RadioShack.
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# 2.4 GHz Digital Spread Spectrum Cordless Telephone with Call Waiting/Caller ID 



## $\square$ Read This Before Installation

This phone has been tested and found to comply with all applicable ETL and FCC standards.

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.


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.

## FCC STATEMENT

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

Note: You must not connect your phone to:

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

We have designed your phone to conform to federal regulations, and you can connect it to most telephone lines. However, each phone (and each device, such as a telephone or answering machine) that you connect to the telephone line draws power from the telephone line. We refer to this power draw as the device's ringer equivalence number, or REN on the bottom of your phone.

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

In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible and advises you of your right to file a complaint with the FCC.

Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of this telephone. The telephone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your telephone service.

Important: Cordless phones such as this one require AC power to operate. When the AC power is off, you cannot dial out or receive incoming calls using your phone. For this reason, the phone should not be your

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only telephone. To be safe, you should also have a phone that does not require AC power to operate (not a cordless phone) so you can still make and receive calls if there is an AC power failure.

Some cordless phones operate at frequencies that might cause interference to nearby TVs and VCRs. To minimize or prevent such interference, the base of the cordless phone should not be placed near or on top of a TV or VCR.

Your telephone operates on standard radio frequencies as allocated by the FCC. Even though the access protection code prevents unauthorized use of your phone line, it is possible for other radio units operating on similar frequencies within a certain area to unintentionally intercept your conversations and/or cause interference. This lack of privacy can occur with any cordless phone.

## THE FCC WANTS YOU TO KNOW

The phone complies with the limits for a Class B digital device as specified in Part 15 of 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 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 still exists.

## 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.

## IMPORTANT SAFETY INSTRUCTIONS

When using your telephone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

1. Read and understand all instructions,
2. Follow all warnings and instructions marked on the product.
3. Do not use liquid cleaners, or aerosol cleaners. Use a damp cloth for cleaning. If necessary, use a mild soap.
4. Do not use this product near water, for example near a bathtub, wash bowl, kitchen sink, or laundry tub, in a wet basement, or near a swimming pool.
5. Do not place this product on an unstable cart, stand or table.The product may fall, causing serious damage to the product.
6. Do not allow anything to rest on the telephone line cord. Do not locate this product where the cord will be abused by persons walking on it.
7. Never spill liquid of any kind on the product.
8. To reduce the risk of electric shock, do not disassemble this product. If servicing is required, take it to a qualified serviceman.
9. Disconnect this product from the telephone line and refer to qualified service personnel under the following conditions.

- If liquid has been spilled into the product.
- If the product has been exposed to rain or water.
- If the product has been dropped or the cabinet has been damaged.
- If the product exhibits a distinct change in performance.
- If the product does not operate normally by following the operating instructions. Adjust only those controls that are covered by the operating instructions. Improper adjustment of controls may result in damage and require extensive work by a qualified technician to restore the product to normal operation.

10. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electrical shock from lightning.
11. Do not use the telephone to report a gas leak in the vicinity of the leak.

## BATTERY SAFETY INSTRUCTIONS

CAUTION: TO REDUCE THE RISK OF FIRE OR INJURY, READ AND FOLLOW THESE INSTRUCTIONS.

1. Do not dispose of the battery pack in a fire. The cell may explode. Check with
local codes for possible special disposal instructions.
2. Use only a replacement battery pack of the required size and type. Use only a 3.6V 600mAh Nickel Metal Hydride (Ni$\mathrm{MH})$ battery pack.
3. Do not open or mutilate the battery pack. Released electrolyte is corrosive and may cause damage to the eyes or skin. It may be toxic if swallowed.
4. Exercise care in handling the battery pack in order not to short the battery with conductors such as rings, bracelets, and keys. The battery pack or conductor may overheat and cause burns.
5. Do not attempt to recharge the battery pack provided with or identified for use with this product by heating them. The battery pack may leak corrosive electrolyte or may explode.
6. Do not attempt to rejuvenate the battery pack provided with or identified for use with this product by heating it. The battery pack may release electrolyte, causing burns or irritation to eyes or skin.
7. When inserting the battery pack into this product, the proper placement must be observed. Reverse insertion of the battery pack can cause charging, and that may result in leakage or explosion.
8. Remove the battery pack from this product if the product will not be used for a long period of time (several months or more) since during this time the battery pack could leak in the product.
9. Discard a dead battery pack as soon as possible since dead batteries are more likely to leak in a product.
10. Do not store this product, or the battery pack provided with or identified for use
with this product, in high temperature Batteries should be stabilized at room areas.
11. Batteries that are stored in a freezer or refrigerator for the purpose of extending shelf life should be protected from con- densation during storage and defrosting.
temperature prior to use after cold storage.

## SAVE THESE INSTRUCTIONS

## $\square$ Contents

Features ..... 6
Installation ..... 7
Mounting the Phone ..... 7
Connecting, Charging, and Replacing the Battery Pack ..... 7
Setting the Dialing Mode ..... 8
Storing Your Area Code ..... 9
Setting the Ringer Level ..... 9
Using the Belt Clip ..... 9
Operation ..... 10
A Quick Look at Your Phone ..... 10
Adjusting the Handset's Volume ..... 11
Paging ..... 11
Memory Dialing ..... 11
Storing a Number and Name in Memory ..... 11
Entering a Pause ..... 12
Reviewing Memory Numbers ..... 12
Dialing a Memory Number ..... 12
Chain-Dialing Service Numbers ..... 12
Testing Stored Emergency Numbers ..... 12
Moving Out of Range ..... 13
Using a Headset ..... 13
Caller ID Operation ..... 13
Important Caller ID Information ..... 13
Reviewing Caller ID Messages ..... 13
Caller ID Messages ..... 14
Adding/Deleting the Area Code ..... 14
Dialing Numbers from a Caller ID Record ..... 14
Storing a Caller ID Record in Memory ..... 14
Deleting Caller ID Records ..... 14
Troubleshooting ..... 15
Care ..... 16

## $\square$ Features

Your RadioShack 2.4 GHz Digital Spread Spectrum Cordless Telephone uses advanced technology to give you superior audio quality and extended range. The phone's Caller ID unit records each caller's telephone number (and name, if available in your area) and the date and time of the call, as provided by your local phone company to Caller ID service subscribers. If you subscribe to Call Waiting with Caller ID, the phone can show you the incoming caller information, even when you are already talking on the phone.

Your phone also has these features:
2.4 GHz Operation - provides longer range and less interference than many other cordless phones.

Spread Spectrum Technology - spreads the signal across several frequencies, providing additional security for your phone conversations.

40 Channels - automatically selects a clear channel when you make or answer a call.

10-Number Speed Dialing - lets you store up to 10 numbers in memory for easy dialing.

Caller ID Memory - stores up to 40 Caller ID records.

Out-of-Range Signal - the handset lets you know when you move out of the base's operating range.

Ample Talk and Standby Time - the supplied battery pack (when fully charged) provides about 4 hours of talk time or 7 days of standby time.

Compact Design - small and easy to hold in your palm.

Headset Jack - lets you connect an optional headset (available from your local RadioShack store) for handsfree convenience.

Hearing-Aid Compatibility - lets you use the phone with hearing aids that have a T (telephone) switch.

Tone/Pulse Dialing - lets you use your phone with either type of service.

3-Line Backlit Display - lets you view an entire Caller ID record on one screen even in the darker environment.

Volume Control - lets you adjust the volume you hear through the handset.

Adjustable Ringer - lets you choose between two volume levels or turn the ringer off.

Belt Clip - lets you carry the phone on your belt for easy portability.

## $\square$ Installation

## MOUNTING THE PHONE

Select a flat surface that is:

- near an AC outlet
- near a telephone line jack
- out of the way of normal activities
- away from electrical machinery, electrical appliances, metal walls or filing cabinets, wireless intercoms, alarms, and room monitors
- away from other cordless phones

The base's location affects the handset's range. If you have a choice of several locations, try each to see which provides the best performance.

## Cautions:



You must use a Class 2 power source that supplies 9V DC and delivers at least 300 mA . Its center tip must be set to positive and its plug must fit the phone's DC 9V 300 mA jack. The supplied adapter meets these specifications. Using an adapter that does not meet these specifications could damage the phone or the adapter.

- Always connect the AC adapter to the phone before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the phone.

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 up-
date the wiring for you. You must use compatible modular jacks that are compliant with Part 68 of FCC Rules.

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

Follow these steps to set up your phone.

1. Plug one end of the supplied modular cord into the TEL jack on the back of the base.
2. Insert the supplied AC adapter's barrel plug into the DC 9V 300 mA jack on the back of the base.
3. Plug the modular cord's other end into the phone jack.
4. Route the adapter cord through the strain relief slot on the base then plug the adapter into a standard AC outlet.
5. Lift the base's antenna to a vertical position.

## CONNECTING, CHARGING, AND REPLACING THE BATTERY PACK

The phone comes with a rechargeable nickel-metal hydride (Ni-MH) battery pack in the handset. Before using your phone, you must connect the battery pack, then charge it for about 24 hours.

1. Press down and slide off the battery pack compartment cover.
2. Lift the battery pack out of the compartment.
3. Plug the battery pack's connector into the socket in the compartment, (the con-
nector fits only one way), replace the battery pack, and replace the cover.

To charge the battery pack, place the handset on the base. The CHARGE indicator on the base lights and rotal:00 appears.

Recharge the battery pack when Low Battery flashes on the display.

## Notes:

- When you first use the phone after charging or recharging the battery pack, the phone might not work and you might hear a beep when you press taLK. Return the handset to the base for about 5 seconds to reset the security accessprotection code.
- If the handset or the base loses power, the security access-protection code might be lost. To reset the code, return the handset to the base for about $5 \mathrm{sec}-$ onds.
- Using a pencil eraser, clean the charging contacts on the handset and base about once a month.
- If the battery pack becomes weak during a call, the handset beeps every 3 sec onds and Low Battery flashes.
- About once a month, fully discharge the battery by keeping the handset off the base until Low Battery flashes. Otherwise, the battery pack loses its ability to fully recharge.
- If the display is blank and the phone does not work, recharge the battery pack. (The battery power might be too low to light the display.)
- If you are not going to use your phone for an extended period of time, disconnect the battery pack. This increases the battery pack's usable life.

The supplied battery pack should last about a year. If the battery pack does not hold a charge for more than 2 hours after an overnight charge, replace it with a new 3.6-volt, 600 mAh battery pack with a connector that fits the socket in the battery compartment. You can order a replacement battery pack through your local RadioShack store. Install the new battery pack and charge it for about 24 hours.

Warning: Dispose of the old battery pack promptly and properly. Do not burn or bury it (see "Battery Safety Instructions" on Page 4 for additional information on proper battery handling).

## SETTING THE DIALING MODE

To set the dialing mode, set PULSE-TONE on the back of the base for the type of service you have. If you are not sure which type you have, do this test after you charge the handset's battery pack.

## 1. Set PULSE-TONE to TONE.

2. Lift the handset, press TALK, and listen for a dial tone.
3. Press any number other than 0 .

Note: If your telephone system requires that you dial an access code (9, for example) before you dial an outside number, do not press the access code number either.

If the dial tone stops, you have touchtone service. Leave PULSE-TONE set to TONE.

If the dial tone continues, you have pulse service. Set PULSE-TONE to PULSE.
4. Press tALK or place the handset on the base to hang up.

## STORING YOUR AREA CODE

You can store your local area code in the phone's Caller ID record so it does not show the area code if the received call is from your local area.

Note: If your calling area requires 10 -digit dialing including area code, do not enter the area code but leave this option blank.

Follow these steps to store your area code.

1. Lift the handset and press MUTE/PGM. RRER CODE appears.
2. Enter your three-digit area code.
3. Press MUTE/PGM twice to exit.

## SETTING THE RINGER LEVEL

You can select high or low ringer volume, or turn the ringer off.

1. Lift the handset and press MUTE/PGM twice. RInG LEVEL appears with the cursor pointing to the current setting.
2. Press $4 / * /$ TONE or \#/ to move the cursor to the desired setting ( $\mathbf{H}$, LiO, or OFF).

## 3. Press MUTE/PGM.

Note: When you select 0FF, Ringer off appears and the phone beeps. You can still make or receive a call. When you have an incoming call, the phone connected to the same line rings, and Ringing appears (then Caller ID information, if you subscribe to the service).

## USING THE BELT CLIP

To attach the belt clip, align the clip with the slots on the sides of the handset, then snap it into place.

To remove the belt clip, use a flat object such as a table knife to pry the belt clip off the phone.

## $\square$ Operation

## A QUICK LOOK AT YOUR PHONE

MUTE/PGM — Press to talk to someone in the room while using the phone without the person on the other end of the phone line hearing your conversation. mure appears on the display. Press again to resume your phone conversation.

TALK - To make a call, lift the hand/ set and press TALK. TRLK appears, and the IN USE/PAGE indicator on the base lights. Enter the number. The number appears as you dial, then (after a few seconds) the call's elapsed time appears.
You can also enter the number before you press TALK. If you make a mistake, repeatedly press DELETE until the incorrect entry is erased. Then enter the correct number. Press TALK to dial the number. The IN USE/PAGE indicator on the base lights. The number you entered and the call's elapsed time appear.
When you receive a call, Ringing appears. To answer, lift the handset from the base and press TALK. YRLK appears.
To end a call, press TALK or place the handset on the base.

- Redial memory holds up to 32 digits, for redialing long-distance or local numbers.
- Redial memory also holds pause entries.


4/*/TONE — Some special services, such as bank-by-phone, require tone signals. If you have pulse service, you can still use these special tone services by following these steps.
Be sure PULSE-TONE is set to PULSE.
Dial the service's main number.
When the service answers, press
4/*/TONE. Any additional num-
bers you dial are sent as tone signals. The phone automatically resets to the pulse mode the next time you make or receive a call.

## ADJUSTING THE HANDSET'S VOLUME

To adjust the handset's volume during a call, press - or $\boldsymbol{\nabla}$ on the handset until you reach the desired volume level. The number and a bar graph of the volume level appear.

The volume level setting is maintained even after you hang up the phone.

Note: When you press $\Delta$ while the volume is at 4 or $\boldsymbol{w h i l e}$ the volume is set at 1 , the handset beeps three times and the setting does not change.

## PAGING

To send a page from the base to the handset or to locate the handset, when the phone is not in use, press PAGE on the base. The IN USE/PAGE indicator blinks and the handset beeps for 15 seconds. Press any key or place the handset on the base to stop the page sooner.

Note: The phone rings when a call comes in while you are using the page feature.

## MEMORY DIALING

You can store up to 10 phone numbers and names in memory, then dial a stored number by entering its memory location number.

Each number can be up to 20 digits, and each name can be up to 12 characters.

## Storing a Number and Name in Memory

If you receive a call or someone pages the handset during memory entry, the phone exits the storing process.

Important: The phone exits the storing process if you wait more than 20 seconds between each keypress.

Follow these steps to store a number and name in memory.

1. Lift the handset.
2. Press MEM. mEmory appears.
3. Press a number (0-9) to choose a twodigit memory location. Empty (or the current memory contents if a number is already stored) appears.
4. Press MEM. EATER ARmE appears. If you do not want to enter a name, skip to Step 6.
5. To enter a name, use the number keys.

Refer to the letters on the number keys to select the desired letter. Press the key once for the first letter in upper case, press twice for the second letter in upper case, and so on. To enter the lower case letter, press four times (or five times) to display the first letter in lower case, five or six times for the second letter, and so on.

For example, to enter John: press 5 once; upper case $\downarrow$ appears. Then press 6 six times; lower case 0 appears. Press 4 five times; lower case $h$ appears. Finally, press 6 five times; lower case : appears.

To enter two letters from the same key in a row, press \#/ to move the cursor to the next position. For example to enter $A B$, press 2; 8 appears. Press \#/ to move the cursor to the next position, then press $\mathbf{2}$ twice so $\mathbf{8}$ appears.

To enter a space, press \#/ twice without entering any character.

To enter a number, repeatedly press the corresponding number key until the number appears.

To enter a special character, use $\mathbf{0}$. Each time you press $\mathbf{0}$, the following characters appear in this order:

* \#-ध才(space) _o

If you make a mistake, use $\mathbf{4} / * /$ TONE to move the cursor over the error, then press DELETE to delete the wrong character and then enter the correct character.
6. Press MEM. EATER fUffiber appears.
7. Enter the phone number and any tone or pause entries (see "A Quick Look at Your Phone" on Page 10 and "Entering a Pause").
8. Press MEM. The phone beeps and the name and number are stored.

To replace a stored number, store a new one in its place. To delete a number, press MEM, then choose a memory location (0-9) by pressing a number or by repeatedly pressing - or $\boldsymbol{\nabla}$. Press DELETE. Erase? appears. Press DELETE again. The display changes to Empty.

To delete all numbers in memory, recall any location, then hold down DELETE until Erase 8il? appears. Press DELETE again.

## Entering a Pause

In some telephone systems, you must dial an access code (9, for example) and wait for a second dial tone before you can dial an outside number. You can store the access code with the phone number. However, you should also store a pause after the access code to allow the outside line time to connect. To enter a 2 -second pause when you are storing a number, press REDIAL/PAUSE. $P$ appears for pause entry. You can add more pause entries for a longer pause.

## Reviewing Memory Numbers

To review your memory numbers, press MEM. mEmory appears. Choose a memory location (0-9) by pressing a number or by repeatedly pressing $\boldsymbol{\Delta}$ or $\boldsymbol{\nabla}$. The selected memory location number appears with the number and the name (if stored).

To exit the memory number list, press MEM three times.

## Dialing a Memory Number

To dial a number stored in memory, lift the handset and press MEM. MEmORY appears. Choose a memory location (0-9) by pressing a number or by repeatedly pressing - or - Press TALK.

You can also dial a memory number after pressing TALK. Press MEM, then enter a memory location number.

## Chain-Dialing Service Numbers

For quick recall of numbers for special services (such as bank-by-phone), store each group of numbers in its own memory location. Dial the service's main number first. Then, at the appropriate place in the call, press MEM and enter the number for the location where the additional information is stored.

## Testing Stored Emergency Numbers

If you store an emergency service's number (police department, fire department, ambulance) and you choose to test the stored number, make the test call during the late evening or early morning hours to avoid peak demand periods. Also, remain on the line to explain the reason for your call.

## MOVING OUT OF RANGE

If you have the handset out of the base's range while a call is in progress, the handset beeps and OUr of RRNGE appears. Return to the base's range within 30 seconds, then you can resume your phone conversation.

## USING A HEADSET

You can make or answer calls with handsfree convenience using an optional headset that has a ${ }^{3} / 32$-inch $(2.5-\mathrm{mm})$ plug. Contact your local RadioShack store for a suitable headset.

To connect the headset, insert the headset's plug into the jack.

When you finish using the headset, disconnect it from the handset.

## Notes:

- Connecting a headset disconnects the handset's earpiece and microphone.
-     - / and MUTE/PGM on the handset also controls the headset's volume.
- If you place the handset on the base to recharge it while the headset is connected, be sure the handset seats properly.
- With a headset connected, you can make or answer calls as usual using the keys on the handset.


## $\square$ 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 phone displays this information after the second ring, and it stores up to 40 Caller ID records for later review. It also shows if caller information is unavailable or if the name and number were blocked by the caller (see "Caller ID Messages").

If you subscribe to Call Waiting with Caller ID, you will hear a tone through the handset when a call comes in, then the Caller ID record appears. If you want to answer the incoming call, press FLASH. To resume the previous phone conversation, press FLASH again.

If the phone's Caller ID memory becomes full, any new call replaces the oldest call's record.

## IMPORTANT CALLER ID INFORMATION

To use the phone's Caller ID and Call Waiting with Caller ID features, you must be in an area where those services are available and you must subscribe to those services through your local phone company. Where Caller ID is offered, one or more options are generally available:

- caller's name only
- caller's number only
- caller's name and number


## REVIEWING CALLER ID MESSAGES

To review the Caller ID records, lift the handset and press either $\boldsymbol{\nabla}$ (to view from the newest record) or - (to view from the oldest record). Repeatedly press $\boldsymbol{\nabla}$ or $\boldsymbol{\Delta}$ to scroll through the Caller ID records. When
you scroll past the last record, End of List appears, then the first record. When you scroll past the first record, End of List appears, then the last record.

The top line of each record shows the time, date, and the number of calls from that number. The second line shows the caller's phone number, and the third line shows the caller's name.

To exit the Caller ID record display, press TALK twice, or return the handset to the base.

## Caller ID Messages

| Display | Description |
| :--- | :--- |
| Yotai:KK <br> fiew: $\mathbf{K K}$ | Shows the number of new <br> Caller ID records (records <br> you have not reviewed) <br> and the total number of <br> records. <br> Note: If you have set the <br> ringer off, only the number <br> of new records appears. |
| Private flame or <br> Private fe. | The caller has blocked the <br> Caller ID information. |
| Unknown fiame or <br> Unknown fe. | The caller is not within a <br> Caller ID service area. |
| Data Error | Appears if there was an <br> error during the transmis- <br> sion of Caller ID informa- <br> tion. Occasional errors are <br> normal. If the phone fre- <br> quently displays Data <br> Error, contact your local <br> telephone company or <br> RadioShack store. |

## ADDING/DELETING THE AREA CODE

When the area code of the received call is the same as the one you stored (see "Storing Your Area Code" on Page 9), the caller ID record does not show the area code. If it is
different, the record shows the area code. However, you can add or delete the area code on the display. When the record is on the display, press 3 to add or delete the area code. Pressing 3 again deletes or adds the area code.

## DIALING NUMBERS FROM A CALLER ID RECORD

To dial a local number stored in a Caller ID record, recall the record, then press TALK. If it is a long distance call, press 1 ( $\mathbf{l}$ appears before the displayed number) before you press TALK. If you want to add or delete the area code, press 3 before you press TALK.

Note: If a Caller ID record does not contain a phone number (if it was blocked by the caller, for example), you cannot dial from that record.

## STORING A CALLER ID RECORD IN MEMORY

1. Press $\boldsymbol{\wedge}$ or to recall the record you want to store.

If you want to add or delete the area code, press 3.
2. Press MEM. mEmory appears.
3. Choose a memory location (0-9) by pressing a number or by repeatedly pressing $\boldsymbol{\Delta}$ or $\boldsymbol{\nabla}$.

Empty appears if the location does not contain a number. The current contents of the location appear if it does contain a number. Check to be sure that you want to overwrite the current contents.
4. Press MEM. The phone beeps to confirm that it stored the number, then the total number of Caller ID records appears.

## DELETING CALLER ID RECORDS

To delete a single Caller ID record, press or $\nabla$ to recall the record you want to delete. Press DELETE. Erase? appears, prompting you to confirm the deletion. Press DELETE
again. The phone beeps once indicating that the record was deleted.

To delete all Caller ID records, while a Caller ID's data is on the display, hold down DELETE for three seconds. Erase Rill? appears. Press DELETE again. The phone beeps once and retai:00 appears indicating that all Caller ID records were deleted.

## $\square$ Troubleshooting

We do not expect you to have any problems with your phone, but if you do, these suggestions might help.

| Problem | Suggestion |
| :---: | :---: |
| The phone does not work or works poorly. | Be sure the base's phone line cord and AC adapter are correctly and securely connected. |
|  | Be sure the battery pack in the handset is connected and charged. |
| The handset stops working or works poorly during a call. | Move the handset closer to the base. |
|  | Lift the base's antenna to a fully vertical position. |
|  | Be sure the handset's battery pack is charged. (If the battery pack power is too low, the handset cannot display Low Battery.) |
| Low volume or unusual sounds. | Someone has picked up another phone on the same line. Hang up the other phone. |
| Dropout or mute. | Move to another location or turn off the source of interference. |
|  | Hang up and redial the number. |
| The phone cannot be operated at a useful distance from the base because the signal is weak or noisy (handset's range has decreased). | Be sure neither the handset's nor base's antenna is touching a metal surface. |
|  | Return the handset to the base and recharge the battery pack. |
| The handset's battery pack does not charge. | Be sure the battery pack is connected correctly. |
|  | Be sure the handset is properly seated on the base. |
|  | Replace the battery. |
| The handset does not ring or receive a page. | Lift the base's antenna to a vertical position. |
|  | Be sure the battery pack in the handset is connected and charged. |
|  | Move the base away from other electrical devices. |


| Problem | Suggestion |
| :--- | :--- |
| You have an incoming call, but do not receive <br> any Caller ID information. | Let the phone ring twice before you answer so the <br> phone has time to record the Caller ID information. |
|  | Check that the phone is correctly and securely con- <br> nected. |
|  | Check with your phone company to verify that your <br> Caller ID service is active. |

If you still have problems, disconnect the phone. If other phones on the same line work properly, the fault is in this phone or its installation. If you cannot find the problem, take the phone to your local RadioShack store for assistance.

## 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.

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. If your phone is not performing as it should, take it to your local RadioShack store for assistance. If the trouble is affecting the telephone lines, the phone company can ask you to disconnect your phone until you have resolved the problem.

## 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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