

# **STATION PROGRAMMING SECTION**

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## Station Programming Section

System Programming is divided into three separate sections for ease of access. The sections are Trunk Programming Section, Station Programming Section, and System Programming Section.

Station Programming Section has been grouped into categories.

- Station Class-of-Service
- Console
- Operator Operation
- Station Hunt Groups
- Station
- Station Call Forwarding
- Single-line Telephone

### **Ports and Station Numbering**

Station Port numbering is fixed by the position of the Port on the Station Card and the location of the Station Card in the system. The number of Station Ports depends on the configuration of the system. The Station Port number is used when doing System Programming.

A Station number is a flexible number assigned to each Station Port for intercom calling and identification. Station numbers can be one to four digits

and different length Station numbers can be mixed (e.g. 1 - 6, 10 - 69, 100 - 699, 1000 - 6999).

**Note:** Watch for Station numbering conflicts. For example, if Station number 20 is used, Station numbers 200 - 209 and 2000 - 2099 are unavailable.

The default Station numbering is set by System DIP switch 6. Refer to the *Hardware Programming* section for more on setting DIP switches.

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## Programming using Flexible Station Numbers

When System Programming requires a Station Port number to be entered, a Station number can be entered instead. The Station number can be used in two places: one is as an index parameter, the second is as the data value to be saved.

To enter a Station number, press the **PROG** key and then enter the Station number. Once a valid Station number has been entered, proceed with the next step.

Example:

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

M:. Enter Mode No.
-----------------------

**Step 2:** Enter Mode **04**

M:04 Make Paging Call
--------------------------

**Step 3:** Enter a Station number (instead of Port No.) Press **PROG + Station No.**

e.g. System automatically enters proper Port number 16.

M:04 <u>16</u> YES
ST:25      LCD

Proceed to next Step

## Station Class-of-Service

Station Class-of-Service is used to define the operation of individual Station Ports.

### (Mode 01) Put Call on Hold

Each Station Port can be restricted from putting a Trunk or Intercom Call on hold. When a Station Port, which is restricted from putting a call on hold, presses the **HOLD** key or does a hook-flash, the Station Port remains with the call.

**Warning:** The Console, Operator, and Voice Mail ports need to put a call on hold to transfer a call.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **01**

```
M:01 .  
PUT CALL ON HOLD
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 023 is Station 132.

```
M:01 23      YES  
ST:132  LCD
```

**Step 4:** Press **MSG** (Yes) for Put Call on Hold or **FLASH** (No) to restrict.

e.g. Set to restrict putting a call on hold.

```
M:01 23      NO  
ST:132  LCD
```

**Step 5:** Press **HOLD** to save change.

```
*:01 23      NO  
ST:132  LCD
```

**Step 6:** (Optional) Press **CONF** to set ALL Station Ports the same. **Please note Warning.**

e.g. All Stations can not put a call on hold.

```
*:01 23      NO  
ST:132  LCD
```

**Step 7:** (Optional) Press TRF to scroll forward to next Station Port or **MIC** to move backward. Repeat from Step 4.

e.g. Move to next Station Port  
Port 24 can put a call on hold.

M:01 24	YES
ST:138	LCD



### **(Mode 02) Call Pickup**

Each Station Port can be restricted from doing Call Pickup.

**(MSG = Yes = Allow Call Pickup)**

All three types : System Call Pickup, Group Call Pickup, and Directed Call Pickup are restricted.

Refer to the *Easy Reference Guide* for how to use Call Pickup from a Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Call Pickup.

### **(Mode 03) Receive Paging Calls**

Paging Calls can be made through External Page Zones or over the speaker of idle Keyphones. Station Ports can be restricted from receiving Paging Calls.

**(MSG = Yes = Receive Paging Calls)**

Refer to the *Easy Reference Guide* for how to make a Paging Call from a Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Receive Paging Calls.

### **(Mode 04) Make Paging Calls**

Paging Calls can be made through External Page Zones or over the speaker of idle Keyphones. Station Ports can be restricted from making a Paging Call.

**(MSG = Yes = Make Paging Calls)**

Refer to the *Easy Reference Guide* for how to make a Paging Call from a Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Make Paging Calls.

### **(Mode 05) Be Barged Into**

A Keyphone can be allowed to Barge or Monitor another Station. A Station can be protected from being Barged or Monitored.

(MSG = Yes = Not protected from Barging and Monitoring)

Refer to the *Easy Reference Guide* for how to make a Monitoring Call or Barge a Trunk or Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Be Barged Into.

### **(Mode 06) Barge Another Station**

A Keyphone can be allowed to Barge or Monitor another Station. A Keyphone Station can be given the privilege of Barging or Monitoring another Station.

(MSG = Yes = Can Barge or Monitor another Station)

Refer to the *Easy Reference Guide* for how to make a Monitoring Call or Barge a Trunk or Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Barge Another Station.

### **(Mode 07) Ring for System Alarm**

System Alarms can be set to put music over the speaker of idle Keyphones. A Keyphone Station can be restricted from receiving System Alarms.

(MSG = Ring for System Alarms, FLASH = Not Ring)

See (System Programming Section) System Alarms for how to set System Alarms.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Ring for System Alarms.

### **(Mode 08) Call Duration Warning Tone**

When a Station is on an Outgoing Call an audible Warning Tone is given to the Station at a regular interval to indicate the duration of the call. A Station can be restricted from receiving the audible Warning Tone.

**(MSG = Yes = Warning Tone)**

See (Trunk Programming Section - Mode 85) Call Duration Warning Tone Time for setting the warning tone time.

**Warning:** Do NOT set Call Duration Warning Tone on a Station port used for Voice Mail or Fax machine as it may interfere with operation of these devices.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Call Duration Warning Tone.

### **(Mode 09) Camp-On Tone**

When a Trunk or Station Call is transferred to a busy Station a Camp-On Tone is given to the Station. This is a short Ring burst if Keyphone or audible Tone if single-line telephone. A Station can be restricted from receiving the Camp-On Tone.

**(MSG = Yes = Camp-On Tone)**

Refer to the *Easy Reference Guide* for how to Transfer a Call to another Station.

**Warning:** Do NOT set Camp-On Tone on a Station port used for Voice Mail or Fax machine as it may interfere with operation of these devices.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Camp-On Tone.

### **(Mode 10) Off Hook Ring Tone**

When an Incoming Call on a Trunk is ringing a busy Station a Ring Tone is given to the Station. This is a short Ring burst if Keyphone or audible Tone on handset if single-line telephone. A Station can be restricted from receiving the Off Hook Ring Tone.

**(MSG = Yes = Off Hook Ring Tone)**

See (Trunk Programming Section) Trunk Ringing for how to set a Station Port to ring for an Incoming Call.

**Warning:** Do NOT set Off Hook Ring Tone on a Station port used for Voice Mail, Fax machine or Modem as it may interfere with operation of these devices.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Busy Remind Tone.

### **(Mode 11) Hold Recall Remind Tone**

When a Call has been on Hold for longer then the Hold Recall Time, the Call rings the Station which put the Call on Hold. If the Station is busy, a Hold Recall Remind Tone is given to the Station. This is a short Ring burst if Keyphone or audible Tone if single-line telephone. A Station can be restricted from receiving the Hold Recall Remind Tone. **(MSG = Yes = Hold Recall Remind Tone)**

See (Station Programming Section - Mode 77) System Hold Recall Time, (Mode 78) System Hold Recall Busy Remind, and (Mode 79) Transfer Recall Time for how to set Hold Recall.

**Warning:** Do NOT set Hold Recall Remind Tone on a Station port used for Voice Mail or Fax machine as it may interfere with operation of these devices.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Hold Recall Remind Tone.

### **(Mode 12) Programming Rights**

A Keyphone can access System Programming using a password. The PROG Lamp on the Keyphone will light when accessing programming. A Station can be restricted from accessing System Programming. Restricting Programming Rights also denies System Speed Dial Programming access.

**(MSG = Yes = Programming Rights)**

**Note:** A Keyphone set as Console 1 can always access System Programming using the Master Password.

See *Introduction to Programming* for how to access System Programming from a Keyphone.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Programming Rights.

### **(Mode 13) Set Message Waiting Lamp**

When a message has been set to a single-line telephone, a Message Waiting Lamp can be set to indicate that a message is waiting. If the Station is busy the Lamp will remain off. A Station can be set to use the Message Waiting Lamp feature.

**(MSG = Yes = Set Message Waiting Lamp)**

See (Station Programming Section - Mode 94) SLP Message Waiting Lamp Time for how to set the Message Waiting Lamp Cadence on a single-line telephone.

**Note:** The single-line telephone must have a Neon lamp which works with 90 VDC across Tip & Ring to be used as a Message Waiting Lamp. Not all systems provide the 90 VDC.

Refer to the *Easy Reference Guide* for more information about setting and answering a Message Waiting.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Set Message Waiting Lamp.



### **(Mode 14) Automatic Message Callback**

When a message has been set to a Station Port, the Station will ring at a regular interval if idle to indicate that a message is waiting. When answered the Station will call to the Station which left the message. A Station can be set to use the Automatic Message Callback feature.

**(MSG = Yes = Automatic Message Callback)**

See (Station Programming Section - Mode 95) Message Waiting Ring Time for how to set the interval between ring attempts.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Automatic Message Callback.

### **(Mode 15) Message Waiting Indication on DSS Unit**

When a message has been set to a Station Port, a Message Waiting Lamp can be set to indicate that a message is waiting. When a Station has a Message Waiting, the DSS Unit can also be set to show an indication. This allows the Operator to know which Stations have a Message Waiting.

See (Station Programming Section) Single-line Telephone for how to set up Message Waiting for a Single-line Telephone Port.

Refer to the *Easy Reference Guide* for how to set a Message to a Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure to set Message Waiting Indication on DSS Unit.

---

## (Mode 16) Transfer Recall to Voice Mail

Each Station Port can be set to send any transferred call from another Station port to Voice Mail. When set to "YES" all transferred calls recall to your Mailbox rather than the Station that transferred the call.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

M: . Enter Mode No.
------------------------

**Step 2:** Enter Mode 16

M:16 . TRF RECALL TO VM
----------------------------

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 023 is set to "NO"

M:16 23          NO ST:132    LCD
--------------------------------------

**Step 4:** Press **MSG** (Yes) for Recall to VM or **FLASH** (No) to Recall to transferring Station.

e.g. Set to Recall to VM

M:16 23          YES ST:132    LCD
---------------------------------------

**Step 5:** Press **HOLD** to save change.

*:16 23          YES ST:132    LCD
---------------------------------------

**Step 6:** (Optional) Press **CONF** to set ALL Station Ports the same.

e.g. All Stations Recall to VM.

*:16 23          YES ST:132    LCD
---------------------------------------

**Step 7:** (Optional) Press TRF to scroll forward to next Station Port or **MIC** to move backward. Repeat from Step 4.

e.g. Move to next Station Port.  
Port 24 does not Recall to VM.

M:16 24          NO ST:138    LCD
--------------------------------------

---

### **(Mode 17) Hold Recall to Voice Mail**

Each Station Port can be set to send any call left on Hold to Voice Mail. When set to "YES" all calls left on Hold will recall to your Mailbox rather than your Station.

#### **Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

```
M:.  
Enter Mode No.
```

**Step 2:** Enter Mode 17

```
M:17 .  
HOLD RECALL TO V
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 023 is set to "NO"

```
M:17 23      NO  
ST:132  LCD
```

**Step 4:** Press **MSG** (Yes) for Hold Recall to VM or **FLASH** (No) to Recall to Station.

e.g. Set to Hold Recall to VM.

```
M:17 23      YES  
ST:132  LCD
```

**Step 5:** Press **HOLD** to save change.

```
*:17 23      YES  
ST:132  LCD
```

**Step 6:** (Optional) Press **CONF** to set ALL Station Ports the same.

e.g. All Stations Recall to VM.

```
*:17 23      YES  
ST:132  LCD
```

**Step 7:** (Optional) Press TRF to scroll forward to next Station Port or **MIC** to move backward. Repeat from Step 4.

e.g. Move to next Station Port  
24 does not HOLD Recall to VM.

M:17 24	NO
ST:138	LCD

### **(Mode 19) Whisper Announce**

Each Station Port can be set to receive Whisper Announcements while on another Trunk call. When receiving a Whisper announce the calling internal party is heard in the receiver of the handset along with the outside party.

Only the internal receiving party will hear the whisper announcement, the outside caller does not hear the Whisper announcement.

#### **Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

M:.	
Enter Mode No.	

**Step 2:** Enter Mode 19

M:19 .	
WHISPER ANNOUNCE	

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 023 is set to "NO"

M:19 23	NO
ST:132	LCD

**Step 4:** Press **MSG** (Yes) to receive Whisper Announce or **FLASH** (No) to Restrict Whisper Announce.

e.g. Set to Receive Whisper Announce.

M:19 23	YES
ST:132	LCD

**Step 5:** Press **HOLD** to save change.

*:19 23	YES
ST:132	LCD

**Step 6:** (Optional) Press **CONF** to set ALL Station Ports the same.

e.g. All Stations Recall to VM.

*:19 23	YES
ST:132	LCD

**Step 7:** (Optional) Press TRF to scroll forward to next Station Port or MIC to move backward. Repeat from Step 4.

e.g. Move to next Station Port 24 which does not Receive Whisper Announce.

M:19 24	NO
ST:138	LCD

### **(Mode 20) Intercom Call Voice Announce**

When receiving an Intercom Call, a Keyphone can be set to either ring until answered or give a short tone before switching to Voice Announce. If the Station has set Call Forward - Busy / No Answer then the Station will ring automatically.

(MSG = Yes = Voice Announce, FLASH = No = Ring)

**Warning:** Do Not use Intercom Call Voice Announce in an environment which has a high back ground noise level.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Intercom Call Voice Announce.

### **(Mode 21) Intercom Microphone On**

When a Voice Announce Intercom Call is made to a Keyphone, the microphone can be set to automatically turn on for Voice response.

(MSG = Yes = Microphone On)

**Note:** If the microphone is set to turn on for a Voice Announce Call, then the call is considered to be answered (i.e. Call Pickup will not work).

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Intercom Microphone On.

### **(Mode 22) Voice Announce Ring**

When an Intercom Call is made to a Keyphone which is set for Voice Announce, either a one-second ring or a short tone is received before the caller can announce the call.

**(MSG = Ring, FLASH = Tone)**

**Note:** If the microphone is set to turn on for a Voice Announce Call, then the call is considered to be answered (i.e. Call Pickup will not work).

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Voice Announce Ring.

### **(Mode 23) Automatic Outside Line**

A Station Port can be set so that lifting the handset automatically accesses a Trunk from a Trunk Hunt Group. This eases operation of devices which only do outward dialing. (**MSG** = Yes = Automatic Outside Line)

See (Station Programming Section - Mode 74) Trunk Hunt Group Assignment for assigning a Trunk Hunt Group to a Station Port.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Automatic Outside Line.

### **(Mode 24) Idle Trunk Access Microphone**

When a Keyphone accesses an idle Trunk, the microphone can be set to automatically turn on. (**MSG** = Yes = Microphone On)

Refer to the *Easy Reference Guide* for how to access an idle Trunk.

**Warning:** Do NOT use Idle Trunk Access Microphone in an environment which has a high back ground noise level.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Idle Trunk Access Microphone.

### **(Mode 25) Speed Dial Directory**

A Keyphone can be set to use the Speed Dial Directory when accessing Speed Dial to preview the number and name before accessing a Trunk and dialing. (**MSG** = Yes = Use Speed Dial Directory)

Refer to the *Easy Reference Guide* for how to access and program Speed Dial bins.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Speed Dial Directory.



### **(Mode 26) Display Caller ID Information**

When using Caller ID for identification on Incoming Calls, each Trunk can be set to display either the number or name for Keyphones. The Caller ID information is shown on the LCD display of the Keyphone and when printing Incoming SMDR Call Records.

**(MSG = Yes = Display Caller ID Information)**

See (Trunk Programming Section - Mode 05) Caller ID Name for how to set the Name of the calling party on the display.

**Note:** The facility used for Caller ID is supplied by the Central Office exchange and may not be able to always supply either number or name (not available in every country).

Refer to the *Installation Guide* for more information on using Caller ID.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Display Caller ID Information.

### **(Mode 27) Operator Call**

A Station Port can be restricted from dialing 0 for the Operator when on a Trunk.

**(MSG = Yes = Can Dial 0 for Operator)**

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Operator Call.

### **(Mode 28) Headset Operation**

A Station Port can be allowed to activate the Headset feature.

**(MSG = No = Can not use the Headset operation)**

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Operator Call.

### **(Mode 30) SLP Conference**

A SLP Port can be restricted from setting up a 3 party conference.  
(MSG = No = Can not use 3 party conferencing)

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Operator Call.

### **(Mode 31) House Phone**

A Station Port can be set to work as a House Phone. Lifting the handset automatically calls the Operator. (MSG = Yes = House Phone)

See (Station Programming Section) Operator Operation for how to set Operator Call Destination.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting House Phone.

### **(Mode 32) Ring Door Phone Group 1**

A Station Port can be set to ring all Stations assigned in Door Phone Ring Group 1. Lifting the handset automatically rings the Stations assigned to the ring group.

(MSG = Ring, FLASH = Not Ring)

See (System Programming Section - Mode 45) Door Phone Ring Group 1 for how to set Station Ports to ring for the Door Phone.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Ring Door Phone Group 1.

### **(Mode 33) Ring Door Phone Group 2**

A Station Port can be set to ring all Stations assigned in Door Phone Ring Group 2. Lifting the handset automatically rings the Stations assigned to the ring group.

(MSG = Ring, FLASH = Not Ring)

See (System Programming Section - Mode 46) Door Phone Ring Group 2 for how to set Station Ports to ring for the Door Phone.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Ring Door Phone Group 2.

**(Mode 34) Voice Mail Port**

A Station Port can be set as a Voice Mail Port. Voice Mail Ports are single-line telephone ports. Programming a Station Port as a Voice Mail Port will stop interference from Camp-On Tone, Busy Remind Tone, and Hold Recall Remind Tone, which will interfere with Voice Mail operation. DTMF signals will also be generated for Station Ports which do not generate DTMF. Supervised transfers will automatically ring voice announce Keyphones. (MSG = Yes = Voice Mail Port)

See (System Programming Section) Voice Mail Interface for how to set a Station Port as a Voice Mail Port.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Voice Mail Port.

**(Mode 35) Receive DTMF on Intercom**

A Station Port can be set to receive DTMF during an Intercom Call. A second Inband Signaling scheme is available for a second set of devices that require Inband Signaling. DTMF signals will also be generated for Station Ports that do not generate DTMF. (MSG = Yes = Receive DTMF on Intercom)

See (System Programming Section) Inband Signaling 2 for how to set a Station Port to receive DTMF on Intercom.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Receive DTMF on Intercom.

### **(Mode 36) Allow Intercom Calls**

A Station Port is normally allowed to make Station to Station Intercom Calls. A Station can be restricted from initiating an Intercom Call. Stations can not be restricted from receiving an Intercom Call. (**MSG** = Yes = Allow Intercom Calls)

Refer to the *Easy Reference Guide* for how to make an Intercom Call to another Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for setting Allow Intercom Calls.

### **(Mode 37) Reserve a Trunk or Station (7)**

A Station Port can be allowed to reserve a busy Trunk or Station. When the Trunk or Station become idle the reserving Station will be automatically called, answering will access the Trunk or call the reserved Station. A Station can be restricted from reserving a busy Trunk or Station. (**MSG** = Yes = Allow Reserve a Trunk or Station)

Refer to the *Easy Reference Guide* for how to reserve a busy Trunk or Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Reserve a Trunk or Station.

### **(Mode 38) Use Call Forward (71, 72)**

A Station Port can use Call Forwarding to forward a call directed at that Station. A Station can forward all calls or when busy / no answer. A Station can be restricted from using Call Forward. (**MSG** = Yes = Allow setting Call Forward)

See (Station Programming Section) Station Call Forwarding for how to set a Station Call Forwarding.

Refer to the *Easy Reference Guide* for how to access and program Call Forward.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Use Call Forward.

**(Mode 39) Set Wake-up / Remind Calls (741, 742)**

A Station Port can be allowed to set a Wake-up / Remind Call. A daily or once only call can be set up. A Station can be restricted from setting a Wake-up / Remind Call.

**(MSG = Yes = Allow setting a Wake-up / Remind Call)**

Refer to the *Easy Reference Guide* for how to set a Wake-up / Remind Call.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Set Wake-up / Remind Calls.

**(Mode 40) Set Message Waiting (743)**

A Station Port can be allowed to set a Message Waiting on another Station. The MSG Lamp on a Keyphone or single-line telephone will light when a message is waiting. A Station can be restricted from setting a Message Waiting.

**(MSG = Yes = Allow setting Message Waiting)**

Refer to the *Easy Reference Guide* for how to set a Message Waiting.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Set Message Waiting.

### **(Mode 41) Answer a Page Call (745)**

Paging Calls can be made through External Page Zones or over the speaker of idle Keyphones. A Paging Call can be answered from a Station. Station Ports can be restricted from answering Paging Calls.

**(MSG = Yes = Allow Answer Paging Calls)**

Refer to the *Easy Reference Guide* for how to make a Paging Call from a Station.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Answer Paging Calls.

### **(Mode 42) Program Personal Speed Dial (746)**

Each Station Port has nine Personal Speed Dial bins (01 - 09). A Speed Dial bin has to be programmed before it can be used. A Station can be restricted from programming the Personal Speed Dial bins.

**(MSG = Yes = Allow Program Personal Speed Dial)**

Refer to the *Easy Reference Guide* for how to access and program Speed Dial bins.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Program Personal Speed Dial.

### **(Mode 43) Set Do-Not-Disturb (747)**

A Station Port can be allowed to set Do-Not-Disturb for privacy or blocking calls to the Station. The DND Lamp on a Keyphone will light when Do-Not-Disturb is set. A Station can be restricted from setting Do-Not-Disturb. Single-line telephones will receive special tone when Do-Not-Disturb is set.

**(MSG = Yes = Allow setting Do-Not-Disturb)**

Refer to the *Easy Reference Guide* for how to set Do-Not-Disturb.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Use Do-Not-Disturb.

### **(Mode 44) Use Conference (748)**

A Station Port can be allowed to set up a Conference Call between two or more parties. The INT Lamp on a Keyphone will light when a Conference is made. A Station can be restricted from setting up a Conference Call.

(MSG = Yes = Allow making Conference Call)

Refer to the *Easy Reference Guide* for how to set up a Conference Call.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Use Conference.

### **(Mode 45) Use Lock Code (749)**

A Station Port can be allowed to lock the Station to restrict access for outgoing calls. Check In / Check Out can be used to clear lock codes. A Station can be restricted from using a Lock Code. (MSG = Yes = Allow setting Lock Code)

Refer to the *Easy Reference Guide* for how to use Lock Code.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Use Lock Code.

### **(Mode 46) Use Hold Pickup (75)**

A Station Port can be allowed to access the last Trunk or Station put on hold by another Station. This is an alternate to using a Call Park Bin. A Station can be restricted from using Hold Pickup. (MSG = Yes = Allow using Hold Pickup)

Refer to the *Easy Reference Guide* for how to use Hold Pickup.

#### **Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Use Hold Pickup.

### **(Mode 47) Use Call Parking (76)**

A Trunk or Station can be transferred into one of ten system Call Park bins. A Station Port can be restricted from accessing the Call Park bins.  
(MSG = Yes = Allow using Call Parking)

Refer to the *Easy Reference Guide* for how to use Call Parking.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Use Call Parking.

**(Mode 48) Use Individual Trunk Access (77)**

Individual Trunks can be accessed by a Station Port. The Trunk is accessed if it is either idle or on hold. A Station can be restricted from using individual trunk access.

(MSG = Yes = Allow using Individual Trunk Access)

Refer to the *Easy Reference Guide* for how to access individual Trunks.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting Use Individual Trunk Access.

**(Mode 49) Access Speed Dial (70)**

The system has 400 System Speed Dial bins (100 - 499) and each Station Port has nine Personal Speed Dial bins (01 - 09). Speed Dial bins are also used for Call Forwarding. A Station can be restricted from accessing Speed Dial bins.

(MSG = Yes = Allow access to Speed Dial)

**Note:** Speed Dial bins are also used for Call Forwarding. Denying access will also deny the Call Forwarding.

Refer to the *Easy Reference Guide* for how to access and program Speed Dial bins.

**Programming Procedure:**

See (Station Programming Section - Mode 01) Put Call on Hold and follow the programming procedure for restricting access to Speed Dial.



## Console

The system can operate with one or two Consoles.

The Second Console can work either in parallel or differently to the main Console. The Console(s) have separate Incoming Call Ringing assignments, Console System Hold Recall Delay times, and when called as the Operator.

When a Station calls the Operator the call will ring the Tenant Operator, a Station from a Station Hunt Group or the Console(s).

### (Mode 50) Console

The Station that is to be used as the main Console can be selected. The Console can be assigned two different Station Ports. One for Day Mode and one for Night Mode.

There must always be a Console and the Console must be a Keyphone.

Refer to the *Easy Reference Guide* on how to set an alternate Operator for the Operator Stations.

See (Station Programming Section) Operator Destination for how to set the Operator Call destination.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **50**

```
M:50 .  
CONSOLE 1
```

**Step 3:** Enter **1** for Day or **2** for Night

e.g. The Day Console is currently  
Port 1.

```
M:50 1 1  
CONSOLE 1
```

**Step 4:** Press **FLASH** to clear (an existing Station Port number).

M:50 1 CONSOLE 1
---------------------

---

**Step 5: Enter new Station Port number for Console 001 - 400**

e.g. Set Day Console to Port 14.

M:50 1	14
CONSOLE 1	

**Step 6: Press HOLD to save change.**

*:50 1	14
CONSOLE 1	

**Step 7: (Optional) Press TRF to scroll forward to (2) Night Console.**

e.g. Night Console is Port 1.

M:50 2	1
CONSOLE 1	

**(Mode 51) Second Console**

The Station Port to be used as the Second Console can be selected. The Second Console can be assigned two different Station Ports. One for Day Mode and one for Night Mode.

Normally when the Operator is dialed, the main Console will ring. The Second Console will ring if the main Console is busy. However both the Console and Second Console can ring simultaneously when the Operator is called.

See (Station Programming Section) Operator Destination for how to set the Operator Call destination.

Refer to the *Easy Reference Guide* on how to set an alternate Operator for the Operator Stations.

**Programming Procedure:**

See (Station Programming Section - Mode 50) Console and follow the programming procedure to set the Second Console.

---

## (Mode 52) Console Hold Recall Busy Remind

If the Console and Second Console are busy when a call put on hold is trying to recall, a Remind signal can be given that there is a recalling Trunk or Station.

The Console Hold Recall Busy Remind can be set from 1 to 9999 seconds. If set to 0 there will be no Busy Remind.

Console Hold Recall Busy Remind overrides System Hold Recall Busy Remind for the Console and Second Console.

See (Trunk Programming Section - Mode 64) Console Ring Busy Remind for setting a Remind signal to the Console and Second Console for an Incoming Call.

See (Station Programming Section - Mode 77) System Hold Recall Time for setting the Hold Recall Time for calls put on hold by the Console and Second Console.

See (Station Programming Section - Mode 79) Transfer Recall Time for setting the Recall Time for unanswered transferred Trunk Calls.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

M: . Enter Mode No.
------------------------

**Step 2:** Enter Mode **52**

e.g. No Console Hold Recall  
Busy Remind.

M: 52	0
CONS HOLD REMIND	

**Step 3:** Press **FLASH** to clear (an existing time).

M: 52	0
CONS HOLD REMIND	

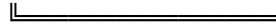
**Step 4:** Enter new Console Hold Recall Busy Remind time **1 - 9999**

e.g. Set Console Hold Recall Busy  
Remind to 60 seconds.

M: 52	60
CONS HOLD REMIND	

---

**Step 5:** Press **HOLD** to save change.



*:52	60
CONS	HOLD REMIND

### (Mode 53) Console System Hold Recall Delay Time

When a Trunk has been on hold for the duration of System Hold Recall Time it will try to ring the Station which put it on hold. After a Trunk Call recalls a Station it will also recall the Console(s). The delay after a Station is recalled can be programmed. After the Console(s) have been ringing for the Console System Hold Recall Release Time, and is unanswered, the Trunk Call will be released.

The Delay Time can be set from 0 to 9999 seconds. If set to 0 there will be no delay.

Intercom Calls on hold, by another Station, for the System Hold Recall Time will not recall to the Console and Second Console.

See (Station Programming Section - Mode 77) System Hold Recall Time for setting the System Hold Recall Time.

See (Station Programming Section - Mode 79) Transfer Recall Time for setting the Recall Time for unanswered transferred Trunk Calls.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .
Enter Mode No.
```

**Step 2:** Enter Mode **53**

e.g. The Delay Time is currently  
60 seconds.

```
M:53          60
SYS HOLD DELAY 1
```

**Step 3:** Press **FLASH** to clear an existing time.

```
M:53          0
SYS HOLD DELAY 1
```

**Step 4:** Enter new Console System Hold Recall Delay Time **0 - 9999**

e.g. Set Delay Time to 45 seconds.

```
M:53          45
SYS HOLD DELAY 1
```

**Step 5:** Press **HOLD** to save change.

*:53	45
SYS HOLD DELAY	1

### **(Mode 54) Second Console System Hold Recall Delay Time**

When a Trunk has been on hold for the System Hold Recall Time it will try to ring the Station that put it on hold. After a Trunk Call recalls a Station it will also recall the Console(s). The delay after a Station is recalled can be programmed. After the Console(s) have been ringing for the Console System Hold Recall Release Time, and is unanswered, the Trunk Call will be released.

The Delay Time can be set from 0 to 9999 seconds. If set to 0 there will be no delay.

Intercom Calls on hold, by another Station, for the System Hold Recall Time will not recall to the Console and Second Console.

See (Station Programming Section - Mode 77) System Hold Recall Time for setting the System Hold Recall Time.

See (Station Programming Section - Mode 79) Transfer Recall Time for setting the Recall Time for unanswered transferred Trunk Calls.

#### **Programming Procedure:**

See (Station Programming Section - Mode 53) Console System Hold Recall Delay Time and follow the programming procedure to set the Second Console System Hold Recall Delay Time.



### **(Mode 55) Console System Hold Recall Release Time**

When a Trunk has been on hold for the System Hold Recall Time it will try to ring the Station that put it on hold. After a Trunk Call recalls a Station it will also recall the Console(s). After the Console(s) have been ringing for the Console System Hold Recall Release Time, and is unanswered, the Trunk Call will be released. This does not affect Trunk Calls put on hold by the Console(s).

The Release Time can be set from 1 to 9999 seconds. When set to 0 there will be no release.

See (Station Programming Section - Mode 77) System Hold Recall Time for setting the System Hold Recall Time.

See (Station Programming Section - Mode 79) Transfer Recall Time for setting the Recall Time for unanswered transferred Trunk Calls.

#### **Programming Procedure:**

See (Station Programming Section - Mode 53) Console System Hold Recall Delay Time and follow the programming procedure to set the Console System Hold Recall Release Time.

### **(Mode 56) Console Call Waiting Busy Remind**

If the Console and Second Console are busy when a Station is trying to call the Operator, a Remind signal can be given that there is a Station trying to call.

The Console Call Waiting Busy Remind can be set from 1 to 9999 seconds. If set to 0 there will be no Busy Remind.

See (Station Programming Section - Mode 59) Camp-On Ring for Station calling Busy Operator for setting Stations to Camp-on Ring the Console and Second Console.

#### **Programming Procedure:**

See (System Programming Section - Mode 53) Console System Hold Recall Delay Time and follow the programming procedure for setting the Console Call Waiting Busy Remind.

---

## Operator Destination

When a Station calls the Operator the call will ring the Tenant Operator, a Station from a Station Hunt Group or the Console(s).

Normally when the Operator is dialed, the main Console will ring. The Second Console will ring if the main Console is busy. However both the Console and Second Console can ring simultaneously when the Operator is called.

A Station Hunt Group can be assigned as the destination for Operator Calls. This allows a group of Stations to share the Operator duties.

When using Tenant Service the Station assigned as Tenant Operator has priority over the assigned system Operator(s).

### **(Mode 57) Operator Call Destination**

Normally when the Operator is dialed, the Console or Second Console will ring.

A Station Hunt Group can be assigned as the destination for Operator Calls. This allows a group of Stations to share the Operator duties.

See (Station Programming Section - Mode 50) Console and (Station Programming Section - Mode 51) Second Console for how to set a Station as a Console.

See (Station Programming Section - Mode 60) Station Hunt Groups for how to set up a Station Hunt Group.

See (System Programming Section - Mode 15) Operator Access Code for how to set the code to call the Operator.

#### **Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

M: . Enter Mode No.
------------------------

**Step 2:** Enter Mode **57**

e.g. Operator is Console and  
Second Console.

M: 57                      0 OPERATOR DESTN
--

**Step 3:** Press **FLASH** to clear (an existing Station Hunt Group).

e.g. Set to Console

M:57	0
OPERATOR DESTN	

**Step 4:** Enter Station Hunt Group number **1 - 8**

e.g. Set Operator to Station  
Hunt Group 2.

M:57	2
OPERATOR DESTN	

**Step 5:** Press **HOLD** to save change.

*:57	2
OPERATOR DESTN	

### **(Mode 58) Ring Two Operators**

Normally when the Operator is dialed, the main Console will ring. The Second Console will ring if the main Console is busy. However both the Console and Second Console can ring simultaneously when the Operator is called.

When a Station calls the Operator both the Console and Second Console will ring if idle. If Operator Destination is set to a Station Hunt Group then two idle Stations are selected to ring from the Group.

See (Station Programming Section - Mode 50) Console and (Station Programming Section - Mode 51) Second Console for how to set a Station as a Console.

See (Station Programming Section - Mode 60) Station Hunt Groups for how to set up a Station Hunt Group.

### **Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

M:.	
Enter Mode No.	

**Step 2:** Enter Mode **58**

M:58	NO
RING TWO OPERATO	

**Step 3:** Press **MSG** (Yes) for Ring Two Operators or **FLASH** (No) for Ring 1<sup>st</sup> Console.

e.g. Set to ring two Operators.

M:58	YES
RING TWO OPERATO	

**Step 4:** Press **HOLD** to save change.

*:58	YES
RING TWO OPERATO	

**(Mode 59) Camp-On Ring for Station calling Busy Operator**

When a Station calls the Operator the call will ring the Tenant Operator, a Station from a Station Hunt Group or the Console(s). But when the assigned Operator Station(s) are all busy, the Station gets Busy Tone.

For a busy Operator the Station can camp-on to the Operator and be connected when the Operator becomes available. The Station will receive Ring-Back Tone.

See (Station Programming Section - Mode 50) Console and (Station Programming Section - Mode 51) Second Console for how to set a Station as a Console.

**Programming Procedure:**

See (Station Programming Section - Mode 58) Ring Two Operators and follow the programming procedure to set Camp-On Ring for Station calling Busy Operator.

## Station Hunt Groups

### (Mode 60) Station Hunt Groups

The system has nine Station Hunt Groups. The first eight are regular Station Hunt Groups which can be used for many purposes while Station Hunt Group 9 is used specifically for Voice Mail. Each group can have up to sixteen Stations assigned.

See (Trunk Programming Section - Mode 65) Trunk Station Hunt Group Ringing - Day and (Trunk Programming Section - Mode 66) Trunk Station Hunt Group Ringing - Night for how to set a Trunk to ring a Station Hunt Group.

See (System Programming Section - Mode 50) Voice Mail Station Hunt Group for how to set a Station Hunt Group for Voice Mail.

Refer to the *Easy Reference Guide* on how to access a Station Hunt Group.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **60**

```
M:60 .  
ST HUNT GROUP
```

**Step 3:** Enter Station Hunt Group number **1 - 8**

e.g. Station Hunt Group 1

```
M:60 1 .  
ST HUNT GROUP
```

**Step 4:** Enter memory position number **01 – 16** **Note:** A memory position is a counter to keep track of how many Station Ports have been entered, up to 16 ports can be assigned per Station Group.

e.g. The fourth position is not set.

```
M:60 1 04  
ST HUNT GROUP
```

**Step 5:** Press **FLASH** to clear an existing Station Port number.

```
_____
```

M:60 1 04
ST HUNT GROUP

**Step 6: Enter new Station Port number 001 - 400**

e.g. Set to Port 21

```
M:60 1 04    21
ST HUNT GROUP
```

**Step 7: Press HOLD to save change.**

```
*:60 1 04    21
ST HUNT GROUP
```

**Step 8: Press TRF to scroll forward to next memory position or MIC to move backward to previous memory position. Repeat from Step 5.**

e.g. Move to next position

```
M:60 1 05
ST HUNT GROUP
```

**(Mode 61) Terminal Station Hunt Group Access**

Stations are always accessed from a Station Hunt Group starting at the first position of the Station Hunt Group and accessing the first idle Station.

An alternative to terminal hunting is distributed hunting where the Stations are accessed in rotation.

See (System Programming Section - Mode 50) Voice Mail Station Hunt Group for how to set a Station Hunt Group for Voice Mail.

**Programming Procedure:**

**Step 1: Enter Programming Mode by Pressing [PROG-PROG-1-2-3-HOLD] from any Display phone.**

```
M:.
Enter Mode No.
```

**Step 2: Enter Mode 61**

```
M:61 .
TERMINAL ST ACC
```

**Step 3: Enter Station Hunt Group number 1 - 9**

e.g. Station Hunt Group 2

```
M:61 2      YES
TERMINAL ST ACC
```

**Step 4: Press MSG (Yes) for terminal or FLASH (No) for distributed.**



e.g. Set to use distributed Access

M:61 2	NO
TERMINAL ST ACC	

**Step 5:** Press **HOLD** to save change.

*:61 2	NO
TERMINAL ST ACC	

**Step 6:** (Optional) Press **CONF** to set ALL Station Hunt Groups the same.

*:61 2	NO
TERMINAL ST ACC	

**Step 7:** (Optional) Press **TRF** to scroll forward to next Group or **MIC** to move backward to previous Group. Repeat from Step 4.

e.g. Move to next Station Hunt Group

M:61 3	NO
TERMINAL ST ACC	

## Station

### (Mode 70) Flexible Station Number Assignment

A Station number is a flexible number assigned to each Port for Intercom Calling and identification. Each Port can be assigned only one Station number.

Station numbers can be one to four digits and different length Station numbers can be mixed (e.g. 1 - 6, 10 - 69, 100 - 699, and 1000 - 6999).

Refer to the *Ports and Station Numbering* section for more information on Station numbers.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **70**

```
M:70 .  
FLEX NO. ASSIGN
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 016 is Station number 116

```
M:70 16      116  
ST:116
```

**Step 4:** Press **FLASH** to clear (an existing Station number).

e.g. Erase Station number.

```
M:70 16  
ST:116
```

**Step 5:** Enter new Station number.

e.g. Set Port 016 to Station number 219.

```
M:70 16      219  
ST:116
```

**Step 6:** Press **HOLD** to save change.

*:70 16	219
ST:219	

**Step 7:** (Optional) Press **TRF** to scroll forward to next Port or **MIC** to move backward to previous Port. Repeat from Step 4.

e.g. Move to next Port  
Port 17 is Station number 117.

M:70 17	117
ST:117	

---

## (Mode 71) Station Names

Each Station can be assigned a Name up to eight characters long. The name is used in place of the Station number when making Intercom Calls, etc.

### Keys:

- 1 QqZz
- 2 AaBbCc
- 3 DdEeFf
- 4 GgHhIi
- 5 JjKkLl
- 6 MmNnOo
- 7 PpQqRrSs
- 8 TtUuVv
- 9 WwXxYy
- 0 Space then complete range of characters.
- \* Move left one space.
- # Move right one space.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **71**

```
M:71 .  
STATION NAMES
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 12 is Station 112.

```
M:71 12  
ST:112
```

**Step 4:** Press **FLASH** to clear (an existing name).

```
M:71 12  
ST:112
```

**Step 5:** Enter name by pressing the correct lettered key.

```
_____
```

e.g. Press **2** for 'A' in Accounts

M:71 12 A
ST:112

---

**Step 6:** Move to next letter. # moves right and \* moves back to the left.

e.g. Move to next letter

```
M:71 12 A
ST:112
```

Enter next letter.

e.g. Press **2** six times for 'c' in  
Accounts.

```
M:71 12 Ac
ST:112
```

**Step 7:** Repeat the above two steps until the Station name is entered.

**Step 8:** Press **HOLD** to save change.

```
*:71 12 Accounts
ST:112
```

**Step 9:** (Optional) Press **TRF** to scroll forward to next Port or **MIC** to move  
backward to previous Port.

e.g. Move to next Port

```
M:71 13
ST:113
```

---

## (Mode 72) Station Group Assignment

There are eight Station Groups (1 - 8) to which Stations can be assigned. Stations are grouped together for Paging a Group of Keyphones, and Group Call Pickup. A Station can be assigned to more than one Group or no groups.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **72**

```
M:72 .  
ST GROUP ASSIGN
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 11 is Station 111.

```
M:72 11 .  
ST:111
```

**Step 4:** Enter Group number **1 - 8**

e.g. Group 3

```
M:72 11 3 NO  
ST:111
```

**Step 5:** Press **MSG** (Yes) to set Station Group or **FLASH** (No) to clear.

e.g. Set Port 11 to Group 3

```
M:72 11 3 YES  
ST:111
```

**Step 6:** Press **HOLD** to save change.

```
*:72 11 3 YES  
ST:111
```

**Step 7:** (Optional) Press **CONF** to set ALL Stations the same.

```
*:72 11 3 YES  
ST:111
```

**Step 8:** (Optional) Press **TRF** to scroll forward to next Group or **MIC** to move backward to previous Group. Repeat from Step 5.

e.g. Move to next position

```
M:72 11 4 NO
```

---

Port 11 is not part of  
Station Group 4.

ST:111



## (Mode 73) Softkey Assignment

Each LD40 Keyphone has up to thirty-two programmable softkeys 01-32 (DT36 Keyphones use 01-24, 25-48). Softkey positions (33 - 64) can also be programmed to provide additional Softkeys that are accessed using the **FLASH** key (2<sup>nd</sup> Level) when the Keyphone is idle.

Each DSS Unit has sixty-four programmable softkeys (01 - 64) used when a DSS Unit is identified as being connected to the Port.

Each softkey can be used for Direct Station Selection (DSS/BLF), Station Hunt Group Access, Direct Trunk Selection, Trunk Hunt Group Access, One Touch Speed Dial, Park Bin Access, Wake-Up Call Access, Check Out / In Access, Record, Call Forwarding Access, Volume Up, Volume Down, Caller I.D. or VAX.

Softkey plans are ignored for Single-Line Telephone Ports as they have no effect.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **73**

```
M:73 .  
SOFTKEY ASSIGN
```

**Step 3:** Enter Station Port number **001 – 192**

e.g. Port 18.

```
M:73 18 .  
ST:18
```

**Step 4:** Enter a softkey 01 - 24.

e.g. The fifth softkey is Trunk 5

```
M:73 18 05 TK:5  
ST:18
```

**Step 5:** Press **FLASH** to clear the existing setting.

```
M:73 18 05  
ST:18
```

**Step 6:** Press **MSG** to step through the softkey types : Direct Station Selection (DSS/BLF), Station Hunt Group Access, Direct Trunk Selection, Trunk Hunt Group Access (Trunk Pool key), One Touch Speed Dial ect....

**1. Direct Station Selection (DSS/BLF):**

Enter new Station Port number **001 - 400**

e.g. Set to Port 34.

```
M:73 18 05 34
ST:18
```

**2. Station Hunt Group Access:**

Press **MSG** once to enter new Station Hunt Group.

```
M:73 18 05STGP:
ST:18
```

Enter Station Hunt Group number **1 - 9**

e.g. Set to Station Hunt Group 4

```
M:73 18 05STGP:4
ST:18
```

**3. Direct Trunk Selection:**

Press **MSG** twice to enter new Trunk.

```
M:73 18 05 TK:
ST:18
```

Enter Trunk number **01 - 96**

e.g. Set to Trunk 2

```
M:73 18 05 TK:02
ST:18
```

**4. Trunk Hunt Group Access:**

Press **MSG** three times to enter new Trunk Hunt Group.

```
M:73 18 05TKGP:
ST:18
```

Enter Trunk Hunt Group number **1 - 8**

e.g. Set to Trunk Hunt Group 2

```
M:73 18 05TKGP:2
ST:18
```

**5. One Touch Speed Dial:**

Press **MSG** four times to enter new Speed Dial.

```
M:73 18 05SD
ST:18
```

Enter Speed Dial bin **01 - 09, 100 - 499**

```
_____
```

e.g. Set to Speed Dial bin 109.

```
M:73 18 05SD 109
ST:18
```

## 6. Park Bin Access:

Press **MSG** five times to enter Park Bin Access.

```
M:73 18 05Park
ST:18
```

Enter Park bin **0 - 9**

e.g. Set to Park bin 2

```
M:73 18 05Park 2
ST:18
```

## 7. Call Forwarding Access:

Press **MSG** six times to enter new Call Forwarding Access.

```
M:73 18 05Fwrd
ST:18
```

Enter type of Call Forwarding 1 - 2 for All or Busy / No Answer.

e.g. Set to 2 for Busy / No Answer

```
M:73 18 05Fwrd 2
ST:18
```

## 8. Wake-Up Call Access:

Press **MSG** seven times to enter Wake-Up Call Access.

```
M:73 18 05WAKEUP
ST:18
```

## 9. Check Out / In Access:

Press **MSG** eight times to enter Check Out / In Access.

```
M:73 18 05CHKOUT
ST:18
```

## 10. Record Button:

Press **MSG** nine times to enter Record button.

```
M:73 18 05RECORD
ST:18
```

## 11. Volume Up Button:

Press **MSG** ten times to enter Volume Up button.

```
M:73 18 05VOL UP
ST:18
```

**12. Volume Down Button:**

Press **MSG** eleven times to enter Volume Down button.

```
M:73 18 05VOL DN
ST:18
```

**13. Caller I.D. Button:**

Press **MSG** thirteen times to enter Caller I.D. button.

```
M:73 18 05 CLID
ST:18
```

**Step 7:** Press **HOLD** to save change.

```
*:73 18 05 TK:2
ST:18
```

**Step 8:** Press **CONF** to set All Stations the same.

e.g. Set to Speed Dial 109 for  
all Stations.

```
C:73 18 05SD>109
ST:11
```

**Step 9:** Press **TRF** to scroll forward to next softkey or **MIC** to move backward to previous softkey. Repeat from Step 5.

e.g. Move to next softkey  
The sixth Softkey is Trunk 6.

```
M:73 18 06 TK:6
ST:18
```

**14. VAX Button: Voice Activated Exchange is a future release.**

---

## (Mode 74) Trunk Hunt Group Assignment

There are eight Trunk Hunt Groups (1 - 8) which can be used by Stations for Automatic Trunk Selection.

See (Trunk Programming Section - Mode 50) Trunk Hunt Group Programming for how to set the Trunk Hunt Groups.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .
Enter Mode No.
```

**Step 2:** Enter Mode **74**

```
M:74 .
TK GROUP ASSIGN
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 014 is Station 113 and is using Trunk Hunt Group 3.

```
M:74 14      3 ||
ST:113
```

**Step 4:** Enter new Trunk Hunt Group **1 - 8**

e.g. Set to Trunk Hunt Group 2.

```
M:74 14      2
ST:113
```

**Step 5:** Press **HOLD** to save change.

```
*:74 14      2
ST:113
```

**Step 6:** (Optional) Press **CONF** to set ALL Stations the same.

```
*:74 14      2
ST:113
```

**Step 7:** (Optional) Press **TRF** to scroll forward to next port or **MIC** to move backward to previous Port. Repeat from Step 4.

e.g. Move to next Port 015 is using Trunk Hunt Group 1.

```
M:74 15      1
ST:114
```

### (Mode 75) Station Music Source

There are three music sources available to a Station Port for back ground music, one internal and two external. The two external music sources each require a device to be connected to the system.

Refer to the *Installation Guide* for more information on connecting an External Music Source.

Refer to the *Easy Reference Guide* on how to access Back Ground Music for a Keyphone.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **75**

```
M:75 .  
ST MUSIC SOURCE
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 7 is Station 106

```
M:75 07      1  
ST:106
```

**Step 4:** Press **1** (internal), **2** (external 1), or **3** (external 2).

e.g. Set to External Music Source 1.

```
M:75 07      2  
ST:106
```

**Step 5:** Press **HOLD** to save change.

```
*:75 07      2  
ST:106
```

**Step 6:** (Optional) Press **CONF** to set ALL Stations the same.

```
*:75 07      2  
ST:106
```

**Step 7:** (Optional) Press **TRF** to scroll forward to next Port or **MIC** to move backward to previous Port. Repeat from Step 4..

e.g. Move to next Station Port.

M:75 08	1
ST:107	



---

### (Mode 76) Maximum Trunk Call Duration

A Maximum Trunk Call Duration time can be set. If the duration is exceeded the Trunk Call is terminated. A warning tone will be given ten seconds before the call is terminated.

The Maximum Trunk Call Duration can be set from 1 to 9999 seconds. If set to 0 there will be no Maximum Trunk Call Duration.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **76**

```
M:76 .  
MAX TK CALL TIME
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 24, Station 123 has a limit of 600 seconds (10 minutes).

```
M:76 24      600  
ST:123
```

**Step 4:** Press **FLASH** to clear (an existing time).

```
M:76 24      0  
ST:123
```

**Step 5:** Enter new Maximum Trunk Call Duration.

e.g. Set Maximum Time to 1200 seconds.

```
M:76 24      1200  
ST:123
```

**Step 6:** Press **HOLD** to save change.

```
*:76 24      1200  
ST:123
```

**Step 7:** Press **CONF** to set ALL Stations the same.

```
*:76 24      1200  
ST:123
```

**Step 8:** Press **TRF** to scroll forward to next Port or **MIC** to move backward to previous Port.

```
_____
```

---

e.g. Move to next Port.  
Port 25 has no limit.

M:76 25	0
ST:225	

### **(Mode 77) System Hold Recall Time**

The System Hold Recall Time for a Trunk or Intercom Call can be set from 1 to 9999 seconds.

If the System Hold Recall Time is set to 0, a call put on hold will never recall (Infinite Hold Recall).

System Hold Recall Time is also used by all Intercom Calls put on hold and only the Station that put the Intercom Call on hold will be recalled.

See (Station Programming Section - Mode 53) Console System Hold Recall Delay Time and (Station Programming Section - Mode 54) Second Console System Hold Recall Delay Time for how a Trunk Call will eventually recall to the Console and Second Console.

See (Station Programming Section - Mode 76) Maximum Trunk Call Duration and follow the programming procedure for setting the System Hold Recall Time.

### **(Mode 78) System Hold Recall Busy Remind**

Stations which are busy when a call put on hold is trying to recall can be given a Remind signal that there is a recalling Trunk or Station.

The System Hold Recall Busy Remind can be set from 1 to 9999 seconds. If set to 0 there will be no Busy Remind.

Console Hold Recall Busy Remind overrides System Hold Recall Busy Remind for the Console and Second Console.

See (Trunk Programming Section - Mode 72) Flexible Ring Busy Remind and (Trunk Programming Section - Mode 77) Common Ring Busy Remind for setting a Remind signal to a Station for an Incoming Call.

#### **Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M:.  
Enter Mode No.
```

**Step 2: Enter Mode 78**

e.g. System Hold Recall Busy  
Remind is 60 sec.

```
M:78      60  
SYS HOLD REMIND
```

**Step 3: Press FLASH to clear (an existing time).**

```
M:78      0  
SYS HOLD REMIND
```

**Step 4: Enter new System Hold Recall Busy Remind time 1 - 9999**

e.g. Set System Hold Recall Busy  
Remind to 90 seconds.

```
M:78      90  
SYS HOLD REMIND
```

**Step 5: Press HOLD to save change.**

```
*:78      90  
SYS HOLD REMIND
```

**(Mode 79) Transfer Recall Time**

The Transfer Recall Time for a Trunk Call can be set from 1 to 9999 seconds.

If the Transfer Recall Time is set to 0, a transferred Trunk Call which is not answered by the target Station will not recall to the Station which transferred the Trunk.

Transfer Recall Time is not used for transferred Intercom Calls.

**Programming Procedure:**

See (Station Programming Section - Mode 76) Maximum Trunk Call Duration and follow the programming procedure for setting the Transfer Recall Time.

---

## (Mode 81) Reserve Recall Time

When a Station is ringing for a reserved Trunk or Station, the callback will be automatically canceled if not answered within the Reserve Recall Time.

The Reserve Recall Time can be set from 1 to 9999 seconds.

Refer to the *Easy Reference Guide* for how to reserve a busy Trunk or Station.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **81**

e.g. Reserve Recall Time is  
20 seconds.

```
M:81      20  
RESERVE RECALL
```

**Step 3:** Press **FLASH** to clear (an existing time).

```
M:81      0  
RESERVE RECALL
```

**Step 4:** Enter Reserve Recall Time.

e.g. Set Reserve Recall Time to  
15 seconds.

```
M:81      15  
RESERVE RECALL
```

**Step 5:** Press **HOLD** to save change.

```
*:81      15  
RESERVE RECALL
```

---

## (Mode 82) Keyphone Automatic Busy Release Time

A Keyphone receiving Busy Tone automatically releases and resets after the Automatic Busy Release Time expires. A Keyphone in System Programming does not release.

The Automatic Busy Release Time can be set from 1 to 9999 seconds. If set to 0 there is no Automatic Release.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **82**

e.g. Automatic Release after  
15 seconds.

```
M:82      15  
AUTO RLS TIME
```

**Step 3:** Press **FLASH** to clear (an existing time).

e.g. Set no Automatic Release

```
M:82      0  
AUTO RLS TIME
```

**Step 4:** Enter Keyphone Automatic Release Time.

e.g. Set Automatic Release Time to  
10 seconds.

```
M:82      10  
AUTO RLS TIME
```

**Step 5:** Press **HOLD** to save change.

```
*:82      10  
AUTO RLS TIME
```

## Station Call Forwarding

There are two methods of Call Forwarding: External and Station.

Station Call Forwarding can be set individually for each Station.

A Station has the choice of two ways to forward calls: All or Busy / No Answer. Each can be set to Call Forward to either another Station or to an External number. Call Forwarding to an External number is achieved by the use of Speed Dial bins.

Call Forwarding - All Calls - All Calls are automatically forwarded with no delay.

Call Forwarding - Busy / No Answer - All Calls will be forwarded if the Station is busy or after the Station rings for the programmed no answer time.

Call Forwarding to an External number - A Trunk ringing the Station is treated the same as External Call Forwarding. Stations calling the Station will access a Trunk automatically and dial the number in the assigned Speed Dial bin.

A Call can not be transferred to a Station which has Call Forwarding - All Calls or Call Forwarding - Busy (when busy) set to an External number. This would automatically connect the calling Station to an outside line.

**Note:** Ensure that the Speed Dial bin is not restricted for the Station that has to dial the number. Speed Dial bins above the (System Programming Section - Mode 63) Speed Dial Toll Restriction Break Point are NOT Toll restricted.

### Programming Procedure:

See (Trunk Programming Section) External Call Forwarding for how to set Call Forwarding for individual Trunks.

Refer to the *Easy Reference Guide* for how to set Call Forwarding for a Station.

---

**(Mode 83) No Answer Forward Time**

When using Call Forward - Busy / No Answer a Station can be programmed to forward calls to another Station (or External number) if not answered within a programmed time.

The No Answer Forward Time can be set from 10 to 9999 seconds. One Trunk ring cycle equals 4 seconds.

**Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **83**

e.g. Currently set to 10 seconds.

```
M:83      10  
NO ANSWER TIME
```

**Step 3:** Press **FLASH** to clear (an existing time).

```
M:83      0  
NO ANSWER TIME
```

**Step 4:** Enter new No Answer Forward Time.

e.g. Set to 16 seconds.

```
M:83      16  
NO ANSWER TIME
```

**Step 5:** Press **HOLD** to save change.

```
*:83      16  
NO ANSWER TIME
```

**Note:** The minimum No Answer Forward Time is 10 seconds.



---

### (Mode 84) Call Forward Busy Ring Time

When using Call Forward - Busy / No Answer a Station can be programmed to ring for a programmed time before forwarding calls to another Station (or External number) if the Station is busy.

The Call Forward Busy Ring Time can be set from 0 to 9999 seconds.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

```
M: .
Enter Mode No.
```

**Step 2:** Enter Mode **84**

e.g. Currently set to 10 seconds.

```
M:84      20
C/F BUSY TIME
```

**Step 3:** Press **FLASH** to clear (an existing time).

```
M:84      0
C/F BUSY TIME
```

**Step 4:** Enter new Call Forward Busy Ring Time **0 - 9999**

e.g. Set to 10 seconds.

```
M:84      10
C/F BUSY TIME
```

**Step 5:** Press **HOLD** to save change.

```
*:84      10
C/F BUSY TIME
```

---

### (Mode 85) Call Forward - All Calls

A Station has the choice of two ways to forward calls: All or Busy / No Answer.

All Calls are automatically forwarded with no delay to either another Station, a Station Hunt Group, or to an External number. A Speed Dial bin (01 - 09, 100 - 499) is used to store the External number to be dialed.

Call forwarding to an External number has to be set from the individual Stations.

**Warning:** Careful consideration must be taken when setting Call Forwarding for Voice Mail ports, Fax machines, Modems, and other similar devices.

Refer to the *Easy Reference Guide* for how to set Call Forwarding for a Station.

See (Station Programming Section - Mode 38) Use Call Forward for allowing or restricting Stations from setting Call Forward.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .  
Enter Mode No.
```

**Step 2:** Enter Mode **85**

```
M:85 .  
C/F ALL CALLS
```

**Step 3:** Enter Station Port number **001 - 400**

e.g. Port 11 is Station 110.

```
M:85 11  
ST:110
```

**Step 4:** Press **FLASH** to clear (an existing Station Port number).

e.g. Set No Call Forwarding.

```
M:85 11  
ST:110
```

**Step 5:** Enter new Station Port number **001 - 400**

e.g. Set to Station Port 45

```
M:85 11      45  
ST:110
```

---

**OR Press SPEED + Speed Dial bin 01 - 09, 100 - 499**

e.g. Set to Station Port 45

M:85 11	45
ST:110	

**Step 6:** Press **HOLD** to save change.

```
*:85 11      167
ST:110
```

**Step 7:** (Optional) Press **CONF** to set ALL Stations the same. **Please note Warning.**

```
*:85 11      167
ST:110
```

**Step 8:** (Optional) Press **TRF** to scroll forward to next Station Port or **MIC** to move backward to Previous Port. Repeat from Step 4.

e.g. Move to next Station Port  
No Call Forwarding is set.

```
M:85 12
ST:111
```

### **(Mode 86) Call Forward - Busy / No Answer**

A Station has the choice of two ways to forward calls: All or Busy / No Answer.

All Calls will be forwarded if the Station is busy or after the Station rings for the programmed no answer time to either another Station, a Station Hunt Group, or to an External number. A Speed Dial bin (01 - 09, 100 - 499) is used to store the External number to be dialed.

A busy Station can be programmed to ring for a programmed time before forwarding calls to another Station (or External number).

Call forwarding to an External number has to be set from the individual Stations.

**Warning:** Careful consideration must be taken when setting Call Forwarding for Voice Mail ports, Fax machines, Modems, and other similar devices.

Refer to the *Easy Reference Guide* for how to set Call Forwarding for a Station.

See (Station Programming Section - Mode 38) Use Call Forward for allowing or restricting Stations from setting Call Forward.

**Programming Procedure:**

See (Station Programming Section - Mode 85) Call Forward - All Calls and follow the programming procedure to set Call Forward - Busy / No Answer.

---

### (Mode 87) Call Forward Incoming Calls

When an Incoming Call on a Trunk is ringing a Station, which has Call Forwarding set, the Incoming Call will be forwarded. A Station can be restricted from Call Forwarding unanswered Incoming Calls.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

M: . Enter Mode No.
------------------------

**Step 2:** Enter Mode **87**

M:87 . C/F INCOMING
------------------------

**Step 3:** Enter Station Port number **001- 400**

e.g. Port 23 is Station 132

M:87 23      YES ST:132
----------------------------

**Step 4:** Press **MSG** (Yes) for Call Forward Incoming Calls or **FLASH** (No) to restrict.

e.g. Set to stop forwarding Incoming Calls.

M:87 23      NO ST:132
---------------------------

**Step 5:** Press **HOLD** to save change.

*:87 23      NO ST:132
---------------------------

**Step 6:** (Optional) Press **CONF** to set ALL Station Ports the same.

e.g. All Stations can not forward Incoming Calls.

*:87 23      NO ST:132
---------------------------

**Step 7:** (Optional) Press **TRF** to scroll forward to next Station Port or **MIC** to move backward to previous Port. Repeat from Step 4.

e.g. Move to next Station Port.  
Port 24 can forward Incoming Calls.

M:87 24      YES ST:138
----------------------------

### **(Mode 88) Call Forward Busy Ring**

When a Trunk or Station is attempting to ring a busy Station, which has Call Forward - Busy / No Answer set, the call will be forwarded. An optional delay can be added to allow the Station time to answer the call. (**MSG** = Yes = Call Forward Busy Ring)

See (Station Programming Section - Mode 87) Call Forward Incoming Calls and follow the programming procedure for setting Call Forward Busy Ring.

---

**(Mode 89) Call Forward DNIS to Voice Mail**

When a DNIS Call is ringing a Station, which has Call Forwarding to V-Mail set, the DNIS Call can be forwarded to the corresponding Mailbox for that ringing station.

Since the DNIS call is considered a Incoming Call Section 2 Mode 87 will also need to be programmed.

**Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

M: . Enter Mode No.
------------------------

**Step 2:** Enter Mode **89**

M:89 . C/F DNIS TO VM
--------------------------

**Step 3:** Enter Station Port number **001- 400**

e.g. Port 23 which is Station 132  
is set to "NO"

M:89 23          NO ST:132
-------------------------------

**Step 4:** Press **MSG** (Yes) for Call Forward DNIS Calls or **FLASH** (No) to restrict.

e.g. Set to forward Incoming DNIS  
calls to V-Mail.

M:89 23          YES ST:132
--------------------------------

**Step 5:** Press **HOLD** to save change.

*:89 23          YES ST:132
--------------------------------

**Step 6:** (Optional) Press **CONF** to set ALL Station Ports the same.

e.g. All Stations set to forward  
DNIS calls to V-Mail.

*:89 23          YES ST:132
--------------------------------

**Step 7:** (Optional) Press **TRF** to scroll forward to next Station Port or **MIC** to move backward to previous Port. Repeat from Step 4.

e.g. Move to next Station Port.  
Port 24 is set to "NO" for  
DNIS calls to V-Mail.

M:89 24          NO ST:138
-------------------------------



## Single-line Telephone

### (Mode 90) SLP Dial Time

On some systems single-line telephones must share a DTMF receiver(s). For equal sharing of this facility a time limit for dialing must be set. Only single-line telephones that are assigned a DTMF receiver will get Dial Tone. The single-line telephone will receive a Busy Tone after the Dial Time has expired if not making a Trunk or Intercom Call.

The SLP Dial Time can be either an absolute time beginning from when the single-line telephone first receives Dial Tone or a time-out after the last digit dialed.

DTMF single-line telephones can still dial through on a Trunk after the elapsed time.

The SLP Dial Time can be set from 5 to 9999 seconds.

### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .
Enter Mode No.
```

**Step 2:** Enter Mode **90**

e.g. Dial Time is currently  
40 seconds.

```
M: 90      40
SLP DIAL TIME
```

**Step 3:** Press **FLASH** to clear (an existing time).

e.g. Clear before entering new time.

```
M: 90      0
SLP DIAL TIME
```

**Step 4:** Enter new Dial Time **5 - 9999**

e.g. Set Dial Time to 25 seconds.

M:90	25
SLP DIAL TIME	

**Step 5:** Press **HOLD** to save change.

*:90	25
SLP DIAL TIME	

---

**(Mode 91) SLP Absolute Dial Timer**

On some systems single-line telephones must share a DTMF receiver(s). For equal sharing of this facility a time limit for dialing must be set. The SLP Dial Time can be either an absolute time beginning from when the single-line telephone first receives Dial Tone or a time-out after the last digit dialed.

**Note:** SLP Dial Time is redundant for some systems and single-line interface cards as they have one DTMF receiver per port.

**Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

M:.
Enter Mode No.

**Step 2:** Enter Mode **91**

M:91	YES
ABSOLUTE TIMER	

**Step 3:** Press **MSG** (Yes) for Absolute Timer or **FLASH** (No) for Reset every digit.

e.g. Set to reset timer after every digit dialed.

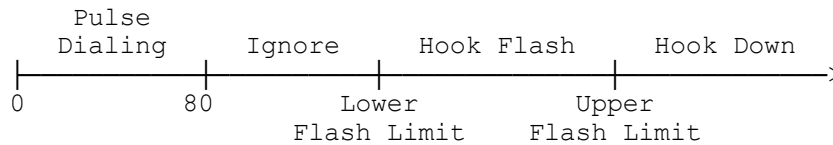
M:91	NO
ABSOLUTE TIMER	

**Step 4:** Press **HOLD** to save change.

*:91	NO
ABSOLUTE TIMER	

**(Mode 92) SLP Lower Flash Limit**

The Upper and Lower SLP Flash Limits can be set to ensure accurate Flash or Hook Flash detection (n x 10 ms).



Any pulses less than 80 ms are considered to be Pulse dialing.  
 All pulses or flashes between 80 ms and the Lower Flash Limit are ignored.  
 Any flashes between the Upper and Lower Flash Limits are considered to be a hookswitch Flash.  
 All flashes greater than the Upper Flash Limit are considered to be a disconnect.

**Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

```
M: .
Enter Mode No.
```

**Step 2:** Enter Mode **92**

e.g. Lower Flash Limit is currently 80 ms.

```
M: 92      8
MIN SLP FLASH
```

**Step 3:** Press **FLASH** to clear (an existing time).

```
M: 92      0
MIN SLP FLASH
```

**Step 4:** Enter new Lower Flash Limit

e.g. Set Lower Flash Limit to 120 ms (n = 12).

```
M: 92      12
MIN SLP FLASH
```

**Step 5:** Press **HOLD** to save change.

```
*: 92      12
MIN SLP FLASH
```

**Note:** The minimum SLP Upper and Lower Flash Limit is 80 ms ( $n = 8$ ); maximum time is 1000 ms ( $n = 100$ ).

### **(Mode 93) SLP Upper Flash Limit**

The Upper and Lower SLP Flash Limits can be set to ensure accurate Flash or Hook Flash detection ( $n \times 10$  ms).

The Upper Flash Limit should be higher than the Lower Flash Limit.

#### **Programming Procedure:**

See (Station Programming Section - Mode 92) SLP Lower Flash Limit and follow the programming procedure to set the SLP Upper Flash Limit.

### (Mode 94) SLP Message Waiting Lamp Time

When a message has been set to a single-line telephone, a Message Waiting Lamp can be set to indicate that a message is waiting. If the Station is busy the Lamp will remain off. A Station can be set to use the Message Waiting Lamp feature. When a single-line telephone has a Message Waiting the Lamp will flash at a programmable interval.

The SLP Message Waiting Lamp Time can be set from 1 to 20 seconds. If set to 0 there will be not Message Waiting Lamps.

**Note:** The single-line telephone must have a Neon lamp that works with 90 VDC across Tip & Ring to be used as a Message Waiting Lamp. Not all systems provide the 90 VDC.

Refer to the *Easy Reference Guide* for more information about setting and answering a Message Waiting.

See (Station Programming Section - Mode 13) Set Message Waiting Lamp for how to set the Message Waiting Lamp on a single-line telephone.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

```
M: .
Enter Mode No.
```

**Step 2:** Enter Mode **94**

```
M: 94      0
SLP MESSAGE LAMP
```

**Step 3:** Press **FLASH** to clear an existing time

e.g. Set to no Message Waiting Lamps.

```
M: 94      0
SLP MESSAGE LAMP
```

**Step 4:** Enter SLP Message Waiting Lamp Time **1 - 20**

e.g. Set Message Waiting Lamp to flash every 10 seconds.

```
M: 94      10
SLP MESSAGE LAMP
```

**Step 5:** Press **HOLD** to save change.

*:94	10
SLP MESSAGE LAMP	



### (Mode 95) Message Waiting Ring Time

When a Station Port has a Message Waiting it can be set to give a RING RING at a programmable interval. If the Station is answered during the ringing it can be set to call back to the Station that set the message.

The Message Waiting Ring Time can be set from 1 to 15 minutes. If set to 0 there is no ring for Message Waiting.

Refer to the *Easy Reference Guide* for more information about setting and answering a Message Waiting.

See (Station Programming Section - Mode 14) Automatic Message Callback for how to set a Station to automatically call back the Station leaving the message.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

M: . Enter Mode No.
------------------------

**Step 2:** Enter Mode **95**

M: 95                      0
SLP MESSAGE RING

**Step 3:** Press **FLASH** to clear (an existing time).

e.g. Set to no ring for Message waiting.

M: 95                      0
SLP MESSAGE RING

**Step 4:** Enter Message Waiting Ring Time **1 - 15**

e.g. Set Stations to ring every 2 minutes for Message Waiting.

M: 95                      2
SLP MESSAGE RING

**Step 5:** Press **HOLD** to save change.

*: 95                      2
SLP MESSAGE RING

---

**(Mode 96) Set SLP Special Tone**

When a message has been set to a single-line telephone, a Message Waiting Lamp can be set to indicate that a message is waiting. When a single-line telephone goes off-hook and there is a Message Waiting, the single-line telephone can be given a special tone to indicate that a message is waiting.

**Note:** Use of the Special Tone for Message Waiting Indication on single-line telephones is not necessary when using Message Waiting Lamps.

**Programming Procedure:**

**Step 1:** Enter Programming Mode by Pressing [**PROG-PROG-1-2-3-HOLD**] from any Display phone.

M: . Enter Mode No.
------------------------

**Step 2:** Enter Mode **96**

M: 96	YES
SLP SPECIAL TONE	

**Step 3:** Press **MSG** (Yes) for Special Tone or **FLASH** (No) for normal Dial Tone.

e.g. Set to receive normal Dial Tone.

M: 96	NO
SLP SPECIAL TONE	

**Step 4:** Press **HOLD** to save change.

*: 96	NO
SLP SPECIAL TONE	

**(Mode 97) SLP Basic or Advanced Ringing**

This mode is currently not used. It will be available in later versions of software.

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### (Mode 98) Urgent Call Time

When a Single-line Telephone goes off-hook it can be made to call the Operator after a period of time to notify about the off-hook condition. Urgent Call Time sets the time after which the off-hook Single-line Telephone will ring the Operator.

The Urgent Call Time can be set from 1 to 9999 seconds. If set to 0 there is no Urgent Call Time.

#### Programming Procedure:

**Step 1:** Enter Programming Mode by Pressing **[PROG-PROG-1-2-3-HOLD]** from any Display phone.

M: . Enter Mode No.
------------------------

**Step 2:** Enter Mode **98**

M: 98                    0
URGENT CALL TIME

**Step 3:** Press **FLASH** to clear (an existing time).

e.g. Set to no Urgent Call Time.

M: 98                    0
URGENT CALL TIME

**Step 4:** Enter Urgent Call Time **1 -9999**

e.g. Set SLP to ring after 2 minutes.

M: 98                    120
URGENT CALL TIME

**Step 5:** Press **HOLD** to save change.

*: 98                    120
URGENT CALL TIME

