Using Your Telephone

Due to the flexibility built into the system, your **Dialing Codes** and **Feature Capacities** may differ from those in this guide. Check with your Communications Manager and make a note of any differences.

Press a One-Touch Key for one-

button contact with co-workers and

outside callers, or when using

The **Soft Keys** provide quick and easy access to features - just follow the menu on the display (not available on all models). The **Alphanumeric Display** helps you use features and tells you about your calls. With optional Caller ID, a ringing line may show your caller's number and name.

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The **Message Wait LED** flashes when you have Messages Waiting. If you don't have a Voice Mail key, it also flashes when you have Voice Mail messages left in your mailbox.

These are and/or **EXAMPLE** And/or **EXAMPLE** Keys. See *Programming Function Keys* for more on setting up these keys.

Line Appearance Keys are Intercom keys for placing and answering calls. If you're busy on one - just use the other.

Enable **Do Not Disturb** to block your calls when you don't want to be interrupted. This key will also flash when Call Forwarding is activated.

Press For **Handsfree** calls, or use the handset instead. See *Handsfree Options* below. While on a handset call, press SPK once for Handsfree; twice for **Group Listen**.

The **Microphone** picks up your voice for Handsfree calls. Press **MIC** to turn off the microphone.

Handsfree Options

- Handsfree lets you place and answer calls by pressing 💭 instead of using the handset.
- With **Automatic Handsfree**, you can press a line or Line Appearance key without lifting the handset. Normally, you have Automatic Handsfree.
- Use **Handsfree Answerback** to answer a voice-announced Intercom call by speaking toward your phone without lifting the handset.

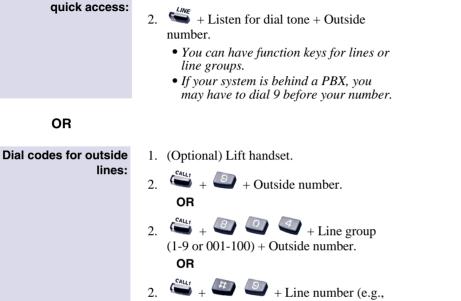
certain features. Ask vour CHECK Communications Manager. If you're on a Handsfree Call (see Handsfree Options below), lift the handset for privacy. FLASH Press CALL1 then LND to automatically redial the last number you called. Press CONF CALL1. **DIAL** and dial a bin number for 7 Common Abbreviated Dialing. × While on a call, press **CONF** to set up a Conference.

These **Volume Controls** are for speaker, handset and ringing calls.

Placing Calls

Press a line key for

Placing an Outside Call . . .



1. (Optional) Lift handset.

005 for line 5) + Outside number.

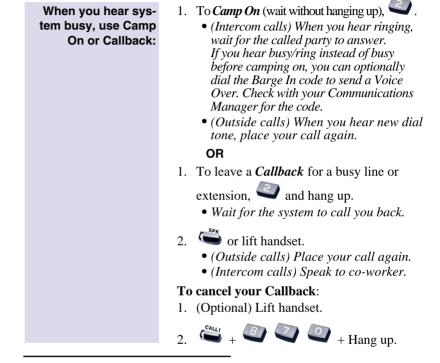
Calling a Co-Worker . . .

Dial using the Intercom:

- 1. (Optional) Lift handset.
 - For one-touch calling, press a Call Coverage or Hotline function key instead of going on to step 2.
- 2. (=) + Co-worker's extension number.
 - Your call will ring or voice-announce. If you hear ringing, wait for an answer. If you hear a beep, begin speaking. Dialing 1 changes mode.
 - For your Voice Mailbox, dial *8.
 - For **Paging**, dial *1 + 0 for All Call or *1 + 1-8 for page groups.

If your call doesn't go through . . .

Camp On and Callback



Message Waiting (Direct Messaging)

Leave a Message Waiting (flashing Message Wait LED) when your co-worker doesn't answer:

To answer a Message Waiting left for you:

- 1. Do not hang up + 4
 - Your co-worker's Message Wait LED flashes fast. Your MW is lit.
 - With Voice Mail, dial 8 to leave a message in your co-worker's mailbox.



• To cancel Messages Waiting (those you left and those left for you): CALL1 + 873.

Answering Calls

Answering Outside Calls . . .

Listen for two rings and look for a flashing line key:

- or lift handset.
- Press line or loop key if not connected.
- You can also press (Call Redirect) to transfer the call without answering it first.

Answering Intercom Calls . . .

Listen for beep:

- 1. Speak toward your phone.
 - You can lift the handset for privacy.
 - If you hear one long ring instead, press SPK or lift handset to answer.
 - CALL1 + 823 makes incoming Intercom calls ring your phone. CALL1 + 821 makes them voice-announce.

Picking up calls not ringing your phone . . .

If a call is ringing over the Page after hours:

 $\overset{\text{sek}}{\longrightarrow} \text{ or lift handset.}$

When a call is ringing a co-worker's phone:

- or lift handset.
- You can press a Group Call Pickup or Call Coverage function key instead of step 2.
 - + Co-worker's extension.

Have a telephone meeting (Conference) . . .

- Use Conference to have a telephone meeting:
- 1. Place/answer call + \bigcirc
- 2. Place/answer next call +
 - Repeat this step to add more parties. You may be able to have up to 32 callers.
- 3. After adding all parties, press again to begin the Conference.

Quick Reference for Other Features

Do Not Disturb:	DND + 1 to block your outside calls OR 2 to block Paging, Intercom calls, Call Forwards and transferred outside calls OR 3 to block all calls OR 4 to block Call Forwards OR 0 to cancel.	
Name Storing:	$\label{eq:alpha} \begin{array}{l} \textbf{CALL1} + \ \textbf{800} + Extension \ + Name \ (See \ Abbr. \ Dialing) + \textbf{HOLD}. \end{array}$	
Memo Dial:	While on a call, store a number for easy recalling: Memo Dial function key + Number to store + Memo Dial key to save. To dial number: Memo Dial key + Line key.	
Meet Me Conference:	<i>To set up a telephone meeting:</i> While on a call, CONF + Page party and announce zone + CONF <u>twice</u> when co-worker answers. <i>To join:</i> CALL1 + 864 + Announced zone .	
Park and Page: (Your Communications Manager can tell you if you can use this feature.)	To have your phone greet your callers and Page you: CALL1 + $*$ 47 + Record Personal Greeting + $#$ + 7 + Record Page + $#$ + Dial Page zone (e.g., 801 + 1 for zone 1) + 2 (All) or 3 (CO) + CALL1 to hang up. To cancel: CALL1 + $*$ 47 + 3. To pick up: CALL1 + $*$ 47 + Announced extension .	
Personal Greeting:	To have your phone greet callers and forward your calls: CALL1 + $*$ 47 + Record Personal Greeting + $#$ + 2 (Busy/No Answer), 4 (Immediate) or 6 (No Answer) + Extension to receive calls + 2 (All) or 3 (CO) + CALL1 to hang up. <i>To cancel</i> : CALL1 + $*$ 47 + 3.	
Repeat Redial:	To automatically redial your outside call if it's not answered: Place outside call + Repeat Redial function key (or DIAL + LND) + Hang up + Lift handset when call goes through. To cancel: DIAL + LND or press Repeat Redial key.	
Time:	CALL1 + 828 + 2 digits for hour (24 hour format) + 2 digits for minutes + SPK to hang up.	

Directory Dialing

At your display telephone, select a co-worker or outside call from a list of names (rather than dialing the phone number):

- 1. Press DIR Soft Key.
- Press Soft Key for Directory Dialing type: ABBc = Common Abbreviated Dialing. ABBg = Group Abbreviated Dialing. EXT. = Co-worker's extension numbers. OneT = Your One-Touch Keys (1-10).
- Dial letter/number range for the party you want to call (e.g., dial 2 for A, B, C or 2).
- 4. Press the **Down Arrow Soft Key** to jump to that section.
- 5. Press volume \blacktriangle or \blacktriangledown to scroll through the list.
- Image: Soft Key.

	Programming One-Touch Keys			
To program: CALL1 + 855 + Key + Number + HOLD + Name (see Entering Names under Abbreviated Dialing) + HOLD.				
•	Enter Co-worker's extension # + SPK to hang up.			
	Enter 9 + Outside # or Enter 804 + Line group # (1-9 or 1-100) + Outside # or Enter #9 + Line # (e.g., 05 or 005) + Outside # + SPK to hang up.			
Service Codes:	Enter Service Code + SPK to hang up. For example, you can make a Save # Clear key by entering 885.			
Programming Function Keys - General				
To progra	m: CALL1 + 851 + Key + Code + Optional Data.			
Call Forwarding:	Enter 10 for Call Forwarding Immediate. Enter 11 for Call Forwarding Busy. Enter 12 for Call Forwarding No Answer. Enter 13 for Call Forwarding Busy/No Answer. Enter 14 for Call Forwarding Both Ring. Enter 15 for Call Forwarding Follow Me. Enter 16 for Call Forwarding to extension (same as dialing * 2). Enter 17 for Selectable Display Messaging, Call Forwarding Off Premise, Personal Greeting/Park & Page (same as dialing * 4).			
Call Redirect:	Enter 49 + Destination Extension.			
Conference:	Enter 07 if you want a Conference key.			
	For Exclusive Hold, enter 45.			
	Enter 01 + Partner's extension + HOLD .			
Memo Dial:				
·	Enter 01 + 9 + Outside # + HOLD or Enter 01 + 804 + Line group # (1-9 or 1-100) + Outside # + HOLD or Enter 01 + #9 + Line # (e.g., 05 or 005) + Outside # + HOLD.			
	Enter 01 + Service Code + HOLD . For example, you can make a Save # Clear key by entering 885.			
Save Number Dialed:				
Repeat Redial:				
	Enter 77 + Your extension #.			
Page:	Internal: 21 + Zone (1-64) or 22 (All Call). External: 19 + Zone (0-8). Combined: 20 for (Internal and External All Call).			
Pro	gramming Function Keys - Appearance			
To progra If a key is defined with a	m: CALL1 + 852 + Key + Code + Optional Data. n 852 code, it must be undefined (852+000) prior to defining the terwise an error tone will be heard.			
Line and Loop Keys:	Enter *01 + line number (001-200) Enter *05 + 0 (Incoming), 1 (Outgoing) or 2 (Both) + 001-100 (Incoming Trunk Group) or 000 (for ARS) + 001-100 (Outgoing Trunk Group) or 000 (for ARS).			
Park:	Enter *04 + Orbit number (01-64).			
	NEC Unified Solutions, Inc. 4 Forest Parkway, Shelton, CT 06484 TEL: 203-926-5400 FAX: 203-929-0535 January 14, 2005			

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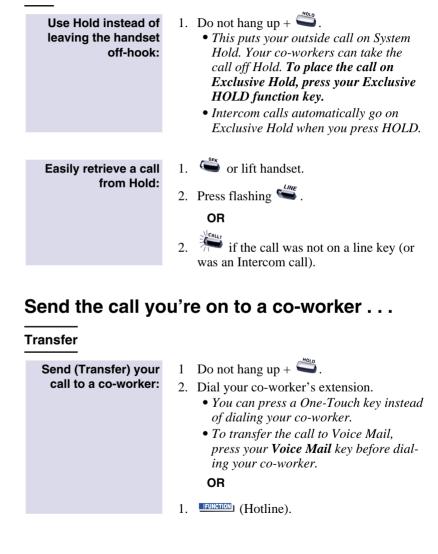
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Handling Your Calls

Your call can wait at your phone . . .

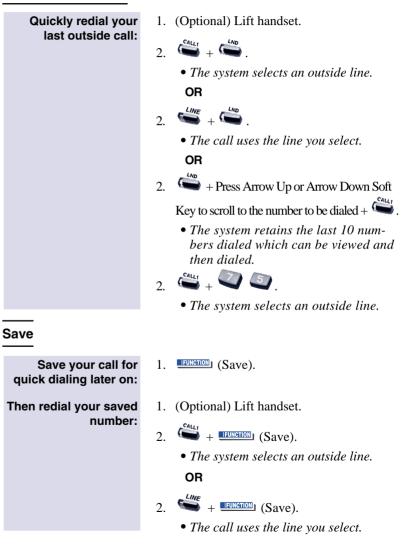
Hold



Placing Calls Quickly

Automatically redial calls . . .

Last Number Redial



Park a call in orbit so a co-worker can pick it up:

Park a call in orbit

- 1. Do not hang up.
 - + Park Orbit.
 - Park Orbits are 1-64. For Personal Park, dial 857 instead of #6.
- 3. Page your co-worker to pick up the call. • For **Paging**, dial *1 + 0 for All Call or *1 + 1-8 for zones.
- 4. Hang up.

2.

2

1

Or pick up a call a coworker parked for you:

- 1. (Optional) Lift handset for privacy.
 - + Park Orbit.
 - For Personal Park, dial 857 (if Parked at your phone) or ** + Extension.

Forward (reroute) your calls to a co-worker ...

forward your calls to a co-worker. Voice Mail or off-premise:

- Calli + 🖉 🥝 .
- *To forward off-premise:* *46 + *Line* access code (e.g., 9) + Number + HOLD. To cancel: *46 + HOLD + Hang up.
- 2. Dial Call Forwarding condition: 1 = Personal Answering Machine Emulation (then skip to step 4)
 - 2 = Busy or not answered
 - 3 = Follow Me
 - 4 =Immediate
 - 6 = Not answered
 - 7 = Immediate with both ringing (not for Voice Mail)
 - 0 = Cancel
- 3. Dial destination extension. Voice Mail master number or press Voice Mail key.
- 4. Dial Call Forwarding type:
 - 2 = All calls
 - 3 =Outside calls only
 - 4 = Intercom calls only
 - DND flashes slowly. A voice prompt may remind you that your calls are forwarded.

While at your desk,

Quickly dial co-workers and outside calls ...

One Touch Calling

Use One-Touch Keys to save time calling co-workers:

- 1. (Optional) Lift handset +
 - You can have One-Touch Keys for Direct Station Selection, Personal Speed Dial (outside calls) or feature codes. See Programming One-Touch Keys.

Abbreviated Dialing (Speed Dial)

Store Common or Group Abbreviated Dialing numbers:

- 1. (Optional) Lift handset.
 - $\overset{\text{caut}}{\longrightarrow} + \textcircled{2} \overset{\text{S}}{=} \textcircled{2} \text{ (for Common).}$



- 3. Dial Abbreviated Dialing bin number.
 - Ask your Communications Manager for your bin numbers.
- 4. Dial phone number to store +
 - The number can be up to 24 digits, using 0-9, # and *. Press MIC to enter a pause.
- 5. Enter name for stored number + $\stackrel{\text{weight}}{\longrightarrow}$ + SPK or hang up.
 - See Entering Names below.
- **To dial your stored** 1. (Optional) Lift handset.

OR

2.

Abbreviated Dialing number:

 $\overset{\mathsf{Call}_{I}}{\textcircled{\baselineskip}} + \overset{\mathsf{Call}_{I}}{\textcircled{\baselineskip}} + \operatorname{Bin}(\text{for common}).$

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2. (4) + 4 + 4 + Bin (for group).
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• You may also have function keys for Abbreviated Dialing.

Enter Names				
When entering names, use dial pad keys to enter letters. For exxample, press the digit 2 key once for A,				
twice for B, three times for C, etc.				
$1 = 1 @ [¥]^{} \rightarrow \leftarrow$	5 = J-L, j-l, 5	9 = W-Z, W-Z, 9		
ÁÀÂÃÇÉÊÌÓ	6 = M-O, m-o, 6	0 = 0 ! " # \$ % & ' ()		
2 = A-C, a-c, 2	7 = P-S, p-s, 7	ôÕúäöüαεθ		
3 = D-F, a-f, 3	8 = T-V, t-v, 8	*=* + , / : ; < =		
4 = G-I, g-i, 4		> ? $\pi \sum \sigma \Omega \infty \notin f$		
# = Accepts an entry (only required if two letters on the same key are needed - ex: STA). Pressing a				
second time adds a space.				
CONF = Clear the character entry one character at a time				

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