

TOSHIBA

Strata_e Release 2

Liquid Crystal Display Telephone User Guide

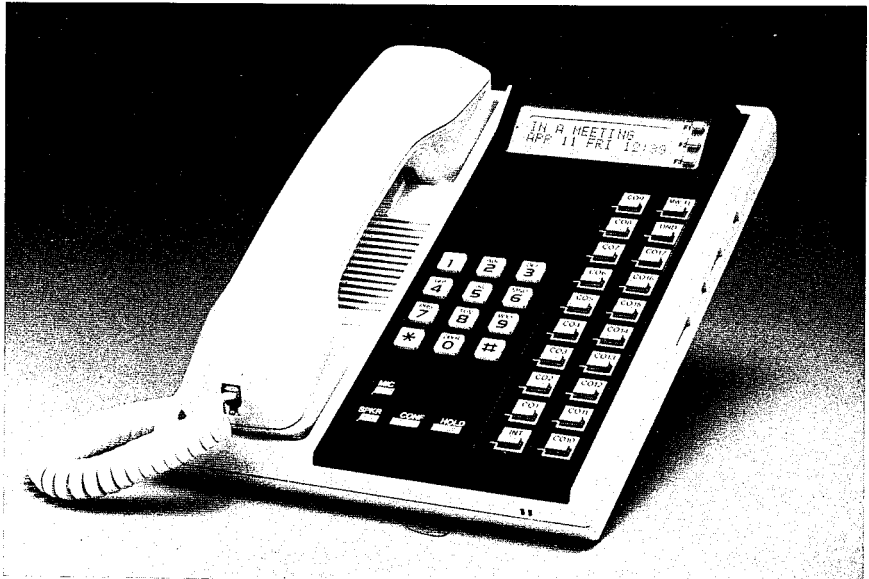
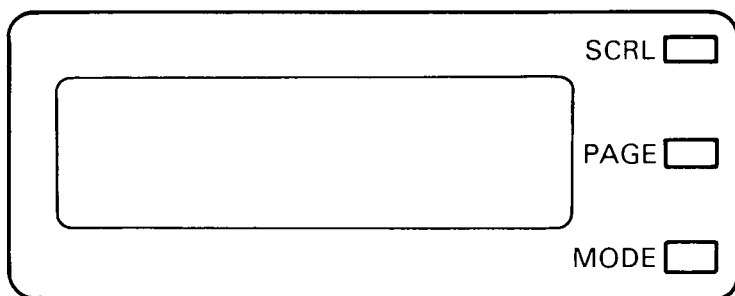


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LIQUID CRYSTAL DISPLAY

In its idle state, the 32-character Liquid Crystal Display (LCD) feature on your electronic telephone gives you an accurate desk clock and calendar combination. When you have an outside call in progress, an Elapsed Time display gives a constant reminder of the call duration. In addition, a variety of information displays and feature prompting make your call handling more efficient. Alphanumeric messaging capability is also provided. All display functions occur automatically as call processing proceeds.



The uses of the three buttons shown above are:

- SCRL:**
- 1) Rotates message waiting numbers.
 - 2) Scrolls through auto dial memos.
- PAGE:**
- 1) Changes BLF groups.
 - 2) Used in alphanumeric messaging to send a message to another station.
 - 3) Changes displays (date/time, elapsed time, message, call forward, dialed number).
- MODE:**
- 1) To enter/exit various mode functions (see below).
 - 2) To cancel beeping tone when using timed reminders.

(continued)

LIQUID CRYSTAL DISPLAY (continued)

MODE DEFINITION

MODE 0: Mode 0 is used to exit another mode and return to clock/calendar display.

MODE 1: Busy Lamp Field display.

MODE 2: Busy Station Messaging.

MODE 4: Called Station Messaging.

MODE 8: Speed Dial Memo Dialing.

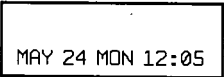
MODE 9: Remote Station Messaging.

NOTE:

MODE 94 leaves a message indication at the called station.

MODE 95 leaves the actual message.

SUMMARY OF LCD FUNCTIONS

<u>Type</u>	<u>When Displayed</u>
A) Date/Time 	Idle Telephone NOTE: <i>The Date/Time is adjusted on a system-wide basis by station 10.</i>

(continued)

SUMMARY OF LCD FUNCTIONS (continued)**B) CO Line
Number****1. Incoming Call**

LINE 10 RINGING

Incoming CO call — if your station is programmed for incoming ringing on that CO line.

Transferred CO call — CO line transferred to your station in the ringing state by another station.

Camped-on CO call — CO line was camped-on to your busy station and rings when you hang up.

**2. When call is
answered**

ANSWERED LINE 10

The display changes to indicate status when you answer the call.

3. Hold

HOLD LINE 10
JAN 01 SUN 12:19

You have put a CO line call on hold at your station.

Hold Recall

LN 10 RECALL

Held calls automatically ring back to your station after a programmed period of time.

4. Outgoing

USING LINE 6

When you manually select a CO line, it is displayed. This display is replaced by the dialed number when you dial.

**5. Trunk Queuing
(Callback)**

LINE 3 ACB

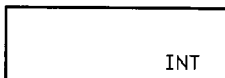
When the Trunk Queuing feature rings back to your station with an available CO line, that line number will be displayed.

(continued)

SUMMARY OF LCD FUNCTIONS (continued)

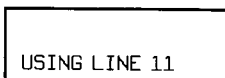
C) Automatic Line Selection

1. Intercom Line



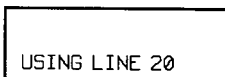
If your station automatically accesses an intercom line when you go off-hook, INT is displayed.

2. CO Line



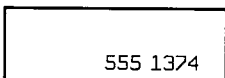
If your station automatically accesses a CO line when you go off-hook, the CO line seized is displayed.

3. Dial Access Code



If your station automatically accesses a CO Line Group when you go off-hook, the available CO line is displayed.

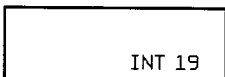
D) Dialed Number CO Line



The digits are displayed as you dial over a CO line or the intercom using:

- Manual Dialing
- Automatic Dialing
- Repeat Last Number Dialed
- Saved Number Redial

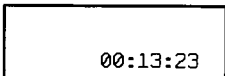
Intercom



NOTE:

If you are calling on a CO line, the display will automatically change from Dialed Number to Elapsed Time after a programmed period of time.

E) Elapsed Time



While you are making an outgoing CO line call, the elapsed time of the call is displayed. Elapsed Time automatically replaces the dialed number on the display after a programmed period of time. (Timing begins when a CO button is pressed.)

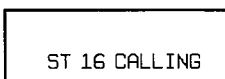
(continued)

SUMMARY OF LCD FUNCTIONS (continued)

NOTES:

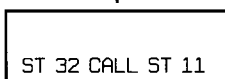
1. On a CO line call, the display can be alternated between Date/Time, Elapsed Time and Dialed Number by pressing the **PAGE** button.
2. Elapsed Time is displayed for 15 seconds after you hang up and then changes automatically to Date/Time.

F) Calling Number-Intercom

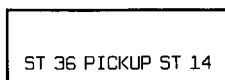


When you receive an intercom call, the calling station's number is displayed.

G) Call Pickup



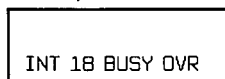
When you pick up an intercom call, the calling station's number is displayed on the left and the station number called is displayed on the right.



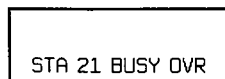
Your LCD phone displays the information that your call to station 36 was picked up by station 14.

H) Overrides

1. Busy Override

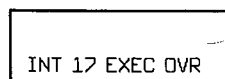


When you activate the Override feature after calling a busy station, the station number and the feature are displayed.



Your LCD phone displays the number of a station initiating override when you are on the phone.

2. Exec. Override



When you initiate Executive Override, your LCD phone displays the number of the station that is overridden.

(continued)

SUMMARY OF LCD FUNCTIONS (continued)

3. Do Not Disturb (DND) Override

INT 15 DND

The station you have called is in the Do Not Disturb mode.

INT 12 DND OVR

When you initiate Do Not Disturb Override, the station number you have overridden is displayed.

ST 55 DND OVR

When another station overrides Do Not Disturb at your station, its number is displayed.

I) Automatic Callback (ACB)

INT 10 ACB SET

When you set Automatic Callback at a busy station, its number is displayed.

ST 28 ACB

When you receive an Automatic Callback, the station number you called is displayed.

LINE 10 ACB

When you receive an Automatic Callback for a CO line, the seized line's number is displayed.

J) Call Forward

FORWARD TO ST 11

When you register Call Forward, the station number to which your calls will be forwarded is displayed.

INT 15

When your call is forwarded to another station, the station you called is shown at the top of the display. It then changes to the station to which your call was forwarded.

ST 12 CALL ST 17

When a call is forwarded to your station, the calling station number is displayed on the left and the station called is displayed on the right.

(continued)

SUMMARY OF LCD FUNCTIONS (continued)

K) Message Waiting

INT 14 MW SET

When you set Message Waiting at another station, the number of that station is displayed.

SENT 16
JAN 01 SUN 12:19

When you hang up after setting Message Waiting at another station, a reminder is shown on the top row of your display.

CALL 16 32 19 10

Your display will show up to four station numbers that left messages for you.

L) Door Phone/ Monitor

DOOR PHONE 1B

When you are called from a door phone, its designating characters are displayed.

DOOR PHONE 1A

When you call a door phone, its designating characters are displayed.

NOTE:

If only one station is equipped with a door phone, the designators will be A, B, or C. If more than one station is equipped with a door phone, A, B, and C may be preceded by a numeral.

M) Recalling Station

LN 2 RECALL ST 17

When a transferred call goes unanswered, it will recall to the station that transferred it. The display shows the CO line number, and the station number to which it was originally transferred.

Message Waiting

16 19V 15 +

When a message waiting voice mail is displayed, a "V" will follow the station number. A "+" indicates there is a station message in memory. Depress the **SCRL** button to rotate through the numbers.

(continued)

SUMMARY OF LCD FUNCTIONS (continued)**N) Off-Hook Call
Announce**

INT 21 BUSY OVR

When you Off-hook Call Announce to a busy station, your LCD displays the number of that station.

ST 02 CALLING

When another station Off-hook Call Announces to your station, your LCD displays the number of that station.

**O) Least Cost
Routing (LCR)**

DIAL TEL NUMBER

When you are making a call via LCR, your display will prompt you to dial a number.

L NUMBER 583 3700

As you dial the number, it is shown on your display.

**P) Auto Busy Redial
(ABR)**

ABR SET

After setting ABR, your display prompts you that it has been set.

P583 3700

When the system retrieves the call, your display shows the called number.

When the called station is ringing, your station's CO LED (or INT LED) and SPKR LED blink and a warning beep sounded.

LINE NN ACB

Will display the called number followed by LINE NN ACB.

SUMMARY OF LCD FUNCTIONS (continued)

Q) Busy Lamp Field

10 0 5
20 7

20 7
30 . . . 2 . 4 9

The BLF display indicates, in groups of 20, the stations that are busy or DND. This display indicates that stations 10, 15 and 27 are in use or in DND. If the **PAGE** button is depressed, the 10/20 will change to 20/30 and the busy/DND states of that group of stations will be displayed. The station groups will increment each time the **PAGE** button is depressed, thereby displaying all stations.

R) Auto Dial Memo

*11 TOSHIBA 7145833700

When using Auto Dial Memo (mode 8), the name and number are displayed.

“*11” is the auto dial code.

“TOSHIBA” is the memo (up to 12 characters).

“714 583 3700” is the number (up to 16 digits).

S) Alphanumeric Messages

BACK AT 2PM-CALL MEETING FOR 3PM

Messages of up to 32 characters may be used in alphanumeric messaging. They may be programmed or one-time messages. These messages are also used with timed reminder.

T) CO Line Identification

TOSHIBA TELECOM

IRVINE TIE LINE

The CO lines can be programmed to display an identifying name of up to 16 characters. The name will be displayed on outgoing and incoming calls.

DATE/TIME/DAY ADJUSTMENT

This operation is possible from station 10 only.

TO SET DATE

- 1) Handset on-hook.
- 2) Dial **#*51** (or **RDL REP 51**).
- 3) Dial in date (year/month/day) in the format YYMMDD. Enter a leading 0 for single digit month and day.
- 4) Depress the **#** (or **RDL**) button.

TO SET TIME

- 1) Handset on-hook.
- 2) Dial **#*52** (or **RDL REP 52**).
- 3) Dial in time (hour/minute/second) in 24-hour clock format HHMMSS. Enter a leading 0 for single digit.
- 4) Depress the **#** (or **RDL**) button.

TO SET DAY

- 1) Handset on-hook.
- 2) Dial **#*53** (or **RDL REP 53**).
- 3) Dial in the day (**1** represents SUN, **2** MON, etc. through **7** for SAT).
- 4) Depress **#** (or **RDL**) button.

STATION-TO-STATION MESSAGE WAITING

TO USE STATION-TO-STATION MESSAGE WAITING

- 1) Lift the handset.
- 2) Dial the desired station number.
 - If no answer (busy or DND), depress the **MW/FL** button. This causes the **MW/FL** button on the called station to flash.
 - The called station's LCD will display the calling station number.
- 3) Called station user depresses the **INT** and **MW/FL** buttons to return the call.
- 4) To clear the MW/FL LED from the called station, depress the **MW/FL** button.
- 5) To clear the MW/FL LED from the calling station, depress the **INT** button, dial the station number and depress the **MW/FL** button twice.

NOTE:

*Up to four Message Waiting displays may be stored on the LCD; the station number in the left most position will be called when the **MW/FL** button is depressed. To rotate the station numbers, depress the **SCRL** button. The fourth message is reserved for the Message Center.*

CALLING STATION MESSAGING

The Alphanumeric Messaging feature on your LCD electronic telephone enables you to set short text (up to 32 characters) at your station to ensure you don't miss important calls. Any station may record a message; however, only stations with the LCD are able to display messages.

Your system has up to 40 preprogrammed messages that may be received by other LCD electronic telephones calling your station. You can temporarily add to or change any of these to leave a personalized message at your station. See the listings at the back of this guide.

Some stations may record and save up to 10 personal messages to be used for all types of station messaging. This is a station option enabled in system programming.

NOTE:

Stored messages may be recorded with their message number(s) on the record sheet provided in back of this guide.

(continued)

CALLING STATION MESSAGING (continued)**TO LEAVE A MESSAGE ON YOUR LCD TELEPHONE**

- 1) Depress the **MSG** button.
 - MSG LED blinks.
 - LCD displays "MSG NO.?"
- 2) Dial the number of the message you want. (See the preprogrammed message list.)
 - Selected message is displayed.
- 3) Depress the **MSG** button.
 - MSG LED goes on steady.

TO LEAVE A MESSAGE IF YOU DO NOT HAVE A **MSG BUTTON.**

- 1) Depress the **INT** button.
 - INT LED goes on.
- 2) Dial **7 4**.
- 3) Dial the number of the message you want.
- 4) Depress the **SPKR** button.
 - INT LED goes off (your message has been stored).

TO CANCEL A MESSAGE THAT HAS BEEN LEFT AT YOUR STATION

- 1) Depress the **MSG** button.
 - MSG LED goes off.

TO CANCEL A MESSAGE IF YOU DO NOT HAVE A **MSG BUTTON**

- 1) Depress the **INT** button.
 - INT LED goes on.
- 2) Dial **7 4**.
- 3) Depress the **SPKR** button.
 - INT LED goes off.

NOTE:

Personal messages (10 ~ 19) and system messages (60 ~ 99) remain stored in memory after they are canceled. The edited part of the system message is erased when it is canceled.

BUSY STATION MESSAGING

Upon reaching a busy LCD station, a message can be sent to that station (an audible tone will be heard). The busy station may also return a message to the calling station's LCD. The two stations may continue this procedure to carry on a "silent" conversation.

TO SEND A MESSAGE

- 1) Call the desired station.
 - Receive busy tone.
- 2) Depress the **MODE** button.
 - LCD displays "MODE NO.?".
- 3) Dial **2**.
 - LCD displays "OVER TO STNN
MSG NO?".
- 4) Enter the desired message number.*
 - LCD displays the message.
- 5) Depress the **PAGE** button.
 - LCD displays "MSG SEND".
- 6) The destination station beeps four times and the message is displayed for 30 seconds, or until originating station hangs up.

TO RETURN A MESSAGE (Within 30 Seconds)

- 1) Depress the **MODE** button.
 - LCD displays "MODE NO?".
- 2) Dial **2**.
 - LCD displays "OVER TO STNN
MSG NO?".
- 3) Enter desired message number.*
 - LCD displays the message.
- 4) Depress the **PAGE** button.
 - LCD displays "MSG SEND".

**Personal (10 ~ 19), System (60 ~ 99).*

CALLED STATION MESSAGING

Your station number and a message indication may be sent to another LCD station. When that station responds, it will receive the message.

TO USE CALLED STATION MESSAGING

- 1) Dial the station number (station does not answer).
- 2) Depress the **MODE** button.
 - LCD displays "MODE?".
- 3) Dial **4**.
 - LCD displays "MW TO STNN
MSG NO?".
- 4) Enter the desired message number.*
 - LCD displays the message.
- 5) Depress the **MW/FL** button.
 - LCD displays "INT NN MW SET".
- 6) Depress the **SPKR** button to release.
- 7) "CALL NN M" is displayed at the called station and the MW/FL LED blinks.
- 8) "SENT NNM" is displayed at your station.

TO RECEIVE CALLED STATION MESSAGE

- 1) Depress the **INT** and **MW/FL** buttons.

*Personal (10 ~ 19), System (60 ~ 99).

REMOTE STATION MESSAGING

Allows a station to set a Called Station Message or Calling Station Message for another station.

TO SET A CALLED STATION MESSAGE

- 1) Depress the **MODE** button.
 - LCD displays "MODE?".
- 2) Dial **94**.
 - LCD displays "MODE 94
DEST EKT NO.?"
- 3) Dial the "destination" station's number (or enter 80 for all stations, or 81 ~ 84 for page groups).
 - LCD displays "MODE 94
_DEST EKT NO.NN".
- 4) Depress the **PAGE** button.
 - LCD displays "MODE 94
ORG EKT NO.?"

(continued)

REMOTE STATION MESSAGING (continued)

- 5) Dial the "originating" station's number.
 - LCD displays "MODE 94
ORG EKT NO.NN".
- 6) Depress the **PAGE** button.
 - LCD displays "MSG NO.?".
- 7) Enter the desired message's number.
 - LCD displays the message.
- 8) Depress the **PAGE** button.
 - LCD displays "MSG NO.?".
- 9) Depress the **MODE** button.
 - LCD displays "MODE NO.?".
- 10) Dial **0**.
 - LCD displays date/day/time.
- 11) LCD displays "SENT NN M" at originating station.
- 12) The originating station number and a message indication are displayed on the destination station LCD.

TO RECEIVE CALLED STATION MESSAGE

- 1) Depress the **INT** and **MW/FL** button.

TO SET A CALLING STATION MESSAGE

- 1) Depress the **MODE** button.
 - LCD displays "MODE?".
- 2) Dial **95**.
 - LCD displays "MODE 95
DEST EKT NO.?".
- 3) Dial the "destination" station number.
 - LCD displays "MODE 95
DEST EKT NO.NN".
- 4) Depress the **PAGE** button.
 - LCD displays "MSG NO.?".
- 5) Enter the desired message number.
 - LCD displays the message.
- 6) Depress the **PAGE** button.
 - LCD displays "MSG NO.?".
- 7) Depress the **MODE** button.
 - LCD displays "MODE NO.?".
- 8) Dial **0**.
 - Your LCD shows time and date.
 - The message is displayed at the "destination" station.
 - Any station calling the "destination" station receives the message.

PREPROGRAMMING SYSTEM MESSAGES

System messages can only be programmed or permanently changed at station 10. Five preprogrammed messages are automatically stored in memory when the Alphanumeric Messaging with LCD feature is initialized:

- 60) OUT TO LUNCH
- 61) IN A MEETING
- 62) CALL _____
- 63) BACK AT _____
- 64) RETURN ON _____

You can use these messages and add 35 more designed specifically for your system, or you can overwrite the initialized messages and program up to 10 of your own. Any messages programmed at station 10 will remain in memory until cancelled from station 10 or the system is reinitialized. After reinitialization, only the original five messages will be in memory.

System messages are written and stored in memory according to Storing a Message.

STORING A MESSAGE

TO STORE A MESSAGE

- 1) Depress the **MSG** (or the **INT 7 4**) button.
 - MSG LED blinks.
 - LCD displays "MSG NO.?"
- 2) Dial the 2-digit message number to be stored.
 - Personal (10 ~ 19).
 - System (60 ~ 99 station 10 only).
- 3) Use the Recording a Message procedure to store the message.
- 4) Depress the **MSG** (or **SPKR**) button.
 - MSG LED on steady.
 - LCD displays "MSG".
- 5) Depress the **MSG** (or **INT 7 4 SPKR**) button.
 - MSG LED goes off.
 - Message is stored.

ADDING TO A PREPROGRAMMED MESSAGE

When you select a message, it appears on your station display. A cursor (—) also appears immediately to the right of the last letter in the message. You can now input additional information (up to a total of 32 digits for each message). Some system messages may expect you to add more information. For example:

- 1) CALL _____
 - Add a station or outside telephone number.
- 2) BACK AT _____
 - Add the time you will return.
- 3) RETURN AT _____
 - Add the date you will return.

NOTE:

Refer to Recording a Message for adding to a preprogrammed message.

LEAVING A NEW MESSAGE

You can leave a completely new, personalized message by overwriting any of the existing preprogrammed messages. To do this, simply call up one of the messages as instructed above. When the cursor appears to the right of the message, shift it to the left margin and write your new message over the preprogrammed one. The new message will remain on your station until cancelled. It will then be erased and the original preprogrammed message will be restored.*

NOTE:

Refer to Recording a Message for leaving a new message at your station.

** Messages 60 ~ 99 will be erased. Messages 10 ~ 19 will remain in memory until changed.*

RECORDING A MESSAGE

Use this procedure when storing a personal message (10~19), system message (60~99), adding to a preprogrammed message or leaving a new message. After calling up a message on your display (see Storing a Message, steps 1 and 2):

TO RECORD A MESSAGE

- 1) Depress the **▶** button to access alpha characters and refer to Figure 1 for an explanation of the dial pad buttons.
- 2) Move the cursor (—) to the desired position (the left edge of the display for a new message, two spaces to the right of the preprogrammed message to add information).
- 3) Depress the button that has the letter you wish to enter. Use the **◀** button to shift from letter to letter on that button. For example:
 - If you depress **▶**, a D will be displayed. By depressing **◀**, the D is changed to E. By depressing **◀** again, the E is changed to F. Depress **◀** again and the F changes to D.
 - To enter a space, depress **◀**.
- 4) If you want to enter a number, depress the **▶** button to change to numeric characters. Numbers are also entered on the dial pad. Depress the **▶** button again to return to alpha characters.
- 5) The following special characters are set by depressing **▶** and then depressing **◀** to step through the available characters:
Q, Z, ;, -, +, /.
- 6) When the message is complete, depress the **MSG** button or the **SPKR** button if you do not have a **MSG** button.
 - Your message is now stored on your station.

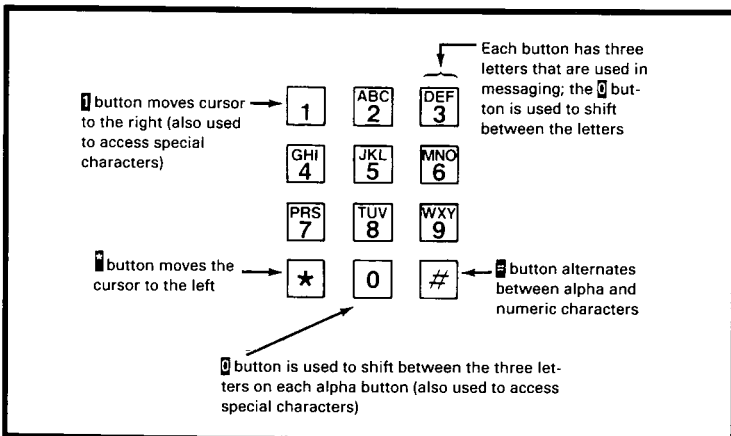


FIGURE 1 — DIAL PAD INFORMATION

AUTO DIAL MEMO

Allows an LCD user to program a 12-character name for each of their 40 personal auto dial numbers.* The "memo pad" of names may be scrolled through to select the appropriate party. Memos may also be added to system auto dial codes via station 10.

TO PROGRAM NAMES AND NUMBERS

- 1) Depress the **#** **1** buttons.
- 2) Dial the desired auto dial number.**
 - LCD displays "# * NN SPEED DIAL".
- 3) Depress the **MODE** button.
 - LCD displays "* NN _____
SPEED DIAL".
- 4) Enter the name or memo (refer to Recording a Message).
- 5) Depress the **MODE** button.
 - LCD displays "* NN MEMO
SPEED DIAL".
- 6) Enter the desired telephone number (16 digits maximum).
- 7) Depress the **#** button to record data in memory.

TO DIAL AN AUTO DIAL NUMBER

- 1) Depress the **MODE** button.
 - LCD displays "MODE NO.?".
- 2) Dial **8**.
- 3) Enter the auto dial number (personal or system).
 - The auto dial number appears with name or memo.
- 4) Depress the **SCRL** button to select the appropriate number/memo.
- 5) Depress any available **CO** button.
- 6) The number is dialed.

**A station must be enabled via system programming for LCD message memory.*

*** Personal Auto Dial Code Numbers: 10 ~ 49
System, stored from station 10 only: 60 ~ 99*

NOTE:

Auto Dial numbers and memos may be recorded with their 2-digit code on the record sheet provided in back of this guide.

TIMED REMINDERS

Allows five separate messages to be set at each LCD station. These messages will be displayed at the times (hour and minute) set by the station user. They can be displayed just once or repeated on a daily basis.

TO RECORD A MESSAGE

- 1) Depress the **#** ***** buttons.
- 2) Dial a 2-digit reminder number (05 ~ 09).
 - LCD displays "# * NN TIMER".
- 3) Enter the desired time (24-hour clock format; i.e., HHMM) for the message to be displayed.
- 4) Dial **0** if message will be repeated every day, or **1** if it is a one-time message only.
- 5) Enter the desired message number.*
- 6) Depress **#** to record the data in memory.
 - The message will be displayed at the specified time, and beeping tone will be heard for 30 seconds (or until cancelled by depressing the **MODE** button).

**Personal (10 ~ 19), System (60 ~ 99).*

MODE EXIT

TO EXIT ANY MODE

- 1) Depress the **MODE** button
 - LCD displays "MODE NO.?".
- 2) Dial **0**.
 - LCD displays date/day/time.

BUSY LAMP FIELD (BLF) DISPLAY

TO DISPLAY BLF STATUS ON THE LCD DISPLAY

- 1) Depress the **MODE** button.
 - LCD displays "MODE NO.?".
- 2) Dial **1**.
- 3) Depress the **PAGE** button to rotate BLF groups.

VOICE MAIL (VM)

Whenever your station is call forwarded to voice mail, certain digits will automatically be sent to the voice mail unit to direct the call to your voice mail box.

TO STORE THE DIGITS TO BE SENT

- 1) Depress the **#** ***** buttons.
- 2) Dial **5 6**.
 - LCD displays “# * 5 6 ID CODE SET”.
- 3) Dial the digits (up to 16) and pauses (MW/FL) to be sent.
 - LCD displays the digits and pauses.
- 4) Depress the **#** button to store data.

When you wish to retrieve your messages from voice mail, certain digits will automatically be sent to the voice unit to play back your messages.

TO STORE THE DIGITS TO BE SENT

- 1) Depress the **#** ***** buttons.
- 2) Dial **5 7**.
 - LCD displays “# * 5 7 ID CODE SET”.
- 3) Dial the required digits and pauses to be sent.
 - LCD displays the data as it is entered.
- 4) Depress the **#** button to store data.

TO RETRIEVE MESSAGES

- 1) Depress the **INT** and **MW/FL** buttons.

TO CLEAR ALL DIGITS

- 1) Depress the **#** ***** (**5 6** or **5 7**) **#** buttons.

NOTES:

1. *The above procedures are required for initial VM set-up only. The digits remain in memory until changed.*
2. *Digits are not sent to camped-on VM calls.*

MESSAGE DIRECTORY

Messages are limited to 32 alphanumeric characters and are displayed in two rows of 16.

This directory is provided for reference and recording messages.

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

Message # _____

AUTO DIAL MEMO DIRECTORY

Auto Dial memos are limited to 12 characters for the memo (top row of LCD) and 16-digits/pauses for the dial number (bottom row of LCD).

This directory is provided for reference and recording Auto Dial numbers with memos.

* Code: 12-Character Memo: (Example)

*	1	0	-	M	E	M	O		H	E	R	E			
S	P	E	E	D		D	I	A	L	#		H	E	R	E

*			-												

*			-												

*			-												

*			-												

*			-												

* Code:

12-Character Memo:

*			-										

*			-										

*			-										

*			-										

*			-										

*			-										

*			-										

* Code:

12-Character Memo:

*			-												

*			-												

*			-												

*			-												

*			-												

*			-												

*			-												

