



RadioShack[®]

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12 Memory Fashion Desktop Phone



Owner's Manual
Please read before using this equipment.

Features

Your RadioShack 12 Memory Fashion Desktop Phone is ideal for your home or office. Its features include:

Priority Dialing Memory — lets you store two important phone numbers and quickly dial them by pressing a single button.

10-Number Dialing Memory — lets you store up to 10 phone numbers for easy dialing.

Adjustable Ringer — allows you to adjust the ringer's volume and select different types of ring signals.

Adjustable Handset Volume — lets you adjust the volume you hear during a phone conversation.

Redial — dials the last number dialed with the press of a button. Useful when trying to reach a busy number.



Flash — use with special phone services such as Call Waiting.

Tone or Pulse Dialing — use with either type of service.

Hearing-Aid Capability — allows you to use your telephone with a hearing aid that is equipped with a telephone switch.

Mute — lets you temporarily disconnect the phone's microphone, preventing the person on the other end of the phone line from hearing your conversation with someone in the room.

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

| | | |
|--|---|---|
|  | CAUTION RISK OF ELECTRIC SHOCK. DO NOT OPEN. |  |
| CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER-SERVICEABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL. | | |



This symbol is intended to alert you to the presence of uninsulated dangerous voltage within the product's enclosure that might be of sufficient magnitude to constitute a risk of electric shock. Do not open the product's case.



This symbol is intended to inform you that important operating and maintenance instructions are included in the literature accompanying this product.

READ THIS BEFORE INSTALLATION

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

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If you use more than one phone or other device on the line, add up all of the RENs. If the total is more than five (or three in rural areas), your telephones 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 shown on the bottom of the base.

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

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

Your phone is ETL listed to UL standards and meets all applicable FCC requirements.

□ Preparation

MOUNTING THE PHONE

You can mount your telephone on a desktop, on a standard wall plate, or directly on a wall.

Choose a location for the phone that is:

- not in the way of normal activities
- near a modular telephone line jack

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 Desktop

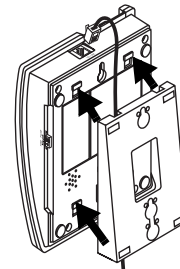
1. Plug one end of the supplied modular cord into the **TEL LINE** jack on the back of the phone.

2. Plug the other end of the modular cord into a modular phone jack.
3. Place the phone on a flat surface such as a desk, shelf, or table.

On a Wall Plate or Wall

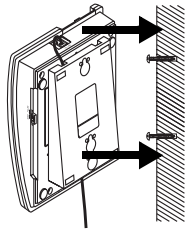
Follow these steps to mount the phone on a standard wall plate or wall.

1. Plug one end of the supplied modular cord into the **TEL LINE** jack on the back of the telephone.
2. Insert the mounting bracket's tabs into the slots on the bottom of the telephone. Then route the modular cord through the bracket and push the bracket up until it snaps into place.



3. Plug the other end of the modular cord into the wall plate's modular jack.
4. Align the bracket's keyhole slots with the wall plate studs and slide the base downward to secure it on the wall plate.

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 bottom of the phone and bracket.



Follow the steps under "On a Wall Plate or Wall" on Page 3, then follow these additional instructions for placement on a wall.

1. Drill two holes $3\frac{15}{16}$ inches (100 mm) apart. Then thread a screw into each hole, letting the head extend about $\frac{3}{16}$ inches (5 mm) from the wall.
2. Align the bracket's keyhole slots with the mounting screws and slide the bracket down to secure it.

CONNECTING THE HANDSET CORD

1. Plug one end of the supplied coiled cord into the handset's modular jack.
2. Plug the other end of the coiled cord into the handset jack on the left side of the phone nearest the handset cradle.
3. Place the handset on the cradle.

Note: Your local RadioShack store carries several different lengths and colors of phone cords that are especially useful when wall-mounting the phone.

SETTING THE RINGER VOLUME AND RING TYPE

Your phone comes with a preset ringer. However, you can choose from three different types of ring signal and set the ringer volume to high, middle, low, or off. Follow these steps to set the ringer type and volume level:

1. Pick up the handset.
2. Press **STORE/MUTE**.
3. Press **#**.

Select and press a number 0–9 (see table below) to set the ringer type and volume.

| Digit | Ringer Type | Ringer Volume |
|-------|-------------|---------------|
| 1 | Music | Low |
| 2 | Music | Middle |
| 3 | Music | High |
| 4 | Standard | Low |
| 5 | Standard | Middle |
| 6 | Standard | High |
| 7 | Quick | Low |
| 8 | Quick | Middle |
| 9 | Quick | High |
| 0 | No ring | Off |

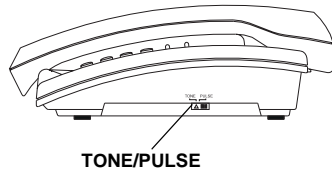
4. Press **STORE/MUTE**.
5. Return the handset to the cradle.

Note: If you choose to turn the ringer off by selecting digit 0, the next time you pick up the receiver, the ringer will reset to the previous setting.

SETTING THE DIALING MODE

Set **TONE/PULSE** for the type of service you have. If you are not sure which type you have, do this test.

1. Set **TONE/PULSE** to **TONE**.



2. Pick up the handset. When you hear the dial tone, press any number other than **0**.

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 number.

3. If the dial tone stops, you have touch-tone service. Leave **TONE/PULSE** set to **TONE**.

If the dial tone continues, you have pulse service. Set **TONE/PULSE** to **PULSE**.

Note: If you have pulse service and want to use a special service that requires tone signals (such as bank by phone), see "Using Tone Services on a Pulse Line" on Page 6.

ADJUSTING THE RECEIVER VOLUME

Set the receiver volume as follows:

1. Pick up the handset.
2. Press **VOLUME UP** to increase the receiver volume.
3. Press **VOLUME DOWN** to decrease the receiver volume.
4. Return the handset to the cradle.

Note: You can also adjust the volume during a telephone conversation.

□ Operation

PLACING A CALL

Lift the handset and dial the number.

USING REDIAL

To redial the last number dialed (up to 31 digits), pick up the handset and press **REDIAL**.

USING MUTE

To talk to someone in the room without the person on the other end of the phone line hearing your conversation, press **STORE/MUTE**. The **STORE/MUTE** indicator flashes.

Press **STORE/MUTE** again to resume your phone conversation.

Note: You can reactivate the microphone by pressing any functional button, except **M1**, **M2**, and **#**. You will hear three beeps through the handset's receiver to indicate that the microphone is working.

USING FLASH

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

For example, if you subscribe to Call Waiting, you can put your current call on hold and answer another call on hold. You can also

answer another call on the same line by pressing **FLASH**, press **FLASH** again to alternate between the two calls.

Note: If you do not have Call Waiting, pressing **FLASH** might disconnect 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 special tone services by following these steps.

1. Set **TONE/PULSE** on the back to **PULSE**, then call the special service.
2. When the service answers, press *****.
3. Any additional numbers you dial are sent as tone signals.
4. Follow the normal procedures for the special service you are using.
5. When you complete the call, place the handset on the base to disconnect the call. The phone automatically resets to the pulse mode.

MEMORY DIALING

There are two direct memories (**M1** and **M2**) and ten indirect memory locations (**0–9**) for storing frequently used phone numbers.

The phone does not need batteries for back-up memory. If the telephone line is disconnected, the phone retains numbers in memory for up to 2 minutes.

Storing Numbers Into Direct Memories

Follow these steps to store numbers into the two direct memory locations:

1. Pick up the handset.

2. Press **STORE/MUTE**. The STORE/MUTE indicator flashes.
3. Press the direct memory location key (**M1** or **M2**).
4. Dial the number you want to store in memory (up to 21 digits).
5. Press **STORE/MUTE**. The STORE/MUTE indicator turns off. Return the handset to the cradle.

Storing a Phone Number Into an Indirect Memory

1. Pick up the handset.
2. Press **STORE/MUTE** so the STORE/MUTE indicator flashes.
3. Press **MEMORY**, then enter the desired memory location (**0–9**).
4. Dial the number you want to store in memory (up to 21 digits).
5. Press **STORE/MUTE** so the STORE/MUTE indicator turns off. Return the handset to the cradle.

Dialing a Memory Number

1. Pick up the handset.
2. *To dial a number from a direct memory, press **M1** or **M2**.*

*To dial a number from an indirect memory, press **MEMORY** then **0–9**.*

Using The Memory Card

To keep a record of numbers you have stored in the phone's direct and indirect memories, lift off the clear plastic cover over the memory card, then write the person's or company's name next to that number on the memory card. There is also a quick refer-

ence list that offers brief phone operating instructions on the back cover of the memory card. To view it, lift off the memory card. When you have finished using the memory card, replace it and then replace the clear plastic cover.

CARE

To enjoy your phone for a long time, keep it dry. If it gets wet, wipe it dry immediately. Use and store the phone only in normal temperature environments. Handle the phone gently and carefully; do not drop it. Keep the phone away from dust and dirt. Wipe the phone with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the phone's internal components can cause a malfunction and might invalidate its warranty and void your FCC authorization to operate it. If your phone is not working properly, take it to your RadioShack store for assistance. If the trouble is affecting the telephone lines, the phone company can ask you to disconnect your phone until the problem is resolved.

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.

LIGHTNING

Your telephone has built-in protection circuits to reduce the risk of damage from surges in telephone line current. However, lightning striking the telephone line can damage your telephone.

Lightning damage is not common. However, if you live in an area that has severe electrical storms, we suggest you unplug your phone when storms approach 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 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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