

MITEL

5550 | IP Console

USER GUIDE

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Mitel 5550 IP Console User Guide
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58008500

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- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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**DIRECTIVE 1999/5/EC OF THE EUROPEAN PARLIAMENT
(RTTE DIRECTIVE) AND OF THE COUNCIL**

is given.

Mitel / 5550 IP Console

Any unauthorized modification of the product voids this Declaration.

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Complies with EN55022, EN55024, EN60950.

Note: This is a Class A product.

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WARNING Warning indicates a potentially hazardous situation which, if not avoided, could result in death or serious injury.

CAUTION Caution indicates a potentially hazardous situation which, if not avoided, may result in minor or moderate injury and/or damage to the equipment or property.

Symbols

These symbols appear on the product:



The exclamation point within an equilateral triangle indicates that important operating and maintenance (servicing) instructions are included in the literature accompanying the product.

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Getting Started

Introduction

The Mitel 5550 IP Console is an attendant console and administration application for the Mitel 3300 Integrated Communications Platform (ICP). It features a specialized keypad and an intuitive user interface for smooth, efficient call handling.

A note about feature availability

The features available on your telephone system (i.e. Mitel 3300 Integrated Communications Platform) are automatically turned on.

Before you begin using the console

Take a few minutes to explore this guide — it contains all the information you need to operate the Mitel 5550 IP Console.

The first section introduces you to the console. You will learn about the console keypad and what the Function keys on the computer keyboard do. You will also learn about the console screen and how to interpret the information it displays.

If any problems occur while you are using the console, contact your communications department for assistance.

Conventions used in this guide

Throughout this guide, the fixed-function keys and firmkeys (both key types are explained later in this section) are in bold type—for example, **Answer** or **Release**.

Softkey commands that appear on your screen and correspond to the Function keys (F1, F2, F3, etc.) at the top of your keyboard are shown in brackets—for example, **[Source]** or **[Destination]**. See page 7 for more information about softkeys.

Console Components

Your 5550 IP Console consists of a personal computer (PC) with monitor, a standard computer keyboard, a keypad, a mouse and a handset with cradle.

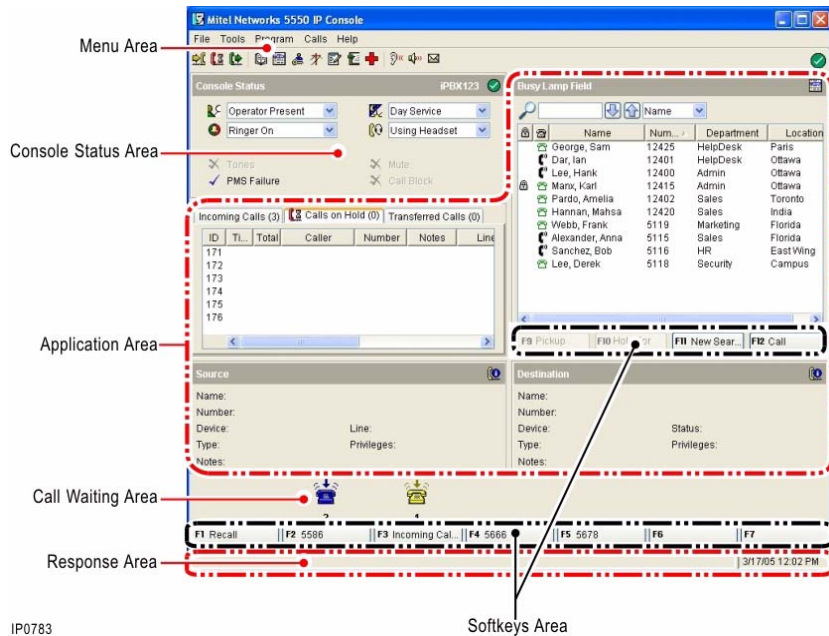


The monitor displays call-handling prompts and call status information. Use the keypad for all call-handling functions, including dialing. The handset (or optional headset) is for talking with callers.

You use the computer keyboard to find entries in the Phone Book or to type in the Scratch Pad or Bulletin Board. The Function keys (F1, F2, F3, etc.) at the top of the keyboard execute the softkey commands that appear on the screen.

Console Screen

The 5550 IP Console screen is divided into six areas:



IP0783

Menu area – provides alternate ways to access each of the other five areas of the Console screen. Select from the drop down menus or click the icon directly above the Console Status area to navigate to the display you wish to access.

Console Status area – shows you at a glance what state the console and the system are in — for example whether the console ringer is on or off and whether the system is in Day or Night Service.

Application area – includes three sections:

- **Queued Calls** section (top left) is your main call-handling tool. It displays detailed call information for *Incoming Calls*, *Calls on Hold*, and *Transferred Calls*. Use these displays to answer, hold, and transfer calls, as well as to monitor call status and retrieve or recover a call.

Note: The tab that you last viewed before shutting down the console screen displays by default when you reopen the console screen.

- **Tools** section (top right) provides tools such as a Busy Lamp Field for obtaining the status (busy, idle, etc.) of selected extensions and rapid dialing and transferring calls to those extensions. It also includes a Phone Book for finding users on the system.
- **Source** and **Destination** sections (bottom left and bottom right) display the calling party and the called party for all calls handled by the console. The *Source* area shows the line on which you answered the call. The *Destination* area shows call forwarding information. The information displayed in both areas includes the name of the party, extension or trunk number or trunk label, type of extension, status of call (e.g., ringing), privileges assigned to the trunk or extension, and the type of call (e.g., Conference, Recall, Serial).

Call Waiting area – displays an icon (📞) as a visual indication of incoming calls. This area complements the *Incoming Calls* display in the Queued Calls area by allowing you to view at a glance the number and priority of calls waiting. The icon appears above the softkey that is used to answer the call. You can tell how many calls are waiting by the color of the icon: yellow (📞) for one call, blue (📞) for two calls, and red (📞) for three or more calls.

Softkey area – displays Softkey commands. The commands correspond to the Function keys on the computer keyboard. See the next section for more information on the Softkeys.

Response area – displays messages to alert you of system warnings and errors. It also indicates the date and time.

Questions about Resilient Talk State

What is Resilient Talk State?

Resiliency gives your network the ability to handle calls and provide voice mail service in the event of a 3300 ICP system failure or a network-level failure. When a failure occurs, the 5550 IP Console goes into "Resilient Talk State" while it attempts to switch to a secondary 3300 ICP. All calls in talk state at the time of failure remain connected to the console. You will know that the console is in Resilient Talk State by the presence of icons (described below) in the Console Status area.

What is "fail over"?

"Fail over" occurs when the 5550 IP Console is in the process of connecting to a secondary or alternate 3300 ICP following a system failure. Note that call handling features such as Hold, Transfer, Conference and Page are not available during "fail over". Once "fail over" is complete, call handling features become available again.

What does in the Console Status area signify?

The console is connected to the primary 3300 ICP and operating normally.

What does in the Console Status area signify?

The console is connected to an alternate or secondary 3300 ICP—not the original or primary 3300 ICP.


What does in the Console Status area signify?

Switching between 3300 ICPs is in progress. The console is in "fail over" state.

What does in the Console Status area signify?

Repeated attempts to connect to a primary or secondary 3300 ICP have failed. The console will continue trying until a connection is established.

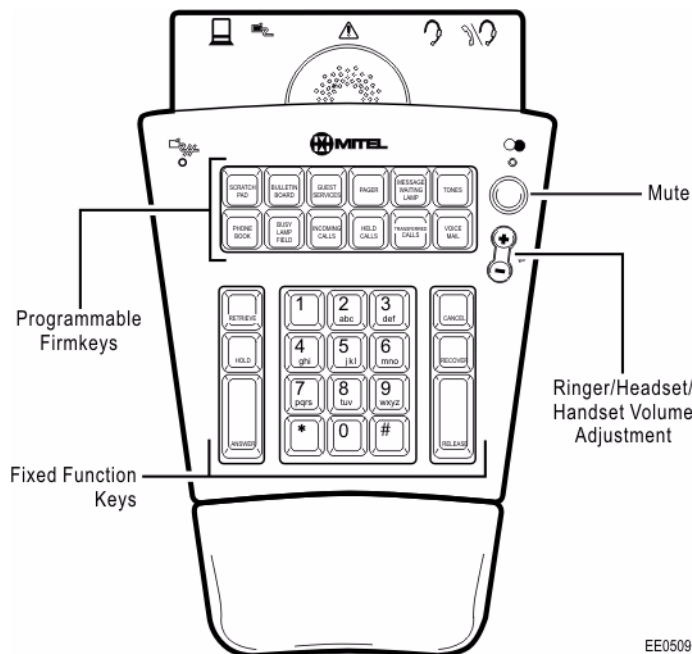
What do I do when the 5550 IP Console is in "fail over" state?

Take a message or ask the caller to call back later (fail over state usually lasts less than 30 seconds). Once the console has connected to a 3300 ICP,  will appear in the Console Status area, and you will be able to resume normal operation.

Console Keypad

The console keypad is used for dialing, call processing and accessing 3300 ICP features. You can adjust the slope of the keypad and detach it from (or attach it to) the handset cradle.

The keys on the keypad are arranged as shown below:



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Volume and Mute Keys – increase (+) or decrease (-) the ringer volume and the volume of the earpiece in the handset or headset. **Mute** turns the microphone in the headset or handset on or off.

Fixed Function Keys – used to answer and manage calls. They include Retrieve, Hold, Answer, Cancel, Recover and Release.

Programmable Firmkeys – programmable keys that provide access to the console features and system services listed in the following table.

Programmable Firmkeys

SCRATCH PAD	Displays an electronic notepad where you can type messages from callers, reminders, questions, or anything else you would write on notepaper. Also, use the Scratch Pad to store numbers for speed dialing.
BULLETIN BOARD	Displays an area where you can type messages that can be viewed from all 5550 IP Consoles on the system.
GUEST SERVICE	Displays room status information and softkeys for managing guest services in a Hotel/Motel installation.
PAGER	Accesses paging equipment for making announcements.
MESSAGE WAITING LAMP	Displays softkeys for setting or clearing the Message Waiting indicator on the dialed extension.
TONES	Sends subsequently dialed digits as tones (used when dialing into voice mail systems.)
PHONE BOOK	Allows you to find and call an extension by typing the user's name, extension number or other information.
BUSY LAMP FIELD	Used to obtain the status (busy, idle, etc.) of selected extensions and lines and for rapid dialing and transfers.
INCOMING CALLS	Displays incoming calls with caller identity and called line details. Use to monitor and selectively answer calls.
HELD CALLS	Displays caller and called party information for calls that you have held. Use to annotate and transfer held calls.
TRANSFERRED CALLS	Displays transferred calls that are ringing an extension. Monitor and retrieve calls that have not been answered.
VOICE MAIL	Transfers a recall to an extension user's voice mailbox.
EMERGENCY CALLS	Raises an alarm at the console when an extension user places an emergency call, and identifies the extension that placed the call.
HELP	Opens Help, which provides information to help you accomplish your tasks.
OPERATOR MODE	Re-displays the main console screen.
THIRD PARTY APP	Launches specified third party application.

Programmable Firmkeys

TRUNK STATUS Displays information about trunk (outside line) usage.

UNASSIGNED Allows you to program an unassigned (or “blank”) key to suit your calling needs.

Note: Some of the features listed above are programmed for you by default; others are optional and may not be labelled on your keypad firmkeys. For keypad programming information, see Firmkey Programming on page 42.

Handset and Cradle

The 5550 IP Console is equipped with a handset and cradle. You can adjust the slope of the cradle and detach it from (or attach it to) the console keypad.

Mitel-approved headsets are also available for use with the console.

See page 10 for more information about using the handset or a headset.

Keyboard Controls

Use the computer keyboard to search for Phone Book entries, type in the Scratch Pad or Bulletin Board, and execute softkey commands.


Softkeys (F1 – F12)

The softkeys are the F1 to F12 keys on your computer keyboard. You use them to enter commands shown in the softkey area on the screen. The commands are not fixed to a specific softkey; instead, they change depending on the state of the call you are handling or the feature you are using. For example, when you call a busy extension, the F4 key might be used to request a Callback. At another time, the same key, F4, could be used to set up a conference call.

Starting and Closing the Mitel 5550 IP Console

The 5550 IP Console starts with the operator status set to “Operator Absent.” To begin receiving calls, you must change the status to “Operator Present.” For more information, see page 44.

To start the 5550 IP Console

- Start Windows.
- Type your user name and password.
- Click  on your Windows desktop.

To close the 5550 IP Console

- On the **File** menu, click **Exit**.

Tools for System Programming and Maintenance

The 5550 IP Console provides access to tools used to program and maintain the 3300 ICP. Access requires authorization (i.e., a user name and password) and is usually restricted to trained technicians.

To access tools for system programming and maintenance

- On the **File** menu, click **Connect to ESM** or **Connect to OPS Manager**.

Questions about Starting and Closing the 5550 IP Console

What happens to incoming calls when I close the 5550 IP Console application?

If yours is the only console on the system, the system automatically switches to Night Service 1. Calls then ring night bells or another designated answering point. If there are other consoles, yours will switch to Operator Absent status when you close the application. Other answering points will receive the calls that would otherwise go to your console. For more information, see Day and Night Service on page 40 and Operator Status on page 44.

What happens to incoming calls when I minimize the 5550 IP Console window?

Calls still ring the console and can be answered by pressing the **Answer** key on the keypad. If the Screen Pop option (see page 36) is enabled, the console window also automatically maximizes.

What happens to calls if my computer stops working?

Usually, a nearby extension will serve as a backup answering position in the event of a power failure or other problem that causes your computer to stop working. Calls that normally ring the console would then ring the backup extension.

Can I use other applications while the 5550 IP Console is running?

Yes, but keep in mind that having multiple applications open at the same time as the console can adversely affect its performance. If possible, try to limit your use of other applications to periods when call traffic is low.

My screen goes blank sometimes—why?

A power-saving feature built into the computer automatically reduces the screen intensity when there has been no keyboard or mouse activity for approximately two minutes. After approximately five minutes, the screen goes blank. When you press the spacebar on the keyboard, the console screen will reappear.

Adjusting the Console

The console is designed with your comfort in mind. You can make adjustments to the ringer, the language of text on the screen, the angle of the keypad, whether you want to handle calls using a handset or headset and more.


Console Ringer

To turn the console ringer on or off

- Select **Ringer On** or **Ringer Off** from the 🌐 list in the *Console Status* area.

When the ringer is off, the *Incoming Calls* display and the call waiting icons (👑) provide the only indications that you have calls waiting.

To adjust the ringer volume

- While the console is ringing, press the  key on the console keypad to set the volume to the level you want.

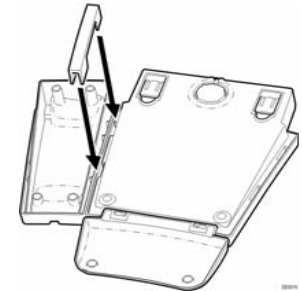
You can also use the **Options** command on the **Tools** menu to adjust the ringer volume.

Console Keypad and Handset Cradle

You can adjust the slope of the keypad and detach (or attach) it from the handset cradle. The angle of the cradle also adjusts via the hinged attachment fitted to the back foot of the cradle.

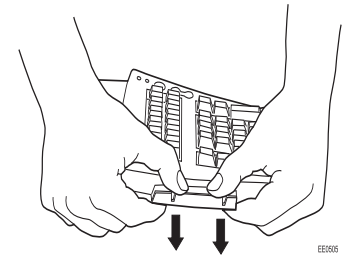
To attach the handset cradle to the console keypad

- Align the tabs on the clamp with the slots on the bottom of the keypad.
- Press to seat the tabs in the slots.



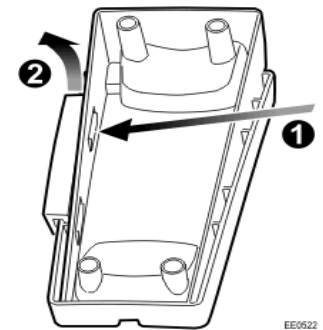
To detach the clamp from the keypad

- Grasp the keypad as shown.
- Place your thumbs along the edge of the clamp, and then press down and away from the keypad.



To detach the clamp from the cradle

- Using your finger or a tool such as a screwdriver, push against either of the tabs as shown.
- While pushing on the tab, use the other hand to twist the U-clamp upward.




WARNING: Bending your wrist while using the keypad for prolonged periods can cause physical injury. To minimize the risk of injury, adjust the slope of the keypad so that your wrist is straight.



Handset/Headset

The console keypad provides jacks for connecting a handset and a headset. One jack is labeled for headset use only, the other for either handset or headset use. Both jacks can be in use at the same time but when they are, the dual-use jack is used for listening only. (Typically, a supervisor uses the dual-use jack to monitor a new attendant during training.)


Connect Mitel-approved headsets only to the keypad. For a list of approved headsets, see the 5550 IP Console Installation Guide.

The dual-use jack provides different audio levels for headsets and handsets. Use the  list to indicate which one—headset or handset—is connected to the jack.

To set the dual-use jack for handset or headset operation

1. Plug the handset or headset into the dual-use jack () on the back of the console keypad.
2. Select Handset or Headset from the  list in the *Console Status* area.

To adjust the handset (or headset) volume during a call

- Press the  key on the console keypad to set the volume to the level you want.

You can also use the **Options** command on the **Tools** menu to adjust the volume. After selecting the command (either during a call or while the console is idle) click **Audio**, and then drag the slider to set the volume to the level you want.

Unplugging the Handset or Headset

Unplugging the handset or headset from the console keypad automatically enables the other if it is plugged in. If neither is plugged in, the console changes to Operator Absent status. Or, if you are the last active attendant, the system goes into Night Service 1 mode.

Unplugging the Handset or Headset

Note that plugging the handset/headset back in does not change the Operator status back to Present.

Console Language

Text on the console screen can appear in English (the default), French, Spanish, Dutch, Italian, or German. You can choose the desired language during installation.

To change the console language

1. Choose **Options** on the **Tools** menu.
2. Select **Language**.
3. Select the language you want.
4. Click **Apply** or **OK**.

The change takes effect when you restart the console.

Console Time

You can use either the 3300 ICP clock or the clock in your PC as the time source for the console. Using the 3300 ICP clock is recommended since it's the time source for extensions in the system.

You should also use the 3300 ICP clock if you set wake-up calls for guests. (Setting wake-up call applies to hotel/motel systems only.)




To set the console time

1. Choose **Options** on the **Tools** menu.
2. Select **Time**.
3. Select the option you want.
4. Click **Apply** or **OK**.

Call Handling Basics

Handling Calls in the Queued Calls Area




You have access to three call-handling tools from the Queued Calls area of your console screen. Use these tools to manage queued calls:

-  **Incoming Calls** – allows you to selectively answer calls. *Incoming Calls* shows recalls at the top of the list, then all other calls either in order of arrival, or in order of assigned call-answering priority (if you have specified line priority). You can answer calls in any order. See page 16 for details.
-  **Calls on Hold** – allows you to view, annotate, and transfer the calls you have put on hold. You can also use this display to remind you of caller identity details before you return to a held call. See page 23 for details.
-  **Transferred Calls** – allows you to monitor and retrieve transferred calls that are ringing an extension. See page 21 for details.

You can customize each Queued Calls display by specifying which columns you wish to see, and by resizing each column. See page 38 for more information.

Accessing the Queued Calls Displays

You can access any of the queued calls displays from the console screen or from a programmable key on your keypad.

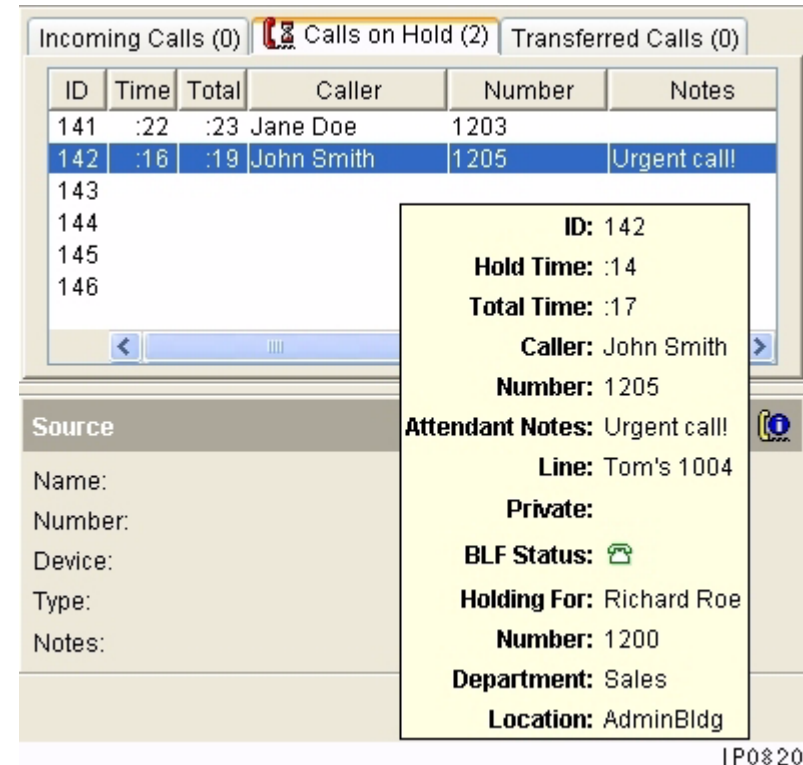
1. Click the corresponding tab in the Queued Calls area
or
2. Click the corresponding icon (,  or ) in the Menu area
or
3. Select the **Calls** menu followed by **Incoming Calls**, **Calls on Hold**, or **Transferred Calls**
or
4. Press the associated programmable key on your keypad.
For information about programming keys, see page 42.

Monitoring Incoming, Held, and Transferred Calls

Use the queued calls display to view call information:

1. Access the appropriate queued calls display.
2. Scroll left or right using the scroll bar along the bottom of the display
or
3. Move the mouse pointer over the call.


A pop-up like the one shown below appears and remains on screen for 10 seconds or until you move the pointer away from the call.



The screenshot shows a software interface with three tabs: "Incoming Calls (0)", "Calls on Hold (2)", and "Transferred Calls (0)". The "Calls on Hold" tab is active, displaying a table with columns: ID, Time, Total, Caller, Number, and Notes. The table contains the following data:

ID	Time	Total	Caller	Number	Notes
141	:22	:23	Jane Doe	1203	
142	:16	:19	John Smith	1205	Urgent call!
143					
144					
145					
146					

A pop-up window is overlaid on the table, showing details for call ID 142:

- ID:** 142
- Hold Time:** :14
- Total Time:** :17
- Caller:** John Smith
- Number:** 1205
- Attendant Notes:** Urgent call!
- Line:** Tom's 1004
- Private:**
- BLF Status:** 
- Holding For:** Richard Roe
- Number:** 1200
- Department:** Sales
- Location:** AdminBldg

IP0820

Selecting Calls from the Queued Calls Displays

You can select calls using your mouse or your keypad.

1. Access the appropriate queued calls display.
2. Double-click on a call entry in the list
or
3. Press the **Retrieve** key, then enter the corresponding call **ID** digit (1-9) from the corresponding queued calls list.

If you wish to select an *Incoming* or *Transferred* call that has an **ID** digit of **10** or higher, double-click the call using your mouse.

Note: When you use the **Retrieve** key to answer a call, make sure that the correct queued calls display is selected (visible) on your console screen. For example, if you wish to select an incoming call, but press **Retrieve** and a call **ID** digit when the *Calls on Hold* display is visible, you connect to the held call with that ID digit.

Adding Notes to Calls in the Queued Calls Display

You can add notes to incoming and held calls, as well as annotate calls with the name, number, location, and Busy Lamp Field status of incoming and held calls. See page 23 for more information.

Questions about the Queued Calls Area

Why does my mouse pointer turn blue when I move it?




When you move your pointer over entries in any of the queued calls displays, the mouse pointer turns blue to indicate that the list has momentarily “frozen”. The list “freezes” (that is, stops moving) to make it easier for you to select calls. This is especially helpful when your display is very active, with calls entering and leaving it rapidly.

To keep your list “frozen” for more than a second or two, continue to move your mouse pointer over the call entries as you decide which call to select.

Note: When your display is frozen, calls continue to queue. If you try to select from your frozen list a call that has already been answered while the list was frozen, a message indicates that the call is no longer being queued (for example, “no call to retrieve”).

What do the icons , and , which appear on the Queued Calls tabs, indicate?

When an icon appears on a Queued Calls tab, the icon is your visual cue that you have selected that tab.

-  appears on *Incoming Calls*
-  appears on *Calls on Hold*
-  appears on *Transferred Calls*

What does the number in parentheses in the *Incoming Calls*, *Calls on Hold*, and *Transferred Calls* tabs indicate?

The number that appears in parentheses on each of the Queued Calls tabs shows how many calls are currently queuing in each display. For example, **Incoming Calls (3)** shows that three incoming calls are being queued.

What does a flashing orange Queued Calls tab signify?

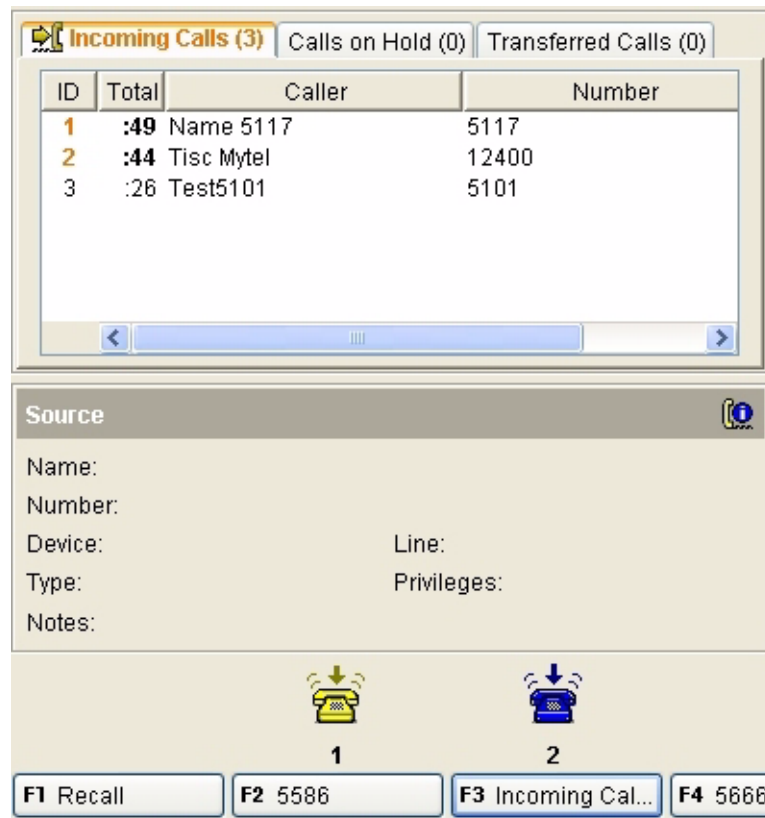
When a Queued Calls tab flashes orange, it alerts you that a call being queued requires your attention (for example, an incoming call has arrived, or a held call is recalling). The tabs will flash to alert you any time a call requires attention, even if you have not selected that tab.

Answering Calls

When a new call arrives at the console

- the bell rings (if it is turned on),
- the call appears in the *Incoming Calls* display, and
- a call waiting icon (📞) appears above the softkey associated with the call.

When you have incoming calls, your screen may look similar to this:



IP0821

You can answer calls several different ways:

- Press **Answer**
or
- Press the corresponding softkey to selectively answer a call
or
- Select a call from the *Incoming Calls* display
or
- Press **Retrieve** and the call's **ID** digit.

Note: You cannot answer a new call until the one you are engaged in is transferred, disconnected, or put on hold.

Answering Calls on a "First-come, First-served" or Line-Priority Basis

The **Answer** key has a "first-come, first-served" hierarchy: recalls are answered first, then all other calls either in order of arrival or in order of call-answering (line) priority.

If you have assigned call-answering priority, the **Answer** key answers calls arriving on high-priority lines before calls arriving on low priority lines.

Note: To assign call-answering priorities to calls based on the telephone number that the callers dial to reach the console, see page 35.

To answer a call using the Answer key

1. Ensure both the *Source* and *Destination* areas are clear.
2. Press **Answer**.

Information about the call, such as the trunk name and number for an external call or the caller's name and extension number for an internal call, is displayed in the *Source* area.

About the Call-Answering Softkeys

The call-answering softkeys are assigned by your communications department to suit the types of calls your company receives.

Ask your communications department which type of calls it prefers you to answer first.

The leftmost softkey is reserved for recalls (see Answering Recalls on page 35), but the other softkeys may be programmed in a variety of ways. For example, you might have softkeys labelled as follows:

- **[Dial 0]** and **[External]** to indicate whether a call is from outside the system or inside; **or**
- **[WATS]** or **[TIE]** to tell you the type of trunk the call arrived on; **or**
- The department name (for example, **[Sales]**) assigned to the trunk.

Use the softkeys to guide you when answering a call.

For instance, when you see that a call is made from outside the system, your company might want you to answer with a different greeting than you use for internal calls or recalls. Use the form provided on page 61 to record your company's preferred greetings.

You can also use the *Incoming Calls* display to guide you when answering incoming calls. See page 17 for more information about answering calls using the *Incoming Calls* display.

Selectively Answering Calls

To select the call you want to answer, you can

- Press a softkey (for example, **[Recall]**, **[Dial 0]**, **[External]**, **[WATS]**, etc.) to select a call based on the line the call is arriving on **or**
- Select a call from the *Incoming Calls* display to choose a call based on specific call details (such as caller name or number).

Answering calls using softkeys

If more than one call is waiting at a particular softkey, then the calls are answered on a “first-come, first-served” basis.

1. Use the icons (📞) in the *Call Waiting* area to help you decide which type of call to answer first. The icon appears above the softkey associated with the call type (external, recall, etc.). The number below the icon shows how many calls of that type are waiting. The icon color also shows how many calls of a particular type are waiting: yellow for one call, blue for two, and red for three or more calls.
2. Click the desired softkey.



In the example above, note that one **[Recall]** call, one internal **[Dial 0]** call, and two external calls are waiting. You can press

- **Answer** to connect to the recall; **or**
- **[Dial 0]** to answer the internal call; **or**
- **[External]** to answer the outside call that first arrived at the console.

Answering calls from the Incoming Calls display

You can use the *Incoming Calls* display to answer calls based either on call priority or caller identity.

When an incoming call arrives, view the call information that appears in the *Incoming Calls* display.

The *Incoming Calls* display is customizable, so you can select the column of call information that you want to see, and you can re-size the columns to show more or less information. See page 38 for a list of the call information columns that you can view and customize.

For details on how to access the *Incoming Calls* display, see page 13.

To answer calls using the Incoming Calls display

1. Access the *Incoming Calls* display.
2. Double-click on a call entry in the list

or

Press the **Retrieve** key, followed by the corresponding call **ID** digit from the *Incoming Calls* list

or

Press the **Answer** key to answer the highest-priority call.

Note: To use the **Retrieve** key to answer an incoming call, ensure that the *Incoming Calls* display is selected (visible) on your console screen. See page 14 for details about selecting queued calls.

Questions about Answering Calls

Why do I sometimes hear a short burst of ringing while I'm handling calls?

Either a new call has arrived or a call on hold has recalled. As you are already handling a call, the console only rings once. You may turn down your volume control if you wish. You can also turn off the bell completely by using the  list in the *Console Status* area. (**NOTE:** This also turns off all other bell indications except the Critical Alarm bell.)

What does the caller hear while I'm dialing the extension number?

Once you start to dial, the caller is on Consultation Hold until you have completed dialing, established communication with the called party, and released the caller to the called party. If music on hold is provided on your system, the caller will hear music; otherwise silence.

Can I answer another call while still connected to the first?

No. Before you can answer a new call, you must transfer the current call to another destination (see page 20), put it on hold (see page 23), or disconnect it from the console by pressing **Release**.

Why do extension numbers appearing in the Source and Destination area sometimes have a icon in front of them?

When it appears next to an extension, it means that the extension is designated as private. Attendants see the name and number of the extension on their screens; other extension users see "Private" on their display.

Dialing Telephone Numbers

You can dial an internal extension number or the number of a telephone outside the system. Either the *Source* or *Destination* areas must be clear.

To call an extension

1. Dial the extension number from the console keypad.

Information about the extension appears in the *Destination* area. If information about an answered call is currently in the *Destination* area, that information moves to the *Source* area as soon as you start dialing.

2. Press **Release**

to release the call. If the extension is busy, the transferred call will automatically camp on to the line to wait until it becomes free. You can also handle the call in one of the following ways:

If the extension is busy

1. Press **[Source]**

and ask what the *Source* party would like to do. This leaves the *Destination* information displayed so that you can easily take a message and set Message Waiting on the destination extension, if required. (See Message Waiting on page 43.)

or

2. Press **Cancel**

to cancel the call. The caller remains in the *Source* area, but the information in the *Destination* area is lost, which makes setting Message Waiting more difficult.

or

3. Press **[Override]**

to intrude into the *Destination* party's call if permitted by your and the extension's Class of Service (see Override on page 44).

To call an outside number

1. Dial the External Line Access Code (_____)¹.
2. Dial the telephone number.

Information about the outside call appears in the *Destination* area.

Leaving a Callback

You can request a Callback after reaching a busy line (extension or trunk). The system monitors the line and rings the console when the line becomes free. Note that Callbacks on outside lines are used when all system trunks are busy, not when the called party is busy.

To leave a Callback after reaching a busy line

- Press **[Callback]**.

Placing an Outside Call for an Extension

Extension users can usually place their own calls. However, they could ask you to place a call for them. Before dialing, you may want to note the extension's COR number (see Class of Restriction on page 63). Check with your communications department for specific instructions on how to handle such requests.

To place an outside call for an extension

1. Answer the call from the extension.
2. Dial the External Line Access Code (_____)¹.
3. Dial the telephone number.
4. Press **Release**

to release the call from the console and connect the extension to the outside line.

¹ Use this space to record the digits you dial to access an outside line.

Other Ways of Dialing

You can use the following alternate ways of dialing a telephone number:

Last Number Redial – instead of redialing the number of the last outside call you placed, let the system do it for you by dialing the Last Number Redial code (_____).¹

System Speed Call – allows you to dial a telephone number by entering a short access code. See System Speed Call on page 49.

Dial from Phone Book – useful when you don't know the full name of the person you are asked to find or you only know the person's location or department. See Phone Book on page 46.

Dial from the Busy Lamp Field (BLF) - displays a list of phones, with status icons beside them. You can use the **[Call]** button to dial any of these monitored phones. See Busy Lamp Field on page 32.

Dial from the Scratch Pad – allows you to dial a telephone number you typed on an electronic note pad. See Scratch Pad page 47.

Questions about Dialing Telephone Numbers

Can I access a specific trunk?

Yes, you can select a specific trunk to dial out on.

- Dial the Individual Trunk Access Code (_____).*
- Dial the trunk number. Trunk numbers can be 1 to 4 digits long.
- When you hear dial tone, continue dialing the telephone number.

If you hear busy tone, the trunk is in use. You can

- Press **[Override]** to interrupt the call in an emergency
- or**
- Press **Release** or **Cancel** to release the console from the trunk.

What do I do if I make a mistake while dialing?

If you notice the mistake before you complete dialing, press **Cancel**, and then re-enter the number.

If you realize you transferred a call to the wrong extension and you wish to cancel the transfer and reconnect the caller, you can

- Press **Recover**
- or**
- Double-click the entry in the *Transferred Calls* list

See page 21 for more information.

Note: You can recover a call that has been transferred, forwarded, and system-routed calls, as long as a call has not been answered at an extension. Once the call has been answered at an extension, you can no longer recover it.

* Use this space to record the digits you dial to access a specific trunk.

¹ Use this space to record the digits you dial to access a specific trunk.

Transferring (Extending) Calls

You can transfer a call to an extension or an outside number. Use the *Transferred Calls* display to view and retrieve a transferred call that is ringing an extension.

When a transferred call is released, the call information appears in the *Transferred Calls* display. This display shows calls that have been ringing an extension the longest at the top of the list, and the most recently transferred calls at the bottom.

The *Transferred Calls* display is customizable, so you can select the columns of call information that you want to see, and you can re-size the columns to show more or less information. See page 38 for a list of the call information columns that you can view and customize.

To transfer a call

1. Dial the destination number.
The caller is automatically placed on Consultation Hold while you complete the transfer.
2. Press **Release** to connect the caller to the ringing phone.
3. If you wish, access the *Transferred Calls* display to view the call.

Note: If the called party fails to answer within a time-out period, the transferred call (if it is an outside line) returns to the console as a Recall.

Reaching a Busy Number or an Extension with Do Not Disturb Activated

If the dialed number is busy or the extension has Do Not Disturb activated, do one of the following:

1. Press **[Source]**
to talk with the caller in *Source* without losing the *Destination* information. Tell the caller the requested number is busy and ask if the caller wants to try again later or leave a voice mail message for the busy party (see Options on page 19). You can also take a message and send the busy party a message waiting indication (see Message Waiting on page 43).
or
2. Press **Cancel** and then dial a different number
if you think you can locate the requested party elsewhere
or
3. Press **[Source]**, and then **[Redial Dest]**
to redial the same destination number
or
4. Press **[Override]**
to intrude into the extension user's call (if permitted by your and the extension's Class of Service. See Override on page 44.)
or
5. Press **Release**
to camp the caller on to the busy extension. (Camp-on is not allowed if the extension has Do Not Disturb activated.) The extension user hears two beeps to indicate a call is waiting. When the user hangs up, the extension rings and the waiting call is automatically connected.

Note: If there is no answer after a time-out period, the transferred call (if it is an outside line) returns to the console as a Recall.

Introducing the Caller before Completing the Transfer

After your call is answered and you've had the chance to speak with the person privately

1. Press **Release** to complete the transfer
or
2. Press **[Source]**

to speak privately to the party in *Source*; the party in *Destination* is on Consultation Hold. To speak privately to the party in *Destination* again, press **[Destination]**.

Transferring a Call to a Voice Mailbox

The **Voicemail** key on the console keypad allows you to

- Transfer recalls directly to an extension user's voice mailbox.
You can use the key for transferring recalls only—that is, for transferring calls that have returned to the console because the extension went unanswered.
- Call the Voice Mail system directly.
After pressing the **Voicemail** key, manually enter the Voice Mail box number. The digit required (#) to trigger the Voice Mail system to prompt for a Voice Mail box number is entered automatically.

Note: For information on how to program the **Voicemail** key for one-button transfers to Voice Mail, see page 42.

Transferring a Call to an Outside Number

You can request a meter pulse count for the call from the telephone company operator. Upon completion of the call, the console will ring. When you answer, the meter pulse count will display on the console screen. Ask your communications department for further information about this feature.

Retrieving a Transferred Call

You can retrieve a transferred call once the call appears in the *Transferred Calls* display.

If the *Transferred Calls* display is very active, keep your mouse pointer moving over the calls to “freeze” the list while you retrieve a call.

Note: If you try to retrieve from your frozen list a call that has already been answered while the list was frozen, a message indicates that the call is no longer being queued (for example, “no call to retrieve at specified transfer position”).

To retrieve a transferred call

1. Double-click the call entry in the *Transferred Calls* display list
or
2. Press the **Retrieve** key followed by the **ID** digit displayed in the *Transferred Calls* display, only if the transferred call ID digit is from 1 to 9.
Retrieve call entries with ID digits greater than 9 using the double-click method described above.

Note: When you use the **Retrieve** key to retrieve a transferred call, ensure that the *Transferred Calls* display is selected (visible) on your console screen. See page 14 for more details about selecting queued calls.

Questions about Transferring Calls

What do I do if the destination to which I am transferring a call is not answering?

- Press **[Source]** to reconnect the *Source* call and retain the *Destination* information. This gives you more options to handle the call because softkeys such as **[Redial Dest]** remain on screen.

or

- Dial a different number if you think you can locate the requested party elsewhere.

or

- Press **Cancel** to reconnect to the *Source* call but clear the *Destination* information.

Do I need to press Release when answering several calls in a row?

No. If you use the **Answer** key to answer calls, pressing **Answer** transfers the current call to the dialed destination and connects you to the next call waiting. This only works if you have calls in both *Source* and *Destination* areas.

What do I do if a caller wants to speak to one person, and then another?

If an outside party wants to speak with several people in a row, use the Serial Call feature (see page 47). When the outside party completes the first call, you receive a Recall and can then dial the next person's number.

Can I transfer a call to another console?

Yes, by dialing the extension number of the other console. You can transfer calls to other consoles but you cannot put another attendant on hold.

Can I add a note to a call in the *Transferred Call* display?

No. Because the *Transferred Calls* queue is so dynamic (calls enter it and leave it rapidly), you cannot add or edit notes for calls in this display.

However, you can annotate a call by adding a note while the call is in the *Source* area or the *Calls on Hold* display.

Is there an easy way to double-click on a transferred call when the *Transferred Calls* list is changing rapidly?

Yes, you can freeze the list. See page 14 for more information.

Holding Calls and Retrieving Held Calls

You can place up to six callers on hold while you check for information or page the person that the caller is requesting.

When a call has been placed on hold, the held call information appears in the *Calls On Hold* display.

The *Calls On Hold* display is customizable, so you can select the columns of call information that you want to see, and you can re-size the columns to show more or less information. See page 38 for a list of the call information columns that you can view and customize.

To place a call on hold

- Press **Hold**.

To retrieve a call on hold

You can retrieve a call on hold only when the *Source* and/or *Destination* area on the screen is clear:

1. Press **Retrieve**, and dial the position number of the call (1-6) you want to retrieve

or

Double-click the entry in the *Calls on Hold* display

or

Press **Retrieve** and then the star key (*) on the keypad to retrieve the longest-held call.

2. Speak to the caller.
3. Press **[Dial DEST]** to release the call to the original Held For party, if the caller wishes to try to reach that person again.

Note: If you have annotated or added notes to the call, refer to those notes so that you don't have to ask again for the caller's name or the name of the person the caller wishes to reach. See "Annotating Calls" on page 23 for details.

Annotating Calls

Annotating calls on hold allows you to keep track of multiple held calls and handle them more efficiently.

Record specific call information (for example, "Urgent!") using the Notes field in the *Source*, *Destination* or *Calls on Hold* areas. These notes stay with the call until you release the call to the extension that the caller is trying to reach, or until the call returns as a recall.

Annotate calls on hold with "Hold For" information using **[Hold For]** in either the Phone Book search results area or the Busy Lamp Field area.

To add a note to an incoming or held call

1. Answer or retrieve the call.
2. Click the Notes field in one of these areas:
 - *Source* area (that is, while you are speaking with the caller), **or**
 - *Destination* area (that is, while you are speaking to the person the caller wishes to reach), **or**
 - *Calls on Hold* display (that is, after you have held the call).
3. Type the desired message, and press
 - **ENTER** to accept the message, **or**
 - **ESC** to cancel the message that you typed.
4. Press **Hold**.

To annotate a call on hold

Use **[Hold For]** to hold a call and annotate it with called-party information.

1. Select the call from the appropriate Queued Calls display.
2. Click once on the desired extension from Busy Lamp Field list or the Phone Book.
3. Press **[Hold For]** to annotate the call.

The console adds the name and number of the person that the caller is trying to reach, as well as the current state of that line (for example, busy) to the call record.

For example, in the following case, the console annotates the call:

- A caller in the *Source* area requests a transfer but the extension dialed from the Phone Book or Busy Lamp Field list selection is busy or not answering.
- Press **Cancel**, then **[Hold For]**. The held call is automatically annotated with extension user's name and number. If the extension is in the BLF list, then the department, location and line state are also added to the annotation.

Note: The system automatically annotates calls with "hold for" information when you press **Hold** immediately after attempting to connect a caller to an unanswered or busy extension. See "Questions about Hold and Retrieve" on page 25 for more details.

Hold Recall

The *Calls On Hold* display can show two timers for each call on hold:

- The **Total** timer begins counting when the call first arrives at the console. It indicates the total duration of the call.
- The **Time** timer begins counting when you place the call on hold. It indicates how long the caller has been on hold. The timer is reset to zero each time the call is retrieved and placed on hold.

The **Time** and **Total** times are limited to 99:59 (minutes:seconds).

Calls that are left on hold longer than the limit determined by system programming recall to the console. When a call recalls, its **ID** and hold **Time** values turn bold and alternate between the default colors (black or white) and orange. The **Total** time value for the calls also turn bold. Answer recalls using the procedure for retrieving a call on hold.

Options

To connect a call on hold to the Source or Destination party

1. Press **Retrieve** and dial the position number of the call (1-6) you want to retrieve
or
Double-click the call you want to retrieve in the *Calls on Hold* display.
2. Press **[Source]** or **[Destination]** if you want to speak privately to either party.
3. Press **Release** to connect the parties and release the console from the call.

To connect two calls on hold

Be sure the *Source* and *Destination* areas are both clear.

1. Press **Retrieve** and dial the hold position number of one of the two calls that you wish to connect
or
Double-click the call in the *Calls on Hold* display.
Information about the call appears in the *Source* area.
2. Repeat Step 1 to retrieve the other of the two calls you wish to connect. Information about the call appears in the *Destination* area.
3. Press **[Conference]** to connect the calls and **[Hold]** to hold the call
or
4. Press **Release** to connect the calls and release the console from the call.

Note: If you wish to hold the connected call, and want the connected call to include one note from one of the two original calls, press **[Swap Notes]** after you press **[Conference]** and **[Hold]**. The selected note is bold. The note to be discarded is greyed out. **[Swap Notes]** appears only if both calls contained notes, and only after you have connected and held the call. The selected note is bold. The note to be discarded is greyed out.

Questions about Hold and Retrieve

What's the fastest way to annotate a call with the name and number of the person a caller is trying to reach?

If you cannot connect a caller in the *Source* area to an extension in the *Destination* area either because the line is busy or the called party is not answering, press **Cancel** and **Hold**. The console automatically annotates the call with the name and number of the extension to which you last attempted to connect the call. See Annotating Calls on Hold on page 23 for more ways to annotate calls.

Can I place a conference on hold?

Yes. If you can't find a person needed for the conference, you can place the conference on hold until you locate the person. For details, see page 26.

If I make an error when adding a note to a call in the *Source* or *Destination* area, can I "undo" the note?

Yes, you can. If you have not yet pressed **ENTER** when adding a note to the Notes field, press **ESC** to cancel the message you have typed and begin a new message.

If you notice an error in the Notes field after you have pressed **ENTER**, you can edit the note by clicking on it. Correct the error and press **ENTER** to re-save the edited note.

Is there a limit to how long a note can be?

The notes fields in the *Source* and *Destination* areas accept up to 50 characters.

Conference Calls

Up to eight parties (including yourself) may be connected to form a conference call.

To set up a conference call

- With the two parties connected to the console—one in the *Source* area and the other in the *Destination* area—press **[Conference]**.

To split a conference to speak privately to either caller

- Press either **[Source]** or **[Destination]**.

To add more parties to a conference

1. Dial the number of the next party.
The word “Conference” and a Conference number now appear in the *Source* area, and the number of the dialed party appears in the *Destination* area.
2. Press **[Conference]**.
The new party is added to the conference. The parties already in the conference hear a brief tone each time a party is added.

If the line is busy or unanswered or the person is unavailable

- Press **Cancel**.
to reconnect to the conference. You may continue dialing to add more parties to the conference.

To release the console from the conference

- Press **Release**.
Once you release the conference, you cannot re-enter it.

Placing a Conference on Hold

If you can't find someone needed for the conference, you can place the conference on hold until you are able to locate the person.

To place a conference on hold


1. Press **Hold**.
The conference is on hold. The parties in the conference can speak to each other—only you are removed from the call.
2. Check on the conference periodically, because the parties in the conference cannot get in touch with you.

To retrieve a held conference

You can retrieve a conference only when the *Source* and/or *Destination* area on your screen is clear.

1. Press **Retrieve** and dial the call **ID** number of the held conference
or
2. Double-click the held conference from the *Calls on Hold* display.

Answering Recalls

If an external call transferred from the console to an extension is not answered within a certain time, the call returns to the console as a recall. The call waiting icon () appears above the **[Recall]** softkey, and the call appears with highest priority in the *Incoming Calls* display.

Because Recalls are given priority, they are answered first when you press **Answer**.

To answer a Recall

The *Source* and *Destination* areas must both be clear.

1. Press **[Recall]**

or

2. Press **Answer**.

You are now connected and may ask if the caller wants to continue waiting or wants you to ring another extension.

Note: Any notes that were added to the call prior to its returning as a recall no longer appear. If you wish, you may annotate the call again (see page 23 for details).

3. Depending on what the caller wants, you now have several options:

- Press **[Redial Dest]** if the caller wants to continue waiting.
- Dial another extension.
- Press **Release** to disconnect the call.
- Press **Voicemail** to transfer the caller to the extension's voicemail box.

Note: Serial calls will also recall the console. See Serial Call on page 47.

Recovering a Call

You can recover a call that you released to the wrong extension in several ways.

To recover the last call released from the console

Use the **Recover** key on the console keypad to retrieve a call that you just released to the wrong extension.

- Press **Recover**.

Note: To successfully recover the call, you must press **Recover** while the extension is still ringing, **and** you cannot have started another action such as dialing or answering a call before pressing Recover.



To recover a call that is not the last call you released from the console

You can recover a released call if it still appears in your *Transferred Calls* display. See Retrieving a Transferred Call on page 21.

To recover a call that is ringing an extension in the Busy Lamp Field

If a call is ringing an extension in the Busy Lamp Field (BLF) area, and the extension is busy, not answering, or you know that the called party is not available, you may wish to recover that call to speak to the caller directly.

With your console in idle state (that is, with no calls in either the *Source* or *Destination* areas):

1. Ensure the extension in the BLF list is ringing—one of these icons is displayed beside it:  or .
2. Click once on the ringing extension to select it.
3. Press **[Pick Up]**.

Note: If one or more attendants is attending calls with you, be sure that you don't pick up a ringing call that another attendant has just placed. For more information, see page 32.

Advanced Features

Account Codes

An Account Code is a type of password for the system. You may need to enter an account code to access certain features or to record a call on the SMDR log for billing or accounting purposes.

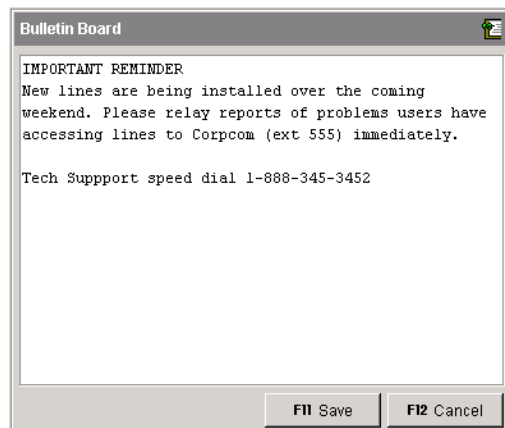
To enter an Account Code

1. Dial the Verified or Non-Verified Account Access Code.
A Verified code provides access to features; a Non-Verified Code records calls on the SMDR log.
2. Dial the Account Code, ending in #.
If you make a mistake, press **Cancel** and try again.
3. Continue dialing.

For more information about Account Codes, contact your communications department.

Bulletin Board

The Bulletin Board is shared by all 5550 IP Consoles on the system. Use it to post information that you want other attendants to see and to store speed dial numbers that all attendants can access.



To post information on the Bulletin Board

1. Press **Bulletin Board**.
2. Press **[Edit]**.

Only one person at a time can edit the Bulletin Board; if someone else is editing it, the Bulletin Board background will remain gray after you press **[Edit]**.

3. Type the information you want to post.
4. Press **[Save]**.

To view the most recent changes to the Bulletin Board, press **[Refresh]**.



To dial a telephone number posted on the Bulletin Board

1. Select the telephone number using the mouse or the computer keyboard.
2. Press **[Call]** or double-click the selected number.

Note: Information posted on the Bulletin Board is stored in a file on your network. The actual location of the file is determined during installation of the console. If the file is moved, enter the new location, using the **Options** command on the **Tools** menu.

Busy Lamp Field (BLF)


Busy Lamp Field (BLF) is an optional feature that allows you to monitor the status of extensions and lines, to rapid-dial and transfer calls to those extensions, as well as to pick up ringing extensions. The BLF icons tell you at a glance whether an extension or line is idle, busy, ringing or in Do Not Disturb. See page 34 for a list of the icons and their meanings.

If the BLF feature is unavailable—either because it was not enabled when the console was installed or because the console has lost its connection with the 3300 ICP—the  icon at the top of the Status column in the BLF area will appear dimmed (). In addition, no BLF status icons appear next to the BLF entries, indicating that they are "Not Monitored."



You can add and remove extensions and lines or change extension and line order in the Edit BLF List dialog.

Note: You can use the BLF feature list to call extensions even if the feature is disabled.

To display the Busy Lamp Field

- Press the **BLF** key on the console keypad (use the **Options** command on the **Tools** menu to program a BLF key to the keypad), **or**
- Click the Busy Lamp Field icon () on the tool bar, **or**
- Click the **Tools** menu followed by **Busy Lamp Field**.

To sort the Busy Lamp Field

Sort the BLF list columns to find column entries more easily. Name, Department and Location columns appear in alphabetical or inverted alphabetical order. Sorting is not supported for BLF () or Private () columns.

- Click the column header once to sort, again to invert the sort order, and a third time to unsort the information.



Note: "Unsorted" order is the order in which you built the list using the Edit BLF List dialog.

Searching the Busy Lamp Field

You can quickly locate an entry in the BLF list by matching search values (numbers, words, or the first few letters of a word) to entries in the BLF columns.

To search the Busy Lamp Field

You can search by name, number, department, or location:



1. Click  and select a column to search from the drop down list. (The default search column is **Name**.)
2. Type a search value in the field beside the  icon.

For example, if you search for "John Smith", enter values such as

- **S, J** – Last name, First name
- **J S** – First letter(s) of first name and last name
- **Smi** – First letter(s) of either the last or first name

As you type, the search function searches for the first matching entry, then selects and displays the entry in the list.

If what you have typed does not match any entries, the search box turns yellow and a message indicates no matching entries.

3. If you make an error, press **ESC**, **BACKSPACE**, or **DELETE** to clear the search box.
4. Click  to navigate to the next entry or  to move to the previous entry.

If your search reaches the top or bottom of the list, the search list wraps and the console alerts you with a message in the status area and an audible alert.

5. Press **ENTER** to dial the selected extension from the search list **or**

Press **[New Search]** to begin a new search.

Calling, Transferring, and Picking Up Calls in the Busy Lamp Field

To dial an extension, use any of these methods

- Select an entry, then press **[Call]**.
- Select an entry, then press **ENTER** on the keyboard.
- Double-click any entry.

To transfer a call to an extension in the Busy Lamp Field area

- Dial the extension, then press **Release**.

To pick up a ringing call

If a call is ringing an extension in the Busy Lamp Field (BLF) area, and the extension is busy, not answering, or you know that the called party is not available, you may wish to recover that call to speak to the caller directly.

With your console in idle state (that is, with no calls in either the *Source* or *Destination* areas):

1. Ensure that the 📞 or 📞 ringing icon is shown beside the extension.
2. Click once on the extension to select it.

Note: If you accidentally double-click the ringing extension, your console dials the selected extension rather than picking up the ringing call. Press **Cancel** to hang up on the extension.

3. Press **[Pick Up]**.

Note: If one or more attendants is attending calls with you, be sure you don't pick up a ringing call that another attendant has just placed.

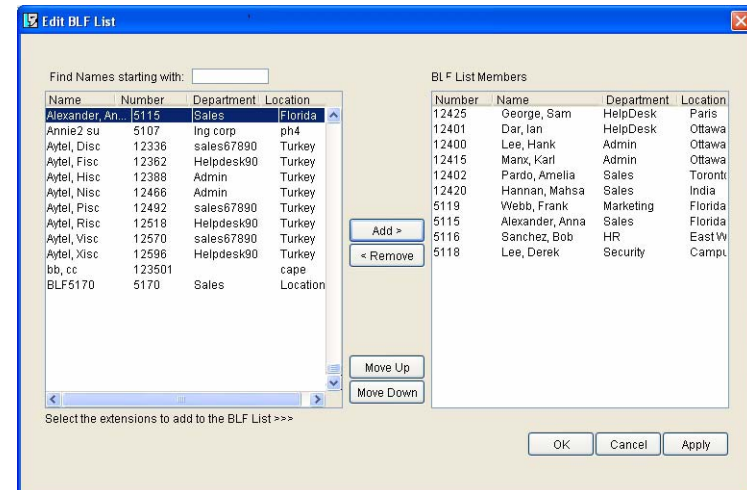
Editing the BLF List

BLF lists are either *local* or *shared*. A local list is stored on the console PC for use from that console only. A shared list is kept on the network where other consoles can access it. All attendants can edit a shared list. The changes made at one console appear in all the others. Only one attendant at a time can edit the list. The attendant making changes sees them immediately; the other attendants see them only after they re-enter or refresh the Busy Lamp Field area.

Tip: If you know an attendant has made a change to a list you are both sharing, but the change is not showing on your screen, press BLF or the BLF icon (📞) to refresh the BLF list display.

To edit the BLF list

- Select **Edit BLF List** on the **Tools** menu. This dialog appears with the extensions available for monitoring on the left:



If an extension or line is missing, contact your administrator to have it added, then close and reopen the Edit BLF List dialog to see the extensions your administrator has added. Changes to Name, Department and Location of an existing monitor are updated between 5 and 6 AM or if you exit and start the Console again.

To add, remove, or reposition entries in the BLF List

1. Select the entry.

To select consecutive entries, click the first one, press and hold down **SHIFT**, and then click the last one.

To select non-consecutive entries, hold down **CTRL** while you click individual entries.

To search for an entry, type all or part of the name in the **Find Names starting with** box.

2. Do any of the following:

- Click **Add** to add the selection to the top of the BLF list, or **Remove** to delete it.
- Click **Move Up** or **Move Down** repeatedly until the selection is in the desired position.
- To quickly move an entry, hold the mouse button down on the **Move Up** or **Move Down** button.

3. Click **OK**.

Questions about the Busy Lamp Field







Tip: Create the BLF list with your favorites at the top of the list. They will always appear at the top when the list is unsorted.


What does the icon mean?

When it appears next to an extension, it means that the extension is designated as private. Attendants see the name and number of the extension on their screens; other extension users see only "Private" on their display. You may not want to give out any information to callers about the status of locked extensions.

What do the icons in the column mean?

These icons appear beside extensions. They indicate the following states:

- | | |
|---|------------------------------------|
|  | idle phone, Do Not Disturb* off |
|  | idle phone, Do Not Disturb* on |
|  | ringing phone, Do Not Disturb* off |
|  | ringing phone, Do Not Disturb* on |
|  | busy phone, Do Not Disturb* off |
|  | busy phone, Do Not Disturb* on |

Blank (no icon) Not monitored or cannot be monitored. The absence of icons next to all the BLF entries indicates that the console has lost connection with the 3300 ICP or has failed over to a secondary 3300 ICP. The column header icon () also dims when there a loss of connection or a fail-over.

* Do Not Disturb applies to extensions only.

Why do the BLF columns sometimes appear unsorted?

If you sort any of the BLF list columns and exit the Busy Lamp Field, the list remains in the order that you last specified.

Because the list maintains the order that you last specified, it may appear "unsorted" when you re-enter the BLF area.

To re-sort the list in an order that you prefer, simply click on the column header once or twice, until you see the desired sort order.

Call Answering Priority

The console is usually set up to answer incoming calls on a ‘first-come, first-served’ basis. When you press the **Answer** key with multiple calls waiting, the call that has been waiting longest will be answered first. Alternatively, you can assign priorities to calls based on their destination. For example, you might give higher priority to calls to your company’s main listed directory number (LDN) than to “Dial 0” calls (that is, internal calls to the console).

Your communications department will tell you which type of call it prefers you to answer first.

Note: The **Answer** key has a hierarchy when the console is set up to answer calls on a first-come, first-served basis: recalls are answered first, followed by other calls either in order of call-answering priority, or in order of arrival. If more than one call is waiting at a particular softkey, those calls will be answered on a “first-come, first-served” basis.

To specify which calls are answered first

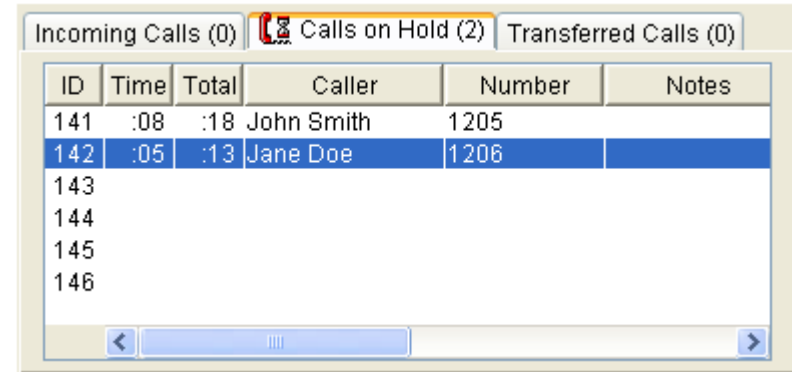
1. Choose **Options** on the **Tools** menu.
2. Click **Answer Priority**.
3. Do one of the following:
 - To answer calls on a first-come, first-served basis, select **First-Come, First-Served**.
 - To prioritize calls by line, select **Assigned line priorities** and then enter a number from 1 to 7 for each line. The lower the number, the higher the answering priority.
4. Click **Apply** or **OK**.

Call Park

Provided the appropriate access code is programmed into the system, this feature allows an extension user to retrieve a call that you put on hold, by dialing the Call Park - Remote Retrieve access code, followed by the console identity number (the first two digits of the call ID value) and the hold position number (the last digit of the call ID value) displayed on your screen.

To park a call for retrieval by an extension user

1. Put a call on hold (see Holding and Retrieving Calls on page 23). The screen displays the call in the first available Hold position:



ID	Time	Total	Caller	Number	Notes
141	:08	:18	John Smith	1205	
142	:05	:13	Jane Doe	1206	
143					
144					
145					
146					

2. Page the requested party, informing him or her of the hold position number. For details on how to page, see page 45.

In the example above, assume that Jane Doe (hold position 2) wants to reach Mr. Lee. Assume that the Call Park - Remote Retrieve Code is 69. Page Mr. Lee in the following manner: “Mr. Lee, please dial 69 142.”

Mr. Lee (the called party) can then retrieve the call by dialing 69 (Call Park - Remote Retrieve access code), 14 (the two-digit console identity number), and then 2 (the hold position number).

When the called party retrieves the call, the call is removed from the hold position on your screen.

Up to six calls can be parked at the console at any one time.

Questions about Call Park

What happens if the called party does not retrieve the call?

After a predetermined period of time, the call will automatically recall your console.

What happens if I change the status of the console to "Operator Absent" while I have parked calls?

The parked call will remain in the attendant hold position for the same predetermined period of time. This allows system users to retrieve calls parked at a console whose attendant just left. After the predetermined period of time, all parked calls (external and internal) are automatically routed to a programmed answering point.

Incoming Calls Threshold / Screen Pop

To reduce call-waiting times, your system may be programmed to present incoming calls to other consoles or answering positions. If your system is programmed this way, you can specify the number of calls that must be incoming before the system presents them to your console.

Screen Pop is a feature that, when enabled, allows you to minimize the console window and have it 'pop up' when a call exceeding the Incoming Calls Threshold arrives.

To set the incoming calls threshold

1. Choose **Options** on the **Tools** menu.
2. Click **Miscellaneous**.
3. Enter a number in the **Incoming Calls Threshold** box.

To enable or disable the Screen Pop feature

1. Choose **Options** on the **Tools** menu.
2. Click **Attributes**.
3. Click **Yes** to enable Screen Pop or **No** to disable it.

Cancel Call Forwarding

Call Forwarding lets an extension user route some or all calls to other extensions. You can cancel Call Forwarding on behalf of individual extension users, or for all extensions in the system.

To cancel all types of Call Forwarding for a single extension

1. Select **Cancel All CFWD** on the **Program** menu.
2. Enter the extension number using the computer keyboard.
3. Click **Yes**.

To cancel Call Forward - Follow Me for a single extension

You can cancel Call Forward - Follow Me on an extension and leave the other types of Call Forward (Busy and No Answer) alone.

1. Select **Cancel Station CFFM** on the **Program** menu.
2. Enter the extension number using the computer keyboard.
3. Click **Yes**.

To cancel all Call Forwarding for all extension users

1. Select **Cancel All CFWD** on the **Program** menu.
2. Click **Yes**.
3. Click **Yes** again to confirm the cancelling.

Clear All Features

From your console you can disable features activated on any extension in the system.

These are the features you can clear:

- All Call Forwarding
- Do Not Disturb
- Callbacks to other users
- Advisory Messages
- Auto-answer
- Timed Reminder

To cancel all features on an extension

1. Select **Cancel Station Features** on the **Program** menu.
2. Enter the extension number using the computer keyboard.
3. Click **Yes**.

Questions about Clear All Features



Will using Clear All Features on an extension have any effect on Messages or Callbacks set on that extension by other users?

No, it only affects features activated by the extension user. Any Message notifications or Callbacks set on the extension by others will still be in place. Similarly, Clear All Features will have no effect on the station user's Account Codes or Class of Service.

Customize the Queued Calls Displays

Each of the Queued Calls displays presents a variety of call information for incoming, held, or transferred calls.

Depending how you customize your Queued Calls displays, each may display the following columns of call information:

- Call ID (*Incoming, Held, or Transferred*)
- Time and Total time that the call has been queued
- Caller's name and number
- Notes - use this field to annotate held calls (see "Annotating Calls" on page 23)
- Line name or number that the caller dialed and that the call arrived on
-  icon indicates the privacy status of the destination
-  icon shows the BLF status of the destination
- For Name and Number show the name and extension of the person the caller is trying to reach (in *Calls on Hold* display)
- Transferred To shows the name of the person you transferred the call to (in *Transferred Calls* display)
- Department and location indicates the department and location of the person the caller wishes to reach
- Device type displays the caller's device type, if the call is internal; or the trunk type that the call arrived on, if the call is external
- Hold order for held calls

Note: Some of the call information columns listed above are shown by default in the Queued Calls displays; others are hidden by default. You may wish to display or hide call information columns according to your call processing needs.

You can select which columns you wish to see. Customize this area to suit your needs by

- deleting and restoring columns
- resizing columns to show more or less information.

The ID column and those with icons as heading labels (Private and BLF Status) cannot be resized. All columns are removable except for the ID column; it and at least one other column must stay displayed.

To delete an unwanted column

1. Right-click the column header that you want to remove.
2. Click **Remove This Column** on the pop-up menu.

To restore a previously deleted column

1. Right-click any column header.
2. Click **Select Fields** on the pop-up menu. The Field Selection dialog box is displayed.
3. Check the columns that you want to have displayed.
4. Click **OK**.

Any columns that were previously hidden return to their fixed positions and default widths.

To resize columns

- Use the mouse and cursor to widen or narrow columns as required.

Data Calls

You may be asked to connect an outside caller to a data connection for data communications.

To connect a caller to a modem

1. Advise caller to switch local modem to “Data” when they hear the high-pitched modem tone.
2. Dial the modem number.
‘Modem Call’ appears in status area.
3. Dial the destination data terminal number.
‘Ringing’, and then ‘Connected’ appear in the *Destination* area to confirm that you are connected.
4. Listen for the high-pitched modem tone.
5. Press **Release** to connect the caller to the modem.

If the number is busy or there is no answer, press **Cancel** to return to the caller in the *Source* area.

To set up a local Associated Data Line call

1. Dial the Associated Data Line code.
If you hear silence, continue.
If you hear busy tone, the Associated Data Line is in use, or is not ready.
2. Dial the destination data terminal number.
‘Ringing’, then ‘Connected’ appear in *Destination*. Listen for Connect Tone.
3. Press **Release**.
Your data line is connected.

To set up an Associated Data Line Call to a remote facility

1. Dial the Data Access Code.
If you hear silence, continue.
2. Dial the modem hunt group number.
‘Modem Call’ appears in status area.
3. Dial the remote data facility number.
‘Seized’, and then ‘Connected’ appear in *Destination*.
4. Listen for Connect Tone.
5. Press **Release**.

Note: For faster dialing using Phone Book, ask your communications department to add frequently dialed data numbers to the system directory.

Day and Night Service


Office telephone systems are typically placed in Night Service after regular hours, or whenever the last available console is left unattended.

Calls then ring alternate answering points—either designated extensions, or a night bell.

Extension users can dial the Trunk Answer From Any Station (TAFAS) Code to answer incoming calls ringing the night bell.

If the last available attendant console has not processed a call after a programmable time-out period, the system is automatically placed in Night Service 1.

To change the service mode

- Select the appropriate mode from the  list in the *Console Status* area.

Note: Contact your communications department for information about where the answer points are and when you should select the different services.

Questions about Day and Night Service

What services are affected by Day or Night Service?

The change from Day to Night service may effect some users depending on their COS and COR. For example, a user might have a COR that allows external calls when the system is in Day service but not when in it is in Night service.

Do Not Disturb (Extensions)

Extension users usually set and cancel Do Not Disturb (DND) on their own phones but you may be asked to do it for them. When set, DND prevents calls from ringing the extension.

To set up Do Not Disturb on behalf of an extension user

1. Select **Set Station DND** on the **Program** menu.
2. Enter the extension number using the computer keyboard.
3. Click **Yes**.

To cancel Do Not Disturb on behalf of an extension user

1. Select **Cancel Station DND** on the **Program** menu.
2. Enter the extension number using the computer keyboard.
3. Click **Yes**.

To cancel Do Not Disturb for all extensions

1. Select **Cancel All DND** on the **Program** menu.
2. Click **Yes**.
3. Click **Yes** again to confirm the cancellation.

Questions about Do Not Disturb

Why would an extension user want to use Do Not Disturb?

Do Not Disturb prevents most calls from ringing the extension. Only recalls, overrides, and special trunks dialing in directly to the extension will ring it. If extension users want protection from tone intrusion (for instance, during a data call) they should use Call Privacy instead.

What kind of tones does another extension user or attendant get when calling an extension that has Do Not Disturb set?


They hear slow busy signal. Anyone who is permitted to override the other extension may then do so.

Emergency Calls

This feature raises an alarm at the console when an extension user places an emergency call and identifies the extension that placed the call. With this information, you can direct emergency services (for example, police or ambulance personnel) to the location from which the call was placed.

When an emergency call alarm is raised, the console rings and displays **EMERGENCY CALL**. The emergency call goes directly to emergency services; therefore, the attendant does not have an opportunity to verbally communicate with the person who initiated the emergency call.

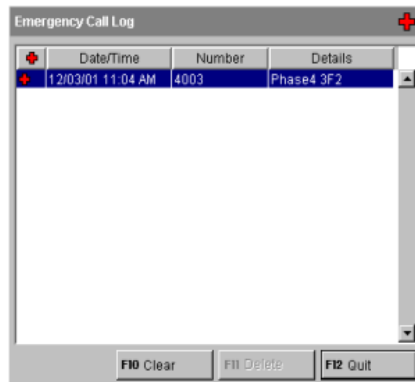
To read an Emergency Call

1. Click  on the toolbar.

- or -

Click **Tools**, and then click **Emergency Call Log**.

The **Emergency Call Log** window displays:



If emergency calls were previously cleared, they will appear in the **Emergency Call Log**, with the most recent call listed first.

2. Click **Clear** to acknowledge the call. **EMERGENCY CALL** disappears when the last outstanding emergency call has been cleared.

Note: Only one person can view the emergency call at a time.

To delete an Emergency Call

1. In the **Emergency Call Log**, select the cleared emergency call you wish to delete.
2. Click **Delete**.

Note: Only cleared logs can be deleted. The 3300 ICP will retain all Emergency Call Logs.

To close the Emergency Call Log

- Click **Quit**.



Note: Once you exit the 5550 IP Console, all logs are discarded from the **Emergency Call Log**; however, the logs can be retrieved through the 3300 ICP.

Questions about Emergency Calls

What does the  icon on the toolbar mean?

It is the Emergency Call Log icon. To view the calls listed in the Emergency Call Log, click the icon once.

What does the  icon in the Emergency Call Log mean?


Emergency calls appear in the Emergency Call Log, with the most recent call listed first. A current emergency call is marked with the  icon, while previous emergency calls are not marked with the icon; therefore, only emergency calls marked with the  icon can be cleared.

Sometimes I cannot view the current emergency Call details—why?

Only one person can view the current emergency call details at a time. Other attendants receive "Emergency Call Displayed by <extension>" in the response area at the bottom of their application. If another attendant is viewing the current emergency call details, you can still access locally cleared emergency call information, but you cannot access or clear the current call.

Sometimes the Emergency Call Log disappears —why?

If you do not click Clear approximately 60 seconds after receiving the emergency call, the log reverts to Phone Book so another attendant can view the current emergency call details.

If another attendant doesn't acknowledge the emergency call, click the  icon again to open the Emergency Call Log.

Firmkey Programming

You can reprogram the top two rows of keys on the console keypad with other features or remove a feature from a key if the feature is unavailable.

To program features to keys

1. Choose **Options** on the **Tools** menu.
2. Click **Keypad**.
3. Using the right mouse button, click on the key that you want to program.
A list of features appears.
4. Select the feature you want to assign to the key.
5. Repeat steps 3 and 4 to program other keys.
6. Click **Apply** or **OK**.

To restore the original key programming

- Click **Restore Defaults**.

Questions about Firmkey Programming

What is an Unassigned key and why would I want to program one?

The Unassigned key allows you to program one or more firmkeys to be “blank”— in other words, the key does not launch any feature.

You may want to program unassigned status to a key that you find you often press by accident — for example, if you frequently press the key beside **Voicemail** unintentionally, you can program that key to be “unassigned” so that you don’t repeatedly make the same dialing error.

One Button to Voice Mail

You can program the **Voicemail** key on the console keypad for one-button transfers to voice mail.

1. Choose **Options** on the **Tools** menu.
2. Click **Voice Mail**.
3. Under **Enter Voice Mail System Number**, enter the digits required to access your Voice Mail system.
4. Under **One Button to Voice Mail**, enter the following information:
 - Amount of delay (i.e. milliseconds) between the console sending the Voice Mail system number and the Voice Mail system responding. To ensure the system is ready to answer the call, a **delay between Voice Mail system answer and console sending digits** is required. The default is 1000 milliseconds.
 - Digit(s) required to trigger **the Voice Mail system to prompt for a Voice Mail box number**. The default key is the pound key (#).
 - Amount (i.e. milliseconds) of **delay prior to sending the Voice Mail box number**. The default is 1000 milliseconds.

Message Waiting

You can set (activate) a message waiting indicator on an extension, to notify the user that you have a message for him or her. You can also check whether an extension has a message waiting and clear the message waiting indication.

If a dialed extension is busy, unanswered or has activated Do Not Disturb

1. Press **[Source]** and take the message.
2. Press **Message**.
3. Press **[Set MSG Waiting]**.
4. You can then,
 - press **Cancel** to return to the call in *Source* (if necessary), and then
 - press **Release** to release the call in *Source*.

To set message waiting if you are not currently connected or trying to connect with an extension

1. Press **Message**.
2. Press **[Set MSG Waiting]**.
3. Dial extension number.

To cancel a Message Waiting indication

You can cancel a message waiting indication whether you are connected to the extension or not.

1. Press **Message**.
2. Press **[Clear MSG Waiting]**.
3. Dial the extension number (if not connected to the extension).

To check whether an extension has a message waiting

1. Press **Message**.
2. Press **[Check MSG Waiting]**.
3. Dial extension number.

The words “MSG Waiting ON” appear in the Destination area if the extension has a message waiting.

Questions About Message Waiting

How do extension users know there is a message waiting for them?

The indication depends on the type of telephone. A user with a standard telephone hears Message Waiting Tone upon lifting the handset. (If the user's phone has a message lamp, the light flashes). The LCD display on phones so equipped, shows a message waiting indication in addition to the tone.

When should I cancel Message Waiting notifications?

You can do it whenever it is convenient for you; however, it saves time and effort to do so at the same time as you deliver the message to the extension user.


While you are delivering the message to the extension,

1. Press **Message**.
2. Press **[Clear MSG Waiting]**.
3. Press **Release** when you finish the call.

Operator Absent/Present Status

You can change the Operator status to Absent when you plan to be away from your desk and do not want calls sent to your console. All new and waiting calls will ring another destination determined by system programming.

To change the Operator Present/Absent status

- Select the state you want from the  list in the Console Status area.

If you are the only Attendant on the system and you attempt to change the console status to Absent, a warning message will appear on your screen: 'Absent Feature Disallowed for Last Attendant. Select Night Service.' For more information about Night Service, see page 40.

Note: Unplugging the handset or headset will automatically change the Attendant Status to Absent. See Unplugging Handset or Headset on page 10 for more information.

Questions about Operator Absent/Present Status

What happens to my calls when I activate Operator Absent?

All new and waiting calls to your console are automatically rerouted to programmed destinations. Calls that you may have put on hold will time-out and either be given reorder tone or redirected to the programmed destination. However, you can still originate calls.

Note: If a console has not processed a call after a programmable time-out period, the console status automatically changes to Operator Absent.

Override

You can interrupt a busy extension or intrude on a busy outside line.

To intrude on a busy extension

1. Press **[Override]**.

All parties in the conversation hear Override Tone (a brief tone every six seconds) for as long as you are connected to the call. Everything you say is overheard by all connected parties.

The message 'Feature not allowed' appears if your Class of Service does not allow you to override the extension.

2. After the override, you may,

- press **Release** to disconnect the console from the call.

Or

- press **Cancel** to reconnect to the call in Source and disconnect from the call in Destination.

To intrude on a busy trunk (outside line)

1. Dial Individual Trunk Access Code.

2. Dial trunk number.

For a list of trunk numbers, use the Trunk Group Status Display feature described on page 48.

3. Press **[Override]**.

The callers hear Override Tone as long as you are connected to the call. When they hang up, the line is available for your use.

Paging

If your system has paging equipment, you can use it to make announcements to one or more areas or “zones.”

Use the Paging Zones table in the Reference section to record the location of the paging zones.

To make a page

The *Source* and *Destination* areas of your screen must be clear.

1. Press **Pager**.

If you have only one paging zone, you will be immediately connected to the pager.

2. Make your announcement.

If you have more than one paging zone

- After pressing **Pager**, dial the 2-digit Paging Zone Code—(01-15) or 00 for all zones.

Listen for a long beep. Once you are connected to the paging circuit, one of these messages appears on your screen:

“Page Zone Busy” — someone else is accessing the paging equipment. Try again later, or press **[Override]** (if this is allowed in either your or the paging unit’s Class of Service) to interrupt the page in progress.

“Page Zone Unassigned” — you do not have access to that paging zone.

“Connected to Pager” — you are connected and can make your announcement.

To end a page

- Press **Cancel** or **Release**.

You are disconnected from the paging equipment.

Phone Book

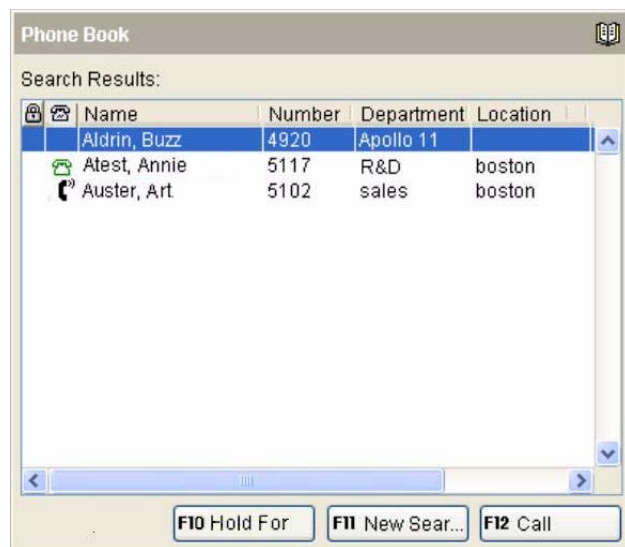
Use the Phone Book to search your system's telephone directory for people and extensions. You can search by entering a person's name, an extension number, a department, or a location. Searching by department is useful when a caller requests to speak to "someone in Sales" rather than a specific person. A location could be a conference room, the lobby of your building, or other place that has a phone. You can also make a call from the Phone Book.

To access your system directory

You can access the directory at any time.

1. Press **Phone Book**.
2. Type the person's name or other information in the appropriate boxes. (Use the mouse or **Tab** to move between boxes.)
Press **Backspace** to erase incorrect keystrokes.
3. Press **[Search]** or **ENTER**.

Entries that match what you typed appear in the *Phone Book* area.



4. Scroll through the list by clicking the or buttons, or pressing the **Page Up/Page Down** keys on the keyboard.
5. Click the desired entry to select it.
6. Press **[Call]** or **ENTER** to call the selected entry.
You can also double-click the entry to call it.
7. Press **[Hold For]** to hold an incoming or held call for the selected entry.
Note: Pressing **[Hold For]** automatically annotates the held call with the name, number, department, location, and BLF status of the selected Phone Book entry.
8. Press **[New Search]** to begin a new search.

Questions about Phone Book

What does the icon mean?

When it appears next to an extension, it means that the extension is designated as private. Attendants see the name and number of the extension on their screens; other extension users see only "Private" on their display. You may not want to give out any information to callers about the status of locked extensions.

What do the icons in the column mean?

These icons appear beside extensions. They indicate the following states:

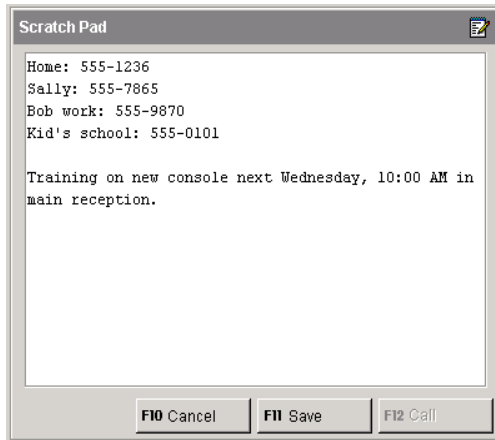
- idle phone, Do Not Disturb* off
- idle phone, Do Not Disturb* on
- ringing phone, Do Not Disturb* off
- ringing phone, Do Not Disturb* on
- busy phone, Do Not Disturb* off
- busy phone, Do Not Disturb* on

Blank (no icon) Not monitored or cannot be monitored. The absence of icons next to all the BLF entries indicates that the console has lost its connection to the 3300 ICP or has failed over to a secondary 3300 ICP. The column header icon () also dims when there a loss of connection or a fail-over.

* Do Not Disturb applies to extensions only.

Scratch Pad

The Scratch Pad is your own personal phone directory and Speed Dial list. Use it to save telephone numbers for faster dialing or to store the names and numbers of callers for future reference.



To enter information into the Scratch Pad

You can use the Scratch Pad while connected to a caller.

1. Press **Scratch Pad**.
2. Type a name, a telephone or extension number, and any other information you want to save.
Include the Outside Line Access Code for external phone numbers and omit spaces between digits.
3. Press **[Save]** to save the information.

To delete information in the Scratch Pad

- Select the information using the mouse or the arrow keys, and then press **Delete**.

To dial a telephone number in the Scratch Pad

- Select the number you want to dial, and then press **[Call]**.

Serial Call

If a caller wants to talk to several people in a row, use the Serial Call feature. When the first call ends, the caller returns to the console instead of being disconnected. You can then dial the next call. The serial call keeps returning to the console until all the intended calls have been made.

To set up a serial call for a caller in the Source or Destination area:

1. Tell the caller to remain on the line after completing each call.
2. Press **[Set Serial Call]**.
3. Dial an extension number.
4. Press **Release**.

The console is released from the call. When the extension you dialed hangs up, the Serial Call returns to the console as a Recall (see Recall on page 27).

To cancel a Serial Call

- When the caller has finished the series of calls, press **[Cancel Serial]**.

If the serial call recalls and no one is there, it means the caller has hung up.

Trunk Group Status Display

Trunk Group Status Display is an optional feature that lets you monitor traffic on the system. During peak traffic periods, some users could experience problems making external calls and may contact you to find out why. The Trunk Group Status Display feature enables you to confirm excessive traffic as the most likely cause. You can then tell users that the situation is temporary and suggest that they try making their calls later.

You can display traffic information by specifying trunk group numbers or the digits dialed to access them—for example, the digit 9.

The use of this feature does not disrupt call processing.

To display traffic information by trunk group number

1. Press **Trunk Status**.
2. Select **Search by group number**.
3. Enter the starting trunk group number, and then press **[Search]**.

The displays show a list of the trunk groups, the number of trunks in each group, and the number of those trunks currently in use—for example,

Group	Name	Size	Busy
9	LS LOOP	4	0
10	Is/gs	4	0
11	E&M	1	0
12	E&M	3	0
13	E&M	1	0
14	E&M	3	0
15	E&M	4	0
16	2k NT	23	0

Timestamp: 11:25 AM

The **Timestamp** shows the time of your last search.

To display only the information on the trunks that are accessed by dialing a given leading digit string

1. Press **Trunk Status**.
2. Select **Search by dialed digits**.
3. Enter the leading digit string—for example, area code “416.”
4. Press **[Search]**.

Options

After displaying traffic information you can...

- Click **[Print]** to print status information for the displayed trunk groups only.
- Click **[Print All]** to print status information for all trunks groups, including those not displayed.

System Speed Call

Frequently dialed telephone numbers may be saved for you and other extension users for speed dialing. Use the table provided in the Reference section to record the System Speed Call numbers you will most likely need.

- Dial the System Speed Call Number.
The stored telephone number is dialed automatically.

Notes:

- If you find that you are frequently dialing the same numbers, add them to your personal Speed Call list in the Scratch Pad. For more information, see page 47. You can also use the Bulletin Board to store speed call numbers for use by all attendants. For more information, see page 31.
- Programming system speed call numbers is done by your communications department and cannot be done from the console.

Tone Signaling

You may have noticed that when you dial a number at your console, you don't hear any of the tones or pulses normally associated with telephones. You don't hear tones because your console 'communicates' with the rest of your telephone system with different types of signals.

However, there are times when you need to send tones in order to complete your call. Typically, special services such as voice mail require passwords or other information in the form of tones before allowing access.

To generate tones

Once the connection is made and you are prompted to enter digits:

1. Press **Tones**.

The *Tones* indicator in the *Console Status* area appears dimmed when tone signaling is turned off.

2. Dial the code.

To turn off tone signaling

- Press **Release**
to disconnect your console from the call. Tone signaling stops automatically.
- or**
- Press **Tones** again to turn off the tones.

Hotel/Motel Features

Displaying and Changing Room Information

Room information includes guest name, room occupancy and condition status (Vacant, Clean, Out of Service, etc.), outgoing call charges and restrictions, and the status of message waiting, wake-up call, and other guest services.

To display, enter, or change room information

You can display, change, or enter new room information while the console is idle, or when you are on a call to the room.

1. Press **Guest Service**, or if you are already on a call to the room, press the **[Guest Service]** softkey.
2. Enter the room extension using the computer keyboard (not necessary if you are already on a call to the room). The display looks similar to the following:

The screenshot shows the 'Guest Services' interface. At the top, it says 'Guest Services' with a user icon. Below are several fields: 'Last Name: Smith', 'First Name: John', 'Affiliation: I.T.', 'Number: 1205', 'Occupancy: Occupied' (dropdown), 'Condition: Maid Present' (dropdown), 'Call Restriction: Internal' (dropdown), 'Call Block: Affected' (dropdown). There is a 'Message Cost: 0' and a 'Clear' button, and 'Calls: 0'. A section for 'Extension' is partially visible. Below that, 'Wake-up:' has three rows, each with a dropdown menu set to 'Once, Automatic' and a time field; the first row has '06:00'. At the bottom, 'DND: Off' and 'MW: Off' are shown. Four softkey buttons are at the very bottom: 'F9 Check In', 'F10 Check Out', 'F11 Previous', and 'F12 Save'.

In this example, John Smith from I.T. is checked into room 1205 and can make internal calls only. He has a Wake-up call set for 06:00. The room is occupied and being cleaned (“Maid Present”), and the extension is affected by Call Blocking.

Note: The information displayed is different depending on whether the console is connected to a room or a suite — see, *About Suite Services* below for details.

3. Make the required changes (if any), and then press **[Save]** to save them.

About Suite Services

Suite Services provides optional Shared Telephone Service (STS) to all phones in interconnected hotel/motel rooms or suites. When STS is operating for a particular suite, calls to the suite ring all phones. Wake-up calls, Message Waiting, Do Not Disturb and Call Blocking also apply the same to all phones. When operating without STS, each phone acts independently allowing, for example, guests in a two-bedroom suite to set separate wake-up calls.

How can you tell whether the console is connected to a room or a suite and whether STS is operating?

When connected to a suite with STS operating, the Telephone section of the Guest Services screen will show the number and name of the calling or answering extension as follows:

The screenshot shows a 'Telephone' section with two fields: 'Number: 5002' and 'Name: Bedroom 2'.

The upper part of the Guest Services screen will show the primary suite number—that is, the number used to call the suite and for check-in and check-out

If STS is not operating, the Number box in the Telephone section is activated, allowing you to select a phone and set up a wake-up call for it.

Options

After displaying the room information, you can...

- Enter or change the name of the guest and the company or group he or she is affiliated with. The guest's name can have a maximum of 20 characters.
- Check the guest in or out (see page 55).
- Change the room's occupancy or condition status (see page 55).
- Enter, change, or clear the wake-up call time (see page 55).
- Set or change outgoing call restrictions (see page 56).
- Allow or block room-to-room calling (see page 57).
- Clear the Message Cost and information for calls placed from the room (see page 58).

Note: Guest Services shows only whether Do Not Disturb (DND) or Message Waiting (MW) are on or off. For information on changing the status of these features, see page 40 and 43.

Searching for Rooms

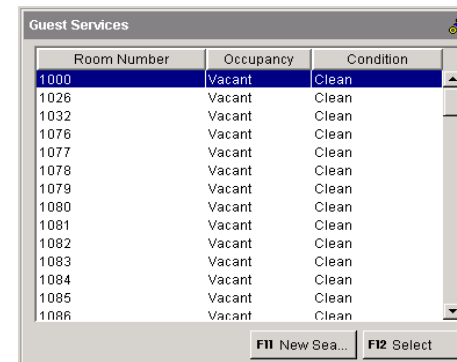
You can search for a room using the occupancy and condition states as search parameters. This enables you to find, for example, all rooms that are vacant and clean or that have maids in them. You can also search using a guest's last name to determine which room they are in.

To search for rooms

1. Press **Guest Service**.
2. Do one of the following:
 - To display information for a specific room, use the computer keyboard to type the room number in the **Room Number** box.

- To find rooms by occupancy and condition status, click **Room Status**, and then select states from the **Occupancy** and **Condition** lists.
- To begin searching from a particular room, type the number of the room in the **Starting at room** box.
- To find a guest's room, click **Last Name of Guest**, and then type the guest's last name.

3. Press **[Search]**.



Room Number	Occupancy	Condition
1000	Vacant	Clean
1026	Vacant	Clean
1032	Vacant	Clean
1076	Vacant	Clean
1077	Vacant	Clean
1078	Vacant	Clean
1079	Vacant	Clean
1080	Vacant	Clean
1081	Vacant	Clean
1082	Vacant	Clean
1083	Vacant	Clean
1084	Vacant	Clean
1085	Vacant	Clean
1086	Vacant	Clean

4. To view information for a room in the list, click to select it and then press **[Select]**. Use the arrow keys or the **Page Up** and **Page Down** keys to scroll through the rooms.

If a printer is attached to the console, you can print the occupancy and condition status for all rooms in the hotel or motel. For more information, see Printing Reports on page 58.

Changing Room Occupancy and Condition Status

The room occupancy and condition states are as follows:

Occupancy	Condition
Vacant Occupied Reserved	Clean Not Clean Maid Present (see note) To Be Inspected Out of Service

Note: The Maid status can also be changed from the room by dialing a code.

To change a room's occupancy and condition status

1. Press **Guest Service**, or if you are already on a call to the room, press the **[Guest Service]** softkey.
2. Enter the room extension using the computer keyboard (not necessary if you are already on a call to the room).
3. Press **[Search]**.
4. Select the desired states from the *Occupancy* and *Condition* lists.
5. Press **[Save]** to save the changes.

Note: Depending on system programming, all 'occupied and clean' rooms may automatically change to 'occupied and not clean' at a specified time each day.

Checking-In/Checking-Out

Checking in a guest changes the status of a room to Occupied; checking out changes the room to Vacant. Both check-in and check-out clear the guest name, affiliation and wake-up time (if set). The Call Block and Call Restriction settings for the room are also reset to values specified by system programming.

To check in or check out a guest

1. Press **Guest Service**, or if you are already on a call to the room, press the **[Guest Service]** softkey.
2. Enter the room extension using the computer keyboard (not necessary if you are already on a call to the room).
3. Press **[Check-In]** or **[Check-Out]**.
4. Press **[Save]** to save the changes.

To cancel changes you made and return to the previous screen, press **[Previous]**.

Setting and Clearing Wake-up Calls

Both you and the guest can set, change, and cancel wake-up calls for a guestroom. The system does not distinguish whether a wake-up call is set, changed, or canceled from the console or guestroom telephone. So, for example, a guest can cancel a wake-up call that you set and vice-versa.

Wake-up calls can be set to occur up to three times a day with or without daily repetition. For each wake-up, you can specify whether the call is made by the system (an *Automatic* wake-up) or the attendant or other hotel employee (a *Personal* wake-up).

To set, change, or cancel a wake-up time while viewing the guestroom's information

1. For each wake-up call that you want to set up, specify the frequency (once or daily) and method (automatically by the system or personally by a hotel employee) of delivery.
2. Click in the *Wake-up* box, and then type the hour and minutes in 24-hour format. You must enter four digits—for example 0630 for 6:30 AM (or 1830 for 6:30 PM)

To cancel a wake-up call, delete the time from the **Wake-up** box.

3. Press **[Save]** to save the changes.

To set, change, or cancel a wake-up time when NOT viewing the guest room's information

1. Press **Guest Service**.
2. Enter the room number using the computer keyboard.
3. Follow steps 1 and 2 from the previous procedure.

Notes:

- If the guest fails to answer the wake-up call, the system will ring the room up to four more times at intervals of two to seven minutes. If the guest still does not answer, the wake-up call could be routed to the console.
- Some display phones can set their own timed reminder. The above procedures will also clear or change a reminder already set by the user.
- If a printer is attached to the console, a report may print each time you set, change, or cancel a wake-up call.

Setting Call Restrictions

You can control the type of telephone calls that guests can place from the phones in their rooms. There are three levels of call restriction: Internal, Local, and Long Distance.

The system provides three more levels (labeled Option 1, 2, and 3) that can be used to impose special call restrictions. Ask your communications department for instructions about the use of these restrictions.

To set or remove call restrictions for a room

1. Press **Guest Service**, or if you are already on a call to the room, press the **[Guest Service]** softkey.
2. Enter the room extension using the computer keyboard (not necessary if you are already on a call to the room).
3. Press **[Search]**.
4. In the *Call Restriction* list, select one of the following:
 - **Internal** to allow internal calls only.
 - **Local** to allow internal and local calls.
 - **Long Distance** to allow internal, local, and long distance calls.
 - **Option 1, Option 2, Option 3** to impose special call restrictions determined by system programming.

Note: Your system may be programmed to automatically change call restrictions for rooms at check-in and check-out time.

Blocking Room-to-Room Calls

Call Blocking stops guests from placing calls to other rooms. You can control when Clock Blocking takes effect and the rooms affected by it.

To control whether Call Blocking affects a room

1. Press **Guest Service**, or if you are already on a call to the room, press the **[Guest Service]** softkey.
2. Enter the room extension using the computer keyboard (not necessary if you are already on a call to the room).
3. Press **[Search]**.
4. In the *Call Block* list, select the option you want.
5. Press **[Save]**.

To turn Call Blocking on or off for the entire system

1. Select **Guest Services** on the **Tools** menu.
2. Select **Toggle Call Block**.

The *Call Block* indicator in the *Console Status* area appear dimmed when Call Blocking is turned off.

Note: Your system may be programmed to turn Call Blocking on and off for all affected rooms at certain times of the day and for individual rooms at check-in/check-out time.

Monitoring Guest Rooms

Guests can use their room phone as a listening device to monitor their room from a remote station. The remote station can be an attendant console, an extension, or an outside phone calling into the system on a special line (i.e., a DISA trunk).

To use the console to listen in on a room that has room monitoring activated

You can only monitor a room from an idle console.

1. Select **Guest Services** on the **Tools** menu.
2. Select **Room Monitor**.
3. Dial the room number using the console keypad.
4. Listen for three short beeps followed by audio from the room.

If room monitoring is not activated on the room phone, you will hear reorder tone or a beep.

If you see 'Monitor Busy,' then another extension is already monitoring the room.

If you see 'Class Restricted' or 'Access Disallowed,' then the room cannot be monitored because of restrictions on the console or the room phone.

To disconnect the console from the room

- Press **Cancel** or **Release**.

Clearing the Message Register

The message register is a record of the number and cost of all external calls placed from a guest room telephone. The system uses meter pulses received from the local telephone company to calculate costs. If pulses are not received, then only the number of external calls are counted.

A guest's message register is automatically cleared when the guest is checked out. If a guest prefers to pay for calls on a daily basis, you can manually clear the register after each payment is made.

To display or clear a room's message register

1. Press **Guest Service**, or if you are already on a call to the room, press the **[Guest Service]** softkey.
2. Use the computer keyboard to type the room number in the **Room Number** box (not necessary if you are already on a call to the room).

The *Message Cost* and *Calls* fields show the total cost and number of all external calls placed from the room.

3. Click **Clear** to erase the *Message Cost* and *Calls* totals.

If a printer is attached to the console, a report may print showing the contents of the register before it was cleared.

Printing Reports

If a printer is connected to the console, you can request printed reports of message registers, room status and automatic wake-up calls. Some reports print automatically. For example, whenever a wake-up call is set, changed, or canceled, a record of the event is printed.

To print a report

- On the **Tools** menu, select **Guest Services** followed by the command that corresponds to the report that you want to print.

Reference

Alarms

Your telephone system uses automatic monitoring and fault diagnosis to check the system for faults.

An alarm status appearing in the upper-right corner of the screen notifies you when a fault occurs. When there are no faults, this area is blank. If a critical alarm occurs, you'll hear a recurring beep.

The alarm display is cleared automatically when the fault is corrected.

Alarm types

There are three classes of alarms: Minor, Major and Critical.

MINOR

There is a minor alarm within the telephone system, which probably does not affect the telephone users.

MAJOR

An alarm affecting service has occurred, but calls can still be made. Contact your communications department.

CRITICAL

The telephone system is not providing normal service and should automatically switch itself to System Fail Transfer Mode (if this is available on your system). You **MUST** contact your communications department.

Greetings

Record your company's preferred greetings for each of the following situations.

Calls on Outside Lines	
Calls On Inside Lines	
Recalls	
Calls Camped on to a Line	
Taking Messages	

Rerouted Calls

Some users may decide to reroute their calls to your console, or the system may be programmed to reroute certain types of calls or all calls made at given times to your console.

The calls that are rerouted to your console may be one of four types:

- Calls a user has forwarded (Follow Me, Busy or No Answer).
- Calls to a given number rerouted by system programming.
- Calls on certain trunks if incoming calls on certain trunks are always “transferred” to your console.
- If the user dials a number that is rejected by the system for any reason, Intercept Handling may be programmed to reroute the call to your console.

Call Forwarding

When a user has forwarded his or her calls to your console, incoming calls to that extension will ring your console. When you answer, the called party information will appear in the *Destination* area.

Note that the *Destination* area displays the name of the called party, the called party’s number, and the type of Call Forwarding that the called party programmed and that caused the call to be rerouted to your console (Follow Me, Busy or No Answer).

Also, two softkeys are always available in this situation:

[Set Serial Call] and **[Redial Dest]**. Pressing **[Redial Dest]** will automatically redial the called party, overriding the Call Forwarding to your console.

System Rerouting

When the system is programmed to redirect calls to an extension to your console at all times, the message “Call Forward - Always Reroute” appears in the *Destination* area, below the user’s name and extension number.

Transferred Calls

If you transfer an incoming call to an extension, and the extension user transfers the call back to your console, the message “Transferred” appears in the *Destination* area.

Intercept Handling

When a user dials a number that the system rejects, the call is rerouted to your console. When you answer, the appropriate Intercept Handling message displays in the *Destination* area. See System Messages on page 68 for information about the messages that may display in that situation.

Class of Restriction

Each extension and trunk in the system is assigned a Class of Restriction. As its name implies, a Class of Restriction (COR) may restrict an extension (or a trunk) from accessing an external route at a given time.

The extension's COR is displayed in the *Source* or *Destination* area of the console screen, along with its Class of Service and the other information on the caller.

Here are a few examples on how the Class of Restriction can affect users:

- The extensions with a given COR may not dial outside the system at all, having to ask the assistance of the attendant to do so.
- Extensions with another COR may have to go through the attendant in order to dial long distance.
- Extensions with yet another COR may only dial certain long-distance numbers and at given times of the day.
- Extensions with the least restrictions programmed could dial anywhere at any time.
- The extension's COR may change with Day, Night 1 and Night 2 services.
- Routing may change according to the time of the day and the day of the week, indicating different outside dialing privileges according to the time of dialing.

Class of Service

Not all the features described in this Guide are available on your console or on other extensions.

An extension's Class of Service (COS) appears, with the information about that extension, in the *Source* or *Destination* area of the console screen.

Each COS defines which features an extension or console can activate. The message "Feature not allowed" appears on the console screen when you try to access a feature not allowed in your or the extension's COS.

Here are some examples of how a COS could affect users:

- COS could change depending on whether the system is in Day, Night 1, or Night 2 Service.
- Extensions without an appropriate COS could be denied access to certain features, such as Call Override, Paging Access or Setting Message Waiting Notification.
- You and other extension users may be required to enter an Account Code for additional system access or when you want to use your COS at a different extension.
- Some extension users cannot be overridden.

Feature Access Codes

FEATURE	CODE
Account Code Access	
- Verifiable	
- Non-Verifiable	
Associated Dataline Access	
Loopback	
Call Hold	
- Retrieve	
- Remote - Retrieve	
Callback	
- Cancel	
Call Forward	
- Busy (External)	
- Busy (Internal)	
- Follow Me	
- Follow Me Enchaining	
- I Am Here	
- No Answer (External)	
- No Answer (Internal)	
Call Park Remote Retrieve	
Call Pickup	
- Dialed	
- Directed	
Call Privacy	

FEATURE	CODE
Camp-on	
- Retrieve	
Clear All Features	
- Remote	
Conference	
Do Not Disturb	
- Remote	
- Cancel Remote	
External Line Access	
Forced Release	
Last Number Redial	
Individual Trunk Access	
Message Waiting Inquire	
Message Notification	
- Cancel	
Override	
Paging	
Personal Speed Call	
- Invoke	
- Store	
TAFAS -Remote Retrieve	

Glossary

Account Code

A code you dial to access certain system features; to apply your Class of Service (COS) at a different extension; or to associate a caller with an SMDR record for accounting purposes.

ARS - Automatic Route Selection

This is an application that handles long distance call routing automatically.

Broadcast Group

When a line has an appearance on another telephone, it is said to be in a broadcast group. This means that all extensions with that line appearance have access to and may use that line.

Call Privacy (Data Line Security)

A COS feature which prevents an extension from receiving Camp-on Tone -- which could interfere with data transmission.

Camp-on

A feature allowing the system to queue calls directed to a busy extension, then automatically connects the waiting party to the extension when it becomes free. The busy extension user hears Camp-on Tone indicating a call is camped-on. The waiting caller is put on hold and hears music or silence.

Class of Restriction (COR)

Control of a station or trunk's access to trunk circuits. A station may have up to three different CORs specified for Day, Night 1 or Night 2 Service.

Class of Service (COS)

A level of service defined by a specific set of features that controls an extension's access to these features. A station may have up to three different COSs specified for Day, Night 1 or Night 2 Service.

Consultation Hold

A temporary hold applied to a call while an extension or console user activates a feature or makes a call.

Direct Inward Dialing (DID)

This feature allows outside trunks to reach pre-programmed extensions directly, without going through the Attendant console.

Direct Inward System Access (DISA)

A feature which allows callers to dial directly into the telephone system and activate features and facilities.

External Line Access Code

A code which precedes a dialed number to indicate to the telephone system that the telephone number is outside the system.

Firmkeys

Keys on the console keypad that can be programmed to access console features and system services.

Hunt Group

Extensions linked together in a group with a common (pilot) telephone number as well as their own personal extension numbers. Two types of hunting are available with your telephone system: Circular Hunting and Terminal Hunting.

Circular Hunting: A new call to the Hunt Group is directed to the first idle extension found after the extension, which received the last call. This provides equitable call distribution to all the extensions.

Terminal Hunting: Hunting takes place in the order in which the extensions were programmed into the hunt group. It always starts with the first extension in the list and the hunting ends with the first idle extension found.

Line

A telephone communications channel between switching centers or the Central Office and the 3300 ICP.

Night Answer Point(s)

An extension user can answer incoming calls ringing the Night Answer Point by dialing the TAFAS code.

Night Service

A system mode of operation that routes incoming calls to the Night Answer Point(s) when the system is in Night Service and the Attendant consoles are in Absent mode.

Pickup Group

Extensions located in one area, or with similar departmental functions, are often placed in the same answer group.

Recall

A call returns to the console for further handling by the attendant.

SMDR - Station Message Detail Recording

This is an application that automatically logs call information such as "length of call" and "caller extension number", among other things.

Switchhook Flash

Used by extension users to signal the telephone system that they want to activate a feature.

TAFAS Code

(Trunk Answer From Any Station) A code used to answer calls ringing the Night Answer Point(s).

Trunk

An outside line which links two switching systems. This link can be between one or more private telephone systems and/or between your private system and the public telephone system (Central Office).

Call could not be picked up.

The call has been picked up by another attendant, answered at the ringing extension, or the caller has hung up.

Call could not be recovered.

The call cannot be retrieved either because it has been answered at the extension, or the caller has hung up.

Call Forward - Always Reroute

This extension user has all calls rerouted to you.

Call Forward - Busy

This extension user is busy and has forwarded calls (Call Forward - Call Fwd Busy) to you.

Call Forward - Follow Me

This extension user has all calls forwarded to you (Call Forward - Follow Me).

Call Forward - No Answer

This extension user is not available, and has forwarded calls (Call Forward - No Answer) to you.

Cancel All Features for Station # :

Enter the number of the extension for which you wish to cancel all features.

Cancel CFFM for Station # :

Enter the number of the extension for which you wish to cancel Call Forward- Follow Me.

Cancel Do Not Disturb for All Stations ... Completed

Confirms that the requested action has been taken.

Cancel DND for Station # :

Enter the number of the extension for which you wish to cancel Do Not Disturb.

Cancel Forwarding for All Stations ... Completed

Confirms that the requested action has been taken.

Cancel All CFWD for Station # :

Enter the number of the extension for which you wish to cancel all types of Call Forwarding.

Canceling Do Not Disturb for All Stations

Your request is in progress.

Canceling Forwarding for All Stations

Your request is in progress.

Cannot Activate Feature if a Party in DESTINATION

Release party in DEST and try again.

Cannot Put Connected Party On Consultation Hold

You already have a party on Consultation Hold, and you cannot perform certain functions - for example, activating message waiting for an extension until you clear the destination field.

Check MSG Waiting for Station # :

Enter the number of the station for which you want to check the message waiting notification(s).

Completed

Confirmation message when the number you've entered is valid and the action requested has been taken.

Class Restricted

Your Class of Service does not allow this feature.

Conference

Indication that a conference has been set up or is on hold.

Connected

Confirmation message when your call is connected to a data call.

Connected to Pager

Confirmation message that you have accessed the paging zone and can make your announcement.

COR

Indicates the Class of Restriction applicable to that station or trunk.

COS

Indicates the Class of Service applicable to that station or trunk.

COS Violation

The caller tried to access an unavailable feature. Intercept handling has rerouted the call to your console.

Data Line

Equipment name displayed when a data line is called.

Data Group

Equipment name when a data group is called.

Directory Number Out of Service

The caller has dialed a directory number that does not exist. The call has been rerouted to your console.

Do Not Disturb

The extension user you dialed has activated Do Not Disturb. You cannot call this extension unless you use the override feature.

Error in loading the Busy Lamp Field configuration file.

The file that stores the BLF list entries cannot be accessed. Contact your system administrator.

External

Indicates a call from outside your system (a trunk call).

Feature Activated

A feature such as Do Not Disturb is activated.

Feature Cancelled

A feature such as Do Not Disturb is cancelled.

Feature Not Allowed

There is a restriction preventing you from using this feature, or performing this action.

Guest Service

Part of the Hotel/Motel Feature package. This prompt appears in several attendant mode operations. Pressing it places the console in Guest Service mode immediately.

Headset or handset required for attendant operation

Plug in your headset or handset.

Holding Party Locked Out

You have left the caller on Key hold for too long, and the call is returning to your console.

Hunt Group

Indicates that a station or trunk is a member of a hunt group.

Interconnect Failure

There are local interconnect restrictions which do not allow you to connect the requested devices.

Interconnect Restriction

The caller's extension is programmed with Interconnect Restriction. Intercept Handling has rerouted the call to your console.

Internal

Indicates a call from inside your system.

Invalid Account Code

Verify your Account Code and try again.

Invalid Dialing

Verify what you dialed and try again.

Invalid Number

You attempted to dial an incorrect number. Verify your number and try again.

Invalid Trunk Number

You attempted to select an incorrect or out-of-service trunk.

Language selection option not installed

The language you requested is not installed on your telephone system.

Locked out

Indicates a station which is out of service and cannot be accessed or make a call.

Modem

You are connected to a modem.

Modem Busy

The modem dialed is already busy.

Modem Call

Confirmation message when you dial a modem.

Modem Group

Indicates that the modem you are connected to is in a group of modems.

Modem Out of Service

The modem dialed is out of service and cannot be used at this time.

Monitor Busy

The extension you are trying to monitor is already being monitored from another station.

MSG Waiting

After pressing the **[Check MSG Waiting]** softkey, this indicates that the extension has message(s) waiting.

MSG Waiting OFF

Confirmation that you turned off an extension's message waiting indicator by pressing the **[Clear MSG Waiting]** softkey.

MSG Waiting ON

Confirmation that you turned on an extension's message waiting indicator by pressing the **[Set MSG Waiting]** softkey.

Must CANCEL before dialing

Press **Cancel** on the console keypad, and then try dialing again.

Network

Shows if you have dialed over a MSDN/DPNSS (Digital Private Network Signaling System) line, which connects 3300 ICPs in a private network.

No Answer

There was no answer at the extension called.

No call to answer at specified incoming position

Verify your *Incoming Calls* display. Another attendant may have answered the call while your list was "frozen", or the caller may have hung up.

No call to retrieve at specified hold position

Verify your *Calls on Hold* display. Another attendant may have transferred the call while your list was "frozen", or the caller may have hung up.

No call to retrieve at specified transferred position

Verify your *Transferred Calls* display. Another attendant may have transferred the call while your list was "frozen", or the caller may have hung up.

Not Ready

The data call cannot be completed at this time. Try again later.

Operator Absent

If you have changed the status of your console to Operator Absent, this message is displayed in the DEST area of the console of another attendant who calls you.

Out of Service

The device you dialed is not in service.

Overriding

Confirmation message when you override a busy party.

Page Zone Busy

The zone number you dialed is busy; dial another zone code, or try again later.

Page Zone Unassigned

Verify the number you dialed. If it still doesn't work, contact your communications department.

Press "Yes" to Confirm Request or "No" to Quit

Press the appropriate softkey.

Recall

A previously extended call has returned to your console after a time-out period.

Recall – Busy

A previously extended call has returned to your console because the extension is busy.

Recall - Busy, Camp-on Not Allowed

There is a restriction preventing you from camping a call on to the requested destination.

Recall – No Answer

A previously extended call has returned to your console because the extension did not answer.

Remove MSG Waiting for Station # :

Enter the number of the extension from which you wish to remove a Message Waiting notification.

Request Denied

Verify what you've just done, and try again.

Request ignored. Must press Retrieve key then digit key associated with ID to retrieve call.

Try again, but press **Retrieve** followed by the call ID digit associated with the call (1-6).

Ringing

The number you dialed is ringing.

Route

You are calling a route.

Seized

Confirmation message when you access a trunk.

Select Paging Zone

Enter the number of the zone which you wish to access by the Pager.

Selected Operation Not Being Acknowledged. Request is Abandoned

The telephone system is not processing your request. Try again later or verify your operation.

Selected Trunk

Indicates that a particular trunk has been selected for use.

Serial

Indicates a caller who wants to talk to several people in succession.

Serial - Busy

The Serial call has returned to your console because the destination is busy.

Serial - No Answer

The Serial call has returned to your console because the destination did not answer before a predetermined period of time.

Serial - Recall

The Serial call you made was successful.

Set MSG waiting for Station # :

Enter the number of the extension on which you wish to set a Message Waiting notification.

Setup DND for Station # :

Enter the number of the extension for which you wish to set up Do Not Disturb.

SUPERSET x...x

The station in question is a SUPERSET telephone.

5550 IP Console

You are connected to another 5550 IP Console.

System is in Night Service 1

The call has been rerouted because the system is in Night Service 1.

System is in Night Service 2

The call has been rerouted because the system is in Night Service 2.

System Unable to Complete Selected Operation. Please Try Again

The telephone system is not processing your request. Try again later.

Toll Denial - Illegal Dialing

The caller dialed a toll number wrong, and the call has been rerouted to your console.

Toll Denial - Route Restriction

The caller tried to dial a toll number not allowed in his/her Class of Restriction and the call has been rerouted to your console.

Tone Timer Expired

You've been listening to busy or ringing tone for too long and the system has disconnected your call. Cancel the call and try again.

Transferred

The call has been transferred from an internal extension.

Trunk Access Denied

You are not allowed access to the trunk because of your or the trunk's Class of Restriction.

Unable to Setup or Add to Conference

Either:

- there is a restriction in your COS/COR preventing you from setting up a conference;
- you have reached the maximum number of trunks allowed in a conference;
- you have reached the maximum number of conferees allowed in a conference; or
- you cannot have two attendants in a conference.

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