

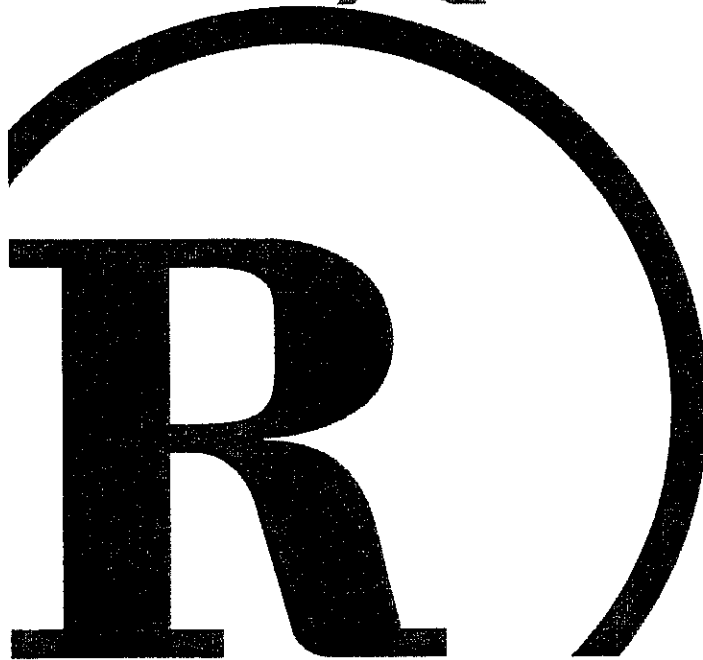


RadioShack®

www.radioshack.com

900 MHz Cordless Phone with Caller ID/Call Waiting

VIEW



Owner's Manual
Please read before using this equipment.

□ Contents

Introduction	3
Important Caller ID Information	4
Read This Before Installation	4
FCC Statement	4
Preparation	5
Choosing a Location	5
On a Desk	5
On a Wall Plate	6
Directly On a Wall	6
Connecting and Charging the Battery Pack	7
Setting the Dialing Mode	8
Setting the Ringers	8
Storing Your Area Code	8
Using a Headset	9
Basic Operation	9
Adjusting the Handset's Volume	10
Changing Channels	10
Using Redial	10
Using Flash	10
Using Tone Services on a Pulse Line	10
Using Page/Find	11
Memory Dialing	11
Storing a Number in Memory	11
Entering a Pause in a Memory Number	12
Dialing a Stored Number	12
Reviewing Stored Numbers	12
Deleting a Stored Number	12
Chain Dialing Service Numbers	13
Testing Stored Emergency Numbers	13
Message Waiting	13
Caller ID Operation	14
Call Waiting	14
Caller ID Messages	14
Reviewing Caller ID Records	15
Dialing a Number from a Caller ID Record	15

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Storing a Caller ID Record in Memory	16
Deleting Caller ID Records	16
Troubleshooting	17
Care and Maintenance	18
Replacing the Battery Pack	18
The FCC Wants You to Know	19
Lightning	19

□ Introduction

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

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.	
<p>CAUTION: TO REDUCE THE RISK OF ELECTRIC SHOCK, DO NOT REMOVE COVER OR BACK. NO USER SERVICE-ABLE PARTS INSIDE. REFER SERVICING TO QUALIFIED PERSONNEL.</p>		



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.

Your RadioShack 900 MHz Cordless Phone offers the latest advances in cordless phone technology. It combines a cordless phone and a Caller ID unit in one system. It saves up to 40 Caller ID records that you can review and call back. Its headset jack lets you connect an optional headset (available at your local RadioShack store) for hands-free convenience. The base's space-saving design makes it perfect for areas where space is limited.

Its other features include:

3-Line LCD Display — lets you view a caller's name and number on one screen.

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

Call Waiting ID — displays Caller ID information about an incoming call when you are on the phone (if you subscribe to this service from your local phone company).

Message Waiting Indicator — lets you see at a glance that you have message.

Review Scrolling — lets you scroll through all records in Caller ID memory and stored number memory.

Callback — lets you dial the phone number in a Caller ID record.

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.

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

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

Volume Control — lets you control the volume of the sound you hear through the handset.

Page — lets you send a paging signal from the base to the handset to help locate a misplaced handset or page someone at the handset.

IMPORTANT CALLER ID INFORMATION

To use the phone's Caller ID and Call Waiting features, you must be in an area where Caller ID and Call Waiting services are available and you must subscribe to the services.

Where Caller ID is offered, one or more of the following options are generally available:

- caller's number only
- caller's name only

- caller's name and number

For the phone's Caller ID memory dial feature to operate, you must receive the caller's number.

Important: Cordless phones generally require AC power to operate. You should also have a corded phone that does not require AC power to operate so you can still make and receive calls if there is an AC power failure.

Your telephone operates on standard radio frequencies as allocated by the FCC. Even though the access protection code prevents unauthorized use of your phone line, it is possible for other radio units operating on similar frequencies within a certain area to unintentionally intercept your conversations and/or cause interference. This lack of privacy can occur with any cordless phone.

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:

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.

□ Preparation

CHOOSING A LOCATION

You can place the phone on a desk or table, or mount it on a standard wall plate or directly on a wall.

Select a location that is:

- near an easily accessible AC outlet
- near a telephone line jack
- 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 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.

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

- The USOC number of the jack to be installed is RJ11C.

Use the supplied 12V, 200-mA AC/DC adapter to power the base.

Cautions:

 You must use a Class 2 power source that supplies 12V DC and delivers at least 200 mA. Its center tip must be set to positive and its plug must fit the phone's DC 12V 200mA 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.

On a Desk

Follow these steps to use the supplied bracket as a stand when mounting the base on a desk or table.

1. Insert the bracket's tabs into the base's upper tab slots, then press down on the bracket's clips and insert them into the clip slots.

illus: bottom of base showing bracket mounting in UPPER tab slots

2. Plug one end of the supplied modular cord into the TEL LINE jack on the back of the base.

illus: back of base w/TEL LINE and DC 12V 200mA jacks, TONE/PULSE

3. Plug the modular cord's other end into a modular phone line jack.
4. Insert the supplied AC adapter's barrel plug into the DC 12V 200mA jack on the back of the base.
5. Route the adapter's cord through the strain relief slot on the bracket.
6. Plug the adapter into a standard AC outlet.
7. Lift the base's antenna to a vertical position.

On a Wall Plate

1. Insert the bracket's tabs into the base's lower tab slots, then press down on the bracket's clips and insert them into the clip slots.

illus: bottom of base showing bracket mounting in LOWER tab slots

2. Plug one end of the supplied 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 12V 200mA jack on the back of the base.
4. Route the adapter's cord through the narrow groove on the bottom of the bracket.
5. Plug the modular cord 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, turn it over and upside down so its tabbed edge faces up, then slide it back down into its slot.
8. Lift the base's antenna to a vertical position.

Directly On a Wall

For this mounting method, you need two screws (not supplied) with heads that fit into the keyhole slots on the bottom of the base.

1. Drill two holes $3^{15}/16$ inches (100 mm) apart. Then thread a screw into

each hole, letting the heads extend about $\frac{5}{16}$ inch (8 mm) from the wall.

illus: screws in wall w/phone in mounting position

2. Follow Steps 1–3 under “On a Wall Plate.”
3. Route the modular and adapter cords through the grooves on the bottom of the bracket.
4. Align the keyhole slots with the mounting screws and slide the base downward to secure it.
5. Plug the modular cord into a modular phone line jack.
6. Follow Steps 6–8 under “On a Wall Plate.”

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 before you use the phone for the first time.

1. Slide off the battery compartment cover.

illus: back of handset w/battery compartment open showing retainer strap and battery pack connection

2. Unfasten the retainer strap and lift the battery pack out of the compartment.
3. Plug the battery pack’s connector into the socket in the compartment (the connector fits only one way), then replace the battery pack and fasten the retainer strap.
4. Replace the cover.

To charge the battery pack, place the handset either faceup or facedown on the base. The CHARGE/IN USE/MESSAGE indicator lights.

Notes:

- Recharge the battery pack if the handset beeps while you are using the phone, or if LOW BATTERY appears when the phone is not in use.
- If the phone does not work immediately after charging or recharging the battery pack, 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.
- If the CHARGE/IN USE/MESSAGE indicator does not light when you place the handset on the base, be sure the battery pack and AC adapter are correctly and securely connected. Also, check the charging contacts on the handset and base. If

the contacts are dirty or tarnished, clean them with a pencil eraser.

illus: charging contact locations and pencil w/eraser

- If the battery pack becomes completely discharged or the base loses power while the handset is away from it, place the handset on the base for about 5 seconds to reset the security access protection code. If the handset 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, disconnect its battery pack. This helps increase the battery pack's life.

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. Lift the handset.
3. Press **TALK** so the **CHARGE/IN USE/MESSAGE** indicator lights and listen for a dial tone.
4. Press any number besides **0** and **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.

5. If you have tone service, leave **TONE/PULSE** set to **TONE**. If you have pulse service, set **TONE/PULSE** to **PULSE**.
6. To hang up, place the handset on the base or press **TALK**.

Note: Leave the handset on the base for 5 seconds after you set the dialing mode.

SETTING THE RINGERS

OFF/ON RINGER on the handset controls both the handset and base ringers. To have the phone ring when a call comes in, set **RINGER** to **ON**. To turn the ringer off, set **RINGER** to **OFF**.

With **RINGER** set to **OFF**, the phone does not ring, but you can still make outgoing calls. If you hear an extension telephone ring, you can answer the incoming call on this phone. The **CHARGE/IN USE/MESSAGE** indicator flashes until you answer the call.

STORING YOUR AREA CODE


To dial a number from a Caller ID record (see "Dialing a Number from a Caller ID Record" on Page 15), you must first store your local area code in the phone's memory. Then, when you dial from a Caller ID record, the system skips the

area code if it matches the one you stored. Follow these steps to store your area code.

1. Make sure the CHARGE/IN USE/MESSAGE indicator is not lit.
2. Hold down FUNC for 2 seconds. AREA CODE= ___ appears.
3. Enter your three-digit area code. The handset sounds two long beeps. The area code is stored.

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

USING A HEADSET

You can make or answer calls 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, insert the headset plug into the  jack.

illus: side of handset w/jack

Basic Operation

illus: front of handset w/callouts to control locations

REVIEW

To make a call, lift the handset from the base, then press TALK. You hear a dial tone and the CHARGE/IN USE/MESSAGE indicator lights. Dial the number you want to call.

To answer a call, lift the handset from the base, then press TALK. The CHARGE/IN USE/MESSAGE indicator lights.

Notes:

- 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, you are out of range, or there is severe interference. (See "Changing Channels" on Page 10).
- If interference is severe, the handset might lose communication with the base and the call might disconnect. If this happens, return the handset to the base for about 5 seconds to reset the security access-protection code.

ADJUSTING THE HANDSET'S VOLUME

To adjust the handset's volume, repeatedly press **▲** or **▼** during a call. The volume level remains set after you hang up.

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

CHANGING CHANNELS

Every time you press **TALK**, the phone automatically selects a clear channel it uses for communication between the handset and the base. If you hear interference during a call, repeatedly press **CH** to change the channel until you get a clear one.

USING REDIAL

To quickly redial the last number dialed, press **TALK** then **REDIAL/CALL BACK**.

To redial a busy number, press **REDIAL** without hanging up the phone. **FLASH** appears and a dial tone sounds for about 2 seconds, then the number automatically redials.

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") and pause entries (see "Entering a Pause in a Memory Number" on Page 12).

USING FLASH

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

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

Note: If you do not have any special phone services, pressing **FLASH/DELETE** 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:

1. Dial the service's main number.

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

To page the handset, press **PAGE** on the base. **PAGING** appears and the handset rings for about 30 seconds.

illus: side of handset face-up on base w/PAGE location

USING PAGE/FIND

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

To locate the handset, hold down **PAGE**. The handset rings for about 2 minutes. Press any key on the handset or **PAGE** on the base to silence it sooner.

Memory Dialing

You can store up to 10 numbers of 24 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 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.

2. Press the memory location number (1-0) where you want to store a number.

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

3. Press **MEM** again. **ENTER NAME** appears.
4. If you have name-only or name-and-number Caller ID, enter the name (up to 15 characters) using the following table:

# 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

STORING A NUMBER IN MEMORY

1. Press **MEM** on the handset.

Notes:

- If you make a mistake, press **FLASH/DELETE** to delete a letter.
- If you are using two consecutive letters that reside in the same number key, press **FUNC** between the letters. For example, for "Bob Jones," enter 22 666 22 1 5 666 **FUNC** 66 33 7777.

5. Press **MEM** again. **ENTER TEL NUMBER** appears.
6. Dial the desired number (up to 24 digits).
7. Press **MEM** again to store the number. The handset sounds two long beeps.

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

8. Write down the stored name and number on the memory label provided.

illus: memory label location

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 2-second pause.

DIALING A STORED NUMBER

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

To pre-dial a stored number, press **MEM** then **▲** or **▼** to find the desired number, then press **REDIAL/CALL BACK**.

REVIEWING STORED NUMBERS

Press **MEM**. Enter the desired memory location number (1, 2, 3, and so on), or press **▲** or **▼** to scroll through the memory locations.

DELETING A STORED NUMBER

1. Make sure the **CHARGE/IN USE/MESSAGE** indicator is not lit.
2. Press **MEM** then enter the memory location number of the number to be deleted.
3. Press **FLASH/DELETE**. **ERASE MEMO?** appears.

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

Or, press any other button to cancel the deletion. Three short beeps sound.

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.

When calling special services, dial the service's main number first. Then, at the appropriate place in the call, press **MEM**, 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 10).

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.

MESSAGE WAITING

If you subscribe to a message waiting service with your local telephone company, the **CHARGE/IN USE/MESSAGE** indicator flashes and **MESSAGE WAITING** appears when you have a new message waiting. The indicator continues to flash until you listen to all of your messages.

Note: When you are using the phone and there is a message waiting, **MESSAGE WAITING** does not appear, but the **CHARGE/IN USE/MESSAGE** indicator flashes to alert you there is a message waiting.

□ 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 40), then replaces the oldest call with each new one.

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

Note: The CHARGE/IN USE/MESSAGE 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.

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.

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

CALLER ID MESSAGES

Display	Description
NEW CALL #	Indicates the number of new calls. Note: NEW does not appear after you review the display information.
NEW= XX TOTAL= XX	Indicates the total numbers of all calls and new calls. XX is the number of calls.
PRIVATE	The caller chose not to send Caller ID information.
OUT OF AREA	The caller is not within a Caller ID service area.
REPT	You have received a call from the same phone number more than once.
NO DATA	Caller's information was distorted before reaching the system.
MSG WAITING OFF	All new messages have been reviewed.
LONG DISTANCE	Your phone company sends information indicating that the incoming call is long distance.
CALL FORWARD	The call was forwarded from a number set to forward all calls. The display toggles between the caller's name and CALL FORWARD .

Display	Description
CALL FWD BUSY	The call was forwarded from a number set to forward a call if the line is busy. The display toggles between the caller's name and CALL FWD BUSY .
END OF LIST	You have reached the last call.

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

Follow these steps to review Caller ID records.

1. Make sure the **CHARGE/IN USE/MESSAGE** indicator is not lit.
2. Repeatedly press **▲** to review from **CALL # 01** forward, or press **▼** to review records from the most recent call back.
3. To review the latest call number, press **REDIAL**.

Notes:

- The handset 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.

DIALING A NUMBER FROM A CALLER ID RECORD

Note: The system cannot dial a number if the Caller ID record consists of a name only.

1. Make sure the **CHARGE/IN USE/MESSAGE** indicator is not lit.
2. Press **▲** or **▼** to find the desired number.
3. Press **FUNC** to dial the long distance prefix (1) plus the area code and local number. For example, if the area code is 604 and the local number is 555-1212, the phone dials **16045551212**.

Note: If the telephone company sends a 7-digit caller phone number, pressing **FUNC** dials the 7-digit number only.

Press **FUNC** twice to dial the local phone number (**5551212**).

Press **FUNC** three times to dial the long distance prefix and local number (**15551212**).

Press **FUNC** four times to dial the area code and local number (6045551212).

4. Press **REDIAL/CALL BACK**. The system dials the caller's phone number.

STORING A CALLER ID RECORD IN MEMORY

1. Make sure the **CHARGE/IN USE/MESSAGE** indicator is not lit.
2. Press **▲** or **▼** to find the desired caller number. The caller ID memory shows the phone number with area code.
3. Press **FUNC** to store the number as specified in Step 3 of "Dialing a Number from a Caller ID Record" on Page 15.
4. Hold down **MEM** for 2 seconds. **SELECT MEMO 0-9?** appears.
5. Enter the memory location number. The handset sounds two long beeps.

Note: If the handset sounds three short beeps, the caller's number is not stored. Start again from Step 1.

DELETING CALLER ID RECORDS

1. Make sure the **CHARGE/IN USE/MESSAGE** indicator is not lit.
2. To delete a single record, repeatedly press **▲** or **▼** to find the desired number, then press **FLASH/DELETE**. **ERASE CALL ID?** appears.

To delete all records, hold down **FLASH/DELETE** for 3 seconds. **ERASE ALL?** appears.

3. Press **FLASH/DELETE** again to confirm the deletion. The handset sounds two long beeps and the selected number is deleted.

Or, press any button other than **FLASH/DELETE** to cancel the deletion. The handset sound three short beeps.

□ Troubleshooting

We do not expect you have any problems with your telephone, but if you do, the following suggestions might help. If you still have problems, check the other phones on the same line to see if they work properly. If they do and the problem does not seem to be with your phone service, take the phone to your local RadioShack store for assistance.

Problem	Suggestion
The handset does not work.	<ul style="list-style-type: none"> • Move the handset 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 handset's battery pack. • Reset the security access-protection code by placing handset on the base for about five seconds.
Call is noisy.	<ul style="list-style-type: none"> • Keep the handset and the base away from interference sources such as computers, remote control toys, wireless alarm systems, wireless intercoms and room monitors, fluorescent lights, and electrical appliances. • If the interference is severe, turn off the interfering device. • Move the handset closer to the base. • Hang up and redial the number. • Press CH to change the channel.
The range decreases.	<ul style="list-style-type: none"> • Ensure the base's antenna is raised and is not touching a metal surface. • Recharge the handset's battery pack.
Can receive calls, but cannot make calls.	Set TONE/PULSE correctly for the type of service you calls have (see "Setting the Dialing Mode" on Page 8).

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.

□ Care and Maintenance

To enjoy your phone for a long time:

- 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 gently and carefully. Don't 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 malfunction and invalidate its warranty. 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.

REPLACING THE BATTERY PACK

If you follow the instructions in "Connecting and Charging the Battery Pack" on Page 7, the battery pack should last about a year. If the battery pack does not hold a charge for more than 2 hours after 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 battery pack, slide off the battery compartment cover.
2. Unfasten the retainer strap and lift the old battery pack out of the compartment.
3. Plug the new battery pack's connector into the socket in the compartment (the connector fits only one way), then replace the battery pack and fasten the retainer strap.
4. Replace the cover.

Place the handset on the base's cradle and charge it for 12 hours before using.

Cautions:

- Be careful not to short the battery pack by touching it with conducting materials, such as rings, bracelets, and keys. The battery pack or conductor might overheat and burn.
- Do not dispose of the battery pack in a fire because it might explode.
- Do not open or mutilate the battery pack.

Important: This phone can use nickel-cadmium rechargeable batteries. At the end of a nickel-cadmium battery's useful life, it must be recycled or disposed of properly. Contact your local,



county, or state hazardous waste management authorities for information on recycling or disposal programs in your area or call 1-800-843-7422. Some options that might be available are: municipal curbside collection, drop-off boxes at retailers such as your local RadioShack store, recycling collection centers, and mail-back programs.

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 requirement. 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 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.

RadioShack Customer Relations, 200 Taylor Street, 6th Floor, Fort Worth, TX 76102

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Fort Worth, Texas 76102

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