

Big Button Phone with Caller ID

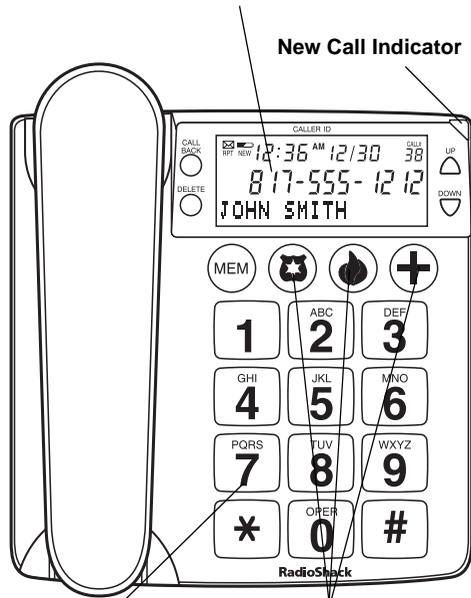
43-3901

OWNER'S MANUAL — Please read before using this equipment.

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Large Liquid Crystal Display — Displays three lines of information, including the time, the number you dialed, and Caller ID information (see “Caller Id Operation” on Page 9).



Big Button Keypad — Provides easy button recognition.

Three Emergency Icons — Lets you dial emergency service numbers with the touch of a button (see “Storing a Number in Memory” on Page 8 and “Dialing a Stored Number” on Page 9).

Thank you for purchasing the RadioShack Big Button Phone with Caller ID. Your phone offers the latest in telephone technology, letting you store telephone numbers in memory to make dialing frequently called numbers quick and easy. It displays a caller's phone number (and name, if available in your area), the current date and time, and call information as provided by your local phone company to Caller ID and message waiting service subscribers. In addition, the Caller ID memory stores and displays up to 64 incoming phone records.



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! 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

FCC STATEMENT

This phone is Hearing Aid compatible.

Your phone complies with Part 68 of *FCC Rules*. You must, upon request, provide the FCC registration number and the REN to your telephone company. Both numbers are on the bottom of the phone.

You must not connect your phone to:

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

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 bottom 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 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.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the *FCC Rules*. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and

used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.

Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

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.

PREPARATION

INSTALLING BATTERIES

Your phone requires four AA batteries (not supplied) for power. For the best performance and longest life, we recommend RadioShack alkaline batteries. 

1. Use a flat-blade screwdriver to lift the battery compartment door.
2. Insert four AA batteries into the compartment as indicated by the polarity symbols.
3. Snap the battery compartment door back into place.

When  appears on the display or the display dims, replace the batteries. During replacement of the batteries, keep the phone line between the phone and wall outlet

CAUTION

- Use only fresh batteries of the required size and recommended type.
- If you do not plan to use the phone for two weeks or longer, remove the batteries. Batteries can leak chemicals that can destroy electronic parts.

WARNING

Dispose of old batteries promptly and properly. Do not burn or bury them.

NOTE

The USOC number of the jack to be installed is RJ11C (or RJ 11W for a wall plate jack).

plugged in to maintain the Caller ID and speed dialing memories.

If you do not replace the batteries promptly, your Caller ID and telephone memory information may be lost. 

SELECTING A LOCATION

Select a location for your telephone that is:

- Near a telephone jack
- Not in the way of normal activities in the area

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 have the telephone company update the wiring for you. You must use compatible modular jacks that are compliant with Part 68 of FCC Rules. 

MOUNTING THE PHONE

You can mount your telephone on a wall plate, directly on a wall, or place it on a shelf, desk or table.

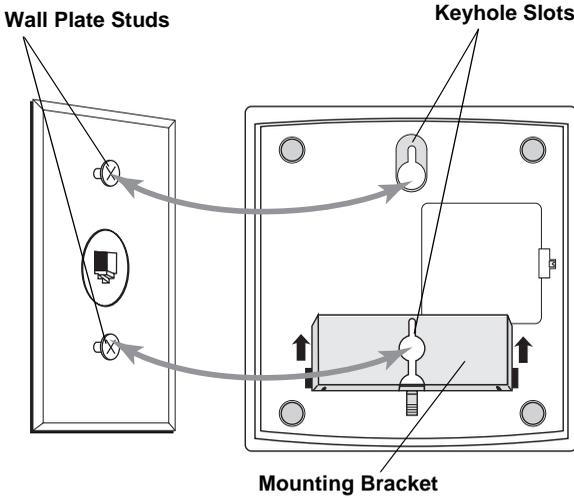
On a Desktop

1. Plug one end of the supplied long modular cord into the **LINE** jack at the back of the base.
2. Plug the cord's other end into a modular phone line jack.
3. Place the phone on a shelf, desk, or table near enough to the modular phone line jack so that there is no strain on the cord.

On a Wall Plate or Wall

1. Press and lift out the handset holder. Rotate it 180°, and snap it into place so it will hold the handset in place when the phone is mounted on the wall.
2. Insert the mounting bracket's two tabs into the matching slots opposite the keyhole slot on the underside phone's base. Then press down and slide the bracket upward until the tabs snap into place.
3. Plug one end of the supplied short modular cord into the **LINE** jack at the back of the base.

4. Plug the cord's other end into the wall plate jack, then align the base's keyhole slots with the wall plate studs and slide the phone downward to secure it.



To mount the phone directly on a wall, in addition to the preceding steps, you need two screws (not supplied) with heads that fit into the keyhole slot on the bottom of the base.

1. Drill two holes 83mm apart (vertically). Then thread a screw into each hole, letting the heads extend about 5mm from the wall.
2. Substitute the long modular cord for the short cord.

CONNECTING THE HANDSET

Plug one end of the supplied coiled cord into the handset's modular jack. Then connect it to the jack on the left side of the telephone base. ☑

SETTING UP THE PHONE

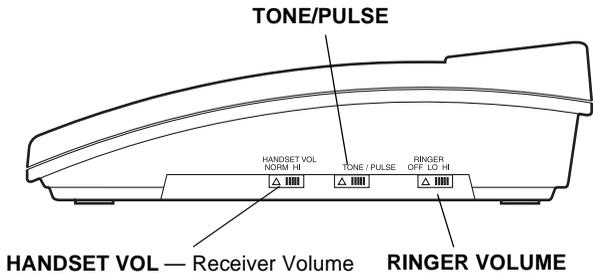
1. Press and hold both **UP** and **DOWN** for about four seconds until **ENTER LANGUAGE** displays, then **ENG ESP FR** appear. **ENG** flashes.
2. Press **UP** or **DOWN** to select the desired language, press **DELETE** to confirm. **LCD CONTRAST, 1, 2, 3, 4** and **5** are displayed. **3** flashes.
3. Press **UP** or **DOWN** to select the contrast level (from **1–5**), press **DELETE** to confirm. **ENTER AREA CODE**, and **___** appears. The first **_** flashes.

☑ NOTE ☑

Your local RadioShack store sells a variety of longer coiled handset cords, which are especially useful when you mount the phone on a wall.

4. Press **UP** or **DOWN** to select the first digit of the area code. Press **DELETE** to confirm the selection. The second _ flashes.
5. Repeat steps 1 through 4 to set the second and the third digit. Once you have confirmed the third digit of the area code, **ENTER TIME DATE** appears, and the hour digit flashes.
6. Press **UP** or **DOWN** to select the desired hour. **PM** appears for a PM hour.
7. Press **DELETE** to confirm.
8. Repeat steps 6 and 7 to set the minutes, month and date.

SETTING THE RINGER



If you do not want to hear the phone ring, set **RINGER** to **OFF**. You can still make calls with the ringer off, and you can answer calls if you hear another phone on the same phone line ring. The **NEW CALL** indicator flashes when the phone rings, even when the ringer is off. If you want to hear the phone ring, set **RINGER** to **HI** or **LO**.

SETTING THE DIALING MODE

Set the **TONE/PULSE** switch on the side of the phone for the type of service you have. If you are not sure which type you have, do this simple test.

1. Set **TONE/PULSE** to **TONE**. Lift the handset and listen for a dial tone.
2. Press any number except **0**. If your phone requires that you dial an access code (9, for example) before you dial an outside number, do not press the access code number either.
 - If the dial tone stops, you have touch-tone service. Leave the setting to **TONE**.

- If the dial tone continues, you have pulse service. Set **TONE/PULSE** to **PULSE**.

USING TONE SERVICES

Some computer services, such as alternate long distance and bank-by-phone, require tone signals for communications. If you have pulse service, you can still use tone service.

1. Connect to the special service using pulse dialing.
2. When the special service answers, press * to temporarily switch to tone dialing.
3. When you complete the call and hang up the handset, the unit automatically returns to pulse service.

OPERATION

DIALING A CALL

1. Pick up the handset and wait for a dial tone.
2. Press the keypad for the number you wish to dial. The number dialed appears on the display. ☑

When you complete your call, hang up the handset. After a few seconds the number disappears, and the display returns to normal.

RECEIVING A CALL

When you receive a call, the phone rings and the NEW CALL indicator flashes. **CALL#** and the caller's phone number appears on the display (if you subscribe to a Caller ID service from your phone company). ☑

To answer the call, pick up the handset.

TIMER

This unit is designed with a clock-timer to count the off-hook time in seconds, up to one hour. The timer appears in the display and starts to count up when you dial any number or answer incoming calls. ☑

ADJUSTING THE HANDSET VOLUME

To adjust the handset volume before or during a call, set **HANDSET VOL** to **NOR** or **HI** for a comfortable listening level.

☑ NOTE ☑

Dialing a Call

If you dial a number over 16 digits, only the last 14 digits appear on the display.

Receiving a Call

The NEW CALL indicator continues to flash until you have reviewed all calls.

Timer

- If you lift the handset and don't dial any number, the timer will appear and start to count after 10 seconds.
- When the off-hook time extends beyond an hour the timer counts up to **59:59**, returns to **00:00**, and continues counting.

USING MUTE

To talk to someone on your end of the phone without the caller hearing your conversation, hold down **MUTE**. Release **MUTE** to resume your conversation.

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 **FLASH** to answer an incoming call without disconnecting the current call. Press **FLASH** again to return to the first call. ☞



Using Flash

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

Using Redial

The redial memory holds up to 32 digits, so you can redial long distance as well as local phone numbers.

USING REDIAL

Pick up the handset, press **REDIAL/PAUSE** when you hear a dial tone. The number scrolls across the display, and the phone dials it. ☞

USING PAUSE

In some telephone systems, you must dial an access code (9, for example) and wait for a second dial tone before dialing an outside number. When you manually dial a number, or when you store a number in memory, you can have your telephone pause anywhere during the dialing sequence. Simply press **REDIAL/PAUSE** at the desired location.

When you redial or memory dial a number, the telephone pauses for about 4 seconds at the pause entry. For longer pauses, press **REDIAL/PAUSE** again.

STORING A NUMBER IN MEMORY

The telephone can store up to 13 phone numbers in memory (3 emergency numbers, and 10 standard memory numbers).

1. Lift the handset.
2. Press **STORE**, **STORE** appears on the display.
3. Enter the number to be stored. The number appears on the display.
4. Press **STORE** again. **STORE** and **MEM** appear on the display.
5. Enter the desired memory location for the number. To store the number in an emergency memory location,

press an emergency memory icon (see the illustration on page 1). To store the number in a standard memory location, press a number key (0-9).

COPYING A NUMBER FROM THE CALLER ID INTO MEMORY

1. Lift the handset.
2. Press **UP** or **DOWN** until the desired number appears.
3. Press **STORE** twice. **STORE** and **MEM** appear on the display.
4. Press a memory location (**0** to **9** on the keypad) to store the number in standard memory, or press any one of the three direct memory keys (emergency memory icons) to store the number in that priority memory location.

DIALING A STORED NUMBER

1. Lift the handset.
2. To dial a number stored in an emergency memory location, press that emergency icon. If you are dialing a number stored in a standard memory location, press **MEM**, then press the desired memory key (**0 – 9**).

CALLER ID OPERATION

If you subscribe to a Caller ID service, the phone automatically displays information about calls you receive and stores the information in Call ID memory. The system can store up to 64 incoming phone numbers and incoming names into call records.

During an incoming call, the phone company automatically sends the correct time between the first and second rings to update your system's display (if you subscribe to Caller ID service).

REVIEWING CALL RECORDS

Repeatedly press **UP** or **DOWN** to review the new calls, once the new calls have been reviewed, **END OF NEW CALL** appears.

To review all the records from oldest to newest, repeatedly press **UP** button.

To review the records from newest to oldest, repeatedly press **DOWN** button. After you review all the records in memory, **END OF LIST** appears.

If an incorrect, invalid or incomplete Caller ID signal is received, the display shows **LINE ERROR**.

If the name and number are not available due to the caller's restriction, the display shows **PRIVATE CALL**.

If the name and number are not available, the display shows **-UNAVAILABLE-**.

RPT appears with a number if you have received a call from the same phone number more than once.

If you do not press a button within 20 seconds, the system automatically returns to the normal display.

CALL BACK FROM CALLER ID MEMORY

Option 1

1. With the handset hung up on the base, press UP or DOWN button to find the number to be dialed.
2. Press **CALL BACK** twice. **PICK UP CALL** appears.
3. Lift the handset. The number is dialed automatically.

Option 2

1. Lift the handset.
2. Press **UP** or **DOWN** to find the number to be dialed.
3. Press **CALL BACK** twice. The number is dialed automatically.

When the Caller's Phone number has a different area code from the preset area code, the initial digit 1 and the three digit area code will be inserted automatically during Caller ID memory call back.

1. Press **CALL BACK**. The 11-digit number will flash.
2. Press **CALL BACK** again to confirm and dial the 11-digit number.

When the Caller's phone number has the same area code as the preset, the initial digit 1 and the three digit area code will be deleted during the Caller ID memory call back.

1. Press **CALL BACK**. The seven-digit number flashes.

2. Press **CALL BACK** again to confirm and dial the seven-digit number.

Your telephone company may require a different format for making out-of area (toll) calls within your area code.

When your telephone company requires you to dial more than a seven-digit number (same area code) to make toll calls within your area code, or an 11-digit number (different area code) use one of the 4 options below for Caller ID call back.

Option 1

1 + Area Code + 7-digit number (11 digits)

Option 2

1+7-digit number (8 digits)

Option 3

Area Code + 7-digit number (10 digits)

Option 4

7-digit number

1. Press **UP** or **DOWN** to find the Caller ID memory to be dialed.
2. Press **CALL BACK**. The 7-digit number (if same as area code) or 11-digit number (if different area code) flashes.
3. Press **UP** or **DOWN** to select one of the four options.
4. Press **CALL BACK** again to confirm.
5. Pick up the handset. The selected number is dialed.

DELETING CALL RECORDS

You can select and delete an individual call record, or delete all call records stored in the system. ✓

To delete a single call record, press **UP** or **DOWN** until the call record you want to delete appears.

When the phone displays the call record, press **DELETE** twice quickly. The phone deletes the call record, and automatically rennumbers the remaining call records.

NOTE

- When the phone's memory is full, it automatically replaces the oldest call record with the newest incoming call.
- If you do not press a button within 15 seconds of when **ERASE ALL CALLS** appears, the phone returns to the normal display.

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.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

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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To delete all of the call records at once, at the normal display, hold down **DELETE** for about three seconds. **ERASE ALL CALLS** appears.

Press **DELETE**. The system deletes all call records. **NO CALLS** appears, then **TOTAL: 00, NEW: 00** appears. 

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. 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.