



EP/EDGE SERIES Attendant Guide

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EP/Edge Endpoint Series

Attendant Guide

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-Notice-

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Accordingly, some features identified in this publication will not operate if some other feature is activated.

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TABLE OF CONTENTS

SECTION 1 - GETTING STARTED

SETTING UP YOUR SPEAKERPHONE	1
Positioning Your Speakerphone	2
Speakerphone Quick Reference	4
Setting Display Contrast	5
Setting a Personal Ringing Tone	6
Setting Volume Levels	6
UNDERSTANDING THE BASIC FUNCTIONS	9
THE SPEAKERPHONE BUTTONS	11
THE SPEAKERPHONE DISPLAY LIGHTS	13

SECTION 2 - ANSWERING CALLS

ANSWERING OUTSIDE CALLS	17
ANSWERING INTERCOM CALLS	18
NIGHT TRANSFERRED CALLS - LINE ANSWER FROM ANY STATION . .	19
PUTTING CALLS ON HOLD	20
Exclusive Hold	21
Hold Recalls	22
Directed Hold	23
MONITORED STATIONS	24
CALL PICKUP	25
Group Call Pickup	25
Directed Call Pickup	26

Section 2 - Answering Calls (continued on next page)

SECTION 2 - ANSWERING CALLS (CONTINUED)

INCOMING SOHVA

(RECEIVING SUBDUED OFF-HOOK VOICE ANNOUNCEMENTS) 27
 Handling an Incoming SOHVA 27
 Blocking a SOHVA 28
DO NOT DISTURB CONDITION 29
VOICE ANNOUNCE BLOCKING 30
CALLER ID (AUTOMATIC NUMBER IDENTIFICATION) 31

SECTION 3 - MAKING CALLS

MAKING OUTSIDE CALLS 33
MAKING INTERCOM CALLS 34
AUTOMATIC DIALING 36
REDIALING 37
 Redial - Last-Dialed Number 37
 Redial Programming / Storing Numbers 37
OUTGOING SOHVA
(SENDING SUBDUED OFF-HOOK VOICE ANNOUNCEMENTS) 39
CAMPING ON - BUSY STATION AUTOMATIC CALLBACK 40
ADVANCED CAMPING ON OPTIONS 42
 Camping On - Idle Station, Automatic Callback 42
 Call Waiting
 (Camping On - Busy Station, Wait For An Answer) 43
PAGING 44
PROGRAMMED BUTTON DISPLAY 46
 Button Functions Display (Button Query) 46
 Status Of Busy Lines and Stations
 (Busy DSS/BLF Button Inquiry) 46
EXECUTIVE OVERRIDE 47

SECTION 4 - ADVANCED CALL HANDLING

WAITING FOR A LINE (QUEUING) 49

CONFERENCING 50

CALL FORWARDING 53

 Call Forward Outside System (CFOS) 56

 Join an Active CFOS Call from
 the CFOS-Enabled Station 58

CALL PARKING 59

CALL TRANSFERRING 61

 Screened Call Transfers 61

 Unscreened Call Transfers 63

 Other Call Transferring Options 64

 Call Transfer Quick Reference 66

 Diverting All Incoming Calls To Another Station 67

SECTION 5 - NON-VERBAL MESSAGES

LCD MESSAGE DELIVERY 69

 Dialing Code Quick Reference 70

 LCD Message List 70

MESSAGE WAITING LIGHT & MESSAGING 72

RESPONSE MESSAGE DELIVERY 74

SECTION 6 - PROGRAMMING

STORE AN INTERCOM NUMBER AS A DSS NUMBER 75

SPEED DIAL NUMBERS 76

FEATURE ACCESS CODES 78

KEEP A RECORD OF NUMBERS, FEATURES, AND/OR DSS LOCATIONS 80

 Speed Dial Numbers, Features, or DSS Locations 80

 Personal Speed Dial Numbers (Keypad Buttons) 81

LCD FEATURE BUTTONS 82

 Creating Feature Access Buttons 84

Section 6 - Programming(continued on next page)

SECTION 6 - PROGRAMMING (CONTINUED)

REMINDER ALERT. 85
 Set a Reminder. 85
 Respond to an Alert 86

RESPONSE MESSAGE BUTTON 87
 Store a Scrolling Response Message Button 87
 Store A Fixed Response Message Button 88

SECTION 7 - OTHER FEATURES

LINE GROUPS. 89

AUTOMATIC REDIAL 90
 Redial a Busy or Unanswered Number 90
 Cancel Automatic Redial Feature. 92

TRACKER PAGING SYSTEM. 93

DIRECT INWARD SYSTEM ACCESS (DISA). 96
 Use DISA to Call to an Intercom Number. 98
 Make a DISA Call to Use System Features 98

AUXILIARY JACK 100
 Programmable Modes 100

ACCOUNT CODES. 103
 Enter an Account Code for an Incoming Call 103
 Enter an Account Code for an Outgoing Call 104

AUTHORIZATION CODES 105
 Activate Walking Class Of Service 105

LOCK AND UNLOCK YOUR TELEPHONE 106

E AND M TIE LINES 107
 Make a Call on an E & M Tie Line 107
 Transfer an Incoming Call over an E & M Tie Line. 108
 Set Up a Conference Call on an E & M Tie Line 109

Section 7 - Other Features (continued on next page)

SECTION 7 - OTHER FEATURES (CONTINUED)

DIAL BY NAME111

BACKGROUND MUSIC112

VOLUME CONTROL113

 Setting Current Volume Level113

 Speaker Volume113

 Handset Volume114

 Headset Volume114

 Group Listening Volume115

 Music Volume115

 Default Volume Control116

MUTING THE SPEAKERPHONE116

AUTOMATIC SET RELOCATION117

 Maintain Extension Number and
 Programming Features from Old Location.117

 Assume Extension Number and
 Programming Features from New Location.117

**SERVICE OBSERVING
(MONITORING A CONVERSATION BETWEEN TWO TELEPHONES) . . .118**

SWITCHING THE DIALING MODE (BETWEEN PULSE AND TONE). . . .118

IMIST MODULE119

SECTION 8 - SPECIAL ATTENDANT FEATURES

LCD MESSAGES 121

 Store LCD Messages 121

STATION DISABLING (AND RE-ENABLING). 126

TELEPHONE LINE DISABLING (AND RE-ENABLING) 127

MARK PROBLEM LINE 128

MESSAGE WAITING DISABLING (AND RE-ENABLING). 128

 Disable User's Message-waiting Feature 128

TELEPHONE NAMING 129

 System Telephone Naming 129

Section 8 - Special Attendant Features (continued on next page)

SECTION 8 - SPECIAL ATTENDANT FEATURES (CONTINUED)

SMDA REPORTS (STATION MESSAGE DETAILED ACCOUNTING) . . . 133

- Print All Records or Other Specialized Reports 133
- Print Automatic Reports 134
- Delete Past Records from System Memory 134
- Abort Reports 134

SYSTEM SPEED DIAL NUMBERS 135

- Digital Voice Announce (DVA) 137
- Record DVA Messages 137
- Play Existing DVA Messages 138
- Copy Existing DVA Messages 139
- Delete DVA Messages 139
- Erase ALL DVA Messages (Reformat the DVA) 140

NIGHT TRANSFER OF RINGING MODE 143

**CALL TRANSFER - ATTENDANT CALLS TO
THE ALTERNATE ATTENDANT TELEPHONE 144**

OVERFLOW TRANSFER 145

- Designate a Station for Overflow 145
- Set the Overflow Transfer Feature 145
- Cancel the Overflow Transfer Feature 145
- Other Special Attendant Buttons 146
- Establish a Conference Between the Attendant Station,
a Held Call, and an Active Call 146
- Cancel the Conference Condition
and Return One of the Lines to Hold 147
- Determine the Number of Calls
Queued at the Attendant Position 147
- Place an Active Call in Serial Transfer 147
- Determine the Status of Individual Lines 148

SYSTEM CLOCK 148

SYSTEM STATUS LOG 149

- View the Log 149
- Turn Off External T1 Alarm 150

DSS/BLF CONSOLE OPERATION 151

- Accessing The Button Levels 152

APPENDICES

APPENDIX A - FEATURE ACCESS CODES 153
 Single Line Proprietary and
 Industry Standard Telephone Codes 156

APPENDIX B - DISPLAY ABBREVIATIONS 157

APPENDIX C - SPEAKERPHONE CHARACTERISTICS 161
 Full-Duplex Speakerphone Characteristics 161
 Speakerphone User Guidelines. 162

APPENDIX D - FEATURE NETWORKING SUPPORT 163

GLOSSARY

GLOSSARY 173

INDEX

INDEX 187

SECTION 1 - GETTING STARTED

Congratulations and thank you for choosing the Vertical Comdial telephone system! Your digital speakerphone is supported by a communication system with hundreds of built-in, standard features. This manual serves as a helpful guide for using these various functions. The sections in this introductory chapter help you initially set up your speakerphone and become familiar with the controls and indicators. The remaining sections are titled as follows:

- Setting Up Your Speakerphone
- Understanding the Basic Functions
- The Speakerphone Buttons
- The Speakerphone Display Lights
- Understanding What the Rings Mean

After setting up your individual station, you are ready to begin your duties as the system attendant. Chapter 8, *Attendant Features*, contains instructions on station and line enabling, station naming, and other system level actions that you should accomplish to effectively begin operation of your Vertical Comdial digital system.

SETTING UP YOUR SPEAKERPHONE

When your new speakerphone arrives, the system installer unpacks your speakerphone and connects the line to a system jack. The following sections describe a few initial adjustments that allow you to quickly begin making and answering calls with some of the most basic features.



Positioning Your Speakerphone

You should adjust the position of the speakerphone on your desk or table to suit your individual needs and maximize the performance of the sound activated features. When using your speakerphone, the microphone and loudspeaker are farther from you than when you use a handset. Some positioning tips to consider include:

- For the microphone to best detect your voice, speak within three feet of it and face the speakerphone.
- Background noise may prevent the sound-activated switches from operating properly. Avoid placing the speakerphone where it will detect sounds from typewriters, keyboards, printers, paging systems, and other equipment.
- Place the telephone on a hard surface and away from table edges. Do not place the telephone in corners or enclosures. Do not let obstructions come between you and the microphone.

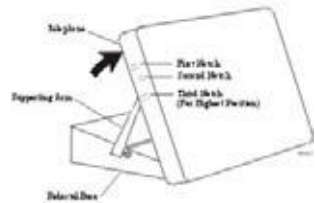
Positioning Your Speakerphone (continued on next page)

Positioning Your Speakerphone (continued)

ADJUSTING THE PEDESTAL (MODELS 8312S, 8324S AND 8324F ONLY)

If you are using an Impact SCS model, your telephone has an adjustable pedestal to allow you to select the most comfortable viewing angle. When you receive the telephone, the pedestal is in its lowest position—flush against the pedestal.

- 1) GRASP the rear of the pedestal base firmly with one hand, then LIFT the rear portion of the telephone upward with your other hand.
- 2) LIFT the telephone upward with one hand AND RAISE the telephone supporting arms upward with your other hand.



Adjusting the Pedestal

- Notice that there are three sets of notches under the telephone corresponding to the three positions available.

When the telephone is at the desired height:

- 3) SELECT the closest pair of notches, then INSERT the supporting arms in the notches.
- 4) PRESS DOWN *slightly* on the telephone until you feel the supporting arms snap into place.



IMPORTANT!

Remember, as with any piece of electronic equipment, your telephone may be damaged by contact with liquids. So please try to place the telephone in an area that is free from the danger of spills.



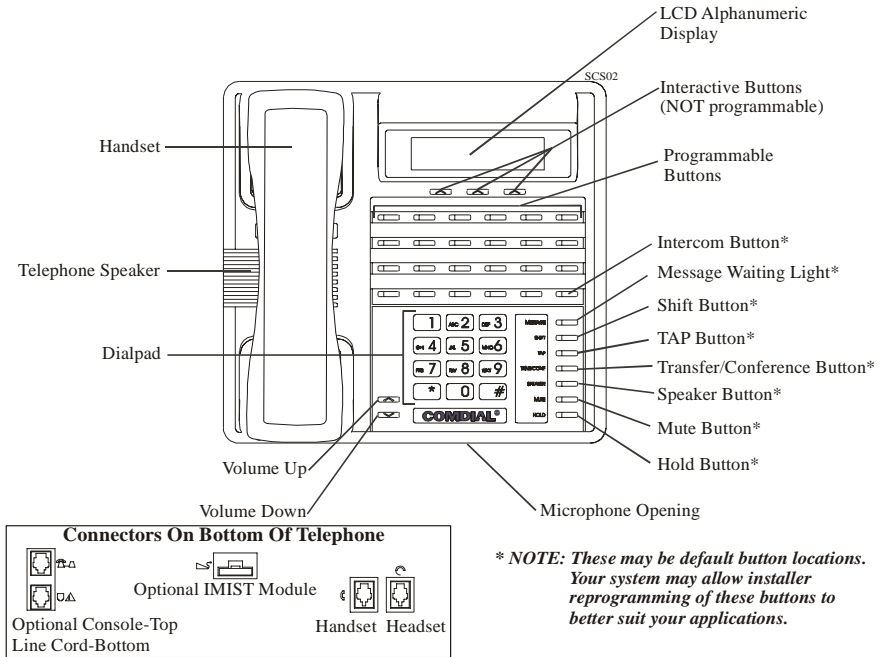
HINT

For more tips and information on speakerphone use, including the use of a Full-Duplex Speakerphone, see Appendix C - "Speakerphone Characteristics" on page 161.

Speakerphone Quick Reference

It is a good idea to familiarize yourself with the location and function of the various buttons and features located on your speakerphone.

EXAMPLE:



Impact SCS 8324F-** and Impact SCS 8324S-**



NOTE

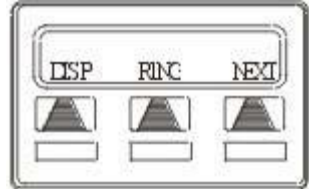
While your speakerphone model may not match the one shown in the diagram exactly, you should be able to use the drawing as a guideline for finding the functions and features on the model you own.

Setting Display Contrast

You can darken or lighten the contrast of the display for best viewing.

Adjusting the Contrast

- 1) SELECT *OPTIONS*.
- 2) SELECT *NEXT* until the *DISP* option appears.
- 3) SELECT *DISP*. Your display will read *CONTRAST LEVEL*.
- 4) SELECT *LIGHT* or *DARK* once for each degree of change desired.
- 5) SELECT *PREV* to return to main display.
- 6) PRESS *SPEAKER* to end.



Select Display



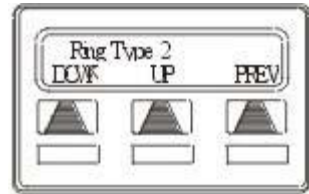
Setting the Contrast Level

Setting a Personal Ringing Tone

You can choose one of six different ring tones for your telephone. Often, when several telephones are located close together, each user chooses a different personal ring tone.

Setting the Ring Tone

- 1) SELECT *OPTIONS*.
- 2) SELECT *NEXT* until the *RING* option appears.
- 3) SELECT *RING*.
- 4) SELECT *UP* OR *DOWN* to choose ring tone in display (a new tone will sound at each up or down press).
- 5) SELECT *PREV* to return to main display.
- 6) PRESS *SPEAKER* to end.



Selecting the Ring Tone

Setting Volume Levels

The volume control on your telephone is a multipurpose control you can use to set the volume (loudness) of the ringer, the speaker, and the handset.



HINT

Refer to the diagram on page 4 for the location of buttons and features.

Setting Ringer Volume

While your telephone is on-hook and idle,

PRESS the *VOLUME UP* OR *VOLUME DOWN* button once for each change in loudness.

- *The ringer sounds once for each change as an example of the current setting.*
- *If you set the ringer to the OFF position, your telephone sounds a short ring burst once for each call you receive at your station.*

Setting Speaker and Handset Volume



HINT

Refer to the diagram on page 4 for the location of buttons and features.

- 1) PRESS *INTERCOM* button.
- 2) PRESS the *VOLUME UP OR VOLUME DOWN* button once for each change in speaker volume that you desire.
- 3) LIFT handset.
- 4) PRESS the *VOLUME UP OR VOLUME DOWN* button once for each change in handset volume that you desire.



NOTE:

When a call ends, the system resets the speaker and handset volume of all future calls to the programmed (default) setting. For instructions in setting your speakerphone's default volume, see "Default Volume Control" on page 116.

ANSWERING AND MAKING CALLS

Your speakerphone is now properly configured to answer and making calls to both stations within your system (intercom calls) and outside lines. Remember that when dialing an outside number, you must first select a line to connect your system to the local exchange.

Receiving Outside Calls (single long ring bursts)

- 1) PRESS flashing line button.
- 2) SPEAK toward telephone.

OR

LIFT handset for privacy.

Receiving Calls from Another Extension/Internal Call (two short bursts)

- 1) PRESS *INTERCOM*.
- 2) SPEAK toward telephone.

OR

LIFT handset for privacy.

Dialing an Outside Number

- 1) PRESS *INTERCOM*.
- 2) DIAL 9

OR

PRESS other line button to select line.



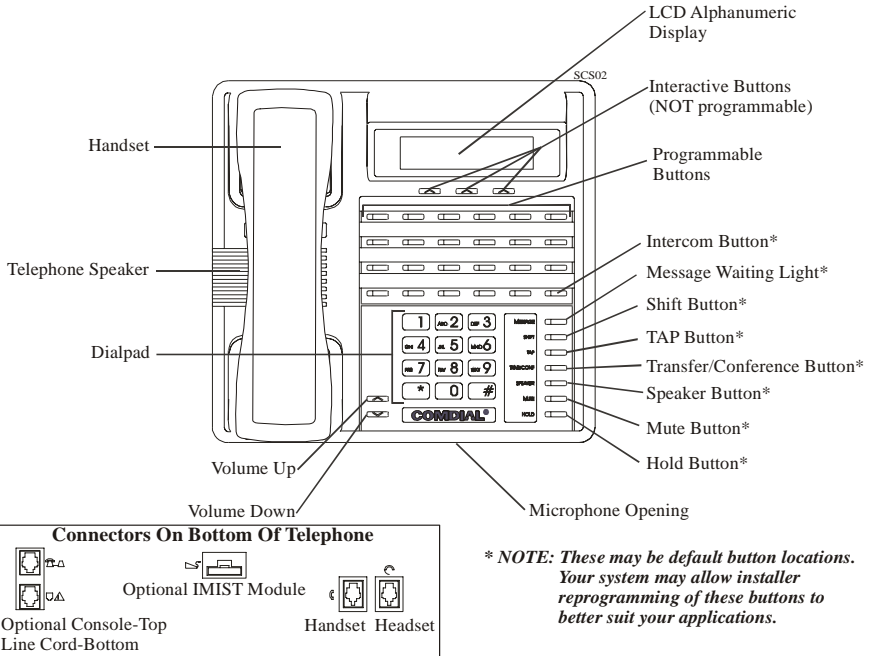
HINT

See “Line Groups” on page 89 for more information on selecting an outside line).

UNDERSTANDING THE BASIC FUNCTIONS

Your speakerphone provides many versatile features for your use. These features are explained in terms of what they allow you to do.

EXAMPLE:



Impact SCS 8324F-** and Impact SCS 8324S-**

Alphanumeric Display (Liquid Crystal Display—LCD)

- Displays time, day, date, and active call information.
- Keeps you apprized of the status of your telephone.
- Provides programming prompts.

Understanding the Basic Functions (continued on next page)

Understanding the Basic Functions (continued)***Auxiliary Jack******(available only on Impact 8024S and Impact SCS Models)***

- Allows you to connect a headset, an external amplified ringer, a tape recorder, or an external paging amplifier to your telephone.

Message-Waiting Light

- Indicates that a message awaits pick up.

Microphone Opening

- Allows hands-free operation of speakerphone (speak clearly toward microphone opening).

Speaker

- Sounds distant party's voice.
- Sounds ringing and call-in-progress tones.

THE SPEAKERPHONE BUTTONS



HINT

Refer to the diagram on page 9 for the location of buttons and features.

Hold Button (HOLD)

- Places a line or intercom call on hold.
- Stores pauses in number sequences during programming.

Interactive Buttons (located below alphanumeric display)

- Provide quick and easy access to system features.
- Provide straightforward button programming without dialing codes (the interactive buttons themselves, however, are not programmable).

Intercom Button (INTERCOM)

- Selects an intercom line.
- Allows you to initiate many of the telephone's features.

Mute Button (MUTE)

- Keeps the person on the line from hearing your conversation.
- Reply to a Subdued Off Hook Voice Announcement (SOHVA).

Programmable Buttons (also known as DSS - Direct Station Select & BLF - Busy Lamp Field Buttons)

- Allow you to store numbers for automatic dialing functions.
- Allow you to store telephone extension numbers for Direct Station Selection (DSS).
- May be programmed as a feature button.
- May be designated a line button by your system installer.

The Speakerphone Buttons (continued on next page)

The Speakerphone Buttons (continued)***Shift Button (SHIFT)***

- Allows you to access an autodial number programmed in the second tier under a DSS button. (That is, you can store an autodial number at every programmable DSS button location—a DSS in the regular tier and an autodial in the second tier).

You activate the shift function by pressing this button and turning the shift light on before automatically dialing an autodial number from the second tier.

Speaker Button (SPEAKER)

- Turns your speaker on or off.
- Disconnects a call when you are on a hands-free call.
- Ends or cancels programming.
- Activates group listening feature.

Tap Button (TAP)

- Recalls dial tone or generates a hookflash.
- Retrieves held calls or last call placed on hold.

Transfer/Conference Button (TRNS/CONF)

- Transfers calls.
- Sets up conference calls.

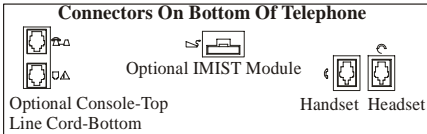
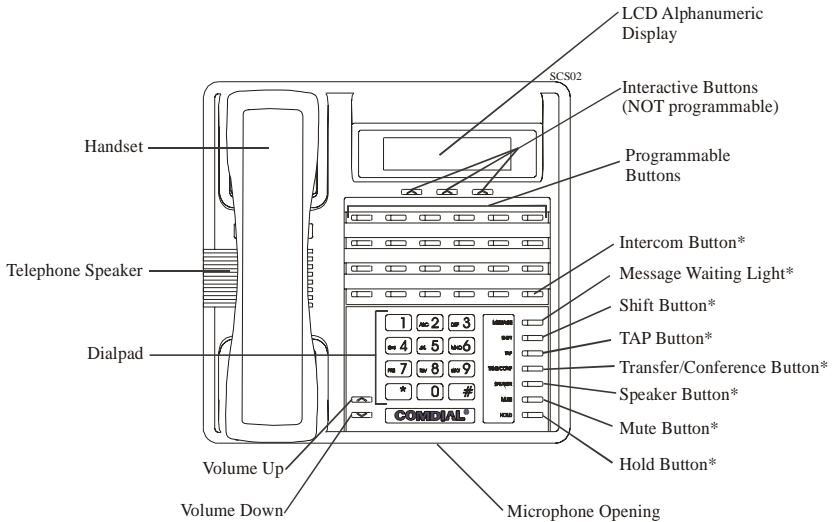
Volume Control (VOLUME UP or VOLUME DOWN)

- Regulates the volume of the ringer, speaker, handset, headset, and group listening mode.

THE SPEAKERPHONE DISPLAY LIGHTS

The lights (LEDs) on your LCD speakerphone indicate the status of lines, features, and intercoms.

EXAMPLE:



** NOTE: These may be default button locations. Your system may allow installer reprogramming of these buttons to better suit your applications.*

Impact SCS 8324F-** and Impact SCS 8324S-**

Busy Lamp Field (BLF) lights (next to a programmable Direct Station Select button)

- Steady red = station is in use or in Do Not Disturb.
- Flashing red = station is receiving a call or calling you.
- Flickering red = station-to-station messaging has been set by the station associated with this programmable button.

The Speakerphone Display Lights (continued on next page)

*The Speakerphone Display Lights (continued)***Next to a line button**

- Steady green = this is your line, either on-hook (in a hands-free mode) or off-hook, when the line is active.
- Steady red = another station is using this line.
- Flashing red = a call is coming in on this line.
- Flashing orange = this line will be answered when you lift the handset.
- Blinking green = your line is on hold.
- Blinking red = the call has been placed on hold by another station.
- Flickering green = your line has recalled from hold.
- Flickering red = the line put on hold by another station has recalled.

**HINT**

You can find the programmable buttons that the installer designates line buttons in the same location as the DSS/BLF buttons. Be sure that these buttons are labeled correctly to indicate their unique features.

Next to a fixed feature or programmable feature button

- Steady red = the feature is on.
- Steady off = the feature is off.

**HINT**

You can find the programmable buttons that the installer designates line buttons in the same location as the DSS/BLF buttons. Be sure that these buttons are labeled correctly to indicate their unique features.

The Speakerphone Display Lights (continued on next page)

The Speakerphone Display Lights (continued)***Above the MUTE button***

- On steady = called party cannot hear your conversation.

Next to INTERCOM button

- Steady red with a quick flash = you are using your intercom.
- Blinking red = an LCD message is set on your telephone for others to receive when calling.
- Flashing red = someone is calling your extension
- Flickering red = auto-redial is in use or system is in night mode.

Above the HOLD button

- Flashing red (non-SCS Models only) = message awaits pick up.
- Flickering red = automatic station relocation has been set.

Next to the MESSAGE button (SCS models only)

- Flashing red = message awaits pick up.

Above the SPEAKER button

- On steady (with the telephone on hook and busy) = speakerphone mode is active.
- On steady (with telephone on hook and idle) = background music is turned on.

SECTION 2 - ANSWERING CALLS

ANSWERING OUTSIDE CALLS

A call that rings on an outside line sounds long, single-tone bursts and lights the line status light. If the installer enabled ringing line preference at your station, an orange light flashes next to the line that your station answers when you lift the handset; a red light flashes for any other ringing line.

Also, when an outside call rings at your station, the LCD screen displays any caller ID information that your station is programmed to receive.

When You Hear Outside Ringing (long bursts) and Observe an Orange Flashing Light

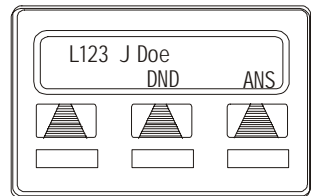
For speakerphone, PRESS flashing line button AND SPEAK toward telephone.

OR

LIFT handset for privacy.

OR

Select DND if you do not wish to answer the call at this time.



Outside Call on Line 123

When You Hear Outside Ringing (long bursts) and Observe a Red Flashing Light

- 1) PRESS flashing line button.
- 2) SPEAK toward telephone.

OR

LIFT handset for privacy.

- 3) Select DND if you do not wish to answer the call at this time.



HINT

For more information on setting DND at your station, see "Do Not Disturb Condition" on page 29.

ANSWERING INTERCOM CALLS

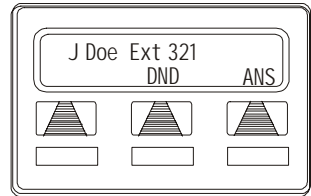
An intercom call is one that is made from one system telephone to another. Your station receives intercom calls in one of two ways depending upon system programming. With a tone-first setting, the telephone rings in a distinctive pattern and the user of the receiving station must take action to answer.

When You Hear Intercom Ringing (two short bursts)

- 1) PRESS INTERCOM or SELECT ANS.
 - *You can select DND if you do not wish to answer the call at this time.*
- 2) SPEAK toward telephone

OR

LIFT handset for privacy.



Example:
Intercom Call from J Doe

When You Hear an Intercom Tone Followed by a Caller's Voice

In a voice-first setting, a short tone is followed by the caller's voice heard on the speaker. As with an incoming outside call, the LCD screen displays caller ID information and your other options for answering the call.

When your system installer makes the option available to system users, you can block all voice announce intercom calls to your station if you wish (see "Voice Announce Blocking" on page 30).

SPEAK toward telephone.

OR

LIFT handset for privacy.



HINT

For more information on setting DND at your station, see "Do Not Disturb Condition" on page 29.

NIGHT TRANSFERRED CALLS (LINE ANSWER FROM ANY STATION)

You can use your attendant station to manually place the system in the night ringing mode by dialing a code or pressing a pre-programmed button. This mode overrides the direct, day 1, and day2 automatic ringing modes.

While this feature is active, calls on lines assigned to delayed and night ringing both ring at the various stations. No other ringing occurs unless the installer has arranged for a loud ringing bell or other external ringing device to sound when calls appear on those assigned lines during the night ringing mode. These calls may be answered at any telephone in the system if a user dials the proper code.

When Your Telephone Rings

The installer can assign one or more of the four system relays to track the ring signal on any or all lines that he or she assigns to them. The installer can arrange for the tracked ringing to be during the direct, delayed, day 1, day 2, or night ringing modes. Typically, the installer wires a relay so that its contact actuation causes an external bell or other device to sound.

You can hear this external ringer and dial a code. When you do this, you can answer any line that the installer has assigned to that external ringer through the relay programming.

- 1) PRESS the line button with flashing light.
- 2) LIFT the handset to talk.

When You Hear Loud Ringing on Other Phones in the System

- 1) LIFT handset.
- 2) PRESS INTERCOM
- 3) CHOOSE the appropriate ringing zone.
 - **DIAL 65 through 68** to select ringing zone (1-4).
 - **DIAL 69** to answer for any zone.

PUTTING CALLS ON HOLD

This feature allows you to temporarily disconnect from a current call yet retain it so that it can be retrieved. When you place a call on hold, you are free to use your telephone for other calls or features and then return to the held call. At a multiline telephone, you can put a call on hold manually, by pressing the HOLD button, or automatically (if programmed), by pressing another line button.

You can place a call on hold in either an exclusive or non-exclusive manner. With a regular or non-exclusive hold, you can pick up the held call at your telephone or another user can pick the call up at a telephone sharing the held call line.

To Place a Call On Hold (non-exclusive)

PRESS HOLD.

- *The light above your line button begins to blink.*

To Retrieve a Held Call

- 1) PRESS line button of the held call (with blinking green light)

OR

PRESS TAP.



NOTE

Unless you use your HOLD button the scroll through the calls on hold, TAP always retrieves the last number placed on hold, regardless of whether you have line appearance for the line on which the call is holding.

- 2) SPEAK toward telephone.

OR

LIFT handset for privacy.

Exclusive Hold

Exclusive hold prohibits a user from retrieving a held call at any station other than the one where someone placed it on hold. The exclusive hold condition also links the held call to the timed hold recall time-out feature. After time-out, audible and visual signaling occurs and the exclusive hold condition reverts to a normal hold condition. The installer enables or disables exclusive hold as a class of service feature.

To Place a Call on Exclusive Hold

PRESS HOLD twice.

To Retrieve Exclusive Hold

- 1) PRESS line button of held call (with blinking green light).

OR

PRESS TAP.

- 2) SPEAK toward telephone.

OR

LIFT handset for privacy.

.

Hold Recalls

After a call has been on hold for the period of time (set by the installer of your system), the system causes four quick hold recall tone bursts to sound at your telephone and the flash rate of the line button becomes faster and the light becomes orange.

If the call is on exclusive hold, it will revert to manual hold after the hold recall period. Calls that revert to manual hold can be picked up from any telephone with line appearance for the recalling line (or you can use group or directed call pickup buttons, GPKUP or DPKUP).

- 1) PRESS HOLD (station button).

OR

SELECT HOLD (interactive button) to place the call on hold at your station and restart hold timer.

- 2) PRESS line button (with flashing orange light).

OR

SELECT ANS to retrieve the call.

Directed Hold

This feature allows you to pick up the last call a user placed on hold at another station. This feature does not allow you to pick up exclusive hold calls or calls that are in the process of being transferred. In addition, this feature allows you to place a call on hold at another station and have this call appear to be the one that has been on hold there for the longest time. Features such as hold recall apply to the station that received the directed hold call and not to the station that sent the directed hold call.

- 1) ANSWER call.
- 2) PRESS INTERCOM

OR

TRNS/CNF if intercom call.

- 3) DIAL *90.
- 4) DIAL extension number of station to receive held call.



NOTE

Features such as hold recall apply to the station that receive the directed hold call and not to the station that sent the directed hold call.

Retrieve a Held Call at Another Station

- 1) Press INTERCOM
- 2) DIAL #90.
- 3) DIAL extension number of station that is holding the call.
- 4) ANSWER call.

Scan Your Held Calls and Retrieve a Specific One

Often, you will have more than one call on hold at your station. You can retrieve the last call placed on hold simply by pressing TAP. However, if you do not have line appearance for a line on which another call is holding, the system provides a way for you to access that call before servicing the last call you placed on hold.

- 1) REPEATEDLY PRESS HOLD to scan held call list.
- 2) PRESS TAP to retrieve call.

MONITORED STATIONS

When the installer assigns the personal intercom number of one telephone to appear at a button on another telephone, the button and its associated light provide a direct station select (DSS) busy lamp field (BLF) feature. With this feature, the user can monitor the status of the appearing station. If the installer also assigns a DSS status button to the telephone, the user can press it to select between monitoring all of the telephone status or just its personal intercom status.

When the station monitoring feature is off, the status light shows the state of the monitored telephone. If the user's telephone has a status button, they can press it to show the busy/idle state of just the personal intercom number of the monitored telephone.

When the station monitoring feature is on, the status light shows activity status (idle, ringing, busy, and hold) of the monitored telephone.

To Monitor Another Telephone

OBSERVE the BLF light indications next to the Direct Station Select (DSS/BLF) button

- *Off = Station is idle.*
- *Flashing (if enabled) = Station has an incoming call.*
- *On = Station is busy.*



NOTE

Your telephone may have the personal intercom number of another telephone appearing at a programmable button location. You can press the DSS/BLF button to call that telephone or to answer a call that is ringing at the monitored station if you wish.

To Call an Idle Monitored Station or to Answer One That Is Ringing

- 1) NOTE the BLF light condition.
- 2) PRESS assigned DSS/BLF button.
- 3) SPEAK toward telephone.

OR

LIFT handset for privacy.

CALL PICKUP

In addition to using your speakerphone's DSS/BLF buttons to access calls, the system offers two other distinct methods to answer incoming calls that are ringing at other stations.

Group Call Pickup

The installer often arranges several telephones together in a user group. Up to four different groups can exist with any number of stations in a group. If your telephone is so arranged, you can answer calls that are ringing at other stations within your particular group.

- 1) PRESS INTERCOM.
- 2) DIAL #4.
- 3) SPEAK toward telephone.

OR

LIFT handset for privacy.

Directed Call Pickup

Also, you can answer a call that is ringing at any telephone in the system if you know the ringing telephone's extension number.

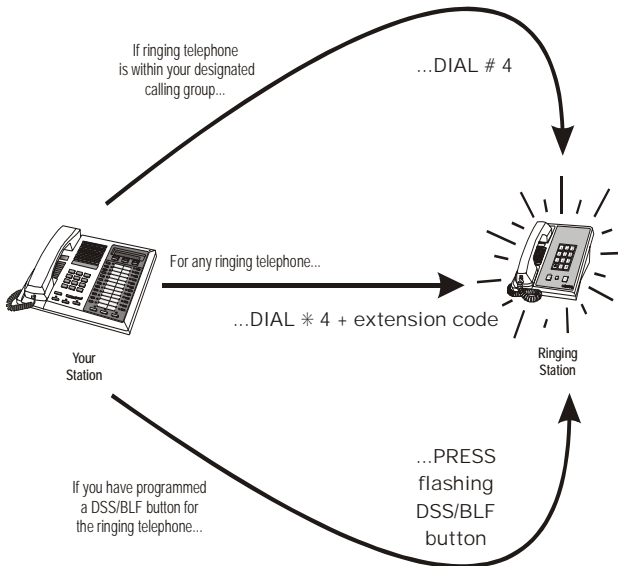
- 1) PRESS INTERCOM.
- 2) DIAL *4.
- 3) DIAL extension number of ringing telephone.
- 4) SPEAK toward telephone.

OR

LIFT handset for privacy.

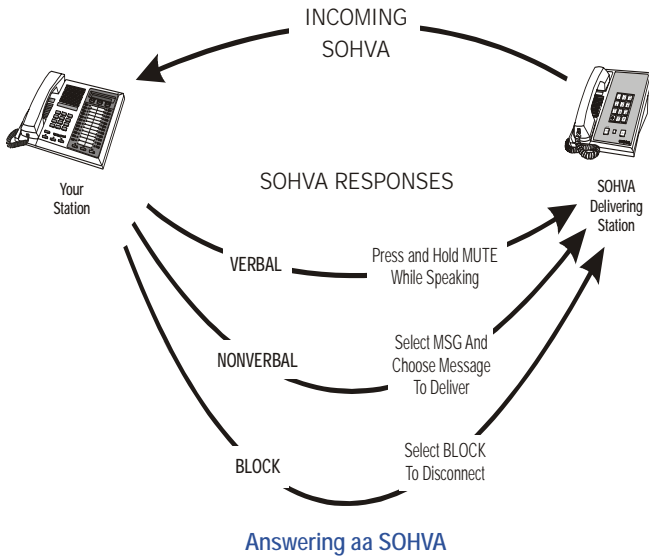
If you have programmed a PICK UP button on your telephone (see "LCD Feature Buttons" on page 82), you may make a call pickup (either within your group or at a specific station inside or outside your group) using that button.

For additional details about using a DSS/BLF button to answer an incoming call, see "Monitored Stations" on page 24.



Answering Calls for Other Stations

INCOMING SOHVA (RECEIVING SUBDUED OFF-HOOK VOICE ANNOUNCEMENTS)



Handling an Incoming SOHVA

This feature allows an intercom caller to break into your call by making an announcement through your handset receiver. With SOHVA, the announcement is delivered and responded to in a subdued manner that prevents the distant party from hearing either the announcement or the response. A tone alert precedes the announcement and is delivered to the handset receiver of the telephone ahead of the announcement.

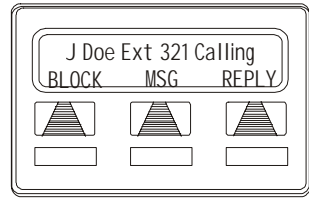
You can respond to the announcement in a verbal or non-verbal manner. You deliver a verbal response by pressing and holding the MUTE button or appropriate interactive button and speaking into the handset.

Handling an Incoming SOHVA (continued on next page)

Handling an Incoming SOHVA (continued)

Verbal Response

- 1) SELECT AND HOLD REPLY.
- 2) SPEAK into handset.
 - *The distant party cannot hear your response.*
- 3) RELEASE REPLY after response is complete to return to distant party.
- 4) Receiving Subdued Off-Hook Voice

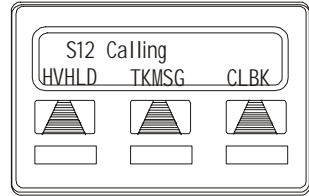


Incoming SOHVA

Non-Verbal Response

You can respond with a non-verbal response by pressing a programmed button to send a message to be shown on the display of the announcing station (if it is an LCD speakerphone).

- 1) SELECT MSG.
- 2) SELECT HAVE HOLD OR TAKE MSG.
 - *Message appears in the display of the telephone making the SOHVA.*
- 3) CONTINUE your current call with distant party.
 - *SOHVA caller is automatically disconnected from your telephone.*



Message Response



NOTE

A station that is currently active in speakerphone mode or has Voice Announce Block set CANNOT receive a SOHVA.

Blocking a SOHVA

You can also block an incoming SOHVA with the interactive buttons or by previously programming your speakerphone for Voice Announce Block (see "Voice Announce Blocking" on page 30 for more information).

- SELECT BLOCK when you hear SOHVA tone.
- *SOHVA call is disconnected.*

DO NOT DISTURB CONDITION

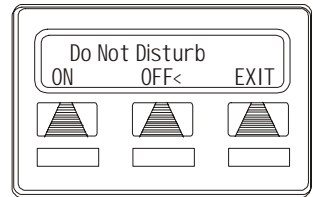
You can set your telephone to a do not disturb mode using the designated interactive or programmable button. The associated indicator turns on as an indication of active DND and an appropriate message appears in the display of LCD speakerphones.

Under the DND condition, an outside call forwards to another station according to the call forwarding feature. An intercom number call does not ring at a DND station and the system sends a fast busy signal to the caller to distinguish the DND condition from a standard busy line.

No paging announcements are received on the DND station. Even though your station is in the DND mode, you can still make outgoing calls and access other features.

Set DND

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until NDN option appears.
- 3) SELECT DND.
- 4) SELECT ON
- 5) SELECT EXIT.
- 6) PRESS SPEAKER to end.



Setting Do Not Disturb

Turn Off DND

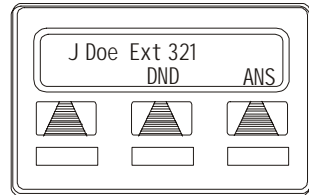
REPEAT the above procedure, BUT SELECT OFF instead of ON at step 4.

Do Not Disturb Condition (continued on next page)

Do Not Disturb condition (continued)

Set a No Not Disturb Condition at Your Telephone while a Call Rings at Your Station

- 1) Listen for ringing and watch for incoming call information in display.
- 2) SELECT DND.
 - *Ringing will stop, the caller will hear the do not disturb tone, and your telephone will remain in DND until you disable the feature (described on the previous page).*



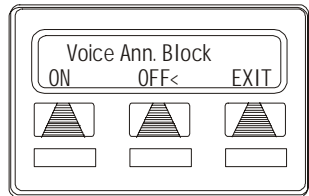
Blocking Incoming Calls with DND

VOICE ANNOUNCE BLOCKING

If your system installer makes this feature available, you can prevent voice announcements such as voice-first intercom calls from sounding over your telephone speaker if you wish. This feature also blocks Subdued Off-Hook Voice Announcements (SOHVA) and denies access in response to attempted SOHVAs.

Block All Voice-announced Calls

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until VAB appears.
- 3) SELECT VAB.
- 4) SELECT ON to block.
- 5) PRESS SPEAKER to end.



Unblock all voice-announced calls

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until VAB appears.
- 3) SELECT VAB.
- 4) SELECT OFF to unblock.
- 5) PRESS SPEAKER to end.

CALLER ID (AUTOMATIC NUMBER IDENTIFICATION)

When installed by system programming, the Caller ID feature allows you to view incoming call numbers before you answer them. Incoming call numbers flash in the lower half of the LCD. If you answer the call, the number appears in the upper half of the LCD.

The system also stores numbers that ring on your line but receive no answer. If the call has been returned by someone else, dialing the * key reveals who returned the call. Everyone sharing your line can scroll through the stored numbers and choose which calls to return.

Scroll Through Ring-no Answer Numbers (CID light is flashing)

- 1) SELECT the programmed CALLER ID button on your telephone.
- 2) Your LCD will display the calling number, date, and time the call came in.
 - *The most recent call appears first in the list.*
- 3) SELECT the programmed CALLER ID button each time you wish to display the next most recent ring-no answer call to your line.

OR

SELECT the programmed SAVED NUMBER REDIAL button to dial one of the numbers in the redial queue.

- *The system will automatically dial the number.*



NOTE

*Depending on your system programming, when a call is returned it might remain in the ring-no answer queue or the system might delete it from the ring-no answer queue. Your system installer can tell you how the feature is programmed. If the system is programmed to leave a returned number in the redial queue, the display shows a *S character next to the returned numbers.*



HINT

*You can dial DIAL * to find out who viewed and returned a call.*

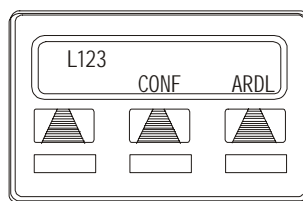
SECTION 3 - MAKING CALLS

MAKING OUTSIDE CALLS

You can manually dial a number over any telephone line you select. Or, if the installer assigned a prime line or the idle line preference feature to your LCD speakerphone, the system automatically selects a line for use when you lift the handset.

Dial an Outside Number Manually

- 1) PRESS INTERCOM.
- 2) DIAL 9 OR other line button to select line (see “Line Groups” on page 89 for more information about selecting an outside line).
- 3) LISTEN for dial tone.
- 4) DIAL number.
- 5) LIFT handset if privacy is desired.



Outside Dialing Display

Dial an Outside Number Using Your Prime Line

If your station has an assigned prime line, you will not have to select a line before dialing outside your system.

- 1) PRESS SPEAKER to automatically select/access an outside line.

OR

LIFT handset for privacy.

- 2) LISTEN for dial tone.
- 3) DIAL number.

MAKING INTERCOM CALLS

There are two methods for making an intercom call. One causes the called telephone to ring (tone-first). The other causes your voice to sound out at the called telephone (voice-first). Your installer can set the system to deliver either tone-first or voice-first calling.

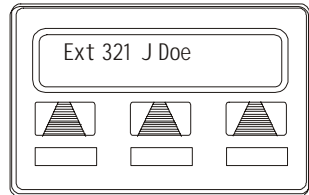


NOTE

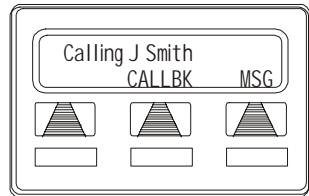
The following instructions assume a tone-first setting. You can change a call to voice announce signaling for that call simply by pressing the INTERCOM button again after dialing the extension number or by pressing the DSS/BLF button again.

Tone-First Call - Manual

- 1) PRESS INTERCOM.
- 2) DIAL extension number (the extension you dialed will ring).



Press Intercom to Display Extension Number



Ringing Intercom

Making Intercom Calls (continued on next page)

*Making Intercom Calls (continued)****Tone-First Call - Automatic***

PRESS DSS/BLF button (called extension will ring).

**NOTE**

The following instructions assume a voice-first default setting. Any user can change a call to a tone signaling for that call simply by pressing the INTERCOM button again after dialing the extension number or by pressing the DSS/BLF button again.

Voice Announce - Manual

- 1) PRESS INTERCOM.
- 2) DIAL extension number.
- 3) Make your announcement.

Voice Announce - Automatic

- 1) PRESS DSS/BLF button.
- 2) Make your announcement.

AUTOMATIC DIALING

This feature provides one- or two-button speed dialing using programmable buttons at which you have previously stored numbers. There are two types of speed dial numbers: (1) numbers that you store for your own use (personal speed dial numbers), and (2) numbers that the system attendant stores for everyone's use (system speed dial numbers).

To automatically dial a speed dial number stored at one of the programmable buttons on your station, choose one of the following:

- 1) PRESS programmed speed dial button (line selection is usually a part of the stored speed dial number).

OR

- 2) PRESS SHIFT AND programmed speed dial button (to choose number stored as second choice at that button).

Speed dial a Personal Speed Dial Number Stored at the Dial Pad

Without lifting the handset

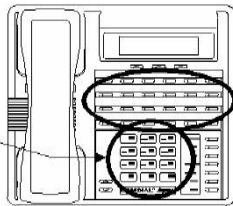
DIAL the speed dial number on the dial pad (0 to 9).

Speed Dial a System Speed Dial Number Stored at the Dial Pad

Without lifting the handset

DIAL *, then the system speed dial number.

Keypad
DIAL desired number
for personal speed dial
OR
DIAL * and number
for system speed dial



DSS/BLF Button
PRESS button of
desired station
to dial directly

Speed Dialing Options

REDIALING

Redial - Last-Dialed Number

The system provides each station with a last number redial feature. This feature saves 16-digits of the last outside number dialed at the station. A newly dialed number always replaces a previously dialed number. When you press the last number redial button, the system will choose a line and redial the saved number.

- 1) PRESS SPEAKER.

OR

HANG UP handset to disconnect current ringing or busy tone.

- 2) DIAL #.
- 3) LISTEN for ringing or busy tone over the telephone speaker.

Redial Programming / Storing Numbers

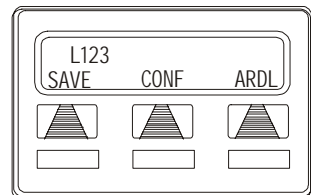
When you use last number redial, you will overwrite the temporary system-saved number with subsequent dialing activity. However, you can also permanently save a number that remains available until you overwrite it by saving a different number at the same storage location.

Non-programmed buttons at multiline telephones are available for you to dynamically save dialed numbers. To save a number, you press any non-programmed button before hanging up after you dial the number. To dial the saved number, you press the same button and the system automatically dials the saved number.

Permanently Store a Number You've Just Dialed

- 1) SELECT SAVE.
- 2) PRESS unused programmable button.
- 3) PRESS SPEAKER.

OR



Saving a Dialed Number

Redial Programming / Storing Numbers (continued on next page)

Redial Programming / Storing Numbers (continued)

- 1) DIAL number.
- 2) PRESS programmed SAVED NUMBER REDIAL button
 - See “LCD Feature Buttons” on page 82 for set up details.

Dial a Saved Number

- 1) PRESS SPEAKER.

OR

LIFT handset for privacy.

- 2) PRESS button where number is saved.

OR

PRESS programmed SAVED NUMBER REDIAL button.

Store a New Number while You Are on a Call

You can dial numbers and save them while on a call. This is useful when you have another number to call and you wish to save the alternate number for later redial.

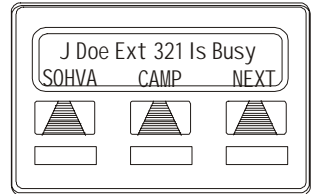
- 1) PRESS programmed SAVE NUMBER REDIAL button twice.
 - *The display prompts you to dial a number).*
- 2) DIAL the number that you wish to save.
 - *The system immediately saves the number for later redial; it does not dial it over the line you are on now).*

Redial the Saved Number

- 1) PRESS line button to select a line.
- 2) PRESS programmed SAVE NUMBER REDIAL button.
 - *The system automatically dials the number that you saved earlier.*

OUTGOING SOHVA (SENDING SUBDUED OFF-HOOK VOICE ANNOUNCEMENTS)

You can make a private voice announcement to another station that is off-hook and busy on a call if the installer has arranged the system to provide this feature. With SOHVA, the announcement is delivered and responded to in a subdued manner that prevents the distant party from hearing either the announcement or the response. A tone alert precedes the announcement and is delivered to the handset receiver of the telephone ahead of the announcement.



Making a SOHVA

If You Dial Another Extension and Hear Busy Tone



NOTE:

If the called station is on outside line, a ring-back tone is heard, but SOHVA is still available.

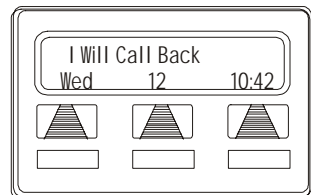
- 1) SELECT SOHVA AND listen for several quick tone bursts.



HINT

If you hear a busy tone means that the called telephone is in speakerphone mode and you cannot make announcement, that your SOHVA has been denied through system programming, or that the called party has blocked your SOHVA)

- 2) MAKE announcement.



Receiving an LCD Reply

If You Dial Another Extension and Hear Busy Tone (continued on next page)

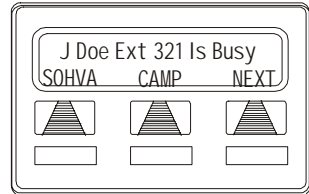
If You Dial Another Extension and Hear Busy Tone (*continued*)

- 3) WAIT on line for reply (either verbal or LCD reply).
 - *The receiving station can respond to the announcement in a verbal or non-verbal manner. They affect a verbal response by pressing and holding the MUTE button or appropriate interactive button and speaking into the handset. They effect non-verbal response by pressing a programmed button to send a message to be shown on the display of the announcing station (if it is an LCD speakerphone).*
 - *The announcing station is automatically disconnected after the response message is displayed.*

CAMPING ON - BUSY STATION AUTOMATIC CALLBACK

After calling another station and encountering a busy signal or a ring with no answer, a user can camp on to that station, hang up, and wait to be called back by the system when that station becomes idle or when the user returns. Likewise, you can camp-on to a busy line, hang up, and wait to be called back when it becomes idle.

- 1) SELECT CAMP to “hang up” your phone.
 - *When the station you called becomes available, your telephone will ring with five short tone bursts.*
 - *When the busy station becomes idle, the system rings your station and starts a timer. You must take it off hook as soon as it rings and as soon as you do, the camped-on telephone rings.*



Camping On Selection

Camping On - Busy Station, Automatic Callback (continued on next page)

Redial Programming / Storing Numbers (continued)

When You Hear Five Short Tone Bursts

- 2) PRESS INTERCOM and the other telephone will start ringing.



NOTE

If you do not press INTERCOM after the ring back tones within the time limit set by the installer, the call back is canceled.

Cancel the Call Back Before Your Telephone Sounds the Tone Burst

PRESS INTERCOM AND DIAL #6.

Camp On to a Station with the Do Not Disturb Condition Set

SELECT CAMP A and a call back will occur when called station is no longer set in the Do Not Disturb mode.

ADVANCED CAMPING ON OPTIONS

There are 2 advanced Camping On options:

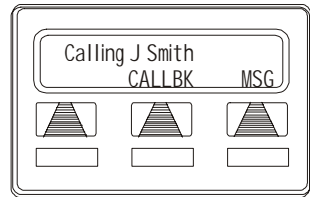
- **Camping on to an idle station, with an automatic callback**
- **Call Waiting**

Camping On - Idle Station, Automatic Callback

If you call another station and hear ringing but receive no answer, you can press a button that will cause the system to ring your telephone when any activity is initiated at that station.

Camp on at a Station at which You Hear Ringing But Receive No Answer

SELECT CALLBK and a callback will occur after any activity is initiated at dialed station.



Requesting Callback

Cancel the Camp-On Condition

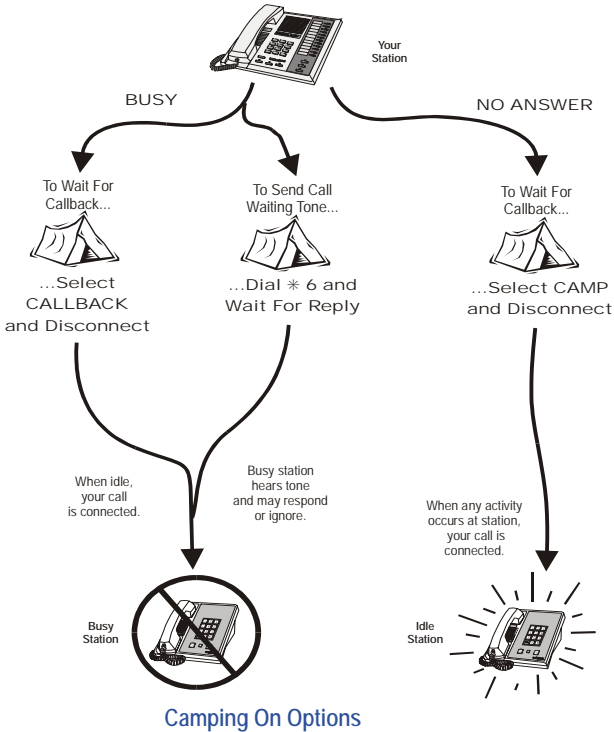
- 1) PRESS INTERCOM, then DIAL #6.
- 2) HANG UP.

OR

PRESS SPEAKER to cancel.

Call Waiting (Camping On - Busy Station, Wait For An Answer)

If the telephone you have called is busy, you can send a call-waiting tone to the telephone and wait on the line for an answer (you must be using the handset for this feature to work).



Activate Call Waiting when You Hear a Busy Signal

- 1) DIAL *6 (called party hears tone).
- 2) WAIT on line for reply.
 - Called party can place the current call on hold or disconnect from the call to answer your call-waiting tone, or choose to ignore your call-waiting tone and continue current conversation.

Call Waiting (continued on next page)

Call Waiting (continued)**Cancel Call Waiting**

- 1) PRESS INTERCOM AND DIAL #6.
- 2) HANG UP.

OR

PRESS SPEAKER to cancel.

Answer a Call-waiting Tone if You Receive One while on a Call

Follow these instructions if you are the recipient of a call-waiting notification.

- 1) Listen for a short tone burst in the receiver.
- 2) PLACE current call on hold.

OR

Complete call AND HANG UP

- *Waiting call will ring at your telephone).*

- 3) LIFT handset to answer call.

PAGING

Your system provides an all-call or a zone page feature that you access by dialing special codes. This arrangement sounds your voice announcement through the telephone speakers. All-call sounds the announcement through all telephones, while zone paging sounds the announcement only through those telephones located in a specific area. Check with your system administrator to determine the type of paging and access method you should use.

If your day-to-day operation requires that you send many paging announcements, you can program a special all-call/zone paging button to give quick access to the feature (see "SECTION 6 - PROGRAMMING" on page 75 for details).

Your installer can arrange your system with an external paging unit that you access by pressing a line button or by dialing a special code. This unit sounds the voice announcement over an external speaker unit (check with your system administrator for specific information).

Paging (continued on next page)

*Paging (continued)***Send a Paging Announcement**

- 1) LIFT handset.
- 2) PRESS INTERCOM.
- 3) DIAL 70 through 77 for zones 1–8.

**NOTE**

Zone 1 (code 70) provides an all-call function in the default mode. Contact your system administrator for more information about paging zones.

- 4) MAKE announcement.
- 5) REMAIN on line if awaiting a reply (known as a Meet-Me page).

OR

HANG UP handset.

Reply to a Meet-Me Page

At times other telephone users may page you with instructions to meet them on line. This is known as a Meet-Me page. You can go to the nearest telephone, dial a code, and be in contact with the paging party.

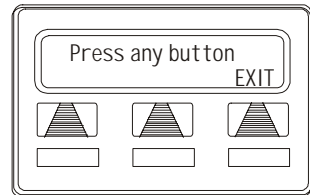
- 1) LIFT handset of nearest telephone.
- 2) PRESS INTERCOM.
- 3) DIAL 78.
- 4) MEET paging party on line.

PROGRAMMED BUTTON DISPLAY

Button Functions Display (Button Query)

You can cause the display to identify the function of each button on your telephone.

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the QUERY option appears.
- 3) SELECT QUERY.
- 4) PRESS the button in question.
- 5) READ the displayed information.
 - *Display will hold for few seconds before the telephone returns to idle).*



Button Query

Status Of Busy Lines and Stations (Busy DSS/BLF Button Inquiry)

This feature provides you with a means to identify both a station that is busy on a line and the line on which the station is busy. The system presents the identified line or station information on the user's telephone display for 10 seconds after he or she requests that information. If the system installer has not given your telephone this feature, the system presents busy information to the display without identifying the line or station involved.

Identify the station that occupies a busy line

- 1) PRESS DSS/BLF button for busy line.
- 2) READ your display for intercom number of station that is busy on line.

Identify the line that a busy station occupies

- 1) PRESS DSS/BLF button for busy station.
- 2) READ your display for the busy station's line number.

EXECUTIVE OVERRIDE

If the system installer has enabled the Executive Override feature at your telephone, you can override a call in progress or a Do Not Disturb condition at another telephone. When the calling party dials the override code, the called party receives several tone bursts.

The executive advisory tone allows installers to configure the system to provide an audible tone whenever you activate the executive override feature. Installers can select this tone as either a one time tone or as a periodic reoccurring tone. If installers choose a reoccurring tone, they must also select the time interval between the reoccurring tones.



NOTE

If the feature is not enabled, an error tone sounds and screen options remains displayed.

Conditions for executive override are as follows:

- Calling station has class of service that enables busy override.
- Calling station is switched to override voice path.
- Called party may respond and will be heard by calling station and outside party.

Override an In-progress Call at Another Telephone

- 1) MAKE intercom call, then listen for a busy signal.
- 2) DIAL *03 so that all parties will hear (several) tone bursts.
- 3) JOIN in-progress call.

Override a Do Not Disturb Condition at Another Station

- 1) PRESS OVER to disable the Do Not Disturb condition at the called station.
- 2) Make your announcement (if in voice-first mode).

OR

Listen for ring-back tone (if in tone-first mode).



NOTE

This action disables DND condition at the other telephone until DND is reset.

SECTION 4 - ADVANCED CALL HANDLING

WAITING FOR A LINE (QUEUEING)

If all the lines in a line group are busy, you can place your telephone in a queue to await an idle line.

Queue for a Line Group

- 1) PRESS INTERCOM.
- 2) DIAL the line group access code (see “Line Groups” on page 89 for more information).
- 3) Listen for a busy tone.
- 4) DIAL *6.

If You Have Line Appearance for a Particular Line and Wish to Queue for It

- 1) OBSERVE the busy status light (LED).
- 2) PRESS INTERCOM.
- 3) DIAL *6.
- 4) PRESS line button.

When the line group is free, your telephone sounds several short tone bursts. When this happens, go to step 5.

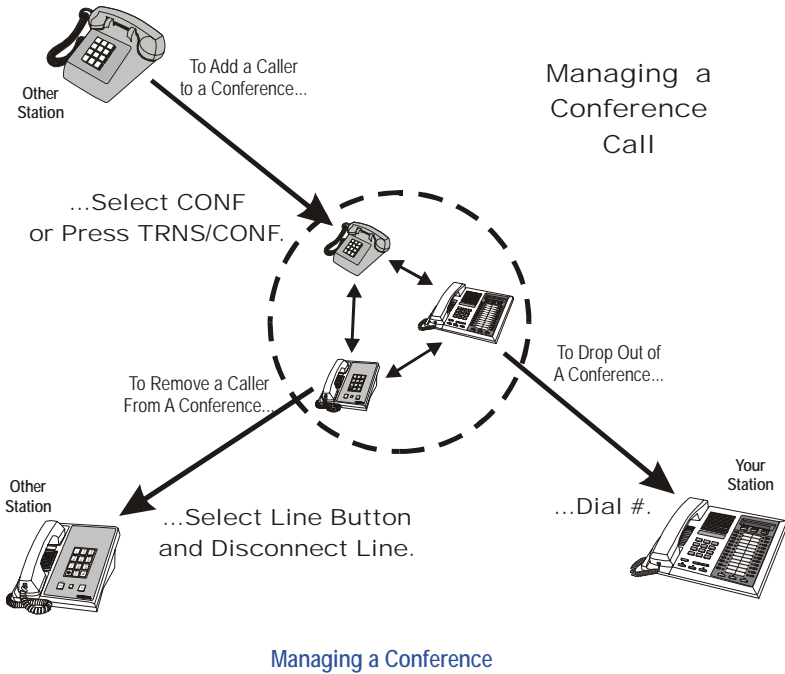
- 5) Lift the handset, listen for dial tone and place the call.

Cancel Line Queueing or Line Group Queueing

- 1) PRESS INTERCOM.
- 2) DIAL #6.

CONFERENCING

When your telephone is joined together with several other telephones on the same call, the effect is called conferencing. You can make conference calls that involve up to five parties (seven for DXP, DXP Plus, FXS and FXT systems), including you as the originating party, in any combination of outside lines and intercom parties.



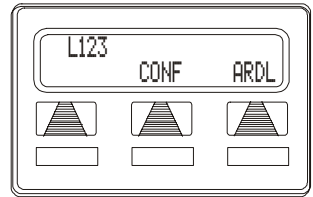
IMPORTANT!

When setting up a conference call with outside lines and internal telephones, you must call the outside lines first.

Conferencing (continued on next page)

Conferencing (continued)

- 1) MAKE first call.
- 2) SELECT CONF.
 - Call is placed on hold automatically.
- 3) SELECT next line AND MAKE next call.
- 4) SELECT CONF to establish conference.
- 5) PRESS TRNS/CNF button to add more parties.
 - Follow steps 3 and 4 until all parties are added.



Establishing a Conference

**Continue Conversation After
Other Outside Lines Have Dropped Out of Conference**

- 1) PRESS HOLD.
- 2) PRESS the line button of the remaining party to continue the conversation.

**Retrieve a Line from Hold and
Bring that Party Back into the Conference**

- 1) PRESS TRNS/CNF.
- 2) PRESS line button.
- 3) PRESS TRNS/CNF.
 - The retrieve party should then be on the line and back in the conference.

Conferencing (continued on next page)

*Conferencing (continued)****Drop Out of a Conference Call You Initiated Involving Outside Lines
(Creating An Unsupervised Conference)***

DIAL #.

**HINT**

Lines remain lighted and in use until one or both outside parties disconnect. When only one party drops out of an unsupervised conference, the other party remains on hold until he hangs up or the line is answered.

Rejoin an Unsupervised Conference between Two Outside Lines

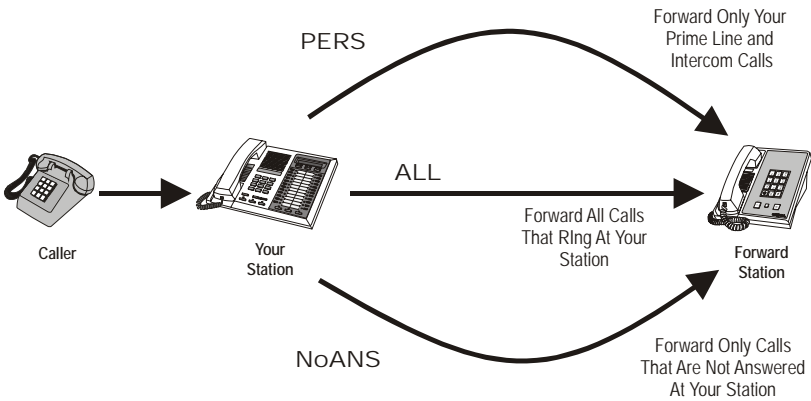
PRESS TAP or DSS/BLF button of one of the conferencing stations.

CALL FORWARDING

You can forward the calls that normally ring at your telephone to another telephone for answering. Call forwarding provides several options that can be programmed by you locally at your station. For example, you can forward just the prime line and intercom calls or forward every call that rings at your station.

Also, you can control whether the calls forward immediately or after a preprogrammed number of rings (this is true of busy calls as well, which ring in a subdued manner) that is set by the installer. When the telephone is set to ring several times before forwarding, you have a chance to end the current call before the incoming call is forwarded.

For each internal call received while call forward is enabled, your telephone sounds a ring reminder (short tone burst) to remind you that your calls are being forwarded.

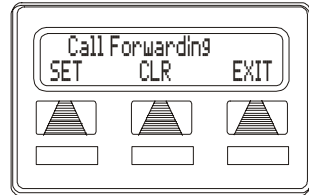


Call Forwarding Options

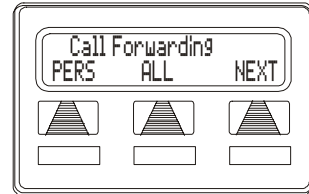
Call Forwarding (continued on next page)

Call Forwarding (continued)

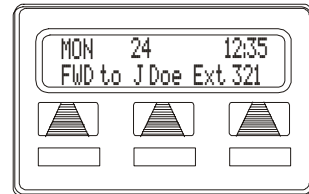
- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the CFWD option appears.
- 3) SELECT CFWD.
- 4) SELECT SET.
- 5) Choose one of the following call forwarding options:
 - **SELECT PERS** to forward prime line and intercom calls.
 - **SELECT ALL** to forward all calls.
 - **SELECT NEXT AND No ANS** to forward calls that ring at your station but receive no answer after a pre-programmed number of rings. Then **PRESS PERS** to forward your prime line and intercom calls, OR **PRESS ALL** to forward all calls that ring with no answer at your telephone.
- 6) DIAL extension number of telephone to receive your forwarded calls.
- 7) PRESS SPEAKER to end.
 - *FWD* will appear on the display.



Selecting Call Forwarding



Call Forwarding Options



Call Forwarding Active

Call Forwarding (continued on next page)

*Call Forwarding (continued)***Cancel Call Forwarding**

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the CFWD option appears.
- 3) SELECT CFWD.
- 4) SELECT CLR to disable call forwarding.
- 5) PRESS SPEAKER to end.

**NOTE**

- *The installer can assign a call forward button to individual telephones. If your telephone has a call forward button available at a programmable button location that includes an associated light, the light turns on when you press the button.*
- *If a telephone has an LCD display, it shows a call forward message along with the extension number or name of the station receiving the forwarded calls.*

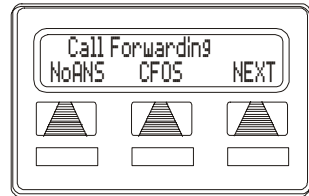
Call Forward Outside System (CFOS)

The Call Forward Outside System (CFOS)* feature allows you to forward incoming or transferred line calls or intercom calls to telephone numbers that are outside the system. The CFOS feature forwards calls over any available outbound lines or line groups and does not use any conference circuits. Since CFOS involves outbound calls, those calls are subject to all line access, toll restriction, and automatic route selection restrictions normally imposed on your calls.

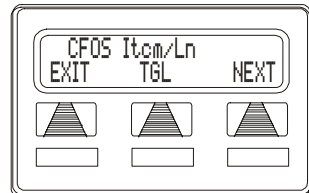
You activate or deactivate CFOS by dialing a feature code, pressing a preprogrammed button or pressing an interactive button on an LCD speakerphone. Once you activate CFOS, you select the outbound line or line group in any of the normal line selections methods. You also designate the forward destination by dialing the number or pressing a speed dial button. (If you do not make a line and destination choice, the system uses the most recently used selections.)

The Call Forward Outside System (CFOS) feature also includes forwarding outside of the system for direct and transferred personal intercom calls. Also, the feature provides ring no-answer (RNA) capability to the CFOS of both line and personal intercom calls. With this RNA capability, the system rings a station a programmed number of rings and then forwards the call outside the system based upon the programmed CFOS setting.

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until CFWD appears.
- 3) SELECT CFWD.
- 4) SELECT SET.
- 5) SELECT NEXT until CFOS appears.
- 6) SELECT CFOS.



Selecting CFOS



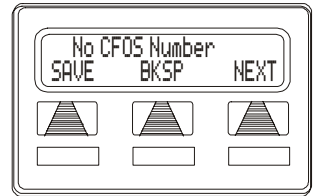
Choose CFOS Type

Call Forward Outside System (continued on next page)

Call Forward Outside System (continued)

7) CHOOSE one of the CFOS types listed below, then SELECT the desired interactive button (to switch the type of CFOS you wish to select, PRESS TGL):

- **SELECT Itcm** for intercom calls.
- **SELECT Line** for prime line calls.
- **SELECT Itcm/Ln** for all calls
- **SELECT RNA Itcm** for ring-no-answer intercom calls
- **SELECT RNA Line** for ring-no-answer prime line calls
- **SELECT RNA Itcm/Ln** for all ring-no answer calls



Set Forward Destination

- 8) SELECT outbound line (PRESS line button, DIAL appropriate code, or do nothing and let previously selected line remain in effect).
- *If you want to change the destination, you must enter something for the outbound line.*
- 9) SELECT forward destination (dial number, press speed dial button, or do nothing and let previously selected destination remain in effect).
- 10) PRESS SPEAKER to end.
- *The display shows CFOS).*

To Deactivate CFOS

SELECT CFOS interactive button.

OR

PRESS INTERCOM AND DIAL *56.

Join an Active CFOS Call from the CFOS-Enabled Station

- 1) Note flashing HOLD light indicating active CFOS call.
- 2) Press TAP to join CFOS-forwarded party and CFOS destination in a conference call.



IMPORTANT!

Every effort in the design of all product features, including CFOS, which protect against unauthorized or fraudulent access to, or use of, a system, or which protect against unauthorized, fraudulent or unaccounted-for access to, or use of, long distance lines.

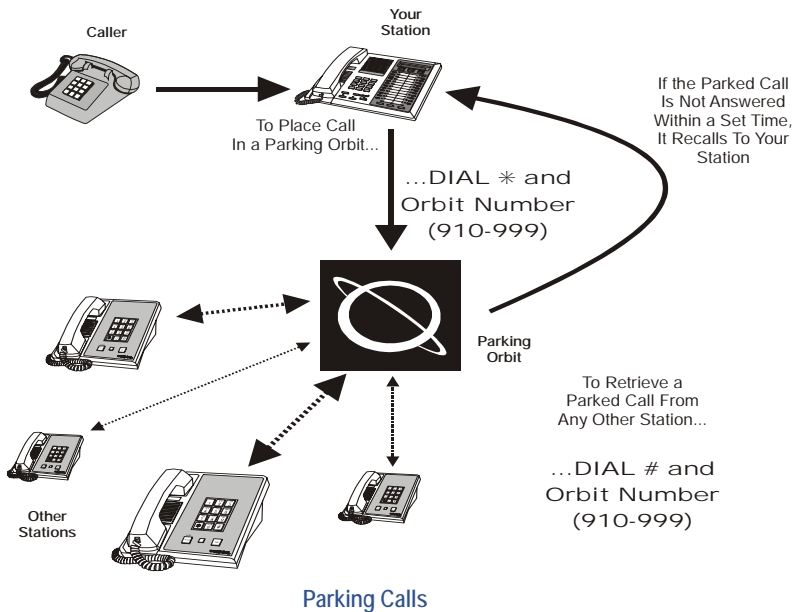
However, no system is entirely invulnerable or immune from unauthorized or fraudulent access or use, or unaccounted-for access or use, and therefore Vertical Communications, Inc. disclaims any and all liability, and makes no warranty, express or implied, relating to unauthorized or fraudulent access or use, or unaccounted-for access or use.

CALL PARKING

PARKING CALLS

You can place a call on hold in the system so that it can be answered from any station, even though it may not have a line appearance for the call. You accomplish this by placing the call in one of many park orbits, where the call remains until it is answered. Those calls that you can park include intercom calls, outside calls, and conference calls.

You park calls in predefined zones and then retrieve them by dialing an intercom feature code or by pressing a pre-programmed call park button. The system can hold 90 calls in park zones (also referred to as orbits) where they are retrievable by all users in the system.



Parking Calls (continued on next page)

*Parking Calls (continued)***Park a Call in Orbit**

While on the call:

- 1) PRESS INTERCOM OR PRESS TRNS/CNF if intercom call.
- 2) DIAL *.
- 3) DIAL code for park orbit (910 to 999 for orbit 10–99).

**HINT**

Remember this code for later use, or make it known to others who need to know it in order to retrieve the call.

Retrieve a Parked Call

- 1) PRESS INTERCOM.
- 2) DIAL #.
- 3) DIAL code for orbit (910 to 999 for orbit 10–99)

OR

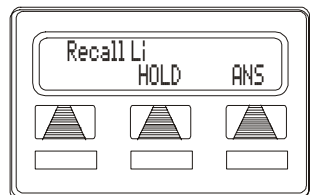
PRESS programmed PARK button.

HANDLING PARK RECALLS

If a call remains unanswered after the park recall time has ended, the system returns the call to the parking station where it rings. If that telephone includes an LCD display, a message appears on it that shows the park orbit number of the returning call as well as the line number. The system installer sets the call park recall times.

Answer a Park Recall

SELECT ANS. The call will then connect to your station.



A Park Recall

Parking Calls (continued on next page)

Parking Calls (continued)**Place a Park Recall on Hold at Your Station**

SELECT HOLD.

- *After the call remains on hold for a period of time, it rings back to your telephone as a hold recall.*

Re-park a Park Recall and Restart the Park Timer

- 1) ANSWER/RETRIEVE call.
- 2) SELECT PARK to place the call back in its original park orbit (where it remains until it is answered or recalls again).

CALL TRANSFERRING

Screened Call Transfers

You can answer a call at your LCD speakerphone and transfer it to another telephone. If you first identify the caller to the party receiving the transfer (giving that user the opportunity to prepare for the call), you have made a screened transfer.

Screen and Transfer a Call to Another Telephone in the System

- 1) ANSWER call.
- 2) PRESS TRNS/CNF to automatically place the call on hold.
- 3) DIAL extension number of telephone to receive transfer

OR

PRESS DSS/BLF button for that extension.

- 4) ANNOUNCE call when intercom party answers.
- 5) PRESS SPEAKER to disconnect (if in speakerphone mode)

OR

HANG UP.

- *The intercom party then has the call (if he or she answered the screened transfer with the handset). If you announce the transfer over the speaker, the intercom party's telephone will ring with the transferred call after you hang up.*

UNCOMPLETED TRANSFERS

When the Intercom Party is Busy



NOTE

Your installer must program these options into your phone. If this has not been done, these options will be unavailable.

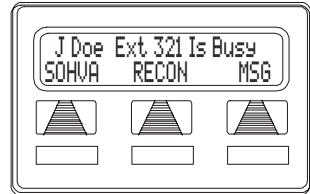
SELECT RECON to reconnect the call to your station.

OR

SELECT SOHVA to interrupt the call and tell the intercom party that a call awaits.

OR

SELECT MSG to leave a message-waiting indication at the called station.



Incomplete Transfer

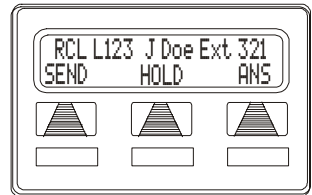
When the Intercom Party Does Not Answer their Telephone when Ringing

- 1) SELECT RECON to reconnect the call to your station.
- 2) SELECT MSG to leave a message-waiting indication at the station.

Unscreened Call Transfers

Unscreened call transfer allows you to transfer both line and intercom calls from your station to another station or group without first announcing them. The unscreened transferred call appears at the other station where it rings if that station is idle or automatically camps-on and awaits an answer if that station is busy.

- 1) ANSWER call.
- 2) PRESS TRNS/CNF (call is automatically placed on hold).
- 3) DIAL extension number of telephone to receive transfer, OR PRESS DSS/BLF button for that extension.
- 4) PRESS SPEAKER to disconnect (if in speakerphone mode).



Attempted Transfer of Line
123 to J Doe is Recalling

OR

HANG UP.

- *The transfer will ring at the called telephone.*



NOTE

The call automatically rings back to your station after a programmed recall period. There is no limit as to how many calls that can be camped onto another station.

Unscreened Transfer Call is Not Answered, and Recalls to Your Telephone

- 1) PRESS HOLD to place the call on hold at your telephone.
- 2) SELECT ANS to return to the call.
- 3) SELECT SEND to retry the transfer.



HINT

For a description of more system features that transfer calls, see "Other Call Transferring Options" on page 64.

Other Call Transferring Options

HOT TRANSFER

A hot transfer is a type of screened transfer. This feature is useful for transferring calls to people who need to work in a handsfree mode. Once you announce the call and the system completes the transfer, the person receiving the transfer can simply begin speaking toward his or her speakerphone to answer the call.

- 1) ANSWER call.
- 2) PRESS TRNS/CNF (the system automatically places the call on hold).
- 3) DIAL extension number of telephone to receive the transfer.

OR

PRESS DSS/BLF button for that extension.

- 4) ANNOUNCE call.
- 5) PRESS TRNS/CNF.
- 6) HANG UP to complete the transfer.
 - *If you are in speaker mode you can PRESS SPEAKER to complete the transfer.*

Other Call Transferring Options (continued on next page)

*Other Call Transferring Options (continued)***QUICK TRANSFER**

When the installer programs the quick transfer method on your telephone, you can deliver an automatic transfer of an incoming line call without pressing the TRNS/CNF button.

Screened Quick Transfer

- 1) ANSWER call.
- 2) DIAL intercom number for transfer location.
- 3) WAIT for the party to answer.
- 4) ANNOUNCE call.
- 5) HANG UP to complete the transfer.

OR

SELECT RELEASE to complete the transfer.

- *If you are in speaker mode you can PRESS SPEAKER to complete the transfer.*

Unscreened Quick Transfer

- 1) ANSWER call.
- 2) DIAL intercom number for transfer location.
- 3) HANG UP to complete the transfer.

OR

SELECT RELEASE to complete the transfer.

- *If you are in speaker mode you can PRESS SPEAKER to complete the transfer.*

Call Transfer Quick Reference

Type Transfer	Transfer Actions	Signal Method	When to Use
Screened Transfer	<ol style="list-style-type: none"> 1. Press TRNS/CNF 2. Dial Extension 3. Announce Call 4. Disconnect 	Normal intercom ringing (2 short bursts).	Normal transfers that require introduction.
Unscreened Transfer	<ol style="list-style-type: none"> 1. Press TRNS/CNF 2. Dial Extension 3. Disconnect 	Normal intercom ringing (2 short bursts).	Expected transfers that need no introduction.
Hot Transfer	<ol style="list-style-type: none"> 1. Press TRNS/CNF 2. Dial Extension 3. Announce Call 4. Press TRNS/CNF 5. Disconnect 	Transfer introduction followed directly by the incoming call.	Personnel who must receive speakerphone calls in a hands-free mode.
Quick Transfer (with intro)	<ol style="list-style-type: none"> 1. Dial Extension 2. Announce call 3. Disconnect 	Normal intercom ringing (2 short bursts).	Normal transfers from attendants and operators who handle a large number of incoming calls.
Quick Transfer (without intro)	<ol style="list-style-type: none"> 1. Dial Extension 2. Disconnect 3. Select RELEASE 	Normal intercom ringing (2 short bursts).	Expected transfers from attendants and operators who handle a large number of incoming calls.

Diverting All Incoming Calls To Another Station

Call diverting permits you to send an incoming call to another station that you have previously designated. You can divert an incoming call to the designated station whether you are busy or idle. After a user determines where to forward a call and activates the call forward button, the system will immediately forward the call once the line rings.



HINT

You must first program a CALL FORWARD button (see "Creating Feature Access Buttons" on page 84).

IDENTIFY THE STATION TO RECEIVE DIVERTED CALLS

- 1) PRESS INTERCOM.
- 2) DIAL *55.
- 3) DIAL extension number of station to receive diverted call.

DIVERT CALLS TO THE DESIGNATED STATION

- 1) Listen for the ringing.

AND/OR

- 2) Watch for the flashing line status light.
- 3) PRESS programmed CALL FORWARD button.
 - *The system immediately forwards the ringing call to the appropriate station.*

SECTION 5 - NON-VERBAL MESSAGES

LCD MESSAGE DELIVERY

You can set standard and system supplied custom display messages by dialing a specific code at your telephone. When another user places a call from an LCD speakerphone, the preset LCD message from your station will flash on the caller's LCD. When you set a message, the intercom number light at your telephone flashes to indicate that the feature is active.

Activate a Message from Your Telephone

- 1) PRESS INTERCOM AND DIAL *02.
- 2) DIAL the desired code number from your message list (01–30) on page 70.

OR

PRESS HOLD button to scroll through the available messages AND DIAL # to select.



NOTE

See “Dialing Code Quick Reference” on page 70.

- For a “Back At” message, dial the code for time numbers and colon from dialing codes table.
(For example, DIAL # 00 01 29 04 05 for the time 01:45).
- For a “Call” message, dial code for telephone number of your new location.
(For example, DIAL # 09 07 08 15 02 02 00 00 for the number 978–2200).

- 3) DIAL # AND PRESS SPEAKER to end message.

Deactivate a Message and Your Intercom Light

PRESS INTERCOM AND DIAL #02.

Dialing Code Quick Reference

Dialing Code Table				
Character	Dialing Code		Character	Dialing Code
1	01		8	08
2	02		9	09
3	03		0	00
4	04		space	12
5	05		–	15
6	06		:	29
7	07			

LCD Message List

Use the following table to make note of any Attendant supplied messages.

LCD MESSAGE LIST (Write the attendant supplied messages here)	
Dial Code	Message
01	Back at(default message 1)
02	Call(default message 2)
03	Ask them to hold(default message 3)
04	Take a message(default message 4)
05	I will call back(default message 5)
06	
07	

LCD Message List (continued on next page)

LCD MESSAGE LIST (continued) (Write the attendant supplied messages here)	
08	
09	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	

MESSAGE WAITING LIGHT & MESSAGING

A special feature access code allows you to control the message waiting (MW) light at other stations in the system. When the message waiting light is turned on at a station, the user can automatically call the station that turned it on. Stations that include an LCD display show the source of the message.

The installer can program one station as the central message desk and arrange it for exclusive message waiting control. The central message desk user can control message waiting lights and deliver messages to and from all other stations in the system. The installer can also provide a programmable button for placing and retrieving message waiting calls. Single line telephones only utilize central message desk signaling. A station can have as many 8 message waiting lights stacked at one time.

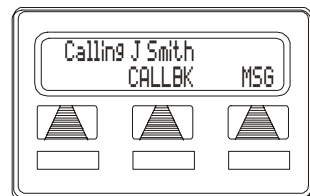
Installers can take programming action to enable or disable the stutter intercom dial tone received at a station to indicate a message waiting. You can program this item as a station COS parameter.

To Turn On the Message-waiting Light (and a Broken Dial Tone) at Another Station that Is Idle or Busy

- 1) PRESS INTERCOM.
- 2) DIAL *3.
- 3) DIAL extension number OR PRESS DSS/BLF button of station to be alerted.
 - *The message-waiting light of called station will flash.*

You Can Also Turn On the Message-Waiting Light and Broken Dial Tone at Another Station when that Station Is Busy

- 1) Listen for the busy tone AND REMAIN on the line.
- 2) SELECT MSG.
- 3) HANG UP.



Leaving a LCD Message

Message Waiting Light and Messaging (continued on next page)

*Message Waiting Light and Messaging (continued)***To Turn Off the Message-Waiting Light
at a Busy or Idle Station**

- 1) PRESS INTERCOM.
- 2) DIAL #3.
- 3) DIAL extension number.

OR

PRESS DSS/BLF button of station that was alerted.

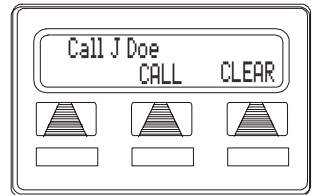
- *The message-waiting light of called station will turn off.*

**To Turn Off the Message-Waiting Light
During Message-Delivering Conversation**

PRESS INTERCOM once if off-hook; twice if on-hook.

To Receive a Message at an Alerted Station

- 1) OBSERVE flashing message waiting light and the LCD message indicating who called for you.
- 2) SELECT CALL to dial the messaging station automatically.
- 3) SELECT CLEAR to clear the message from your station.



Receiving a Message

RESPONSE MESSAGE DELIVERY

By programming one or more RESPONSE MESSAGE buttons on your LCD speakerphone, you can respond with a variety of messages to many calling situations. This response message button lets you make a non-verbal response to subdued off-hook voice announce calls or intercom calls using the attendant-prepared response messages (see *RESPONSE MESSAGE button*, see page 87).

A scrolling RESPONSE MESSAGE button allows the sender to select from several different messages which have been programmed by the system attendant. A fixed RESPONSE MESSAGE button sends the same message you previously select each time it is pressed.

Send an LCD Message when You Call and Receive Busy Signal or No Answer

While still on the call:

PRESS the appropriate RESPONSE MESSAGE button to send a preselected message to the other telephone.

- *If a scrolling Response Messaging was programmed, continue to PRESS RESPONSE MESSAGE button AND DIAL # when your display shows the message you wish to send.*

Send an LCD Message to a Caller Who Has Initiated a SOHVA or Intercom Call from Another LCD Telephone

- 1) Listen for the SOHVA tone or voice announcement in your handset or headset.
- 2) PRESS the appropriate fixed RESPONSE MESSAGE button to send a preselected message to the calling telephone.
 - *If a scrolling Response Messaging was programmed, continue to PRESS RESPONSE MESSAGE button AND DIAL # when your display shows the message you wish to send.*



HINT

For instructions on storing a RESPONSE MESSAGE button, see page 87.

SECTION 6 - PROGRAMMING

STORE AN INTERCOM NUMBER AS A DSS NUMBER

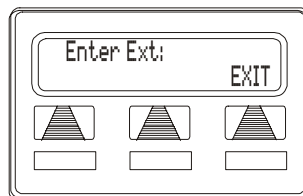
Storing another stations extension number at a DSS/BLF programmable location allows you to monitor that station, dial with the press of one button, or pick up or hold calls at that station quickly and conveniently.



IMPORTANT!

Storing DSS numbers at button locations will overwrite any previously stored numbers.

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the DSS option appears.
- 3) SELECT DSS.
- 4) PRESS programmable button to choose DSS/BLF button location.
- 5) DIAL extension number.
- 6) REPEAT the previous steps.



Designating an Extension

OR

- SELECT EXIT.
- 7) PRESS SPEAKER to end.



CAUTION!

Do not attempt to program interactive buttons; doing so can cause the system to make features unavailable. If you inadvertently program interactive buttons, you can retrieve their functions by following the steps under "If You Inadvertently Program Interactive Buttons" on page 76. If after following those steps, the functionality does not return, please contact Technical Support.

Store an Intercom Number as a DSS Number (continued on next page)

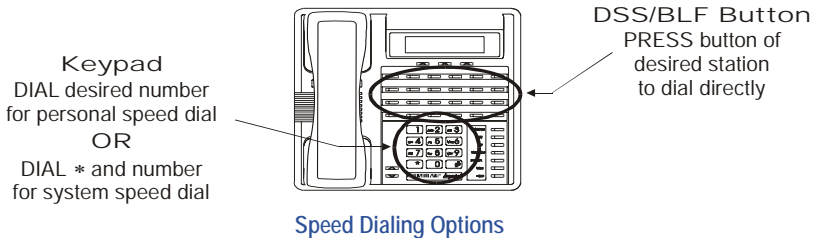
*Store an Intercom Number as a DSS Number (continued)***If You Inadvertently Program Interactive Buttons**

You can retrieve lost functions on interactive buttons by following the steps below.

- 1) PRESS INTERCOM **1.
- 2) PRESS the interactive button to be reprogrammed.
- 3) DIAL 91, 92, or 93 (for buttons from left to right).

SPEED DIAL NUMBERS

Station speed dialing is a feature that lets you dial lengthy numbers using one or two buttons, store frequently used feature dialing codes, and store intercom extension numbers of frequently called telephones. You can store speed dial numbers (see **IMPORTANT!** note below) at any unused programmable button, or if the installer assigns a shift button to your telephone, or one exists as a fixed feature button, you can store a speed dial number at a second level under any programmable button.

**IMPORTANT!**

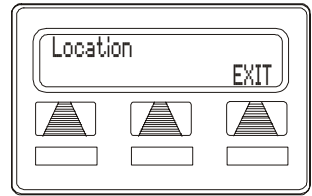
*The Federal Communications Commission (FCC) requires that when programming emergency numbers and(or) making test calls to emergency numbers, you **MUST**:*

- *Remain on the line and briefly explain to the dispatcher the reason for the call*
- *Perform such activities in the off-peak hours, such as early morning or late evening.*

Speed Dial Numbers (continued)

Speed Dial Numbers (continued on next page)

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until SDIAL option appears.
- 3) SELECT SDIAL to choose speed dial programming.
- 4) PRESS programmable button.



Choosing a Button

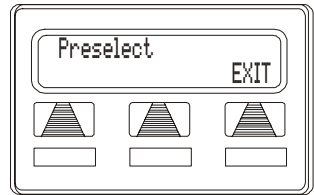
OR

- 5) Dial pad button (0–9) to choose storage location

**HINT**

Remember, to access second level storage at a programmable button, press SHIFT first.

- 6) CHOOSE your speed dial route from the following list:
 - **PRESS line button** to select outside line,
 - **DIAL 00** to select prime line or last line used,
 - **DIAL 01 to 16** to select line group,
 - **PRESS INTERCOM** button or dial 8 to select intercom.



Selecting Line or Intercom

**NOTE**

- You may need a pause between numbers to compensate for differences in response time between your system and the host system (ask your attendant about this).
- To store a pause, press HOLD, then continue dialing.
- If your system is behind a host system that needs a hook-flash to access a feature, press TAP to store a hook-flash, then continue dialing.

Speed Dial Numbers (continued on next page)

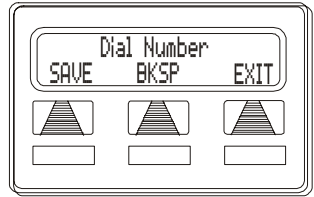
Speed Dial Numbers (continued)

- 7) DIAL number (up to 16-digits long).
- 8) SELECT SAVE to store the number.
- 9) REPEAT previous steps until all numbers are stored.

OR

SELECT EXIT.

- 10) PRESS SPEAKER to end.

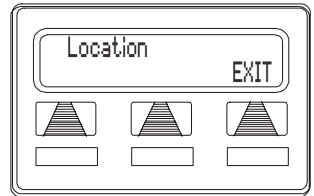


Dialing a Speed Number

FEATURE ACCESS CODES

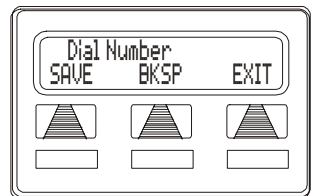
In addition to the system features that you program using the interactive buttons, you can program several other features by using their access codes. The feature codes are programmed like speed dial numbers and can occupy the same programmable buttons on your telephone. Access codes are listed in Appendix A, "Feature Access Codes" on page 153.

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until SDIAL option appears.
- 3) SELECT SDIAL to choose speed dial programming.
- 4) PRESS programmable button OR dial pad button (0–9) to choose storage location (remember, to access second level storage at a programmable button, press SHIFT first).



Choose a Location

- 5) PRESS INTERCOM when prompted to preselect line.
- 6) DIAL access code associated with feature.
- 7) SELECT SAVE to store the number.
REPEAT previous steps until all numbers are stored.
- 8) PRESS SPEAKER to end.



Dial the Access Code

Speed Dial Numbers (continued on next page)

Speed Dial Numbers (continued)

Alternate Method for Storing Access Codes

- 1) PRESS INTERCOM.
- 2) DIAL **3.
- 3) PRESS programmable button.
- 4) DIAL access code for feature.
- 5) PRESS SPEAKER to end.
- 6) LABEL button location.

KEEP A RECORD OF NUMBERS FEATURES, AND/OR DSS LOCATIONS

As you program numbers, fill in the identification strips on your telephone, and use the following lists to note the information for convenience.

Speed Dial Numbers, Features, or DSS Locations

Speed Dial Numbers, Features, or DSS Locations (Programmable Buttons)			
1		13	
2		14	
3		15	
4		16	
5		17	
6		18	
7		19	
8		20	
9		21	
10		22	
11		23	
12		24	

Personal Speed Dial Numbers (Keypad Buttons)

Personal Speed Dial Numbers (Keypad Buttons)				
1			6	
2			7	
3			8	
4			9	
5			10	

LCD FEATURE BUTTONS

You can create feature access buttons to make operation easier. To do this, use the interactive buttons to select the feature you want to store, and then store it on a programmable button (see the instructions on page 84).

Account Code Button (ACCT)

Allows you to enter an account code for call record purposes.

Auxiliary Pager (APAGE)

Selects external pager operation through the auxiliary jack.

Auxiliary Recorder (ARECD)

Selects tape recorder operation through the auxiliary jack.

Auxiliary Ringer (ARING)

Selects auxiliary ringer operation through the auxiliary jack.

Call Forward Button (CFWD)

Allows you to forward all of your calls to another telephone.

Camp-On With Automatic Call Back (CAMP)

Allows you to camp on to a station. The system calls you back as soon as the called station becomes idle or occupied.

Camp-On (Call Waiting) (CAMP)

When calling a busy station, this feature allows you to send a call waiting tone to the station and to wait on-line for a reply.

Clear Features (CLEAR)

Clears a currently active or engaged feature.

Do Not Disturb Button (DND)

Prevents other telephones from ringing your telephone.

Group Listen Button (GPLSN)

Allows others to hear a conversation over the telephone speaker while you use the handset or headset; the distant party can hear only the conversation transmitted through the handset or headset microphone.

Headset (HDSET)

Enables headset operation through the auxiliary jack.

Music Button (MUSIC)

Allows you to enable or disable background music; also allows you to choose from two pre-programmed music sources.

Page Button (PAGE)

Provides one-button access to paging.

Park Button (PARK)

Parks calls in preselected park orbit.

Pick-Up Button (PCKUP)

Allows you to pick up a call ringing elsewhere in your system.

Privacy Release Button (PRIV)

Allows other telephones which share a line appearance for current call to join.

Saved Number Redial Button (SAVE)

Redials the last number saved

Voice-Announce Block Button (VAB)

Blocks voice announcements.

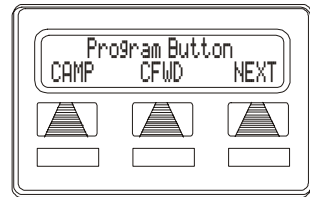
Creating Feature Access Buttons



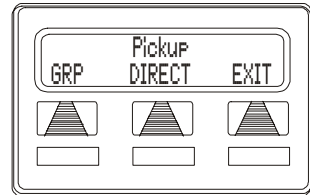
HINT

Programming of the feature access buttons may require several selections involving many LCD screens. If you are not familiar with an abbreviation, consult, "Appendix B -" on page 157.

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the FEAT option appears.
- 3) SELECT FEAT.
- 4) SELECT NEXT repeatedly until desired feature choice is displayed.
- 5) SELECT one of the buttons below the current display to choose desired selection.
- 6) RESPOND to any menu prompts associated with feature.
- 7) PRESS programmable button for storage location.
REPEAT steps 3 through 7 for other features.
- 8) SELECT EXIT to end programming.



Selecting a Feature



Responding to Prompts to Program a Pickup Button

Clear a Feature Button Assignment

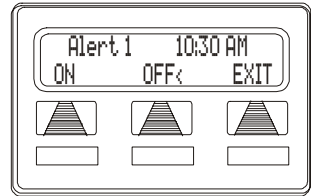
- REPEAT steps 1-4 as shown above.
- SELECT CLEAR before selecting storage location button.

REMINDER ALERT

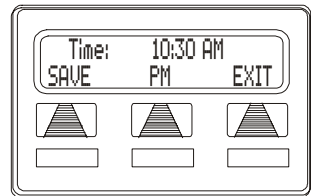
You can set up to two reminder alerts to sound at your LCD speakerphone so that you will remember important regular events or occasional events.

Set a Reminder

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the ALERT option appears.
- 3) SELECT ALERT.
- 4) SELECT 1 OR 2 to select available alert designation.
 - *If you have already programmed an alert for 1, select 2 to set a second alert condition.*
- 5) SELECT ON (SELECT OFF to turn off an alert that has already been set).
- 6) DIAL reminder time using the numbers on the dial pad.



Setting an Alert



Setting the Alert Time



HINT

Remember to add a zero [0] before single digit times (e.g., 01 for one o'clock, 02 for 2 o'clock, etc.).

- 7) SET AM or PM.
- 8) SELECT SAVE.
- 9) PRESS SPEAKER to quit.

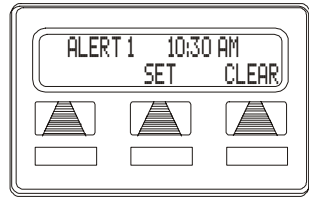
Reminder Alert (continued on next page)

Reminder Alert (continued)

Respond to an Alert

When an alert sounds at the set time, you will hear four short tone bursts, which will continue until you respond. If you are not at your station to hear the alert when it sounds, your telephone's ring tone changes to the alert tone for every incoming call until you respond to the alert.

- 1) SELECT CLEAR to turn off the alert.
- 2) SELECT SET to reset the alert for the same time the following day.



Responding to an Alert

RESPONSE MESSAGE BUTTON

You may program a RESPONSE MESSAGE button, which allows you to send an LCD message to a caller who has initiated a SOHVA or intercom call from another LCD speakerphone, or to send an LCD message to another LCD speakerphone that you call and receive a busy signal or no answer.

Store a Scrolling Response Message Button



NOTE

Anyone viewing these messages may press button repeatedly to choose from up to 30 system supplied messages.

- 1) PRESS INTERCOM.
- 2) DIAL **6.
- 3) PRESS programmable button for RESPONSE MESSAGE button location.
- 4) DIAL 00.
- 5) DIAL # to save programming.
- 6) PRESS SPEAKER to end.
- 7) LABEL button location.

Response Message Button (continued on next page)

Response Message Button (continued)

Store A Fixed Response Message Button

This button delivers the same message each time it is pressed (unlike the scrolling message described above)

- 1) PRESS INTERCOM.
- 2) DIAL **6.
- 3) PRESS programmable button for RESPONSE MESSAGE button location.
- 4) DIAL message number (01-30) from list of messages.

**NOTE**

Programmed messages available for use are created by the system attendant and listed in the "LCD Message List" on page 70.

- 5) DIAL # to save programming.
- 6) PRESS SPEAKER to end.
- 7) LABEL button location.

SECTION 7 - OTHER FEATURES

LINE GROUPS

Some systems have telephone lines arranged into line groups that may be accessed for outside calling instead of selecting an individual line button. The installer can use this feature to reserve certain lines for certain clusters of stations for a tenant-service arrangement.

- 1) PRESS INTERCOM.
- 2) DIAL desired line group access code.

Line Group Access Codes		
Line Group	Default Code	Active Code *
1	9	
2 through 11	80 through 89	
12 through 16	60 through 64	

** If your system installer has reassigned the line group access codes, write them here for future reference.*

- 3) LISTEN for outside dial tone.
- 4) DIAL desired number.
- 5) LIFT handset to talk.

AUTOMATIC REDIAL

With this feature, the system automatically redials a busy or unanswered outside call. Once you activate automatic redial, the station selects the line, automatically dials the number, and waits for a response. (It dials and then waits 30 seconds for an answer.) If the called station does not answer, the redialing station disconnects, waits one minute, and then repeats the sequence. The station will repeat this procedure for approximately 10 minutes.

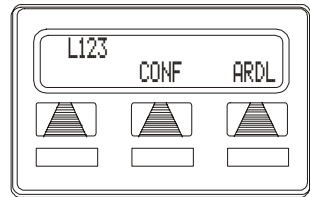
The feature cycle is timed and does not have busy and ring-no-answer detection circuitry. Because of this, if you are operating handsfree when the called party answers, you must take the handset off-hook to prevent being cut off by the timing cycle.

You must program an AUTOMATIC REDIAL button at one of the designated programmable button locations on their telephones before you can use it.

Redial a Busy or Unanswered Number

While on the call:

- 1) **SELECT ARDL OR PRESS** the AUTOMATIC REDIAL button programmed by your installer.
 - *The system repeatedly dials the number until you cancel the feature or the system has dialed the number a preprogrammed number of times (determined by your system installer).*
 - *The AUTOMATIC REDIAL light flashes between redials and turns on steady during redialing.*



Initiating Auto Redial



NOTE

- *IF your installer has enabled answer supervision on your line, the system automatically cancels automatic redialing and turns the AUTOMATIC REDIAL light off.*
- *IF answer supervision is NOT enabled, SELECT ARDL OR the programmed AUTOMATIC REDIAL button while on the call to cancel automatic redialing.*

THE MULTIPLE REDIAL FEATURE

The Enhanced Automatic Dialing Feature adds a Multiple Redial Feature. When installers enable this option, the station can have multiple numbers queued for ARD (automatic redial). When you enable multiple ARD, a station can store up to the last 10 numbers the user dials.

- *If you are not sure that you have this feature, check with your System Administrator.*

Review Numbers in Your Redial Queue

While Your Phone Is Idle

- 1) SELECT ARDL OR the programmed AUTOMATIC REDIAL button.
 - *The display shows the last number dialed.*
- 2) Choose one of the following:
 - **SELECT REMOVE** to remove the number from the redial queue.
 - **SELECT NEXT** to scroll to the next number in the queue.
 - **SELECT EXIT** to exit from the redial queue.

Interrupt Redialing to Review Numbers

When your telephone is in the process of dialing a number

- 1) SELECT ARDL or the programmed AUTOMATIC REDIAL button twice.
 - *This treats the number as answered, cancels automatic redialing for that number, and puts the number back in the automatic redial queue.*
 - *The display shows the last number dialed.*
- 2) CHOOSE from one of the following:
 - **SELECT REMOVE** to remove the number from the redial queue.
 - **SELECT NEXT** to scroll to the next number in the queue.
 - **SELECT EXIT** to exit from the redial queue.

Cancel Automatic Redial Feature

PERFORM any user activity at the station (i.e., go on-hook, select the speaker button, etc...)

OR

DIAL #72 to delete all numbers from the redial queue

OR

SELECT ARDL or the programmed AUTOMATIC REDIAL button while the number you wish to remove from the redial queue is ringing.

TRACKER PAGING SYSTEM

When installed with your system, the Tracker Paging System option allows you to send call back and parked call messages to Tracker pagers assigned to station extension numbers. Along with the parked call message, the system parks the call in orbit for retrieval by the paged party. The type of message that the system delivers (either alphanumeric or numeric-only) is dependent upon the Tracker pager model in use at the station.

When outside callers call into a system that has both a Tracker Paging option and a voice mail option installed, the system gives these callers the option of either leaving a message or tracking the person that they are calling.

If you have a Tracker pager assigned to your personal intercom number, you can receive messages that someone else sends you. The system automatically installs the Tracker pager for your use; however, you can disable it when you do not wish to receive paged messages and when you leave at the end of your day. Of course, if you do disable your Tracker pager at the end of your day, be sure to enable it at the beginning of your next day.

Your LCD speakerphone includes an interactive TRACK button; however, if your day-to-day operation includes extensive Tracker usage, such as your attendant function, the installer may include a TRACK button at a programmable button location.

Track a Called Party after Receiving a Ring—No Answer

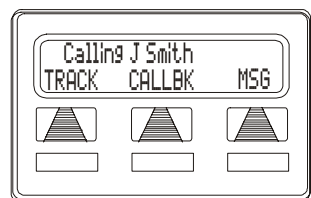
if you make an intercom call to someone and receive no answer, you can perform the following steps to track them.

- 1) SELECT TRACK.
- 2) Listen for the confirmation beep (i.e., Tracker page accepted).

OR

Listen for the busy tone (i.e., Tracker page not accepted).

- 3) PRESS SPEAKER to end.



Initiating a Tracker Page

Tracker Paging System (continued on next page)

*Tracker Paging System (continued)***Track a Party without First Calling Them**

- 1) PRESS INTERCOM AND DIAL *8.
- 2) DIAL extension number.
- 3) Listen for the confirmation beep (i.e., Tracker page accepted).

OR

Listen for the busy tone (i.e., Tracker page not accepted).

- 4) PRESS SPEAKER to end.

Transfer a Call to a Park Orbit and Transmit the Call's Park Orbit Code and Caller ID Information (if available)

- 1) ANSWER call.
- 2) SELECT TRANS.
- 3) DIAL extension number.
- 4) SELECT TRACK if the called station does not answer or is busy
- 5) Listen for the confirmation beep (i.e., Tracker page accepted).

OR

Listen for the busy tone (i.e., Tracker page not accepted).

- 6) PRESS SPEAKER to end.

Retrieve a Call that You Parked Using the Tracker Option

- 1) PRESS HOLD button to scroll your held calls.
 - *The display shows PAGE and extension number of each parked call.*
- 2) PRESS TAP to retrieve the displayed parked call.

Tracker Paging System (continued on next page)

Tracker Paging System (continued)

If You Receive a Parked Call Message on Your Tracker Pager

- 1) GO to any system station.
- 2) PRESS INTERCOM.
- 3) DIAL Tracker pager orbit code (#800 to #899).
- 4) RETRIEVE call.

Enable or Disable a Tracker Pager at Your Station

- 1) PRESS INTERCOM.
- 2) DIAL #07 to enable.

OR

- DIAL #06 to disable.
- 3) PRESS SPEAKER to end.

DIRECT INWARD SYSTEM ACCESS (DISA)

The Direct Inward System Access (DISA)* feature allows you to call into the digital communications system from an external telephone. You can call directly to intercom extensions and talk to the intercom parties or, if the system includes a voice mail option, leave messages for them if they are not available.

When you call the DISA telephone number and dial your authorization code, the system treats your call as it would treat one coming from a system telephone and permits you to use many of the same features that you can use when you are calling from your assigned station. (Authorization codes are associated with personal or group intercom numbers and are assigned to you by your installer when he or she programs the system.)

If you use your DISA access to make a call through the system and out on an outside line, the system applies all the toll restriction and automatic route selection to the call that the installer has programmed for the line that you are using. If you dial an incorrect authorization code, or the system is busy with other DISA calls, you will either hear an error tone, or the system will automatically route your call to one of the following areas (as determined by your system installer):

- a designated station where you can talk to the system attendant,
- a digital voice announce that will prompt you to take additional action,
- a proprietary voice mail station where you will be prompted to leave a message.

The system allows you three attempts at dialing your authorization code before it routes your call as detailed above.

Some systems provide voice prompts to DISA callers and other systems do not. If you encounter voice prompts when you call on the DISA line, follow the prompt directions to complete your call.

Direct Inward System Access (continued on next page)

Direct Inward System Access (continued on next page)

Further, some systems with voice prompt enhancement, provide a one-digit menu that prompts you to dial a single digit to reach available departments, use system features, or obtain operator assistance.

**NOTE**

DISA is not recommended for use on loop start lines without disconnect supervision. While DISA will function, Vertical Communications, Inc. will not be liable for its performance under any condition where disconnect supervision is not provided. Check with your installer for complete details.

**DISCLAIMER**

Every effort has been made in the design of all product features (including DISA) which protect against unauthorized or fraudulent access to, or use of, a system, or which protect against unauthorized, fraudulent or unaccounted-for access to, or use of, long distance lines.

However, no system is entirely invulnerable or immune from unauthorized or fraudulent access or use, or unaccounted-for access or use. Therefore, Vertical Communications, Inc. disclaims any and all liability, and makes no warranty, express or implied, relating to unauthorized or fraudulent access or use, or unaccounted-for access or use.

Use DISA to Call to an Intercom Number

- 1) DIAL number for DISA line
- 2) Listen for voice prompt (if available).

AND/OR

- 3) DIAL extension number.
 - *If the dialed station does not answer or is busy, you will either hear a busy tone (or a voice prompt if available). If you dial an invalid number, you will hear an error tone.*



HINT

IF voice prompt provides dialing codes, DIAL the corresponding code for services such as track, message waiting, voice mail, etc.

Make a DISA Call to Use System Features

- 1) DIAL the number for DISA line (listen for voice prompt if available),
- 2) DIAL the authorization code.
- 3) Listen for voice prompt (if available).

OTHERWISE

Listen for stutter-style dial tone.

- 4) DIAL the feature code.
- 5) LISTEN for the acknowledgment tone.

Make a DISA Call to Use (continued on next page)

Make a DISA Call to Use (continued)

SYSTEM FEATURES AND DIALING CODES

System Features Available To DISA Callers	Default Dialing Code
Account code entry	*04
Automatic route selection access	9
Call waiting on busy	*6
Do not disturb override	*03
Intercom dialing/call announcing	Extension number
Message wait off*	#3
Message waiting set*	*3
Personal speed dial*	*01
System speed dial	*01*
Tracker access/retrieval**	*8 / #8
Trunk group access	Line group access code
Zone paging	Zone paging code
<p>*You must have an assigned personal intercom number to use this feature.</p> <p>** Your system must provide the Tracker option to activate this feature.</p>	

AUXILIARY JACK



NOTE

Some telephones have an auxiliary jack. All other model telephones use the handset jack to plug in a headset.

The auxiliary jack provides an interface for a headset, a tape recorder, an external ringer or an external pager. You must program one of the programmable buttons on your telephone to serve as an enable/disable button for each auxiliary device you plan to connect to your LCD speakerphone. The system will activate only the device that it identifies in the display, and will activate only one device at any time.

Programmable Modes



NOTE

The Recorder, External Ringer, and Pager modes all require an external power source.

Headset Mode

Allows you to operate your telephone with a headset instead of as a speakerphone or with the handset.

Recorder Mode

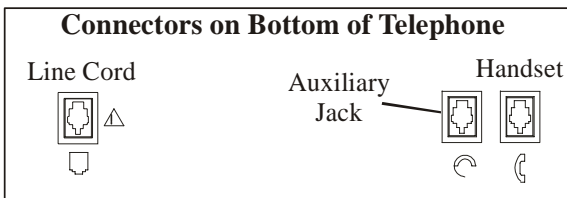
Allows you to send your voice and that of the distant party to a tape recorder.

(External) Ringer Mode

Allows an external speaker to sound the ringing of your telephone.

Pager Mode

Allows an external paging device to sound all voice announcements (all-call, zone paging, voice announced intercom calls) sent to your telephone.

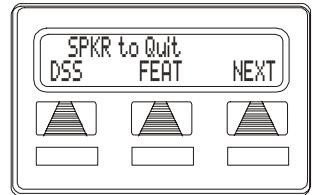


Auxiliary Jack Location

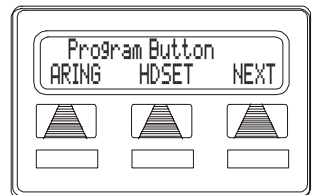
PROGRAM THE MODE ENABLE/DISABLE BUTTONS

The enable/disable buttons for each of the modes described on the previous page can be programmed using any blank programmable button location

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the FEAT option appears.
- 3) SELECT FEAT.
- 4) SELECT NEXT until the desired options appear.
- 5) SELECT desired auxiliary feature:
 - **SELECT APAGE** to choose pager.
 - **SELECT ARECD** to choose recorder.
 - **SELECT ARING** to choose external ringer.
 - **SELECT HDSET** to choose headset.



Programming Button



Selecting a Feature

- 6) PRESS blank programmable button location to serve as Enable/Disable button for the feature you've selected.

Repeat steps 1 through 6 to program another Enable/Disable button.

OR

- 7) SELECT SPEAKER to end.

Programmable Modes (continued on next page)

*Programmable Modes (continued)***ENABLE AN AUXILIARY MODE**

SELECT enable/disable button to enable mode.

- *The light associated with the button turns on and the feature appears on the display.*

DISABLE AN AUXILIARY MODE

SELECT enable/disable button.

- *The light associated with the button turns off and the feature no longer appears on the display.*

**CAUTION!**

- *With the exception of a headset microphone, do not connect the audio output of any external device to the auxiliary jack.*
- *Do not connect the tip and ring leads of a telephone line to the auxiliary jack.*
- *Do not connect any devices to the auxiliary jack other than those mentioned above.*

ACCOUNT CODES

You can assign account codes to specific calls. The system uses the account codes to identify calls by category, or special grouping, for call accounting purposes. If the installer programs the system to have forced account codes, the user must enter the account code before the call can be placed.

If the system does not find a match between a user entered account code and one that the installer has set in the system, the call will not be allowed. Remember, verification alone does not deny users' calls, only forced verification denies.

The installer can arrange for the system to verify that the user entered an account code and to sound an error tone if an invalid account code is entered. He or she may program the system to prompt station users to enter account codes for incoming calls and/or out-going calls if desired. Account codes may be from three to 16 digits in length as set by class of service programming. The system will verify all digits.

Enter an Account Code for an Incoming Call

- 1) PRESS programmed Account Code button (if available)
 - *The call in progress is not interrupted.*

OTHERWISE

PRESS INTERCOM AND DIAL *04 to automatically place the call on hold.

- 2) DIAL account code.
 - *Your telephone automatically returns to the call after you've dialed the complete account code.*

Enter an Account Code for an Outgoing Call

- 1) DIAL 9 OR other line button.
 - *The display will prompt for an Account Code if programmed to do so.*
- 2) PRESS INTERCOM (call is automatically placed on hold).
- 3) PRESS programmed Account Code button.

OR

DIAL *04 AND account code.

- 4) LISTEN for the dial tone.
- 5) DIAL the number you are calling.

AUTHORIZATION CODES

Authorization codes give you a walking class of service option. Walking class of service provides you with the mobility to use your class of service (COS) features, prime line assignments, and exception numbers on any telephone in the system. This means that you will not be limited by features that are available to the particular telephone that you happen to be using.

Authorization codes are associated with your personal intercom number and are assigned to you by your installer when he or she programs the system. When you enter your assigned authorization code at any system telephone, the code alerts the system to make your normal features available to you. Once you access your telephone features, they remain in effect until any idle time exceeds the authorization code time-out period.

If your telephone includes an installer-programmed LOCK button, you can press it and then dial your authorization code to deny other users access to lines and features at your LCD speakerphone.

Activate Walking Class Of Service

- 1) SELECT system telephone to use.
- 2) PRESS INTERCOM.
- 3) DIAL #08.
- 4) DIAL your authorization code.

LOCK AND UNLOCK YOUR TELEPHONE

LOCKING YOUR TELEPHONE

- 1) PRESS programmed LOCK button.
- 2) DIAL your authorization code.



NOTE

- *If you wait longer than two seconds to dial a digit after you press the LOCK button, that pause, and any others that you might include, becomes part of the lock code.*
- *You must allow for any pauses at any location that you inserted them in the number string when you unlock your telephone.*

UNLOCKING YOUR TELEPHONE

- 1) PRESS LOCK.
- 2) DIAL the authorization code



NOTE

Remember, include any pauses that you inserted when you locked your telephone).

E AND M TIE LINES

E & M tie line operation is typically used in applications where one group of users often need to call parties located in one or more remote locations. In these applications, your system is directly tied to another similar system at the remote site(s).

If your system has been configured for tie line operation, the procedures you use to place calls, transfer calls, and set up conference calls differ slightly from other types of connections. These procedures are described in this section.

Make a Call on an E & M Tie Line

- 1) DIAL the E & M access code that was assigned by the installer.

OR

IF your system has been configured by the installer to use Automatic Route Selection (ARS):

DIAL the ARS access code (e.g., 9 by default).

- 2) WAIT until you hear a dial tone.
- 3) DIAL the intercom number for the party you wish to reach at the remote site.
 - *You will hear a fast busy signal if you dialed an invalid number.*

E and M Tie Lines (continued on next page)

*E and M Tie Lines (continued)***Transfer an Incoming Call over an E & M Tie Line**

- 1) ANSWER the incoming call.
- 2) SELECT CONF.

OR

IF your system has been configured by the installer to use Automatic Route Selection (ARS):

DIAL the ARS access code (e.g., 9 by default).

- 3) WAIT until you hear a dial tone.
- 4) DIAL the intercom number for the distant party to whom you are transferring the call.
- 5) WAIT on the line until the called party answers so that you can announce the call (i.e., a screened transfer).

OR

- 6) HANG UP (i.e., an unscreened transfer).
 - *You have created an unattended conference and your station appears as if on hold.*

Set Up a Conference Call on an E & M Tie Line

- 1) MAKE first call.
- 2) SELECT CONF; call is placed on hold automatically.
- 3) SELECT next line AND MAKE next call.
- 4) SELECT CONF to establish conference.
- 5) Press TRNS/CNF button to add more parties for up to a seven party conference (including yourself).



NOTE

Conference volume levels depend upon the quality of the external lines.

Continue Conversation after Other Lines have Dropped Out of Conference

PRESS the line button of the remaining party.

Retrieve a Line to Bring a Party Back into the Conference

- 1) PRESS TRNS/CNF.
- 2) PRESS line button.
- 3) PRESS TRNS/CNF.



NOTE

If all the conference circuits are busy, you will not be able to add a party to the conference.

Leave Conference Call with Outside lines (Creating an Unsupervised Conference),

HANG UP.

- *The lines remain lighted and in use until one or both outside parties disconnect.*

Conference Calls on an E&M Line (continued on next page)

Conference Calls on an E&M Line (continued)**To Rejoin the Conference**

- 1) PRESS TAP button to rejoin the transferred call.

After rejoining the conference:

- 2) PRESS # to place the call on hold again (creating another unattended conference).

OR

HANG UP to terminate the call.

**NOTE**

If one of the parties does not hang up or you have not terminated the call, the call will return to you when the line-to-line connection timer expires.

DIAL BY NAME

The Dial By Name feature provides an index of names for you to search through. When you select a name in the index, the system will automatically dial that person's extension number.

- 1) SELECT OPTIONS to enter the dial by name menu.
- 2) SELECT INT button for intercom calling.

OR

SELECT EXT for speed dial calling.

- 3) SELECT ALL to view all entries.

OR

DIAL digits corresponding to the letters in the name you want to locate (e.g., dial 266 for Vertical).

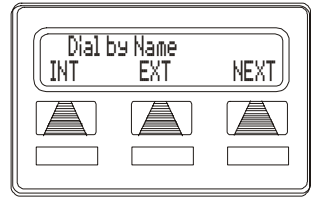
- *The display shows the first existing name match to the dialed digits or shows a NO MATCH message if the system can not find a match.*
- *There is no limit to the number of digits you can dial.*

- 4) SELECT NEXT to display the subsequent names in the index until you reach the name you need.
- 5) SELECT DIAL to call the displayed location.

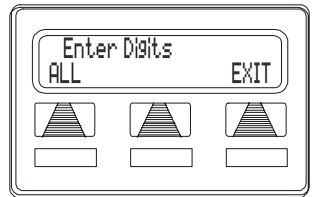


HINT

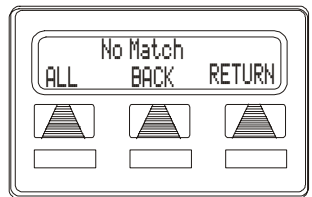
IF the display says NO MATCH, SELECT BACK to return to previous screen OR ENTER new digits to search for a new name.



Selecting Dial By Name



Entering Search



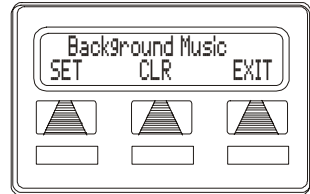
Finding No Match

BACKGROUND MUSIC

If the telephone system supplies background music, you can turn it on at your LCD speakerphone while on-hook and idle. The system automatically turns background music off during calls and voice announcements.

Music On

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the MUSIC option appears.
- 3) SELECT MUSIC.
- 4) SELECT SET.
- 5) SELECT SRC 1 or SRC 2 for the music source.
- 6) PRESS SPEAKER to end.
 - *The speaker light turns on when background music is on.*
- 7) ADJUST music volume with the volume buttons (see page 115).



Setting Background Music

Music Off

- 1) SELECT OPTIONS.
- 2) SELECT NEXT until the MUSIC option appears.
- 3) SELECT MUSIC.
- 4) SELECT CLR.
- 5) PRESS SPEAKER to end.
 - *The speaker light turns off when background music is off.*

VOLUME CONTROL

Setting Current Volume Level

The volume control on your telephone is a multipurpose control you can use to set the volume (loudness) of the ringer, the speaker, the handset, the headset, background music, and the group listening mode.

RINGER VOLUME

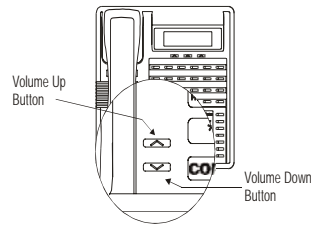
There are four ringer volume levels (plus an off position).

Set Ringer Volume

While your telephone is on-hook and idle:

PRESS the VOLUME UP OR VOLUME DOWN button once for each change in volume.

- *The ringer sounds once for each change as an example of the current setting.*



NOTE

If you set the ringer to the OFF position, your telephone will sound a short ring burst once for each call you receive at your station while the ringer is off.

Speaker Volume

Your phone has a minimum of eight volume levels that you can set for the current call.

Set Speaker Volume

While on a call and in speakerphone mode:

PRESS the VOLUME UP OR VOLUME DOWN button once for each change in volume.

Handset Volume

There are a minimum of eight handset volume levels that you can set for the current call:

Set Handset Volume

While on a call and in handset mode:

PRESS the VOLUME UP OR VOLUME DOWN button once for each change in volume.



NOTE

- *When the call ends, the system resets the loudness of all future calls to the programmed (default) setting.*
- *For instructions in setting your speakerphone's default volume, see "Default Volume Control" on page 116.*

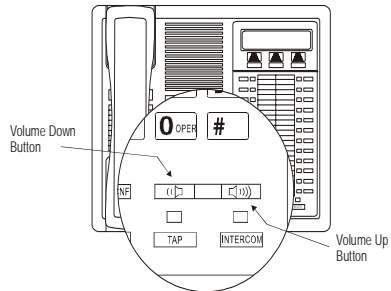
Headset Volume

There are a minimum of eight headset volume levels that you can set for the current call.

Set Headset Volume

While on a call and in headset mode:

PRESS the VOLUME UP OR VOLUME DOWN button once for each change in volume.



Group Listening Volume

There are a minimum of eight group listening volume levels that you can set for the current call:

Set Group Listening Volume

While on a call and in the group listening mode:

PRESS VOLUME UP OR VOLUME DOWN button once for each change in loudness you desire.

Music Volume

There are a minimum of eight background music volume levels.

Set Background Music Volume

While background music is on at your station:

PRESS VOLUME UP OR VOLUME DOWN button once for each change in loudness you desire.

- *This level remains set for background music until you change it again.*

Default Volume Control

You can set a permanent volume level for any of the volume control settings described on the previous pages. The level will remain at the set volume for future calls (referred to as the default setting) until you change the setting.

- 1) PRESS INTERCOM.
- 2) ACTIVATE speaker, headset, handset, or group listen mode to be affected.
- 3) PRESS VOLUME UP or VOLUME DOWN button (while in the selected mode from step 2) to adjust the volume as needed.
- 4) DIAL **7 to save the setting for future calls.

OR

PRESS a programmed SAVE button (if applicable) to hold the loudness at the last setting for all future calls.

REPEAT this procedure in each mode until you've set all default volume levels.

- *You can repeat this process as often as needed to for any default mode setting.*

MUTING THE SPEAKERPHONE

By using the MUTE button, you can block transmission of your voice to the distant party. You can do this whether you are using the handset or the speaker.

PRESS MUTE.

- *The mute function and light turn on.*
- *You can still hear the other party, but he/she cannot hear you.*

PRESS MUTE again.

- *The mute function and light turn off.*

AUTOMATIC SET RELOCATION

If your installer has equipped your system with automatic set relocation, when you move your telephone to a new location, the system gives you a choice (through a display prompt) as to whether you want to keep your previous programming or use the programming in the new location.

Maintain Extension Number and Programming Features from Old Location

- 1) CONNECT the telephone line cord to the new jack.
- 2) PRESS HOLD when you see the HOLD light flashing.
 - *It may take a few moments for the light to appear and flash.*
 - *As soon as you press the Hold button, your telephone immediately assumes the features from the old location.*



IMPORTANT!

If you do not select a button after installing the telephone, the system automatically defaults to the programming from the previous location.

Assume Extension Number and Programming Features from New Location

- 1) CONNECT the telephone line cord to the new jack.
- 2) Dial # when you see the HOLD light flashing.
 - *It may take a few moments for the light to appear and flash.*
 - *As soon as you press the # key, your telephone immediately assumes the features from the old location.*

SERVICE OBSERVING (MONITORING A CONVERSATION BETWEEN TWO TELEPHONES)

If your LCD speakerphone provides the installer-programmed Service Observing feature, you can use it to monitor a conversation or activity at another telephone in an undetected manner. You can use this feature while you are in the speakerphone mode or off-hook.



NOTE

Your system installer may also program a dedicated SERVICE OBSERVE button that may be used in place of the feature access code.

- 1) PRESS INTERCOM.
- 2) DIAL #03.
- 3) DIAL extension number of the telephone to be monitored.
- 4) PRESS SPEAKER to end monitoring.

SWITCHING THE DIALING MODE (BETWEEN PULSE AND TONE)

If the telephone service in your locality is pulse (rotary dialing), the installer arranges your telephone to dial in this manner.

If you need to send tones during a dialing sequence (for example, to send bank-by-telephone tones), you can convert to tone dialing mode while dialing. The system will switch back to pulse dialing when you end your call.

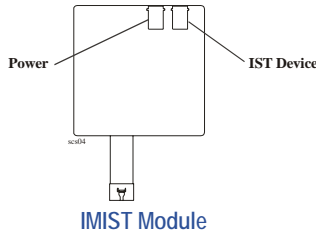
You can store a # as part of a speed dial number to cause an automatic switch from pulse to tone where needed in a number sequence.

When dialing a number:

DIAL # (during dialing) to switch between the pulse and tone options.

IMIST MODULE

Impact SCS 8324F-**, 8324S-**, and 8312S-** speakerphones equipped with the optional IMIST module can support an IST device (modem, FAX machine, industry-standard telephone, etc.) in addition to the LCD speakerphone.



IMIST Module

Depending on system programming, the IST device may be used to make outgoing calls and receive incoming calls. The functionality of the IMIST module depends on the type of system you are using:

- The IMIST module functions on a DXP system with the appropriate digital station board, but the IMIST module will not have its own extension number and will not function simultaneously with the speakerphone.
- On a DXP Plus system, the IMIST module functions simultaneously with the speakerphone and has its own extension number if your system has the appropriate digital station board and memory board. If your system does not have the optional enhanced memory board, the IMIST module will function like the one on the DXP system described above. Check with your system installer for complete details.
- On an FX system, the speakerphone and IMIST module can function simultaneously and the IMIST module has its own extension number.



NOTE

- *The IMIST module does not provide voltage to light a message waiting light. Message waiting lights on devices plugged into the IMIST module will not function.*
- *Impact SCS phone model 8324SJ Rev. D and later, and model 8312SJ Rev. D and later, will not support the IMIST module.*

SECTION 8 - SPECIAL ATTENDANT FEATURES

LCD MESSAGES

System users send and receive non-verbal messages for display on their LCD speakerphones. The system provides five messages and you can add up to 25 customized messages. You can even store customized messages in place of the default messages if you wish, thus increasing the number of custom messages available. Distribute a list of the LCD messages to the system users for their reference.

Store LCD Messages

- 1) WRITE your messages on the chart on page 123.
 - Each message can have up to 16 characters.
- 2) Assign a number to each character.



HINT

Use the "LCD Message Chart" on page 123 to find the appropriate code, then make a note of it on the same chart for future reference.

EXAMPLE

Dialing Codes for "TAKE MESSAGE"											
T	A	K	E		M	E	S	S	A	G	E
81	21	52	32	12	61	32	73	73	21	41	32

- 3) PRESS INTERCOM.
- 4) DIAL *#0*12.

Store LCD Messages (continued on next page)

Store LCD Messages (continued)

- 5) DIAL a message location number (01 to 30).

**NOTE**

IF the message already exists at the designated location, DIAL # to clear it as needed. Otherwise, select a different location.

- 6) COMPOSE your messages by dialing the 2-digit codes that relate to the letters.
- See “LCD Message Chart” on page 123
- 7) DIAL # to save the message.
REPEAT previous step until all messages are stored.
- 8) PRESS SPEAKER to end.

LCD MESSAGE CHART

Enter the messages you'd like to store. Use the "Letter Codes for LCD Messages" on page 125 to figure out what codes you need to input.



HINT

*In the chart below, * indicates default messages.*

LCD Message List												
Msg	Message Text	Letter Codes (max 16 characters)										
01 *	Back At											
02 *	Call											
03*	Ask Them to Hold											
04*	Take a Message											
05*	I Will Call Back											
06												
07												
08												
09												
10												
11												
12												
13												

LCD Message List (continued on next page)

LCD Message List (continued)													
14													
15													
16													
17													
18													
19													
20													
21													
22													
23													
24													
25													
26													
27													
28													
29													
30													

LETTER CODES FOR LCD MESSAGES

Letter Code Table for LCD Messages							
Character	Code	Character	Code	Character	Code	Character	Code
A	21	S	73	j	54	SPACE	12
B	22	T	81	k	55	;	17
C	23	U	82	l	56	/	18
D	31	V	83	m	64	"	19
E	32	W	91	n	65	.	27
F	33	X	92	o	66	,	28
G	41	Y	93	p	74	:	29
H	42	Z	13	q	14	1	01
I	43	a	24	r	75	2	02
J	51	b	25	s	76	3	03
K	52	c	26	t	84	4	04
L	53	d	34	u	85	5	05
M	61	e	35	v	86	6	06
N	62	f	36	w	94	7	07
O	63	g	44	x	95	8	08
P	71	h	45	y	96	9	09
Q	11	i	46	z	16	0	00
R	72						

STATION DISABLING (AND RE-ENABLING)

You can disable a station and make it unavailable for system use if it becomes unusable for some reason.

DISABLE A STATION

- 1) PRESS INTERCOM.
- 2) DIAL *#0*52.
- 3) DIAL station number (1001 to 1480 for stations 1 to 480).
- 4) PRESS # to disable the station.
 - *The phone displays a * to indicate it is disabled.*
- 5) PRESS SPEAKER to end.

Re-Enable Station

REPEAT steps 1 through 5 as shown above.

TELEPHONE LINE DISABLING (AND RE-ENABLING)

You can disable a line and make it unavailable for system use if it becomes unusable for some reason.

DISABLE A LINE

- 1) PRESS INTERCOM.
- 2) DIAL *#0*32.
- 3) DIAL code as follows to choose line:
- 4) DIAL 1# to 99# for lines 1–99,
- 5) DIAL 100 to 128 for lines 100–128.
- 6) PRESS # to disable line.
 - *The phone displays a * to indicate a disabled line.*
- 7) PRESS SPEAKER to end.

Re-Enable Line

REPEAT steps 1 through 7 shown above.

MARK PROBLEM LINE

The system installer can arrange the system so that you can mark a line that is not functioning properly.

- 1) Press MARK or INTERCOM.
- 2) Dial the installer designated code.

MESSAGE WAITING DISABLING (AND RE-ENABLING)

You can enable or disable the message-waiting feature that was assigned to a user through their class of service (COS) programming.

Disable User's Message-waiting Feature

- 1) PRESS INTERCOM.
- 2) DIAL *#0*41 7.
- 3) DIAL the user's COS number.
- 4) DIAL # to disable the user's message waiting feature.
- 5) PRESS SPEAKER to end.

Re-Enable Message-Waiting Feature for the Originally Assigned User

REPEAT steps 1 through 5 as shown above.

TELEPHONE NAMING

System Telephone Naming

You can assign a name that is either a personal name or a group name to each system telephone. This name can be up to seven letters in length and will show up in the user's display and/or in the called party's display. You can compose a valid name from any alpha-numeric character; however, the first character of a display name must be an alphabetic character. Typical names could be SRVC, MKTG 1, and K SMITH.

When appropriate programming action has been taken by the installer, a second line showing the personal intercom number of the calling station is also displayed.

- 1) Refer to the "Letter Codes for LCD Messages" on page 125 to compose names for all telephones requiring them.
 - *A maximum of seven letters per name are allowed.*



HINT

It's a good idea to record the names on the station name record shown on page 130).

- 1) PRESS INTERCOM.
- 2) DIAL *#0*53.
- 3) SELECT telephone to be named by dialing the extension number
- 4) DIAL number plus # if extension number is less than 4-digits).
- 5) DIAL # to clear any current entry.
- 6) DIAL 2-digit codes that correspond to letters in name
 - *Remember that station names must begin with a letter.*
- 7) DIAL # to save the name or save cleared name.
REPEAT steps 4 through 7 until all telephones are named.
- 8) PRESS SPEAKER to end.

STATION NAME RECORD SHEET

Station Name Record Sheet								
Ext	Station Name	Letter Codes						
----	Sample	73	24	64	74	56	35	

TELEPHONE LINE NAMING

You can assign names to lines to aid users in identifying the proper line to use. A line name can be up to seven letters in length and will show up in the user's display.

- 1) Refer to the "Letter Codes for LCD Messages" on page 125 to compose names for all lines requiring them.
 - *A maximum of seven letters per name are allowed.*



HINT

It's a good idea to record the names on the line name record shown on page 132).

- 1) PRESS INTERCOM.
- 2) DIAL *#0*33.
- 3) DIAL code to choose line:
 - **DIAL 1# to 99#** for lines 1–99,
 - **DIAL 100 to 128** for lines 100–128.



IMPORTANT!

If the desired line code is less than three digits, you must dial # one time after you dial the line code.

- 4) DIAL # to clear any current name.
- 5) DIAL 2-digit codes that correspond to letters in name.



IMPORTANT!

Remember that station names must begin with a letter.

- 6) DIAL # to save the name or cleared name.
REPEAT steps 4 through 7 until all lines are named.
- 7) PRESS SPEAKER to end.

LINE NAME RECORD SHEET

Line Name Record Sheet								
Line	Line Name	Letter Codes						
----	Sample	73	24	64	74	56	35	

SMDA REPORTS (STATION MESSAGE DETAILED ACCOUNTING)

The system collects detailed call activity data for all stations and makes this available to you in various SMDA reports printed on the system's printer.

The all records report includes all stored records and is not sorted by any particular group as are the station, line, and account reports. This report is arranged in chronological order.

The station report shows all calls that the station user has made and received along with totals and averages. This report is sorted by station number.

The line report shows the number of calls, total minutes busy, number of incomplete calls, and cost for each line. The line report also summarizes line group activity as well.

The account code report shows the same information as the station report except that the records are based upon each account code.



NOTE

When the system's memory reaches 95% of capacity, all reports are printed automatically.

Print All Records or Other Specialized Reports

- 1) PRESS INTERCOM.
- 2) DIAL *#0*82.
- 3) CHOOSE from the following report options:
 - **DIAL 1** for all records printout.
 - **DIAL 2 AND station number** (# for all stations) for station reports with call information sorted by stations.
 - **DIAL 3 AND line number** (# for all lines) for line reports with call information sorted by line.
 - **DIAL 4 AND account code** (# for all accounts) for account reports with call information sorted by account numbers.
- 4) DIAL # to start printout.

Print Automatic Reports

As an alternative to requesting specific reports as you want them, you can request the system to generate automatic reports. The type of report and time of day the report is to be printed is programmed by the installer.

- 1) PRESS INTERCOM.
- 2) DIAL *#0*82.
- 3) DIAL 6.
- 4) DIAL # to print automatic report.

Delete Past Records from System Memory

You can view the number of free records or you can delete all stored records to insure that only the latest records are being stored or to provide a known starting point for record storage.

View Number of Free Records

- 1) PRESS INTERCOM.
- 2) DIAL *#0*82.
- 3) DIAL 8.

Delete Past Records

- 1) PRESS INTERCOM.
- 2) DIAL *#0*82.
- 3) DIAL 7.
- 4) DIAL # to delete past records.

Abort Reports

- 1) PRESS INTERCOM.
- 2) DIAL *#0*82.
- 3) DIAL 9.
- 4) DIAL # to abort reports.

SYSTEM SPEED DIAL NUMBERS

You can store up to 500 system speed dial numbers at your attendant telephone. Typically, these are numbers that are frequently called by many different users and emergency numbers that you want readily available to everyone. Distribute a list of these stored numbers to the system users.

- 1) RECORD the following information on the system speed dial record sheet on page 136:
 - *the dialing code of the storage location (000–999),*
 - *the line that will be used to access each outside number,*
 - *the telephone numbers you are storing.*
- 2) PRESS INTERCOM.
- 3) DIAL *#0*02.
- 4) DIAL code for storage location (000–999).
- 5) DIAL code to make your speed dial route selection choice from the following list:
 - *DIAL 1# to 99# to select lines 1–99 (# must be added if number is less than three digits),*
 - *DIAL 100 to 128 to select lines 100–128,*
 - *DIAL 801 to 816 to select line groups 1–16 or 801 ARS access*
 - *DIAL 000 to select prime or last line used,*
 - *DIAL 800 to select intercom.*
- 6) DIAL the number to be stored (up to 32-digits long).



HINT

To store a pause, press HOLD, then continue dialing. Press TAP to store a hook-flash, then continue dialing.

- 7) PRESS TRNS/CNF to store number.
- 8) DIAL next storage location, line choice and speed dial number, AND PRESS TRNS?CNF.
REPEAT previous step until all numbers are stored.
- 9) PRESS SPEAKER to end.

SYSTEM SPEED DIAL RECORD SHEET

System Speed Dial Record Sheet						
Code	Line	Number		Code	Line	Number

Digital Voice Announce (DVA)

The Digital Voice Announce (DVA) is an optional external device. It stores pre-recorded announcements and messages and plays them for incoming callers during their calls.

You must record the messages that the DVA plays to the callers in one of two ways: either by delivering them from the telephone handset at your attendant station or by playing the contents of a professionally-supplied tape recording into the DVA memory (see your system installer for tape recorder connection details).

There are 13 unique messages. The first five (plus day and night routing messages) are divided into four separate message types. The total message time is two minutes and you can divide this time as necessary among all the messages or use the entire two minutes for one message if needed.

Because of the time constraints, it is a good practice to script your messages ahead of time so that you can read them aloud in a clear and concise manner as you store them in the DVA memory.

As the number of calls increase, you can add more DVAs to handle the additional callers. You can then record the same message on several DVAs by entering the replicate value (see step 6 on the following page).

Record DVA Messages

- 1) PRESS INTERCOM.
- 2) DIAL *#0*06.
- 3) DIAL 1.
- 4) CHOOSE voice source:
 - **DIAL 1** to speak message into handset.
 - **DIAL 2** to play tape into music-on-hold jack.
 - **DIAL 3** to play tape into background music jack.

Record a DVA Message (continued on next page)

Record a DVA Message (continued)

- 5) DIAL 10 to 43 to choose message type (see “DVA Message Record Sheet” on page 141).

**HINT**

As soon as you perform the next step, the two-minute timer starts running. Be ready to record your message

- 6) DIAL 1 to 9 to choose number of times to replicate message.
- 7) RECORD your message.

OR

PRESS the PLAY button on the tape recorder when you're using pre-recorded messages.

- 8) DIAL # to end message.
- 9) LISTEN as system automatically plays the message for verification at your attendant station.
- 10) DIAL # to stop verification playback.
REPEAT steps 1 through 10 for each message you want to record.

Play Existing DVA Messages

- 1) PRESS INTERCOM.
- 2) DIAL *#0*06.
- 3) DIAL 2.
- 4) DIAL 10 to 43 to choose message type (see “DVA Message Record Sheet” on page 141).
- 5) LISTEN as system automatically plays the message for verification at your attendant station.
- 6) DIAL # to stop verification playback.

REPEAT steps 4 through 6 for each message you want to play.

Copy Existing DVA Messages

- 1) PRESS INTERCOM.
- 2) DIAL *#0*06.
- 3) DIAL 3.
- 4) DIAL 10 to 43 to choose message type (see “DVA Message Record Sheet” on page 141).
- 5) DIAL 1 to 9 to choose number of times to copy message.
REPEAT steps 4 and 5 for each message you want to copy.



NOTE

- *If your installer has connected more than two DVAs to the system, the system automatically selects the DVA that will receive the copied message.*
- *Likewise, the system automatically selects the DVA that it uses for playing back the message to a caller. Additional DVAs become a shared resource for the system's memory and are not dedicated to particular lines.*

Delete DVA Messages

- 1) PRESS INTERCOM.
- 2) DIAL *#0*06.
- 3) DIAL 4.
- 4) DIAL 10 to 43 to choose message type (see “DVA Message Record Sheet” on page 141).
 - *The system will prompt you for confirmation.*
- 5) DIAL 937 to confirm the deletion.

OR

- DIAL * to cancel the deletion.
- 6) DIAL 10 to 43 to choose next message type to delete.

Erase ALL DVA Messages (Reformat the DVA)

- 1) PRESS INTERCOM.
- 2) DIAL *#0*06.
- 3) DIAL 5.
- 4) DIAL 1 to 192 to choose DVA port
 - *Your installer can identify the DVA ports for you if necessary.*
- 5) DIAL 937 to confirm that you want to erase the messages and reformat the DVA.

OR

DIAL * to cancel the erasure/reformatting.

- 6) DIAL 1 to 192 to choose next DVA port to erase/reformat.

DVA MESSAGE RECORD SHEET

DVA Messages		
Number *	Message Type	Message
10	Welcome Greeting 1	
11	Welcome Greeting 2	
12	Welcome Greeting 3	
13	Welcome Greeting 4	
14	Day Main Menu 1	
15	Day Main Menu 2	
16	Day Main Menu 3	
17	Day Main Menu 4	
18	Night Main Menu 1	
19	Night Main Menu 2	
20	Night Main Menu 3	
21	Night Main Menu 4	
22	Recall No Answer 1	
23	Recall No Answer 2	
24	Recall No Answer 3	
25	Recall No Answer 4	
26	Recall Busy 1	
27	Recall Busy 2	
28	Recall Busy 3	
29	Recall Busy 4	
30	Please Hold	
31	Password Prompt	
32	Account Code	
33	Dial Feature	

DVA Messages (continued)		
Number *	Message Type	Message
34	Day Routing 1	
35	Day Routing 2	
36	Day Routing 3	
37	Day Routing 4	
38	Night Routing 1	
39	Night Routing 2	
40	Night Routing 3	
41	Night Routing 4	
42 **	Reminder Prompt	
43 ***	Digit Collection	

* The numbers in the first column index messages within the system. (For example, enter 12 to record Welcome Greeting 3.) The numbers 1 through 4, appearing as part of the message-type name, group similar types of messages together. (For example, if your company has several departments you might assign all group 1 messages to the sales department and all group 2 messages to the customer service department.)

** Number 42, Reminder Prompt is used in DISA applications to prompt callers, who are making a line to line connection through the DXP, to dial a code. This allows the caller to continue the connection. See your system installer for details.

*** Number 43, Digit Collection is used in computer telephony applications to prompt callers to enter a string of digits such as a social security number. These digits access a data base causing data about the caller to be displayed on the called party's computer screen. See your system installer for details.

NIGHT TRANSFER OF RINGING MODE

You can enable an operating mode that automatically transfers all incoming calls to a particular telephone or group of telephones for answering.

- 1) PRESS INTERCOM.
- 2) DIAL *#0*03.
- 3) DIAL 1 to enable the feature.

OR

DIAL 2 to disable the feature.

- 4) PRESS SPEAKER to end.



NOTE

- *Your system installer can program a button on your telephone that will enable or disable night transfer of ringing with one touch.*
- *If you have this button, the BLF light next to the button will flicker when night transfer of ringing mode is enabled.*

CALL TRANSFER - ATTENDANT CALLS TO THE ALTERNATE ATTENDANT TELEPHONE

The system installer can arrange for another telephone to serve as an alternate attendant location. You can transfer all calls that would ring at your telephone to this alternate attendant telephone whenever you wish to do so.

Choose an Alternate Attendant's Station for Forwarded Calls

- 1) PRESS INTERCOM.
- 2) DIAL *#0*04.
- 3) DIAL your station number AND DIAL #.
- 4) DIAL number of the alternate attendant station AND DIAL #.
- 5) PRESS SPEAKER to end.

Transfer Calls that Normally Ring at Your Station to the Alternate Attendant

PRESS the installer-programmed ALTERNATE button.

- *Your LCD will display "Alternate" and the extension number of the alternate attendant.*

Return Ringing of Calls to Your Telephone

PRESS the installer-programmed ALTERNATE button again.

OVERFLOW TRANSFER

By using this feature during peak calling periods, calls that normally ring at your station will also ring at the overflow station. If the installer has programmed the OVERFLOW feature access button, you can press this button to select overflow transfer. You can either change the overflow station selected by the installer, or if none was selected, you can enter your own selection from your station.

Designate a Station for Overflow

- 1) PRESS INTERCOM.
- 2) DIAL *#0*05.
- 3) DIAL overflow station number:
- 4) DIAL 1001 to 1480 for stations 1–480.

Set the Overflow Transfer Feature

PRESS the installer-programmed Overflow button.

- *If an overflow attendant is programmed, the light next to the OVERFLOW button will illuminate, and incoming calls will ring at both stations.*

Cancel the Overflow Transfer Feature

PRESS the OVERFLOW button again.

OTHER SPECIAL ATTENDANT BUTTONS

In addition to the many feature buttons the system can make available to any station, the system provides the attendant position with several special-purpose feature buttons to enhance call processing. These special-purpose buttons are described below:

Both Button

This button provides a means for an attendant to establish a conference between the attendant's station, a current call, and the last call that was placed on hold.

Queue Button

When multiple calls are ringing or are on hold at an attendant's station, the system places them in a queue. The attendant can use this button to determine how many calls are queued awaiting service.

Serial Call Button

When a caller wishes to speak to more than one person, the attendant uses this button to place the caller in a serial mode of multiple transfers to each desired party. In the serial mode the system automatically transfers the caller to another party as soon as a present party hangs up. The system places the caller in the serial mode as soon as the attendant hangs up.

Test/Busy Button

This button provides the attendant with a means to test the status of specific lines. Attendants can use this button to determine whether individual lines are idle, busy or on hold. When this button is used, the line is seized if it was idle.

Establish a Conference Between the Attendant Station, a Held Call, and an Active Call

PRESS the installer-programmed BOTH button.

Cancel the Conference Condition and Return One of the Lines to Hold

- 1) PRESS HOLD.
- 2) PRESS the line button for the held call you wish to re-engage.
 - *The other line remains on hold at your telephone.*

Determine the Number of Calls Queued at the Attendant Position

PRESS the installer-programmed QUEUE button.

- *The display will indicate how many calls are in the ring queue and the hold queue, respectively. The displayed information remains in the LCD window momentarily.*



NOTE

Hold recalls, transfer recalls and park recalls are counted in the ring queue and not the hold queue.

Place an Active Call in Serial Transfer

- 1) PRESS the installer-programmed SERIAL button.
 - *The LCD will read 0 SERIAL EXT, with the first digit indicating how many intercom numbers are already entered.*
 - *The EXT indicates a prompt for another intercom number to be placed in the serial).*
- 2) DIAL the intercom number.

OR

PRESS the associated DSS button.

REPEAT steps 1 and 2 to add up to two more extensions to the serial.

- 3) PRESS SPEAKER to begin the serial transfer.

Determine the Status of Individual Lines

- 1) PRESS the installer-programmed TEST/BUSY button (the LCD will display the prompt *Enter Line*).
- 2) DIAL the line number to be tested (001–128).
 - **If the line is idle**, you will hear a dial tone.
 - **If the line is busy**, the LCD will display *Busy with xxx*.*
 - **If the line is on hold**, the LCD will display *On hold at xxx**.

*Where xxx = line number.

SYSTEM CLOCK

The system clock provides a date and time for display at LCD speakerphones connected to the system.

- 1) PRESS INTERCOM.
- 2) DIAL *#0*01.
- 3) DIAL 2-digits (01–12) for month.
- 4) DIAL 2-digits (01–31) for day.
- 5) DIAL 2-digits (00–99) for year.
- 6) DIAL 2- digits (00–23) for hour.



EXAMPLE

8:15 PM = 2015 (enter 20 for hour).

- 7) DIAL 2-digits (00–59) for minute.



EXAMPLE

8:15 PM = 2015 (enter 15 for minute).

- 8) DIAL # to save the settings.
- 9) PRESS SPEAKER to end.

SYSTEM STATUS LOG

The system status log gives you information about the status of your system. Status log entries include: system reset, parity (port number), (port number) removed, manual reset, and software reset. Your installer must program a SYSTEM STATUS button on your telephone to provide you with access to the log display. The light located next to the button serves as the SYSTEM STATUS light. If the light turns on, it alerts you to enter the log viewing mode by pressing the SYSTEM STATUS button.

If your system includes T1 telephone line service, your telephone may display a T1 status log as well as the system status log. The T1 status log entries include those transmission errors that exceed their installer-programmed thresholds.

The installer may arrange for the system to sound an external audible alarm (or turn on an external visual alarm) if certain alarm conditions occur with the T1 service— it is the installer's choice whether the external alarm is audible or visual. If a T1 alarm occurs, you must take action to turn off the alarm device.

View the status logs by scrolling through them using the interactive buttons on your telephone. Although you can view a status log and turn off the T1 alarm, your installer must turn off your SYSTEM STATUS light. After viewing a log (and also turning off the external T1 alarm if necessary), inform the system administrator or installer that a system status or T1 alarm condition has occurred, and describe to him or her the displayed log details.

View the Log

- 1) PRESS the SYSTEM STATUS button
 - *The button flashes red when the log contains entries.*
- 2) SELECT SYSTEM to display the most recent system status log entry.

OR

- SELECT T1 to display the most recent T1 log entry.
- 3) SELECT INFO to display the time and date of the current entry.
 - 4) SELECT REV to display the previous entry.
 - 5) SELECT FWD to display the next (more recent) entry.

View the Log (continued on next page)

View the Log (continued)

Display the Number of Entries in the Log

DIAL # at any time.

Exit the Log Viewing Mode

You can exit the Log Viewing Mode by doing any of the following:

PRESS the SPEAKER button.

OR

PRESS the hookswitch.

OR

WAIT for the 15 second time-out.

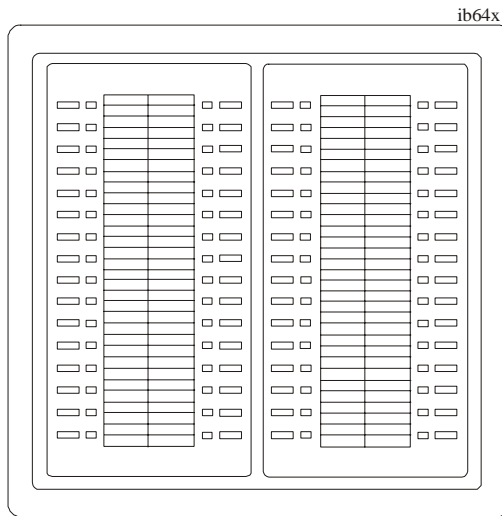
Turn Off External T1 Alarm

- 1) PRESS INTERCOM.
- 2) DIAL #09.
- 3) PRESS SPEAKER to end.

DSS/BLF CONSOLE OPERATION

The IB64X, IB48X, and IB24X DSS/BLF consoles have additional buttons and status lights that extend the memory button capability of an adjacent companion telephone. The buttons can be programmed for automatic dialing (speed dial) or direct station selection (DSS) with busy lamp field (BLF) using the instructions provided previously in this guide.

When the installer assigns a DSS/BLF console to a station port, the system recognizes it as such and automatically clears (blanks) the console buttons so that you can store numbers at the buttons as you need them.



IB64X DSS/BLF Console



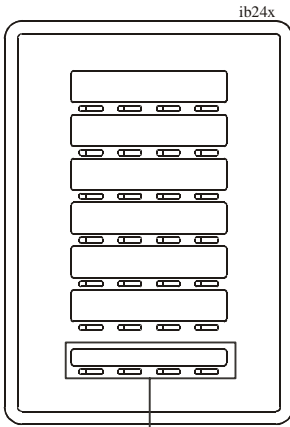
NOTE

Impact SCS phone model 8324SJ Rev. D and later, and model 8312SJ Rev. D and later will not support a bridged DSS console.

Accessing The Button Levels

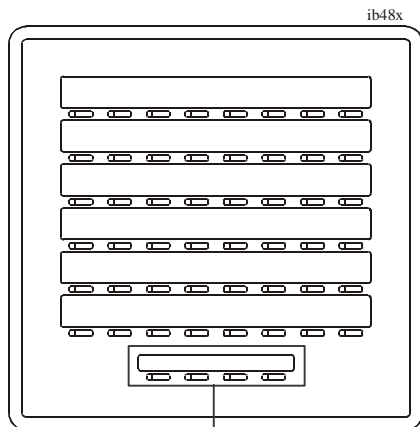
The IB24X and IB48X DSS/BLF consoles have four levels of buttons, quadrupling the consoles' button capacity. The four buttons at the bottom of each console allow you to select which button level is currently active.

To change button levels, press one of the buttons at the bottom of the console. The leftmost button activates level 1, the next button activates level 2, etc. A light beside the appropriate button lights to indicate which level is currently active.



Level access buttons

IB24X DSS/BLF Console



Level access buttons

IB48X DSS/BLF Console

APPENDICES

APPENDIX A - FEATURE ACCESS CODES

This chart provides you with a quick reference guide of the feature dialing codes. If you wish, you can detach these pages and keep them near your telephone to serve as a stand alone reference. Refer to “Feature Access Codes” on page 78, for information about how to program these codes for the buttons on your station.



NOTE

The dialing codes provided in table below are default values only. Your system installer has the ability to renumber these codes

Feature Access Codes		
Feature	Enable Code	Disable Code
Account Code	INTERCOM + *04 + account code	
All Call	INTERCOM + 70	
Attendant Calling	INTERCOM + 0	
Authorization Code	INTERCOM + #08 + authorization code	
Automatic Callback and Call Waiting	INTERCOM + *6	INTERCOM + #6
Background Music	INTERCOM + 11 or 12	INTERCOM + #1
Call Divert Station	INTERCOM + *55 + extension number	
Call Forward, Personal	INTERCOM + *51 + extension number	INTERCOM + #5

Feature Access Codes (continued on next page)

Feature Access Codes (continued)		
Feature (continued)	Enable Code	Disable Code
Call Forward, Ring-No Answer, All Calls	INTERCOM + *54 + extension number	INTERCOM + #5
Call Forward, Ring-No Answer, Personal Calls	INTERCOM + *53 + extension number	INTERCOM + #5
Call Forward, All Calls	INTERCOM + *52 + extension number	INTERCOM + #5
Call Park, Orbit 910-990	INTERCOM + * + 910 to 999	
Call Park, Pickup	INTERCOM + # + 910 to 999	
Call Pickup, Directed	INTERCOM + *4 + extension number	
Call Pickup, Group	INTERCOM + #4	
Clear Major Alarm Ring	INTERCOM + #09	
DISA Access	Installer Assigned	
Do Not Disturb	INTERCOM + #01	INTERCOM + #01 (repeat)
Do Not Disturb Override	extension number + *03	
DSS Programming	INTERCOM + **3	
Executive Override	extension number + *03	
Hold, Manual	HOLD	
Hold, Exclusive	HOLD + HOLD	
Hold, Directed	INTERCOM + *90	
Hold, Directed Pickup	INTERCOM + #90	
LCD Messaging	INTERCOM + *02 + message	INTERCOM + #02
Line Group 1	INTERCOM + 9	

Feature Access Codes (continued on next page)

Feature Access Codes (continued)		
Feature (continued)	Enable Code	Disable Code
Line Groups 2-11	INTERCOM + 80 to 89	
Line Groups 12-16	INTERCOM + 60 to 64	
Line Pick Up From Any Station, Zones 1-4	INTERCOM + 65 to 68	
Line Pick Up From Any Station, All Zones	INTERCOM + 69	
Meet-Me Answer Page	INTERCOM + 78	
Message Waiting	INTERCOM + *3 + extension number	INTERCOM + #3 + extension number
Message Wait Retrieval	#00	
Operator Access	INTERCOM + 0	
Paging, All Call	INTERCOM + 70	
Paging, Zones 2-8	INTERCOM + 71 to 77	
Paging, Meet-Me	INTERCOM + 78	
Park Orbit Retrieve	INTERCOM + # +	
910 to 999		
Park Orbit Send	INTERCOM + * +	
910 to 999		
Personal Ringing Tones	INTERCOM + **4 + tone code (1 to 8)	
Redial Last Dialed Number	#	
Remote Station Disable	INTERCOM + *05 + extension number	INTERCOM + #05 + extension number
Response Message	INTERCOM + **6 + button + 01 to 30	
Service Observing	INTERCOM + #03 + extension number	

Feature Access Codes (continued on next page)

Feature Access Codes (continued)		
Feature (continued)	Enable Code	Disable Code
Speed Dial, Station	Keypad 1, 2, 3, 4, 5, 6, 7, 8, 9, or 0.	
Speed Dial, System	*100 to *599	
Speed Dial, Programming	INTERCOM + **1	
Station Lock	INTERCOM + #04 + code	
Volume Save	INTERCOM + **7	
Voice-Announce Block	INTERCOM + *2	INTERCOM + #2

Single Line Proprietary and Industry Standard Telephone Codes

The following table details several unique dialing codes that are only applicable to single line proprietary and industry-standard telephones.

Feature	Enable Code	Pick Up Last Line*08
Pick Up Last Line		*08
Broker's Call		*07
Speed Dial Access Code		*01
Saved Number Redial		*06
Dial Saved Number		*09
TAP dialing Code		##

APPENDIX B - DISPLAY ABBREVIATIONS

This chart identifies the interactive button abbreviations that appear in your display.

Display Abbreviations		
Abbreviation	Feature	Definition
ACCT	Account Codes	Stores a button that enables account code entry.
ALERT	Set Reminder	Sets two reminder alerts that will sound at your station at specified times.
ALL	All Calls Forward	Route all of your calls to a different station location.
ANS	Answer	Answers any call ringing at your station.
APAGE*	Auxiliary Pager	Stores a button that selects auxiliary paging speaker operation through the auxiliary jack.
ARECD*	Auxiliary Recorder	Stores a button that selects tape recorder operation through the auxiliary jack.
ARING*	Auxiliary Ringer	Stores a button that selects auxiliary ringer operation through the auxiliary jack.
ARDL	Automatic Redial	Redials a busy call once a minute for 10 minutes.
BKSP	Backspace	While programming a speed dial number, backspace erases an incorrect entry.
CALL	Call	Calls a station that turned on your message waiting light.
CAMP	Camp On	Has system call you when busy station becomes idle. When chosen as a feature, stores a button that enables the function.

* Available only on 8024S.

Display Abbreviations (continued on next page)

Display Abbreviations (continued)		
Abbreviation	Feature	Definition
CFWD	Call Forward	Forwards all of your calls to a different station location. When chosen as a feature, stores a button that enables the function
CALLBK	I Will Call Back	Respond to a SOHVA call with a non-verbal message.
CLEAR	Clear Features	Stores a button that clears a currently active or engaged feature.
CLR	Clear	Cancels a call forward condition.
CONF	Conference	Establishes a conference.
DARK	Dark (contrast)	Makes LCD screen darker.
DISP	Display	Adjusts the contrast of your LCD screen.
DND	Do Not Disturb	Makes your station appear busy to other stations. When chosen as a feature, stores a button that enables the function.
DSS	Direct Station Select	Stores a personal intercom number at a DSS button.
EXIT	Exit Selection	Ends a current programming session.
EXT	Speed Dial By Name	Selects speed dial numbers to access through the dial by name interface.
FEAT	Feature	Presents several different features you can store at programmable buttons for later use.
GPLSN	Group Listen	When chosen as a feature, stores a button that enables loud speaker broadcast of distant party's voice.
HDSET	Headset	When chosen as a feature, stores a button that enables headset operation.

Display Abbreviations (continued on next page)

Display Abbreviations (continued)		
Abbreviation	Feature	Definition
HAVE HOLD	Ask Caller To Hold	Send a non-verbal response to a SOHVA caller so he or she will know to place the outside caller on hold.
LIGHT	Light (contrast)	Makes the LCD screen lighter.
MSG	Message	Turns on message waiting light at another station.
MUSIC	Background Music	Turn on the background music at your station. When chosen as a feature, stores a button that enables the function.
NEXT	Next Display	Shows the next display.
NoANS	No Answer/Forward	Forwards calls that ring at your station but receive no answer.
OPTIONS	Options	Selects interactive button features.
OVER	Override	Overrides either a do-not-disturb condition or a busy signal at a station you have called.
PAGE	Paging Zone	When chosen as a feature, stores a button that provides one-button access to paging.
PARK	Park Orbit	When chosen as a feature, stores a button that provides one-button parking of calls.
PCKUP	Pick Up	When chosen as a feature, stores a button that allows you to pick up a call ringing elsewhere.
PERS	Personal	Route your personal intercom calls to a different station location.
PRIV	Privacy	When chosen as a feature, stores a button that releases privacy for a current call.

Display Abbreviations (continued on next page)

Display Abbreviations (continued)		
Abbreviation	Feature	Definition
QUERY	Button Query	Displays program status of any button.
RECON	Reconnect	Reconnect you to a transferred call.
RING	Ring Tone	Select different ringing tones.
SAVE	Save Number	Permanently saves last number you dialed. When chosen as a feature, stores a button that provides the function.
SDIAL	Speed Dial	Programs a number for one-button calling.
SEND	Send Transfer	Re-transfers a previously transferred call that returned to your station.
SET	Set Feature	Enable call forwarding.
SOHVA	Secure Off-Hook Voice Announcement	Sends a subdued off-hook voice announcement to another station.
SRC	Music Source	Selects which music source will supply background music.
TAKE MSG	Take A Message	Send a non-verbal response to a SOHVA caller so he or she will know to take a message from an outside party.
VAB	Voice Announce Block	Inhibits your station from receiving a SOHVA. Also, blocks voice calls sent over the speaker. When chosen as a feature, stores a button that provides the function.

APPENDIX C - SPEAKERPHONE CHARACTERISTICS

When using your speakerphone, the microphone and loudspeaker are farther away from you than when you use a handset. Both the signal from the loudspeaker and the signal to the microphone must be strengthened.

When microphones and loudspeakers are close together (such as in a speakerphone), additional amplification typically generates a ringing sound (public address systems do this if the volume is too high or the microphone is too close to a loudspeaker).

Full-Duplex Speakerphone Characteristics

The Impact SCS 8324F-** speakerphone uses the latest full-duplex speakerphone technology. (Full-duplex technology enables both parties on a speakerphone call to speak simultaneously—half-duplex speakerphones allow only one person to speak at a time.) The 8324F-** will operate in either full-duplex or half-duplex mode depending on the current line conditions.

At the beginning of each call the telephone must perform a “speech training” test. To achieve optimum performance from the full-duplex speakerphone, it is recommended that each user in turn speak about 10 consecutive words to allow the telephone to “train” itself. Note that during the “speech training” test, the speakerphone is operating in half-duplex mode.

Depending on the telephone line conditions and the type of speakerphone at the other end, it may not be possible for the 8324F-** to operate in full-duplex mode. If the speakerphone at the other end is a half-duplex speakerphone and both parties are in speakerphone mode, the half-duplex speakerphone is the controlling factor, preventing the 8324F-** from operating in full-duplex mode.



NOTE

- *Pressing any button (mute, hold, etc.) on the speakerphone while in full-duplex mode causes the system to perform the “speech training” test again.*
- *For example, if you press MUTE while in full-duplex mode, when you release the call from mute, the system will perform the entire “speech training” test again.*

Speakerphone User Guidelines

- Both parties cannot talk at the same time. You must wait for silence out of your loudspeaker before talking. You must stop talking in order to hear the other party.
- Background noise may prevent the sound-activated switches from operating properly. Avoid placing the speakerphone where it will detect sounds from typewriters, keyboards, printers, paging systems, and other equipment.
- Speak slightly louder than normal and with a clear, authoritative voice. For the microphone to best detect your voice, speak within three feet of it and face the telephone.
- Raising the volume of the loudspeaker makes it easier for the sound-activated switches in your telephone to select the distant party's voice. Lowering the volume of the loudspeaker makes it easier for the switches to select your voice.
- Since the system takes several seconds to provide the best switching, constant sound patterns—such as elongating your words and playing externally-supplied music—may prevent the sound-activated switches from operating properly.
- Place the telephone on a hard surface and away from table edges. Do not place the telephone in corners or enclosures. Do not let obstructions come between you and the microphone. Rooms with hard, flat surfaces that reflect sound may affect the sound-activated switches.
- If you are using a handset and the other party is using a speakerphone, avoid breathing heavily into your microphone. Avoid other sounds that may affect the distant telephone's sound-activated switches.
- In some situations, such as when either you or the distant party are in a noisy environment, you may have to lift your handset to ensure a clear conversation.
- When both you and the distant party use speakerphones, the sound-activated switches can occasionally detect both voices simultaneously, thus blocking out both voices.

APPENDIX D - FEATURE NETWORKING SUPPORT

The table below shows all the features available on Set 15A. It identifies whether each feature is for a local stand-alone system or a system-to-system network. System-to-system networking connects several DXP, DXP Plus, FXS and FXT systems together in an arrangement that allows unified communications through the system. Also provided is information on which features that Vertical provides remote networking support too.

Available Features				
Feature Name	Type Originating/ Terminating/ Both	Remote Networking Support	Feature Parameters	Program Feature
Abandoned Hold Release	Terminating	None	Across Network	
Account Code	Both	None	Across Network	Node/COS
Alarms			Local	Node
A-lead			Local	Node
Alternate Attendant	Terminating	Vertical	Local	Node
ANI (passed across the network but must be enabled per node)	Terminating	Vertical/QSIG	Local (display telephones)	Node
ANI DNIS (passed across the network but must be enabled per node)	Originating	Vertical/QSIG	Local (display telephones)	Node
ANS Detect	Originating	Vertical	Across Network	

Available Features (continued on next page)

Available Features (continued)				
Feature Name (continued)	Type Originating/ Terminating/ Both	Remote Networking Support	Feature Parameters	Program Feature
ARS	Both	Vertical	Across Network	Node
	N/A	None	Local	Node
Attendant Programing	Both	Vertical	Local	Node
Authorization Code	Originating	None	Local	Node
Auto Hold	Terminating	None	Across Network	Node
Auto Pause	Terminating	None	Across Network	Node
Auto Redial	Originating	None	Across Network	Node
Aux Line			Across Network	Node
Aux Ring			Local	Node
Block Program			Across Network	Incoming DID Node
Button, Programmable	Both	Vertical	Across Network (with limitations)	Node/ Station
Call Costing	Originating	None	Across Network (with limitations)	Node/ Station
Call Divert	Terminating	Vertical	Local	Node/ Station
Call Forward Default Forward	Terminating	Vertical	Across Network	Node/ Station
Call Forward All Immediate	Terminating	Vertical	Across Network	Node/ Station
Call Forward All RNA	Terminating	Vertical	Across Network	Node/ Station

Available Features (continued on next page)

Available Features (continued)				
Feature Name (continued)	Type Originating/ Terminating/ Both	Remote Networking Support	Feature Parameters	Program Feature
Call Pickup Directed	Terminating	Vertical	Across Network	Node/ Station
Call Pickup Group	Terminating	None	Local	Node/ Station
Call Time	Originating	None	Across Network	Node/ Station
Call Transfer	Both	Vertical	Across Network	Node/ Station
Call Waiting Tone	Terminating	None	Local	Node/ Station
Camp On	Terminating	None	Local	Node/ Station
CFOS	Both	None	Local	Node/ Station
Clock Set			Local	Node
Conference	Both	Vertical/QSIG	Across Network (with limitations)	Station
COS			Local	Node
Day Night Class of Service	Both	Vertical	Local	Node
Delay Hot Line	Terminating	None	Local	Node/ Station
Dist Ring	Terminating	None	Local	Node/ Station
Dial by Name	Originating	None	Local	Node/ Station

Available Features (continued on next page)

Available Features (continued)				
Feature Name (continued)	Type Originating/ Terminating/ Both	Remote Networking Support	Feature Parameters	Program Feature
Directed Station Hold	Both	None	Local	Node/ Station
Disable Station			Local	Node/ Station
Disconnect Notification	Both	None	Across Network	
DND/inhibit/ override	Terminating	Vertical/QSIG	Local	Node
DNIS (passed across the Network but must be enabled per node)	Both	Vertical	Local (display phones)	Node
DSS/BLF	Both	Vertical	Across Network (with limitations)	Node/ Station
DTMF Signaling	Both	None	Across Network	
Enhanced Night Mode	Terminating	None	Across Network	Node
Enhanced Ringing	Terminating	None	Across Network	Node
Executive Override	Both	None		
Extended DTMF				
Feature Numbering			Local	Node
Group Listen	Terminating	None	Across Network	Node/ Station

Available Features (continued on next page)

Available Features (continued)				
Feature Name (continued)	Type Originating/Terminating/Both	Remote Networking Support	Feature Parameters	Program Feature
Hands Free	Both	None	Across Network	Node/Station
Hold	Terminating	Vertical/QSIG	Across Network	Node/Station
Hunt Group (can access Hunt group across Network but members must be local to each other)	Terminating	Vertical	Across Network	Node
Hunt List	Terminating	None	Local	Node/Station
Idle Line	Both	None	Local	Node
Incoming Call Routing	Both	Vertical	Across Network	Node
Intercom Numbering			Local	Node
Intercom Speed Dial Last Number Dialed	Originating	None	Across Network	Node/Station
LCD Contrast	Both	None	Local Station Only	Node/Station
LCD Messaging	Both	None	Local	Node
Line Group	Both	None	Local or Network Channels	Node
Line Monitoring	Both	Vertical	Local	Node
Line Names	Both	Vertical/QSIG	Across Network	Node

Available Features (continued on next page)

Available Features (continued)				
Feature Name (continued)	Type Originating/ Terminating/ Both	Remote Networking Support	Feature Parameters	Program Feature
Line Queue	Both	None		
Lock	Both	None	Local	Node/ Station
Location Codes	Both	None	Local	Node
Mark	Both	None	Local	Node/ Station
Message Deposit	Both	Vertical	Local	Node/ Station
Message Waiting	Terminating	Vertical	Across Network	Node/ Station
Music, Background	Both	None	Local	
Music, On Hold	Both	None	Local	
Mute	Both	None	Across Network	Node/ Station
Operator/ Network	Both	Vertical	Across Network	Hub
Operator/Node	Both	Vertical	Local	Node
Page	Both	None	Local	Node
Park Orbit	Terminating	None	Local	Node
Personal Ring Tone	Terminating	None	Local Station Only	Node/ Station
Prime Line	Originating	None	Local	Node/ Station
Privacy	Terminating	None	Local	Node/ Station

Available Features (continued on next page)

Available Features (continued)				
Feature Name (continued)	Type Originating/ Terminating/ Both	Remote Networking Support	Feature Parameters	Program Feature
Pulse Set On	Originating	None	Local	Node
Query (button)	Originating	None	Local	Node/ Station
Queue	Terminating	Vertical	Local	Node/ Station
Quick Transfer	Terminating	Vertical	Across Network (with limitations)	Node/COS
Recall Call Forward			Across Network (with limitations)	Node/ Station
Recall Timing (Hunt Group)	Terminating	Vertical/QSIG	Across Network	Node
Record	Both	Vertical	Across Network	Node/ Station
Response Message	Both	None	Local	
Ring Monitoring	Terminating	Vertical	Local	Node/ Station
Serial Transfer	Terminating	Vertical/QSIG	Local	
Service Observe	Originating	None	Local	Node/ Station
Shift for Speed Dials	Both	None	Across Network	Node/ Station
Silent for Ringing	Both	None	Local	Node/ Station
SLPS—Brokers Mode	Both	None	Local	

Available Features (continued on next page)

Available Features (continued)				
Feature Name (continued)	Type Originating/ Terminating/ Both	Remote Networking Support	Feature Parameters	Program Feature
SLPS—Dial Saved Number	Originating	None	Across Network	
SLPS—Pick Up Last Line	Terminating	None	Across Network	
SLPS—Save Number	Originating	None	Across Network	
SLPS—TAP	Both	None	Across Network	
SMDA/SMDR	Both	Vertical	Across Network (with limitations)	Node
Softkey	Both	Vertical	Across Network (with limitations)	
SOHVA	Terminating	Vertical	Local	Node/ Station
SOHVA Service Observe	Originating	None	Local	Node/ Station
Dial	Originating	None	Across Network	Node/ Station
System Speed Dial	Both	None	Across Network	Node
Station Monitoring (DSS/ BLF)	Both	Vertical	Across Network	
(with limitations)	Hub only			
Station Names	Both	None	Across Network	Node/ Station
Station State Query	Originating	Vertical	Across Network	Node/ Station

Available Features (continued on next page)

Available Features (continued)				
Feature Name (continued)	Type Originating/ Terminating/ Both	Remote Networking Support	Feature Parameters	Program Feature
Subdue Ringing	Terminating	Vertical	Local	Node/ Station
System Manager Prog	Both	None	Local	
System Parameters	Both	None	Local	Node
TAFAS (line answer from any station)	Both	None	Local	Node/ Station
Toll Restriction	Both	None	Across Network	Node/COS
Tracker	Both	Vertical	Local	
Transfer to Voice Mail	Both	Vertical	Across Network	Node/ Station
Trunk to Trunk Transfer	Both	Vertical	Across Network	
Voice Announce Block	Terminating	Vertical	Across Network	Node/ Station
Serial WP Integration			Across Network	Hub and VM
VVP			Across Network	Hub and VM

GLOSSARY

A

Account Code

A group of numbers, up to 16 digits in length, entered by station users during incoming or outgoing calls; the system uses account codes to identify the calls by category, or special grouping, for call accounting purposes.

All-Call Paging

Paging through the intercoms of all stations in the system.

Assist Button

A button that you can program that will let you send a message requesting assistance to the LCD of another telephone.

Attendant

Also known as the operator; typically, the first person to answer incoming calls and responsible for directing calls to the proper person or department.

Automatic Callback

System will ring a calling telephone when a busy called telephone becomes idle.

Automatic Dialing (or Auto-Dialing)

Using programmable buttons to store numbers for one- or two-button dialing.

Automatic Redialing

Turning on a program that automatically redials the last number dialed once a minute for 10 minutes.

[A](#) (continued on next page)

A *(continued)***Automatic Route Selection (ARS)**

ARS allows the system to automatically select the least costly line group available to a station to route a call. The system modifies the dialed number, if needed, to match the selected line group. ARS makes routing decisions (which lines to route a call over, if and how to modify a number, and costing information) based entirely upon the programming of the system.

Automatic Station Relocation

Process by which the system automatically recognizes particular stations if they are relocated to a different station port; the same class of service and station features are provided the station at the new port.

B**Block Programming**

To eliminate the need to program each station individually, programmers can assign features or functions to groups of stations.

Button Query

Feature which allows users to display the functions of programmable buttons on LCD telephones.

C**Call Forward**

Designating another telephone to receive intercom calls normally directed to the user's telephone.

Call Forward Outside System (CFOS)

Allows station users to forward incoming or transferred line calls to telephone numbers outside the system.

Call Park

Placing an active call at a particular telephone in system hold (park orbit) and retrieving it by any telephone.

C (continued on next page)

C (continued)**Call Pick-Up**

Answering a call at one telephone when it is ringing at another telephone.

Call Transfer

Transferring a call from one station to another. The transfer can be screened, i.e., you find out who is calling and announce them to the party being called; or unscreened, i.e., you transfer the call without identifying the calling party to the called party.

Caller ID

Allows station users to view the originating line number of incoming calls before they are answered.

Camp On

Process that allows a user to wait for a busy or idle line to become available and immediately be called back by the system; also allows users to send a tone to busy telephone to notify the station that a call is waiting.

Central Message Desk

A station that has been assigned to control message waiting lights and deliver messages to other stations in the system.

Class Of Service (COS) Programming

Customized programming of your system by the installer that establishes the basic operating parameters of the system and individual stations.

D**Data Interface Unit (DIU)**

This optional unit provides connections for your standard multiline digital telephone and Industry Standard Telephone (IST) device such as a FAX machine or answering machine.

Departmental Station Operation

The operation of stations that are organized into departments.

Dial By Name

This feature allows users to employ any two-line display, LCD speakerphone and its interactive buttons to search through an index of names, locate a desired station name or system speed dial name, and automatically call the located item.

D (continued on next page)

D (continued)**Digital Voice Announcing (DVA)**

The DVA is a line-powered device that provides voice prompts for auto-attendant and transfer, or you can use it to enhance the operation of DISA and Tracker.

Direct Inward System Access (DISA)

An enhancement option that allows outside callers to directly call a station or access certain internal system features, including all line groups and ARS. To prevent fraudulent access and unauthorized use, the caller must use an authorization code and system access code to gain access to outside lines as well as many of the advanced telephone features.

Direct Inward Station Dialing (DISD or DID)

This feature allows an outside party to call an intercom station directly without an attendant's assistance.

Direct Station Selection/Busy Lamp Field (DSS/BLF)

Programmable buttons which allow the user one button to place intercom calls to other stations within your system; the button is sometimes referred to as a DSS button. Busy lamp field or BLF is a term for a light that identifies current call status of DSS station.

Do Not Disturb

A mode that disables incoming call ringing and intercom calling.

Dual Tone Multiple Frequency (DTMF)

The tones made by your telephone when you dial.

DXP, DXP Plus, FXS and FXT

Common Code Based Systems; DXP, DXP Plus, FXS and FXT Communication Systems so named because the programmed function codes of these systems are interchangeable.

Dynamic Line Button

System temporarily assigns a normally unassigned line to an idle line button for certain call handling operations.

E

E&M Tie Lines

In telephony, a separate pair of leads to your station which are used by system operators for signaling and supervisory purposes.

Exclusive Hold

Only the telephone placing the call on hold can retrieve it.

Executive Override

Breaking into a conversation at a busy called telephone. This intrusion is announced by several quick tone bursts over the conversation.

H

Handsfree Answer Inhibit

A telephone can be set to block voice calls sent to it over the speaker.

Hook-flash

Action that occurs when the TAP button is pressed. Needed for activating host system features.

Hookswitch

The switch on a telephone which, when depressed manually or by the handset, disconnects a call.

I

IMIST

Module which allows the connection of an external device to a Vertical Comdial digital telephone.

Industry Standard Telephone (IST)

Analog telephone with only a basic 12 button keypad and no advanced features

Intercom

An internal communication system that allows you to dial another station at your office or location without connecting to the outside telephone system.

K

Keypad

Buttons 0 through 9 , as well as * and # are used for dialing.

L

Last Number Redialing

Automatically dialing the last number dialed.

LCD

Liquid crystal display; the alphanumeric display of several Vertical Comdial Digital Telephone models.

Line Groups

Programmers assemble and program outside lines into distinct line groups which users must dial a certain code to access.

Line Queuing

When several telephones share a line and that line is busy, a user can dial a code and hang up to wait for the line to become idle. When the line becomes idle, the user's telephone will ring.

M

Meet-Me Answer Page

Any user can dial a code in response to an all-call or zone page and be connected to the paging party in a private conversation.

Messaging

Turning on a telephone lamp to let the user know that a message awaits pickup and leaving a message on the display of a telephone that gives information on your status.

Mute

A fixed feature button that keeps a distant party from hearing your conversation. This button also lets you adjust the telephone display contrast from light to dark.

N

Night Transfer

Transferring incoming calls to a particular station(s) for off-hour answering.

O

Operator Station

Also known as the attendant station, this system station is programmed to ring when users dial the operator; usually considered the central message desk of the system although multiple attendant stations are possible

P

Paging

This feature allows station users to dial-up customer provided loudspeaker paging equipment and page over externally placed loudspeakers and determines what paging zones, if any, a station can page over.

Prime Line

A line designated to a particular telephone and automatically selected when the handset is lifted.

Privacy

Line feature, assigned by the programmer, to allow only one station to access a line at any time; no other station has access to the line unless the user makes it available through conferencing.

Programmable Buttons

Each telephone or station has buttons that can be user-programmed for Auto-Dialing numbers or feature codes, or other special purpose dialing requirements.

Pulse/Tone Switching

Changing from pulse/rotary dial signals to tone/DTMF signals.

Q

Queue

Method by which a station user waits for an available line by dialing a code and waiting for the system to call back.

R

Response Messaging

Responding non-verbally to a calling station by pressing a programmed button that sends a message to the calling station's display.

Ringing Line Preference

An automatic connection to any outside line ringing at the station when the station handset is taken off-hook.

Ringing Tones, Personal

A telephone can be arranged to ring in one of six distinctive tones.

S

Saved Number Redialing

Saving a last manually dialed number for later Auto-Dialing.

Screened Call Transfer

Allows users to first announce and then transfer both line and intercom calls from one station or group to another.

Service Observing

Class of service programming option allows users to enter an in-progress call in an unannounced muted mode to monitor the call.

Speed Dialing

Auto-Dialing using the keypad buttons. Speed dialing can be station calls (personal and accessed by only one specific user) or system calls (numbers used and accessed by anyone in the system).

Station

A single system telephone with an individual identity and feature set assigned by the programmer.

S (continued on next page)

S (continued)**Station Message Detail Accounting (SMDA)**

Station message detail accounting provides a record of the incoming and outgoing calls handled by the system on selected lines. This record provides information for accounting and traffic analysis studies.

Subdued Off-Hook Voice Announce (SOHVA)

A private announcement that can be made to a busy party which they hear through the receiver of their handset.

System Alarm Reporting

Allows you to view (through the LCD telephone screen) the various system alarms and the stations with which those alarms are associated.

System Speed Dial

System speed dialing provides system users with a repertory of up to 500 numbers that they can dial from any telephone in the system. The installer or the attendant is responsible for storing the system speed dial numbers.

I**TAP (Flash/Recall)**

Depending on your system's programming, this button gives you a fresh dial tone or activates a hook-flash.

Toll Restriction

Class of service feature by which the system allows or denies outgoing calls to selected users over selected lines.

Tone Call

A ringing intercom call.

Tracker Pager

The Tracker optional pager system allows you to send and receive messages to Tracker pagers assigned to station extension numbers.

TRNS/CNF

A fixed feature button that allows you to transfer outside calls and set up conference calls.

U

Unscreened Call Transfer

Allows users to transfer line or intercom calls from one station or group to another without first announcing them.

Unsupervised Conference

After establishing a conference between two outside parties, the originator drops out leaving a line to line unsupervised connection with the remaining parties.

V

Voice call

A verbal intercom call.

Voice Announce Blocking (VAB)

A telephone can be set to block voice calls sent to it over the speaker.

Z

Zone Paging

Paging through the intercoms of some stations or departments in the system.

INDEX

A

Account Codes
 entering for incoming calls 103
All Call Paging 44
Answering Calls 8, 19
 Hold Recalls 22
 intercom calls 8
Authorization Codes 105
Automatic Callback 40
Automatic Dialing 36
Automatic Redial 90
Automatic Set Relocation 117
Auxiliary Jack 100

B

Background Music 112
 background music loudness 115
Blocking a SOHVA 28
Button Functions 11
Button Query 46

C

CALL FORWARD 67
Call Forward Outside System 56
Call Forwarding 53
Call Pickup 25
Call Transfer 144
Call Waiting 43
Caller ID 31
Camping On 40
CFOS 56
conference call on an E & M tie
 line 109
Conferencing 50

D

Default Volume Control 116
Dial By Name 111
Dialing Code Table 70

Digital Voice Announce 137
Direct Inward System Access 96, 97
Directed Call Pickup 26
Directed Hold 23
DISA 96
Display Abbreviations 157
Display Contrast 5
Display lights 13
Do Not Disturb 29
DSS Numbers 75, 76
DSS/BLF Console 151
DVA 137

E

E and M Tie Lines 107, 108
enable line 127
enable station 126
Exclusive Hold 21
Executive Override 47

F

Feature Access Codes 78, 153
Feature Buttons 82

G

Glossary 173
Group Call Pickup 25

H

handset loudness 114
Hot Transfer 64

I

IMIST Module 119
Intercom Calls 8
IST device 119

L

Last Number Redial 37
LCD Message Delivery 69
LCD MESSAGE LIST 70
LEDs 13
line group queuing 49
Line Groups 89
Line Naming 131
lock your telephone 106

M

Making Intercom Calls 34
Making Outside Calls 33
Message Waiting 128
Message Waiting Light 72
monitor another telephone 24
Monitored Stations 24
Monitoring 118
Muting Your Speakerphone 116

N

Networking Support 163
Night Transfer 143
Night Transferred Calls 19

O

Outside Calls 8
outside calls 8
Overflow Transfer 145

P

Park Recalls 60
Parking a Call 59
Personal Ringing Tone 6
Problem Line 128

Q

Queuing 49
Quick Transfer 65

R

Reminder Alert 85
Reports 133
Response Message Button 87
Response Message Delivery 74
Ring Tone 6
Ringer 6
Ringer volume control 6

S

Screened Call Transfers 61
Service Observing 24, 118
Setting Up Your Speakerphone 1
SOHVA 27, 39
speaker volume 6
Speakerphone Characteristics 161
Special Attendant Buttons 146
Speed Dial Numbers 76
Switching The Dialing Mode 118
System Clock 148
System Speed Dial 135
System Status Log 149

T

T1 alarm 150
Telephone Naming 129
Tracker Paging System 93
turning off 6

U

Unscreened Call Transfers 63

V

Voice Announce Blocking 30
Volume Control 6, 113

W

walking class of service 105



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