



**AUTO ATTENDANT
AND
UNIFORM CALL DISTRIBUTION
ADMINISTRATION GUIDE**

**SAMSUNG DCS
DIGITAL COMMUNICATIONS SYSTEM**

**AUTO ATTENDANT AND
UNIFORM CALL DISTRIBUTION
ADMINISTRATION GUIDE**

**Supports System Software
Release 2, 3 and 4**

June 1999

TABLE OF CONTENTS

OVERVIEW	1
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AUTO ATTENDANT

Recording Greetings	2
Playing Greetings	2
Changing the Greeting	3
Manual Night Service	3
Auto Night Service	3

UNIFORM CALL DISTRIBUTION

Supervisor	4
Alarms	4
Supervisor Key	5
Call	5
Agent	6
Admin	7
Call Statistics	8
Calls in Queue Now	8
Abandoned Calls	8
Average Ring Time	8
Number of Times All Agents Busy	8
Average Time in Queue	9
Total Calls Received	9
Longest Queue Time Today	9
Longest Queue Time Now	10
Agent Statistics	10
Logged In	10
Status	10
Calls Answered	10
Average Call Time	10
Average Ring Time	11
Call Status	11
Sample UCD Report	12

OVERVIEW

Your DCS telephone system is equipped with an integrated option package to enhance call processing. The improved feature support is in the form of Auto Attendant and Uniform Call Distribution. One or both may be activated in your system.

AUTO ATTENDANT

The auto attendant will answer and process incoming calls without human intervention. The caller is answered and hears a message prompting him/her to dial numbers to reach extensions in the phone system or follow other options provided by the AA card.

Your installation and service company has already designed and programmed these options for you, including the greetings and messages that play at different times while the call is being processed.

The only administration associated with this card is the greeting change. Different day and night greetings may be programmed. These change when the DCS system changes between day mode and night mode. Additionally, an alternate greeting may be recorded to indicate a holiday, an emergency or another temporary closure. From time to time, it may be necessary to manually change the active greeting from the current (day or night) to the alternate (holiday).

RECORDING GREETINGS

To record greetings (or prompts) you must have an **AA RECORD** key programmed on your keyset. Select a quiet place where you will not be disturbed.

- Press the AA RECORD key
- Enter the passcode (this can be supplied by your installation and service company)
- Lift the handset and press HANDSET
- Dial the first AA port (this will usually be 3951)
- Enter the number of the prompt to record (if in doubt get a list of the prompts from your installation and service company)
- Begin recording after the tone, when finished press the AA RECORD key

PLAYING GREETINGS

You may play the greetings to check that you are happy with the quality and content. To do this you must have an **AA PLAY** key programmed on your keyset.

- Press the AA PLAY key
- Dial the first AA port (this will usually be 3951)

- Enter the number of the prompt to play (if in doubt get a list of the prompts from your installation and service company)
- The prompt will begin to play along with all subsequent prompts

CHANGING THE GREETING

The AA card allows the system administrator to call in and change the current greeting to day, night or alternate:

- Call the auto attendant and listen to the greeting you wish to change.
- Dial a special passcode while you are listening to the greeting. The special passcode is programmed by your service company technician.
- Dial **1** for the day greeting, **2** for the night greeting or **3** for the alternate greeting.
- Hang up. The new greeting is set until the next scheduled change.

MANUAL NIGHT SERVICE

- When the DCS phone system changes from DAY to NIGHT mode, the AA greetings will also change.
- When the Day / Night AA greeting is changed remotely the Day / Night status of the DCS phone system is also changed. This means that a customer who forgets to put the system in night mode can call in remotely and do it.
- When the alternate greeting is set, the DCS system will go into night mode. If a NIGHT key is programmed on the DCS it will FLASH. The normal status of this light in the night mode is on steady. A flashing NIGHT key indicates the alternate greeting is set.

AUTO NIGHT SERVICE

- Manually changing an Auto Attendant greeting to the day or night greeting will change the DCS system day / night mode until the next scheduled change by the Auto day / night program.
- Manually changing an Auto Attendant greeting to the alternate greeting will put the DCS phone system into night mode and flash the night button to indicate that the alternate greeting is set. The system will continue in this mode until manually changed. The Auto day / night service will be suspended during this time.

UNIFORM CALL DISTRIBUTION

UCD is used to distribute calls to a group of agents. If the group members are all busy, UCD controls queue patterns and information messages. It also provides agent and call statistics in both real time on a keyset display and in the form of printed reports at a customer-provided printer.

Your installation and service company has already designed and programmed these options for you, including the group members, timing parameters, greetings and messages that play at different times while the call is being processed.

SUPERVISOR

Each UCD group can be assigned one or more optional supervisors. A supervisor can be responsible for more than one UCD group. If you are a supervisor, you will have a special key assigned to your display keyset that will allow you to administrate the UCD group. Your keyset will have a separate **SUPERVISOR** key for each UCD group. UCD alarm conditions will show by flashing these keys.

ALARMS

Your installation and service company may have programmed alarm conditions to alert you to the following:

- The number of calls waiting at the UCD group has exceeded a specific programmed number
- The amount of time a caller has been waiting has exceeded a specific programmed time
- Both options above

When the alarm is activated at your keyset, one of the following will occur:

- Your **SUPERVISOR** key will flash and the keyset display will indicate the type of alarm condition (time or number of calls).

ALARM REMINDER
UCD 5XX: TIMER

or

ALARM REMINDER
UCD 5XX: QUEUE

- Your **SUPERVISOR** key will flash and the keyset display will indicate the type of alarm condition (time or number of calls) and an audible alarm will sound.

NOTES:

1. Pressing the **SUPERVISOR** key has no effect on the visual alarm but it will cancel the audio alarm (stop it from ringing until the next activation—it is not disabled permanently).
2. Your keyset will indicate a visual alarm condition for as long as the alarm condition exists.

SUPERVISOR KEY

Throughout this guide, the displays used are for example only. The numbers and names on your display may differ slightly.

Press the **SUPERVISOR** key. You will be presented with three options:

523: SALES
CALL ADMIN AGENT

The **CALL** and **AGENT** options allow the supervisor to view statistics for each of these areas while **ADMIN** is used to clear the saved data and run reports. Let's explore each of these options by pressing the key directly below the word on the display.

CALL

When you press **CALL**, you will be presented with the following display. It shows you how many calls are *currently* in queue.

000 calls in
queue now

Press the **UP** key. You will be presented with the following display. It shows you the average amount of time it takes a caller to be answered after the call begins ringing at a station.

average ring
time is 00:00

Press the **UP** key. You will be presented with the following display. It shows you the number of C.O. calls that rang in when all members of the group were busy. It is possible for this total to represent more than one day's calls if the **AUTO CLEAR** option is not turned on.

000 times all
busy today

Press the **UP** key. You will be presented with the following display. It shows you the average time a caller waits in queue before being answered by an agent.

```
average time in
queue is 00:00
```

Press the **UP** key. You will be presented with the following display. It shows you the total number of calls received. It is possible for this total to represent more than one day's calls if the **AUTO CLEAR** option is not turned on.

```
0000 calls
received today
```

Press the **UP** key. You will be presented with the following display. It shows you the longest time a caller waited in queue before answered by an agent.

```
longest queue
time is 00:00
```

AGENT

Throughout the **AGENT** menu, you can press the **SCROLL** key at any time to view an individual station's data. You can also use the **UP** and **DOWN** keys to move between stations.

When you press **AGENT**, you will be presented with the following display. The "available" number shows how many agents are programmed in this particular UCD group. The "logged in" number shows how many agents are currently available to take calls (not in Do Not Disturb (DND), logged out or busy).

```
06 available
05 logged in
```

Press the **UP** key. You will be presented with the following display. It shows you the first station in the UCD group, its associated directory name and the status of that station (in group, out of group or in DND).

```
212: FRED SMITH
status: IN
```

NOTE: Press the key directly below the word **IN** or **OUT** to change the status of the station to the opposite condition. DND cannot be changed here.

Press **SCROLL**. You will be presented with the following display. It shows you how many calls station 212 answered. It is possible for this total to represent more than one day's calls if the **AUTO CLEAR** option is not turned on.

```
212: answered
000 calls today
```

Press **SCROLL**. You will be presented with the following display. It shows you the average call duration for this agent.

```
212: average
call time 00:00
```

Press **SCROLL**. You will be presented with the following display. It shows you the average amount of time it takes for this agent to answer a call.

```
212: average
ring time 00:00
```

ADMIN

When you press **ADMIN**, you will be presented with the following display. The **CLEAR** option is used to clear (set to 0) the CALL and AGENT data for the current group (in this case 529, the sales group). The **PRINT** option is used to print the CALL and AGENT data for the current group (in this case, 529, the sales group). It requires a customer-provided printer.

```
529: Sales group
PRINT CLEAR
```

CLEARING STORED DATA

Select the **CLEAR** option. You will be presented with two options—**MANUAL** and **AUTO**.

```
CLEAR GROUP DATA
MANUAL AUTO
```

- If you select **MANUAL**, choose **YES** or **NO** to immediately clear the data.
- If you select **AUTO**, you can turn the automatic clear function **ON** or **OFF** to clear the data automatically at a programmed time. If you select **ON**, you will be prompted to enter a new time to automatically clear the data. The time is entered in 24 hour format, for example, 11:30 p.m. is entered 2330. Select **VIEW** to see or change the currently selected **AUTO** option. Press the right soft key to turn automatic clearing **ON** and **OFF**.

PRINTING DATA/RUNNING REPORTS

Select the **PRINT** option. You will be presented with two options—**MANUAL** and **AUTO**.

PRINT GROUP DATA
MANUAL AUTO

- If you select **MANUAL**, choose **YES** or **NO** to immediately print the data to your customer-provided printer.
- If you select **AUTO**, you can turn the automatic print function **ON** or **OFF** to print the data automatically at a programmed time. If you select **ON**, you will be prompted to enter a new time to automatically print the data. The time is entered in 24 hour format, for example, 11:30 p.m. is entered 2330. Select **VIEW** to see or change the currently selected **AUTO** option. Press the right soft key to turn automatic printing **ON** and **OFF**.

CALL STATISTICS

The following is a description of statistics that can be viewed by a UCD Supervisor.

CALLS IN QUEUE NOW

How many calls are currently in queue.

This statistic is a real time statistic and so will not print on a report.

ABANDONED CALLS [RELEASE 3 & 4 ONLY]

This shows the number of callers that reached the UCD group, but hung up before being answered. A high number probably means that there are not enough agents available and the wait time is too long.

AVERAGE RING TIME

This is calculated from the time an agent begins to ring until the time an agent answers the call, this does not include ringing at an agent station that does not answer or is logged out because of the ring next option.

NUMBER OF TIMES ALL AGENTS BUSY

This is the number of times that a call is placed to a UCD group and all agents are busy or out of group. This check is made when the call is first placed to the group. If all agents are busy or logged out this counter is incremented. It will not increment again for this call unless the call is answered and transferred back into the UCD group.

Example: If there are 5 members in a group, 3 are Out of Group one is busy and one is idle, and a call is placed to the group, because there is an idle station the all agents busy counter is not incremented.

If the idle station rings, does not answer and is logged out, although the condition of the group is now all agents busy, the check has been made and the agent busy statistic does not increment. Also if a call comes into a group with all agents busy and then one becomes idle, the busy counter will increment because the check has been made.

AVERAGE TIME IN QUEUE

This is calculated as an average of all the calls that were in queue. Note that this is **ONLY** an average of the calls that were in queue. The caller must have heard the first UCD recording to be considered in queue.

TOTAL CALLS RECEIVED

The total number of times that calls were sent to the UCD group number. (This does not include calls sent to a station number that happens to be in a UCD group, the call must be sent to the group number 501 - 529).

This statistic includes calls that were answered by the group, Calls that went to a group with all agents busy or out of group, calls that are abandoned and calls that go to UCD final destination. This includes intercom calls to the UCD group.

If this number is less than the total calls received by all the agents it is possible that calls were transferred from one agent to another.

If this number is more than the total calls received by all the agents it is possible that calls were unanswered by an agent and went to final destination or callers hung up while in queue.

This statistic includes:

- Calls answered by agent.
- Calls that are not answered by an agent and go to final destination.
- Calls that are sent to the UCD group but callers hang up before being answered.

LONGEST QUEUE TIME TODAY [RLS. 3 & 4 ONLY]

This shows the longest call in queue today.

The queue time is calculated as follows:

Queue time begins when a caller starts to hear the first UCD message. Queue time ends when a caller is either:

- Answered by an agent.
- System gets disconnect from C.O. or
- Caller is transferred to final destination.

LONGEST QUEUE TIME NOW

This shows the longest call currently in queue. The queue time is calculated as follows:

Queue time begins when a caller starts to hear the first UCD message.
Queue time ends when a caller is either:

- Answered by an agent.
- System gets disconnect from C.O. or
- Caller is transferred to final destination.

AGENT STATISTICS

Each statistic in this category can be read individually for each UCD agent.

LOGGED IN

The number of stations programmed in the UCD group and the number of stations that are currently logged in.

This statistic is a real time statistic and so will not print on a report.

STATUS

This screen shows the agents name, extension number and status. The status can be in Group, Out of group or in DND.

This statistic is a real time statistic and so will not print on a report.

CALLS ANSWERED

The total number of calls received by the agent. This does not include ring no answer to a agent station.

If the total number of all agent calls is less than the calls received by the group it is possible that calls were unanswered by an agent and went to final destination or that callers hung up while in queue.

If the total number of all agent calls is more than the calls received by the group it is possible that calls were transferred from one agent to another.

AVERAGE CALL TIME

This is an average of all the call durations for the agent.

AVERAGE RING TIME

This is an average of all the ring times for the agent. Ring times are previously explained.

CALL STATUS (CS) [RELEASE 3 & 4 ONLY]

This key may be programmed on each agent keyset to provide an indication of waiting calls at the UCD group.

This key has no effect when pressed, but will flash amber or red to indicate that calls are waiting.

There are two levels that can be programmed for this key, the are CS level 1 and CS level 2.

By default these levels are 05 for level 1 and 10 for level 2. This means that when there are 5 or more calls in queue at the UCD group the CS key will flash amber, when there are 10 or more calls in queue at the UCD group the CS key will flash red. These levels can be changed by your service company.

SAMPLE UCD REPORT

N O T E S

UCD GROUP 529 : SALES

FROM: SUN 02 Feb 00:00

TO : SUN 02 Feb 02:54

CALL STATISTICS

=====

AVERAGE RING TIME(TIME TO ANSWER)..... 00:40
NUMBER OF TIMES ALL AGENTS BUSY..... . 00002
AVERAGE TIME IN QUEUE..... 00:51
TOTAL CALLS RECEIVED..... 00011
LONGEST QUEUE TIME (TODAY)..... 02:14
TOTAL CALLS ABANDONED..... 00004

AGENT STATISTICS

=====

MEMBER	AGENT	NAME	CALLS ANSWERED	AVERAGE CALL TIME	RING TIME
01	210	JOHN	0002	01:55	00:05
02	211	SAM	0001	02:18	00:06
03	208	MIKE	0003	01:22	00:04
04	207	PETER	0001	03:16	00:05

N O T E S



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