



**RadioShack**<sup>®</sup>

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# **900 MHz Cordless Telephone with Digital Answering System**



**43-3812/3813**



**Owner's Manual**

Please read before using this equipment.

## **Important Information**

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

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

|  |  |   |
|--|--|---|
|   | <b>CAUTION</b><br>RISK OF ELECTRIC SHOCK. DO NOT OPEN. |  |
| <b>CAUTION:</b> 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.

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

When AC power is lost, the phone loses the security access-protection code connection between the base and the handset. When power is restored, put the handset on the base briefly to restore this connection.

### **READ THIS BEFORE INSTALLATION**

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

If you use 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 phones might not ring. If ringer operation is impaired, remove one of the devices from the line.

### **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. Never install telephone wiring during a lightning storm.

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4. Never install telephone jacks in wet locations unless the jack is specifically designed for wet locations.
5. Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.
6. Use caution when installing or modifying telephone lines.
7. Do not affix the AC power supply cord to building surfaces with metal fittings (if the product has an AC power cord).
8. Unplug this product from the wall outlet before cleaning. Do not use liquid cleaners or aerosol cleaners. Use a damp cloth for cleaning.
9. 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.
10. Do not place this product on an unstable cart, stand, or table. The product may fall, causing serious damage to the product.
11. Slots and openings in the telephone's cabinet and the back or bottom are provided for ventilation. To protect the telephone from overheating, these openings must not be blocked or covered. The openings should never be blocked by placing the product on a bed, sofa, rug, or other similar surface. This product should never be placed near or over a radiator or heat register. This product should not be placed in a built-in installation unless proper ventilation is provided.
12. This product should be operated only from the type of power source indicated on the marking label. If you are not sure of the type of power supply to your home, consult your local power company.
13. Do not allow anything to rest on the power cord. Do not locate this product where the cord will be stepped on.
14. Do not overload wall outlets and extension cords as this can result in a risk of fire or electric shock.
15. Never push objects of any kind into this product through cabinet slots as they may touch dangerous voltage points or short out parts that could result in a risk of fire or electric shock. Never spill liquid of any kind on the product.
16. To reduce the risk of electric shock, do not disassemble this product. Take it to a qualified serviceman when service or repair work is required. Opening or removing covers may expose you to dangerous voltages or other risks. Incorrect reassembly can cause electric shock when the product is subsequently used.
17. Unplug this product from the wall outlet and refer servicing to qualified services personnel under the following conditions:
  - When the power cord plug is damaged or frayed.
  - If liquid has been spilled into the product.
  - If the product has been exposed to rain or water.
  - If the product does not operate normally by following the operating instructions, adjust only those controls that are covered by the operating instructions because improper adjustments of other controls may result in damage and will often require extensive work by a

qualified technician to restore the product to normal operation.

- If the product has been dropped or the cabinet has been damaged.
  - If the product exhibits a distinct change in performance.
18. Avoid using a telephone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.
  19. Do not use the telephone to report a gas leak while in the vicinity of the leak.

5. Charge the battery pack provided with or identified for use with this product only in accordance with the instructions and limitations specified in the instruction manual provided for this product.
6. Observe proper polarity orientation between the battery pack and battery charger.

## **SAVE THESE INSTRUCTIONS**

## **BATTERY SAFETY INSTRUCTIONS**

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

1. Use only the appropriate type and size battery pack specified in the instruction manual provided for this product.
2. Do not dispose of the battery pack in a fire. The cell may explode. Check with local codes for possible special disposal instructions.
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 it with conducting materials such as rings, bracelets and keys. The battery or conductor may overheat and cause burns.

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## Introduction

Thank you for purchasing the RadioShack 900 MHz Cordless Telephone. Your system combines a 900 MHz cordless telephone and a digital answering system. The 900 MHz band provides less interference, clearer sound, and greater range than 46/49 MHz cordless telephones.

The digital answering system stores up to 16 minutes of messages on a computer chip and records each message's day and time. Advantages over tape-based answering machines include:

- Ability to delete individual messages and save the rest.
- No tapes to bother with and no tape mechanisms to wear out.
- Remote operation from a touch-tone phone (or from a rotary phone with a pocket tone dialer).

### TELEPHONE

**10 Number Memory Dialing** — store 10 numbers (3 one-touch and 7 speed-dial) in memory for easy dialing.

**Page** — send a paging signal from the base to the handset to page someone or locate the handset if you misplace it.

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

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

You can also manually change channels during a call.

**Ringer Volume Control** — select from four ringer tone/volume settings on the handset.

**Volume Control** — adjust the sound level you hear through the handset.

**Long Battery Life** — the supplied battery pack (when fully charged) provides about 7 hours of talk time or 14 days of standby time.

**Security Access-Protection Code** — helps prevent other cordless phone users from using your phone line.

### ANSWERING SYSTEM

**Voice-Prompted Menu Setting** — set the answering system's various functions through the voice guidance.

**Two Prerecorded Messages** — offers the option of using one of two pre-recorded messages (one that lets callers leave a message and the other for the announcement only setting) or recording your own.

**Message Counter** — shows the number of recorded messages.

**Programmable Security Code** — uses a two-digit security code for secure remote operation.

**Memo Recording** — lets you leave messages for yourself or others in your home or office. You can also record your phone conversation.

**Phone Pick-Up Detection** — stops recording when you pick up any phone on the same line as the answering system, and resets to answer the next call.

**Toll-Saver** — lets you avoid unnecessary charges when you call by long distance to check your messages.

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## **Installation**

### **MOUNTING THE PHONE**

You can place the phone's base on a desk or table, mount it on a standard wall plate, or directly on a wall. Choose a location that is:

- near an AC outlet
- near a modular 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 phone'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 350 mA.

Its center tip must be set to positive and its plug must fit the phone's **DC IN 9V** 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 update the wiring for you. You must use compatible modular jacks that are compliant with Part 68 of *FCC Rules*.

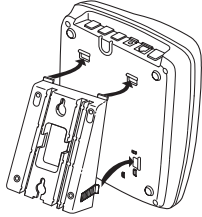
**Note:** The USOC number of the jack to be installed is RJ11C (or RJ11W for a wall plate jack).

#### **On a Desk Top**

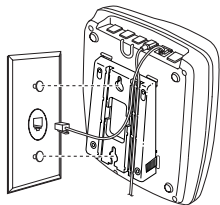
1. Plug one end of the supplied long modular cord into the **TEL LINE** jack on the back of the base.
2. Plug the modular cord's other end into a modular telephone line jack.
3. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack on the back of the base.
4. Route the adapter's cord through the strain relief slot on the bottom of the base.
5. Plug the adapter into a standard AC outlet.
6. Lift the base's antenna to a vertical position.

## On a Wall Plate or Wall

1. Insert the two tabs at the top of the narrow end of the supplied bracket into the base's upper tab slots, then press down on the bracket's latches and insert them into the lower slots.



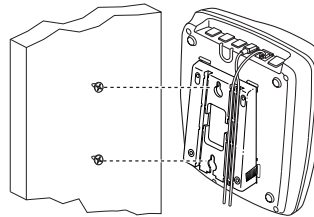
2. Plug one end of the supplied short modular cord into the **TEL LINE** jack on the back of the base.
3. Insert the supplied AC adapter's barrel plug into the **DC IN 9V** jack.
4. Route the adapter and modular cords through the grooves on the bracket.
5. Plug the modular cord's other end into the wall plate jack, then align the bracket's keyhole slots with the wall plate studs and slide the base downward to secure it.



6. Plug the adapter into a standard AC outlet.
7. Press and lift out the handset holder, flip it over, then snap it back into place so it holds the handset.
8. Lift the base's antenna to a vertical position.

**Note:** To mount the phone directly on a wall, you need two screws (not supplied) with heads that fit into the keyhole slots on the bracket. Follow the steps under "On a Wall Plate or Wall," then apply these additional instructions for placement on a wall.

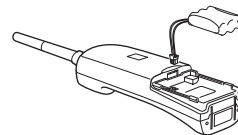
1. Drill two holes  $3^{15}/16$  inches (100 mm) apart. Then thread a screw into each hole, letting the heads extend about  $1/8$  inch (3 mm) from the wall.
2. Plug one end of the supplied long modular cord into the **TEL LINE** jack at the back of the base.
3. Align the bracket's keyhole slots with the mounting screws and slide the base downward to secure it.



## CONNECTING, CHARGING, AND REPLACING THE BATTERY PACK

The phone comes with a rechargeable nickel-cadmium battery pack installed in the handset, but not connected. 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. Plug the battery pack's connector into the socket in the compartment. The connector fits only one way.





3. Put the battery pack in the compartment.
4. Replace the cover.

To charge the battery pack, simply place the handset on the base, facing either up or down. The CHARGE/IN USE indicator on the base lights.

Recharge the battery pack when the TALK/BATT indicator on the handset flashes.

**Important:** Be sure the battery pack is properly connected before you try to charge it. The CHARGE/IN USE indicator lights when the handset is on the base even if the battery pack is not properly connected.

**Notes:**

- When you first use the phone after charging or recharging the battery pack, the phone might not work and you might hear an error signal. If this happens, return the handset to the base for about 5 seconds to reset the security access-protection code.
- Using a pencil eraser, clean the charging contacts on the handset and the base about once a month.
- If the phone does not work, recharge the battery pack. (The battery power might be too low to flash the TALK/BATT indicator.)
- If the battery pack becomes weak during a call, the handset beeps. When this happens, you cannot make a call until you recharge the battery pack.
- About once a month, fully discharge the battery pack by keeping the handset off the base until the TALK/BATT indicator flashes. Otherwise, the battery pack loses its ability to fully recharge.
- If the battery pack is completely discharged or the base loses power

while the handset is away from it, place the handset on the base to reset the security access-protection code. If the handset lost power, recharge the battery pack.

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).

If you have trouble replacing the battery pack, take the phone to your local RadioShack 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 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.



## SETTING THE DIALING MODE

Your phone is set for tone dialing. If you have pulse service, you must change the dialing mode. If you are not sure which type of service you have, do this test.

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

To set the dial mode, press **TALK** to hang up the phone if necessary, then hold down **FLASH** until the phone beeps. Then press **#** to set pulse mode or **\*/TONE** to set tone mode. The phone beeps.

### Notes:

- The phone exits setting mode if a call or page is received, or if you press **TALK**.
- If the battery pack power gets too low, the dial mode might reset to tone. If you are on a pulse line and cannot make a call, try setting the dialing mode to pulse.

## SETTING THE HANDSET RINGER'S TONE AND VOLUME

You can select one of four different ringer tone/volume settings on the handset. At any time except during a call, repeatedly press **VOLUME** to select the desired ringer setting. Each time you press the button, the phone rings at the selected setting.

## TURNING THE BASE'S RINGER ON/OFF

You can set the base's ringer to high or low, or turn it off.

Press **MENU** four times. The phone announces "Ringer volume" followed by its current setting. The display also shows the current setting.

1. Press **SET** to enter the setting mode.

**Note:** The system exits the setting mode when you:

- wait more than 20 seconds between key presses
- receive an incoming call
- press **PLAY/STOP**
- press **TALK** on the handset

Start again at Step 1.

2. Press **SKIP/▶▶** or **◀◀/REPEAT** to change the setting. The system announces the setting and the display shows **Hi**, **Lo**, or **OFF**.
3. Press **SET** to store the setting.
4. Press **PLAY/STOP** to exit the menu setting mode.

Even when you turn off the base's ringer, you can still make or receive calls using this phone. Telephones on the same line (and the handset if it is away from the base) still ring when there is an incoming call.

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## ☐ Telephone Operation

### MAKING AND RECEIVING CALLS

To make a call, lift the handset then press **TALK**. The TALK/BATT indicator on the handset and CHARGE/IN USE indicator on the base light. Dial the number.

To answer a call, simply lift the handset from the base. If the handset is away from the base, press any key.

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

### SELECTING THE CHANNEL

The phone scans 40 channels (frequency pairs used between the base and the handset) and automatically selects a clear channel each time you make or receive a call.

If you hear other conversations or excessive noise during a call, press **CH** to select a different channel. The TALK/BATT indicator blinks, and the handset beeps, followed by a brief pause as your phone searches for a clear channel.

If the handset is too far from the base, the channel might not change. Move closer to the base and try again.

### SETTING THE HANDSET VOLUME

To change the volume you hear through the handset, press **VOLUME** during a call. The handset volume has three levels, low, medium, and high.

### USING FLASH

**FLASH** performs the electronic equivalent of a switchhook operation for special 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.

If you do not have any special phone services, pressing **FLASH** might disconnect the current call.

### USING REDIAL

To quickly dial the last number dialed, lift the handset and press **REDIAL**.

#### Notes:

- The redial memory holds up to 32 digits, so you can redial long-distance as well as local numbers.
- The redial memory also holds pause entries (see "Entering a Pause" on Page 12).

### 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 special tone services. Dial the service's main number. When the service answers, press **\*/TONE**. Any additional numbers you dial are sent as tone signals.

When you hang up, the phone automatically resets to pulse dialing.

## PAGING

To page the person who has the handset or to locate the handset when the phone is not in use, press **PAGE** on the base. The handset beeps for 1 minute. To stop it from beeping sooner, press any key on the handset or return the handset to the base. Press **PAGE** again to stop the paging at the base.

## MEMORY DIALING

You can store up to 10 numbers in memory, then dial a stored number by pressing **MEM** and a one-digit memory location number. Also, with the press of one button (**M1**, **M2**, or **M3**), you can dial a number that is stored in one of the first three memory locations.

Each number you store can be up to 16 digits long.

Use the supplied memory directory stickers to record your stored numbers. Peel the backing from each sticker and attach them to the phone.

### Storing a Number in Memory

1. Lift the handset and press **MEM**. The TALK/BATT indicator blinks.
2. Enter the number and any pause or tone entries (see "Using Tone Services on a Pulse Line" on Page 11 and "Entering a Pause").
3. Press **MEM** again, then enter the memory location number (**0–9**) where you want to store the number.

The phone beeps once to indicate that the number is stored.

#### Notes:

- The phone beeps and exits the programming mode if you wait more

than 20 seconds between each key press.

- Each tone or pause entry uses one digit of memory.
- If you try to enter more than 16 digits, the phone beeps and exits the programming mode. Start over at Step 1 and enter no more than 16 digits in Step 2.

To replace a stored number, simply store a new number in its place. To clear a stored number, lift the handset (if the TALK/BATT indicator lights, press **TALK** to turn it off) and press **MEM** twice. Then press the memory location number (**0–9**) you want to clear. The phone beeps.

### 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 must also store a pause after the access code to allow the outside line time to connect. To do so, press **PAUSE**. Each press enters a 2-second pause. For a longer pause, press **PAUSE** additional times.

### Dialing a Memory Number

To dial a number stored in memory, lift the handset or press **TALK**. The TALK/BATT indicator lights. When you hear a dial tone, simply press **MEM** and enter the memory location number for the number you want to dial.

Or, to dial a number stored in the memory location 1, 2, or 3, just press **M1**, **M2**, or **M3**. You need not press **TALK** when you use these buttons.

**Note:** If you select an empty memory location. The phone beeps.

## 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 use the stored special service information, dial the service's main number first. Then, at the appropriate place in the call, press **MEM** and enter the memory location number (**0–9**) for the stored information.

## 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.

## USING A HEADSET

You can talk 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, open the rubber cover on the side of the handset, then insert the headset's plug into the jack.

### Notes:

- Connecting a headset disconnects the handset's earpiece and microphone.
  - **VOLUME** on the handset also controls the connected 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 make or answer calls as usual using the keys on the handset.
  - You can use an optional headset holder (available from your local RadioShack store) to hang the headset on your belt for greater convenience.
  - When you finish using the headset, disconnect it from the handset and close the rubber cover to protect the jack.

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## □ Answering System Operation

### USING THE MENU BUTTON

Use **MENU** on the base to select function settings. Each time you press **MENU**, the system announces the function and its current setting.

| # of Presses | Function                                  |
|--------------|---|
| 1            | Outgoing message                          |
| 2            | Clock set                                 |
| 3            | Security code for remote operation        |
| 4            | Ringer volume                             |
| 5            | Number of rings before the system answers |
| 6            | Recording time for incoming messages      |
| 7            | Exit the menu setting mode.               |

**Note:** The system exits the menu setting mode when you:

- wait more than 20 seconds between key presses (except when you set the clock, in which the time-out is about 2 minutes)
- receive an incoming call
- press **PLAY/STOP**
- press **TALK** on the handset

Start again at Step 1 of the each section.

### SETTING THE DAY AND TIME

You must set the day of the week and time so the system can record the correct day and time of each message.

**Note:** Enter each key press within about 2 minutes. Otherwise, the system exits the time setting process and you must begin again with Step 1.

1. Press **MENU** twice. The system announces "Time", then the currently set time and the day of the week.
2. Press **SET** to enter the time setting mode. The system announces the currently set day and displays the day's number (**0** for Sunday, **1** for Monday, and so on).
3. Repeatedly press **SKIP/▶▶** on the base to move forward or **◀◀/REPEAT** on the base to move backward until the correct day appears, then press **SET**. The system announces and displays the hour.
4. Repeatedly press **SKIP/▶▶** or **◀◀/REPEAT** until the correct hour appears, then press **SET**. The system announces and displays the minutes.
5. Repeatedly press **SKIP/▶▶** or **◀◀/REPEAT** until the correct minutes appear, then press **SET**. The system announces "AM" or "PM," and **A** or **P** appears.
6. Press **SKIP/▶▶** or **◀◀/REPEAT** to choose AM or PM, then press **SET**. The system beeps and announces the day and time.
7. Press **PLAY/STOP** to exit.

To check the day and time, press **MENU** twice. The system announces the currently set day and time. Press **PLAY/STOP** to exit the menu.

**Note:** If power fails, the clock retains the current time. When the power is restored, it starts counting again from the time the power failed.

## SETTING THE NUMBER OF RINGS

You can select how long the system waits to answer a call — 2, 4, or 6 rings, or toll-saver. If you plan to check messages by long distance, set the ring time to toll-saver (see "Using the Toll-Saver" on Page 19).

1. Press **MENU** five times. The system announces "Ring time" followed by the current setting. The display also shows the current setting **2**, **4**, **6**, or **tS** (toll saver).
2. Press **SET**.
3. Repeatedly press **SKIP/▶▶** or **◀◀/REPEAT** until the desired number appears.
4. Press **SET** to store the setting.
5. Press **PLAY/STOP** to exit.

## SETTING THE RECORD TIME

You can set the recording time to 1, 4, or Announce Only to determine how the system will record incoming messages.

At the 1 or 4 settings, the system plays the outgoing message and lets callers leave a message up to 1 minute (or 4 minutes) long. At the Announce Only setting, the system plays the outgoing message but does not let callers leave a message.

1. Press **MENU** six times. The system announces "Record time" followed by the current setting. The display also shows the current setting, **1**, **4**, or **A** (Announce Only).

2. Press **SET**.
3. Repeatedly press **SKIP/▶▶** or **◀◀/REPEAT** until the desired number appears.
4. Press **SET** to store the setting.
5. Press **PLAY/STOP** to exit.

## SELECTING THE OUTGOING MESSAGE

The system has two prerecorded outgoing messages. One asks the caller to leave a message: "Hello, no one is available to take your call. Please leave a message after the tone." The system uses this message when the recording time is set to 1 or 4 (see "Setting the Record Time").

The other is simply an announcement and does not let the caller leave a message: "Hello, no one is available to take your call. Please call again." The system uses this message when the recording time is set to Announce Only.

You can also record your own message (see "Recording/Deleting an Outgoing Message"). When you record your own outgoing message, the system uses it for all recording time settings (1, 4, and Announce Only).

To switch between your outgoing message and the system's prerecorded message, press **MENU** once to enter the outgoing message setting mode. Then press **SKIP/▶▶** or **◀◀/REPEAT** until the current message starts to play. While the message is playing, press **SKIP/▶▶** or **◀◀/REPEAT** until the desired message starts to play. The system switches to the other message and plays it.

## RECORDING/DELETING AN OUTGOING MESSAGE

Follow these steps to record your own outgoing message (less than 30 seconds in length).

1. Press **MENU** once. The system announces "Greeting message", followed by the current outgoing message. -- appears.
2. Press **MEMO/REC**. The system announces "Record your greeting after the tone."
3. When the tone sounds, speak your message.
4. When you finish your message, press **MEMO/REC** or **PLAY/STOP**. The system beeps and then plays back your message.
5. Press **PLAY/STOP** to exit.

To delete your outgoing message and use the system's prerecorded messages, press **MENU** once, then press **DELETE** when your message starts to play. The system announces "Your greeting has been deleted."

## SETTING THE SYSTEM TO ANSWER CALLS

To set the system to answer calls, press **ANSWER ON/OFF**. If the system is set to record a caller's message (see "Setting the Record Time" on Page 15), it plays the outgoing message and shows the number of recorded messages. If the system is set to Announcement Only, it plays the outgoing message, and **R** appears.

To set the system to not answer calls, press **ANSWER ON/OFF** again. The system announces "Answer off" and the message counter turns off.

When the system's message memory is full, **FL** appears and the system announces "No remaining time" when you try to operate it.

## SCREENING CALLS

You can let the system answer calls for you while you listen to the caller's message through the base's speaker. If you decide to answer the call, press **TALK** to answer if the handset is off the base, or if the handset is on the base, lift it.

You can also pick up any phone on the same line. The system stops recording and resets to answer the next call.

Press **VOLUME ▲** or **▼** to adjust the volume level of call screening. If you do not want to listen to calls, repeatedly press **VOLUME ▼** until **0** appears.

The system silences at the 0 volume setting only while screening calls. You can hear message playback or other announcements even at the 0 level setting.

## RECORDING INCOMING MESSAGES

After the system answers a call, it plays the outgoing message, beeps, then records the caller's message. Each incoming message can be up to 1 or 4 minutes long, depending on how you set the recording time (see "Setting the Record Time" on Page 15). The system's maximum recording capacity is about 16 minutes (or approximately 59 messages).

The system stops recording and resets to answer the next call when:

- The caller hangs up.
- The maximum message length is reached.



- The system detects a busy signal or more than 7 seconds of silence.
- You pick up the system's handset or any phone on the same phone line.

**Note:** When the system's message memory is full, the caller will hear the prerecorded announcement-only message ("Hello, no one is available to take your call. Please call again.") and the system cannot record additional messages until you delete some of the old messages (see "Deleting Messages" on Page 18).

## RECORDING A MEMO

A memo is a message you can record on the system for yourself or others. The system stores memos as incoming messages (see "Playing Messages").

1. Hold down **MEMO/REC** until the system beeps. The system announces "Record your message after the tone."
2. When the tone sounds, speak your message.
3. When you finish the memo, press **MEMO/REC** or **PLAY/STOP**.

### Notes:

- The maximum length for recording a memo is about 10 minutes.
- The system cannot record a memo less than 2 seconds long.
- When the system's message memory is full, **FL** appears and the system announces "No remaining time" when you try to operate it.

## RECORDING A CONVERSATION

The answering system lets you record both sides of a telephone conversation when you are talking with the handset.

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

To start recording a phone conversation, press **MEMO/REC** on the base until the answering system beeps and **--** appears. As it records the conversation, the system beeps every 15 seconds to let the caller know that the conversation is being recorded. To stop recording, press **PLAY/STOP** or **MEMO/REC**. The system stores a recorded conversation as a message (see "Playing Messages").

### Notes:

- The maximum length for recording a conversation is about 10 minutes.
- The system cannot record a conversation less than 2 seconds long.
- When the system's message memory is full, **FL** appears.

## PLAYING MESSAGES

After the answering system has recorded a message, its message counter flashes showing the number of new messages. To play your messages, press **PLAY/STOP**. The system announces the number of new and old messages, then plays the new messages. The message number appears as each message plays, and the system

announces the day and time of the call at the end of each message.

To play all messages after playing the new messages, press **PLAY/STOP** again.

To skip to the next message, press **SKIP/▶▶** while the message is playing. Hold down **SKIP/▶▶** to fast forward through the messages. Release **SKIP/▶▶** to resume normal playback.

To replay the current message from the beginning, press **◀◀/REPEAT**. Hold down **◀◀/REPEAT** to review the current message. The system skips back every other second of playback and plays the previous second, until the beginning of the message. Release **◀◀/REPEAT** to resume normal playback.

If you press **◀◀/REPEAT** within about 2 seconds (4 seconds during remote operation) after a message begins playing, the system replays the previous message. If the current message is the first new message, the system plays back from the beginning of the current message (it does not go back into the old message group).

## ADJUSTING THE ANSWERING SYSTEM'S VOLUME

To adjust the speaker's volume, repeatedly press **VOLUME ▲** or **▼** on the base. The volume setting from **0** (lowest) to **9** (highest) appears in the message counter window.

## DELETING MESSAGES

To delete the current message while it is playing, press **DELETE**. The answering system beeps.

To delete all messages, while messages are not playing, hold down **DELETE** on the base until the system beeps and announces

"Messages have been deleted." **0** appears in the message counter window.

**Note:** You cannot delete new (unplayed) messages. If you try to delete all messages while you still have new messages, the system beeps and announces "Please play back all messages."

## REMOTE OPERATION

While you are away from your home or office, you can use a touch-tone phone, or a pulse (rotary) phone with a pocket tone dialer (available through your local RadioShack store), to enter your security code and do any of the following:

- Set the system to answer or not answer calls.
- Listen to your messages.
- Record a new outgoing message.
- Record a memo.
- Erase messages.

You cannot remotely operate the system using its handset or another telephone on the same line as the system.

## Setting the Security Code

The system's two-digit remote operation security code prevents unauthorized remote access to your messages. The code is preset to 80.

Follow these steps to change the code to any number from 00 to 99.

1. Press **MENU** three times. The system announces "Security code," followed by the currently set code. The display also shows the code.
2. Press **SET**.

3. Repeatedly press or hold down **SKIP/▶▶** or **◀◀/REPEAT** to change the number.
4. Press **SET** to store the setting. The system announces the newly set code.
5. Press **PLAY/STOP**.

To check your code at any time, press **MENU** three times. The code appears in the message counter window, and the system announces it.

### Using the Toll-Saver

If the ring time is set to **t5** (toll-saver) (see "Setting the Number of Rings" on Page 15), the system answers after two rings if you have new messages (ones you have not listened to). If there are no new messages, the system answers after four rings so you can hang up before the system answers and avoid unnecessary long-distance charges. If the system's message memory is full, the system answers after about 10 rings regardless of the ring time setting.

## USING REMOTE COMMANDS

Follow these steps to operate the answering system from a remote location.

**Note:** If you wait more than 15 seconds between each keypress, the system beeps and hangs up.

1. Dial your phone number and wait for the system to answer. If the system is not set to answer calls, it will answer after about 10 rings and beep.
2. When the outgoing message begins (or the system beeps), press **#**, then enter your security code within 2 seconds.

If the code is correct, the system announces the number of new and old messages, then "To play incoming

message, press pound two. For help, press pound zero."

If the system does not respond, try entering your code again. If you enter an incorrect code three times, the system beeps and hangs up.

3. While the system is beeping, press **#** and (within 2 seconds) the number for the remote command you want.

### Remote Commands

| Press # then | To   |
|--------------|--|
| 1            | Repeat current message during playback. If you press #1 within about 4 seconds after a message begins, the system replays the previous message (unless the message is the first new message).                    |
| 2            | Play messages. The remote playback of incoming messages is limited to 4 minutes. If you have more messages after 4 minutes have passed, you must press #2 again to listen to the rest of the messages.           |
| 3            | Skip current message during playback.  |
| 4            | Delete current message during playback. You can only delete the current message during playback. You cannot delete all the messages stored at one time.  |
| 5            | Stop playback or recording.  |
| 6            | Set the system to answer calls. The system announces the current outgoing message.   |
| 7            | Record a memo. The system announces "Record your message after the tone." The length of a memo recorded by remote operation must be over 2 seconds and within 4 minutes. Press #7 again or #5 to stop recording. |

| Press # then | To   |
|--------------|--|
| 8            | Record a new outgoing message. The system announces "Record your greeting after the tone." Press #8 again or #5 to stop recording. |
| 9            | Sets the system not to answer calls.   |
| 0            | Announces the help guidance.   |

- When the system is in remote operation, it stops all answering functions and the display on the base shows **rC**. The system resumes answering functions when it is no longer in remote command if you have not turned it off.
- The remote operation stops when someone picks up the handset or any phone on the same phone line.

**Notes:**

## **Troubleshooting**

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

| Problem   | Suggestion   |
|---|--|
| Low volume or unusual sounds  | Someone has picked up another phone on the same line; hang up the other phone.   |
| Severe noise interference   | Press <b>CH</b> to change the channel.   |
|   | Keep the handset away from computers, remote control toys, wireless microphones, alarm systems, intercoms, room monitors, fluorescent lights, and electrical appliances.       |
|   | Move the handset to another location or turn off the source of interference.   |
| The phone cannot be operated at a useful distance from the base because the signal becomes weak or noisy (handset's range has decreased). | Lift the base's antenna to a vertical position.  |
|   | Return the handset to the cradle and recharge the battery pack. Replace the battery pack if necessary. (See "Connecting, Charging, and Replacing the Battery Pack" on Page 8). |
| The phone does not work or works poorly.  | Be sure the base's phone line cord and AC adapter are correctly and securely connected, and the battery pack is charged.   |
| The handset battery pack does not charge.   | Check the charging contacts on the handset and base. If they are dirty, clean them with a pencil eraser.   |
|   | Be sure the battery pack is connected correctly.   |
|   | Replace the battery pack.  |

| Problem  | Suggestion  |
|--|---|
| The handset does not ring or receive a page.             | Move the base away from other electrical devices and sources of noise.  |
|  | Move the handset closer to the base.  |
|  | Lift the base's antenna to a vertical position.   |
|  | Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the TALK/BATT indicator. See "Connecting, Charging, and Replacing the Battery Pack" on Page 8.)   |
| The handset stops working or works poorly during a call. | Move the handset closer to the base.  |
|  | Lift the base's antenna to a vertical position.   |
|  | Be sure the battery pack is charged. (If the battery power is too low, it does not have enough power to light the TALK/BATT indicator.) If the base loses power while the handset is away, the security access-protection code might change. Restore power to the base, then place the handset back on the base. The CHARGE/IN USE indicator lights, indicating that the code is set again. |
|  | Check the charging contacts on the handset and base. If they are dirty, clean them with a pencil eraser.  |
| The answering system does not answer calls.              | Make sure the system is turned on.  |
|  | Make sure the AC adapter is properly connected.   |
|  | Check all phone line connections.   |
| The answering system does not record callers' messages.  | The recording time is set to announcement only. Set it to 1 or 4.   |
|  | Delete messages if memory is full.  |

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 your 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.

## FCC STATEMENT

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

Note: You must not connect your telephone to:

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

## 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 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.

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 your local RadioShack store for help

If you cannot eliminate the interference, the FCC requires that you stop using your phone.

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

## 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.

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**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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