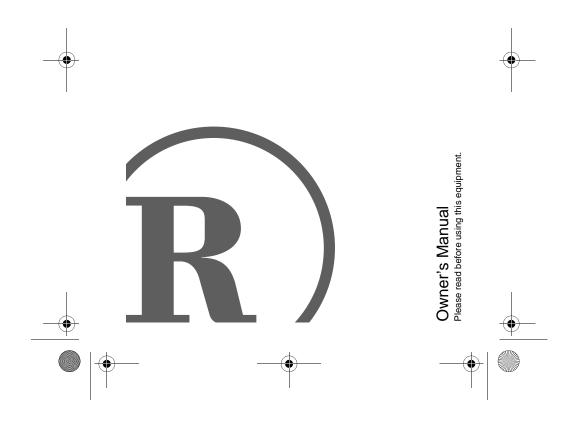


# 2-Line 900 MHz Handsfree Cordless Phone









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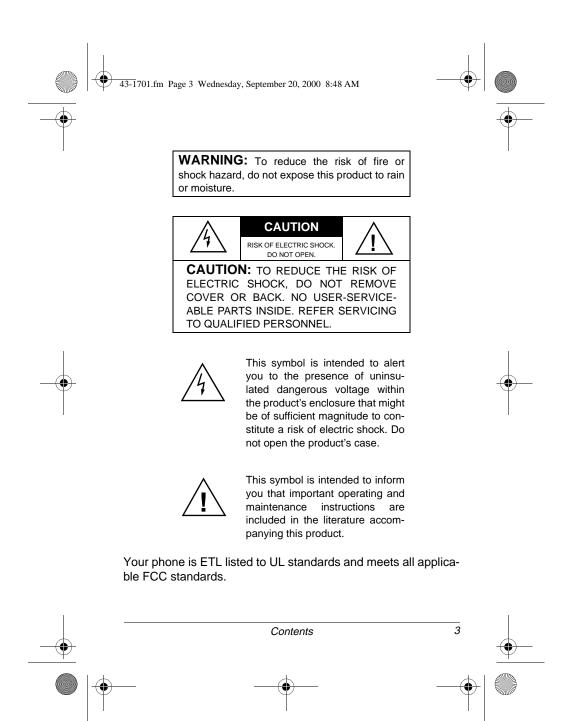


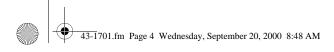


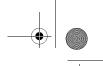














#### READ THIS BEFORE INSTALLATION

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 the 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.

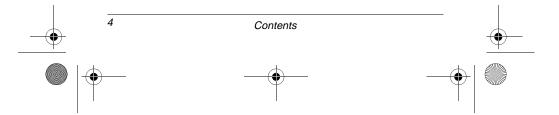
#### FCC STATEMENT

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 the base.

Note: You must not connect your phone to any of the following coin-operated systems, party-line systems, or most electronic key phone systems.

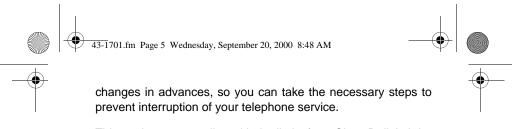
In the unlikely event that your phone causes problems on the phone line, the phone company can temporarily discontinue your service. If this happens, the phone company attempts to notify you in advance. If advance notice is not practical, the phone company notifies you as soon as possible and advises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







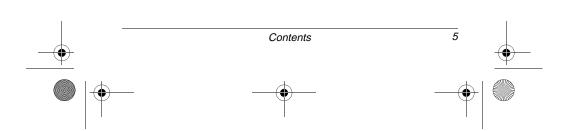


This equipment complies with the limits for a Class B digital device as specified in Part 15 of *FCC Rules*. These limits provide reasonable protection against radio and TV interference in a residential area. However, your equipment might cause TV or radio interference even when it is operating properly.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

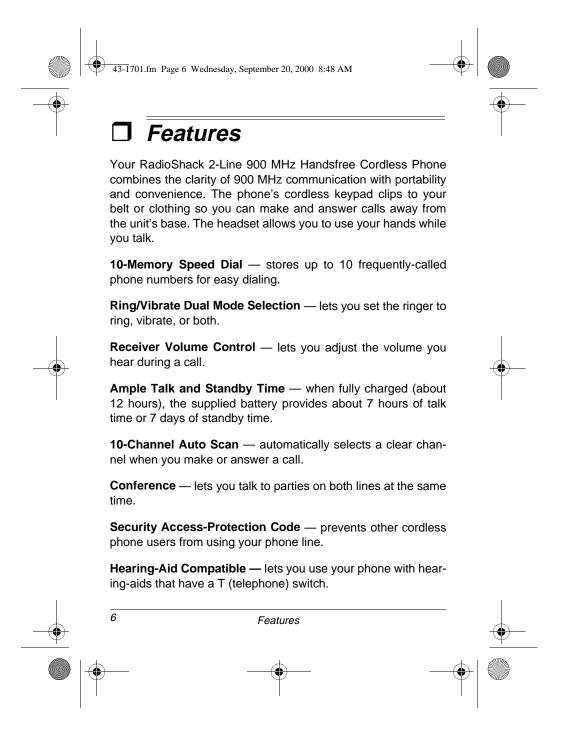
- Reorient or relocate the receiving antenna.
- Increase the distance between the equipment and the radio or TV.
- Use outlets on different electrical circuits for the equipment and the radio or TV.

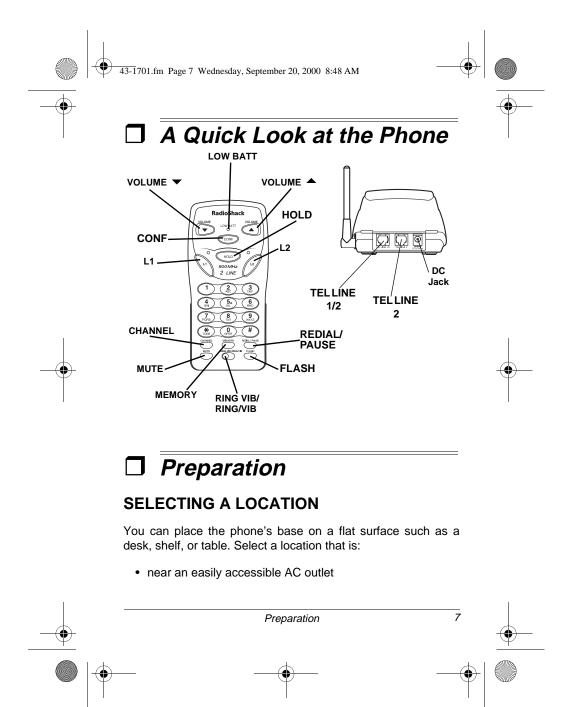
Consult your local RadioShack store if the problem still exists.

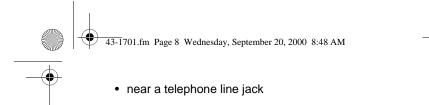
**Warning:** Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.











· out of the way of normal activities

 away from electrical machinery, electrical appliances, metal walls, filing cabinets, wireless intercoms, security alarms, and room monitors

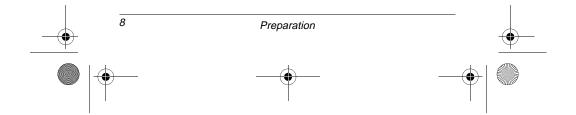
The base's location affects the phone's range. If you have a choice of several locations, try each to see which provides the best performance.

#### Notes:

- Your telephone is designed to be connected to the telephone network using a compatible modular jack that is Part 68 compliant.
- 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 RJ14C (for TEL LINE 1/2) or RJ11C (for both telephone line jacks).

## **CONNECTING THE BASE**

You can power the base using the supplied 15V, 300-mA AC adapter.









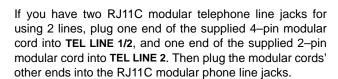




#### Cautions:

You must use a Class 2 power source that supplies 15V DC and delivers at least 300 mA. Its center tip must be set to positive and its plug must fit the phone's 15V 300 mA jack. Using an adapter that does not meet these specifications could damage the phone or the adapter.

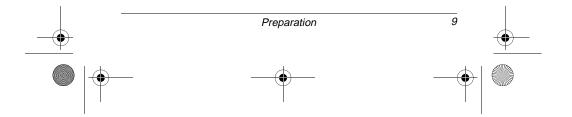
- Always connect the AC adapter to the phone before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the phone.
- If you have a RJ14C modular telephone line jack for 2 line usage, plug one end of the supplied 4-pin modular cord into TEL LINE 1/2. Then plug the other end into the RJ14C modular phone line jack.





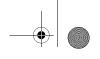
# CONNECTING AND CHARGING THE BATTERY PACK

The phone comes with two rechargeable nickel-cadmium battery packs. You must connect the battery pack and charge it for at least 12 hours for the first time before you use the phone.

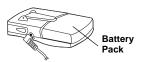










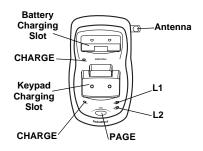


To connect the battery pack, line up the slots on the battery pack with the posts on the back of the keypad. Press down and slide the battery pack forward until the latch clicks.



To charge the battery pack, place the keypad in the base's front charging slot. The CHARGE indicator at the front of the unit lights.

To charge the spare battery pack, place it in the rear charging slot with its latch end facing down and





its contacts toward the rear of the base. The CHARGE indicator between the two slots lights.

#### Notes:

- · Recharge the battery pack anytime the LOW BATT indicator flashes, or if the keypad beeps while you are on the phone.
- · When you first use the phone after charging or recharging the battery pack, the phone might not work. Return the keypad to the base for about 5 seconds to reset the security access-protection code.
- · About once a month, fully discharge the battery pack by keeping the phone off the base until the LOW BATT indicator flashes, or if the keypad beeps while you are on the





Preparation

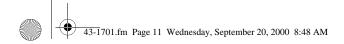
















phone. Otherwise, the battery pack loses its ability to fully recharge.



- If the front CHARGE indicator does not light when you
  place the keypad on the base, be sure the battery pack and
  AC adapter are correctly and securely connected. Also,
  check the charging contacts on the keypad and base. If the
  contacts are dirty or tarnished, clean them with a pencil
  eraser.
- If the battery pack becomes completely discharged or the base loses power while the keypad is away from it, place the keypad on the base for about 5 seconds to reset the security access protection code. If the keypad loses power, leave it on the base to charge the battery pack.
- If you are not going to use your phone for an extended period of time, disconnect its battery pack. This helps increase the battery pack's usable life.

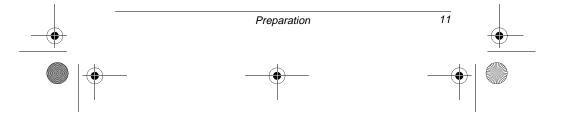




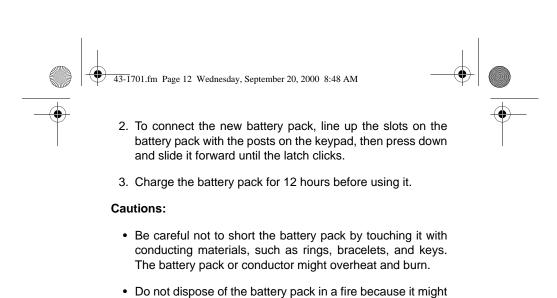
The battery pack should last about a year. If the battery pack does not hold a charge for more than 2 hours after an overnight charge, replace it. You can order a replacement battery pack through your local RadioShack store.

**Note:** To avoid losing numbers stored in memory, you must install and begin charging the new battery pack within 2 minutes of removing the old one.

1. To remove the old battery pack, press the latch release, then slide the battery pack off the keypad.









**Note:** If you have trouble replacing the battery pack, take the phone to your local RadioShack store for assistance.

Important: The EPA certified RBRC® Battery Recycling Seal on the nickel-cadmium (Ni-Cd) battery indicates RadioShack is voluntarily participating in an industry program to collect and recycle these batteries at the end of their useful

• Do not open or mutilate the battery pack.



life, when taken out of service in the United States or Canada. The RBRC program provides a convenient alternative to placing used Ni-Cd batteries into the trash or the municipal waste stream, which may be illegal in your area. Please call 1-800-THE-SHACK (1-800-843-7422) for information on Ni-Cd battery recycling and disposal bans/restrictions in your area. RadioShack's involvement in this program is part of the company's commitment to preserving our environment and conserving our natural resources.







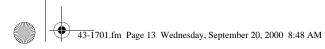


explode.













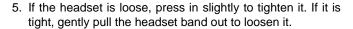
# CONNECTING AND ADJUSTING THE HEADSET

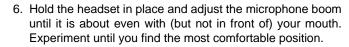
- 1. Insert the tabs on the headset holder into the slots on the back of the base and snap the holder into place.
- 2. Insert the headset's plug into the jack on the side of the keypad.





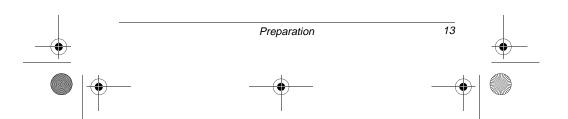
- 3. Place the headset on your head with the earpiece over either ear.
- Adjust the headset band until it rests with almost no pressure on your ear and the top of your head.





**Caution:** The microphone boom swivels on the headset. Do not bend the microphone boom while you adjust it.

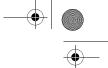
**Note:** When you are not using the headset, place it on the headset hanger. Otherwise (if you set it on a flat surface, for example), you might have to repeat these adjustments.













# SETTING RING/VIBRATE/DUAL

You can adjust the keypad's ringer mode from RING VIB to RING/VIB.

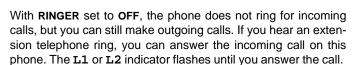
With the ringer set to VIB, the phone vibrates instead of ringing when receiving call.

With the ringer set to RING/VIB, the phone rings and vibrates when receiving call.

Note: The keypad does not vibrate when it is on the base.

#### TURNING THE RINGERS ON OR OFF

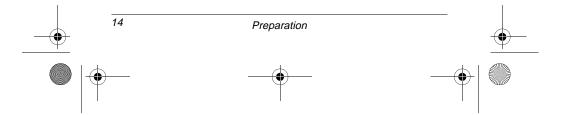
The keypad's ringer L1 RINGER OFF/ON and L2 RINGER OFF/ON on the base control. To have the phone ring when a call comes in, set RINGER on the desired line to ON. To keep the phone from ringing, set RINGER on the desired line to OFF.



Note: If RINGER is set to OFF and RING VIB RING/VIB is set to VIB or RING/VIB, the keypad still vibrates when a call comes in.

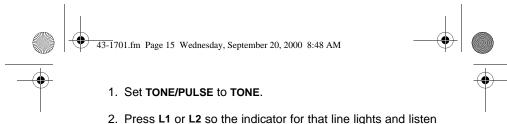
# SETTING THE DIALING MODE

Set TONE/PULSE on the side of the base for the type of service you have. If you are not sure which type you have, do this simple test after charging the battery pack.









3. Press any number other than **0** or **1**.

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

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

4. Press L1 or L2.

for a dial tone.

If you have tone service, leave TONE/PULSE set to TONE. If you have pulse service, set TONE/PULSE to PULSE.

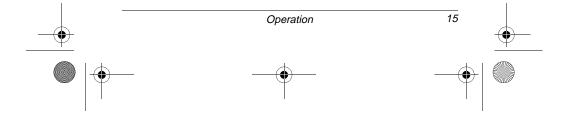
**Note:** Return the keypad to the base for at least 5 seconds after you set the service type.



# □ Operation

Before you use the phone, put the headset on and adjust it as needed (see "Connecting and Adjusting the Headset" on Page 13).

To make a call, select a line by pressing L1 or L2. You hear a dial tone and the indicator for that line lights. Dial the number you want to call.







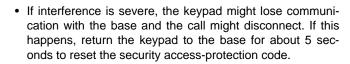


When you receive a call on a line, the light for that line flashes and the phone rings or vibrates (if you set the ringer for that line to **ON**). Press the button for the ringing line to answer the call. The indicator for that line lights.



#### Notes:

- When you are using one line and a call comes on the other line, the phone beeps or vibrates and the indicator of that line flashes. You can hold the line you are using and answer the call. (See "Using Hold" on Page 17.)
- When you press a button, a single tone indicates that the phone has accepted the command. Three tones indicate that you pressed a button in error or there is severe interference. (See "Changing Channels" on Page 18.)

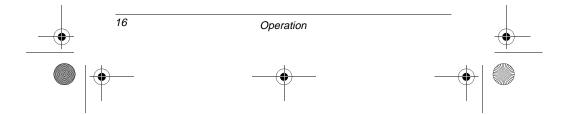




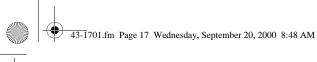
#### ADJUSTING THE HEADSET'S VOLUME

To adjust the headset's volume, repeatedly press **VOLUME** ◆ or **VOLUME** ▼ during a call until the sound level is comfortable. You can set the headset's volume to one of four levels, and it remains set even after you hang up.

**Note:** The keypad sounds 3 beeps when you reach the lowest or highest listening level.











# **USING HOLD**

**HOLD** lets you use the other line without disconnecting the call. You can alternate between the two lines by pressing **HOLD**, then the button for the desired line.

- 1. To place a call on hold, press **HOLD**. The indicator for that line flashes.
- To release a line from hold and continue your conversation, press that line's button.

#### Notes:

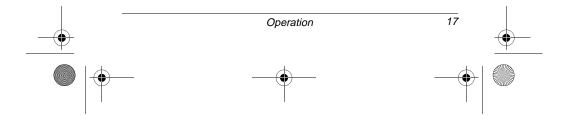
- If you press the other line's button without first pressing HOLD, the first call is disconnected.
- If you hold the line for 1 minute, the keypad sounds three beeps every 30 seconds. If you hold the line for 8 minutes, the keypad beeps for 2 minutes. Press that line's key to release the line from hold, or the line will be automatically disconnected within 2 minutes. If you still want to hold the line, press HOLD again to repeat the cycle.



#### **USING CONFERENCE**

You can talk to both lines at the same time.

- Use one line and hold the other line, or put both lines on hold.
- 2. Press CONF. The indicators for both lines light.









3. To hang up one line, press the other line's key. Press the key again to hang up both lines.



# **CHANGING CHANNELS**

Every time you press **L1** or **L2**, the phone automatically selects a clear channel from the 10 it uses for communication between the headset and the base.

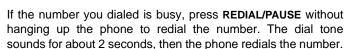
If you hear interference during a call, repeatedly press **CHAN-NEL** to change the channel until you get a clear one.

#### **USING REDIAL**

To quickly redial the last number dialed, press L1 or L2 then RE-DIAL/PAUSE.

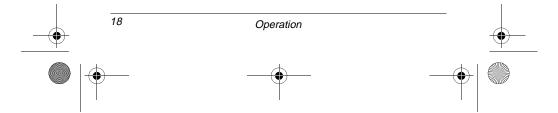


The redial memory holds up to 32 digits, so you can redial longdistance as well as local numbers. The redial memory can also store tone entries (see "Using Tone Services on a Pulse Line" on Page 19) and pause entries (see "Entering a Pause in Memory Number" on Page 21).

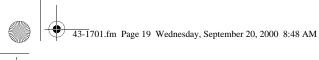


#### **USING MUTE**

To talk to someone else in the room without the person on the other end of the phone line hearing your conversation, press MUTE. The indicator for the line you are using flashes. Press MUTE again to resume your phone conversation.











# **USING FLASH**

FLASH provides the electronic equivalent of a switchhook signal for special phone services such as Call Waiting.

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

Note: If you do not have any special phone services, pressing FLASH might disconnect your current call.

#### **USING TONE SERVICES ON A PULSE LINE**

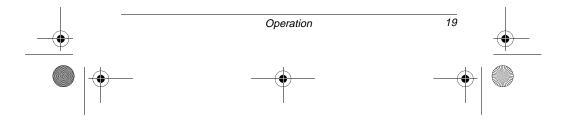
Some special services, such as bank-by-phone, require tone signals. If you have pulse service, you can still use these tone services by following these steps.

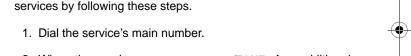
- 2. When the service answers, press \*/TONE. Any additional numbers you dial are sent as tone signals.
- 3. After you complete the call, press L1 or L2. The phone automatically resets to pulse dialing.

#### **USING PAGE**

You can send a page to the keypad to locate it when it is away from the base and not in use.

1. Press PAGE on the base. The keypad rings for about 15 seconds.















- 2. Press and hold PAGE. The keypad rings for about 1 minute.
- 3. Press any key on the keypad or PAGE on the base to silence it.

#### **MEMORY DIALING**

You can store up to 10 numbers of up to 16 digits each in the phone's memory.

#### Notes:

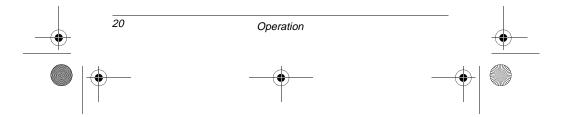
- To keep your accounts secure, we recommend you do not store your personal access code for services such as bankby-phone in a memory location.
- · When storing numbers for special services (such as alternate long-distance or bank-by-phone), store the service's main phone number in one memory location and numbers for additional information in other locations.



# Storing a Number in Memory

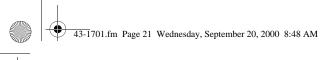
- 1. Press **MEMORY** on the keypad.
- 2. Enter the desired number (up to 16 digits).
- 3. Press **MEMORY** again.
- 4. Press the memory location (1–0). Two long beeps sound.

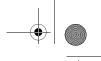
Note: For the 10th memory location, press 0.













5. You can write down the stored numbers on the memory index card underneath the base.



**Note:** If you hear three short beeps, you did not store the number successfully. Start again from Step 1.

#### **Entering a Pause in 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. You can store the access code with the phone number. However, if you do, you should also store a pause after the access code to allow the outside line time to connect. After entering the access code, press **REDIAL/PAUSE** to enter a 2-second pause.



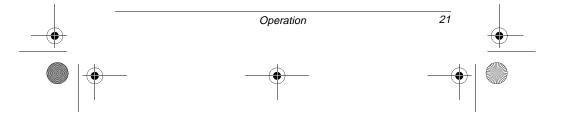
### **Dialing a Stored Number**

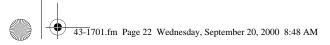
- 1. Press L1 or L2.
- When you hear the dial tone, press MEMORY, then the memory location number (1-0). The phone dials the number.

### **Chain-Dialing Service Numbers**

For quick recall of numbers for special services (such as alternate long distance or bank by phone), store each group of numbers in its own memory location.

To call special services, dial the service's main number. At the appropriate place in the call, press **MEMORY**, then the number for the location where the additional numbers are stored.









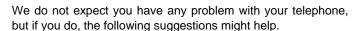
**Note:** If you use pulse dialing, be sure you have stored a tone entry in another memory location (see "Using Tone Services on a Pulse Line" on Page 19).



# **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 to avoid peak demand periods. Remain on the line to explain the reason for your call.

# ☐ Troubleshooting



Problem	Suggestion	
The keypad does not work.	Move the keypad closer to the base. Raise the base's antenna to a vertical position.	
	Ensure the phone's modular cord and the AC adapter are correctly and securely connected.	
	Recharge the keypad's battery pack.	
	<ul> <li>Reset the security access-protection code by plac- ing the keypad on the base for about five seconds.</li> </ul>	
The call is noisy.	Keep the headset and base away from interference sources such as computers, remote control toys, wireless alarm systems, wireless intercoms and room monitors, fluorescent lights, and electrical appliances.	





Troubleshooting















<del></del>	

\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\				
	Problem	Suggestion		
'		Turn off the interfering device.		
	There is severe interference.	Move the keypad closer to the base. Hang up and redial the number.		
		Press CHANNEL to change the channel.		
	The range	Ensure the base's antenna is raised and is no touching a metal surface.		

touching a metal surface.
decreases.

• Recharge the keypad's battery pack.

You can

receive calls, but cannot make calls.

Set **TONE/PULSE** correctly for the type of service you have (see "Setting the Dialing Mode" on Page 14).

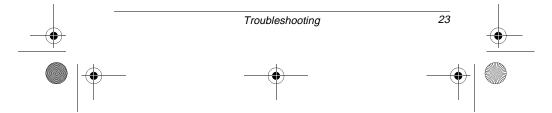
If you still have problems, disconnect the phone. If other phones on the same line work properly, the fault is in this phone or its installation. If you cannot locate the problem, take your phone to your local RadioShack store for assistance.

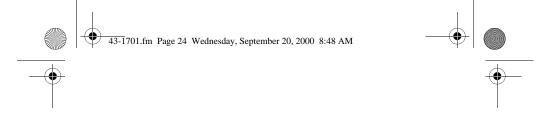


# **LIGHTNING**

Your telephone has built-in lightning protection to reduce the risk of damage from surges in telephone line and power line current. This lightning protection meets or exceeds 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 before storms to reduce the possibility of damage.





#### **Limited One-Year Warranty**

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack corpany-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.

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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 crurrent; (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 rejectablishes.

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