



Digital Answering System with Time/Day Voice Stamp





Owner's Manual
Please read before using this equipment.

Read This Before Installation

Your Digital Answering System is ETL listed to UL standards and meets all applicable FCC requirements.

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

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



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



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

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We have designed your Digital Answering System to conform to federal regulations, and you can connect it to most telephone lines. However, each 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. The REN is on the bottom of your system.

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 and your system might not answer. If ringer operation is impaired, remove a device from the line.

FCC STATEMENT

Your system complies with Part 68 of the *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 system.

Note: You must not connect your system to:

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

THE FCC WANTS YOU TO KNOW

In the unlikely event that your system 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 system. 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 complies with the limits for a Class B digital device as specified in Part 15 of the *FCC Rules*. These limits provide reasonable protection against radio and TV interference in a residential area. However, your equipment might cause TV or radio interference even when it is operating properly. To eliminate interference, you can try one or more of the following corrective measures:

- Reorient or relocate the TV or radio's receiving antenna.
- Increase the distance between the equipment and the radio or TV.
- Use outlets on different electrical circuits for the equipment and the radio or TV.

Consult your local RadioShack store if the problem continues.

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Features

Your RadioShack Digital Answering System is a sophisticated, fully digital message center that stores all messages on a computer chip. This gives you advanced capabilities over tape-based answering machines. Because this telephone answering system is fully digital, there are no tape mechanisms to wear out and no tapes to bother with.

The system's features include:

Day/Time Stamp — records the day and time each message was recorded.

Call Screening — lets you listen to incoming calls so you can decide whether or not to answer a call.

Remote Operation — lets you operate the system while you are away from your home or office.

Multiple Outgoing Messages (OGM) — lets you set the system to play your message or the prerecorded message, or just play your announcement without recording the caller's message.

High Memory Capacity — lets you record up to 25 minutes of messages, memos, and two-way phone conversations.

Voice Activated Recording (VOX) Detection — the system stops recording when the caller hangs up or after 7 seconds of silence to help conserve memory space.

□ **Preparation**

INSTALLING THE BACKUP BATTERY

If AC power fails or you unplug the system, one 9V alkaline battery (not supplied) is needed to save any recorded messages and the settings for the day and time. For the best performance and longest life, we recommend you use a RadioShack alkaline battery.

Follow these steps to install the backup battery.

1. Use a Phillips screwdriver to remove the screw on the battery compartment cover, then remove the 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.

Replace the battery when **Lo** appears on the display while the system is connected to AC power.

CONNECTING AC POWER

Insert the supplied AC adapter's barrel plug into the **DC 9V** jack on the back of the system, then plug the adapter into a standard AC outlet. The display lights and **Cr** appears.

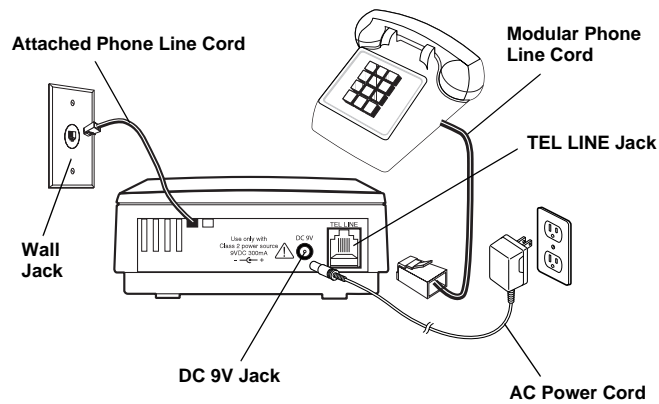
The system initializes in about 20 seconds, then sounds 4 tones. **00** and **--** alternately appear.

Notes:

- If you did not install a backup battery, Lo, 00, and -- alternately appear.
- Do not press any of the system's buttons while you are 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 re-inserting it.
- The system cannot operate without AC power.

CONNECTING THE SYSTEM TO A PHONE LINE

Plug the system's attached phone line cord into the wall jack. Plug the modular phone line cord into the system's **TEL LINE** jack.



TURNING THE SYSTEM ON/OFF

To turn on the system, press **ON/OFF/STOP**. The display lights and the system sounds a tone. The system is set to answer calls.

To turn it off, press **ON/OFF/STOP**. The display turns off and the system sounds 2 tones.

ADJUSTING THE VOLUME

Push down or pull up **VOLUME ▲ / ▼** to increase or decrease the volume. The system sounds a tone when you change the volume.

SETTING THE DAY AND TIME

The day/time voice stamp automatically defaults to Monday, 12:00 AM when you connect the system to power.

Note: Hold down **SKIP/TIME SET/CHECK** continuously for Steps 1–4.

1. Turn on the system. Hold down **SKIP/TIME SET/CHECK**. The system sounds a tone after 1 second.
2. While holding down **SKIP/TIME SET/CHECK**, press **REPEAT/ANNC/DAY**. The system announces "Monday" and **01** appears on the display. Repeatedly press **REPEAT/ANNC/DAY** until you hear or see the correct day.
3. While holding down **SKIP/TIME SET/CHECK**, press **MEMO/2WAY/HOUR**. The system announces "1 AM". **01** appears on

the display. Repeatedly press **MEMO/2 WAY/HOUR** until you hear or see the correct hour.

4. While holding down **SKIP/TIME SET/CHECK**, press **PLAY/PAUSE/MIN**. The system announces "01". 01 appears on the display. Repeatedly press or hold down **PLAY/PAUSE/MIN** until you hear or see the correct minute.

Note: When you hold down **PLAY/PAUSE/MIN**, the system will move forward by 10 minutes until it reaches 00.

5. Release **SKIP/TIME SET/CHECK**. The system announces the day and time you set.
6. To hear the current day and time, press **SKIP/TIME SET/CHECK** while the system is on or off.

Note: If you have not set the day and time and you press **SKIP/TIME SET/CHECK**, the system announces "Please set time".

SETTING THE NUMBER OF RINGS

To control how long the system waits before it answers a call, slide **RING SELECT** on the system's right side to the desired number of rings (**2, 4, 7** or **TS**).

TS (Toll Saver) – If you choose the Toll Saver option, and there are new messages, the system answers after two rings. Otherwise, the system answers after four rings. This lets you avoid unnecessary charges when calling by long distance to check your messages. If you hear more than two rings, you know you can hang up because the system has no new messages.

SETTING THE INCOMING MESSAGE LENGTH

Slide **INCOMING MSG** to **1** or **5 MIN** (minutes) to choose the length of incoming messages.

If you slide **INCOMING MSG** to **ANN ONLY** (Announcement Only), the system plays your outgoing message, but the caller cannot record a message. After the system answers, it monitors the line for 10 seconds for any remote code entry.

RECORDING THE OUTGOING MESSAGE

The system has a prerecorded outgoing message (OGM) that says "Hello, please leave a message after the tone." You can use this message or record your own.

Follow these steps to record an outgoing message.

1. Hold down **REPEAT/ANNC/DAY**. **A1** flashes on the display, and the system sounds a tone.
2. Speak your message clearly into the microphone from about 10 inches away from the system.
3. Release **REPEAT/ANNC/DAY** when you finish your message. The system sounds a tone and automatically plays back your recorded message. **A1** appears on the display during playback.

Notes:

- The maximum length for an outgoing message is about 30 seconds. When it reaches the maximum outgoing message

length, the system sounds a tone and plays back the message.

- If you record your own message and subsequently decide to use the prerecorded message, press **REPEAT/ANNC/DAY** to play the message you recorded. While it is playing, press **DELETE** to erase your message.
- To hear the outgoing message at any time, press **REPEAT/ANNC/DAY**. To stop the outgoing message before it ends, press **ON/OFF/STOP**.

Operation

SETTING THE SYSTEM TO ANSWER CALLS

To set the system to answer calls, press **ON/OFF/STOP** to turn on the system. The display lights.

When the system answers a call, it plays the outgoing message, then sounds a tone and begins recording.

The caller can leave a 1- to 5-minute long message, depending on which option you have chosen for incoming messages (see "Setting the Incoming Message Length" on Page 11). After the caller hangs up or is silent for more than 7 seconds, or the maximum message length is reached, the system hangs up and resets to answer the next call. The number flashes to indicate a new incoming message has been recorded.

When the system is answering a call or recording a message, if any phone 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 an incoming message and resets to answer another call.

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.

If **FL** flashes on the display, the system's memory is full. It answers calls after 10 rings. The caller hears "No one is available to take your call" when the system answers, and the caller cannot leave a message. The system then hangs up. The system cannot record additional messages until you delete some of the old messages (see "Deleting Messages" on Page 17).

If the memory is full, the system announces "Memory is full" when you record an outgoing message or a memo.

Using Announce-Only

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

To select the announce-only mode, see "Setting the Incoming Message Length" on Page 11.

The system has a prerecorded announce-only OGM that says "No one is available to take your call". You can use this message or record your own. To record a message, slide **INCOMING MSG** to **ANN ONLY**, then hold down **REPEAT/ANNC/DAY**. **A2** flashes on the display, and the system sounds a tone. Speak

your message clearly into the microphone from about 10 inches away from the system. Release **REPEAT/ANNC/DAY** when you finish your message. The system sounds a tone and plays back the message. **A2** and the message indicator appear alternately.

Notes:

- The maximum length for an announce-only OGM is about 30 seconds. When it reaches the maximum outgoing message length, the system sounds a tone and plays back the message.
- If you record your own message and subsequently decide to use the prerecorded message, press **REPEAT/ANNC/DAY** to play the message you recorded. While it is playing, press **DELETE** to erase your message.
- To hear the outgoing message at any time, press **REPEAT/ANNC/DAY**. To stop the outgoing message before it ends, press **ON/OFF/STOP**.

When the system is set for announce-only, you cannot set it to record incoming messages using the remote commands.

To turn off the announce-only feature so callers can leave messages, slide **INCOMING MSG** to either **1** or **5 MIN**.

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.

Notes:

- If you pick up the phone just as the system answers, the system might not stop playing the message. If this happens, press **ON/OFF/STOP** on the system or the hook switch on your phone to stop playing the message.
- *If the volume is set to the minimum level*, during incoming calls the speaker will turn off and you will not hear incoming messages. However, the system will operate at the lowest volume whenever another key (**REPEAT/ANNC/DAY**, **MEMO/2 WAY/HOUR**, **PLAY/PAUSE/MIN**, **SKIP/TIME SET/CHECK**) is pressed.
- *If the volume is set higher than the minimum level*, during incoming calls it will announce the messages at the selected volume level and you can hear incoming messages. Also, it will operate at the selected volume level as usual whenever another key (**REPEAT/ANNC/DAY**, **MEMO/2 WAY/HOUR**, **PLAY/PAUSE/MIN**, **SKIP/TIME SET/CHECK**) is pressed.

RECORDING A MEMO

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

Follow these steps to record a memo up to 1 minute long.

1. Hold down **MEMO/2 WAY/HOUR**. **1** flashes on the display, and the system sounds a tone.
2. Speak your message clearly into the microphone from about 10 inches away from the system.

3. When you finish speaking, release **MEMO/2 WAY/HOUR**. The system sounds a tone. The number flashes on the display until you play the memo.

RECORDING A TWO-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, press **MEMO/2 WAY/HOUR**. **x2** flashes on the display and the system sounds a tone. The system starts recording.

Press **MEMO 2 WAY/HOUR** again to stop recording the conversation. The system sounds a tone and the number flashes on the display.

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

PLAYING INCOMING MESSAGES/MEMOS/ TWO-WAY PHONE CONVERSATIONS

The message indicator flashes after the system records one or more new incoming messages, recorded memos, or two-way phone conversations.

To listen to messages, press **PLAY/PAUSE/MIN**. The system plays each new message and the sequence number appears.

The system announces the day and time the message was recorded. After you play all the new messages, the display shows the total number of recorded messages, and the system automatically saves the messages and resets to answer calls.

Note: If there are no messages, the system sounds two tones.

*To pause while listening to message, press **PLAY/PAUSE/MIN**. **P** appears on the display. The playback resumes when you press **PLAY/PAUSE/MIN** again, or the system returns to answer-ready mode after 7 seconds if you do not press **PLAY/PAUSE/MIN** again.*

*To replay the messages, press **PLAY/PAUSE/MIN**.*

During message playback, you can repeat the current message by pressing **REPEAT/ANNC/DAY**, repeat a previous message by holding down **REPEAT/ANNC/DAY** for over 1 second, or skip forward to the next message by pressing **SKIP/TIME SET/CHECK**.

*To stop message playback at any time, press **ON/OFF/STOP**.*

Note: Each message will be treated as a new message until you play back the entire message.

DELETING MESSAGES

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

To delete a particular incoming message, memo, or two-way phone conversation (after listening to it), press **DELETE** during playback.

To delete all messages after playback, hold down **DELETE** for about 3 seconds. The system sounds a tone.

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 do any of the following:

- Set the system to answer calls.
- Listen to your messages.
- Record a new outgoing message.
- Delete individual messages.

SECURITY CODE

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. Enter the security code after the system answers and sounds two tones. Within 7 seconds, enter one of the remote commands.

OPERATING THE SYSTEM FROM A REMOTE LOCATION

Dial your phone number. Even if the system is off, it will turn on and answer after about 10 rings. After the system sounds a

tone, enter your remote operation security code. Enter a remote command (see "Remote Commands" on Page 19). When you finish, press 5# to end remote access.

REMOTE COMMANDS

Press	To
1#	Play new messages.
2#	Play all messages.
3#	Delete the current message.
4#	Repeat a previous message.
5#	Stop and exit.
6#	Skip a message.
7#	Turn on/off the system.
8#	Record an outgoing message.
9#	Record a memo.
0#	Monitor the room.

Note: When listening to messages in remote mode, there is a pause during playback every 2 minutes and 40 seconds. Press 0–9, #, or * to continue playing the message.

LIGHTNING

Your system has built-in protection circuits to reduce the risk of damage from surges in phone line or power line current. These protection circuits meet or exceed FCC requirements. However, lightning striking the phone line can damage your system.

Lightning damage is not common. However, if you live in an area that has severe electrical storms, we suggest you unplug your system 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.

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