



IP Office 3.2

2410 and 5410 User Guide

Notice

While reasonable efforts were made to ensure that the information in this document was complete and accurate at the time of printing, Avaya Inc. can assume no liability for any errors. Changes and corrections to the information in this document may be incorporated in future releases.

Documentation Disclaimer

Avaya Inc. is not responsible for any modifications, additions, or deletions to the original published version of this documentation unless such modifications, additions, or deletions were performed by Avaya.

Link Disclaimer

Avaya Inc. is not responsible for the contents or reliability of any linked Web sites referenced elsewhere within this Documentation, and Avaya does not necessarily endorse the products, services, or information described or offered within them. We cannot guarantee that these links will work all of the time and we have no control over the availability of the linked pages.

License

USE OR INSTALLATION OF THE PRODUCT INDICATES THE END USER'S ACCEPTANCE OF THE TERMS SET FORTH HEREIN AND THE GENERAL LICENSE TERMS AVAILABLE ON THE AVAYA WEBSITE AT <http://support.avaya.com/LicenseInfo/> ("GENERAL LICENSE TERMS"). IF YOU DO NOT WISH TO BE BOUND BY THESE TERMS, YOU MUST RETURN THE PRODUCT(S) TO THE POINT OF PURCHASE WITHIN TEN (10) DAYS OF DELIVERY FOR A REFUND OR CREDIT.

Avaya grants End User a license within the scope of the license types described below. The applicable number of licenses and units of capacity for which the license is granted will be one (1), unless a different number of licenses or units of capacity is specified in the Documentation or other materials available to End User. "Designated Processor" means a single stand-alone computing device. "Server" means a Designated Processor that hosts a software application to be accessed by multiple users. "Software" means the computer programs in object code, originally licensed by Avaya and ultimately utilized by End User, whether as stand-alone Products or pre-installed on Hardware. "Hardware" means the standard hardware Products, originally sold by Avaya and ultimately utilized by End User.

License Type(s): Designated System(s) License (DS).

End User may install and use each copy of the Software on only one Designated Processor, unless a different number of Designated Processors is indicated in the Documentation or other materials available to End User. Avaya may require the Designated Processor(s) to be identified by type, serial number, feature key, location or other specific designation, or to be provided by End User to Avaya through electronic means established by Avaya specifically for this purpose.

Copyright

Except where expressly stated otherwise, the Product is protected by copyright and other laws respecting proprietary rights. Unauthorized reproduction, transfer, and or use can be a criminal, as well as a civil, offense under the applicable law.

Third-Party Components

Certain software programs or portions thereof included in the Product may contain software distributed under third party agreements ("Third Party Components"), which may contain terms that expand or limit rights to use certain portions of the Product ("Third Party Terms"). Information identifying Third Party Components and the Third Party Terms that apply to them is available on Avaya's web site at: <http://support.avaya.com/ThirdPartyLicense/>

Avaya Fraud Intervention

If you suspect that you are being victimized by toll fraud and you need technical assistance or support, call Technical Service Center Toll Fraud Intervention Hotline at +1-800-643-2353 for the United States and Canada. Suspected security vulnerabilities with Avaya Products should be reported to Avaya by sending mail to: securityalerts@avaya.com.

For additional support telephone numbers, see the Avaya Support web site (<http://www.avaya.com/support>).

Trademarks

Avaya and the Avaya logo are registered trademarks of Avaya Inc. in the United States of America and other jurisdictions. Unless otherwise provided in this document, marks identified by "@," "TM" and "SM" are registered marks, trademarks and service marks, respectively, of Avaya Inc. All other trademarks are the property of their respective owners.

Documentation information

For the most current versions of documentation, go to the Avaya Support web site (<http://www.avaya.com/support>) or the IP Office Knowledge Base (<http://marketingtools.avaya.com/knowledgebase/>).

Avaya Support

Avaya provides a telephone number for you to use to report problems or to ask questions about your contact center. The support telephone number is 1- 800- 242- 2121 in the United States. For additional support telephone numbers, see the Avaya Web site: <http://www.avaya.com/support>.

Table Of Contents

The Telephone	1
About this Guide.....	1
Overview	1
Call Appearance Keys.....	3
System Features.....	4
Call Appearance Key Icons.....	4
The Display	5
Basic Call Handling Features	6
Answering a Call	6
Making a Call.....	7
Clearing a Call.....	7
Headset Working.....	8
Speakerphone.....	9
Speed Dial.....	9
Redial.....	10
Mute	10
Hold.....	11
Transfer.....	12
Conference.....	13
Message.....	13
Using Speed Dials	14
Overview	14
Adding a New Speed Dial.....	15
Dialling a Speed Dial Number.....	16
Deleting a Speed Dial.....	17
Editing a Speed Dial.....	17
Converting a Call Log Entry to a Speed Dial.....	17
Using the Call Log	18
Overview of the Call Log	18
Using the Call Log	19
Setting Which Calls are Logged	20
Viewing the Call Log.....	21
Making Calls from the Call Log.....	21
Saving a Call Log Entry to Your Speed Dial List.....	21
Deleting a Call Log Entry.....	22
Erasing All Logged Calls	22
Changing Options	23
Changing Ringer Options	23
Adjusting the Display Contrast.....	24
Call Log Setup.....	24
Miscellaneous.....	24
Using Self Test.....	25
Language	25
Automatic Gain Control (AGC)	26
Default Phone/Erase All Settings.....	26
Function Keys	27
Overview of the Function Keys	27
Function Key Programming	27
Shorthand Programming Mode.....	29
Longhand Programming.....	30
Changing Function Key Labels.....	31

System Features	32
Introduction	32
Making Calls.....	32
Answering Calls.....	33
Call Forwarding	33
Diverting Calls	34
Do Not Disturb.....	34
Voicemail.....	35
Default Feature Codes	36
Index.....	37

The Telephone

About this Guide

This guide describes how to use all the features on your Avaya IP Office 2410/5410 phone.

For basic phone settings and functionality, refer to the relevant Quick Reference Guide for your IP Office phone.

Further information about IP Office is available from www.avaya.com/support and also from www.avaya.com/ipoffice/knowledgebase.

Overview

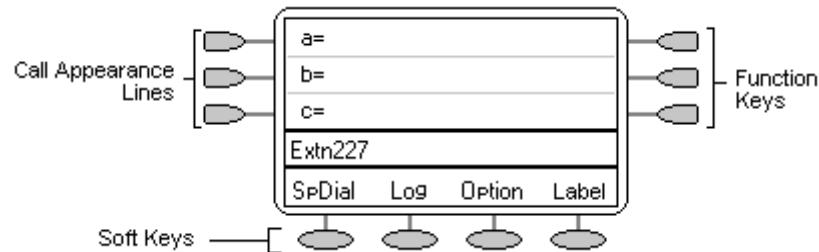
This guide covers the use of the 2410 and 5410 phones on IP Office. Both phones are similar, however the 5410 is only supported on the IP Office whereas the 2410 is supported on a range of Avaya phone systems.



1. **Display, Call Appearance and Feature Buttons:** Call Appearance keys allow you to handle multiple calls and the display shows call information. Details on system features (allocated by your system administrator) can also be displayed. See Call Appearance Keys and Overview of the Function Keys.
2. **Message Lamp:** The lamp is used as follows:
 - **On (Continuous):** There are new messages in your voicemail mailbox, or another mailbox for which you have been configured to receive "Message Waiting Indication".
 - **Flashing:** The lamp can also be set to flash when the phone receives a call. See Ring Options.
3. **◀▶ Previous/Next Page:** Move through the different pages of the call handling, speed dials and call log screens. Also used to move the cursor during data entry.
4. **✉ Messages:** Access your mailbox.
5. **Call Handling Buttons:**
 - **🔴 Hold:**
Red button used to place a call on hold.
 - **📞 Transfer:**
Transfers a call to another phone.
 - **🗣️ Conference:**
Sets up conference calls with more than one other person.
 - **📞 Drop:**
Drops the current call or, if on a conference call, drops the last person to join the conference.
 - **📞 Redial:**
Redials the last number dialed or displays the last 6 numbers dialed from the phone, depending on configuration via the Options menu.
6. **Dial Pad:** Standard 12-button pad for dialling phone numbers.
7. **▼▲ Volume Controls:** Adjusts the speaker, handset, headset, or ringer volume depending on which is currently in use.
8. **Handset and Headset Sockets:** Used for connection of the handset and optional headset.
9. **🔇 Mute:** Turns the microphone on/off. When in use, the associated light is on and the caller cannot hear you.
10. **📞 Headset:** Switches from handset to headset. The light associated with this button turns on when the headset is active.
11. **📞 Speaker:** Access the speakerphone. The light associated with this button turns on when the speakerphone is active.
12. **➡️ Exit:** Returns you to the main call handling screen.
13. **Softkeys:** Used to navigate to or initiate certain features, such as Speed Dial or Call Log, as well as control certain actions within the features. These keys correspond to the text prompts in the display screen immediately above them.

Call Appearance Keys

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



Your system administrator can allocate a Call Appearance key with:

- A Bridged Appearance**
 A bridged appearance key matches the status and operation of the call appearance key on a pre-defined colleague's phone. Hence, you can pick-up, make and receive calls on behalf of your colleague.
- A Line Appearance**
 An IP Office exchange line (but not IP lines) can be allocated to you such that the status of that line is displayed and you can use the line appearance key to make and receive calls.
- Call Coverage Appearance**
 A call coverage appearance key alerts you when a pre-defined colleague is receiving a call. The covered user does not need to be using call appearance keys. Hence, you can pick-up calls on behalf of your colleague.

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

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

CAUTION

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

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












System Features

System Features can only be set against soft Function Keys by your system administrator. However, your system administrator may allocate you two 'self administrator' features that will enable you to add System Features to your soft Function Keys. Refer to Overview of the Function Keys for details of the System Feature that **can only be allocated** to you by your system administrator.


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

Call Appearance Key Icons

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

- **Incoming Call:**  A  symbol next to a Call Appearance key indicates an incoming call.
- **Connected:**  A  symbol next to a Call Appearance key indicates that it is the currently connected call. The caller's phone number (if available) is also shown. To put the call on hold, press  **Hold**. An **H** is displayed.
- **On Hold:**  A  symbol next to a Call Appearance key indicate a call on hold. To take the call off hold and puts any other current call on hold, press  .
- **Function Active:**   The button to the left or right of the function key is active.

The Display

- B Phone Locked:**
Internal calls only.
- D Call Forwarding On:**
See Call Forwarding.
- G In Group:**
You can enable/disable group membership.
- H Held Call:**
Shows the number of held calls. See Hold.
- N Do Not Disturb On:**
See Do Not Disturb.
- O Out of Hours:**
This is displayed if one or more Hunt Groups is in "Out-of-Hours" mode.
- P Parked Calls:**
Shows the number of parked calls.
- U Unavailable:**
This is displayed on the calling station when the called station has Do Not Disturb activated, but is not being covered by voicemail.
- V Voicemail:**
This is displayed on the calling station when the called station has Do Not Disturb activated, but is being covered by voicemail. See Voicemail.
- 01 Calls in Call History:**
The phone can store and display recent calls.
- DISC Disconnected:**
To end the call, press  **Speaker**.
- CONN Connected:**
You are on a call.
- CONF Conference Call:**
You are part of a conference call, displayed on the left hand side of the display. See Conference Calls.
- ▼ Indicates that the displayed item is the currently selected item.

Note

- The items displayed by your IP phone may differ slightly from the items listed above.

Basic Call Handling Features

Answering a Call

When a call arrives at your phone, you hear a ringing tone and a blinking bell icon (🔔) appears next to the associated Call Appearance key.

To answer an incoming call:


Do one of the following:

- If you are not active on another call, answer the call using your handset, headset or speakerphone (see Speakerphone).


or

- If you are active on a call already, place the active call on hold (see Hold), and then answer the incoming call by selecting the Call Appearance key.

or

- If the Call Appearance for the ringing call is not displayed on the current screen page, press →  **Exit** to return to the first page of the Home screen. When you locate the call appearance for the ringing call, press the corresponding Call Appearance key.



Note

- To redirect an incoming call, press  **Drop** to redirect the call to Forward on No Answer (if set) or voicemail (if available).

Making a Call

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

To manually make a call:


1. Lift the handset and dial the required number on the key pad (remember to include the required access code for an outside line) and listen to the progress of the call.
1. Adjust speakerphone volume as necessary. To change the volume, press ▼ and ▲. The display shows the eight volume levels.
1. If the call is not answered, press  **Speaker** or press  **Drop**.

or

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

To automatically make a call:

Do any of the following:

- To have the phone dial the last number that you dialed, press  **Redial** and then press the function key associated with the call. See Redial.

or

- Access the Call Log and initiate a call to a specific entry. See Making Calls from the Call Log.

or

- Access the Speed Dial List in your personal directory and initiate a call to a specific entry. See Dialling a Speed Dial Number.

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

Clearing a Call

To clear an established call:


Either:

- Replace the handset, speakerphone or headset.


or

- Press  **Drop**.

Headset Working

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

To answer an incoming call:

- Press  next to the flashing bell icon (🔔).

To clear a headset call:


- Press  **Drop**.

To manually make a call:

- Dial the number (remember to include the required access code for an outside line) and listen to the progress of the call.

To automatically make a call:

Do any of the following:

- Press  **Redial** and select from (up to) one of the last ten numbers that you dialed by pressing the associated a Call Appearance key. The call is made automatically for you.

or

- Access the Call Log and initiate a call to a specific entry. See Making Calls from the Call Log.

or




- Access the Speed Dial List in your personal directory and initiate a call to a specific entry. See Dialling a Speed Dial Number.

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

Speakerphone

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


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

1. Press  **Speaker**. The LED beside the button illuminates.
1. Make or answer the call or access the selected feature.
1. Adjust the speakerphone volume if necessary. To change the volume, press  and . The display shows the eight volume levels.

To change from the speakerphone to the handset:

- Pick up the handset and talk.

To change from the handset to the speakerphone:

- Press  **Speaker** and hang up the handset.




To end a speakerphone call:

- Press  **Speaker** again.

Speed Dial

The Speed Dial feature allows you to have the phone automatically dial calls to phone numbers stored in your personal directory. See *Dialling a Speed Dial Number*.

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

1. From the Home screen, press  **SpDial**. The Speed Dial screen is displayed.
1. Press the button next to the entry you want to call.
1. If the entry you want is not displayed, press  and  to search through the entries.

or

Key the first letter of the required name to jump to the page with a matching entry.

The phone dials the number for you.




Redial

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

Note

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



To redial previously dialed number:

- Press  **Redial** and then press  and  to search through the entries. When you have located the required number, press the associated key.

Mute

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

To prevent the other person on the line from hearing you:

1. Press  **Mute**. The indicator next to the Mute button lights when Mute is active.
1. To reinstate two-way conversation, press  **Mute** again.

Hold

If, with a call in progress, a second call arrives and is shown against a Call Appearance key, you can then hold the first call and answer the second call.

To put an existing call on hold:

2. Press **Hold**.
2. Answer the second call by pressing the call appearance key with the **▲** symbol against it. The symbol changes to **■**; showing that the line is connected.

To return to the held call:

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

Notes

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

Transfer

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

To transfer the current call to another extension:

3. With a call in progress, press **↔ Transfer**.
3. When you hear dial tone, dial the number to which the call is to be transferred.
3. Do one of the following:
 - To transfer the call without announcing it, press **↔ Transfer** again. The transfer is complete.

or

 - To announce the call before transferring it, wait for the called party to answer. If the called party is willing to accept the call, press **↔ Transfer** again to complete the transfer.

or

 - If the called party does not wish to accept the call, press **⏏ Drop**. To return to the held call, press **⏏** adjacent to it.

or

 - If the line is busy or if there is no answer, press **⏏ Drop**. To return to the held call, press **⏏** adjacent to it.

To transfer a held call to another extension:

1. When a call is in progress and another call arrives, press **⏏ Hold** and answer the second call.
1. To transfer the new call to the held call, press **↔ Transfer** and dial the number of the held call
1. To complete the transfer, press **↔ Transfer** again.

Conference

The Conference feature allows you to conference other parties (including yourself) into a call.

Notes

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

To add another party to a call:

2. Press **☎ Conference**.
2. Dial the number of the person you want to add to the call.
2. If the called party does not answer or does not want to join the conference, press **⏏ Drop**. To return to the held call, press **⏏** adjacent to the held call.
6. To add the person to the call, press **☎ Conference** again.
6. Repeat steps 1 through 4 for additional conference connections.

To add a held call to an active call:

2. Press **☎ Conference**.
2. Press **⏏** corresponding to the held call.
2. Press **☎ Conference** again.

Notes

- To leave a conference, hang up.
- To display and then select which conference participants to drop from the conference, press **⏏ Drop**.

Message

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

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

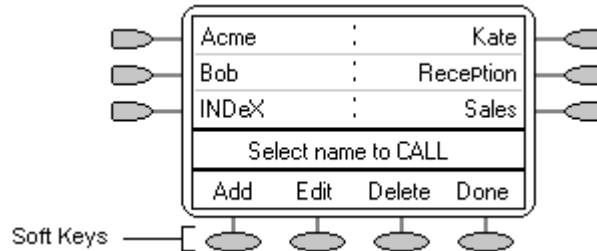
Note

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

Using Speed Dials

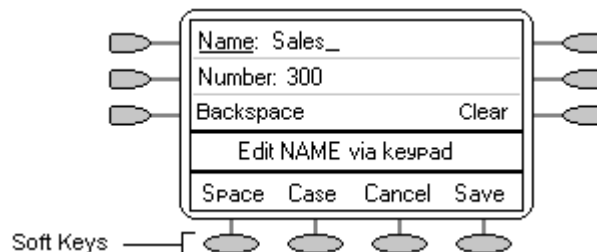
Overview

The phone can store up to 48 personal speed dials. To access the list of these speed dials, press **SpDial**.



- The speed dial list is sorted alphabetically.
- To move between pages, press ◀ and ▶.
- Press the appropriate letter key to move direct to the first page with a matching name.
- To call the number, press **Call** or **Speed Dial** next to an entry.
- To perform other actions, press **Soft Keys**.

To access the details of a particular speed dial, press **Add** or **Edit**.



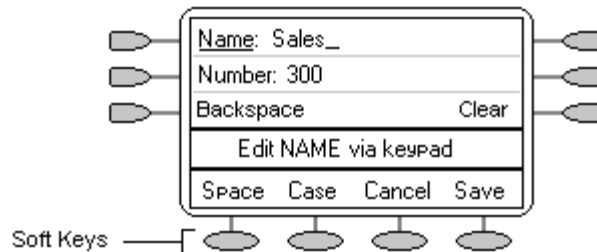
Note

- Speed dials can be used for any numbers that can be manually dialed from the extension. Where, for external calls, a dialling prefix is required then that prefix must be part of the speed dial number.

Adding a New Speed Dial







To add a new speed dial:

1. Press **SpDial**. If **SpDial** is not shown, press any **Soft Key**.
1. Press **Add**. If a message stating that the speed dial list is full appears, you must first delete an existing entry before adding any new entry. See [Deleting a Speed Dial](#).




To switch between **Name** and **Number** entry, press **Soft Key** next to the item you want to edit. The **Soft Key** options also change accordingly.


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

1. Enter the number required using the dialling keypad. For external numbers remember to enter any external dialling prefix required.
 - To enter a hyphen, press  **Hyphen**. This does not affect the number dialed but may help make numbers more readable.
 - To enter a 1.5 second pause, press  **Pause**. This will appear as a , (comma) character in the phone number.
 - To move the cursor left or right, press  and .
 - If you make a mistake, press  **Backspace** to delete the number to the left of the cursor.
5. Do one of the following:
 - To save the speed dial and return to the speed dial list, press  **Save**.

or

 - To return to the speed dial list without saving the changes, press  **Cancel**.




or

 - To return to the Call Handling screen without saving the changes, press  **Exit**.

Dialling a Speed Dial Number



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

To dial a speed dial number:

1. To display the speed dial directory, press  **SpDial**.
1. To display different pages of speed dials, press  and .






or

Key the first letter of the required name to jump to the page with a matching entry.

1. When the required entry is displayed, press  or .






Deleting a Speed Dial

To delete a speed dial:

3. Press  **SpDial**. If **SpDial** is not shown, press any .
3. Press  **Delete**.
3. Select the speed dial entry you want to delete. To display different pages of speed dials, press  and .




or



Key the first letter of the required name to jump to the page with a matching entry.




3. When the required entry is displayed, press  or . A request for confirmation will appear.
3. To delete the entry, press  **Yes** or to exit without deleting, press  **Cancel**.
3. Select another entry to delete or, to return to the speed dial list, press  **Done**.

Editing a Speed Dial

To edit a speed dial:

6. Press  **SpDial**. If **SpDial** is not shown, press any .
6. Press  **Edit**.
6. Select the speed dial entry you want to edit.

To display different pages of speed dials, press  and  or key the first letter of the required name to jump to the page with a matching entry.


6. When the required entry is displayed, press  or .
6. Edit the speed dial using the same methods as for adding a new speed dial. See Adding a New Speed Dial.
6. After saving or canceling any changes you will be returned to the speed dial selection list. Select another speed dial to edit or to return to the speed dial list, press  **Done**.

Converting a Call Log Entry to a Speed Dial

You can create a new speed dial from a call log entry. See Saving a Call Log Entry to Your Speed Dial List. This process will start the normal speed entry screen but pre-filled with the name and number from the call log entry.

Using the Call Log

Overview of the Call Log

The phone maintains a call log. To access, press  **Log**. This log can store up to 48 entries. These can be a combination of incoming answered calls, incoming unanswered (missed) calls and outgoing calls.


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

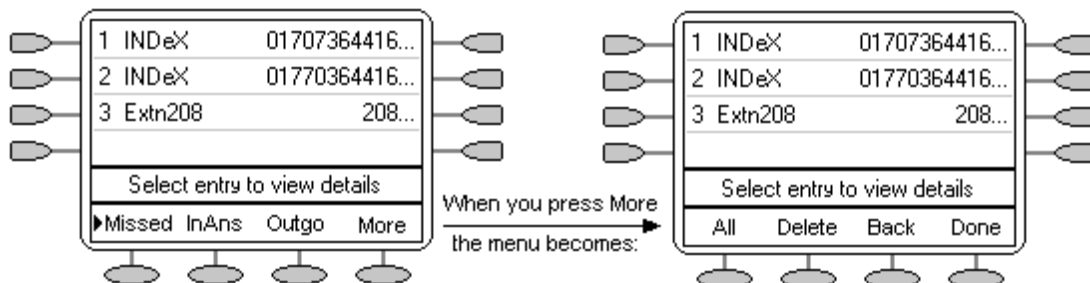
WARNING







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

Notes

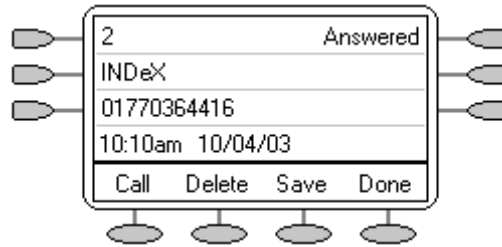
- Only outgoing calls made using the dial pad or a speed dial entry are logged.
- Whilst in the call log you cannot make calls. You can still receive and handle calls using the dial pad key functions.




When  **Log** is pressed, a screen similar to the following is displayed:




- **Missed** calls are displayed first. You can select from  **InAns** or  **Outgo**. Alternatively, press  **More** or press  **All** to display all three options.
- Logged calls are shown with the most recent first.
- The name of the called or calling party is shown if available.
- The number of the called or calling party is shown.
- To display further pages of entries, press either  or .

- To display further details of a particular call, press  or  next to a log entry.



- The number of the log entry.
- The type of log entry, i.e. **Answered**, **Un-answered** or **Outgoing**.
- The name of the called or calling party is shown (if available).
- The number of the called or calling party is shown.
- The date and time and duration of the call.
- To display the previous or next logged call, press  and .
-  provides a number of actions.

Using the Call Log

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

Setting Which Calls are Logged

Caution

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

To set which calls are logged:

1. To exit any other mode, press **→** **Exit** and then press any **○** below the display.
1. Press **○** **Option**.
1. Press **○** **Log Setup**. A menu showing **Answered**, **Un-Answered** and **Outgoing**, with their current settings displays.
1. To toggle a particular setting between **Yes** and **No**, press **○** next to it. Alternatively;

To underline a call type's current setting, press **○** next to it. To change the value of the currently underlined setting, press **Yes/No**.

1. Do one of the following:
 - To save the settings and return to the options menu, press **○** **Save**. You will hear a confirmation tone.

Note

- If you press **○** **Save** after changing the settings, any existing call log entries that do not match the call types selected are deleted from the call log.

or

- To return to the **○** **Options** menu without saving any changes, press **○** **Cancel**.

or

- To return to the call handling screen without saving any changes, press **→** **Exit**.

Viewing the Call Log

To view the call log:

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

Making Calls from the Call Log

To make calls from the all Call Log:

1. Press **Log**. If **Log** is not shown, press any button.
1. At default, **Missed** calls are displayed first. You can select from **InAns** or **Outgo**. Alternatively, press **More** and select **All** to display all three options. To return to **Missed** or **InAns** or **Outg**, press **Back** and make your selection.
1. To display different pages of log entries, press **◀** and **▶**.
1. When you locate the entry you want to call, press **☐** or **☐** next to the entry.

If the number shown is external but does not include the external dialling prefix used by your phone system, go off-hook, dial the prefix and then press **Call**.

Saving a Call Log Entry to Your Speed Dial List

To save a Call Log Entry to your Speed Dial List:

4. Press **Log**. If **Log** is not shown, press any button.
4. At default, **Missed** calls are displayed first. You can select from **InAns** or **Outgo**. Alternatively, press **More** and select **All** to display all three options. To return to **Missed** or **InAns** or **Outg**, press **Back** and make your selection.
4. To display different pages of log entries, press **◀** and **▶**.
4. When you locate the entry you want to call, press **☐** or **☐** next to the entry.
4. Press **Save**. The speed dial editing screen appears, pre-filled with the details from the call log entry. See Adding a New Speed Dial.

Deleting a Call Log Entry

To delete a Call Log Entry:

5. Press **Log**. If **Log** is not shown, press any button.
5. By default, **Missed** calls are displayed first. You can select from **InAns** or **Outgo**.

Alternatively;

To display all three options, press **More** and select **All**. To return to **Missed** or **InAns** or **Outg**, press **Back** and make your selection.

5. To display different pages of log entries, press **◀** and **▶**.
5. When you locate the entry you want to call, press **□** or **□** next to the entry.
5. Press **Delete**. The entry is deleted from the Call Log and the details of the next call are shown.
5. To return to the main screen, press **Done**.
 - To exit the logged call details and return to the main call log screen, press **Done**.
 - To exit the call log and return to the call handling screen, press **→ Exit**.

Erasing All Logged Calls

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

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

Caution

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

To erase all logged calls:

1. Press **Log** and then press **More**.
1. Press **Delete**. You are presented with a message asking you to confirm that you want to delete all entries.
1. To remove all logged entries, press **Erase**.

Changing Options

Changing Ringer Options

The IP Office uses 'distinctive ringing' for different types of calls - a repeated single ring for internal calls, a repeated double ring for external calls and a single ring followed by two short rings for ringback calls. These options are fixed by the IP Office. The phone's own menus allow its ringer sound to be personalized so you can recognize it from other ringing phones.

To change the ringer sound:

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

Note

- If you receive a call while selecting a ringer sound, you are automatically returned to the Call Handling screen.
- 1. To exit any other mode, press **→** **Exit** and then press any **○** below the display.
- 1. Press **○** **Option**.
- 1. Press **○** **Ring Options** and then press **○** **Ring Pattern**. A menu with the current ring pattern appears.
- 1. To select a ringing pattern, press either **◀** or **▶** or press a dial pad key between 1 and 8. You will hear the selected ringing pattern.
- 1. To hear the ringing pattern again, press **○** **Play** or re-press the dial pad key.
 - When you have selected a ringing pattern, press **○** **Save**. You will hear a confirmation tone and be returned to the Options menu.
 - If you want to return to the options menu without changing the ring pattern, press **○** **Cancel**.

To use the Message Lamp for ringing alerts:

1. To exit any other mode, press **→** **Exit** and then press any **○** below the display.
1. Press **○** **Option**.
1. Press **○** **Ring Options** and set **Flash Message Lamp** to **Yes** or **No**. When set to **Yes**, the Message lamp will flash when you receive a call.







To automatically show the call handling screen:

3. To exit any other mode, press **→** **Exit** then press any **○** below the display.
3. Press **○** **Option**.
3. Press **○** **Ring Options** and set **Show Phone Screen** to **Yes** or **No**. If set to **Yes** then, when you are setting up/using Speed Dial, Call Log, etc, you will be automatically returned to the call handling screen when you receive a call.


Adjusting the Display Contrast

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

To adjust the display contrast:

3. Press **→**  **Exit** to exit any other mode, then press any  below the display.
 3. Press  **Option**.
 3. Press  **Contrast**. A menu with the current contrast setting is displayed.
 3. To adjust the level of contrast, press **◀** and **▶**.
 3. When the contrast is set as required, either:
 - To return to the Options menu, press  **Done**.
- or
- To return to the call handling screen, press **→**  **Exit**.




Call Log Setup

Through the  **Option** menu you can specify which types of calls should be included in the phone's call log. See [Setting Which Calls are Logged](#).

Miscellaneous

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

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

1. To exit any other mode, press **→**  **Exit** and then press  **Option**.
1. Press  **Miscellaneous** and set **Stay in Speed Dial** to **Yes**.

Using Self Test

Self Test can be used to display information about the phone and to check operation of the lamps and display. The information may be required by your system administrator.

To perform a self test:

2. To exit any other mode, press **→** **Exit** and then press any **○** below the display.
2. Press **○** **Option**.
2. Press **▢** **Self Test**. A screen of information is displayed.

Caution

In the top row, the center of the display should show REL:2.00 or higher. If not the phone's software needs to be upgraded. Consult your system administrator.

2. Press and hold **○** **Test**. The screen lines should all go black and all the phone lamps should come on. If they do not, consult your system administrator.
2. Release **○** **Test** and do one of the following:
 - To return to the options menu, press **○** **Done**.

or

- To return to the call handling screen, press **→** **Exit**.

Language

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

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

Note

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




To change the language:

1. To exit any other mode, press **→** **Exit** and then press any **○** below the display.
 1. Press **○** **Option**.
 1. Press **▢** **Language**. A menu listing the available languages appears, with the current language underlined.
 1. Press **▢** or **○** next to the language required. The screen text changes to the language selected.
 1. Do one of the following:
 - To save the settings and return to the Options menu, press **○** **Save**. You will hear a confirmation tone.
- or
- To return to the options menu without saving any changes, press **○** **Cancel**.
- or
- To return to the call handling screen without saving any changes, press **→** **Exit**.



Automatic Gain Control (AGC)



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

To access Automatic Gain Control:

5. To exit any other mode, press **→** **Exit** and then press any  below the display.
6. Press  **Option**.
7. Press **◀** or **▶** until a menu listing the current handset, headset and speaker AGC options is displayed.
8. To toggle a particular setting between **Yes** and **No**, press  next to it.

Alternatively;







To underline a device type's current setting, press  next to it. To change the value of the currently underlined setting, press  **Yes/No**.

1. Do one of the following:
 - To save the settings and return to the Options menu, press  **Save**. You will hear a confirmation tone.
- or
- To return to the Options menu without saving any changes, press  **Cancel**.
- or
- To return to the call handling screen without saving any changes, press **→** **Exit**.

Default Phone/Erase All Settings




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

To erase all settings:





1. To exit any other mode, press **→** **Exit** and then press any  below the display.
2. Press  **Option**.
3. Press **◀** or **▶** until a menu entitled "**Select item(s) to erase**" is displayed.
4. To select/de-select an item for erasure, press  next to an item, **◀** is shown next to selected items. The items selectable for erasure are:
 - **Speed Dials:** Selects for erasure all speed dials set in the phone's **SpDial** store.
 - **Call Log:** Selects for erasure all entries in the phone's call log.
 - **User Labels:** Selects for erasure all customized function key labels.
 - **Language:** Selects to default the phone's language setting back to default.
 - **Options:** Any for erasure or defaulting all other phone options.
 - **All:** Selects for erasure or defaulting all of the above.
5. Press  **Erase** or  **Cancel**.
6. Press  **Done**.

Function Keys

Overview of the Function Keys

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

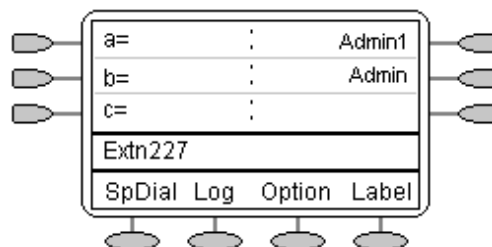
Some of these features are default features supported by the phone (e.g. **SpDial**, **Log**, **Option** and **Label** on the soft keys) and are always available. Others are system features that can **only be programmed** by the **system administrator** for **function keys**.

The main screen has two pages. This means that the six  and  keys on each page could be used for up to twelve features. To move between pages, press  and .

- **Programming your own functions:**
If the phone has been setup with either or both the **Admin** and **Admin1** features assigned to display keys, you can select and program a number of feature against keys yourself. See Function Key Programming. The full range of possible features can only be programmed by the system administrator.
- **Changing the labels of the Function Keys:**
You can personalize the text labels shown next to the function keys, including those programmed by the system administrator. See Changing Function Key Labels.

Function Key Programming

If any one of the keys on the phone is programmed with an **Admin** or **Admin 1** feature key, it allows you to program further features against other function keys. Both **Admin** and **Admin1** are allocated to your function keys by your system administrator and would appear on a menu screen that is similar to the following:



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

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

Name	Description	Toggles	Data
Acct	Account Code Entry	No	Optional
AD	Abbreviated Dial	No	Yes
Admin	Self-Administer	No	No
AutCB	Automatic Callback	Yes	No
CFrwd	Call Forwarding All	Yes	Optional
CPark	Call Park	Yes	Optional
CPkUp	Call Pickup	No	No
Dir	Directory	No	No
DPkUp	Directed Call Pickup	No	Yes
Drop	Drop	No	No
GrpPg	Group Paging	No	Yes
HdSet	Headset Toggle	Yes	No
HfAns	Internal Auto-Answer	Yes	No
HGNS+	Set Hunt Group Night Service	Yes	Yes
Park	Call Park to Other Extension	No	Yes
Prog	Abbreviate Dial Program	No	Yes
RngOf	Ringer Off	Yes	No
SAC	Send All Calls	Yes	No
Spres	AD Suppress	Yes	No
Timer	Timer	Yes	No
TmDay	Time of Day	Yes	No

In addition to the above, there is a key labeled **Expl?** This key enables you to change the display from the shorthand version displayed at default to a longhand version. See Shorthand Programming Mode and Longhand Programming Mode respectively.

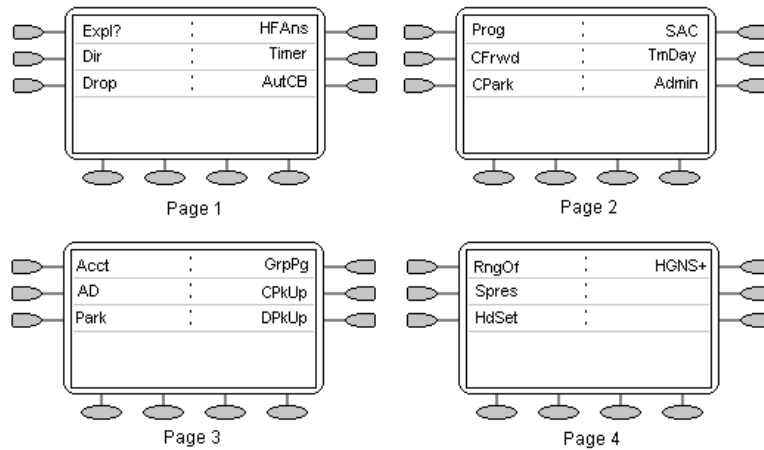
Admin1: The programmable functions available via an **Admin1** key.

Name	Description	Toggles	Data
Park	Park	No	Yes
<User>	User	No	Yes
<Group>	Group	No	Yes
<Number>	Dial	No	Yes
Flash	Hook Flash	No	No

Shorthand Programming Mode

1. Press **Admin** or **Admin 1**. See Function Key Programming.
1. The **Admin** or **Admin1** menu appears, similar to the following:

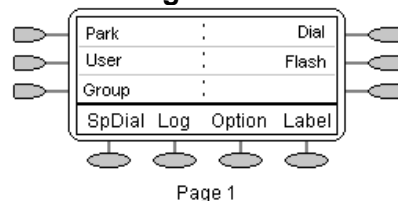
Admin Pages



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

See Longhand Programming.

Admin1 Page



Similarly, when **Admin1** is pressed, you can assign any one of the functions shown to a soft key.

5. On the **Admin** pages, press and to move through the list of features.
6. When the function required is shown, press the adjacent .
7. If the function requires some data to be entered, [] is shown at the bottom of the display. Enter the data using the normal phone keypad.
8. The upper part of the display reverts to showing the functions currently assigned to and .
9. To select the display key against which to program the new function, press or .

Caution

- Do not select the slot used for the Admin function. Replacing this function will lock the phone for further programming until reset through the telephone system.
9. If the display slot is not already used, the display shows **BUTTON PROGRAMMED!**
 - To end programming, press **Exit**.
 - To continue programming other functions, press **Cont**.
 9. **Repla**, **Keep** and **Delet** are shown along the right-hand edge of the display.
 - Press **Repla** to replace that existing function with the one just programmed. **BUTTON PROGRAMMED!** is displayed.
 - To keep the existing function and forget the function just programmed, press **Keep** .
 - To delete the existing function and forget the function just programmed, press **Delet** .

Longhand Programming

2. Press **Admin** or **Admin 1**. See Display Key Programming.
2. To switch to longhand programming mode, press **Expl?**.
2. Press **Next** until the required function required is shown, then press **Select**.
2. If the function requires some data to be entered, [] is shown at the bottom of the display. Enter the data using the normal telephone keypad.
2. The upper part of the display reverts to showing the functions currently assigned to each and .
2. To move between the pages of display keys, press ◀ and ▶.
2. To select the display key against which to program the new function, press or .

Caution




















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

2. If the display slot is not already used, the display shows **BUTTON PROGRAMMED!**
 - To end programming, press → **Exit**.
 - To continue programming other functions, press **Cont**.
9. If the display slot already has a programmed function, the display shows **FEATURE ON BUTTON**. Press ◀ or ▶ until **Repla**, **Keep** and **Delet** are shown along the right-hand edge of the display.
 - Press **Repla** to replace that existing function with the one just programmed. **BUTTON PROGRAMMED!** is displayed.
 - To keep the existing function and forget the function just programmed, press **Keep**.
 - To delete the existing function and forget the function just programmed, press **Delete**.

Changing Function Key Labels

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

To change the function key labels:

1. To exit any other mode, press  **Exit** and then press any  below the display.
1. Press  **Label**:
 -  **Edit** allows you replace the current labels, see the steps below.
 -  **Inspect** displays the default labels.
 -  **Restore** replaces any custom labels with the default labels.
 -  **Done** exits the button labelling options.
1. Press  **Edit**.
1. Select the function key whose label you wish to change.
1. Begin entering the **New Label** text using the phone keypad.
 - Each number key is marked with the letters it provides. You may have to press the key more than once depending on the character required. For example, the key **6** is also marked as **M**, **N** and **O**. To enter an **O**, re-press the **6** key until an **O** is displayed.
 - If the next character you want is on another key, simply key the next character.
 - If the next character you want to enter is on the same key just used, press  to move the cursor right and then enter the character.
 - Pressing ***** once enters a **.** (period). Pressing it twice enters a ***** (asterix).
 - Pressing **#** once enters a **-** (dash). Pressing it twice enters a **#** (hash).
 - By default the first letter entered and the first letter after any space are entered in upper-case whilst all other character are entered in lower-case. To change the case of the current character, press  **Case**.
 - To enter a space, press  **Space**.
 - Press  to move the cursor one space right.
 - If you make a mistake, press  **Backspace** to delete the character to the left of the cursor.
 - If you have made a mistake in the middle of a character string and do not wish to backspace and re-enter all the characters, press  to step back to one character before the point where you wish to edit. Either; insert the new character or press  **Backspace** to delete the character to the left of the cursor.
 - To delete all the current text, press  **Clear**.
1. When the new name is set as required, press  **Save**. To return to the label options screen without saving the changes, press  **Cancel**.
1. Select another button to re-label or press  **Done**.

System Features

Introduction


As well as your phones specific features, you can access a number of system features by dialling short codes.

These instructions are for the system's default configuration. They assume that you are using the default feature codes. It also assumes that you have full access to all features and the public phone network.

Making Calls

To make internal calls:

If your system administrator has allocated you the *Ring Back When Free* feature (see RBak+ - Ringback When Free) under a dial pad digit, you can:

7. When you call an extension that does not answer or is busy, press  **RBak** to set a callback on that extension.
7. When the extension you called becomes free, your phone will ring (a burst of three rings).
7. Lift the handset and the extension is called automatically.
7. When the extension you called is free, your phone will ring (a burst of three rings).
7. Lift the handset and the extension is called automatically.

To make external calls:

Either:

- Dial the number (prefixed by the access code, if required).

or

- Use a speed dial code (contact your system administrator for a list of your speed codes).

If you hear busy tone while dialling, then the call may be barred. Your system administrator can bar certain calls, such as those to premium rate numbers and international calls.

Answering Calls

To answer calls at your own extension:

- Pick up the handset.

or

- When in headset mode, press the button associated with the alerting call.

The default ringing cadences are:

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

These can be changed by your system administrator.

To answer calls at another extension:

You can answer from your own phone by using Call Pick-Up; lift your handset and dial:

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

Note

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

Call Forwarding

Your calls can be forwarded to another extension or an external number when you are away from your desk (on no answer), when your extension is busy or for all calls (for example when you go on holiday).

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

Diverting Calls

You can divert your calls to another extension. In the examples below, **N** is the extension to which you want your calls diverted.

Note

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

To divert calls at another extension:

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

To divert calls at your own extension:

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

Do Not Disturb

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

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

Note

- Your callers, other than your exceptions, either hear busy tone or are re-directed to your voicemail.

Voicemail

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

Note

- Not all systems support voicemail or have voicemail installed.

The following options are available for voicemail:

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

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

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

Default Feature Codes

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

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

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

Index

- A**
 - about this guide..... 1
 - admin/admin129
 - automatic gain control.....26
- B**
 - bridged appearance3
 - buttons 1
- C**
 - call
 - answering6, 33
 - clearing7, 36
 - conference 13
 - forwarding33
 - hold 11
 - log17, 22, 24
 - making7, 21, 32
 - transfer 12
 - waiting36
 - call appearance keys3
 - call coverage appearance.....3
 - call log
 - converting to speed dial 17
 - deleting22
 - making calls21
 - overview 18
 - setting20
 - setup 24
 - using 19
 - viewing21
 - changing function key labels.....31
 - clearing a call7
 - connected3
- D**
 - default feature codes 36
 - delete
 - call log entry.....22
 - speed dial 17
 - dialing a speed dial 16
 - display5
 - display contrast24
 - display keys27
 - diverting34
 - do not disturb34, 36
- E**
 - editing a speed dial 17
 - erasing
 - all settings26
 - logged calls22
 - external calls32
- F**
 - follow me36
- forwarding33, 36
- function keys27, 31
- H**
 - headset8
 - hold 11
 - hunt group36
- I**
 - incoming calls6
 - internal calls32
- L**
 - language25
 - line appearance3
 - longhand programming30
- M**
 - making calls7, 21, 32
 - message 13
 - mute 10
- P**
 - park call36
 - pick up36
 - programming
 - function key27
 - longhand30
 - shorthand29
- R**
 - redial 10
 - relay36
 - ring cadences33
 - ring options23
- S**
 - self test25
 - shorthand programming29
 - speakerphone9
 - speed dial
 - adding 15
 - call log entry17
 - deleting 17
 - dialling16
 - editing 17
 - overview14
 - save21
 - using9
 - system features3
- T**
 - transfer 12
- V**
 - voicemail35, 36
 - volume26

Performance figures and data quoted in this document are typical, and must be specifically confirmed in writing by Avaya before they become applicable to any particular order or contract. The company reserves the right to make alterations or amendments to the detailed specifications at its discretion. The publication of information in this document does not imply freedom from patent or other protective rights of Avaya or others.

Intellectual property related to this product (including trademarks) and registered to Lucent Technologies have been transferred or licensed to Avaya.

All trademarks identified by the ® or ™ are registered trademarks or trademarks, respectively, of Avaya Inc. All other trademarks are the property of their respective owners.

This document contains proprietary information of Avaya and is not to be disclosed or used except in accordance with applicable agreements.

Any comments or suggestions regarding this document should be sent to "wgctechpubs@avaya.com".

© 2006 Avaya Inc. All rights reserved.

Avaya
Unit 1, Sterling Court
15 - 21 Mundells
Welwyn Garden City
Hertfordshire
AL7 1LZ
England

Tel: +44 (0) 1707 392200
Fax: +44 (0) 1707 376933

Web: <http://www.avaya.com/ipoffice/knowledgebase>