

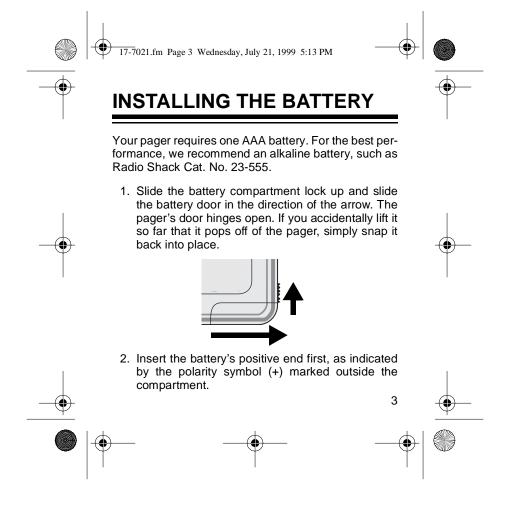


INTRODUCTION

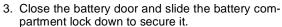
Your Radio Shack Pro Encore PG 202 Numeric Pager lets you keep in touch with family and friends everywhere you go (in the PageMart coverage area you choose) and is easy to operate. It can store up to 16 20-digit messages in memory, and you can protect important messages so you do not accidentally erase them.

Be sure you thoroughly read these instructions to ensure that you fully understand how to use your pager.









Notes:

- · To conserve battery power, turn the pager off when you are not using it.
- The battery should provide about 850 to 950 hours of continuous use.

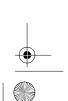
A low battery alert sounds and the pager displays LO CELL when the battery's power is low. When this occurs, replace the battery.

Notes:

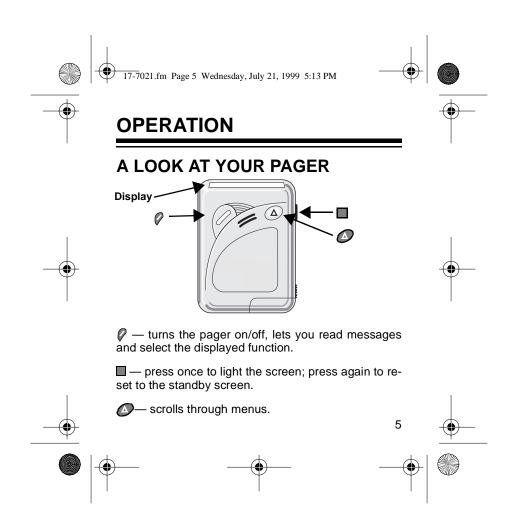
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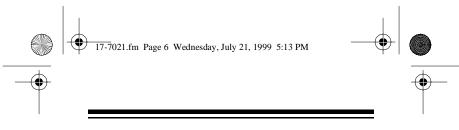
- To save battery power, all pager alerts change to 2 seconds in length when battery power is low.
- When you replace the battery, the pager keeps all messages and the time and date.





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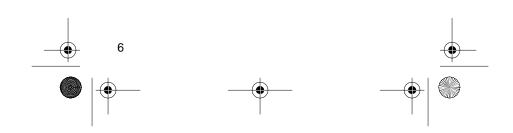
TURNING ON THE PAGER

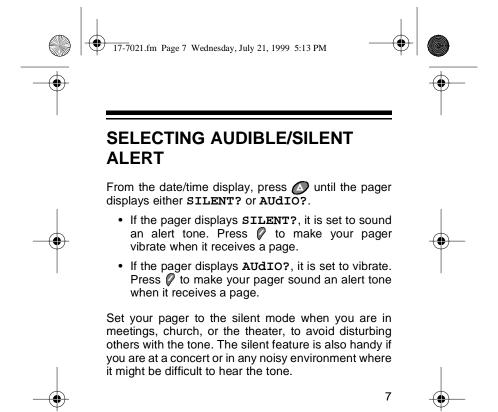
Press ${\it O}$ to turn on your pager. Your pager alerts with either a tone or vibration.

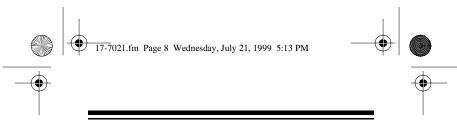


TURNING OFF THE PAGER

Repeatedly press *(D)* until the pager displays **PAgEr OFF?**. Press *(P)* to turn off the pager. Previously received messages are not erased. However if you are paged while the pager is off, you do not receive the page.







ALERT TONES

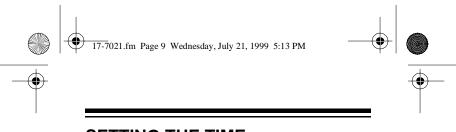
Your pager has five different alert tones. If you selected the audible alert, follow these steps to select an alert tone.



1. Repeatedly press *(D)* until the pager displays **SET ALERT**?.

- 2. Press Ø. The pager sounds the currently selected alert tone.
- 3. Repeatedly press 🖉 until the pager sounds the alert tone you want.
- 4. Press 🖉.



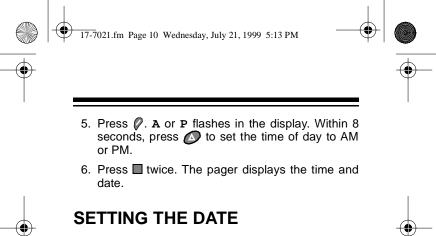


SETTING THE TIME

You must set the time so the pager can time stamp your messages.

- 1. Repeatedly press *(*) until the pager displays **SET TIME**?.
- 2. Press *Q*. The hour digits flash. Within 8 seconds, repeatedly press *Q* to set the hour.
- 3. Press *Q*. The first minute digit flashes. Within 8 seconds, repeatedly press *O* to set the first minute digit.
- Press Ø. The second minute digit flashes. Within 8 seconds, repeatedly press Ø to set the second minute digit.

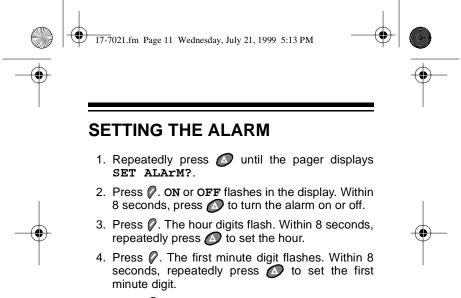




- 1. Repeatedly press *O* until the pager displays **SET dATE**?.
- 2. Press Ø. The month flashes. Within 8 seconds, repeatedly press Ø to set the month.
- 3. Press Ø. The day flashes. Within 8 seconds, repeatedly press Ø to set the day.
- 4. Press 🗖 twice. The pager displays the time and date.

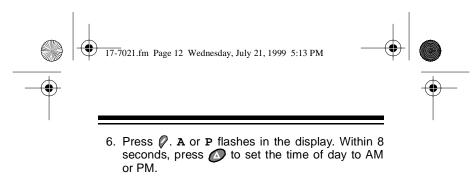






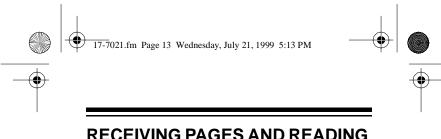
 Press Ø. The second minute digit flashes. Within 8 seconds, repeatedly press Ø to set the second minute digit.





The pager displays A when you turn on the alarm. The pager gives a 20-second alert and displays **ALARM** at the set alarm time. The alarm sounds even if the pager is off. Press any button to stop the alert.





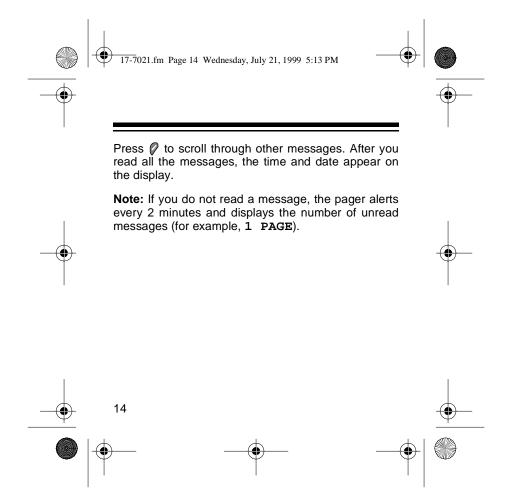
RECEIVING PAGES AND READING MESSAGES

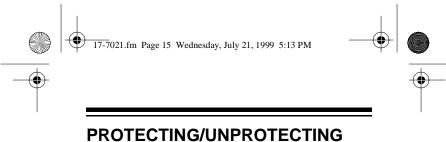
When the pager receives a page, it alerts for 8 seconds. Press any button to stop the alert. The number of unread messages appears on the display.

Press ♥ to display your message. If the pager displays ▶, there is more information on the next screen. The pager automatically displays the next screen after 1 minute, or you can press ♥ to advance sooner.

After you view your message, the pager displays the time stamp to show the time you received the message and the message position number (the order in which t was received).







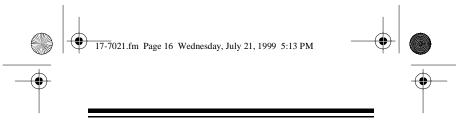
MESSAGES

You can protect messages so they are not removed when you receive more messages than the available memory can store.

To protect a message, press \bigcirc while the pager displays the message you want to protect. The pager displays **PrOTECT?**. Press \bigcirc to protect the message. The pager displays $\hat{\mathbf{a}}$.

To unprotect a message, press in while the pager displays the message you want to unprotect. The pager displays **UNPrOTECT?**. Press if to unprotect the message.





ERASING MESSAGES

There are two ways to erase messages: erase all and erase one.

To erase all messages, repeatedly press in until the pager displays **ErASE ALL?**. Press in All read, unlocked messages are erased from memory, and all other messages are moved to the first message slots.



To erase one message, select the message, then press *D* twice. The pager displays **deleter**?. Press *P* to erase the message.

Note: You cannot erase a message that you have not read or that is protected.





The pager has the following special messages.

OVERFLOW—appears when the number of unread messages received is greater than the available memory. When this occurs, any new message you receive *bumps* the oldest message out of memory.

DUPLICATE—appears when the same message is received more than once. The new message remains with the latest time stamp and the older message is deleted.

TONE ONLY—appears when a page is received without numeric data.







PAGER IDEAS

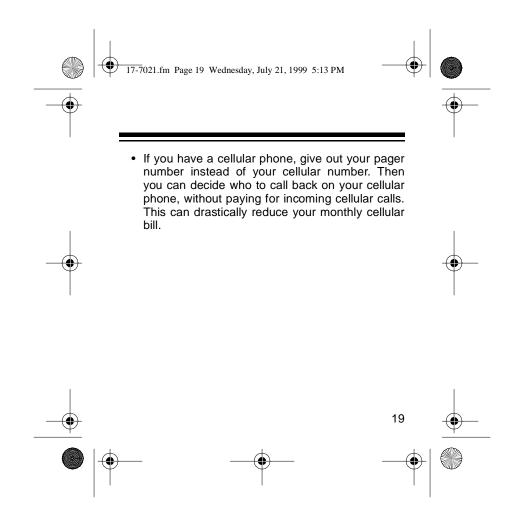
Give your pager number to friends and family. When they call your pager number, they can use their phone's touch-tone keypad to enter the number where you can reach them. Your pager displays this number when you receive the page. You are in touch wherever you go in your PageMart coverage area.

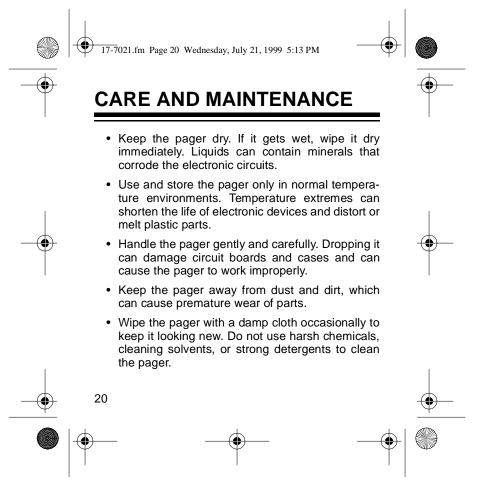


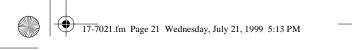
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- Include your pager number on your telephone answering machine greeting. This way you can immediately receive important messages.
- Leave your pager number at your children's school and with the babysitter so you can always be reached in an emergency.
- Establish *code* messages with your family and friends. For example, your children can page you with the code 3333 to tell you they got home from school. Your spouse can send 07734 to say hello! (Read it upside-down.)







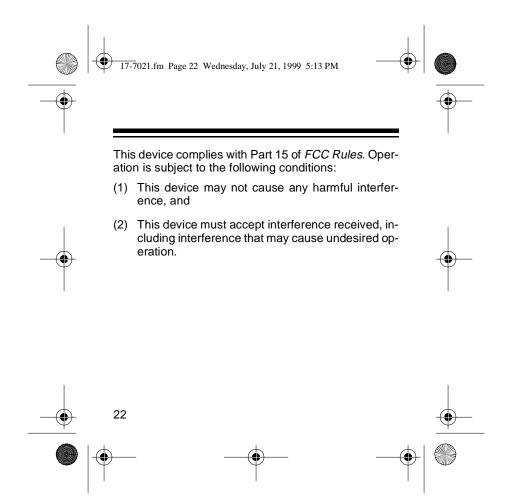


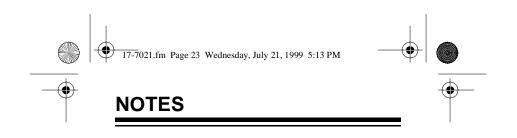
FCC INFORMATION

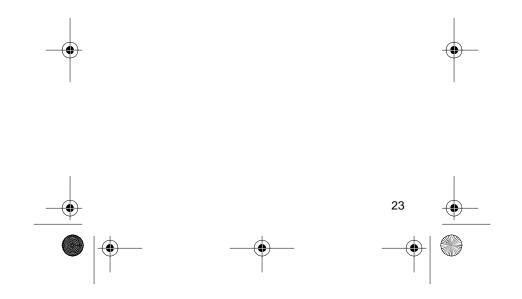
This pager might cause TV/radio interference even when it is operating properly. To determine whether your pager is causing the interference, turn it off. If the interference goes away, your pager is causing the interference. Try to eliminate the interference by moving your pager away from the receiver or by contacting your local Radio Shack store for help. If you cannot eliminate the interference, the FCC requires that you stop using your pager.

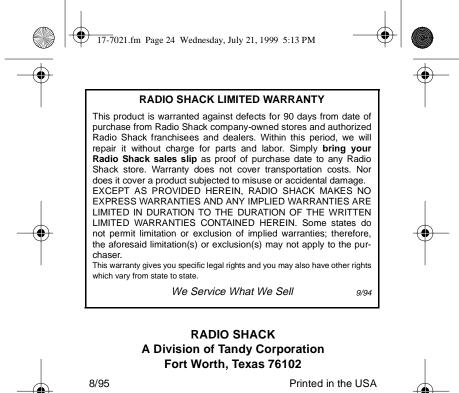
Modifying or tampering with your pager's internal components can cause a malfunction and might invalidate the warranty and void your FCC authorization to operate it. If your pager is not performing as it should, contact your local Radio Shack store or PageMart at 1-800-864-HELP.













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