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Chapter 1.
The Telephone
1. **The Telephone**

This guide covers the use of the 2420 phones on IP Office.

1. **Display, Call Appearance and Feature Buttons:** Call Appearance keys enable you to handle multiple calls and the display shows call information. Details on system features (allocated by your system administrator) can also be displayed. See [Call Appearance Keys](#) and [Overview of the Function Keys](#).

2. **Message Lamp:** The lamp is used as follows:
   - **On (Continuous):** There are new messages in your voicemail mailbox, or another mailbox for which you have been configured to receive "Message Waiting Indication".
   - **Flashing:** The lamp can also be set to flash when the phone receives a call. See [Ring Options](#).

3. **Previous/Next Page:** Move through the different pages of the call handling, speed dials and call log screens. Also used to move the cursor during data entry.

4. **MESSAGES:** Access your mailbox.

5. **Call Handling Buttons:**
   - **HOLD:** Red button used to place a call on hold.
   - **TRANSFER:** Transfers a call to another phone.
   - **CONFERENCE:** Sets up conference calls with more than one other person.
   - **DROP:** Drops the current call or, if on a conference call, drops the last person to join the conference.
   - **REDIAL:** Redials the last number dialed or displays the last 6 numbers dialed from the phone, depending on configuration via the Options menu.

6. **Dial Pad:** Standard 12-button pad for dialling phone numbers.

7. **Volume Controls:** Adjust the speaker, handset, headset, or ringer volume depending on which is currently in use.

8. **MUTE:** Turns the microphone on/off. When in use, the associated light is on and the caller cannot hear you.

9. **HEADSET:** Switches from handset to headset. The light associated with this button turns on when the headset is active.

10. **SPEAKER:** Access the speakerphone. The light associated with this button turns on when the speakerphone is active. The handset is muted while the speaker or headset is in use.

11. **EXIT:** Returns you to the main call handling screen.

12. **Softkeys:** Used to navigate to or initiate certain features, such as Speed Dial or Call Log, as well as control certain actions within the features. These keys correspond to the text prompts in the display screen immediately above them.
1.1 Call Appearance Keys

Normally, the first page of the main call handling screen contains three keys set as 'call appearance' keys. These are allocated to you by your system administrator and are indicated as a=, b= and c=. An underscored call appearance key (e.g. a=) indicates that the line is active.

Your system administrator can allocate a call appearance key with:

- **A Bridged Appearance**
  A bridged appearance key matches the status and operation of the call appearance key on a pre-defined colleague’s phone. Hence, you can pick-up, make and receive calls on behalf of your colleague.

- **A Line Appearance**
  An IP Office exchange line (but not IP lines) can be allocated to you such that the status of that line is displayed and you can use the line appearance key to make and receive calls.

- **Call Coverage Appearance**
  A call coverage appearance key alerts you when a pre-defined colleague is receiving a call. The covered user does not need to be using call appearance keys. Hence, you can pick-up calls on behalf of your colleague.

For details of Bridged, Line and Call Coverage Appearance keys set-up and their operation, refer the IP Office Key and Lamp Operation manual.

Having more than two call appearance keys is very useful. When holding a call, you can answer or make another call and then switch between calls, transfer or conference. If you are set to receive call waiting indication, the waiting call is shown against the next call appearance key.

**Caution**

- Although the system administrator can replace the call appearance keys with Bridged, Line and Call Coverage Appearance keys, this would severely restrict the use of features such as conference and transfer.

  It is for this reason that it is **strongly recommended** that all call appearance keys remain at their default settings.
1.2 Call Appearance Key Icons

The icons displayed against the Call Appearance/Feature keys, allow you to determine the status (for example, on **HOLD**) of each call. Icons also indicate whether a feature has been activated for a particular button.

- **Incoming Call:** 📞
  
  A 📞 symbol next to a call appearance key indicates an incoming call.

- **Connected:** ☑️
  
  A ☑️ symbol next to a call appearance key indicates that it is the currently connected call. The caller's phone number (if available) is also shown. To put the call on hold, press ☑️ **HOLD**. An H is displayed.

- **On HOLD:** 🔄
  
  A 🔄 symbol next to a call appearance key indicates a call on hold. To take the call off hold and put any other current call on hold, press 🔄.

- **Function Active:** 🎵🎵
  
  The button to the left or right of the function key is active.

1.3 System Features

System Features **can only be set** against soft Function Keys by your system administrator. However, your system administrator may allocate you two 'self administrator' features that will enable you to add System Features to your soft Function Keys.

In addition, there are a number of System Features that **you can always access yourself** by the use of short codes. Refer to **System Features Introduction** for details of System Features that you can always access yourself by dialling short codes. For example, to listen to your voicemail messages, dial *17.
1.4 Logging Off
If you have been allocated a login code, you can log your phone off to prevent unauthorized use during an absence, or for privacy purposes.
If you are logging off from another extension, the system will log you back in at your home extension, unless the force-login option is set.

Caution
- Call Log entries and certain Speed Dial settings will remain on the extension even when you are logged out.

To log off the phone where you had logged on dial *36.

1.5 Logging On
Your administrator has created your initial configuration so that you will be automatically logged on to your home extension. However, you may be required to log in for the following reasons:

- Forced login - if your configuration does not allow automatic login to your home extension.
- To use an extension other than your own (hot desking)
- If you, or somebody else, has logged you out of your extension.

Notes
- When hot desking, any short codes you have setup on your home extension will be passed to the extension you have logged on to.
- Certain information such as speed-dials and call log are telephone model dependent, and will not be passed to the new extension.
- You will be able to hot desk to extensions on remote sites only if the Small Community Advanced Networking License is installed on that system.

To login to your home extension (forced login), enter *35*P#, where 'P' is your login code.

To login at another extension (hot desking), enter *35*N*P#, where 'N' is your home extension number and 'P' is your login code.

Notes
- Your login code, if configured, will be supplied by your Administrator.
- You have 4 attempts at logging on. If you fail to logon correctly, the message "Invalid" will be shown on the main display and you will hear the busy tone. If you fail all 4 attempts to log on, you must wait 90 seconds before any login will be accepted, whether correct or not.
1.6 No User

The NoUser configuration will be used for extensions where the home user is not currently logged on for example:

- The home user is logged on to another extension
- Forced login is enabled

An extension set as NoUser will display the name "NoUser" and the extension number.

If required, and you have been allocated a login code, you can logon using your extension number and login code. (see Logging On)

**Note**

- Although internal calls may be made from an extension marked NoUser, normally calls cannot be received on that extension.

1.7 The Display

- **B** Phone Locked: Internal calls only.

- **D** Call Forwarding On:
  See Call Forwarding

- **G** In Group:
  You can enable/disable group membership.

- **H** Held Call:
  Shows the number of held calls. See HOLD

- **N** Do Not Disturb On:
  See Do Not Disturb

**NoUser**

- **No User:** The extension is not currently logged on. see No User

- **O** Out of Hours:
  This is displayed if one or more Hunt Groups is in "Out-of-Hours" mode.

- **P** Parked Calls:
  Shows the number of parked calls.

- **T** Twinned:
  The phone is being used as the twin of another phone.

- **DISC** Disconnected:
  To end the call, press 🎤SPEAKER.

- **CONN** Connected:
  You are on a call.

- **ssss** Suppressed Code
  When an account or authorization code is entered, the number you enter is displayed as "ssss" for security purposes.

- **CONF** CONFERENCE Call:
  You are part of a conference call, displayed on the left hand side of the display. See CONFERENCE Calls
Chapter 2. Basic Call Handling Features
2. Basic Call Handling Features

2.1 Answering a Call

When a call arrives at your phone, you hear a ringing tone and a blinking bell icon appears on the associated call appearance.

To answer an incoming call:
Do one of the following:

- If you are not active on another call, answer the call using your handset, headset or speakerphone (see Speakerphone).
- If you are active on a call already, place the active call on hold (see Hold), and then answer the incoming call.
- If the call appearance for the ringing call is not displayed on the current screen page, press EXIT to return to the first page of the Home screen. When you locate the call appearance for the ringing call, press the corresponding call appearance button.
- If you are a member of a hunt group, you will see a blinking bell icon next to your group name, for example "Sales". Press Sales to answer the call.

Note
- To redirect an incoming call, do not answer, press DROP to redirect the call to Forward On No Answer (if set) or voicemail (if available).

To answer a call at another extension:
You can answer from your own phone by using Call Pick-Up; lift your handset and dial:

- *30 to answer a call ringing anywhere.
- *31 to answer a call within your group.
- *32*201# to answer the call for a particular extension, in this example 201.

The default ring cadences are:

- **Internal calls** - single ring cadence.
- **External calls** - double ring cadence.

*These can be changed by your system administrator.*

Note
- If your phone rings for any longer than a specified period (15 seconds in default), any re-direction feature that you have activated, such as voicemail or call forwarding, will come into effect.
2.2 Making a Call

You can make calls from the phone using a variety of methods as follows:

To manually make a call:

1. Lift the handset and dial the required number on the key pad. Remember to include the required access code (for example; 9 for an outside line) and listen to the progress of the call.
2. Adjust the speakerphone volume as necessary.
   To change the volume, press ▼ and ▲. The eight volume levels are displayed.
3. If the call is not answered, press ⬤ SPEAKER or ⬪ DROP.
   If the call is answered, either speak or pick up the handset and speak to the called party.

To automatically make a call:

Do any of the following:

- To have the phone dial the last number that you dialed, press ⬦ REDIAL and then press the function key associated with the call. See Redial
- Access the Call Log and initiate a call to a specific entry. See Making Calls from the Call Log
- Access the Speed Dial List in your personal directory and initiate a call to a specific entry. See Dialling a Speed Dial Number

When the call is answered, either speak or pick up the handset and speak to the called party.

2.3 Clearing a Call

To clear an established call:

Either:

- Replace the handset.
- Press ⬪ DROP.
2.4 Conference
The Conference feature allows you to conference other parties (including yourself) into a call.

Notes
- The number of parties allowed in a conference is controlled by your phone system.
- Two Call Appearance keys are required for the conference feature.

To add another party to a call:
1. Press CONFERENCE.
2. Dial the number of the person you want to add to the call.
3. To add the person to the call, press CONFERENCE again.
   If the called party does not answer or does not want to join the conference, press DROP. To return to the held call, press adjacent to the held call.
4. Repeat steps 1 through 5 for additional conference connections.

To see the details of the different participants in the conference, press and Prev/Next.

Notes
- To leave a conference call, hang up.
- To display which conference participants to drop from the conference, press DROP. You can then select the participant to drop by pressing the and Prev/Next buttons to display the participant, then press DROP again.

2.5 Transfer
This feature allows you to transfer a call from your phone to another extension or outside number.

1. With a call in progress, press TRANSFER.
2. When you hear dial tone, dial the number to which the call is to be transferred. Then do one of the following:
   - To transfer the call without announcing it (an unsupervised transfer), press TRANSFER again. The transfer is complete.
   - To announce the call before transferring it (a supervised transfer), wait for the called party to answer:
     - If the called party is willing to accept the call, press TRANSFER again to complete the transfer.
     - If the called party does not wish to accept the call or there is no answer, press DROP. To return to the held call, press adjacent to it.
2.6 Headset Working

When a headset is to be used, it must be plugged in to the headset socket on the base of the phone. To activate the headset and switch off the handset, press HEADSET. The lamp beside the button is illuminated when headset working is activated.

To answer an incoming call:

1. Press HEADSET.

   **If you are already on a call:**
   - Place the first call on hold
   - Press next to the flashing bell icon ( ).

To clear a headset call:

   - Press DROP.

To manually make a call:

   - Press HEADSET.
   - Dial the number. Remember to include the required access code (for example; 9 for an outside line) and listen to the progress of the call.

To automatically make a call:

   - Press HEADSET.

Do any of the following:

   - Press REDIAL and then press to have the phone dial the last number that you dialed. See Redial.
   - Access the Call Log and initiate a call to a specific entry. See Making Calls from the Call Log.
   - Access the Speed Dial List in your personal directory and initiate a call to a specific entry. See Dialling a Speed Dial Number.

When the call is answered, speak to the called party.
2.7 Speakerphone

The two-way built-in speakerphone allows you to make and answer calls without lifting your handset. Keep in mind that two-way speakerphones may not operate satisfactorily in every environment (such as in very noisy locations).

- For IP Office 4.1 and higher, the Group Listen function can be used to hear a call via the speaker but talk through the handset. Consult your System Administrator for more details.

To make or answer a call without lifting the handset, or to use the speakerphone with any feature:

1. Press \( \text{SPEAKER} \). The LED beside the button illuminates.
2. Make or answer the call, or access the selected feature.

   Adjust the speakerphone volume if necessary. To change the volume, press \( \uparrow \) and \( \downarrow \). The eight volume levels are displayed.

To change from the speakerphone to the handset (or headset if fitted):

- Pick up the handset (or press \( \text{HEADSET} \)) and talk.

To change from the handset to the speakerphone:

- Press \( \text{SPEAKER} \) and hang up the handset.

To end a speakerphone call:

- Press \( \text{SPEAKER} \) again.
2.8 Speed Dial

The Speed Dial feature enables you to automatically dial calls to phone numbers stored in your personal directory. For more information about the Speed Dial facility, see Using Speed Dials.

To make a call to a personal directory entry using the Speed Dial feature:

1. From the Home screen, press any Soft Key.
2. From the Home screen, press SpDial. The Speed Dial screen is displayed.
3. Press the button next to the entry you want to call.

Note
- If the entry you want is not displayed, press  and  to search through the entries or key the first letter of the required name to jump to the page with a matching entry.

The phone dials the number for you.

2.9 Redial

The Redial feature automatically redials a previously dialed extension or outside number (up to 24 digits). Your phone will store up to ten of the last numbers dialed.

Note
- If you have dialed the same number twice in succession, it will only have one appearance in the redial list.

To redial a previously dialed number:

- Press  REDIAL and then press  and  to search through the entries. When you have located the required number, press the associated  button next to the number.

To redial the last number dialed:

- Press  REDIAL twice.
2.10 Mute

During an active call, the Mute feature prevents the party (with whom you are speaking) from hearing you. This feature is most commonly used in conjunction with the Speakerphone. However, it can be used to hold an off-line conversation at any time during a call.

To prevent the other person on the line from hearing you:
1. Press MUTE. The indicator next to the Mute button lights when Mute is active.
2. To reinstate two-way conversation, press MUTE again.

2.11 Hold

You can put a call on hold to gather information, or to answer a second call. If a second call arrives you will here a short ring and the flashing symbol will appear next to the Call Appearance key.

To put an existing call on hold:
1. Press HOLD.
2. Answer the second call by pressing the call appearance button with the symbol against it. The symbol changes to , showing that the line is connected.

To return to the held call:
1. If you have a call in progress, then first put that call on hold as above.
2. To retrieve a held call, press the Call Appearance button with against it.

Notes
- With hold return timer (defined by your system administrator), you are reminded that you have a call on hold. The phone will ring and is displayed.
- If the system feature AutoHold is on (consult your system administrator) then you can hold an active call ( ) by pressing ( ) against the second call. If AutoHold is off, then pressing ( ) against the second call, will drop the first call.
2.12 Message

Message is used to access the voicemail system (if installed). Once pressed, the prompts given will depend on the type of voicemail system. For further details, refer to the Mailbox Users Guides provided for the different voicemail systems supported by IP Office.

The message lamp at the top of the phone stays lit when there are new messages in your voicemail mailbox, or in any other mailbox for which you have been configured to receive "Message Waiting Indication".

**Note**
- The lamp can also be set to flash when the phone is rung, irrespective of whether you have new messages waiting to be read.

2.13 Private Call

The Private Call feature is used to prevent any intrusions during the call. Private call can be activated either before or during a call and will set the phone status to 'cannot be intruded' until you switch the Private Call feature off.

If you place a call to an extension with Private Call on, you will hear the Number Unobtainable tone.

**Note**
- Private call is not a default feature. If you require this option, contact your administrator.
Chapter 3.
Using Speed Dials
3. Using Speed Dials

The phone can store up to 104 personal speed dials. For a list of the speed dials, press any \[ \text{SpDial} \] and then press \[ \text{EXIT} \].

- The speed dial list is sorted alphabetically.
- To move between pages, press \[ \text{and} \] or \[ \text{and} \].
- Press the appropriate letter key to move direct to the first page with a matching name.
- To call the number, press \[ \text{or} \] next to an entry.
- To perform other actions, press \[ \text{. To access the details of a particular speed dial, press the soft key and select the name from the directory.} \]

**Note**

- Speed dials can be used for any numbers that can be manually dialed from the extension. Where a dialling prefix is required (for example, an external line access digit) then that prefix must be part of the speed dial number.
3.1 Adding a New Speed Dial

To add a new speed dial:

1. Press \( \text{SpDial} \). If \( \text{SpDial} \) is not shown and to exit the current screen, press \( \text{EXIT} \) and then press \( \text{Add} \). If a message appears stating that the speed dial list is full, you must first delete an existing entry before adding any new entry. See Deleting a Speed Dial.

2. With Name selected, begin entering text using the telephone keypad. Each key is marked with the letters and number it provides. You may have to press the key more than once depending on the character you require. For example:
   - The key 2 is also marked as A, B and C. To enter a C, press 2 until C is displayed.
   - If the next character you want to enter is on the same key, press \( \downarrow \) to move the cursor right and then enter the character.
   - By default the first letter is entered in upper-case and the phone then switches to lower-case entry mode. To change the case of the current character, press \( \text{Case} \).
   - To enter a space, press \( \text{Space} \).
   - If you make a mistake, press \( \text{Backspace} \) to delete the character to the left of the cursor.
   - If you have made a mistake in the middle of a character string and do not wish to backspace and re-enter all the characters, press \( \leftarrow \) to step back to one character before the point where you wish to edit. Either insert the new character or press \( \text{Backspace} \) to delete the character to the left of the cursor.
   - Press * once enters a . (period) or twice a * (asterisk). To enter more than one * (asterisk) or . (period), press \( \uparrow \) to move the cursor to the right and then enter the character.
   - Press # once enters a – (dash) or twice enters a # (hash). To enter more than one # (hash) or – (dash), press \( \uparrow \) to move the cursor to the right and then enter the character.

3. When the name is set as required, press \( \text{Number} \).

4. Enter the number required using the dialling keypad. For external numbers remember to enter any external dialling prefix required (e.g. 9).
   - To enter a hyphen, press \( \text{Hyphen} \). This does not affect the number dialed but may help make numbers more readable.
   - To enter a 1.5 second pause, press \( \text{Pause} \). This will appear as a , (comma) character in the phone number.
   - To move the cursor left or right, press \( \leftarrow \) and \( \rightarrow \).

5. To save the speed dial and return to the speed dial list, press \( \text{Save} \).

6. To return to the speed dial list without saving the changes, press \( \text{Cancel} \).

7. To return to the call handling screen without saving the changes, press \( \text{EXIT} \).
3.2 Dialling a Speed Dial Number

You can use the speed dial directory to make a call with the handset on hook or off hook.

To dial a speed dial number:

1. Press SpDial. If SpDial is not shown and to exit the current screen, press EXIT.
2. To display different pages of speed dials, press ▼ and ▲ or key the first letter of the required name to jump to the page with a matching entry.
3. When the required entry is displayed, press the adjacent ▶ or ◀.

3.3 Deleting a Speed Dial

To delete a speed dial:

1. Press SpDial. If SpDial is not shown and to exit the current screen, press EXIT.
2. Press Delete.
3. Select the speed dial entry you want to delete. To display different pages of speed dials, press ▼ and ▲ or key the first letter of the required name to jump to the page with a matching entry.
4. When the required entry is displayed, press the adjacent ▶ or ◀. A request for confirmation will appear.
5. To delete the entry, press Yes or, to exit without deleting, press Cancel.
6. Select another entry to delete or to return to the speed dial list, press Done.

3.4 Editing a Speed Dial

To edit a speed dial:

1. Press SpDial. If SpDial is not shown and to exit the current screen, press EXIT.
2. Press Edit.
3. Select the speed dial entry you want to edit. To display different pages of speed dials, press ▼ and ▲ or key the first letter of the required name to jump to the page with a matching entry.
4. When the required entry is displayed, press the adjacent ▶ or ◀.
5. Edit the speed dial using the same methods as for adding a new speed dial. See Adding a New Speed Dial.
6. After saving or canceling any changes you will be returned to the speed dial selection list. Select another speed dial to edit or to return to the speed dial list, press Done.

3.5 Converting a Call Log Entry to a Speed Dial

You can create a new speed dial from a call log entry. See Saving a Call Log Entry to Your Speed Dial List.

This process will start the normal speed entry screen but pre-filled with the name and number from the call log entry.
Chapter 4.
Using Visual Voice
4. Using Visual Voice

Visual Voice gives you access to your mailbox using softkeys and, by using the associated feature keys, a more user-friendly option control.

Visual Voice is accessed by pressing Voice and then selecting from the displayed options:

- **Listen** - You can have direct access to your voicemail.
- **Message** - You can leave a message directly in a mailbox you specify.
- **Greeting** - You can listen to, change or delete your greeting message.
- **Password** - You can change your voicemail password.
- **Email** - You can view or change your email alert status;
- **<Group>** - You can have direct access to voicemails for any group you are a member of; if you are the Group Mailbox Administrator.

**Note**

- The email option is only available if VoiceMail Pro is installed, and Voicemail Email has been configured for you.
4.1 Listen to Voicemails

To listen to your Voicemails or your Group Voicemails:

1. Press \[Voice\].
2. Press \[Listen\] (for your messages) or \[<group name>\] (for your hunt group messages), for example, Sales (25).
3. When prompted, key in the password. If your extension has been configured as a trusted source, the password will not be required.
   
   Note - If you do not have the required password, contact your administrator.

   You will be presented with the following message categories for your messages:
   - New (5)
   - Old (7)
   - Saved (13)

   Note - The total number of messages in each category is displayed in brackets.

4. Use the feature key to select the category, for example \[New\].

The first message in the selected category will play and the following message handling feature key options are displayed:

- **Next** - Plays next message.
- **<<** - rewinds current message by 5 sec
- **>>** - fast forwards current message by 5 sec
- **Pause** - pauses the current message/resumes playing
- **Delete** - Delete the current message.
- **Save** - Change the current message’s category to ‘saved’
- **Previous** – Plays previous message
- **Copy** - Copy the message to another mailbox or mailboxes. If selecting more than one mailbox, the entries must be separated with a \#.

To add a covering message to the copied voicemail.

1. Press \[Copy\], and add the recipients. The feature keys change to the copy options.
2. Press \[Pre-Rec\]
3. Record your message
4. Press \[Stop\]
5. Press \[Listen\] to check your message. You can change the message by selecting Pre-Rec again.
6. Press \[Send\].

**Note**

- Depending on the number of feature keys available, you may need to use the scrolling facility to see all of the options.
4.2 Send a Voicemail

To send a message to another person or Group:

1. Press Voice.
2. Press Message and dial the extension of the person or Group.
3. Press Message again. The soft-key Record is displayed.
4. Press Record. The Stop soft-key is displayed.
5. Record your message and when finished, press Stop.

After recording your message, the following soft-key options are displayed:

- Listen - Listen to the message you just recorded.
- Record - Re-record your message.
- Others - Add other recipients; each entry separated by a #. Then press Done.
- Submit - Submit (send) the message.

When you have submitted your message, press EXIT to return to the main display.
4.3 Changing Your Greeting

You can listen to, change and save your current greeting.

**Note**
- Visual Voice **only** modifies your Personal Greeting for All Calls.

**To change your mailbox greeting:**
1. Press Voice.
2. Press Greeting. The following options are then displayed on the soft-keys.
   - Record - starts recording.
   - Listen - to hear your current greeting.
   - Submit - saves the new greeting.
   - Delete - deletes your current greeting.

**To listen to your current Greeting:**
1. Press Listen.

**To Record a new Greeting:**
1. Press Record. The Stop soft-key is then displayed.
2. Record your Greeting and then press Stop.
3. Press Listen to hear the message you have just recorded; re-record if you are not satisfied with the Greeting.
4. Press Submit to save the new Greeting.
5. Press EXIT to return to the main display.
4.4 Changing Your Mailbox Password

Note
- When changing your mailbox password it is advisable not to use sequential numbers (1234, 6789, 8765, etc.) or existing extension numbers.

To change your Mailbox password:
1. Press Voice.
2. Press Password.
3. When prompted, key in your new password (minimum of 4 digits) and press Done.

The display will exit to the main display if the change was accepted. Otherwise you will be prompted to try again.
4.5 Email Alerts

The Email option is displayed if:

- You have Voicemail pro installed
- Voicemail Email has been configured for you.

To view or change the current email alert status:

1. Press Voice.
2. Press Email. You will be prompted for your current voicemail password. The current voicemail email alert status is shown along with Change and Done soft-keys.
3. Select either:
   - Done - To exit leaving the current alert status active
   - Change - To change the status.
   Note - The Change soft-key will toggle through the alert status, beginning with the current status.
4. CHose one of the following status:
   - OFF - No email alerts are sent.
   - COPY - An email alert is sent with a copy of the voicemail attached.
   - FWD - An email alert is sent with a copy of the voicemail attached. The original voicemail is deleted from your voicemail mailbox.
   - ALERT - An email alert is sent when there is a new voicemail.
5. When you have made you selection, press Done

4.6 Voicemail Transfer

Unlike the standard transfer, Voicemail Transfer allows you to transfer a call to another user's mailbox.

To transfer the call to another mailbox:

1. Press Voice.
2. Key in the user's extension number.
3. Press Vmail Transfer.

The call will be transferred directly to the users mailbox; the extension is not alerted.
Chapter 5.
Using the Call Log
5. Using the Call Log

The phone maintains a call log, to access, press Log. This log can store up to 100 entries. These can be a combination of incoming answered calls, incoming unanswered (missed) calls and outgoing calls.

You can select which types of calls are included in the log. You can also use call log entries to make return calls or convert the entry into a speed dial for future use.

⚠️ WARNING

- Calls that are made using pin codes and other information will appear in the call log. Either Logging of outgoing calls should be switched off or those call logs removed manually. See Setting Which Calls are Logged.

Notes

- Only outgoing calls made using the dial pad or a speed dial entry are logged.
- Call log entries are lost if the phone is disconnected from the IP Office.

To display a screen similar to the following, press Log:

- Missed calls are displayed first. You can select from InAns or Outgo. Alternatively, to display all three options, press More and then select All.
- Logged calls are shown with the most recent first.
- The name of the called or calling party is shown, if available.
- The number of the called or calling party is shown.
- To display further pages of entries, press ◀ and ▶.
- To display further details of a particular call, press ◀ or ▶ next to a log entry.
- The number of the log entry.
- The type of log entry, i.e. Answered, Un-answered or Outgoing.
- The name of the called or calling party is shown (if available).
- The number of the called or calling party is shown.
- The date, time and duration of the call.
- To display the previous or next logged call, press ◀ and ▶.
- The keys provide a number of actions.
Using The Call Log

You can make calls directly from the call log. Whilst in the call log you can still make a call by going off-hook, press SPEAKER and dial a new call. Similarly, you can still receive calls and handle them using the dial pad key functions.

5.1 Setting Which Calls are Logged

Caution

- If you change these settings, any call details already in the call log that no longer match the selection are deleted.

To set which calls are logged:

1. Press Option. If Option is not shown, press EXIT to exit the current screen.
2. Press Log Setup.
   A menu showing Answered, Un-Answered and Outgoing, with their current settings is displayed.
3. To toggle a particular setting between Yes or No, press next to it.
   Alternatively;
   To underline a call type's current setting, press next to it. To change the value of the currently underlined setting, press Yes/No.
4. Do one of the following:
   - To save the settings and return to the options menu, press Save. You will hear a confirmation tone.
     Note
     If you press Save after changing the settings, any existing call log entries that do not match the call types selected are deleted from the call log.
   - To return to the Options menu without saving any changes, press Cancel.
   - To return to the call handling screen without saving any changes, press EXIT.

5.2 Viewing the Call Log

To view the call log:

1. Press Log. If Log is not shown, press any .
2. At default, Missed calls are displayed first. You can select from InAns or Outgo. Alternatively, press More and select All to display all three options. To return to Missed or InAns or Outg, press Back and make your selection.
3. To display different pages of log entries, press and .
   - To exit the call log and return to the previous screen, press Done.
   - To exit the call log and return to the call handling screen, press EXIT.
   - To view the details of a particular log entry, press or next to the entry.
4. To return to the previous screen, press Done.
5.3 Making Calls from the Call Log

To make a call from the call log:

1. Press \textit{Log}. If \textit{Log} is not shown, press any \textit{}. 
2. At default, \textit{Missed} calls are displayed first. You can select from \textit{InAns} or \textit{Outgo}. Alternatively, press \textit{More} and select \textit{All} to display all three options. To return to \textit{Missed} or \textit{InAns} or \textit{Outgo}, press \textit{Back} and make your selection.
3. When you locate the entry you want to call, press \textit{ } or \textit{ } next to the entry.
4. To make the call, press \textit{Call}.
   If the number shown is external but does not include the external dialling prefix used by your phone system, go off-hook, dial the prefix and then press \textit{Call}.

5.4 Saving a Call Log Entry to Your Speed Dial List

To save a call log entry to your speed dial list:

1. Press \textit{Log}. If \textit{Log} is not shown press any soft key.
2. At default, \textit{Missed} calls are displayed first. You can select from \textit{InAns} or \textit{Outgo}. Alternatively, press \textit{More} and select \textit{All} to display all three options. To return to \textit{Missed} or \textit{InAns} or \textit{Outgo}, press \textit{Back} and make your selection.
3. To display different pages of log entries, press \textit{ } and \textit{ }.
4. When you locate the entry you want to call, press \textit{ } or \textit{ } next to the entry.
5. Press \textit{Save}. The speed dial editing screen appears, pre-filled with the details from the call log entry. See \textit{Adding a New Speed Dial} [7].
5.5 Deleting a Call Log Entry

To delete a call log entry:

1. Press Log. If Log is not shown, press any soft key.

2. At default, Missed calls are displayed first. You can select from InAns or Outgo.
   Alternatively;
   To display all three options, press More and then select All. To return to Missed or InAns or Outgo, press Back and make your selection.

3. To display different pages of log entries, press and .

4. When you locate the entry you want to call, press or next to the entry.

5. Press Delete. The entry is deleted from the Call Log and the details of the next call are shown.

6. To exit the call log and return to the call handling screen, press EXIT.

5.6 Erasing All Logged Calls

Loss of power to the phone will cause all call log entries to be deleted.

The Erase All option deletes the calls you have selected to log. See Setting Which Calls are Logged.

Caution

- This action also deletes all speed dial entries and phone personalization options. See Default Phone/Erase All Settings.

To erase all logged calls:

1. Press Log and then press More.

2. Press Delete. You are presented with a message asking you to confirm that you want to delete all entries.

3. To remove all logged entries, press Erase.
Chapter 6.
Changing Options
6. Changing Options

6.1 Ring Options

The IP Office uses ‘distinctive ringing’ for different types of calls:

- A repeated single ring for internal calls
- A repeated double ring for external calls
- A single ring followed by two short rings for ringback calls.

These options are fixed by the IP Office. You can personalize your phone’s ringer sound so you can recognize it from other ringing phones.

You can choose from among eight different ring sounds. This alters the tone and style of ringing used by the phone, the ring pattern is still controlled by the IP Office according to the call type.

To change the ringer sound:

1. To exit any other mode, press EXIT and then press Option.
2. Press Ring Options and then press Ring Pattern. A menu with the current ring pattern appears.
3. To select a ringing pattern, press either ← and → or press a dial pad key between 1 and 8. You will hear the selected ringing pattern.
4. To hear the ringing pattern again, press Play or re-press the dial pad key.
   - When you have selected a ringing pattern, press Save. You will hear a confirmation tone and be returned to the options menu.
   - If you want to return to the options menu without changing the ring pattern, press Cancel.

Note
- If you receive a call while selecting a ringer sound, you are automatically returned to the Call Handling screen if set (see Show Phone Screen below).

To use the Message Lamp for ringing alerts:

1. To exit any other mode, press EXIT and then press Option.
2. Press Ring Options and set Flash Message Lamp to Yes or No. When set to Yes, the Message lamp will flash when you receive a call. Changing this option does not affect the voicemail visual indicator feature.

To automatically show the Call Handling screen:

1. Press EXIT to exit any other mode and then press Option.
2. Press Ring Options and set Show Phone Screen to Yes or No. If set to Yes then, when you are setting up/using Speed Dial, Call Log, etc., you are automatically returned to the Call Handling screen when you receive a call.
6.2 Adjusting the Display Contrast

You can adjust the contrast level on the phone display. You can choose from among fifteen levels of contrast.

To adjust the display contrast:

1. To exit any other mode, press EXIT and then press Option.
2. Press Contrast. A menu with the current contrast setting appears.
3. To adjust the level of contrast, press and .
4. When the contrast is set as required, either:
   - To return to the options menu, press Done.
   - To return to the call handling screen, press EXIT.

6.3 Call Log Setup

Through the Option menu, you can specify which types of calls should be included in the phone's call log. See Setting Which Calls are Logged.

6.4 Miscellaneous

The Miscellaneous option only contains one menu item: Stay in Speed Dial.

If Stay in Speed Dial is set to Yes and you access your personal Speed Dial list, the menu will remain displayed regardless of any calls made or received.

1. To exit any other mode, press EXIT and then press Option.
2. Press Miscellaneous and set Stay in Speed Dial to Yes.
6.5 Using Self Test
Self test can be used to display information about your phone and to check operation of the lamps and display. The information may be required by your system administrator.

To perform a self test:
1. To exit any other mode, press EXIT and then press Option.
2. Press Self Test. A screen of information is displayed.
3. Press and hold Test. The screen lines go black and all the phone lamps come on.
4. Do one of the following:
   - To return to the options menu, press Done.
   - To return to the Call Handling screen, press EXIT.

6.6 Default Phone/Erase All Settings
The Erase All option, allows you to reset all personalized settings entered through the phone's Option menus (except contrast level). This option also deletes all entries in the phones Call Log and Speed Dial lists.

To erase all settings:
1. To exit any other mode, press EXIT and then press Option.
2. Press Erase.
3. To select/de-select an item for erasure, press next to an item. A is shown next to selected items. The items selectable for erasure are:
   - **Speed Dials**: Selects for erasure all speed dials set in the phone's speed dial store.
   - **Call Log**: Selects for erasure all entries in the phone's call log.
   - **User Labels**: Selects for erasure all customized function key labels.
   - **Options**: Any for erasure or defaulting all other phone options.
   - **Language**: Selects to default the phone's language setting back to default.
   - **All**: Selects for erasure or defaulting all of the above.
4. Press Erase or Cancel.
6.7 Language

When the phone is first installed, it is set to display screen text in English. You can select the language that you would prefer from the following:

English, German (Deutsch), French (Français), Spanish (Español), Italian (Italiano), Dutch (Nederlands), Portuguese (Português) or Japanese (Katakana characters).

Note

· This does not alter your user language setting on the phone system.

To select a language:

1. To exit any other mode, press \[EXIT\] and then press \[Option\].
2. Press \[Language\]. A menu listing the available languages appears, with the current language underlined.
3. Press \[\] or \[\] next to the language required. The screen text changes to the language selected.
4. Do one of the following:
   · To save the settings and return to the options menu, press \[Save\]. You will hear a confirmation tone.
   · To return to the options menu without saving any changes, press \[Cancel\].
   · To return to the call handling screen without saving any changes, press \[EXIT\].

6.8 Automatic Gain Control (AGC)

Automatic Gain Control (AGC) raises the volume when a caller is speaking quietly and lowers the volume when the caller is loud.

To select Automatic Gain Control:

1. To exit any other mode, press \[EXIT\] and then press \[Option\].
2. Press \[\] or \[\] until a menu listing the current handset, headset and speaker AGC options is displayed.
3. To toggle a particular setting between Yes and No, press \[\] next to it. Alternatively;
   To underline a call type's current setting, press \[\] next to it. To change the value of the currently underlined setting, press \[Yes/No\].
4. Do one of the following:
   · To save the settings and return to the options menu, press \[Save\]. You will hear a confirmation tone.
   · To return to the options menu without saving any changes, press \[Cancel\].
   · To return to the call handling screen without saving any changes, press \[EXIT\].
Chapter 7.
Function Keys
# 7. Function Keys

## 7.1 Overview of the Function Keys

Both function keys and softkeys can be used to access a range of system features. The display adjacent to the key shows the feature name.

Some of these features are default features supported by the phones (e.g. SpDial, Log, Option and Label on the softkeys) and are always available. Others are system features that can only be programmed by the system administrator for function keys.

In addition, there are a number of system features that you can always access yourself by the use of short codes. Refer to System Features Introduction for details of system features that you can always access yourself by dialling short codes, e.g. to listen to your voicemail messages, dial *17.

The main screen has three pages. This means that the eight function keys on each page could be used for up to 24 features. However, it is strongly recommended that all three call appearance keys remain at their default settings. Therefore, there are 21 soft function keys that can be allocated to system features.

To move between pages, press ▼ and ▶.

In the following example:

- The first three keys have been set as call appearance lines.
- Keys 4 and 5 have been set to access the Admin and Admin1 programmable functions.
- Key 6 has been set to monitor system park slot 1. The ✶ indicates a call is currently parked in slot 1.
- Key 7 has been set to the SAC (Send All Calls) function.
- Key 8 has been set to VMOn, a function which toggle use of the voicemail mailbox as on/off. The ⬅ indicates that this function is currently on.
- To display the other two pages of programmed functions set for this phone, press either ▼ or ▶.

![Function Key Example](image)

### Changing the labels of the function keys:

You can personalize the function key labels. For example, you can change SAC to Send All for instance. See Changing Function Key Labels.

### Programming your own features:

If the phone has been setup with either or both the Admin and Admin1 features assigned to display keys, you can select and program your own feature choices against other keys. See Function Key Programming.
7.2 Display Mode

The phone has two display modes. These control the order in which functions are assigned to the display keys. The modes are:

- **Normal Mode:**
  In this mode the 3 pages of and are ordered sequentially, at the base of each page provide the SpDial, Log, Option and Label options.

- **Call Center Mode:**
  In this mode some of the and functions are repeated against on the first two screen pages. The keys for SpDial, Log and Option are only shown on the third screen page.

To change the Display Mode:

1. Press Option. If Option is not shown, press EXIT to exit the current screen.
2. Press Display Mode. A menu showing the current setting appears.
3. To change the current setting, either press next to the setting or press Yes/No.
4. Do one of the following:
   - To save the settings and return to the Options menu, press Save. You will hear a confirmation tone.
   - To return to the Options menu without saving any changes, press Cancel.
   - To return to the Call Handling screen without saving any changes, press EXIT.
7.3 Function Key Programming

If any one of the keys on the telephone is programmed with an Admin or Admin1 feature key, it allows you to program further features against other function keys. Both Admin and Admin1 are allocated to your function keys by your system administrator and will appear on a menu screen that is similar to the following:

The two tables below list the user programmable features available from Admin and Admin1. For full details of how each function works, see System Features.

**Admin**: The programmable functions available via an Admin key are:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Toggles</th>
<th>Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Acct</td>
<td>Account Code Entry</td>
<td>No</td>
<td>Optional</td>
</tr>
<tr>
<td>AD</td>
<td>Abbreviated Dial</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Admin</td>
<td>Self-Administer</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>AutCB</td>
<td>Automatic Callback</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>CFrwd</td>
<td>Call Forwarding All</td>
<td>Yes</td>
<td>Optional</td>
</tr>
<tr>
<td>CPark</td>
<td>Call Park</td>
<td>Yes</td>
<td>Optional</td>
</tr>
<tr>
<td>CPkUp</td>
<td>Call Pickup</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>Dir</td>
<td>Directory</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>DPKUp</td>
<td>Directed Call Pickup</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>DROP</td>
<td>DROP</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>GrpPg</td>
<td>Group Paging</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>HdSet</td>
<td>HEADSET Toggle</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>HfAns</td>
<td>Internal Auto-Answer</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>HGNS+</td>
<td>Set Hunt Group Night Service</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>Park</td>
<td>Call Park to Other Extension</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Prog</td>
<td>Abbreviate Dial Program</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>RngOf</td>
<td>Ringer Off</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>SAC</td>
<td>Send All Calls</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Spres</td>
<td>AD Suppress</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>Timer</td>
<td>Timer</td>
<td>Yes</td>
<td>No</td>
</tr>
<tr>
<td>TmDay</td>
<td>Time of Day</td>
<td>Yes</td>
<td>No</td>
</tr>
</tbody>
</table>
In addition to the above, there is a key labeled **Expl?** This key enables you to change the display from the shorthand version displayed at default to a longhand version of your own. See [Shorthand Programming Mode](#) and [Longhand Programming](#) respectively.

**Admin1:** The programmable functions available via an **Admin1** key.

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Toggles</th>
<th>Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Park</td>
<td>Park</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>&lt;User&gt;</td>
<td>User</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>&lt;Group&gt;</td>
<td>Group</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>&lt;Number&gt;</td>
<td>Dial</td>
<td>No</td>
<td>Yes</td>
</tr>
<tr>
<td>Flash</td>
<td>Hook Flash</td>
<td>No</td>
<td>No</td>
</tr>
</tbody>
</table>
7.4 Shorthand Programming Mode

1. Press Admin or Admin 1. See Function Key Programming.

2. The Admin or Admin1 menu is displayed, similar to the following:

Admin Pages

With the exception of Expl?, the names shown are the features that you can assign to soft keys. When Admin has been selected, you can display the full name of the feature by pressing Expl?. See Longhand Programming.

Admin1 Page

3. On the Admin pages, press ◄ and ► to move through the list of features.

4. When the function required is shown, press adjacent to its name.

5. If the function requires some data to be entered, [ ] is shown at the bottom of the display. Enter the data using the normal phone keypad.

6. The upper part of the display reverts to showing the functions currently assigned to ◄ and ►.

7. To select the display key against which to program the new function, press ◄ or ►.

Caution

- Do not select the slot used for the Admin function. Replacing this function will lock the phone for further programming until reset through the phone system.

8. If the display slot is not already used, the display shows BUTTON PROGRAMMED!

- To end programming, press EXIT.
- To continue programming other functions, press Cont.

9. Repla, Keep and Delet are shown along the right-hand edge of the display.

- To replace that existing function with the one just programmed, press Repla. BUTTON PROGRAMMED! is displayed.
- To keep the existing function and forget the function just programmed, press Keep.
- To delete the existing function and forget the function just programmed, press Delet.
7.5 Longhand Programming

1. Press Admin. See Display Key Programming.

2. To switch to longhand programming mode, press Expl?

3. Press Next until the required function required is shown, then press Select.

4. If the function requires some data to be entered, [ ] is shown at the bottom of the display. Enter the data using the normal phone keypad. The upper part of the display reverts to showing the functions currently assigned to and .

5. To move between the pages of display keys, press and .

6. To select the display key against which to program the new function, press or .
   Caution
   - Do not select the slot used for the Admin function. Replacing this function will lock the phone for further programming until reset through the phone system.

7. If the display slot is not already used, the display shows BUTTON PROGRAMMED!.
   - To end programming, press EXIT.
   - To continue programming other functions, press Cont.

9. If the display slot already has a programmed function, the display shows FEATURE ON BUTTON. Repla, Keep and Delet are shown along the right-hand edge of the display.
   - To replace that existing function with the one just programmed, press Repla. The display then shows BUTTON PROGRAMMED! as above.
   - To keep the existing function and forget the function just programmed, press Keep.
   - To delete the existing function and forget the function just programmed, press Delet.
7.6 Changing Function Key Labels

You can replace the default label shown for any function key with your own custom label of up to 13 characters.

1. To exit any other mode, press EXIT and then press Label.
   - Edit allows you to replace the current labels, see the steps below.
   - Inspect displays the default labels.
   - Restore replaces any custom labels with the default labels.
   - Done exits the button labelling options.

2. Press Edit.

3. Select the function key whose label you wish to change.

4. Begin entering the New Label text using the phone keypad:
   - Each number key is marked with the letters it provides. You may have to press the key more than once depending on the character required. For example, the key 6 is also marked as M, N and O. To enter an O, re-press the 6 key until an O is displayed.
   - If the next character you want is on another key, simply key the next character.
   - If the next character you want to enter is on the same key just used, press to move the cursor right and then enter the character.
   - Press * once enters a . (period). Pressing it twice enters a * (asterix).
   - Press # once enters a - (dash). Pressing it twice enters a # (hash).
   - By default the first letter entered and the first letter after any space are entered in upper-case whilst all other character are entered in lower-case. To change the case of the current character, press Case.
   - To enter a space, press Space.
   - To move the cursor one space right, press.
   - If you make a mistake, press Backspace to delete the character to the left of the cursor.
   - If you have made a mistake in the middle of a character string and do not wish to backspace and re-enter all the characters, press to step back to one character before the point where you wish to edit. Either insert the new character or press Backspace to delete the character to the left of the cursor.
   - To delete all the current text, press Clear.

5. When the new name is set as required, press Save. To return to the label options screen without saving the changes, press Cancel.

6. Select another button to re-label or press Done.
Chapter 8.
System Features
8. System Features

8.1 Introduction
As well as accessing specific features on your phone, you can access a number of system features by dialling short codes. These instructions are for the system's default configuration. They assume that you are using the default feature codes. It also assumes that you have full access to all features and the public phone network.

8.2 Ring Back
If your system administrator has allocated you the Ring Back When Free feature and you call an extension that does not answer or is busy, you can:

1. Press RBak to set a callback on that extension. When the extension you called becomes free, your phone will ring (a burst of three rings).
2. Lift the handset and the extension is called automatically.

8.3 Call Forwarding
Your calls can be forwarded to another extension or an external number when:

- You are away from your desk (on no answer).
- Your extension is busy (on all Call Appearance keys).
- You are away from the office (e.g. when you are on holiday).

The following options are available for call forwarding:

- To set the number to which your calls are forwarded, dial *07*201# (forwarding to 201 in this example).
- To switch Forward Unconditional On (i.e. not Hunt Group), dial *01. The letter D is displayed. To switch it off, dial *02.
- To switch Forward On Busy On, dial *03. To switch it off, dial *04.
- To switch Forward On No Answer On, dial *05. To switch it off, dial *06.
- To switch Forward Hunt Group Calls On, dial *50. To switch it off, dial *51. This setting is for Forward Unconditional only.
- To Cancel All Forwarding, dial *00.

Note
- Cancelling all forwarding will also cancel any Diverts you have set.
8.4 Diverting Calls

You can divert your calls to another extension using Follow Me. Unlike Forward, Follow me can only be used to divert calls to another internal extension on the same IP Office.

**Note**
- If you do not answer calls at the temporary extension, they are forwarded to your own voicemail or call forwarding number.

**To use Follow-Me-Here from another extension:**
In this case, $N$ is your home extension

- Dial *12*N# from the extension you are temporarily using.
- Dial *13*N# to re-direct the calls back to your own extension, before you return to it.

**To use Follow-Me-To from your home extension:**
In this case, $N$ is the extension to which you want your calls diverted.

- Dial *14*N# from your own extension.
- Dial *14*# to cancel either feature from your own extension.

**Notes**
- If you use the option Cancel All Forwarding $\uparrow$ your Follow Me will also be cancelled.
- Follow Me does not apply to the following call types:
  - Voicemail Callback
  - Automatic Call Back
  - HOLD or Park return.
8.5 Do Not Disturb

You may choose to receive no calls at all or only those from particular callers on your exceptions list:

- To switch Do Not Disturb on (with or without exceptions), dial *08. An N is displayed. To switch it off, dial *09.
- To add a number to the exception list, dial *10*N#.
- To delete a number from the exception list, dial *11*N#.

Note

- Your callers, other than your exceptions, either hear busy tone or are re-directed to your voicemail.
- The only call that will ignore the Do Not Disturb rule will be one where you were the original caller, then performed an unsupervised transfer to another extension. If that extension does not answer, the call will be re-directed to you as the originator.

8.6 Parking Calls

You can park one or more calls; allowing you to make and receive other calls. You can also arrange for the parked call to be retrieved by another extension.

The system only allows calls to be parked for a short while before reconnecting them to the user who parked the call; the default setting is 5 minutes. Once the set time is reached, the parked call will ring back if your extension is idle.

Note

- To park a call using the short codes, the call must first be put on Hold.

To park a call to be picked up by any extension:

- Dial *37*N# - Where N is the slot id you have assigned.
  Inform your colleagues of the parked call and the slot id you have assigned.

To Un-park a call from another extension:

- Dial *38*N# - Where N is the assigned slot id.

To Park a call to your local extension:

- Dial *37#
  When you park a call to your local extension, it is automatically given a slot id number based on your extension number followed by 0. If you park another call, it is given your extension number followed by 1 and so on up to 9. For example: if your extension is 201, the first parked call will be given the slot id 2010.

To Un-park a call on your local extension:

- Dial *38*# - If you have more than one call parked, the call parked first will be the first call to be unparked

Note

- Feature keys can be setup to park and un-park calls. If required, contact your administrator.
8.7 Voicemail

You can enable voicemail to allow callers to leave messages when you are out of the office, away from your desk or engaged on another phone call. Voicemail messages can be retrieved internally or externally via any phone. Your voicemail may be set up to deliver your messages by calling you whenever you hang up: this feature is known as Voicemail Ringback.

Note

- Not all systems support voicemail or have voicemail installed.

The following options are available for voicemail:

- To switch voicemail on, dial *18. To switch it off, dial *19.
- To retrieve your voicemail, dial *17.
- To turn Voicemail Ringback on, dial *48. To turn it off, dial *49.

Dialling a number while listening to your messages invokes further facilities:

- Once messages have been delivered, they are held on the system for 24 hours (this is fixed for Voicemail Lite, but can be varied by your system administrator if your IP Office is equipped with VoicemailPro).
- You can collect your voicemail from another extension by using the PIN your system administrator has set up for you. You can collect your messages if you are out of the office, by either dialling from a number that has been registered for the purpose or by dialling your extension number and PIN when prompted. If validation is successful, then dial 2 to retrieve your mail.
- The system administrator also specifies the reception number, to which the call is diverted if the caller dials 0, and your email address if your voicemail and email are integrated.
8.8 Default Feature Codes

The following are the normal default feature codes available to all users. Your system administrator may add additional codes for other features and for speed dials.

The N, where shown, should be replaced by the appropriate number. For example, with *07*N#, replace N with the extension to which you want your calls forwarded when you have forwarding switched on.

- **00** Cancel All Forwarding
- **01** Forward Unconditional On
- **02** Forward Unconditional Off
- **03** Forward On Busy On
- **04** Forward On Busy Off
- **05** Forward On No Answer On
- **06** Forward On No Answer Off
- **07** Forward to Number
- **08** Do Not Disturb On
- **09** Do Not Disturb Off
- **10** Do Not Disturb Exception Add
- **11** Do Not Disturb Exception Delete
- **12** Follow Me Here
- **13** Follow Me Here Cancel
- **14** Follow Me To
- **15** Call Waiting On
- **16** Call Waiting Off
- **17** Voicemail Collect
- **18** Voicemail On
- **19** Voicemail Off
- **20** Set Hunt Group Night Service
- **21** Clear Hunt Group Night Service
- **29** Toggle Calls
- **30** Call Pick Up Any
- **31** Call Pick Up Group
- **32** Call Pick Up Extension
- **33** Call Queue
- **34** HOLD Music
- **35** Extn Login
- **36** Extn Logout
- **37** Park Call
- **38** Ride Call
- **39** Relay On
- **40** Relay Off
- **41** Relay Pulse
- **42** Relay On
- **43** Relay Off
- **44** Relay Pulse
- **45** Call Steal
- **46** Call Steal
- **47** CONFERENCE Add
- **48** Voicemail Ringback On
- **49** Voicemail Ringback Off
- **50** Forward Hunt Group Calls On
- **51** Forward Hunt Group Calls Off
- **52** Clear Call
- **53** Call Pickup Members
- **57** Forward on Busy Number
- **70** Dial Physical Extn by Number
- **71** Dial Physical Extn by ID
Chapter 9.
EU24 Expansion Module
9. EU24 Expansion Module

9.1 EU24 Overview

The EU24 Expansion Module is an optional device that can be connected to your 2420 phone to extend the number of call appearance and feature buttons available on the phone.

The expansion module has 24 buttons arranged in two columns. Depending on how they have been programmed by your system administrator, these buttons can be used for call appearances or features. You can adjust the viewing angle of the EU24 display to match that of your phone.

The following figure shows a top view of the EU24 (the left hand column is displayed).

1. Call Appearance/Feature Button.
2. Feature Active icon for feature in right column.
3. Alternate Display Button.
4. Feature Active icon for feature in left column.
5. Display.
9.2 Connection

Before you can begin using the EU24 Expansion Module, the module must be connected to the phone according to the instructions in the *EU24 Expansion Module Installation and Safety Instructions (555-233-136)*.

9.3 Using the EU24 Expansion Module

The following section explains how to use the features of the EU24 Expansion Module. For more information, consult your system administrator.

**Viewing the Alternate Display:**
Although the EU24 Expansion Module supports an additional 24 call appearance/feature keys, it only displays the key labels and icons for one column at a time. A dotted line separates the left column from the right column.

When you are viewing the labels and icons for the left column, the icons for the right column are displayed to the right of the dotted line. To view the column not currently displayed, press the Alternate Display button.

**Selecting a Call Appearance/Feature Key:**
To select an available call appearance or feature, press the button next to the label in the column currently displayed.

If the call appearance or feature is not currently displayed, press the Alternate Display button to access the additional 12 call appearance/feature button labels.

**Understanding Call Appearance/Feature Key Status Icons:**
When a call arrives for a call appearance on the EU24 Expansion Module, the bell icon blinks on the corresponding call appearance. To answer the call, press the associated call appearance button.

The icons displayed on the call appearance allow you to determine the status (for example, on hold) of each call on the EU24 Expansion Module. Icons also indicate whether a feature has been administered for a particular button on the EU24 Expansion Module.
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