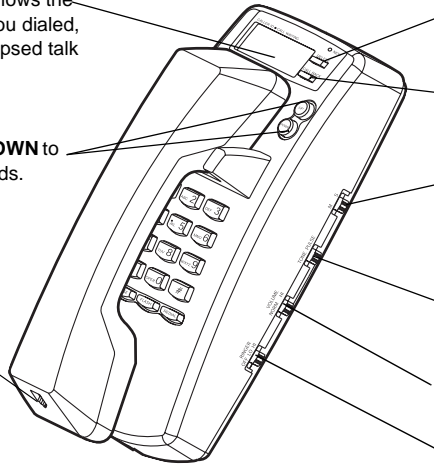


**Liquid Crystal Display** — Shows the date and time, the number you dialed, caller ID information, and elapsed talk time.

**UP/DOWN** — Press **UP** or **DOWN** to scroll through Caller ID records.

**Handset Jack**



**DELETE** — Press to delete the selected call record.

**CALL BACK** — Press to automatically dial the selected caller ID record.

**M/S (Master/Secondary)** — Connect up to four system modules to the same phone line, so you can receive CID and Call Waiting information at more than one phone on that line. See **Page 2**.

**TONE/PULSE** — Slide to the desired setting to select tone or pulse dialing.

**VOLUME NORM/HI** — Slide to the desired setting to set the handset volume to a comfortable level.

**RINGER OFF/LO/HIGH** — Slide to the desired setting to set ringer volume or to disable the ringer.

Thank you for purchasing the RadioShack Heavy Duty Wall Phone with Caller ID/Call Waiting ID. It offers the latest in telephone technology. In addition, the Caller ID memory stores and displays up to 99 single or 64 multiple incoming phone records.

- 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* and the requirements adopted by the ACTA. The telephone cord and modular plug provided is Part 68 compliant for connecting to the telephone company network. ✓

✓ **NOTE** ✓

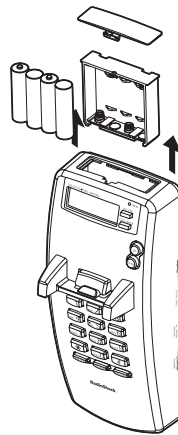
- The USOC number of the jack to be installed is RJ11C (or RJ 11W for a wall plate jack).
- If your home has specially wired alarm equipment connected to the telephone line, ensure the installation of this system does not disable your alarm equipment. If you have questions about what will disable alarm equipment, consult your telephone company or a qualified installer.

**PREPARATION**

**INSTALLING BATTERIES**

Your phone requires four AA batteries (not supplied) for power.

1. Lift the battery compartment door from the top of the base, then remove the cover.
2. Insert four AA batteries into the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the battery compartment and cover.



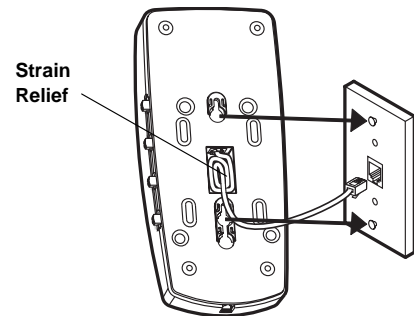
When the battery low icon appears on the display or the display dims, replace the batteries. ✓

**MOUNTING AND CONNECTING THE PHONE**

You can mount your phone on a wall plate, a wall, or place it on a desk or table.

**On a Wall Plate or Wall**

1. Plug one end of the supplied short modular cord into the **LINE** jack at the back of the base. Route any excess cord through the strain relief.



✓ **BATTERY NOTES** ✓

- Dispose of old batteries promptly and properly.
- Do not burn or bury batteries.
- Use only fresh batteries of the required size and recommended type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline, or rechargeable), or rechargeable batteries of different capacities.
- 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.
- If you do not replace the batteries within two minutes, your Caller ID and telephone memory information may be lost.
- During battery replacement, keep the line cord plugged in to maintain Caller ID and Speed Dialing Memories.

**SELECTING A LOCATION**

Select a location for your telephone that is:

- Near a telephone jack

**! 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.

✓ — Note



### NOTE

#### Connecting the Handset

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

#### Using the Master/Secondary Setting

- If M is not set on at least one or more phones, incoming calls might be disconnected.
- If you connect only one system to a phone line, set **M/S** to **M**.
- You can also connect other CID modules that do not have the Call Waiting function to the same phone line as your system, as long as you do not connect more than four CID modules total (including this phone).
- If you connect another type of CID module that has Call Waiting (other than this system) to the same phone line as your system, the Call Waiting signal might be garbled or not received.

#### Making a Call

If you dial a number over 15 digits, only the last 14 digits appear on the display.

#### Receiving a Call

- The **NEW** indicator remains flashing until you have reviewed all new calls.
- The number of new calls does not change until all calls have been reviewed and **END OF NEW CALL** appears. The system new call counter then resets to **0**.

#### Timer

If you lift the handset and don't dial a number, the timer appears and starts to count up after 10 seconds.

2. Plug the other end of the cord into a wall plate jack.
3. Align the base's keyhole slots with the wall plate studs and slide the phone downward to secure it.
4. To mount the phone directly on a wall (after mounting the phone on a wall plate), drill two holes 3<sup>1</sup>/<sub>4</sub> inches (83 mm) apart, one below the other.
5. Thread a screw into each hole, letting the heads extend about 5mm from the wall.

## 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 bottom of the base. ☑

## SET UP THE PHONE

1. Hold down both **UP** and **DOWN** for about four seconds until **ENTER LANGUAGE**, then **ENG ESP FRA** appear, with **ENG** flashing.
2. Press **UP** or **DOWN** to select the desired language, then press **DELETE** to confirm. **LCD CONTRAST** and **1 2 3 4 5** appear on the display, with **3** flashing.
3. Press **UP** or **DOWN** to select the contrast level (1-5), and press **DELETE** to confirm. **ENTER AREA CODE** appears, then **\_\_\_** appears, with the first **\_** flashing.
4. Press **UP** and **DOWN** to select the first number of the area code, and press **DELETE** to confirm the selection.
5. Repeat step 4 to set the second and the third digits.

## SETTING THE RINGER

If you do not want to hear the phone ring, slide **RINGER** to **OFF**. You can still make calls with the ringer off, and you can still answer calls if you hear another phone on the same phone line ring. If you want to hear the phone ring, set **RINGER** to **HI** or **LO**.

## SETTING THE DIALING MODE

Slide **TONE/PULSE** to the setting for the type of service you have. If you are not sure which type you have, do this simple test.

1. Slide **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.
  - If the dial tone stops, you have touch-tone service. Set the switch to **TONE**.

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

## USING SPECIAL TONE SERVICES

Some computer services require tone signals for communications. If you have pulse service, you can still simulate special tone service by following these steps.

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, hang up and change the setting back to **PULSE**.

## USING THE MASTER/SECONDARY SETTING

**M/S** (Master/Secondary) lets you easily connect up to four system modules to the same phone line, so CID and Call Waiting information can be set to more than one phone on that line.

1. Slide **M/S** to **M**.
2. Slide **M/S** on all (up to three) other systems to **S**. ☑
3. Set one system to answer; set the others to off.

## OPERATION

### MAKING A CALL

1. Pick up the handset and wait for a dial tone.
2. Use the keypad to enter the number you wish to dial. The number appears on the display. ☑
3. When you complete your call, hang up the handset. A few seconds later, the number disappears, and the display returns to normal.

### RECEIVING A CALL

When you receive a call, the phone rings and the **NEW** indicator flashes. **CALL#** and the caller number appear on the display. To answer the call, pick up the handset. ☑

### TIMER

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

### 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 REDIAL

To redial the last number you called, pick up the handset and press **REDIAL** when you hear a dial tone. The number scrolls across the display, and the phone automatically dials it. ☒

## USING PAUSE

Some telephone systems require you to 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, you can have your telephone pause anywhere during the dialing sequence. Simply press **PAUSE** at the desired location.

When you redial a number, the telephone pauses for about four seconds at the pause entry. For longer pauses, press **PAUSE** again.

## 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 Caller ID memory. The system can store up to 99 incoming phone numbers or 64 incoming phone numbers with 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.

## REVIEWING CALL RECORDS

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

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

- If an incorrect, invalid or incomplete Caller ID signal is received, **LINE ERROR** appears on the display.
- If the name and number are not available due to the caller's restriction, **PRIVATE CALL** appears on the display.
- If the name and number are not available, **-UNAVAILABLE-** appears on the display.
- **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 about 15 seconds, the system automatically returns to the normal display.

## CALL BACK FROM CALLER ID MEMORY

1. Press **UP** or **DOWN** to find the number to redial.
2. Press **CALL BACK** twice. **LIFT HANDSET** or **PICK UP CALL** appears.
3. Lift the handset, and the number is redialed automatically. ☒

Follow these steps to select one of the options for Caller ID call back.

1. Press **UP** or **DOWN** to find the Caller ID memory location to be redialed.
2. Press **CALL BACK**. The 7- or 11-digit number flashes.
3. Press **UP** or **DOWN** to select one of the four options (1–4).

### 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

4. Press **CALL BACK** again to confirm.
5. Pick up the handset, and the selected number is dialed automatically.

## DELETING CALL RECORDS

You can select and delete an individual call record, or 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. Press **DELETE** twice. The call record is deleted, and the system automatically rennumbers the remaining call records.*

*To delete all of the call records after all new calls have been reviewed, hold down **DELETE** for about three seconds. **ERASE ALL CALLS** appears. Press **DELETE**. The system deletes all call records. **NO CALLS** appears, and then **TOTAL : 00 NEW : 00** appears. ☒*



**NOTE**

### Using Flash

- If you do not have any special phone services, pressing **FLASH** might disconnect the current call.
- Pressing **FLASH** does not hang up the system.

### Using Redial

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

### Call Back from Caller ID Memory

Your telephone company may require a different format for making out-of area (toll) calls within your area code. See the next section for the procedure to obtain the applicable toll-call format for your phone company.

### Deleting Call Records

- When the phone's memory is full, it automatically replaces the oldest call record with the newest incoming call.
- If you do not press any button within about 15 seconds while **ERASE ALL CALLS** appears on the display, the phone automatically returns to normal display and the records are not deleted.

## FCC NOTICE

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.

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.
- Consult your local RadioShack store or an experienced radio/TV technician for help.
- If you cannot eliminate the interference, the FCC requires that you stop using your modulator.

Changes or modifications not expressly approved by RadioShack may cause interference and void the user's authority to operate the equipment.

## FCC STATEMENT

This phone is Hearing Aid compatible.

Your telephone complies with Part 68 of *FCC Rules* and the requirements adopted by the ACTA. On the [location of label] of this product is a label with this product's FCC Product Identification number in the format *US:AAAEQ##TXXXX*. If requested, you must provide this information to the telephone company.

You must not connect your telephone to:

- coin-operated systems
- most electronic key telephone systems
- 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 telephone to conform to federal regulations, and you can connect it to most telephone lines. However, each telephone (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 telephone.

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.

## 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.

### 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. RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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