

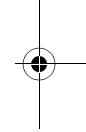
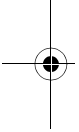
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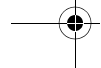
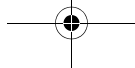


ET-1106 900 MHz Digital Cordless Telephone

with Caller ID and Call Waiting



Owner's Manual
Please read before using this equipment.





Contents

Features	4
Installation	8
Selecting a Location	8
Connecting the Phone	9
Preparation	10
Connecting and Charging the Battery Pack	10
Installing the Backup Battery Pack	12
Using a Headset	13
Using the Belt Clip	13
Setting Up the Phone	14
Setup Menu	14
Operation	17
Making and Receiving Calls	17
Adjusting the Handset's Volume	18
Using Redial	18
Using Flash	20
Using Mute	20
Using Tone Services On a Pulse Line	21
Using Page	21
Memory Dialing	21
Displayed Call Information	26
Caller ID Operation	28
Call Waiting	29
Caller ID Messages	29
Reviewing Caller ID Records	30

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Dialing Numbers from a Caller ID Record	31
Deleting Caller ID Records	32
Clear All Memory	33
Troubleshooting	34
Care	36
Replacing the Battery Pack	36
Important Information	37
The FCC Wants You to Know	37
Lightning	38

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.

Features

Your RadioShack 900 MHz Digital Cordless Telephone with Caller ID and Call Waiting offers the latest advances in cordless phone technology. It combines a cordless phone and a Caller ID unit in one system. It saves up to 50 Caller ID records that you can review and call back. Its headset jack means you can connect an optional headset for hands-free convenience while you use the phone. The base's space-saving, upright design makes it perfect for areas where space is limited.

Your cordless phone includes these additional features:

2-Line Dot Matrix Display — lets you view a caller's name and number on one screen.

Caller ID Memory — Stores up to 50 Caller ID records with name and number or name only, depending on the information your phone company provides.

Call Waiting ID — displays Caller ID information about an incoming call when you are on the phone (if you subscribe to this service from your local phone company).

New Call Indicator — lets you see at a glance that you have new calls.

Review Scrolling — lets you scroll through all records in Caller ID memory and stored number memory.

Callback — lets you dial the phone number in a Caller ID record.

Display — lets you see phone numbers as you dial them or recall them from the cordless phone memory and Caller ID records.

20-Number Memory Dialing — lets you store up to 20 numbers in memory for easy dialing.

Auto Scan — automatically selects a clear channel when you pick up the phone.

IN USE Indicator — lets you see when the handset is on, so you can avoid inadvertently leaving the phone off-hook.

Headset Jack — lets you connect an optional headset (available at your local RadioShack store) for hands-free convenience.

Volume Control — lets you control the volume of the sound you hear through the handset.

Mute — lets you mute the microphone when using the phone.

Page — lets you send a paging signal from the base to the handset to help locate a misplaced handset or page someone at the handset.

This telephone has been tested and found to comply with all applicable UL and FCC standards.



IMPORTANT CALLER ID INFORMATION

To use the System's Caller ID features, you must be in an area where Caller ID service is available and you must subscribe to that service.

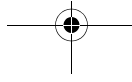
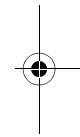
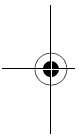
Where Caller ID is offered, one or more of the following options are generally available:

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

For the cordless phone's Caller ID memory dial feature to operate, you must receive the caller's number.

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 cordless phone. For this reason, the cordless phone should not be your 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.

Your cordless phone operates on standard radio frequencies, as allocated by the FCC. Therefore, it is possible for other radio units operating on similar frequencies, within certain areas, to inadvertently intercept your conversations and/or cause interference on your cordless telephone. This lack of privacy can occur with any cordless telephone.





READ THIS BEFORE INSTALLATION

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

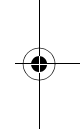
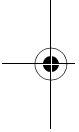
If you are using more than one phone or other device on the line, add up all the RENs. If the total is more than five (three in rural areas), your phone might not ring. If ringer operation is impaired, remove a device from the line.

FCC STATEMENT

This telephone complies with Part 68 of *FCC Rules*. You must, upon request, provide the FCC registration number and the REN to your phone company. These numbers are on the bottom of your phone's base.

Note: You must not connect your phone to any of the following:

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



Installation

SELECTING A LOCATION

Select a location for the telephone that is:

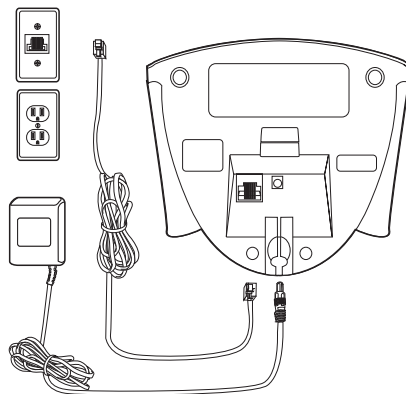
- near an AC outlet
- near a telephone line jack
- out of the way of normal activities
- away from electrical machinery, electrical appliances, and metal walls or filing cabinets
- away from wireless intercoms, alarms, and room monitors

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

Note: Your telephone connects directly to a modular telephone line jack. If your phone line jack is not a modular jack, you can update the wiring yourself, using jacks and adapters available at your local RadioShack store. Or, you can let the phone company update the wiring for you. The USOC number of the jack to be installed is RJ11C.

CONNECTING THE PHONE

Follow these steps to set up and connect the base.



1. Plug one end of the supplied modular cord into the **TEL. LINE** jack on the bottom of the base.
2. Plug the supplied AC adapter's L-shape barrel plug into the **9V DC** jack on the bottom of the base.
3. Press the modular cord into the left groove and the adapter's cord into the right groove on the bottom of the base.
4. Plug the modular cord's other end into a modular phone line jack.
5. Plug the adapter into a standard AC outlet.

Cautions:



You must use a Class 2 power source that supplies 9V DC and delivers at least 300mA. Its center tip must be set to positive and its plug must fit the phone's **9V DC** 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.

Preparation

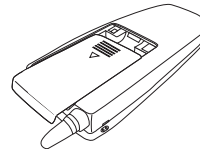
CONNECTING AND CHARGING THE BATTERY PACK

Your phone comes with a rechargeable nickel-metal-hydride battery pack. You must connect the battery pack and charge it for at least 16 hours before you use the phone.

Important: You must install the battery pack inside the handset before charging the phone and using it.

To connect the battery pack, slide the battery compartment cover in the direction of the arrow to remove it. Install the rechargeable battery pack in the compartment as indicated by the polarity symbols (+ and -) marked inside. Then replace the cover.

Note: If the belt clip is attached to the handset, remove it before sliding open the battery compartment cover.



To charge the battery pack, place the handset on the base. The CHARGING/IN USE indicator on the base lights red. Let the battery pack charge for about 16 hours.



You can recharge the battery pack at any time, but be sure to recharge it when **LOW BATTERY** is shown on the handset display.



Notes:

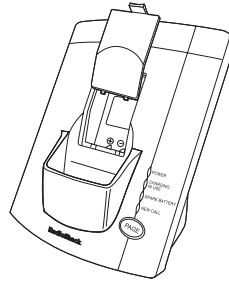
- If the CHARGING/IN USE indicator does not light when you place the handset on the base, be sure the battery pack and AC adapter are correctly and securely connected. Also, check the charging contacts on the handset and the base. If the contacts are dirty or tarnished, clean them with a pencil eraser.

- The CHARGING/IN USE indicator still lights even when a battery pack is not installed in the battery compartment. Make sure the battery is installed before using the phone.
- To avoid damage to the battery pack, always recharge the handset before battery power grows too weak for **LOW BATTERY** to appear on the display.
- If you are not going to use your phone for an extended period of time, disconnect its battery. This helps to increase the battery's usable life.

INSTALLING THE BACKUP BATTERY PACK

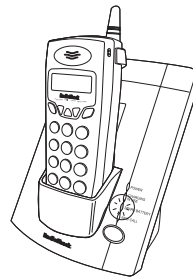
Your phone requires a 3.6V rechargeable nickel-metal-hydride battery pack (not supplied) for backup power when AC power is off. In case of a power failure, you can make and receive calls for up to four hours with a fully charged spare battery pack. You can also use the spare battery pack to replace a drained battery pack in the handset.

Push down the tab of the battery compartment cover in the base and open the cover. Then place the battery pack in the compartment as indicated by the polarity symbols (+ and -) marked inside. Replace the cover.



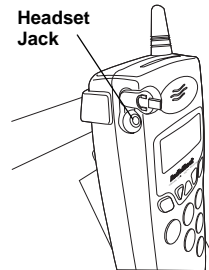
When a spare battery pack is installed in the base, the SPARE BATTERY indicator lights red and the battery pack is automatically charged. The spare battery pack requires about 48 hours to fully charge.

When the spare battery is used during a power failure, the POWER indicator flashes. **CHECK AC POWER** appears on the handset display.



USING A HEADSET

You can make or answer calls with hands-free convenience using an optional headset that has a $\frac{3}{32}$ -inch (2.5-mm) plug. Contact your local RadioShack store for a suitable headset. To connect the headset, pull open the rubber cover marked on the side of the handset, then insert the headset's plug into the jack.



USING THE BELT CLIP

You can use the belt clip for hands free carrying. To attach the belt clip, snap the upper side of the clip into the slots on both sides of the handset. To remove the belt clip, pull out on either side of the clip.

□ *Setting Up the Phone*

SETUP MENU

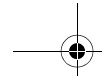
The setup menu has four categories: Changing the Ringer Type, Setting the Ringer Volume, Setting the Dialing Mode, and Setting the Keyclick. All settings are kept in permanent memory. To change the settings on your phone, press **OK** to enter the main menu then **▼** or **▲** to scroll through the categories. Press **OK** to select a category. If you make a mistake, press **OFF** to exit or cancel and start again.

Note: The handset performs a link check with the base every 10 seconds. When there is interference, it searches for a clear channel. If this occurs during setup, you will not see the proper indication. Restart the procedure from Step 1.

Changing the Ringer Type

You can choose four different ringer tones.

1. Press **OFF** on the handset.
2. Press **OK** on the handset to display the categories.
3. Press **▼** or **▲** on the handset until **SETUP MODE** appears, then press **OK**.
4. Press **▼** or **▲** on the handset until **SET RING TYPE** appears, then press **OK**.

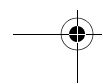
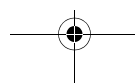
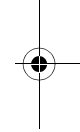
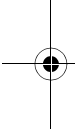


5. Press ▼ or ▲ to scroll from **RING TYPE 1** through **OFF**. The phone sounds the ring type when it appears on the display.
6. Press **OK** and a tone sounds to indicate you successfully set the selected ringer tone.
7. Press **OFF** to exit.

Note: Press **OFF** twice to exit all menus.

Setting the Ringer Volume

1. Press **OFF** on the handset.
2. Press **OK** on the handset to display the categories.
3. Press ▼ or ▲ on the handset until **SETUP MODE** appears, then press **OK**.
4. Press ▼ or ▲ on the handset until **SET RING VOLUME** appears, then press **OK**.
5. Press ▼ or ▲ to select **RING VOLUME HIGH** or **RING VOLUME LOW**. You will hear the corresponding ringer volume.
6. Press **OK** and a tone sounds.
7. Press **OFF** to exit.



Setting the Dialing Mode

1. Press **OFF** on the handset.
2. Press **OK** on the handset to display the categories.
3. Press **▼** or **▲** on the handset until **SETUP MODE** appears, then press **OK**.
4. Press **▼** or **▲** on the handset until **SET DIAL TYPE** appears, then press **OK**.
5. Press **▼** or **▲** to select **DIAL TYPE TONE** or **DIAL TYPE PULSE**.
6. Press **OK** and a tone sounds.
7. Press **OFF** to exit.

If you are unsure which type of service you have, once the battery is charged, set **SET DIAL TYPE** to **DIAL TYPE TONE**, then press **TALK/FLASH** and listen for a dial tone. Press any number other than 0 and 1. If the dial tone stops, you have touch-tone service. Leave **TONE/PULSE** set to **TONE**.

If the dial tone continues, you have pulse service. Set **SET DIAL TYPE** to **DIAL TYPE PULSE**.

Setting the Keyclick

1. Press **OFF** on the handset.
2. Press **OK** on the handset to display the categories.

3. Press ▼ or ▲ on the handset until **SETUP MODE** appears, then press **OK**.
4. Press ▼ or ▲ on the handset until **SET KEYCLICK** appears, then press **OK**.
5. Press ▼ or ▲ and **KEYCLICK ON** or **KEYCLICK OFF** (silences the tones you hear when you press the keys on the handset) appears.
6. Press **OK** to enter your selection, a tone sounds.
7. Press **OFF** to exit.

Operation

MAKING AND RECEIVING CALLS

To make a call, lift the handset from the base, press **TALK/FLASH**, and dial the number. The **CHARGING/IN USE** indicator on the base lights green and **PHONE ON** displays on the handset.

Note: The handset can be turned on while still on the base, inadvertently leaving the phone off-hook. When the phone is not in use, the **CHARGING/IN USE** indicator should be red.

Pre-Dialing

You can also use the keypad to pre-dial (enter) the number first, then press **TALK/FLASH**. The phone dials the desired number. The **CHARGING/IN USE** indicator on the base lights green.

To end a call, place the handset on the base or press **OFF** on the handset.

To answer a call, press any key on the handset.

Notes:

- After you press **TALK/FLASH**, # cannot be used to insert a pause. It is effective in pre-dial and memory dialing only. See "Entering a Pause in a Memory Number" on Page 23.
- You can make or answer a call on another phone on the same line as the phone. **EXTENSION IN USE** displays on the handset when another line is in use.
- To save battery power, the handset display turns off if the phone is not used within 30 seconds.
- You cannot enter the main menu when the phone is set to **TALK/FLASH**.

ADJUSTING THE HANDSET'S VOLUME

To adjust the handset's volume, press **TALK/FLASH** then repeatedly press ▼ or ▲ during a call until the sound level is comfortable. You can set the handset's volume to one of four levels. The volume level appears on the display.

USING REDIAL

Your cordless phone stores the last five numbers you dialed — the most recent is R1. The redial memory holds up to 20 digits, so it can store long-distance as well as local numbers. You can use redial memory in on-hook or off-hook status.

1. To redial a number, press **OFF** then press **OK**. **REDIAL MEMORY** appears.
2. Press **OK** then press ▼ or ▲ to select the desired stored number from R1 to R5.
3. Press **TALK/FLASH**. The phone dials the stored number and the handset shows the number dialed.

Notes:

- The redial memory only stores the first 20 digits of any number dialed.
- The dialed numbers are saved only if **TALK/FLASH** is pressed.
- We recommend you do not use **REDIAL MEMORY** when you have pulse telephone service to dial a number that includes a tone entry (see "Using Tone Services On a Pulse Line" on Page 21).
- The **REDIAL MEMORY** does not store a **FLASH** (switch-hook) entry. It saves the digits before you press **TALK/FLASH**. After the call is completed, the digits dialed after **FLASH** are saved to another redial memory location.
- The digits displayed will be included in memory dialing.

USING FLASH

Press **TALK/FLASH** to perform the switchhook operation for special services, such as Call Waiting.

For example, if you have Call Waiting, press **TALK/FLASH** to take an incoming call without disconnecting the current call. Press **TALK/FLASH** again to return to the first call.

Note: If you do not have special phone services, pressing **TALK/FLASH** might disconnect the current call.

USING MUTE

Follow these steps to mute the outgoing audio.

1. Press **OK**. **MUTE MICROPHONE?** appears on the display.
2. Press **OK** again to mute the microphone. **MICROPHONE MUTED** appears on the display.
3. Press **TALK/FLASH** to resume the call.

End the call using any of these methods:

- Place the handset on the base.
- Press **TALK/FLASH** then **OFF**.
- Press **OFF** twice.

USING TONE SERVICES ON A PULSE LINE

If you have pulse service, you can still use special services that require tone signals, such as bank-by-phone, by following these steps.

1. Be sure the dial type is set to pulse.
2. Dial the service's main number.
3. When the service answers, press ***** on the keypad. Then dial the additional numbers. The phone sends these numbers as tone signals.
4. When you complete the call, place the handset on the base or press **OFF** to disconnect the call. The phone automatically resets to pulse dialing.

USING PAGE

PAGE allows you to send a page from the base to the handset, so you can page someone at the handset or locate the handset if you misplaced it.

Press **PAGE** on the base. The handset rings and **BASE PAGING HANDSET** appears on the display. Press any key on the handset or press **PAGE** on the base once to stop the ringing.

MEMORY DIALING

You can store up to 20 phone numbers in memory and dial any stored number conveniently. Each stored number can contain up to 20 digits.

Notes:

- If the dial type is set to **DIAL TYPE PULSE** and you want to use tone dialing for a memory number, you must store the tone entry (**DIAL TYPE TONE**) as the first entry of the number you want to tone dial.
- To keep your accounts secure, we recommend you do not store your personal access codes for services such as bank-by-phone in a memory location.
- When storing numbers for special services, store the service's main phone number in one memory location and numbers for additional information in other locations.

Storing a Number in Memory

Make sure the handset is **OFF**. Phone numbers can only be stored when the phone is on hook.

1. Enter the number you want to store.
2. Press **OK** on the handset to display the categories.
3. Press **▼** or **▲** until **PROGRAM SPEED DIAL** appears.
4. Press **OK** to enter the program. **PGM SPD DIAL LOCATION __** appears on the display.
5. Press the memory location number (01–20) where you want to store the number. A ringing tone sounds, and the phone number is stored in memory.

6. If you want to store another phone number, start from Step 1.

Notes:

- To change a number stored in memory, store a new number in that memory location.
- If you make a mistake while programming the memory, press **OFF** to exit then select again.
- If you receive a call while you are storing a number, press **TALK/FLASH** to answer the call. A beep sounds to indicate you did not successfully store the number. **PROGRAMMING INCOMPLETE** appears on the display. After you end the call, begin again at Step 1. Or, you can choose to store a number when there is an incoming call, then answer the call when you finish storing the number.

Entering a Pause in a Memory Number

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. To enter a 2-second pause (for an access code, for example), press and hold # for 2 seconds at the appropriate point when you store a number. **P** appears on the display to indicate the pause. You can also enter a 2-second pause when you pre-dial a number (see "Making and Receiving Calls" on Page 17).

Note: Each pause entry uses one digit of memory.

Reviewing Numbers Stored in Memory

1. Press **OK** on the handset then press ▼ or ▲ until **SPEED DIAL MEMORY** appears.
2. Press **OK** on the handset. **SPEED DIAL LOCATION_** appears.
3. Enter the memory location number on the keypad (01, 02, 03, and so on) to display the stored number.

Note: You can also locate numbers stored in memory by pressing or holding ▼ or ▲.

Dialing a Stored Number

1. Lift the handset and press **OFF**.
2. Press **OK** then press ▼ or ▲ until **SPEED DIAL MEMORY** appears.
3. Press **OK** then enter the 2-digit memory location number or hold down ▼ or ▲ to locate the stored number you wish to dial. The memory location and number displays.

Note: If you forget the memory location number, press ▼ or ▲ to search through the 20 memory locations.

4. Press **TALK/FLASH**. The phone dials the number.

Deleting a Number from Memory

1. Press **OFF** on the handset.

2. Press **OK** on the handset.
3. Press **▼** or **▲** on the handset until **SPEED DIAL MEMORY** appears.
4. Press **OK**. **SPEED DIAL LOCATION _ _** appears on the display.
5. Enter the memory location number for the memory number you want to delete, or search through all numbers by pressing or holding and until the number displays.
6. Press and hold **0/OPER** until you hear a tone sound. **DELETE SPD? 0 = YES OFF = NO.** appears.
7. Press **0** to clear the memory, or **OFF** to exit the program. **DELETED** appears to confirm the number is deleted successfully.

Storing Chain Dialing Service Numbers

You can make a call using more than one of the phone memory locations. This is called chain dialing, and is useful for dialing special services such as alternate long distance or bank-by-phone.

When storing numbers for special services, store the service's main phone number in one memory location and numbers for additional information in other memory locations.

When calling special services, dial the service's main number first. Then, at the appropriate place in the call, press **OK** on the handset until **SPEED DIAL MEMORY** appears, press **OK** to confirm, and then the memory location number for the additional information.

Testing Stored Emergency Numbers

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

DISPLAYED CALL INFORMATION

When a message appears on the handset, refer to the following table to see what it means.

Display	Description
INCOMING CALL	A call is coming in.
PHONE ON	The handset is off hook and ready for dialing.
EXTENSION IN USE	The call is picked up by another phone on the same line.
MUTE MICROPHONE?	The incoming and outgoing audio will be muted if OK is pressed.

Display	Description
MICROPHONE MUTED	The incoming and outgoing audio is muted. Press TALK/FLASH to resume the call, or press OFF , or place the handset in the cradle to end the call.
BASE PAGING HAND-SET	Displays when you press PAGE on the base. Press any key on the handset to stop page.
LOW BATTERY	The handset battery is low.
CHANNEL SEARCHING	The communication between the base and the handset is not clear. The handset searches among the 10 channels automatically.
FOUND CHANNEL #	The handset re-established the communication with the base.
OUT OF RANGE	The handset is out of transmission range or too far away from the base.
CALL DROPPED	Appears when the handset has lost contact with the base for 30 seconds and the telephone call has been dropped.
PROGRAMMING INCOMPLETE	Pressed wrong button or made a mistake when storing memory or running a program.
S## DELETED	Appears when speed dial memory location has been deleted.
CHECK AC PWR	The AC adapter or the power cord is not connected securely.

Display	Description
CHECK TEL LINE	The telephone line is not connected securely.
RINGER OFF	Appears when the user has set the ring type to OFF .

CALLER ID OPERATION

If you subscribe to Caller ID service from your phone company, the system automatically displays information about calls you receive and stores the information in Caller ID memory. The system can store up to 50 number records (the most recent is 01), then replaces the oldest call with each new one.

The first line of the Caller ID record shows the caller's name. The second line shows the phone number of the caller and other information about the call (see "Caller ID Messages" on Page 29).

Note: If you are programming the system when a call is received, the phone automatically exits programming and shows Caller ID information.

The CHARGING/IN USE indicator on the base flashes during an incoming call and **INCOMING CALL** appears on the handset display. The NEW CALL indicator on the base flashes when Caller ID information is received. The latest Caller ID record or a repeat call from the same number appears on the handset display when the phone rings, then **# NEW CALLS** remains displayed after the last incoming call.

CALL WAITING

If you subscribe to Call Waiting and a call comes in while you are on the phone, you will hear a tone that indicates you have another call. The system displays the Caller ID Call Waiting information for about 10 seconds, and the NEW CALL indicator flashes on the base. The Caller ID information is stored as a record.

To answer the incoming call, press **TALK/FLASH**. To resume the previous phone conversation, press **TALK/FLASH** again.

CALLER ID MESSAGES

Display	Description
# NEW CALL/NEW CALLS	Indicates the number of new calls. Note: Does not appear after you review the display information.
PRIVATE	The caller has blocked the Caller ID information from being sent.
UNAVAILABLE	The caller is not within a Caller ID service area.
CALL ID ERROR	Appears if there was an error during the transmission of Caller ID information.
CF	The call was forwarded from a number set to forward all calls, or forward a call if the line is busy.
DELETING SINGLE CALL	A single Caller ID record in memory is deleted.

Display	Description
CLEARING ALL CID	All Caller ID records in memory are deleted.
CLEARING SPEED DIALS	All speed dials in memory are deleted.
CID LIST EMPTY	Appears when there are no records in the Caller ID memory.

REVIEWING CALLER ID RECORDS

Each time you receive a call, your system stores a Caller ID record that you can review later, even during a call. There are 50 calls in Caller ID memory: the oldest call displays as **#50** and the most recent call displays as **#01**. A Caller ID record includes:

- call number
 - time and date of the call (**P** indicates a PM hour)
 - caller's telephone number (if available)
 - caller's name (if available)
1. Press **OFF** on the handset.
 2. Press **OK** on the handset to display the categories.
 3. Press **▼** or **▲** on the handset until **CID MEMORY** appears. Then press **OK**.
 4. Repeatedly press **▼** or **▲** to see Caller ID records.

5. To view the date and time of the call, press and hold **7**. Time, month, and date appear on the first line, and the Caller ID number appears on the second line.

Notes:

- The handset display shows the first 11 characters of the caller's name and last 12 digits of a phone number. Press and hold **9** to review all characters. **▶** appears to indicate that there are more characters. **–** only appears when the caller's phone number is 10 digits or less.
- Empty Caller ID memory locations do not display.

DIALING NUMBERS FROM A CALLER ID RECORD

1. Press **OFF** on the handset.
2. Press **OK** on the handset.
3. Press **▼** or **▲** on the handset until **CID MEMORY** appears. Then press **OK**.
4. Repeatedly press **▼** or **▲** until the phone number you want to dial appears on the display, then press **TALK/FLASH**, or **OK** if **TALK/FLASH** has been pressed.

Press **1** to dial the long distance prefix (1) plus area code, and local phone number. For example, if the area code is 604 and the local phone number is 2735131, the phone dials 16042735131 if 1 is pressed.

Press **2** to dial the area code and local phone number.

Note: If the telephone company sends a 7-digit caller phone number, pressing 2 will dial the 7-digit number only.

Press **3** to dial the long distance prefix and local phone number.

Press **4** to dial the local phone number.

Note: The system cannot dial a number if the Caller ID record consists of a name only.

DELETING CALLER ID RECORDS

Follow these steps to delete a single record.

1. Press **OFF** on the handset.
2. Press **OK** on the handset.
3. Press **▼** or **▲** on the handset until **CID MEMORY** appears. Then press **OK**.
4. Press **▼** or **▲** until the desired CID record appears.
5. Press and hold **0/OPER. DELETE CALL? 0 = YES OFF = NO** appears.
6. Press **0/OPER** again to confirm deletion. **DELETING SINGLE CALL** appears.

Notes:

- CID memory can be deleted after **TALK/FLASH** has been pressed.

- If you do not want to delete the record, press **OFF** to exit.

CLEAR ALL MEMORY

You can delete all Caller ID records, or speed dial memory locations at once.

Note: You cannot delete any record or memory during a call.

Follow these steps to delete all records or memories.

1. Press **OFF** on the handset.
2. Press **OK** on the handset.
3. Press **▼** or **▲** on the handset until **CLEAR MEMORY** appears.
4. Press **OK** on the handset.
5. Press **▼** or **▲** on the handset until **CLEARING CID MEMORY** or **CLEARING SPEED DIALS** appears.
6. Press and hold **0/OPER**. **CLR ALL CID? 0 = YES OFF = NO** or **CLR ALL SPD? 0 = YES OFF = NO** appears.
7. Press and hold **0** to delete memory, or **OFF** to exit the program.

Troubleshooting

We do not expect you to have any problem with your telephone, but if you do, the following suggestions might help. If you still have problems, check the other phones on the same line to see if they work properly. If they do and the problem does not seem to be with your phone service, take the phone to your local RadioShack store for assistance.

Problem	Solution
The handset does not work.	Move the handset closer to the base.
	Be sure the battery pack is connected and charged.
	Fully extend the handset's antenna vertically.
	Return the handset to the base for 5 seconds, then try again.
Volume drops or you hear unusual sounds.	Someone has picked up another phone on the same line. Hang up the other phone.
The handset's range decreases.	Fully extend the handset's antenna vertically.
	Return the handset to the base to recharge the battery pack.
	Be sure the handset's antenna is not touching a metal surface.

Problem	Solution
Call is noisy.	Do not place the base near appliances or large metal objects.
	Keep the handset away from interference sources such as computers, remote control toys, wireless microphones, wireless alarm systems, wireless intercoms and room monitors, fluorescent lights, and electrical appliances. If the interference is severe, turn off the interfering device.
	Hang up and redial the number.
Handset sound flutters or fades.	Be sure the battery pack is charged.
	Fully extend the handset's antenna vertically.
	Move the handset closer to the base.
Can make calls, but telephone does not ring.	Check with your telephone company which may be using unusual ringing methods. Your telephone is designed for standard straight-line bridged ringing.
	Make sure the ring type is not set to OFF .
Can receive calls, but cannot make calls.	Set dial type (TONE/PULSE) for the type of service you have (see "Setting the Dialing Mode" on Page 16.)

Care

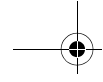
To enjoy your phone for a long time:

- 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 gently and carefully. Don't drop it.
- Keep the phone away from dust and dirt.
- Wipe the phone with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the phone's internal components can cause a malfunction and invalidate its warranty. 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.

REPLACING THE BATTERY PACK

If you follow the instructions in "Connecting and Charging the Battery Pack" on Page 10, the supplied battery pack should last for several years. When the battery pack loses its ability to fully charge, replace it with 3.6V and 580mAh nickel-metal-hydride batteries. You can order a replacement battery pack through your local RadioShack store.



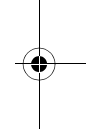
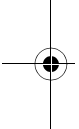
Follow these steps to install the new battery pack, then charge it for about 15–16 hours (see “Connecting and Charging the Battery Pack” on Page 10).



1. Slide off the battery compartment cover and remove the battery pack.
2. Insert the new battery pack in the compartment and replace the compartment cover.

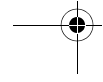
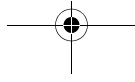
IMPORTANT INFORMATION

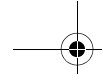
Your telephone contains a rechargeable nickel-metal-hydride battery pack. At the end of the battery pack’s useful life, it must be recycled or disposed of properly. Contact your local, country, or state hazardous waste management authorities for information on recycling or disposal programs in your area. Some options that might be available are: drop off boxes at retailers such as your local RadioShack store, recycling collection centers, and mail back programs.



THE FCC WANTS YOU TO KNOW

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.

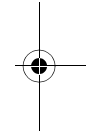
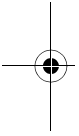




Also, the phone company can make changes to its lines, equipment, operations, or procedures that could affect the operation of the phone. The phone company notifies you of these changes in advance, so you can take the necessary steps to prevent interruption of your phone service.

Your phone might cause TV or radio interference even when it is operating properly. To determine whether your phone is causing the interference, turn off your phone. If the interference goes away, your phone is causing it. Try to eliminate the interference by:

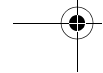
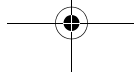
- moving your phone away from the receiver
- connecting your phone to an AC outlet that is on a different electrical circuit from the receiver
- contacting a radio/TV technician or your local RadioShack store for help

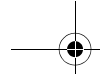


LIGHTNING

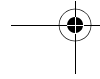
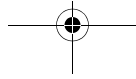
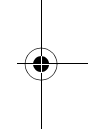
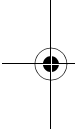
Your phone has built-in protection circuit to reduce the risk of damage from surges in phone line current. These protection circuits meet or exceed FCC requirements. However, lightning striking the phone lines can damage your phone.

Lightning damage is not common. Nevertheless, if you live in an area that has severe electrical storms, we suggest that you unplug your phone during storms to reduce the possibility of damage.





 **Notes**



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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