

- If a call comes in via a telephone system that does not offer Caller ID service, no information is stored.

- Each message can be up to 15 characters for the phone number and the name.

- The number of calls from the same Caller ID appears next to the received time. Once you read the new message, the number will be cleared and disappear.

Deleting Information from the Caller ID List
While using the Delete All? or Delete Message? screen if no key is pressed for more than 30 seconds, an error tone sounds and the telephone returns to standby.

Deleting a Caller ID Message

1. Press **CID/MENU**. Display the message to be deleted from the Caller ID list by pressing ⌃ **VOL** or ⌄ **VOL**.

2. Press **CH/DELETE**.

3. Press ⌃ **VOL** or ⌄ **VOL** to select Yes or No.

4. Press **REMOTE/SELECT** or **CH/DELETE**.

   When the pointer is at Yes:
   You hear a confirmation tone and the Caller ID message is deleted.
   The next Caller ID message is then displayed.

   When the pointer is at No:
   The display returns to the Caller ID message.

Deleting all Caller ID Names/Numbers

1. Press **CID/MENU**.

2. Press **CH/DELETE**.

3. Press ⌃ **VOL** or ⌄ **VOL** to select Yes or No.

4. Press **REMOTE/SELECT** or **CH/DELETE**.

   When the pointer is at Yes:
   You hear a confirmation tone and all stored Caller ID messages are deleted.

   When the pointer is at No:
   The display returns to the summary screen.

USING THE CALLER ID LIST

Calling a Party from the Caller ID List

You can place a call from the Caller ID list. The phone stores up to 30 messages.

1. Press **CID/MENU**. Select the phone number that you want to dial by pressing ⌃ **VOL** or ⌄ **VOL**.

2. Press **TALK/FLASH**. The displayed phone number dials automatically.

You can also place a call from Talk Mode.

1. Press **TALK/FLASH**. Then press **CID/MENU**.

2. Select the phone number that you want to dial by pressing the ⌃ **VOL** or ⌄ **VOL**.

3. Press **REMOTE/SELECT.** The displayed phone number will be dialed.

Long Distance Calls and Area Code Setting/Cancellation

Pressing **1** while the incoming Caller ID information is displayed will place or remove the prefix **1** in the display to set up for a long distance call or cancel. Pressing **3** will set or cancel an area code setting. ☑

Storing Caller ID Messages in Memory Dialing

Messages shown in the Caller ID list can be stored in memory dialing.

Using the incoming call information (i.e., Caller ID list), the phone number of the party on the Caller ID list can be stored in memory.

1. Press **CID/MENU**.

   Select the phone number to be stored from the Caller ID list by pressing ⌃ **VOL** or ⌄ **VOL**.

2. Press **MEM**.

3. Press ⌃ **VOL** and ⌄ **VOL** or enter a number (**0-9**) to select the memory location to be stored.

4. Press **REMOTE/SELECT**. ☑

   You hear a confirmation tone and the number is stored in memory.

   The display returns to the Caller ID list.

☑ **NOTES** ☑

Long Distance Calls and Area Code Setting/ Cancellation
When a long distance call has been set, **1** appears in the display.

Storing Caller ID Messages in Memory Dialing

- You can not store a Caller ID message if no phone number appears in the message.

- If a message has already been stored in the selected memory number location, a confirmation screen is displayed. Press ⌃ **VOL** to select Yes. Press **REMOTE/SELECT** to overwrite. The display returns to the Caller ID list.

THE INTEGRATED ANSWERING DEVICE

The phone has a built-in answering system that answers and records incoming calls. You can also use your answering system to record a conversation, leave a voice memo message, or to announce a special outgoing message to callers when you're away from your phone.

FEATURES

- Digital Tapeless Recording

- 13 minutes of Recording Time

- Call Screening

- Selectable Outgoing Messages

- Voice Prompts for Guidance (Tri-lingual Announcement Option)

- Time and Day Announcement

- Remote Message Retrieval (From Touch-tone Phone or your handset)

- Toll Saver

- Conversation Recording

- Voice Memo

Digital Tapeless Recording allows you to quickly review, save, or delete the messages you choose. You will never have to worry about a tape wearing out, jamming, or resetting improperly.

The Integrated Answering System is easy and convenient to use, but **please read** through all of the instructions carefully.

The Integrated Answering Device

TURNING THE ANSWERING SYSTEM ON/OFF

1. To turn the answering system on, press **ANSWER**.

   "Answering system is on" and the current greeting message will be played and you will hear a confirmation tone. The message counter displays the number of messages stored in memory. If the display flashes, there are new messages waiting for you.

2. To turn the answering system off, press **ANSWER** again. After the announcement "Answering system is off" the message counter display will no longer be illuminated.

SETTING UP YOUR ANSWERING SYSTEM

Using the Menu Mode

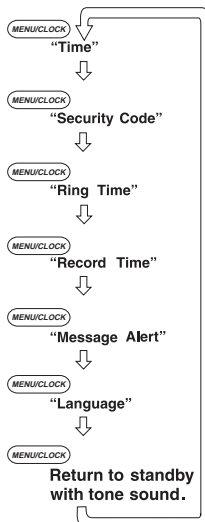The Menu mode allows you to set the following Answering System functions. ☑

- To scroll through the menu options, repeatedly press **MENU/CLOCK**. The system returns to standby after the last menu option. You hear a confirmation tone to indicate standby mode.

- If any of the following occurs during menu setup, the system returns to standby; you will have to start over with the procedure you were performing.

  - **TALK/FLASH** is pressed

(MENU/CLOCK)
"Time"
⇩
(MENU/CLOCK)
"Security Code"
⇩
(MENU/CLOCK)
"Ring Time"
⇩
(MENU/CLOCK)
"Record Time"
⇩
(MENU/CLOCK)
"Message Alert"
⇩
(MENU/CLOCK)
"Language"
⇩
(MENU/CLOCK)
Return to standby with tone sound.

- ▸/■ (**PLAY/STOP**) is pressed

- Ten seconds elapse without a key press

- An incoming call is received

• If the system remains idle for about five seconds after the announcement, the system returns to standby. Once ⌃ or ⌄ **/VOL/SEL** is pressed, the idle time is extended to ten seconds.

Setting the Time

The clock on the answering system starts when power is supplied to the base. Follow these steps to set the clock to the correct time. ✍

1. Press **MENU/CLOCK**.

   The system announces "Time", the current time and the guidance for setting the time.

2. Press ⌃ **/VOL/SEL** or ⌄ **/VOL/SEL** until the correct day is announced. The numbers [ℓ] through [ℑ] are displayed on the base.

3. Press **SET** to select the day.

4. Press ⌃ **/VOL/SEL** or ⌄ **/VOL/SEL** until you hear the correct hour setting. The numbers [ℓ] through [ℓℤ] are displayed on the base.

5. Press **SET** to select the hour.

6. Press ⌃ **/VOL/SEL** or ⌄ **/VOL/SEL** until you hear the correct minute setting. The numbers [ℂℂ] through [ℨℑ] are displayed on the base.

7. Press **SET** to select the minute.

8. Press ⌃ **/VOL/SEL** or ⌄ **/VOL/SEL** until you hear the correct AM or PM setting. The message counter displays [ℛ] or [℘].

9. Press **SET** to select the AM/PM setting.

The Integrated Answering Device

You hear a confirmation tone. Then the announcement "Time" and the day and time are announced for your review. After a few seconds, the system announces "To set security code, press menu again".

Setting a Personal Security Code (PIN)

To play your messages from a remote location, you need to enter a two-digit Personal Identification Number (PIN) code (01-99). To select a PIN, perform the following steps: ☑

1. Press **MENU/CLOCK** twice in standby mode.

   "Security code" and the current PIN code is announced as it is displayed on the base.

   Then the system announces the guidance for setting the PIN code.

2. Press ⌃ **/VOL/SEL** or ⌄ **/VOL/SEL** until the desired number appears.

3. Press **SET** to select the PIN code. You hear a confirmation tone. Then the announcement "Security code" and the new PIN code is announced. After a few seconds, the system announces "To set ring time, press menu again".

Setting the Ring Time

The ring time setting allows you to set the number of rings the caller hears before your answering system plays the outgoing message. You can set the ring time to answer after two, four, or six rings. Set to ᵗ5 (Toll Saver) so the answering system picks up after two rings if you have new messages, and after four rings if there are none. This way, if you make a long distance call to check your messages, you can hang up after the second ring to avoid billing charges.

1. Press **MENU/CLOCK** three times in standby mode.

   You hear "Ring time" and the current ring time ([2] two, [4] four, [6] six, [t5] Toll saver), and it is displayed on the base. Then you hear the guidance for setting the ring time.

2. Press ⌃ **/VOL/SEL** or ⌄ **/VOL/SEL** until the desired ring time appears.

3. Press **SET** to select the new ring time. You hear a confirmation tone. Then the announcement "Ring time" and the new ring time is announced. After a few seconds, the system announces "To set record time, press menu again".

Selecting the Message Record Time

You have three record time options. The options "**one** minute" or "**four** minutes" set the duration for recording the incoming messages. "**Announce only**" answers the call with the preset greeting or your personal greeting but prevents the caller from leaving a message.

1. Press **MENU/CLOCK** four times in standby mode.

   You hear "Record time" and the current recording time ([1] one minute, [4] four minutes, [8] Announce only, No recording), and it is displayed on the base. Then you hear the guidance for setting the record time.

2. Press ⌃ **/VOL/SEL** or ⌄ **/VOL/SEL** until the desired time appears.

3. Press **SET** to select the new recording time. You hear a confirmation tone. Then the announcement "Record time" and new recording time is announced. After a few seconds, the system announces "To set message alert, press menu again".

▼ **Announce only feature**
The announce only feature plays a prerecorded outgoing message "Hello, no one is available to take your call. Please call again.", and it will not allow the caller to leave a message. To set "Announce only", follow the previous steps. The outgoing message automatically switches to announce only message.

To scroll between the prerecorded message or your own personal greeting, press **OGM** when the outgoing message is played. If you want to use your own greeting, or want to change your greeting to omit the prompt "to leave a message", refer to "Recording a personal outgoing message" (Greeting) on page 32.

Setting the Message Alert Tone
Message Alert feature lets you know you have new messages by sounding a short beeping tone. When the system receives a new message while the Message Alert is on, the alert tone sounds every 15 seconds.

1. Press **MENU/CLOCK** five times in standby mode.

   You hear "Message alert" and the current setting ([$0F$] Off or [$0n$] On), and it is displayed on the base. Then you hear the guidance for setting the message alert tone.

2. Press ⌃**/VOL/SEL** or ⌄**/VOL/SEL** to select [$0F$] or [$0n$].

3. Press **SET** to select the new setting. You hear a confirmation tone. Then the announcement "Message Alert" and the current setting you have selected is announced. After a few seconds, the system announces "To set language, press menu again".

Turning the Message Alert tone Off.

- When all new messages are played back, the Message Alert tone will automatically deactivate.

OR

- If you want to silence the alert before you finish listening to all the new messages, **press any key** on the base unit and the tone will automatically deactivate.

Turning Message Alert tone Off when you're away from your phone.

- When all new messages are played back using the remote playback feature (see "Remote Operation" on page 37) the Message Alert tone will automatically deactivate. The tone will not deactivate until all messages are played back.

  After all new messages are played back, when a new message is received, Message Alert tone will activate.

Selecting the Language
The answering system voice announcements can be heard in English, French or Spanish.

To choose the language of the answering system voice announcements:

1. Press **MENU/CLOCK** six times in the standby mode.

   You hear the announcement "Language, English" followed by the guidance for setting the language. The current setting ([ε] (English), [F] (French) or [5] (Spanish)) appears on the base.

2. Press $\sim$ **/VOL/SEL** or $\backsim$ **/VOL/SEL** to select the desired language.

3. Press **SET**. A confirmation tone is heard along with the setting in the language selected.

SETTING YOUR OUTGOING MESSAGE (GREETING)

When you receive a call, the answering system automatically plays either a preset message or your own greeting.

▼ **Preset message**
The following message is prerecorded:

"Hello, no one is available to take your call. Please leave a message after the tone."

▼ **Recording a personal outgoing message (Greeting)**

1. Press and hold **OGM** in standby mode. ✓

   You hear the announcement "Record Greeting" and a confirmation tone. [--] flashes on the message counter.

2. Start recording your message. You have 30 seconds, and the message counter starts to count down [30] to [1] every second.

3. When you are finished recording your greeting, press **OGM**, ▸/◼ (**PLAY/STOP**) or **SET**. You hear a confirmation tone. Then your greeting plays back for you.

▼ **Choosing between the two outgoing messages**

Press **OGM**. Then press **OGM** again when the outgoing message is played. This switches between the prerecorded greeting or the personal greeting. After finishing playing back the message, a confirmation tone is heard.

The Integrated Answering Device

Setting the base ringer volume

You have three ringer options. One allows you to turn the ringer off. The other two are volume levels. You can change the ringer volume while in standby mode or the incoming call is ringing. ✍

1. Press **RINGER**.

   You hear the ringer at the current volume level ([H,] High, [Lo] Low, [OF] Off) (if you set the base ringer volume to off, "Ringer off" is announced in standby mode.) and it is displayed on the base.

2. Press **RINGER** repeatedly until the desired ringer option appears.

3. The system displayed new ringer volume.

Temporarily Mute the Base Ringer and the Call Screen

Press ▶/■ (**PLAY/STOP**) to temporarily mute the incoming ring. This also mutes the caller's message being recorded (Call Screen). The ringer and the Call Screen will be heard with the next incoming call.

The base ringer mute is canceled when pressing **RINGER**.

The Call Screen mute is canceled when pressing ⌃/**VOL/SEL** or ⌄/**VOL/SEL**.

Adjusting the speaker volume level

You can adjust the volume of the base speaker by pressing the ⌃/**VOL/SEL** or ⌄/**VOL/SEL** on the base. Press ⌃/**VOL/SEL** for louder or ⌄/**VOL/SEL** for softer during the base speaker is being used except for menu mode. The base speaker volume also applies the Call Screen.

The numbers [0]-[9]are displayed on the base indicating the volume levels. [0] being the softest and [9] being the loudest.

The Integrated Answering Device

USING YOUR ANSWERING SYSTEM

The message counter displays the number of messages stored in memory. If the display flashes, there are new messages waiting for you. The flashing number represents the number of new messages, not total messages. This phone is designed to play your new messages first. After you play all your new messages, you can then play your old messages. ✓

Playing your messages

1. Press ►/■ (**PLAY/STOP**) in standby mode.

   The system announces the number of new and old messages. The LED displays the number of new messages, and the number flashes. The day and time that each message was received are announced after the message is played. The message counter displays the number of current messages stored.

   When all new messages have been played, you hear a confirmation tone and an announcement "End of messages". The system returns to standby.

2. After you have reviewed all of your new messages, you can play your old messages by pressing ►/■ (**PLAY/STOP**) again. Once you have listened to a new message, it becomes an old message. The old messages will be played in the order in which they were received.

Repeating a message

1. Press ►/■ (**PLAY/STOP**) to review your messages. The number of stored messages are announced.

2. To repeat the current message, press ◄ after a few seconds of beginning the message. To repeat the previous message, press ◄ within a few seconds (about four seconds during remote operation) after a message begins playing. If you have several messages, press ◄ repeatedly until you return to the message you want to replay. 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).

3. Press ▶/■ (**PLAY/STOP**) at any time to stop reviewing messages and return to standby. The message counter shows the number of messages stored in memory.

To quickly scroll backwards through a message, press and hold ◄.

Skipping a message
1. Press ▶/■ (**PLAY/STOP**) to review your messages. The number of messages is announced.

2. Press ►◄ at anytime to skip to the next message.

   Each time ►◄ is pressed, the system scans forward one message. If you have several messages, press ►◄ repeatedly to find the message you want to play.

3. Press ▶/■ (**PLAY/STOP**) at any time to stop reviewing your messages and return to standby. The message counter shows the number of messages stored in memory.

To quickly scroll forward through a message, press and hold ►◄.

Deleting a message
To maintain maximum record time, delete the old messages.

1. Press ▶/■ (**PLAY/STOP**) to review your messages.

2. Press ∅ (**DELETE**) anytime during the message to delete. ✎

3. You hear a confirmation tone and the message is deleted.

You can also delete all the messages.

1. Press ∅ (**DELETE**) in standby mode.

✎ **NOTE** ✎

When you press ∅ (**DELETE**), you are permanently deleting the message. Once deleted, the message cannot be replayed.

You hear an announcement "To delete all messages, press delete again".

2. Press ⊘ (**DELETE**) again.

   You hear a confirmation tone and [℧] is displayed on the base. All the messages are deleted.

When you try to delete all messages without first listening to your new messages, you hear several short beeps followed by an announcement "Please playback all messages". This protects you from accidentally erasing messages you have not yet reviewed.

Voice memo
The voice memo function allows the user to record messages (more than two seconds up to four minutes). ☑

1. Press and hold **MEMO REC**.

   You hear an announcement "Record memo message" and a tone. [--] flashes on the message counter.

2. Start your recording.

3. When you have finished, press ▶/■ (**PLAY/STOP**), **MEMO REC** or **SET** to stop recording. You hear a confirmation tone and the system returns to standby.

Recording a conversation
You can record up to ten minutes of conversation while you are using your phone. Any conversation that lasts less than two seconds will not be recorded. ☑ !

1. During a conversation from the handset, press and hold **MEMO REC**. The unit begins recording and [--] flashes on the message counter.

A beep that can be heard by both parties sounds during recording.

2. To stop recording, press ▸/■ (**PLAY/STOP**) or **MEMO REC**. You hear a confirmation tone.

REMOTE OPERATION
Remote access away from home
You can operate your answering system from a remote location using any touch-tone telephone. Use this function to check for recorded messages, to play or delete message. When using any touch-tone telephone, you can even record a new greeting message.

1. Call your telephone number.

2. During the greeting message, press **0** and enter your PIN code. (See "Setting a Personal Security Code (PIN)" on page 28.)

3. The answering system announces the current time and the number of messages stored in memory. Then you hear "To play incoming message, press **02**. For help, press **10**".

4. You may continue to listen to the Voice Prompts, or you may select a command from the following chart. ☑

Command	Function
0 and **1**	Repeat a Message
0 and **2**	Playing Incoming Messages
0 and **3**	Skipping a Message
0 and **4**	Deleting a Message
0 and **5**	Stop Operation
0 and **6**	Answering System On
0 and **7**	Memo Record/Stop*
0 and **8**	Greeting Message Record/Stop*
0 and **9**	Answer System Off
1 and **0**	Voice Prompts

☑ **NOTE** ☑

Once you enter the remote access menu, you must enter a command within 15 seconds,or the answering system automatically hangs up and returns to standby.

The Integrated Answering Device

*For Memo Record and Greeting Message Record function, the first time you enter the corresponding command, it starts the Recording function. If you want to stop the recording, enter the command again.

5. After all of the Voice Prompts have played, you hear intermittent beeps indicating that the system is in the command waiting mode. You may enter another command at this time from the chart.

6. When you are finished, hang up to exit the system. The answering system automatically returns to standby.

Turn on the answering system remotely
If you have forgotten to turn on your answering system, you can turn it on remotely from any touch-tone telephone.

1. Call your telephone number.

2. Wait ten rings until the system answers. You hear intermittent beeps.

3. Press **0**. And then enter your PIN code. The answering system announces the current time and the number of messages stored in memory. You hear "To play incoming message, press **02**. For help, press **10**".

4. Press **0**. And then **6** to turn the answering system On. You hear the outgoing message and a confirmation tone.

5. Hang up the phone and subsequent calls will be answered by the system.

Remote access with the handset

You can operate your answering system from another room using a handset. ✍

1. With the phone in standby mode, press **REMOTE/SELECT** on the handset. `Remote AnsweringMachine operation` appears on the display. The answering system announces the current time and the number of messages stored in the memory.

2. You hear "To play incoming message, press **2**. For help, press **0**." You hear intermittent beeps.

3. Enter a command within 15 seconds. You may select a command from the following chart:

Command	Function
⏮ /1	Repeat a Message
▶ /2	Play Incoming Messages
⏭ /3	Skip a Message
∅ /4	Delete a Message
■ /5	Stop Operation
6	Answering System On
9	Answering System Off
0	Voice Prompts

4. After the command has finished, you hear intermittent beeps indicating that the system is in the command waiting mode. You may enter another command at this time from the chart on step 3.

5. When you are finished, press **END** to exit the system. The answering system automatically returns to standby.

✍ **NOTES** ✍

- If you press **END** before the base is connected, the phone will return to standby.

- If the base is not connected within five seconds, you hear beeps and the phone will return to standby.

- The base's keypad is disabled during remote operation.

- If you receive a call, the remote operation is canceled.

- During the remote operation [--] appears on the base.

- If you have new messages and old messages, only the new messages will be played. After you have reviewed your new messages, you can play your old messages by pressing ▶ **/2** again.

ADDITIONAL INFORMATION

INSTALLING THE OPTIONAL BELTCLIP

To attach the beltclip
Insert the beltclip into the holes on each side of the handset. Press down until it clicks.

To remove the beltclip
Pull both sides of the beltclip to release the tabs from the holes.

HEADSET INSTALLATION

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.

☝ **NOTES** ☝

• If you place the handset on the base to recharge it while the headset is connected, be sure the handset seats properly.

• You can use a handset holder (available from your local RadioShack store) to hang the handset on your belt for greater convenience when using a headset.

TROUBLESHOOTING

If your phone is not performing to your expectations, please try these simple steps first.

Problem	Solution
The **CHARGE/IN USE** LED won't illuminate when the handset is placed on the base.	Make sure the AC adapter is plugged into the base and wall outlet.
	Make sure the handset is properly seated on the base.
	Make sure the charging contacts on the handset are clean.
The audio sounds weak and/or scratchy.	Move the handset and/or base to a different location away from metal objects or appliances and try again.
	Press **CH/DELETE** in the Talk mode to help eliminate background noise.
	Make sure that the handset is not too far from the base.
Can't make or receive calls.	Check both ends of the telephone line cord.
	Make sure the AC adapter is plugged into the base and wall outlet.
	Disconnect the AC adapter for a few minutes. Then reconnect it.
	Make sure that the handset is not too far from the base.
The handset doesn't ring or receive a page.	The battery pack may be weak. Charge the battery for 24 hours.
	The handset may be too far from the base unit.
	Place the base unit away from appliances or metal objects.
Severe noise interference.	Keep the handset away from microwave ovens, computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances.
	Move the base to another location or turn off the source of interference.
The Caller ID does not display.	The handset was picked up before the second ring.
	The call was placed through a switch board.
	Call your local telephone company to verify your Caller ID service is current.
The answering system does not work.	Make sure the base unit is plugged in.
	Make sure the answering system is turned on.

Problem	Solution
Cannot record any messages.	Set the record time to either the one minute or four minute option.
	The memory may be full. Delete some or all of the saved messages.
Messages are incomplete.	The incoming messages may be too long. Remind callers to leave a brief message.
	The memory may be full. Delete some or all of the saved messages.
After a power failure, the outgoing message is deleted.	Record your personal outgoing message again. The default message should remain.
No sound on the base unit speaker during call monitoring or message playback.	Adjust the speaker volume on the base unit.
Cannot access remote call-in features from another touch-tone phone.	Make sure you're using the correct PIN code.
	Make sure that the touch-tone phone you're using can transmit the tone for at least two seconds. If it cannot, you may have to use another phone to access your messages.

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.

SERVICE AND REPAIR

If your phone is not performing as it should, take it to your local RadioShack store for assistance. To locate your nearest RadioShack, use the store locator feature on RadioShack's website (www.radioshack.com), or call 1-800-The Shack (843-7422) and follow the menu options. 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.

Limited One-Year Warranty