



14-Minute Digital Answering System

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

43-3822

OGM — Hold down to record an outgoing message.

PLAY/PAUSE — Press to play all messages, memos, and 2-way recordings. Press while playing to pause.

◀◀/TIME CHECK — Press to hear the current day and time. Press during playback to repeat the current message. Hold down during playback to repeat the previous message.

STOP/ON/OFF — Press to turn the system on and off, or during playback to stop.

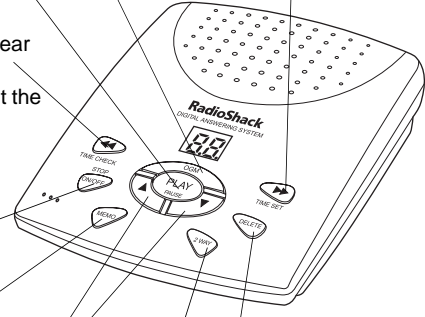
MEMO — Hold down to record messages for yourself or others.

▲ and ▼ — Adjust message playback volume higher or lower.

▶▶/TIME SET — Press during playback to skip to the next message. Hold down while stopped to enter day/time setting mode.

DELETE — Press during playback to delete a message.

2 WAY — Press to record a telephone conversation.



! IMPORTANT !

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

 — Warning  — Important  — Caution  — Hint  — Note

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Your RadioShack 14 Minute Digital Answering System is a sophisticated, fully digital message center. All messages are stored on a chip, so there are no tape mechanisms to wear out and no tapes to bother with. You can record up to 14 minutes of a message, memo, or two-way phone conversation.

Call Screening — Listen to incoming calls so you can decide whether or not to answer.

Phone Pick-Up Detection — Stops recording a message when you pick up any phone on the same line.

Multiple Outgoing Message — Set the system to play your message, the prerecorded message, or play your announcement without recording the caller's message.

Voice Activated Recording (VOX) Detection — The systems stops recording after seven seconds of silence or when the caller hangs up.

Remote Operation — Use a touch-tone phone (or rotary phone and pocket tone dialer) to operate the system while you are away.

Remote Answer-On — Call the system from a remote location and set it to answer calls.

Adjustable Ring Number — Set the system to answer after two, four, or seven rings.

Your system is ETL listed to UL standards and meets all applicable FCC standards.

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



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

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

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

READ THIS BEFORE INSTALLATION

Your system conforms to federal regulations, and you can connect it to most telephone lines. However, each device that you connect to the phone line draws power from the phone line. We refer to this power draw as the device's ringer equivalence number, or

REN. The REN is on the bottom of the system.

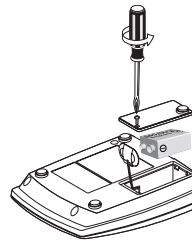
If you use more than one phone or other device on the line, add up all the RENs. If the total is more than five (or three in rural areas), your phone might not ring and your TAD might not answer. If ringer operation is impaired, remove a device from the line.

INSTALLATION

INSTALLING THE BACKUP BATTERY

If AC power fails or you unplug the system, one 9V alkaline battery (not supplied) is required to save recorded messages and day/time settings.

1. Use a Philips screwdriver to remove the screw from the battery compartment cover.
2. Attach a 9V alkaline battery to the terminals and place the battery in the compartment.



3. Replace the cover and secure it with the screw.
4. Replace the battery when **Lo** appears on the display. Unplug the AC adapter and disconnect the phone from the phone line before replacing the battery. After installing the new battery, reconnect to AC power and the phone line. ☑

CONNECTING THE SYSTEM TO A PHONE LINE

Select a location near a telephone jack, an easily accessible AC outlet, and out of the way of normal activities. 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. 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 your alarm equipment, contact your telephone company or a qualified installer. ☑

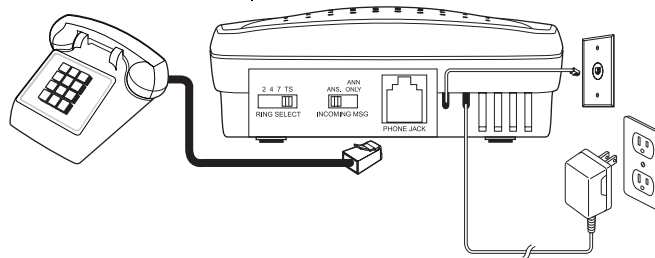
☑ BATTERY NOTES ☑

- Listen to new messages before replacing the battery, since removing the battery erases all messages.
- You must reset the clock after replacing the battery.
- Dispose of old batteries promptly and properly. Do not burn or bury batteries.
- Use only a fresh battery of the required size and recommended type.
- If you do not plan to use the system for a month or longer, remove the battery. Batteries can leak chemicals that can destroy electronic parts.

Connecting the System to a Phone Line

The USOC number of the jack to be installed is RJ11C (or RJ11W for a wall plate jack).

1. Plug the system's modular phone line cord into the wall jack.
2. Plug your phone's modular phone line cord (not supplied) into the **PHONE JACK**.



NOTE

- Do not press any buttons while plugging the adapter into the AC outlet. If you accidentally press a button, reset the system by unplugging the adapter from the AC outlet and reinsert it.
- The system cannot operate without AC power.

CONNECTING AC POWER

Plug the AC adapter into a standard AC outlet. The display lights and numbers **01** to **10** appear sequentially on the display. A long beep sounds and **00** appears. If you did not install a backup battery, **L0** and **00** alternately appear.

PREPARATION

TURNING THE SYSTEM ON/OFF

To turn on the system, press **STOP/ON/OFF**. The number of recorded messages appears on the display. The system is now set to answer calls.

To turn off the system, press **STOP/ON/OFF**. -- appears on the display. ↵

ADJUSTING THE VOLUME

Press ▲ to increase the volume, or ▼ to decrease the volume. The system beeps when you press either volume button. When the maximum or minimum volume is reached, the system beeps three times.

SETTING THE DAY AND TIME

You must set the day and time before the system will record the day/time voice stamp on each memo and incoming message. The day/time voice stamp automatically defaults to Monday, 12:00 AM, when you connect the system to power, and does not


NOTE

- A beep sounds when you press **STOP/ON/OFF**.
- You can also turn on the system remotely. See "Remote Commands" on Page 17.

NOTE

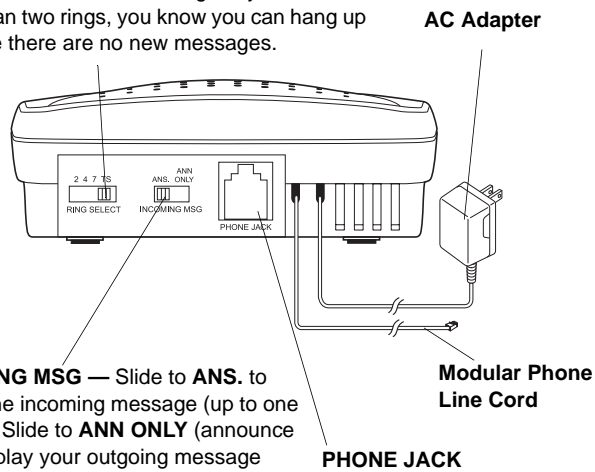
- If there is a delay of 20 seconds between any of the steps, the system exits day/time setup mode. Start again from step 1.
- If you have not set the day and time and you press **◀/TIME CHECK**, the system announces "Please set time".

advance until you set the correct day and time.

1. Turn on the system.
2. Hold down **▶▶/TIME SET** for about two seconds, then release it. The system announces "Monday" and **1** appears on the display.
3. Repeatedly press **▶▶/TIME SET** until you hear or see the correct day.
4. Press **◀/TIME CHECK**. The system announces "twelve AM", and **00** appears on the display.
5. Repeatedly press **▶▶/TIME SET** until you hear or see the correct hour.
6. Press **◀/TIME CHECK**. The system announces "0", and **00** appears on the display.
7. Repeatedly press **▶▶/TIME SET** until you hear or see the correct minute.
8. Press **◀/TIME CHECK** to confirm the setting. The system announces the current day of the week and the time. 
9. To hear the current day and time, press **◀/TIME CHECK**.

SETTING THE NUMBER OF RINGS AND INCOMING MESSAGE

RING SELECT — Slide to **2**, **4**, or **7** to select the number of rings you hear before the system answers. Slide to **TS** to avoid unnecessary charges when calling long distance to check your messages. If there are new messages, the system answers after two rings. Otherwise, the system answers after four rings. If you hear more than two rings, you know you can hang up because there are no new messages.




INCOMING MSG — Slide to **ANS.** to record the incoming message (up to one minute). Slide to **ANN ONLY** (announce only) to play your outgoing message without letting the caller record a message. After the system answers, it monitors the line for seven seconds for any remote code entry.

 **NOTE** 

- The maximum length for an outgoing message is about 60 seconds and the minimum is about 3 seconds. In the last 10 seconds, **R1** flashes rapidly, indicating recording will end soon. When the maximum outgoing message length is reached, the system sounds three short tones and plays back the message. Repeat these steps to record a new outgoing message.
- If you record your own message and later decide to use the prerecorded message, hold down **OGM** until a beep sounds. Release **OGM**, and the system plays the prerecorded outgoing message.

RECORDING THE OUTGOING MESSAGE

You can use the system's prerecorded outgoing message, "Hello, please leave a message after the tone", or record your own.

1. Hold down **OGM** until **R1** appears on the display and the system beeps. Speak clearly into the microphone.
2. Release **OGM** when you are finished. The system automatically plays back your recorded message. **R1** appears on the display during the playback. 

RECORDING AN ANNOUNCE ONLY OUTGOING MESSAGE

The system has a prerecorded announce-only outgoing message that says "No one is available to take your call". You can use this message or record your own.

1. Slide **INCOMING MSG** to **ANN ONLY**.
2. Hold down **OGM** until **R2** appears and the system beeps. Speak clearly into the microphone.

3. Release **OGM** when you are finished. The system automatically plays back your recorded message. **RM** appears on the display during the playback. ☑

OPERATION

SETTING THE SYSTEM TO ANSWER CALLS

1. Press **ON/OFF/STOP** to turn on the system.
2. When the system answers a call, it plays the outgoing message, beeps, then **PR** appears on the display. ☑
3. The caller can leave a message up to one minute in length. After the caller hangs up, is silent for more than seven seconds, or the maximum message length is reached, the system hangs up and resets to answer the next call. The number flashes on the display to indicate an incoming message has been recorded.
4. When the system answers a call or records a message, if any phone

NOTE

- To hear the announce only outgoing message, press **OGM**. To stop playback, press **STOP/ON/OFF**.
- The announce only message length reduces total message recording time. A 20 second message leaves about 13 minutes, 40 seconds recording time.
- The system stores up to 62 incoming messages.
- If memory reaches maximum capacity, while a caller is leaving a message, it beeps, stops recording, and hangs up.
- If memory is full, the system answers calls, plays the announce only outgoing message, waits for any remote operation commands, then hangs up. You cannot record messages until you delete messages. See "Deleting Messages" on Page 15.

☒ **NOTE** ☒

- If memory is full, three short beeps sound when you try to record a memo, 2-way conversation, or change the outgoing message. **FL** appears on the display.
- Many local phone companies use Calling Party Control (CPC) to signal that a caller has hung up. Your system can recognize a CPC signal and release the line.
- The announce-only outgoing message does not affect your original outgoing message. Each outgoing message can be recorded, played back, or deleted independently.
- When the system is set for announce-only, you cannot record incoming messages using remote commands. You can use remote commands to perform all other operations.

on the same line is picked up or the system detects a Calling Party Control (CPC) signal, it stops playing the outgoing message or recording, and resets to answer another call. ☒

5. When the system is off and there is an incoming call, it will answer the call after 10 rings and sound a long beep, then waits seven seconds for the remote code.

USING THE ANNOUNCE-ONLY FEATURE

Your system's announce-only feature lets you play a message for the caller, then automatically hangs up without letting the caller leave a message. ☒

*To select announce-only mode, slide **INCOMING MSG** to **ANN ONLY** (see illustration on Page 9). When the system receives a call, it plays the announce-only message, then monitors the phone line for remote codes received within about seven seconds.*

*To turn off the announce-only feature, slide **INCOMING MSG** to **ANS**.*

SCREENING CALLS

To screen your calls, let the system answer. Listen to the caller's message through the system's speaker. If you decide to answer the call, pick up any phone connected to the same phone line as the system. The system stops recording and resets to answer the next call. In the event that the system continues recording, depress the hook switch on the telephone momentarily, or press * for more than one second on a telephone connected to the same line. ↵

RECORDING A MEMO

A memo is a message that you record by speaking directly into the system, without calling in on the phone.

1. Hold down **MEMO** until **r1** appears on the display and a beep tone sounds. Speak clearly into the microphone.
2. When you are finished, release **MEMO**. The system beeps. The memo number flashes on the display until you play them.

NOTE

- When volume is set to minimum, the caller's message cannot be heard. The standard voice prompts, beep tone, and recorded message should be audible at minimum volume when any of the buttons are pressed.
- If you pick up the phone just as the system answers, the system might not stop playing the message. If this happens, press **STOP/ON/OFF** to stop playing the message.

! IMPORTANT !

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

RECORDING A 2-WAY PHONE CONVERSATION

You can record both sides of a conversation on any phone connected to the same phone line as the system. !


At any time during the conversation, hold down **2 WAY** until **r2** appears on the display. The system starts recording. Press **2 WAY** again to stop recording. The recording number flashes on the display until you play the conversation.

PLAYING MESSAGES/ MEMOS/TWO-WAY PHONE CONVERSATIONS

The number of messages flash after the system records new messages, recorded memos, or two-way phone conversations.

 **NOTE** 

- If there are no messages, the system beeps twice when you press **PLAY/PAUSE**.
- Each message is treated as a new message until you play it back in its entirety.

1. To listen to all messages, memos, and two-way conversations, press **PLAY/PAUSE**. The system plays each new message in sequence and announces the day and time it was recorded. After playing all new messages, the total number of messages appears on the display and the system saves the messages. 

2. To replay the messages, press **PLAY/PAUSE**. Press **PLAY/PAUSE** again to pause. **P** appears on the display. Press **PLAY/PAUSE** again to resume playback. The system returns to answer-ready mode after seven seconds if you do not press **PLAY/PAUSE** again.
3. During message playback:
 - Press **◀/TIME CHECK** to repeat the current message.
 - Hold down **◀/TIME CHECK** for about two seconds to repeat the previous message.
 - Press **▶/TIME SET** to skip forward to the next message.
4. To stop message playback at any time, press **STOP/ON/OFF**.

DELETING MESSAGES

You can delete messages individually during playback, or all at once after playback.

*To delete an incoming message, memo, or two-way phone conversation (after listening to it), press **DELETE** during playback. **ⓓE** flashes on the display and the message is deleted.*

NOTE**Deleting Messages**

- If you hold down **DELETE** before playing back all messages, the system beeps. You cannot delete the messages until you play them all back.

Remote Operation

- If you do not have CPC service and you hang up while the system is playing back messages, the system might not recognize that you hung up.
- If someone calls while the system play the messages (in remote operation), the caller hears a busy signal.
- If you pause for 10 seconds between digits, the system hangs up.

To delete all messages after playback, hold down **DELETE** for about two seconds. The system beeps and all messages are deleted.

REMOTE OPERATION

While you are away from your home or office, you can access your system by remote operation. Use a touch-tone phone to enter your remote operation security code.

OPERATING THE SYSTEM FROM A REMOTE LOCATION

To use your system from a remote telephone, you must first enter a 3-digit remote operation security code. The security code label is located on the bottom of the system.

1. Dial your phone number.
2. When your outgoing message is playing, enter your remote operation security code. **Ln** appears on the display to indicate the system is in remote mode.

3. Enter a remote command. See "Remote Commands" on Page 17.

If you forget to turn your system on, you can phone in from a remote location and turn it on automatically.

1. Call your telephone number.
2. The system answers after 10 rings. After the beep, enter your 3-digit security code.
3. After the second beep, press 9 then hang up. Subsequent messages will be recorded.

REMOTE COMMANDS

Press:	To
If there are no new messages, you hear three beeps.	
2 #	Play all messages.
2 5	Play new messages.
3 #	Delete all old messages.
7 #	Record new outgoing message.
7 #	Stop recording outgoing message.
8 #	Record memo.
8 #	Stop recording memo.
9 #	Turn system off/on.
0 #	Monitor the room..

NOTE

Care

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

If your system 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 system's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it.

When you press **2 5** to play new messages, or **2 #** to play all messages (during playback), you can then press the following keys to get these remote functions.

3 #	Erase current message.
6 #	Repeat previous message.
7 #	Skip a message.
8 #	Repeat current message.
# #	Stop current message.

After all your messages have been played, you hear two short beeps. You have seven seconds to access the menu again, otherwise, the unit disconnects automatically.

FCC STATEMENT

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.

Your system complies with Part 68 of *FCC Rules* and the requirements adopted by the ACTA. On the back 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. ↙

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 system to conform to federal regulations, and you can connect it to most telephone lines. However, each system and device 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 system.

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

↙ **NOTE** ↘

You must not connect your system to:

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

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.

FCC Statement

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.

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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RadioShack Corporation
Fort Worth, Texas 76102

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