

# **SYSTEM PROGRAMMING SECTION**

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## System 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.

System Programming Section has been grouped into categories.

- General Defaults
- Feature Access Codes
- Tenant Service
- System Alarms
- Paging
- External Relay Controls
- Door Phone
- Voice Mail Interface
- Inband Signaling 2
- Toll Restriction
- Automatic Route Selection

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## General Defaults

### (Mode 01) System Password

The System Password is used when accessing System Programming.

The System Password is a combination of up to six keys (0 - 9, \*, #).

Refer to the start of the *Programming Guide* on how to enter System Programming.

#### 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

e.g Default password

M:01      123 PASSWORD
---------------------------

**Step 3:** Press **FLASH** to erase an existing or default password.

M:01 PASSWORD
------------------

**Step 4:** Enter new password (up to 6 keys).

e.g. Enter key combination

M:01      #92*13 PASSWORD
------------------------------

**Step 5:** Press **HOLD** to save new password.

*:01      #92*13 PASSWORD
------------------------------

---

## (Mode 02) Clock Display Format

The clock display on LCD Keyphones can be set to either 12 Hour or 24 Hour format. This mode also sets the format used with the SMDR output of Call Records.

See (System Programming Section - Mode 09) System Date & Time for how to change the system date and 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 **02**

M:02      24 HOUR  
CLOCK FORMAT

**Step 3:** Press **MSG** for 12 Hour or **FLASH** for 24 Hour.

e.g. Set to 12 Hour format

M:02      12 HOUR  
CLOCK FORMAT

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

\*:02      12 HOUR  
CLOCK FORMAT

---

### **(Mode 03) Automatic Night Transfer on Weekends**

When the system using Night Service has been set to use Automatic Night Transfer for automatically switching between Day Mode and Night Mode, it is often undesirable to have the system stay in Night Mode on weekends.

The system can be set to ignore Automatic Night Transfer on weekends. Thus, when the system switches to Night Mode on Friday, it stays in Night Mode until switching to Day Mode on Monday.

**Note:** Automatic Night Transfer on Weekends has no affect when Night Service is set using Manual Night Transfer.

Refer to the *Easy Reference Guide* on how to set Night Service and Automatic Night Transfer.

#### **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 **03**

M:03	NO
WEEKEND TRANSFER	

**Step 3:** Press **MSG** (Yes) for stay in Night Mode or **FLASH** (No) for Night Transfer.

e.g. Set to stay in Night Mode  
for weekend.

M:03	YES
WEEKEND TRANSFER	

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

*:03	YES
WEEKEND TRANSFER	

### **(Mode 04) Conference Tone**

When a Conference is established by a Station a Tone can be used to signal to the parties in the Conference that they are in a Conference. The Conference Tone is generated once every 32 seconds. (**MSG** = Yes = Conference Tone)

#### **Programming Procedure:**

See (System Programming Section - Mode 03) Automatic Night Transfer on Weekends for how to set Conference Tone.

### **(Mode 05) Transfer Call on Hook Down**

To transfer a Trunk or Station to another Station, the call is first put on hold, the receiving Station is called, then the **TRF** key is pressed to transfer the Trunk or Station. An alternate method is available which merely involves hanging up to actually do the transfer instead of pressing the **TRF** key.

(**MSG** = Yes = Transfer on Hook Down, **FLASH** = No = Press **TRF** key to transfer)

#### **Programming Procedure:**

See (System Programming Section - Mode 03) Automatic Night Transfer on Weekends for how to set Transfer Call on Hook Down.

### **(Mode 06) Headset Operation**

Individual Keyphones can be set to work with Headset Operation. Headset Operation is switched On and Off from each individual Keyphone. All Keyphones can be restricted from setting Headset operation.

(**MSG** = Yes = Allow Stations to be set for Headset Operation)

**Note:** Only certain types of Keyphone can use Headset operation. Headset Operation also stops the Keyphone from being used in Handsfree mode.

Refer to the *Special Feature Section - Headset Operation* on how to set Headset Operation can be set for a Keyphone.



**Programming Procedure:**

See (System Programming Section - Mode 03) Automatic Night Transfer on Weekends for how to set Headset Operation.

### **(Mode 07) Local Digit Length**

When using the KDX-T1 Card the system can be set up for 10 digit local dialing. To ensure proper outbound dialing from the KDX-T1 card.

(MSG = Yes = Allow 10-digit dialing out over the KDX-T1 card)

#### **Programming Procedure:**

See (System Programming Section - Mode 03) Automatic Night Transfer on Weekends for how to set Headset Operation.

### **(Mode 08) Set Voice Mail Wake-up**

When using the 742 dial code for wake-up the system can be set to automatically call the Voice mail with integration to allow the end user to enter their wake-up call through the Mailbox.

(MSG = Yes = Allow Wake-up feature through Voice Mail)

#### **Programming Procedure:**

See (System Programming Section - Mode 03) Automatic Night Transfer on Weekends for how to set Headset Operation.

### **(Mode 09) System Date & Time**

The System is equipped with a real-time clock.

The real-time clock is used for setting the start time of Trunk Calls and for the date and time displayed on the LCD displays.

See (System Programming Section - Mode 02) Clock Display Format to change the time format on the LCD display between 24 Hour and 12 Hour.

Refer to the *Easy Reference Guide* on how to set the System Date and Time from the Console or Second Console.

Day of Week (0 = Sun, 1 = Mon, 2 = Tues, 3 = Wed, 4 = Thurs, 5 = Fri, 6 = Sat)

**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 **09**

e.g. The current Date is shown.

```
M:09 1  
Date 98/01/01
```

**Step 3:** Enter new Date - must be **YYMMDD**

e.g. 981108 for 8th November 1998

```
M:09 1  
Date 98/11/08
```

**Step 4:** Display automatically changes.

Enter new Time - must be **HHMM** (In 24 Hour format)

e.g. 1547 for 3:47 in the afternoon.

```
M:09 2  
Time 15:47
```

**Step 5:** Display automatically changes.

Enter Day of Week **0 - 6**

e.g. 4 for Thursday

```
M:09 3  
Day of Week Thu
```

**Step 6:** Press **HOLD** at any stage to save a change.

```
*:09 3  
Day of Week Thu
```

---

## Feature Access Codes

There are five Feature Access Codes that can be set to customize the system operation for users. These codes can be changed to allow flexibility in Station numbering schemes. The Feature Access Codes are listed by priority below:

- Operator Access Code
- Trunk Hunt Group Access Code
- Trunk Hunt Group 8 Access Code
- Dial 7 Feature Access Code
- Intercom Call Access Code

### **(Mode 15) Operator Access Code**

When a Station calls the Operator the call will ring the Tenant Operator, a Station from a Station Hunt Group or the Console(s). The access code for calling the Operator can be programmed. If 0 is used for the Operator Access Code then 0 should not be set for any other access code.

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

See (Station Programming Section) Operator Destination for how to set an alternate Operator for the Operator Stations.

See (System Programming Section - Mode 22) Tenant Operators for how to set an Operator for a Tenant 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 15**

e.g. "o" is the default code.

M:15	0
OPERATOR ACCESS	

**Step 3:** Press **FLASH** to clear.

M:15
OPERATOR ACCESS

**Step 4:** Enter new access code **0 - 9, \*, #**

e.g. Set 1 for Operator Access

M:15	1
OPERATOR ACCESS	

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

*:15	1
OPERATOR ACCESS	

### **(Mode 16) Trunk Hunt Group Access Code**

Automatic Trunk Selection can be done by dialing an access code. If 9 is used for the Trunk Hunt Group Access Code then 9 should not be set for any other access code.

When accessing a Trunk Hunt Group, either the Trunk Hunt Group assigned to the Station is automatically used, or a second digit (1 - 8) must be dialed to specify which Trunk Hunt Group to use.

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

See (Station Programming Section - Mode 74) Trunk Hunt Group Assignment for how to set the default Trunk Hunt Group for a Station.

#### **Programming Procedure:**

See (System Programming Section - Mode 15) Operator Access Code for how to set the Trunk Hunt Group Access Code.

### **(Mode 17) Trunk Hunt Group 8 Access Code**

A second Trunk Hunt Group Access Code is provided for accessing Trunk Hunt Group 8. If 8 is used for the Trunk Hunt Group 8 Access Code then 8 should not be set for any other access code.

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

#### **Programming Procedure:**

See (System Programming Section - Mode 15) Operator Access Code for how to set the Trunk Hunt Group 8 Access Code.

### **(Mode 18) Dial 7 Feature Access Code**

A number of features are available to each Station which all start with the same access code. This allows the features to be accessed by Single-line Telephones. If 7 is used for the Dial 7 Feature Access Code then 7 should not be set for any other access code.

Refer to the *Easy Reference Guide* on how to use the Dial 7 Features from a Station.

See (Station Programming Section) Station Class-of-Service for how to restrict Dial 7 Features to Stations.

#### **Programming Procedure:**

See (System Programming Section - Mode 15) Operator Access Code for how to set the Dial 7 Feature Access Code.

### **(Mode 19) Intercom Call Access Code**

A Intercom Call Access Code can be set for access Stations. If a Intercom Access Code is set than it must be dialed to provide access to Station numbers.

See (Station Programming Section - Mode 70) Flexible Station Number Assignment for how to set a Flexible number for a Station.

**Programming Procedure:**

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



## Tenant Service

### (Mode 20) Trunk Tenant Service

Up to eight Tenants can be supported on the same system. Stations can be restricted to accessing Trunks with the same Tenant number. 0 means the Trunk is unrestricted and can be accessed by any 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 **20**

```
M:20 .  
TRUNK TENANT
```

**Step 3:** Enter Trunk number **01 - 96**

e.g. Trunk 1

```
M:20 01      2  
TRUNK TENANT
```

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

```
M:20 1      0  
TRUNK TENANT
```

**Step 5:** Enter new Tenant number **1 - 8**

e.g. Set Trunk 1 to Tenant 3

```
M:20 1      3  
TRUNK TENANT
```

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

```
*:20 1      3  
TRUNK TENANT
```

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

e.g. Move to next Trunk

M:20 2	0
TRUNK TENANT	

## (Mode 21) Station Tenant Service

Up to eight Tenants can be supported on the same system. Stations can be restricted to calling Stations with the same Tenant number. 0 means the Station is unrestricted and can be called by any 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 21

```
M:21 .  
STATION TENANT
```

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

e.g. Port 12 has not been assigned a Tenant number.

```
M:21 12      0  
ST:12
```

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

```
M:21 12      0  
ST:12
```

**Step 5:** Enter new Tenant number **1 - 8**

e.g. Set Station 12 to Tenant 3

```
M:21 12      3  
ST:12
```

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

```
*:21 12      3  
ST:12
```

**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

```
M:21 13      0  
ST:13
```

## (Mode 22) Tenant Operators

Each Tenant can be assigned a different Station to ring when the Operator is called. The Tenant Operator does not have to be assigned the same Tenant number. The Station assigned as Tenant Operator has priority over the assigned system Operator. If no Tenant Operator is assigned then the system Operator is used.

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

See (Station Programming Section) Operator Destination for how to set an alternate Operator for the Operator Stations.

### 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 **22**

```
M:22 .  
TENANT OPERATORS
```

**Step 3:** Enter Tenant number **1 - 8**

e.g. Tenant 3

```
M:22 3  
TENANT OPERATORS
```

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

```
M:22 3  
TENANT OPERATORS
```

**Step 5:** Enter new Station Port **1 - 400**

e.g. Set Tenant 3 Operator to  
Station port 021.

```
M:22 3 21  
TENANT OPERATORS
```

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

```
*:22 3 21  
TENANT OPERATORS
```

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

e.g. Move to next Tenant.

M:22 4
TENANT OPERATORS

---

### (Mode 23) Unrestricted Tenant Intercom Access

Each Tenant is restricted from calling Stations assigned to other Tenants. Each Tenant can be set for unrestricted Intercom access.

Intercom restriction does not apply when calling Operator Stations.

See (Station Programming Section) Operator Destination for how to set an alternate Operator for the Operator Stations.

#### 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 23

```
M:23 .  
TENANT INTERCOM
```

**Step 3:** Enter Tenant number 1 - 8

e.g. Tenant 5

```
M:23 5      NO  
TENANT INTERCOM
```

**Step 4:** Press **MSG** for Intercom access (Yes) or **FLASH** (No) for No Intercom access.

e.g. Set Tenant 5 Stations to  
unrestricted Intercom access.

```
M:23 5      YES  
TENANT INTERCOM
```

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

```
*:23 5      YES  
TENANT INTERCOM
```

**Step 6:** (Optional) Press **TRF** to scroll forward to next Tenant number or **MIC** to move backward to previous Tenant number. Repeat from Step 4.

e.g. Move to next Tenant

```
M:23 6      NO  
TENANT INTERCOM
```

## System Alarms

There are three sets of System Alarms, each effective during a specific time of the week. Monday to Friday inclusive (Mode 30), Saturday (Mode 31), and Sunday (Mode 32).

### (Mode 30) Weekday System Alarms

There can be up to eight System Alarms set for the weekdays (effective for Monday to Friday inclusive). A System Alarm puts the Background Music over the External Paging Port and through the Keyphone speakers.

See (Station Programming Section - Mode 07) Ring for System Alarm for how to stop the System Alarm for individual Keyphones.

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

### 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 **30**

```
M:30 .  
SYS ALARMS
```

**Step 3:** Enter Alarm number **1 - 8**

e.g. Alarm 1 is currently not set

```
M:30 1      00:00  
SYS ALARMS  0
```

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

```
M:30 1      00:00  
SYS ALARMS  0
```

**Step 5:** Enter new Alarm Time (must be HHMM in 24 Hour format).

```
_____
```

---

e.g. 1725 for 5:25 in the afternoon.

M:30 1	17:25
SYS ALARMS	0



**Step 6: Enter Alarm duration 1 - 9999 seconds**

e.g. Set to 15 seconds.

M:30 1	17:25
SYS ALARMS	15

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

*:30 1	17:25
SYS ALARMS	15

**Step 8: Move to next alarm. Press MIC to scroll backward, TRF to scroll forward.**

e.g. Move to next alarm  
No Alarm has been set.

M:30 2	00:00
SYS ALARMS	0

**(Mode 31) Saturday System Alarms**

There can be up to eight System Alarms set for Saturday. A System Alarm puts the Background Music over the External Paging Port and through the Keyphone speakers.

**Programming Procedure:**

See (System Programming Section - Mode 30) Weekday System Alarms and follow the programming procedure to set Saturday System Alarms.

**(Mode 32) Sunday System Alarms**

There can be up to eight System Alarms set for Sunday. A System Alarm puts the Background Music over the External Paging Port and through the Keyphone speakers.

**Programming Procedure:**

See (System Programming Section - Mode 30) Weekday System Alarms and follow the programming procedure to set Sunday System Alarms.

### (Mode 33) Station Alarm Duration

The duration for a Station to ring for a Wake-Up / Remind Call can be set.

The Station Alarm Duration can be set from 10 to 9999 seconds.

Refer to the *Easy Reference Guide* for how to set Station Wake-Up / Remind Calls.

See (Station Programming Section - Mode 39) Set Wake-up / Remind Calls for how to restrict a Station from setting a Wake-up / Remind Call.

See (Operator Feature Section) Hotel Features for how to set a Wake-up / Remind Call for a Station from an Operator 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 **33**

e.g. Station Alarm Time is  
25 seconds.

```
M:33      25
ST ALARM TIME
```

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

```
M:33      0
ST ALARM TIME
```

**Step 4:** Enter Station Alarm Time **10 - 9999**

e.g. Set Station Alarm Time to  
30 seconds.

```
M:33      30
ST ALARM TIME
```

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

```
*:33      30
ST ALARM TIME
```

### (Mode 34) DVA Port

When a Station has been set up with a Wake-up / Remind Call the Station will ring at the programmed time. When answered the Station will receive either music or be connected to the DVA Port. If there is no assigned DVA Port or if the DVA Port is busy then the Station will only get music.

A Station Hunt Group can also be assigned as the DVA Port. Only one Station from the Station Hunt Group will be selected.

Refer to the *Easy Reference Guide* for how to set Station Wake-Up / Remind Calls.

See (Station Programming Section - Mode 39) Set Wake-up / Remind Calls for how to restrict a Station from setting a Wake-up / Remind Call.

See (Operator Feature Section) Hotel Features for how to set a Wake-up / Remind Call for a Station from an Operator 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 **34**

```
M: 34  
DVA PORT
```

**Step 3:** Press **FLASH** to erase (an existing Station Port or Station Group).

```
M: 34  
DVA PORT
```

**Step 4:** Enter a new Station Port **001 - 400**

e.g. Set to Port 013

```
M: 34          13  
DVA PORT
```

**OR** Press **MSG** for Station Hunt Group **1 - 9**

e.g. Set to Station Hunt Group 1

```
M: 34          STGP:1  
DVA PORT
```

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

*:34	13
DVA PORT	

## Paging

### (Mode 35) Zone Paging Port Assignment

There can be up to eight Zones assigned for External Paging. The eighth Zone is the External Paging connection built into the system. The other seven Zones use normal Station Ports.

Refer to the *Easy Reference Guide* for how to do Paging.

#### 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 **35**

```
M: 35 .  
ZONE PAGE ASSIGN
```

**Step 3:** Enter Zone number **1 - 7**

e.g. Zone 1 is currently set to  
Port 26.

```
M: 35 1      26  
ZONE PAGE ASSIGN
```

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

```
M: 35 1  
ZONE PAGE ASSIGN
```

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

e.g. Set to Port 65

```
M: 35 1      65  
ZONE PAGE ASSIGN
```

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

```
*: 35 1      65  
ZONE PAGE ASSIGN
```

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

e.g. Move to next Zone  
No Port has been set

M:35 2 ZONE PAGE ASSIGN
----------------------------

---

**(Mode 36) Page Tone**

When making a Paging Call, a tone can be given at the start to announce the Paging Call.

Refer to the *Easy Reference Guide* for how to do Paging.

**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 **36**

M: 36	NO
PAGE TONE	

**Step 3:** Press **MSG** (Yes) for Page Tone or **FLASH** (No) for none.

e.g. Set to use Page Tone

M: 36	YES
PAGE TONE	

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

*: 36	YES
PAGE TONE	

---

### (Mode 37) Page Music Source

There are three music sources available to the External Paging Output, one internal and two external. The two external music sources each require an external music source 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* for how to do Paging.

#### 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 **37**

```
M:37      1  
PAGE MUSIC SOURC
```

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

e.g. Set to External Music Source 1

```
M:37      2  
PAGE MUSIC SOURC
```

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

```
*:37      2  
PAGE MUSIC SOURC
```



## Dry Contact Relay Control

### (Mode 40) Dry Contact Relay Control

There are 6 programmable Dry Contact Relays located on the KDX-MDF. They can be used in conjunction with Station Ports, Trunk Lines, Loud Bells 1-4, Zone paging, Music on Hold Power Control 1-2 or Door Lock control.

Refer to *Installation Manual* for more information on connecting Dry Contact Relays.

#### 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 **40**

```
M:40 .  
DRY CONTACT CTRL
```

**Step 3:** Enter a Dry Contact Relay **1 - 6**

e.g. Enter Dry Contact Relay 1

```
*:40 1  
DRY CONTACT CTRL
```

**Step 4:** Enter Station Port **001 - 460** or Press **MSG** to Scroll through the other options.

e.g. Press MSG "once" for TK  
Enter 01 for Trunk 01

```
M:40 1 TK:01  
DRY CONTACT CTRL
```

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

e.g. Dry Contact Relay 1 is  
set for Trunk 1

```
*:40 1 TK:01  
DRY CONTACT CTRL
```

**Step 6:** (Optional) Press **TRF** to scroll forward to next Dry Contact Relay or **MIC** to move backward to previous Dry Contact Relay. Repeat from Step 4.

e.g. Move to next Dry Contact Relay

```
M:40 2
DRY CONTACT CTRL
```

### **(Mode 41) Dry Contact Relay Default**

The 6 Dry Contacts Relays can be programmed to be normally open or normally closed.

Refer to *Installation Manual* for more information on connecting Dry Contact Relays.

#### **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 41

```
M:41 .
DRY CONTACT DEF.
```

**Step 3:** Enter Dry Contact Relay 1 – 6.

e.g. Enter "1" for Dry Contact Relay 1  
Default is "OPEN".

```
M:41 1 OPEN
DRY CONTACT DEF.
```

**Step 4:** Press **FLASH** for Closed or **MSG** for Open.

e.g. Changed to Closed

```
*:41 1 CLOSED
DRY CONTACT DEF.
```

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

e.g. Dry Contact Relay 1 is closed

```
*:41 1 CLOSED
DRY CONTACT DEF.
```

**Step 6:** (Optional) Press **TRF** to scroll forward to next Dry Contact Relay or **MIC** to move backward to previous Dry Contact Relay. Repeat from Step 4.

e.g. Move to next Dry Contact Relay

M:41 2	OPEN
DRY CONTACT DEF.	

## Door Phone

### (Mode 45) Door Phone Ring Group 1

When a Station is set to work as a Door Phone, a ring group of Station Ports need to be assigned. Lifting the handset automatically rings the Station Ports assigned to Ring Group 1. All Station Ports in Ring Group 1 will ring if idle.

See (Station Programming Section - Mode 32) Ring Door Phone Group 1 for how to set a Station Port to work as a Door Phone 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 **45**

```
M:45 .  
DOOR RING GP 1
```

**Step 3:** Enter position number **01 - 16**

e.g. No port has been set for  
position 1

```
M:45 01      26  
DOOR RING GP 1
```

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

```
M:45 01  
DOOR RING GP 1
```

**Step 5:** Enter new Port number **1 - 400**

e.g. Set to Port 65.

```
M:45 01      65  
DOOR RING GP 1
```

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

```
*:45 01      65  
DOOR RING GP 1
```

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

e.g. Move to next position  
No Port has been set

M:45 02
DOOR RING GP 1

---

## (Mode 46) Door Phone Ring Group 2

When a Station is set to work as a Door Phone, a ring group of Station Ports need to be assigned. Lifting the handset automatically rings the Station Ports assigned to Ring Group 2. All Station Ports in Ring Group 2 will ring if idle.

See (Station Programming Section - Mode 33) Ring Door Phone Group 2 for how to set a Station Port to work as a Door Phone Port.

### Programming Procedure:

See (System Programming Section - Mode 45) Door Phone Ring Group 1 and follow the programming procedure for setting Door Phone Ring Group 2.

## (Mode 47) Door Phone Ring Time

The Ring Time for a dedicated Door Phone can be set from 5 to 60 seconds. The Door Phone will ring Door Phone Group 1.

See (Station Programming Section – Mode 32) Ring Door Phone Group 1 and (Station Programming Section – Mode 33) Ring Door Phone Group 2 for how to set a normal Station as a Door Phone.

### Programming Procedure:

**Step 1:** Enter Mode 47

M:47	10
DPHONE RING TIME	

**Step 2:** Press **FLASH** to clear an existing time.

M:47	0
DPHONE RING TIME	

**Step 3:** Enter new Door Phone ring time.

e.g. Set to Port 15.

M:47	15
DPHONE RING TIME	

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

*:47	15
DPHONE RING TIME	



## Voice Mail Interface

### (Mode 50) Voice Mail Station Hunt Group (9)

The system has nine Station Hunt Groups. The first eight are regular Station Hunt Groups that can be used for many purposes while Station Hunt Group 9 is used specifically for Voice Mail.

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

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 **50**

```
M:50 .  
VM ST HUNT GROUP
```

**Step 3:** Enter a memory position **01 – 16** **Note:** The memory position is a counter to keep track of how many ports have been entered, up to 16 ports can be assigned.

e.g. The fourth position is not set.

```
M:50 04  
VM ST HUNT GROUP
```

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

```
M:50 04  
VM ST HUNT GROUP
```

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

e.g. Set to Port 21.

```
M:50 04      21  
VM ST HUNT GROUP
```

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

```
_____
```



*:50 04	21
VM ST HUNT GROUP	

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

e.g. Move to next position

M:50 05 VM ST HUNT GROUP
-----------------------------

### **(Mode 51) Use Voice Mail Inband Signaling**

When using Voice Mail with the system, integration between the Voice Mail and system can be either SMDI or Inband Signaling.

Refer to the *Installation Guide* for more information on connecting a Voice Mail system.

#### **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 **51**

M:51	NO
USE VM INBAND	

**Step 3:** Press **MSG** (YES) for Inband Signaling or **FLASH** (No) for none.

e.g. Set to use Inband Signaling

M:51	YES
USE VM INBAND	

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

*:51	YES
USE VM INBAND	

**(Mode 52) Voice Mail Inband Signaling Packets**

This mode is currently not used. It will be available in later versions of software.

**(Mode 53) Voice Mail Trunk Incoming Call Packets**

This mode is currently not used. It will be available in later versions of software.

## (Mode 54) Inband Signaling DTMF Tone Length

The Inband Signaling DTMF Tone Length can be set from 50 ms to 250 ms (n x 10 ms).

The Inband Signaling DTMF Tone Length determines how quickly the DTMF is generated for Inband Signaling. Setting the DTMF Tone Length too short results in the device receiving the Inband Signaling to miss digits or ignore the Inband Signaling completely.

### 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 **54**

e.g. Currently set to 100 ms

```
M:54      10
INBAND DTMF LEN
```

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

```
M:54      0
INBAND DTMF LEN
```

**Step 4:** Enter new DTMF Tone Length **5 - 250**.

e.g. Set to 80 ms (n = 8)

```
M:54      8
INBAND DTMF LEN
```

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

```
*:54      8
INBAND DTMF LEN
```

**Note:** The minimum Inband Signaling DTMF Tone Length is 50 ms (n = 5), and the maximum is 250 ms (n = 25).

## **Inband Signaling 2**

### **(Mode 55) Use Inband Signaling 2**

This mode is currently not used. It will be available in later versions of software.

### **(Mode 56) Inband Signaling Packets 2**

This mode is currently not used. It will be available in later versions of software.

### **(Mode 57) Trunk Incoming Call Packets 2**

This mode is currently not used. It will be available in later versions of software.

## Toll Restriction

Toll Plans are designed to restrict Station user access for making outgoing calls. There are fifteen separate Toll Plans.

Toll Plan	Restriction		Key
0	No Restriction		FLASH
1	Fully Programmable	1	
2	Fully Programmable	2	
3	Fully Programmable	3	
4	Fully Programmable	4	
5	Fully Programmable	5	
6	Fully Programmable	6	
7	1st digit cannot be 0		7
8	1st digit cannot be 1		8
9	1st digit cannot be 0 or 1	9	
A	1st digit must be 1	0	
B	1st two digits cannot be 00		*
C	1st two digits cannot be 09		#
D	Use only Common Unrestricted Numbers		CONF
E	Use only System Speed Dial		CAMP
F	No outward dialing		REDIAL

If a Station Port is set to Toll Plan 0, there is no call restriction.

Toll Plans 1 to 6 have a (Mode 73) Digit Length Restriction and can have a Class-of-Restriction (Toll Plan) set for each Trunk. See (Mode 74) Class-of-Restriction - Trunk, (Mode 75) Local Call Restriction, and (Mode 76) Long Distance Call Restriction.

Toll Plans 1 to F can be further restricted using Common Restriction tables. See (Mode 70) Common Restricted Numbers and (Mode 71) Common Unrestricted Numbers.

See (Mode 60) Station Toll Plan Assignment - Day and (Mode 61) Station Toll Plan Assignment - Night for setting the Toll Plan for Stations.

**(Mode 60) Station Toll Plan Assignment - Day**

Each Station Port can be assigned two different Toll Plans. One for Day Mode and one for Night Mode.

Toll Plans are designed to restrict what calls the user can make on the system. There are fifteen separate Toll Plans. If a Station Port is set to Toll Plan 0, it will have no call restriction.

**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 .
TOLL PLAN - DAY
```

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

e.g. Port 37 is Station number 37  
Currently has no restriction

```
M:60 37      0
ST:37
```

**Step 4:** Press **FLASH** to reset a Toll Plan to 0.

```
M:60 37      0
ST:37
```

**Step 5:** Enter new Toll Plan **0 - F**

e.g. Set Port 37 to Toll Plan 7  
Cannot dial numbers starting  
With 0

```
M:60 37      7
ST:37
```

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

```
*:60 37      7
ST:37
```

**Step 7:** Press **TRF** to scroll forward to next port or **MIC** to scroll backward to previous port.

e.g. Move to next Port  
Port 38 currently has no  
restriction

```
M:60 38      0
ST:38
```

### **(Mode 61) Station Toll Plan Assignment - Night**

Each Station Port can be assigned two different Toll Plans. One for Day Mode and one for Night Mode.

Toll Plans are designed to restrict what calls the user can make on the system. There are fifteen separate Toll Plans. If a Station Port is set to Toll Plan 0, it will have no call restriction.

See (System Programming Section - Mode 60) Station Toll Plan Assignment - Day and follow the programming procedure to assign a Toll Plan.



---

## (Mode 62) Toll Restriction Override Password

Toll Restriction on a Trunk Line can be overridden by a password. There are eight Toll Restriction Override Passwords available to the system.

The password is a combination of up to six keys (0 - 9, \*, #).

### 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 **62**

```
M: 62  
TOLL OVERRIDE
```

**Step 3:** Enter Password number **1 - 8**

e.g. Password 1 is currently not set

```
M: 62 1  
TOLL OVERRIDE
```

**Step 4:** Press **FLASH** to erase an existing password.

```
M: 62 1  
TOLL OVERRIDE
```

**Step 5:** Enter new password (up to 6 keys).

e.g. Enter key combination

```
M: 62 1 #11*22  
TOLL OVERRIDE
```

**Step 6:** Press **HOLD** to save new password.

```
*: 62 1 #11*22  
TOLL OVERRIDE
```

**Step 7:** Move to next Password. Press **TRF** to scroll forward or **MIC** to move backward.

e.g. Move to next Password

```
M: 62 2  
TOLL OVERRIDE
```

### (Mode 63) Speed Dial Toll Restriction Break Point

A range of System Speed Dial bins can be set to ignore Toll Restriction. The Speed Dial Break Point can be set from 100 to 499.

If the Break Point is set to 200 then System Speed Dial bins 100 - 199 are Toll Restricted while System Speed Dial bins 200 - 499 are **NOT** Toll Restricted.

**Note:** If a Station is set to Toll Plan 0 (No Restriction) then it can dial any System Speed Dial bins with NO restriction.

Refer to the *Easy Reference Guide* for how to program System Speed Dial 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 **63**

```
M:63      200  
SPD BREAK POINT
```

**Step 3:** Press **FLASH** to clear an existing Break Point.

```
M:63      0  
SPD BREAK POINT
```

**Step 4:** Enter new Break Point.

e.g. Set Speed Dial bins 400 - 499 as  
NOT Toll Restricted

```
M:63      400  
SPD BREAK POINT
```

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

```
*:63      400  
SPD BREAK POINT
```

### (Mode 64) Check-In Call Restriction

When the Operator uses the Check-In / Check-Out feature, the Operator can lock a Station, set Do-Not-Disturb, or change the Toll Restriction. The Toll Restriction for the Station can be set to either 0 for All Calls (Toll Plan 0), 1 for Local (Toll Plan 9), 2 for Credit Card (Toll Plan 4), and 3 for Speed Dial only (Toll Plan D).

The Toll Restriction that is used for restricting Local Calls can be programmed.

See (Operator Features Section) Hotel Features for how to set an alternate Operator for the Operator Stations.

#### 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 **64**

```
M: 64 .  
CHECK-IN TOLL RN
```

**Step 3:** Enter a position number **1 - 4**

e.g. Local restriction is  
set for Toll Plan 9

```
M: 64 2      9  
CHECK-IN TOLL RN
```

**Step 4:** Press **FLASH** to clear existing Toll Plan.

```
M: 64 2  
CHECK-IN TOLL RN
```

**Step 5:** Enter new Toll Plan **0 - F**

e.g. Set to Toll Plan 7 for Local  
and Credit Card calls

```
M: 64 2      7  
CHECK-IN TOLL RN
```

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

```
*: 64 2      7  
CHECK-IN TOLL RN
```

**Step 7:** Press **TRF** to scroll forward to next position or **MIC** to move backward.

```
_____
```

---

e.g. Move to next number  
second number is currently  
set to 1975.

M:64 3	4
CHECK-IN TOLL RN	

---

## (Mode 70) Common Restricted Numbers

There can be up to eight Common Restricted Numbers set.

Common Restricted Numbers affect all Stations restricted by Toll Plans 1 to C and can be used for setting system-wide restrictions.

### 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 .  
COMMON RESTRICT
```

**Step 3:** Enter a position number **1 - 8**.

e.g. first number is currently  
set to 1411

```
M:70 1 1411  
COMMON RESTRICT
```

**Step 4:** Press **FLASH** to erase an existing number.

```
M:70 1  
COMMON RESTRICT
```

**Step 5:** Enter new number up to 6 digits

e.g. Set number to 1900

```
M:70 1 1900  
COMMON RESTRICT
```

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

```
*:70 1 1900  
COMMON RESTRICT
```

**Step 7:** Press **TRF** to scroll forward or **MIC** to move backward to previous position.

e.g. Move to next number  
second number is currently  
set 10 1975

```
M:70 2 1975  
COMMON RESTRICT
```

---

### (Mode 71) Common Unrestricted Numbers

There can be up to eight Common Unrestricted Numbers set.

Common Unrestricted Numbers affect all Stations restricted by Toll Plans 1 to F and can be used for setting system-wide restrictions.

See (Mode 70) Common Restricted Numbers and follow the programming procedure to set Common Unrestricted Numbers.

### (Mode 72) Long Distance Call Prefix

The Long Distance Call Prefix needs to be set for use with (Mode 76) Long Distance Call Restriction. These tables can be ignored by clearing the Long Distance Call Prefix.

#### 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**

e.g. Long Distance Call Prefix is 1

M:72	1
LONG DIST PREFIX	

**Step 3:** Press **FLASH** to ignore Long Distance Call Restriction tables.

M:72	
LONG DIST PREFIX	

**Step 4:** Enter new Long Distance Call Prefix.

e.g. Set Long Distance Call Prefix to "0".

M:72	0
LONG DIST PREFIX	

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

*:72	0
LONG DIST PREFIX	

## (Mode 73) Digit Length Restriction

Toll Plans 1 - 6 have a Digit Length Restriction (0 - 32).

Digit Length Restriction provides a simple call restriction. When set to 7 only local numbers can be dialed. When set to 0 there will be no Digit Length Restriction.

### 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 .  
DIGIT LENGTH
```

**Step 3:** Enter Toll Plan number **1 - 6**

e.g. Toll Plan 3 has Length  
Restriction 7

```
M:73 3 7  
DIGIT LENGTH
```

**Step 4:** Press **FLASH** to clear an existing length.

e.g. Set no Digit Length Restriction

```
M:73 3 0  
DIGIT LENGTH
```

**Step 5:** Enter new Length Restriction **1 - 32**

e.g. Set Length Restriction to 8

```
M:73 3 8  
DIGIT LENGTH
```

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

```
*:73 3 8  
DIGIT LENGTH
```

**Step 7:** Move to next Toll Plan. Press **MIC** to scroll backward, **TRF** to scroll forward.

e.g. Move to previous Toll Plan  
Toll Plan 2 has Length  
Restriction 9

```
M:73 2 9  
DIGIT LENGTH
```



**(Mode 74) Class-of-Restriction - Trunk**

Toll Plans 1 - 6 can have a Class-of-Restriction (Toll Plan) set for each Trunk.

This allows very complex Toll Restrictions.

**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 .
COR TRUNK
```

**Step 3:** Enter Toll Plan number **1 - 6**

e.g. Toll Plan 2

```
M:74 2 .
COR TRUNK
```

**Step 4:** Enter Trunk number **01 - 96**

e.g. Trunk 15 has  
Class-of-Restriction 0

```
M:74 2 15 0
COR TRUNK
```

**Step 5:** Press **FLASH** to clear an existing Class-of-Restriction.

e.g. Set to Class-of-Restriction 0.

```
M:74 2 15 0
COR TRUNK
```

**Step 6:** Enter new Class-of-Restriction **1 - F**

e.g. Set to Class-of-Restriction 5

```
M:74 2 15 5
COR TRUNK
```

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

```
*:74 2 15 5
COR TRUNK
```

**Step 8:** Move to next Trunk. Press **MIC** to scroll backward, **TRF** to scroll forward.

e.g. Move to next Trunk. Trunk 16  
has Class-of-Restriction 7.

```
M:74 2 16 7
COR TRUNK
```



### (Mode 75) Local Call Restriction

Class-of-Restrictions 1 - 6 each have two Call Restriction tables of 48 numbers. One set of tables is used for Local Call Restriction and the other for Long Distance Call Restriction. The tables can be used for listing which numbers to be allowed or denied.

The table default is Allow, so a Deny (**CAMP**) must be put at the top of the table when listing which numbers to be denied. When used as an "Allow" table only entries in the table will be allowed, everything else is automatically denied. When used as a "Deny" table only entries in the table will be denied, everything else is automatically allowed.

The digit \* is a "wildcard" entry (\* = all digits 0 - 9). More than one wildcard can be used in a number.

#### 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 .  
LOCAL RESTRICT
```

**Step 3:** Enter Class-of-Restriction number **1 - 6**

e.g. Class-of-Restriction 2

```
M:75 2 .  
LOCAL RESTRICT
```

**Step 4:** Enter position number **01 - 48**

e.g. position 1 has no number set

```
M:75 2 01  
LOCAL RESTRICT
```

**Step 5:** Press **FLASH** to erase an existing number.

```
M:75 2 01  
LOCAL RESTRICT
```

1. Press **CAMP** to set the table for Deny.

```
_____
```

e.g. Set table to Deny

M:75 2 01 D
LOCAL RESTRICT

2. Enter new number (up to 6 digits).

e.g. Enter number 5571

```
M:75 2 01 5571
LOCAL RESTRICT
```

3. Enter new number (up to 6 digits) with a wildcard.

e.g. Enter number 3\*7  
(i.e. 307, 317, 327, 337, ..., 397)

```
M:75 2 01 3*7
LOCAL RESTRICT
```

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

```
*:75 2 01 3*7
LOCAL RESTRICT
```

**Step 7:** Move to next position. Press **MIC** to scroll backward, **TRF** to scroll forward.

e.g. Move to next position.  
Position 2 has number 55567  
entered

```
M:75 2 02 55567
LOCAL RESTRICT
```

### (Mode 76) Long Distance Call Restriction

Class-of-Restrictions 1 - 6 each have two Call Restriction tables of 48 numbers. One set of tables is used for Local Call Restriction and the other for Long Distance Call Restriction. The tables can be used for listing which numbers to be allowed or denied.

When using the Long Distance Restriction tables, the Long Distance Call Prefix is assumed so it is not required to be entered into the tables.

The table default is Allow, so a Deny (**CAMP**) must be put at the top of the table when listing which numbers to be denied. When used as an "Allow" table only entries in the table will be allowed, everything else is automatically denied. When used as a "Deny" table only entries in the table will be denied, everything else is automatically allowed.

See (Mode 72) Long Distance Call Prefix for how to set the Long Distance Call Prefix.

See (Mode 75) Local Call Restriction and follow the programming procedure to set Long Distance Call Restriction tables.

---

## (Mode 77) PABX Trunk Access Code

A PABX Trunk Access Code can be set for PABX Lines.

When a Trunk is as a PABX Line the PABX Trunk Access Code will not be appear on the SMDR output.

See (Trunk Programming Section - Mode 01) Trunk Type for setting a Trunk as a PABX Line.

### 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 **77**

e.g. PABX Trunk Access Code is 1

M:77 PABX TK ACCESS	1
------------------------	---

**Step 3:** Enter new PABX Trunk Access Code.

e.g. Set PABX Trunk Access Code to 0

M:77 PABX TK ACCESS	0
------------------------	---

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

*:77 PABX TK ACCESS	0
------------------------	---

---

**(Mode 78) Ignore PABX Access Code**

The system can be set to ignore the PABX Access Code on PABX Lines when using Toll Restriction.

**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**

M: 78	NO
IGNORE PABX CODE	

**Step 3:** Press **MSG** to ignore PABX Access Code or **FLASH** to not ignore.

e.g. Set to ignore PABX Access Code

M: 78	YES
IGNORE PABX CODE	

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

*: 78	YES
IGNORE PABX CODE	



## Automatic Route Selection

### (Mode 80) Use Automatic Route Selection

Automatic Route Selection can be used to direct calls to specific Trunk Hunt Groups when placing outside calls. This allows the user to access the most economical line available.

When Automatic Route Selection is set the system waits until Keyphone users have dialed three or four digits before accessing a Trunk. For Single-Line Telephone users the system waits until there is a pause in dialing before accessing a Trunk.

#### 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 **80**

```
M:80          NO  
AUTO ROUTE SELCT
```

**Step 3:** Press **MSG** to use ARS (Yes) or **FLASH** to not use ARS (No).

e.g. Set to use Automatic  
Route Selection

```
M:80          YES  
AUTO ROUTE SELCT
```

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

```
*:80          YES  
AUTO ROUTE SELCT
```

**(Mode 81) Force ARS**

A Station can be forced to use Automatic Route Selection when trying to access an individual Trunk or when using 77 to access Trunks. This only applies when using Automatic Route Selection.

**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**

```
M:81 .  
FORCE ARS
```

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

e.g. Port 28 is Station 127

```
M:81 28      NO  
ST:127 LCD
```

**Step 4:** Press **MSG** for Force ARS (Yes) or **FLASH** for No.

e.g. Set to Force ARS

```
M:81 28      YES  
ST:127 LCD
```

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

```
*:81 28      YES  
ST:127 LCD
```

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

e.g. All Stations must follow ARS

```
*:81 28      YES  
ST:127 LCD
```

**Step 7:** (Optional) Move to next Station Port. Press **MIC** to scroll backward, **TRF** to scroll forward.

e.g. Move to next Station Port  
Port 24 must always follow ARS

```
M:81 29      YES  
ST:128 LCD
```

**(Mode 82) Automatic Route Selection Time-out**

For Automatic Route Selection, Keyphones automatically access a Trunk after 3 to 4 digits, Single-Line Telephones require a pause after dialing to show the complete number has been dialed. This is because the DTMF signals generated by the Single-Line Telephone will interfere with the Auto Dialing after the system has determined which Trunk to access.

The Automatic Route Selection Time-out can be set from 1 to 9999 seconds. A time of 3 to 5 seconds is recommended.

**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. ARS Time-out is 5 seconds

M: 82 ARS TIME-OUT	5
-----------------------	---

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

M: 82 ARS TIME-OUT	0
-----------------------	---

**Step 4:** Enter ARS Time-out.

e.g. Set ARS Time-out to 3 seconds

M: 82 ARS TIME-OUT	3
-----------------------	---

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

*: 82 ARS TIME-OUT	3
-----------------------	---

---

### (Mode 83) Area Code Table

There can be up to ninety-six Area Codes set in the Area Code Table. The Area Code Table is used when the telephone number dialed starts with the Long Distance Call Prefix.

Each three digit Area Code can be set to one of eight routes. The order is 01 - 96 with the first match being the one used. If an Area Code is not present in the Area Code Table the default route 1 is used.

The digit \* can be used as a "wildcard" (\* = all digits 0 - 9). More than one wildcard can be used in a Area Code.

See (Mode 72) Long Distance Call Prefix for setting the Long Distance Call Prefix.

See (Mode 85) Route Table for how to set up the routes.

#### 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**

```
M:83 .  
AREA CODE TABLE
```

**Step 3:** Enter position number **01 - 96**

e.g. first position is empty

```
M:83 01      1  
AREA CODE TABLE
```

**Step 4:** Press **FLASH** to erase an existing Area Code.

```
M:83 01      1  
AREA CODE TABLE
```

**Step 5:** Enter new Area Code **3 digits**

e.g. Set number to 213

```
M:83 01      213 1  
AREA CODE TABLE
```

**Step 6:** Enter new Route **1 - 8**

e.g. Set to route 3

M:83 01	213 3
AREA CODE TABLE	

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

*:83 01	213 3
AREA CODE TABLE	

**Step 8:** Move to next position. Press **MIC** to scroll backward, **TRF** to scroll forward.

e.g. Move to next number

M:83 02	1
AREA CODE TABLE	

### **(Mode 84) Office Code Table**

There can be up to ninety-six Office Codes set in the Office Code Table. The Office Code Table is used when the telephone number dialed does not start with the Long Distance Call Prefix.

Each three digit Office Code can be set to one of eight routes. The order is 01 - 96 with the first match being the one used. If an Office Code is not present in the Office Code Table the default route 1 is used.

The digit \* can be used as a "wildcard" (\* = all digits 0 - 9). More than one wildcard can be used in a Office Code.

#### **Programming Procedure:**

See (Mode 83) Route Table for how to set up the routes.

**(Mode 85) Route Table**

Each route can have a Trunk Hunt Group set for each Time Period (1 - 8). Time Periods 1 - 7 are programmable while Time Period 8 is used for Holidays and Weekends.

See (Mode 86) Time Period for how to set Time Periods for routes.

See (Mode 87) Holiday Table for setting Holidays.

**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 .  
ROUTE TABLE
```

**Step 3:** Enter Route number **1 - 8**

e.g. Route 3

```
M:85 3 .  
ROUTE TABLE
```

**Step 4:** Enter Time Period **1 - 8**

e.g. Time Period 2

```
M:85 3 2 1  
ROUTE TABLE
```

**Step 5:** Enter new Trunk Hunt Group **1 - 8**

e.g. Set to Trunk Hunt Group 5

```
M:85 3 2 5  
ROUTE TABLE
```

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

```
*:85 3 2 5  
ROUTE TABLE
```

**Step 7:** Move to next Time Period. Press **MIC** to scroll backward, **TRF** to scroll forward.

e.g. Move to next Time Period

```
M:85 3 3 1  
ROUTE TABLE
```

**(Mode 86) Time Period**

Each route has eight Time Periods (1 - 8). Time Periods 1 - 7 are programmable while Time Period 8 is used for Holidays and Weekends.

The seven programmable Time Periods are defined by six programmable times. The times can be set to the hour.

Time Period 1	- Midnight to Time 1
Time Period 2	- from Time 1 to Time 2
Time Period 3	- from Time 2 to Time 3
Time Period 4	- from Time 3 to Time 4
Time Period 5	- from Time 4 to Time 5
Time Period 6	- from Time 5 to Time 6
Time Period 7	- from Time 6 to Midnight

If the times are not set then Time Period 1 is used by default. If a Time is not set then it is treated as midnight.

See (Mode 85) Route Table for setting Routes.

See (Mode 87) Holiday Table for setting Holidays.

**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 **86**

```
M:86 .  
ARS TIME PERIOD
```

**Step 3:** Enter Time **1 - 6**

e.g. Time 1

```
M:86 1 0  
ARS TIME PERIOD
```

**Step 4:** Press **FLASH** to erase an existing Time.

e.g. Time Period 1

```
M:86 1 0  
ARS TIME PERIOD
```





**Step 5: Enter new Time 0 - 24**

e.g. Set to 8:00 am

M:86 1	8
ARS TIME PERIOD	

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

*:86 1	8
ARS TIME PERIOD	

**Step 7: Move to next Time Period. Press MIC to scroll backward, TRF to scroll forward.**

e.g. Move to next Time Period

M:86 1	0
ARS TIME PERIOD	

## (Mode 87) Holiday Table

There can be up to sixteen Holidays set for Automatic Route Selection.

When a Holiday is set the day is treated the same as a Weekend. The set Time Periods are ignored and the Trunk Hunt Group set for Time Period 8 is used instead.

See (Mode 85) Route Table for how to set up the routes.

See (Mode 86) Time Period for how to set Time Periods for routes.

### 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 .  
HOLIDAY TABLE
```

**Step 3:** Enter position number **01 - 16**

e.g. fourth date is March 15

```
M:87 04 03/15  
HOLIDAY TABLE
```

**Step 4:** Press **FLASH** to erase an existing Date.

```
M:87 04 /  
HOLIDAY TABLE
```

**Step 5:** Enter new Date **MM/DD**

e.g. Set date to April 25

```
M:87 04 04/25  
HOLIDAY TABLE
```

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

```
*:87 04 04/25  
HOLIDAY TABLE
```

**Step 7:** Move to next date. Press **MIC** to scroll backward, **TRF** to scroll forward.

```
_____
```

e.g. Move to next date (blank)

M:87 05 /
HOLIDAY TABLE

---

**(Mode 88) Addition / Subtraction Table**

Each route can have a number dialed modifier to route the number through the selected telephone service. This provides for the deletion and addition of digits.

The deletion and addition of digits occur at the front of the number dialed. Up to sixteen digits can be set for addition for each route.

See (Mode 85) Route Table for how to set up the routes.

**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 **88**

M:88 .  
ADD / SUB TABLE

**Step 3:** Enter route **1 - 8**

e.g. route 2 has no modification set.

M:88 2

**Step 4:** Press **FLASH** to erase an existing entry.

M:88 2

Press **REDIAL** to enter the number of digits to delete.

M:88 2

Enter the number of digits to delete **1 - 9** digits

e.g. Delete 4 digits

M:88 2  
R4

Enter new digits to be added **1 - 16** digits

e.g. Dial access code 9584  
before number.

M:88 2  
R49584

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

*:88 2 R49584
------------------

**Step 6:** Move to next position. Press **MIC** to scroll backward, **TRF** to scroll forward.

e.g. Move to next number

M:88 3
--------