

To: Tommy Leung / LU Pang
From: Blanche - 10T 1/3100

1/20

Re: User Manuals (draft) of 43-2101

Copies for yr ref only. Will try the best to get a final copy. B.R.

43-2101.fm Page 1 Thursday, November 16, 1999 4:35 PM

Vendor:

Pls advise if A6 size OM can fit into giftbox.

Cat. No. 43-2101
OWNER'S MANUAL

Please read before using this equipment.

ET-2101

900 MHz Handsfree Phone with Caller ID

REVIEW

BS, vendor: pls confirm the product name.



RadioShack®



ETL S. NO. 1				
Incoming Date:		3/1/00		
				PLW


720


43-2101.fm Page 2 Thursday, November 18, 1999 4:35 PM

INTRODUCTION

Warning: To prevent 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.

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2

3/20

43-2101.fm Page 3 Thursday, November 13, 1999 4:35 PM

Your RadioShack Handfree Phone combines the clarity of 900 MHz communication with portability and convenience. The phone's cordless keypad clips to your belt or clothing so you can make and answer calls away from the base. It even swivels up so you can dial a phone number! The headset keeps your hands free while you talk.

The phone can display a caller's phone number, name (if available), and the date and time the call was received. It can store up to 40 records as provided by your local phone company to Caller ID service subscribers.

If you have Call Waiting with Caller ID, the phone displays incoming caller information for a new call when you are already on the phone.

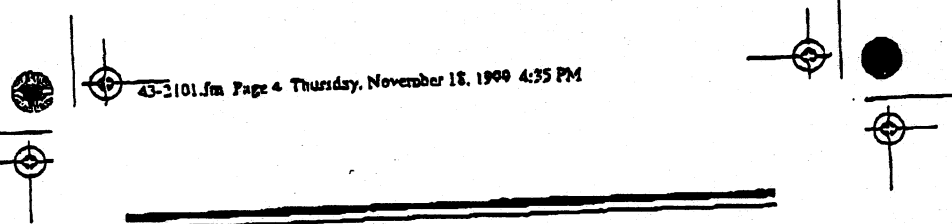
Your phone's other features include:

10-Memory Speed Dial — stores up to 10 frequently called phone numbers for easy dialing.

Receiver Volume Control — lets you adjust the volume you hear during a call.

*2D vendor;
pls confirm.*

4/20



Ringer Volume Control — lets you choose high or low volume on the keypad's ringer.

*2D, vendor:
pls confirm*

Ample Talk and Standby Time — when fully charged (about 12 hours) the supplied battery provides about 7 hours of talk time or 7 days of standby time.

Dual Charging Slots — lets you charge a spare battery pack (not supplied), so the phone is always ready to go.

40-Channel Auto Scan — automatically selects a clear channel when you make or answer a call.



Advanced Super-CCT Circuitry — provides sound clarity comparable to that of a corded phone.

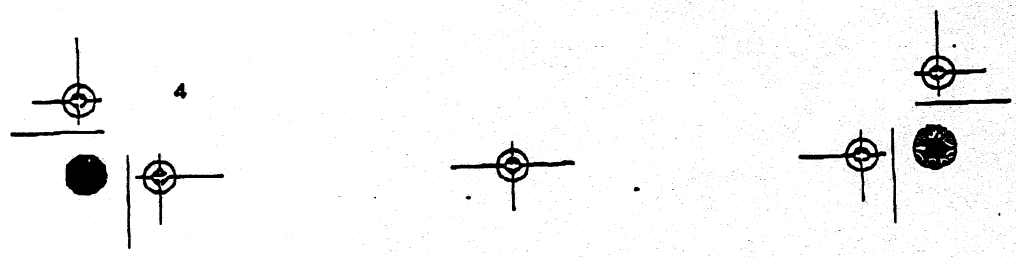


Security Access-Protection Code — prevents other cordless phone users from using your phone line while the keypad is off the base.

*2D, vendor,
pls confirm*

COM-LOK — ensures that other cordless phone users cannot use your phone line when the keypad is on the base.

Redial — lets you redial the last number dialed, with the touch of a button.



7/10

43-2101.fm Page 11 Thursday, November 18, 1999 4:35 PM

CONNECTING THE BASE

You can power the base using the supplied 12V, 300-mA AC adapter. → ED, vendor pls confirm.

Cautions:

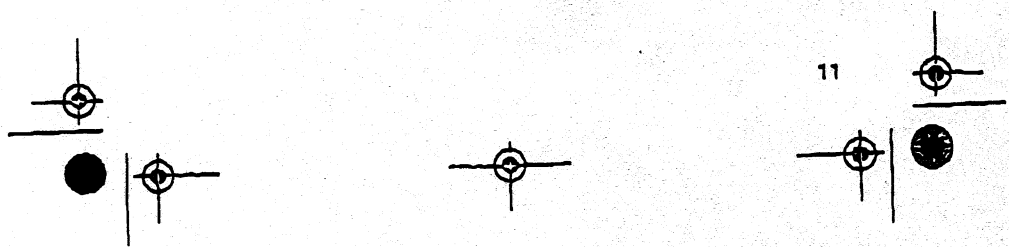


You must use a Class 2 power source that supplies 12V DC and delivers at least 300 mA. Its center tip must be set to positive and its plug must fit the phone's DC 12V 300mA jack. The supplied adapter meets these specifications. Using an adapter that does not meet these specifications could damage the base or the adapter.

- Always connect the AC adapter to the base before you connect it to AC power. When you finish, disconnect the adapter from AC power before you disconnect it from the base.

Follow these steps to connect the base to a phone line and AC power.

illus of TEL. LINE and DC 12V 300mA jacks w/antenna in vertical position



11

6/10



TEL LINE
(no dot between)

1. Plug one end of the supplied modular cord into the TEL. LINE jack.
2. Plug the modular cord's other end into a modular phone line jack.
3. Plug the supplied AC adapter's barrel plug into the DC 12V 300mA.
4. Plug the adapter into a standard AC outlet.
5. Lift the base's antenna to a vertical position.

CONNECTING AND CHARGING THE BATTERY PACK

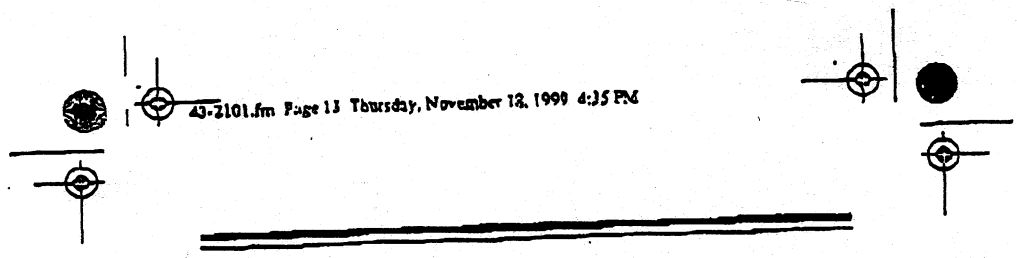
The phone comes with a rechargeable nickel-cadmium battery pack. You must connect the battery pack and charge it for at least 12 hours for the first time before you use the phone. *2D vendor > pls confirm.*

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/IN USE indicator lights.



7/20



43-2101.fm Page 13 Thursday, November 12, 1999 4:35 PM

illus of CHARGE IN USE indicator

To charge a 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 IN USE indicator lights.

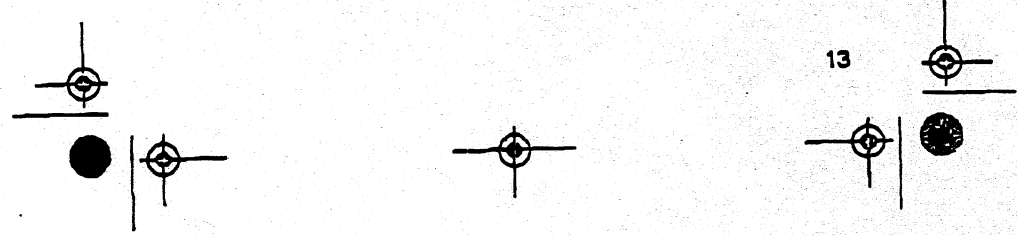
on the middle of the base

Spare battery packs (not supplied) are available at your local RadioShack store.

Notes:

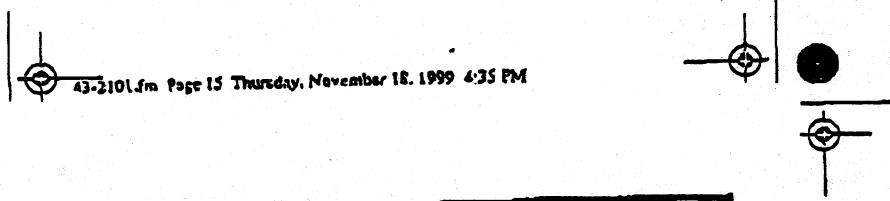
- Recharge the battery pack if the keypad beeps.
- When you first use the phone after charging or recharging the battery pack, the phone might not work. Return the keypad to the base for about 5 seconds to reset the security access-protection code.
- About once a month, fully discharge the battery pack by keeping the phone off the base until the low battery warning tone sounds. Otherwise, the battery pack loses its ability to fully recharge.

2D, vendor: pls conf. this unit has security access-protection code.



13

2/20



ATTACHING THE HANDSET HOLDER

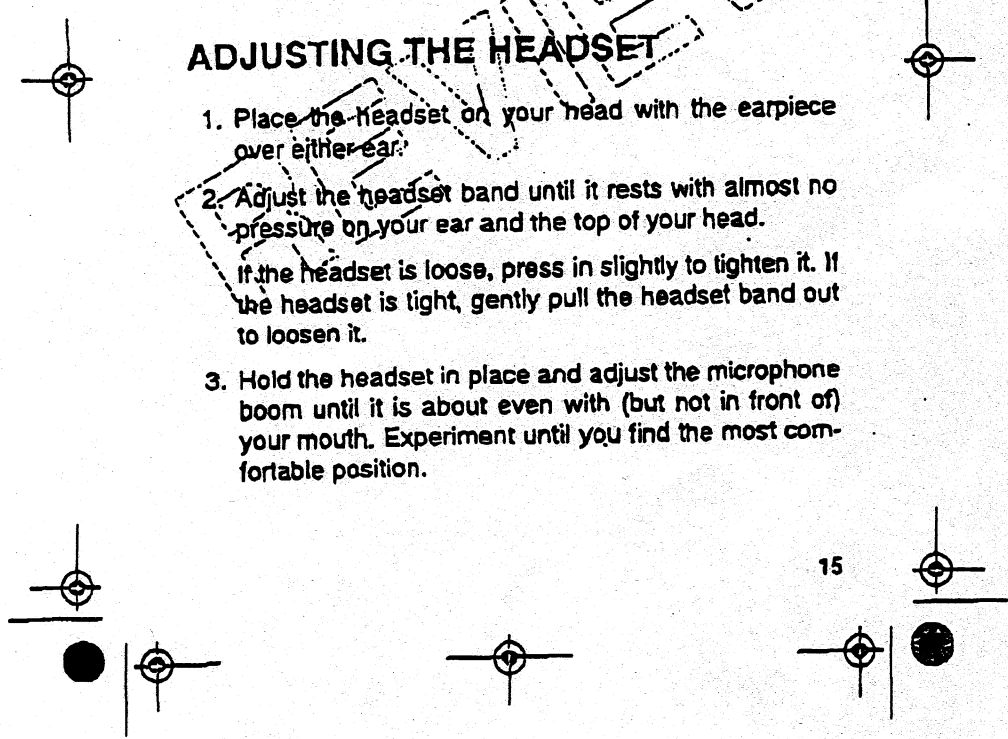
Insert the tabs on the headset holder into the slots on the base and snap it into place.

back of the

illus of handset holder and slots in base

ADJUSTING THE HEADSET

1. Place the headset on your head with the earpiece over either ear.
2. Adjust the headset band until it rests with almost no pressure on your ear and the top of your head.
If the headset is loose, press in slightly to tighten it. If the headset is tight, gently pull the headset band out to loosen it.
3. Hold the headset in place and adjust the microphone boom until it is about even with (but not in front of) your mouth. Experiment until you find the most comfortable position.



15

8/20

SETTING THE KEYPAD RINGER'S VOLUME

You can adjust the keypad's ringer volume when the phone is not in use by repeatedly pressing RING. The keypad rings with the current volume (high or low) as you select it.

illus of RING and TALK

Note: You cannot adjust the base's ringer volume.

SETTING THE DIALING MODE

Set TONE/PULSE on the back 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.

1. Set TONE/PULSE to TONE.
2. Press TALK so the CHARGE/IN USE indicator lights and listen for a dial tone.
3. Press any number other than 0.

Ed, vendor: press '0' can test the different between tone and pulse, but '1' cannot, pls confirm.

10/20

STORING YOUR AREA CODE

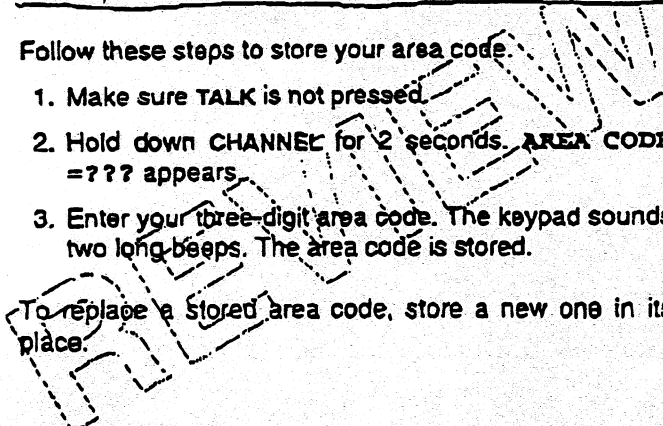
To be able to dial a number from a Caller ID record (see "Dialing Numbers from a Caller ID Record" on Page 35), you must first store your local area code in the phone's memory. When you dial from a Caller ID record, the system skips the area code if it matches the one you stored.

*ED, vendor:
pls confirm.*

Follow these steps to store your area code.

1. Make sure TALK is not pressed.
2. Hold down CHANNEL for 2 seconds. AREA CODE = ??? appears.
3. Enter your three-digit area code. The keypad sounds two long beeps. The area code is stored.

To replace a stored area code, store a new one in its place.



4/30

43-2101.fm Page 22 Thursday, November 18, 1999 4:55 PM

USING REDIAL

To quickly redial the last number dialed, press TALK then REDIAL.

Notes:

- The redial memory holds up to 32 digits so you can redial long-distance as well as local numbers.
- The redial memory can also store tone entries (see "Using Tone Services On a Pulse Line" on Page 23) and pause entries (see "Entering a Pause in a Memory Number" on Page 27).

*2D, vendor:
→ pls confirm.*

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. Press MUTE again to resume your phone conversation.

USING FLASH

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

12/20

MEMORY DIALING

You can store up to 10 numbers of up to 24 digits each in the phone's memory.

20, vendor pls confirm.

Notes:

- To keep your accounts secure, we recommend you do not store your personal access code for services such as bank-by-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. Press the memory location number (1-0) you want to store.

Note: To enter the number into the 10th memory location, press 0.

3. Press **MEMORY** again. **ENTER NAME** appears.

13/20

4. Enter the name (up to 15 characters) using the following table:

2D, vendor = pls confirm

Vendor = pls confirm.

# Presses	1	2	3	4	5	6	7	8	9
1	(-)	A	D	G	J	M	P	T	W
2	↓	B	E	H	K	N	Q	U	X
3	*	C	F	I	L	O	R	V	Y
4	!	()	\$			S	?	Z

- 5. Press MEMORY again. ENTER TEL NUMBER appears.
 - 6. Dial the desired number (up to 24 digits).
 - 7. Press MEMORY again to store the number. The keypad sounds two long beeps.
- Note: If you hear three short beeps, you do not store the number successfully. Start again from Step 1.
- 8. Slide out the memory index card at the bottom of the base and write down the stored name and number.

illus of memory index card sliding out

14/20

2D, vendor:
pls confirm.

Note: If the low battery warning tone sounds, recharge or replace the battery within two minutes, or the numbers stored in memory will be lost.

ENTERING A PAUSE IN A MEMORY NUMBER

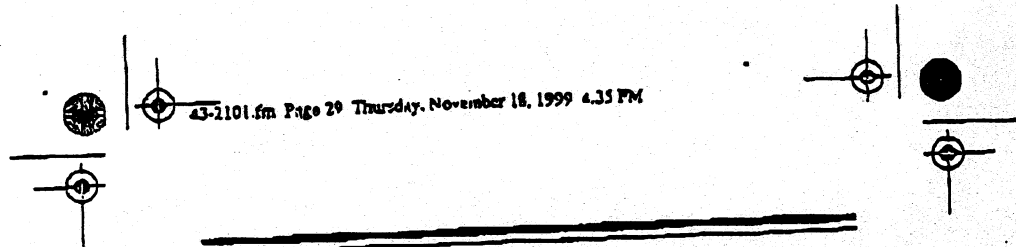
In some telephone systems, you must dial an access code (9, for example) and wait for a second dial tone before you can dial an outside number. You can store the access code with the phone number. However, if you do, you should also store a pause after the access code to allow the outside line time to connect. After entering the access code, press REDIAL to enter a 3-second pause.

DIALING A STORED NUMBER

Press TALK. When you hear the dial tone, press MEMORY then the memory location number (1-0). The memory location number (01-10) appears. The phone dials the number.

Note: To dial the number in the 10th memory location, press 0.

15/20



43-2101.fm Page 29 Thursday, November 18, 1999 4:35 PM

4. Press DELETE again to clear the memory. Two long beeps sound to confirm the number is deleted successfully.

Or, press any other button to cancel the deletion.

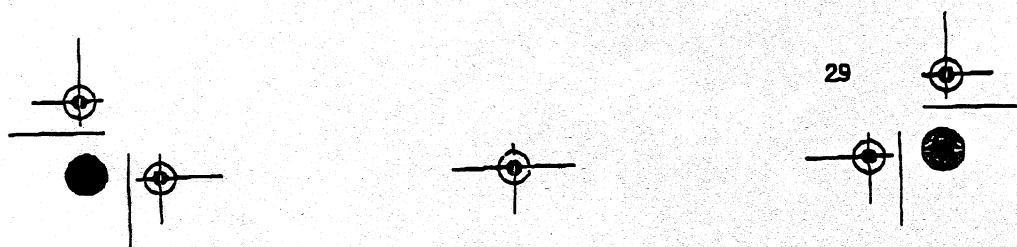
CHAIN DIALING SERVICE NUMBERS

Three short beeps sound.

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.

When calling special services, dial the service's main number first. Then, 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 23).



14/20

CALLER ID OPERATION

If you subscribe to Caller ID service from your phone company, the system automatically displays information about calls you receive and stores the information in Caller ID memory. The system can store up to 40 number records (the most recent is 01), then replaces the oldest call with each new one.

*2D, vendor:
pls confirm.*

The first line of the Caller ID record shows the calling time, date and the number of calls. The second line shows the phone number of the caller. The third line shows the caller's name, if available. (See "Caller ID Messages" on Page 32.)

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

The CHARGE/IN-USE indicator flashes during an incoming call, and NEW CALL # appears. The latest Caller ID record appears when the phone rings, then NEW CALLS # or REPT remains on the display after the last incoming call.

17/20

CALL WAITING

If you subscribe to Call Waiting and a call comes in while you are on the phone, you hear a tone that indicates you have another call. The system displays the Caller ID/Call Waiting information for about 10 seconds, then stores the information.

→ 20, vendor: pls confirm.

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

CALLER ID MESSAGES

20, vendor: pls check the Caller ID messages.

Display	Description
NEW CALL #	Indicates the number of new calls. Note: NEW does not appear after you review the display information.
PRIVATE	The caller chose not to send Caller ID information.
OUT OF AREA	The caller is not within a Caller ID service area.
END OF LIST	Appears when you reach the last call.

18/120

ED, vendor: pls advise if there's '& FLASH &' as caller ID message. Also, any 'UNKNOWN' or 'BLOCKED' to show that caller's info. is not available?

Display	Description
REPT	Appears if you have received a call from the same phone number more than once.
ERASE CALL ID?	Delete a Caller ID record.
ERASE ALL?	Delete all Caller ID records.
MEMO #	Indicates the memory location number.
NO DATA	Caller's information was distorted before reaching the system.
ERASE MEMO?	Delete a stored memo from records.
PAGING YOU	The base is paging the keypad.

REVIEWING CALLER ID RECORDS

Each time you receive a call, your system stores a Caller ID record that you can review later, even during a call. Each record includes:

- call number
- time and date of the call

10/20

- caller's telephone number (if available)
- caller's name (if available)

Follow these steps to review Caller ID records.

1. Make sure TALK is not pressed.
2. Repeatedly press ▲ to review records starting from CALL # 01, or press ▼ to review records starting from the most recent call.
3. To review the latest call number, press REDIAL.

Notes:

*2D vendor:
pls confirm*

- The keypad display shows the first 15 characters of the caller's name and the last 15 digits of the phone number.
- Empty Caller ID memory locations do not appear.
- When the list is full, the oldest caller's information is replaced by the newest one.

28/20

DELETING CALLER ID RECORDS

1. Make sure TALK is not pressed.

Note: You cannot delete records during a call.

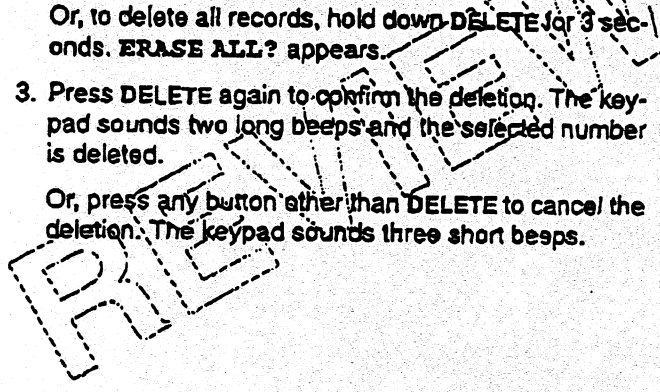
2. To delete a single record, repeatedly press \blacktriangle or \blacktriangledown to find the desired number, then press DELETE. **ERASE CALL ID** appears.

ERASE CALL ID? (a question mark at the end.)

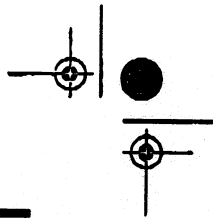
Or, to delete all records, hold down DELETE for 3 seconds. **ERASE ALL?** appears.

3. Press DELETE again to confirm the deletion. The keypad sounds two long beeps and the selected number is deleted.

Or, press any button other than DELETE to cancel the deletion. The keypad sounds three short beeps.



To: Tommy Keung
From: Blender - IDT /st.



43-1101.fm Page 19 Friday, July 9, 1999 9:32 AM

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.

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.

LIGHTNING

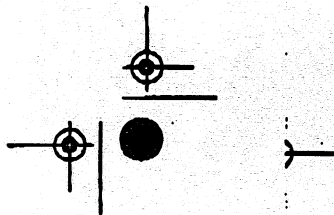
Your telephone has built-in lightning protection to reduce the risk of damage from surges in telephone line and power line current. This lightning protection meets or exceeds FCC requirements. However, lightning striking the telephone or power lines can damage your telephone.

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.



This is to confirm the above information will be added on the 1/13 of 63-2101.
If still have any missing,
pls send back MKB.

JKS



43-1101.fm Page 4 Friday, July 9, 1999 9:32 AM

READ THIS BEFORE INSTALLATION

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

Warning: Changes or modifications to this unit not expressly approved by RadioShack could void the user's authority to operate the equipment.

To: Tommy Leung
From: Blanche - 10T 1/21.

for 43-1101.