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VIP Phone
with Caller ID and
Digital Answering System

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

43-3816

Thank you for purchasing a RadioShack VIP Phone with Caller ID and Digital Answering System. Your phone is the perfect tool for your busy schedule.

The digital answering system has 10 VIP mailboxes so you can easily sort, save, and listen to your important calls.

The Caller ID (CID) lets you see who's calling before you answer.

You can even use the speakerphone or an optional headset to talk handsfree!

- *Digital Answering System*
- *Day/Time Stamp*
- *Remote Access*
- *Call Monitor*
- *10 VIP Mailboxes with CID Matching*

- *Simplex Speakerphone*
- *99 CID Message Records*
- *CID Callback*
- *Desk or Wall Mount*

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LINE Jack

INSTALLATION

MOUNTING YOUR PHONE

Your phone 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 www.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* and the requirements adopted by the ACTA. The telephone cord and modular plug provided are Part 68 compliant for connecting to the telephone company network.

If your home has wired alarm equipment connected to the telephone line, be sure that installing the phone 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.

You can place the phone on a flat surface, or mount it on a wall plate or directly on the wall.

On a Desktop

Plug one end of the supplied modular cord into the **LINE** jack on the back of the phone, and the other end of the cord into a modular wall jack.

Set the phone in a convenient place on a desktop or table.

Using the Wall Plate

1. Lift up the handset holder and rotate it 180°.

2. Insert the mounting bracket's tabs into the slots on the bottom of the phone. Then slide the bracket up until it snaps into place.

3. Plug one end of the supplied modular cord into the **LINE** jack on the back of the phone.

4. Plug the other end of the cord into the modular wall jack.

5. Line up the keyhole slots on the bottom of the phone and the mounting bracket, with the wall plate tabs, and then slide the system down until it is secure.

☑ **NOTE** ☑

Installation
Your phone is ETL listed to UL standards and meets all applicable FCC requirements.

Mounting Your Phone
- The USOC number of the jack to be installed is RJ11C (or RJ11W for a wall plate jack).
- If the phone line jack is not a modular jack, you must update the wiring. You can convert the wiring yourself, using jacks and adapters available at any RadioShack store. Or, you can let the phone company update it for you.

Installation

Handset Holder

LINE

Mounting Bracket

Directly on the Wall

You will need a drill and screws (not supplied) with heads that fit the keyhole slots on the bottom of the system and the mounting bracket.

1. Drill two holes 3 $\frac{1}{4}$ inches apart, one below the other.

2. Thread a screw into each hole, letting the heads extend about $\frac{1}{8}$ inch from the wall.

3. Insert the mounting bracket's tabs into the slots on the bottom of the system. Then slide the bracket up until it snaps into place.

4. Plug one end of the supplied modular cord into the **LINE** jack on the back of the system.

5. Plug the other end of the cord into a modular wall jack.

6. Fit the heads of the screws into the keyhole slots on the bottom of the system and the mounting bracket, then slide the system down until it is secure.

CONNECTING THE HANDSET

Plug one end of the supplied coiled cord into the modular jack on the left side of the phone, and plug the other end into the modular jack on the handset. Then place the handset on the cradle.

USING AC POWER

Connect the supplied AC adapter to the **DC 9V** power jack on the back of the phone. Then, plug the other end of the adapter into a standard AC outlet. ☒

DC 9V Power Jack

The answering system cannot operate without AC power. However, you can make and answer calls with the telephone handset without AC power.
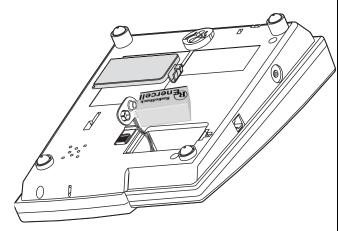
When you first connect power, **Initialization**, **12:00 AM**, and **1/01** appear. The system runs a self test, sets all internal default values, and then sounds 4 tones.

☒ **NOTES** ☒

- Always connect the AC adapter to the system before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the system.
- Use only the supplied Class 2, Regulated 120V AC, 60Hz; 9V DC, 500 mA, Positive (+) Tip AC Adapter. Use of any other power source may cause damage.

Select Language, ENG, ESP, AREA CODE, PIN, DAY_WK appear, then the system beeps twice and 0 New 0 Total appears. To set your own language, area code pin and day of the week, see "Phone Settings" on Page 8.

INSTALLING A BACKUP BATTERY

If AC power fails or you unplug the system, you need one 9V alkaline backup battery (not supplied) to save the answering system's messages and settings for the day and time. Batteries are available at your local RadioShack store or online at www.radioshack.com. ☑

1. Use a flat-blade screwdriver to press the tab on the battery compartment's cover, and then lift up the cover and remove it.

2. Attach the battery to the terminals, then place it inside the compartment.

3. Replace the cover.

When ▄▄ appears, replace the battery.

☑ BATTERY NOTES ☑

- Dispose of old batteries properly.

- Do not burn or bury batteries.

- Use only fresh batteries of the required size and recommended type.

- If you do not plan to use the phone with the battery for a month or more, remove the battery. Batteries can leak chemicals that can destroy electronic parts.

- To avoid losing stored information, be sure the system is properly connected to AC power before you replace the battery.

- Disconnect the telephone line cord before replacing the battery to reduce the risk of fire or injury
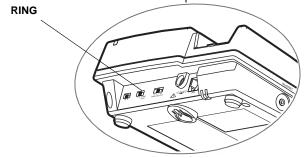
PHONE SETTINGS

SETTING THE LANGUAGE, AREA CODE, TIME, AND DATE

1. Press **TIME SET/SKIP**. Select Language and then ENG ESP appears.

2. Press **MESSAGE VOLUME** ▼ or ▲ . ENG or ESP flashes to indicate which language you selected.

3. Press **REVIEW** ▷ to confirm the language. AREA PIN DAY_WK appears.

4. Press **MESSAGE VOLUME** ▼ or ▲ to choose the digits for AREA (area code), PIN (remote operation security code), and DAY_WK (day of the week). (See "Remote Operation" on page 20.) ☑

5. Press **REVIEW** ◁ or ▷ to move to another digit and press **MESSAGE VOLUME** ▼ or ▲ to select the digits.

6. Press **REVIEW** ▷ to confirm your settings and move to the time and date.

7. Press **MESSAGE VOLUME** ▼ or ▲ to select the time and date, and press **REVIEW** ◁ or ▷ to move the cursor.

8. Press **REVIEW** ▷ to confirm your settings and exit.

9. Press **STOP** to save your settings and exit at any time.

After the day and time are set, press **TIME CHECK/REPEAT** to hear the day and time.

To avoid losing the day and time settings if AC power fails, we recommend you install a backup battery before you set the day and time (see "Installing a Backup Battery").

SETTING THE NUMBER OF RINGS

RING

Set **RING SELECT** on the back of the system to **2**, **4**, or **7** to set the desired number of rings before the system answers a call (2 rings, 4 rings, 7 rings).

☑ **NOTE** ☑

- The preset pin code is 000.
- The time and date are updated by the first incoming call with Caller ID information.
- When setting DAY_WK, select from the following codes:
  - Monday — 1
  - Tuesday — 2
  - Wednesday — 3
  - Thursday — 4
  - Friday — 5
  - Saturday — 6
  - Sunday — 7
- A appears for AM hours and P appears for PM hours.

USING TOLL SAVER

Toll Saver (TS) allows you to check your messages from a remote, long distance telephone without incurring long distance charges.

Set **RING SELECT** on the back of the phone to **TS**. The system answers on the second ring, when there are new messages. To avoid long distance charges, hang up after the second and before the fourth ring.

SETTING THE RINGER VOLUME

To adjust the ringer volume, set **RINGER** on the right side of the phone to **HI**, **LO** or **OFF**. With the ringer off, and you can still answer calls if you hear another phone ring.

SETTING THE DIALING MODE

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

1. Be sure **TONE/PULSE** is set to **TONE**.
2. Lift the handset and listen for a dial tone.
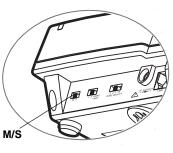3. Press any number except 0.

If the dial tone stops, you have touchtone service. If the dial tone continues, you have pulse service.

If you have pulse service, set **TONE/PULSE** to **PULSE**. Otherwise, leave it set to **TONE**.
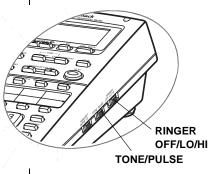
USING THE MASTER/SECONDARY SWITCH

M/S (Master/Secondary) lets you easily 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.

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

M/S

If you connect only one system to a phone line, set **M/S** to **M**.

RINGER OFF/LO/HI
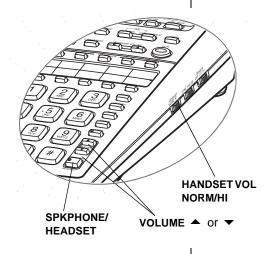
TONE/PULSE

✍ NOTE ✍

Setting the Dialing Mode
If your phone system requires you to dial an access code (9, for example) before dialing an outside number, do not press the access code for this test.

Using the Master/Secondary Switch
- If **M** is not set on at least one phone, or more than one phone, incoming calls might be disconnected.
- 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.

Phone Settings

TELEPHONE OPERATION

MAKING AND ANSWERING CALLS

To make a call
Lift the handset, or press **SPKPHONE/HEADSET** once (if you press **SPKPHONE/HEADSET**, the **SPKPHONE/HEADSET** LED lights), and dial the desired telephone number.

To answer a call
Lift the handset or press **SPKPHONE/HEADSET** once.

To end a call
Return the handset to the cradle or press **SPKPHONE/HEADSET** (if using speakerphone) once.

HANDSET VOL NORM/HI

SPKPHONE/HEADSET

VOLUME ▲ or **▼**

ADJUSTING THE HANDSET/HEADSET/SPEAKER VOLUME

To adjust the Handset/Headset Volume
Set **HANDSET VOL** on the right side of the base to **NORM** or **HI**.

To adjust the Speakerphone Volume
Listen to the dial tone while the speakerphone is in use. Then press **VOLUME ▲** or **▼** to set the desired volume.

SWITCHING BETWEEN THE HANDSET AND THE SPEAKERPHONE

Switching from the Handset to the Speakerphone
Press **SPKPHONE/HEADSET**, then return the handset to the cradle.

Switching from the Handset to the Speakerphone while Redialing or Memory Dialing
Let the number dial completely, then press **SPKPHONE/HEADSET** and return the handset to the cradle.

Switching from the Speakerphone to the Handset
Lift the handset.

Switching from the Speakerphone to the Handset while Redialing or Memory Dialing
Let the number dial completely, then lift the handset.

USING A HEADSET

Headsets are available from your local RadioShack store or online at www.radioshack.com.

1. Insert the headset's plug into the **HEADSET** jack on the left side of the phone.

2. Press **SPKPHONE/HEADSET** to make or answer calls.

3. Press **SPKPHONE/HEADSET** again to hang up.

To switch from the headset to the handset, pick up the handset and unplug the headset from the phone.

To switch from headset to speakerphone, just unplug the headset from the phone.

USING MUTE

Mute allows you to talk privately with someone in the room without the person at the other end of the phone overhearing the conversation.

1. Press **MUTE**. The **MUTE** LED lights.

2. Press **MUTE** again to turn Mute off. The **MUTE** LED turns off.

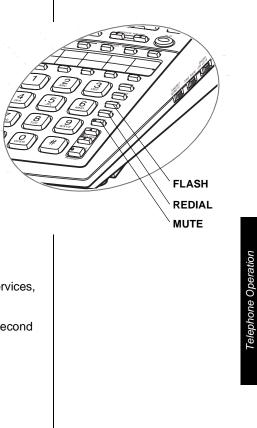Hanging up the phone automatically cancels mute.

USING REDIAL

You can quickly redial the last number dialed by pressing **REDIAL** when you hear a dial tone. The redial number is replaced each time you dial a new number. The redial memory stores up to 32 digits of any number dialed, so it can store long distance as well as local numbers.

USING FLASH

Use **FLASH** to switch to the other line for special services, such as Call Waiting.

1. Press **FLASH** to put a call on hold and take a second call on the same line.

2. Press **FLASH** again to return to the first call.

FLASH
REDIAL
MUTE

USING PAUSE

Some PABX and PBX telephone systems require an access number (often 9) to be entered before allowing the user to make an outside call. You can save the access number and a pause as part of a memorized number.

To insert a 3 second pause between the access number and the telephone number, press **REDIAL** when storing a number in memory.

MEMORY DIALING

You can store up to 10 numbers (16 digits each) in memory and dial any stored number by pressing two keys.

Storing a Number in Memory

1. Pick up the handset or press **SPKPHONE/HEADSET** once.

2. Press **STORE**.

3. Enter the number you want to store, including any pauses.

4. Press **STORE** again.

5. Press a memory location (**0 – 9** on the keypad).

6. Return the handset to the cradle or press **SPKPHONE/HEADSET**.

ANNOUNCE

PLAY

STORE

Dialing a Memory Number

1. Pick up the handset or press **SPKPHONE/ HEADSET**.

2. Press **MEMORY**.

3. Press the desired memory location (**0 - 9** on the keypad).

Telephone Operation

ANSWERING SYSTEM OPERATION

TURNING THE ANSWERING SYSTEM ON/OFF

To turn on the answering system, press **ANSWER ON/OFF**. The **ANSWER ON/OFF** LED lights and the system beeps once. The system is set to answer calls.

To turn off the system, press **ANSWER ON/OFF** again. The **ANSWER ON/OFF** LED turns off and the system beeps twice.

PRERECORDED OUTGOING MESSAGES

To hear the system's prerecorded outgoing message (OGM), press **ANNOUNCE** and then **PLAY**. The system says, "Hello, please leave a message after the tone."

To hear the system's prerecorded announce only message, press **ANNOUNCE** twice. The system says, "No one is available to take your call."

RECORDING AN OUTGOING MESSAGE

1. Press **ANNOUNCE**. Pls Select OGM appears.

2. Hold down **PLAY**. The system beeps. Speak into the microphone.

3. Release **PLAY** when you finish your message. The system beeps and automatically plays back your recorded message.

4. To stop listening to the outgoing message before it ends, press **STOP**. ☑

ANNOUNCE ONLY OUTGOING MESSAGE

The announce only outgoing message does not erase a recorded outgoing message that tells callers to leave a message. Each outgoing message can be recorded, played back, or deleted independently.

1. Press **ANNOUNCE**. Pls Select OGM appears.

2. Hold down **ANNOUNCE**. The system beeps. Speak into the microphone.

3. Release **ANNOUNCE** when you finish your message. The system beeps and automatically plays back your recorded message.

☑ NOTE ☑

• The maximum length for an outgoing message is 30 seconds. When it reaches the maximum length, the system sounds a tone.

• If you record your own message and subsequently decide to use the prerecorded message, press **ANNOUNCE** and then press **PLAY** to play your recorded outgoing message, then press **DELETE** during playback to erase your recorded message.

4. To stop the outgoing message before it ends, press **STOP**.

To hear the announce only outgoing message at any time, press **ANNOUNCE** twice.

SETTING THE VIP NUMBER

You can program up to 10 VIP Numbers into your answering system by using Caller ID records from frequent or important callers. You can listen to VIP messages individually by pressing the desired **VIP MAILBOX** button. After you set a phone number as a VIP number, the VIP's name appears instead of the normal CID information, VIPXX appears, and the voice message is stored in the specified VIP mailbox.

◁ REVIEW ▷   VIP   CALL BACK

1. Press **REVIEW** ◁ or ▷ until the desired CID memory location appears.

2. Press **VIP**. VIP _ flashes.

3. Press the corresponding **VIP MAILBOX** button for the desired VIP location.

4. To exit VIP setup, press **STOP**.

VIP ALERT

You can store up to ten phone numbers in the VIP call list. Whenever someone calls from one of those ten numbers, if you subscribe to Caller ID service, the system beeps once in between incoming phone rings to indicate that a VIP call is coming in. This alert tone continues until the call is answered. You hear a double beep alert tone every 15 seconds to remind you that there are VIP messages that have not been reviewed.
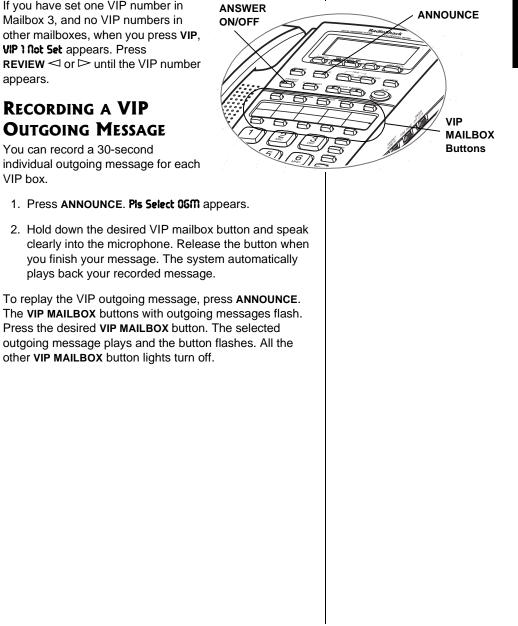
1. To disable the VIP alert feature, hold down VIP for 3 seconds. The current VIP alert setting appears.

2. If VIP ALERT ON appears, press **REVIEW** ◁ or ▷ to change to VIP ALERT OFF.

3. The system exits automatically after 15 seconds.

   To exit sooner, press **STOP**.

REVIEWING VIP NUMBERS

To review the VIP mailboxes, press **VIP**, and then press **REVIEW** ◁ or ▷.

To delete a number stored in a VIP mailbox, press **DELETE** when the desired VIP number appears during review.

If you have set one VIP number in Mailbox 3, and no VIP numbers in other mailboxes, when you press **VIP**, VIP 1 Not Set appears. Press **REVIEW** ◁ or ▷ until the VIP number appears.

ANSWER ON/OFF

ANNOUNCE

VIP MAILBOX Buttons

RECORDING A VIP OUTGOING MESSAGE

You can record a 30-second individual outgoing message for each VIP box.

1. Press **ANNOUNCE**. Pls Select OGM appears.

2. Hold down the desired VIP mailbox button and speak clearly into the microphone. Release the button when you finish your message. The system automatically plays back your recorded message.

To replay the VIP outgoing message, press **ANNOUNCE**. The **VIP MAILBOX** buttons with outgoing messages flash. Press the desired **VIP MAILBOX** button. The selected outgoing message plays and the button flashes. All the other **VIP MAILBOX** button lights turn off.

☑ NOTE ☑

Setting the System to Answer Calls

- A call ends automatically when the caller hangs up, there is silence for more than seven seconds, or the recording reaches maximum message length.
- The system supports a maximum of 92 messages.
- If the system's memory reaches its maximum capacity while a caller is leaving a message, the system stops recording, beeps and then hangs up.
- If the system receives a call when its memory is full, it answers after ten rings and plays "No one is available to take your call", waits for any remote operation commands, then hangs up. The system cannot record new messages until you delete some of the old ones (see "Deleting Voice Messages" on Page 19).
- If you try to record a message when the memory is full, the system announces "Memory is full".
- Many local phone companies use calling party control (CPC) to signal that the caller has hung up. Your system can recognize a CPC signal and release the line. If the system records phone company messages or dial tones, your local phone company probably does not use CPC.

Using the Announce Only Feature

When the system is set to **ANNC ONLY**:

- You cannot set it to record calls using the remote commands.
- You can still use remote commands to perform all operations.

SETTING THE SYSTEM TO ANSWER CALLS

1. Set **1/5/ANNC ONLY** to **1** or **5** to select 1 minute or 5 minutes as the maximum incoming message length.
2. Press **ANSWER ON/OFF**. The **ANSWER ON/OFF** LED lights.
3. Press **ANSWER ON/OFF** again to turn the answering system off. The **ANSWER ON/OFF** LED turns off. ☑

When there is an incoming call and the answering system is on, **Caller ID** appears. The outgoing message plays after the system answers, then the system beeps and begins recording.

After the call, the system hangs up and resets to answer the next call. The New Call LED flashes to indicate there is a new message waiting.

When the system memory is full, the **ANSWER ON/OFF** light flashes rapidly, and **Memory is Full** appears.

USING THE ANNOUNCE ONLY FEATURE

Announce Only lets you set your system to play a message for callers, and then automatically hang up without taking a message.

Set **1/5/ANNC ONLY** on the back of your phone to **ANNC ONLY**. When the system receives a call, it plays the announce only message and Caller ID information appears.

1/5/ANNC ONLY

- After the announcement, the system beeps five times, and stays online for 10 seconds so you can enter the remote operation security code if necessary.
- If the system does not receive a code within 10 seconds, it hangs up and resets to answer the next call.

To turn off announce only, set **1/5/ANNC ONLY** to either **1** or **5**. ☑

The system always answers on the second ring except when the memory is full.

MEMO RECORDING

You can record memos up to one minute long. Make sure that the handset is on the cradle and the speaker and headset are not in use before you begin recording.

1. Hold down **2 WAY/MEMO**. The system beeps.

2. Speak clearly into the microphone from about ten inches in front of the system.

3. Release **2 WAY/MEMO** when you finish your message.

TWO-WAY RECORDING WITH HANDSET

Every state has different regulations governing the recording of conversations over the telephone. To ensure that your use complies with your local, state, and federal laws, be sure to check such laws and guidelines before using this product to record telephone conversations.

You can record both sides of a phone conversation by using the handset (not the speakerphone or headset) on any phone connected to the same phone line as your VIP phone.
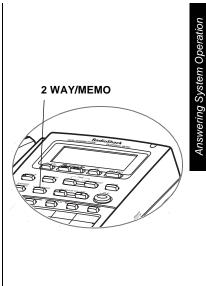
1. At any time during a phone conversation, press **2 WAY/MEMO** to start recording. 2 Way Recording appears.

2. To stop recording, press **2 WAY/MEMO**.

2 WAY/MEMO

⮸ NOTE ⮸
Recording automatically stops after eight seconds of silence.

USING SILENCE

You can turn off the speaker for reviewing CID information.
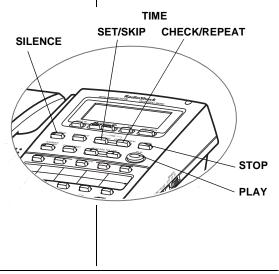
Before reviewing CID messages:

1. Press **SILENCE**. The **SILENCE** LED lights.

2. Press **SILENCE** again to resume listening. The **SILENCE** LED turns off.

TIME
SET/SKIP   CHECK/REPEAT
SILENCE

STOP

PLAY

SCREENING CALLS

To screen calls, let the system answer and listen to the caller's message through the answering 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. *✐*

- If you pick up the phone just as the system answers, the system might not stop playing the outgoing message. Press **STOP**, or press the switchhook on your phone, to stop the outgoing message.
- If you do not want to take the call, let the system finish recording the caller's message.

PLAYING INCOMING MESSAGES/MEMOS/ 2-WAY CONVERSATIONS

When the system has recorded one or more new messages, the **PLAY** LED flashes.

To Listen to New Messages
1. Press **PLAY** once to play the messages. New:XX and Total:XX appear briefly on the voice messages counter.

2. The system plays all the new messages.

To Listen to Saved Messages
After all new messages finish playing, press **PLAY** again. All saved messages are played, one after the other.

After playing each message, the system announces the day and time the message was recorded. After you play the voice messages, the system automatically resets to answer calls. The **PLAY** LED lights.

- If the system beeps twice after you press **PLAY**, there are no messages.
- To repeat the current message, press **TIME CHECK/ REPEAT**.
- To review the previous message, hold down **TIME CHECK/REPEAT** briefly.
- To skip forward to the next message, press **TIME SET/ SKIP**.
- To stop playing any message at any time, press **STOP**.
- While you are playing an incoming message, the attached CID information appears.

PLAYING VIP MESSAGES

During an incoming VIP call, the system sounds the VIP alert tone between rings. When there are new VIP messages, the **VIP MAILBOX** button(s) with the new messages flash.

1. Press a blinking **VIP MAILBOX** button. The system plays each new VIP message and displays the CID information when you press each blinking mailbox button. After each message, the system announces the day and time it was recorded.

2. After the messages play, the **VIP MAILBOX** button lights steadily. The system automatically saves the messages and resets to answer calls.

3. The system announces "Mail Box X" before playing VIP messages during remote operation.

◁ **REVIEW** ▷

DELETE

VIP MAILBOX Buttons
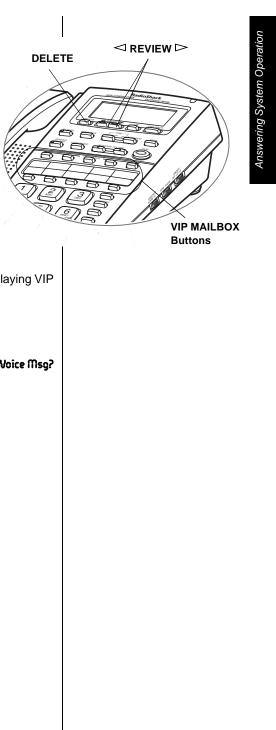
DELETING VOICE MESSAGES

To delete a specific voice message:

1. Press **DELETE** during message playback. **Del Voice Msg?** flashes on the display.

2. Press **DELETE** to confirm deletion.

To delete all voice messages:

1. Press **PLAY**.

2. Press **DELETE**. **Del Voice Msg?** flashes.

3. Press **REVIEW** ▷ until **Del All Voice?** flashes.

4. Press **DELETE**. The **PLAY** LED turns off.

REMOTE OPERATION

While you are away from your home or office, you can use a touch-tone phone, or a pulse (rotary) phone with a pocket tone dialer, to enter your remote operation security code and:

- set the system to answer calls
- listen to your messages
- record a new outgoing message
- delete an individual message

Remote Commands

Use the keys on a touch-tone phone or pocket tone dialer to operate the answering system when you are away from your home or office. Enter your selection within 10 seconds, or the system automatically hangs up and resets to answer the next call. ☑

Press	To
1 #	Play new messages
2 #	Play all messages
3 #	Delete current message
4 #	Repeat previous message
5 #	Stop and exit
6 #	Skip a message
7 #	Turn the system On/Off
8 #	Record an outgoing message. Press **5#** when you finish
9 #	Record a Memo. Press **5#** when you finish
0 #	Monitor the room
1+1~0	Play new VIP messages (1–10)
2+1~0	Play all VIP messages (1–10)

Remote Operation Security Code

To use your system from a remote telephone, you must first enter a 3-digit remote operation security code (see "Phone Settings" on Page 8).

1. After the system answers and beeps once, enter the security code.
2. Enter a remote command within 10 seconds.

Remote Answering System Operation

1. Dial your phone number.
2. After the outgoing message plays and the system beeps, enter your remote operation security code. ☑
3. Enter a remote command.

When you finish, press **5#** to disconnect, or simply hang up.

CALLER ID OPERATION

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

The system displays this information and stores up to 99 numbers only, or name and number, call records in its CID memory, and then replaces the oldest call record with each new one.

During an incoming call, NEW appears. If the caller's name has more than 16 characters, only the first 16 characters appear. The New Call LED flashes until all calls are reviewed.

If the CID information received duplicates another call in memory, the system updates the time/date. RPT and the number of times the call was repeated appear. If no button is pressed within 30 seconds, the system returns to answer-ready mode, and displays the total call counter, new call counter, current time and date. ✍

REVIEWING CALLER ID RECORDS

Each time you receive a call, the system stores a CID record that you can review later, even during a call.

1. Press **REVIEW** ◁ to review recent calls.

2. Press **REVIEW** ▷ to view old calls. **-End of List-** appears. If there is a voice message attached to the call record, the system automatically plays the message. ✍

CALL BACK FROM THE CALLER ID MEMORY

1. Press **REVIEW** ◁ or ▷ to select the number you want to dial.

2. Press **CALL BACK** once, and then **REVIEW** ◁ or ▷ to select the dialing mode.

3. Press **CALL BACK**.

4. Pick up the handset or press **SPKPHONE/HEADSET**. ✍

• Local phone number (7-digit number)

• 1 + local phone number (1+7-digit number if your system requires you to dial 1 before a 7-digit number)

✍ **NOTE** ✍

Caller ID Operation

If there is no voice message attached to a repeat number, the latest call appears once during CID review. For example, if you receive a call from the same number 10 times, the CID displays the number once and RPT 10 appears.

Reviewing Caller ID Records

• The New Call LED flashes until all the new CID records are reviewed. If you do not press a button within 15 seconds, the system returns to answer-ready mode.

• If the data in memory is reviewed for the first time, NEW appears during your review.

Call Back from the Caller ID Memory

If you do not pick up the handset within 10 seconds, the current CID memory reappears and you must begin again at Step 1.

A CID record includes:

• call number
• time and date of the call
• callers' telephone number (if available)
• caller's name (if available)
• voice message (if the calling party leaves a message)

- area code + local phone number (10-digit number)
- 1 + area code + local phone number (1 + 10-digit number).

If the caller's phone number has a different area code from your preset area code, repeatedly press **REVIEW** ◁ or ▷ to choose a 10-digit number or 1+10-digit number.

RECEIVING CALL WAITING CALLS

When you are on the phone and you hear the Call Waiting indication, the display shows who is calling. To talk with the person, press **FLASH**. To return to your original call, press **FLASH** again. ☑

DELETING CALLER ID RECORDS

To delete an individual Caller ID record:
1. Press **REVIEW** ◁ or ▷ to recall the record.

2. Press **DELETE**. **Del CID Record?** flashes.

3. Press **DELETE** again to delete the record. ☑

To delete all CID records:
1. Press **REVIEW** ◁ or ▷.

2. Press **DELETE**. **Del CID Record?** flashes.

3. Press **REVIEW** ▷ until **Del All CID?** flashes.

4. Press **DELETE**. **No Calls** appears.

To delete a CID and voice message:
1. Press **REVIEW** ◁ or ▷ to recall the CID record and voice message.

2. Press **DELETE**. **Del Voice MSG?** flashes.

3. Press **REVIEW** ▷ until **Del CID+Voice?** flashes.

4. Press **DELETE** to delete the CID record and voice message.

☑ **NOTE** ☑

Receiving Call Waiting Calls
Contact your local phone company to subscribe to Caller ID with Call Waiting services.

Deleting Caller ID Records
- If you decide not to delete the records, do not press **DELETE**. Wait until the system resets to answer calls.
- If you press **DELETE** to confirm deletion when **Del All CID?** appears, all CID records will be deleted, including records that have not been reviewed.

CALLER ID MESSAGES

Display		Description
English	**Spanish**	
New Total	Nuevo Total	The number of new calls and total number of incoming calls.
#01	#01	Call information is stored in Caller ID memory location #01
Private	Privado	Appears when the caller has blocked Caller ID information from being sent.
Unavailable	Fuera de Zona	Appears when the caller is not within a Caller ID service area. No caller information appears.
CID not attached	CID No Anadir	The voice message does not have Caller ID message information.
Error	Error	Appears if there was an error during the transmission of the Caller ID information.
No Calls	No Llamada	No call information is stored in the Caller ID.
Pickup Phone	Levantar TEL	Appears after the system dials a number when you press **CALLBACK**.
AREA PIN DAY_WK	AREA PIN Semana	Prompts you to set the area code, remote security operation PIN, date, and day.
		Appears when the system or CID is inactive and a message is waiting (if you subscribe to your phone company's message waiting service).
Call Waiting	Llam. En Espera	Appears when there is an incoming call when you are on the phone.
Memory is Full	Memoria Llena	Appears when the Caller ID memory is full or the system reaches its maximum number of messages.
End of List	Fin de La Lista	Appears when you have reached the end of your call records.
RPT	RPT	Appears when you review a Caller ID record from someone who has called more than one time from the same number.
Call Forward	Llam Siguiente	The call was forwarded from a number set to forward all calls.
Forward Busy	Ocupado Adelante	The call was forwarded from a number set to forward a call if the line is busy.
VIP Alert On	Alerta VIP On	The VIP alert feature is on.
VIP not Set	VIP no Ajustado	Appears when you are reviewing VIP calls to let you know that the mailbox has no VIP number set.
Waiting	En Espera	Appears when you press **STOP** after you delete messages or Caller ID records.

IMPORTANT INFORMATION

RESETTING YOUR VIP PHONE

If you need to reset your phone, unplug the AC adapter from the wall outlet and remove the battery from the battery compartment.

Once the display screen has cleared, plug the AC adapter back into the wall outlet, and reinstall the battery.

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

Do not attempt to service this product yourself, as opening or removing covers may expose you to dangerous voltage or other hazards. Refer all servicing to qualified service personnel.

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.

FCC STATEMENT

This phone is Hearing Aid compatible.

Your phone complies with Part 68 of *FCC Rules* and the requirements adopted by the ACTA. On the bottom of this product is a label with this product's FCC Product Identification number in the format *US:AAOMT09B433816*. If requested, you must provide this information to the telephone company.

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 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 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.

> **☑ NOTE ☑**
>
> You must not connect your phone to:
> - coin-operated systems
> - most electronic key telephone systems

Important Information

THE FCC WANTS YOU TO KNOW

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 phone.

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

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.

ACCESSORIES

Accessories are available at your local RadioShack store or online at www.radioshack.com. The following are some of the available accessories. Visit your local RadioShack store or www.radioshack.com for a more complete listing of available accessories.

RadioShack carries a full line of batteries. Whether you need alkaline or rechargeable batteries, you'll find them at RadioShack.

RadioShack carries the perfect headset to fit your every need. Whether you prefer an over-the-head or a behind-the-head model, a headset that clips over your ear, one with a short or a long mic boom, you can find it at RadioShack.