

IP Office 2030 & 2050 Telephone User Guide

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The 2030 & 2050 Phone

Introduction to the 2030 and 2050 Phones

The diagram below shows a 2050 phone.



- 2050: Phone with handsfree operation, DSS keys and BLF status lamps (see DSS Keys for more information).
- 2030: Similar to 2050 but without BLF status lamps.

This guide is for 2030 and 2050 telephones when used on an IP Office telephone system.

The guide covers most of the features supported by the 2030 and 2050 phones. However, your phone may not be enabled to use all of the features available. If you are unsure which features you can use, contact your System Administrator.

Using the SCROLL Key

Sometimes there are more options available than the phone can display. When this happens, a •-symbol appears next to the **SCROLL** key. Press **SCROLL** to display the other options.

Similarly, the phone display changes during calls and according to your own customisation. A ●-symbol next to a display key indicates an option you can use by pressing that key. Thus this guide cannot always detail when you would have to press the **SCROLL** key to access a function.

On-Hook Dialling, Speaker & Answer Release

On all display telephones you can both dial and hear the call progress without using the handset (known as "on-hook dialling").

When answered, you can continue the call without using the handset, i.e. handsfree. You can switch between handsfree and handset working during a call.

Pressing the **ANSWER RELEASE** key has the same effect as lifting or replacing the handset.

Tones & Ringing

The phone uses various tones and rings to indicate events. A sample of these appears below. You can alter the ringer volume, sound, switch it on/off, etc. For more information see section Ringer Controls.

Incoming Calls:

- Repeated Single Ring: Internal call.
- Repeated Double Ring: External call.
- Single Tone: Page call, see <u>Answering a Page Call</u>.

Making Calls:

- **Dial Tone:** Dial number.
- Broken Dial Tone: Phone on divert or no calls, see Diverting Calls.
- Repeated Tone: Busy number, see Options If Busy or Unanswered.
- Continuous Tone: Number called unobtainable.

The Phone Lamp

The phone uses its lamp (above the **SPEAKER** key) to show calls and messages.



Lamp On: Message, see Answering a Message.

Repeating Double Flash: External call.

Repeating Single Flash: Internal call.

Notes for Notes for INDeX Users

This section is for 2030/2050 telephone users who were previously using their telephone on an Avaya INDeX telephone system. The same phones can be connected to an IP Office telephone system using an IP Office Digital Terminals (DT) expansion module or an INDeX Media Gateway.

Most of the phone features will operate in the same way. Listed below are those which have some differences.

Redial

- 1. Press **REDIAL** to see the last number dialed, then:
 - Press SCROLL or REDIAL again to see other previous dialed numbers (last 10).
 - Press •CALL to redial the number shown.
 - Press **DELETE** to remove the number shown.

Return a Missed Call

The number (1 to 30) shown at the bottom-right of the phone display when idle is a call history which includes missed calls.

- 1. Press the display key next to the number, then:
 - Press SCROLL or the display key again to display the next stored number.
 - Press •CALL to dial the number shown.
 - Press **DELETE** to remove the number shown.

Answer Calls Using a DSS/BLF Key

1. Press the DSS key and then press **SPEAKER**.

Set a Divert

Operates the same as on an INDeX system except uses **SET** and **CLEAR** to make the divert active or inactive.

General Differences:

- LOG ON: As INDeX but does not disappear when logged on.
- Make a Page Call: Dial tone is heard when ●PAGE is pressed.
- Hold a Call/Transfer a Call: If holding more than one call, there is an idle state between toggling calls. Therefore press HOLD twice to toggle.
- Set Pickup Number: Only available for group numbers.
- Change Language: Not password protected.
- Send Supervisor Message: Not available.
- Busy Not Available Reasons: Not available.

Making Calls

Notes on Making Calls

When making calls, the display shows details about call progress. It also shows messages if you cannot make the call.

Call barring

The system can bar you from dialling particular numbers or types of number (e.g. national, international). As the call barring settings vary for each site, this guide cannot fully detail their effect.

Making Internal Calls

During the call, the display shows the call progress. You can also make calls using the ●INDeX Directory feature (see Making Calls from the INDeX Directory) or DSS keys (see DSS Keys and Using Soft DSS Keys.

To dial an internal call:

- 1. Dial the extension number. A broken dial tone indicates that the extension is on diverted.
- 2. If unanswered, your phone provides options to wait or notify the extension, see Busy or Unanswered.
 - If answered, use the handset or work handsfree.

Making a Page Call

You can page other 20 series phones (2030, 2050, 20AT, 20CC and 20DT) or groups containing 20 series phones. They hear the call without doing anything though you cannot hear them. Some can also turn the page into a normal call (see <u>Answering a Page Call</u>). If the phone paged is diverting calls, the page also diverts (except group pages).

To page an extension or group:

- 1. Press ●PAGE. Your phone displays **PAGING**.
- 2. Dial the number or press a DSS key (see DSS Keys).
- 3. If busy or unavailable, the display shows options to wait or leave a message (see Options If Busy or Unanswered).
- 4. Speak and then press **ANSWER RELEASE**.

Redialling External Numbers

You can redial any of the last 10 external numbers dialled.

To redial the last external number used:

- 1. Press **REDIAL** or **SCROLL** until the number required appears and then press **CALL**.
- 2. To remove a number from the redial memory press **DELETE**.

Making External Calls

The system may apply call barring to some or all external numbers. You can also lock your phone or bar it by wrong passcode entry (see <u>The Phone Passcode</u>).

To dial an external call:

- 1. Dial the external number. There is no need to dial a prefix for an external call unless your System Administrator has specified otherwise.
 - If the phone displays **ACCOUNT** then you need to enter an account code before dialling the external number, see section Account Codes.
- 2. If "NO ACCOUNT CODE" appears, see Account Codes.
- 3. When answered, use the handset or work handsfree.

Making Calls from the INDeX Directory

Your phone can display an index of telephone extension names from which you can select and make calls. It can also display entries in the IP Office directory for external calls.

Note: This feature can work in two modes, Classic or Dial Name mode (the default). Contact your System Administrator if unsure which mode your telephone system uses.

To make a call using the INDeX: (Dial Name Mode)

- Press ●INDeX for an internal call or SPEED DIAL and then ●INDeX for an external call.
- 2. Using the letter keys, start dialing the name that you want, eg. for names starting with *John* dial *5646*. Ignore any spaces in the name.
- 3. The display will show the first match to the letters entered so far. Either enter further letters or:
 - Press the keys on either side of the current name to display the other matches found so far.
 - Press •CYCLE to display any alternate set of matches, ie. dialing 527 matches names starting with JAS (ie. <u>Jas</u>on) or KAR (ie. <u>Kar</u>l).
 - If NO MATCH is displayed, press •PREVIOUS to go back a step.
- When the name required is displayed, press ●CALL, otherwise to exit press ANSWER RELEASE.

To make a call using the INDeX: (Classic Mode)

- 1. Press ●INDeX for an internal call or SPEED DIAL and then ●INDeX for an external number.
- 2. Press the key matching the 1st letter of the name you want. For example, to display names beginning with **L**, press the **JKL** key 3 times.
 - To move through the names beginning with L, press the ●-keys on the right and left of the current name.
 - To skip forward 10 names, press •SKIP.
 - To select another letter, press a letter key.
- 3. To dial the name/number shown, press •CALL, otherwise to exit press ANSWER RELEASE.

Speed Dials

Using Speed Dials

The system can store external numbers as speed dials.

• System speed dials:

Ask your System Administrator for a list. Note that call barring may still apply.

Personal speed dials:

Your phone can also store up to 10 speed dials for your own use (see below).

IP Office Directory Entries:

Entries in the IP Office Directory can be displayed and called. See <u>Making Calls from the INDeX</u> <u>Directory</u>.

Short Code Speed Dials:

Additional speed dials may be available as short codes, ask your System Administrator for a list.

To dial a speed dial:

- 1. Press SPEED DIAL.
 - To select a personal speed dial:

Press •OWN and dial the personal speed dial store number (0 to 9) or press the matching DSS key (the DSS keys match personal speed dials 1 to 8 (1 at the top)).

• To select a system speed dial:

Press •SYSTEM and dial the store number (100 to 999).

To select a IP Office Directory entry:

Press ●INDeX and dial the name required, see Making Calls from the INDeX Directory.

- 2. If "ENTER ACCOUNT" appears, see If ENTER ACCOUNT or NO ACCOUNT Appears.
- 3. Continue as for a normal call.

Storing Personal Speed Dials

To store a personal speed dial:

- 1. Press PROGRAM and then SPEED DIAL.
- 2. Enter the phone's passcode (see <u>The Phone Passcode</u>).
- 3. The display shows **0-9 OR DSS KEY**. Press the number (**0** to **9**) or DSS key under which you want to store the speed dial.
 - DSS key 1 matches personal speed dial number 1, DSS key 2 matches personal speed dial number 2, etc.
- 4. The display shows the current stored number (if set). Press ●DELETE and dial the number.
- 5. When finished, press DONE.
- 6. Select another store or press **PROGRAM** to finish.

Account Codes

If ENTER ACCOUNT or NO ACCOUNT Appears

If **ENTER ACCOUNT** or **NO ACCOUNT** appears when making a call, then you must enter an account code to continue. The system checks this against its list of codes before allowing the call. You must also do this before making a call if your phone displays **ACCOUNT**.

To enter an account code at any time during a call, see Adding Voluntary Account Codes.

To enter a forced account code:

- 1. Dial the account code. If you make a mistake, press •DELETE to delete the last digit entered.
- 2. When you have entered the full code, press ●DONE.
- 3. If the system does not recognise the code, it displays **REENTER ACCOUNT**. Repeat the entry or end the call.
- 4. If the code is recognised, your call can continue.

Adding Voluntary Account Codes

You can enter an account code during any external call. The system will record the call on its call log, including the account code. The system checks the code against its list of valid codes (ask your System Administrator for a copy).

To enter a voluntary account code:

- 1. During the call, press ●ACCOUNT.
- 2. Enter an account code. If you make a mistake, press •DELETE to delete the last digit entered.
- 3. When you have entered the full code, press ●DONE.
- 4. If the system does not recognise the code, the phone displays *RE-ENTER ACCOUNT*.

Busy or Unanswered

Options If Busy or Unanswered

If your phone displays **NUMBER BUSY** when you call another extension, pressing **SCROLL** reveals a number of options you can use. Note that the busy extension may have settings to forward your call to another extension or to voice mail. The default time before this happens is 15 seconds.

CALLBACK:

Arranges a callback that rings your phone when the extension called becomes free or is next used.

VMAIL:

If the system has voice mail installed, connects you to the extensions mailbox to leave a message.

MESSAGE:

Lights the lamp of the extension called. It also stores your number as a message to reply.

CAMP_ON:

Though displayed this option is not currently supported.

Arrange a Callback

If the extension you call is busy or just rings, you can set a callback. When that extension becomes free or is next used, your phone rings. If you answer, the other extension rings.

After setting a callback you can make other calls, it will not take place while you are busy. You can only arrange one callback at any time.

The Ringer Timeout sets how long a callback rings your extension before it cancels (see <u>Setting the Ringer Timeout</u>).

To arrange a Callback:

- 1. When **NUMBER BUSY** appears, press **SCROLL** and then **●CALLBACK** (the option does not appear if you already have a callback set).
- 2. The system ends your call attempt and your phone shows ●CALLBACK.

To cancel the Callback:

 Press ●CALLBACK. You can do this even whilst the callback is taking place and your phone is ringing.

Leave a Message

You can leave your extension number as a message for someone to call you. If their extension has a message lamp, it lights.

To leave a message:

When NUMBER BUSY appears, press SCROLL and then press ●MESSAGE.

Actions During a Call

Changing the Call Volume

You can change the caller volume during a call. The phone has separate volume levels for both the speaker and the handset.

To change the call volume:

- During a call, press •VOLUME. To change volume without making a call, just lift the handset or press ANSWER RELEASE first.
- 2. A slider appears. Adjusts this using the ●-keys on its left (softer) and right (louder).
- 3. When finished, press ●DONE.

Switching to Handsfree

You can switch between handsfree (speaker) and handset operation without interrupting the call.

To switch from the handset to speaker:

Press SPEAKER. You can now replace the handset without ending the call.

Muting Calls

Using mute you can stop the caller from hearing you though you can still hear them.

To switch mute on/off:

1. Press **MUTE**. The **a**-symbol disappears from the display whilst a call is muted.

Software Release

Occasionally you may need to talk to someone for support about your phone or phone system. It may be useful to tell that person what software your phone system uses.

To display the software release:

- 1. During a call, press **PROGRAM**, the phone displays the software installed on your system. To do this without making a call, just press **ANSWER RELEASE** first.
- 2. Press **SCROLL** to return to the normal display.

Create a Conference Call

During a call, you can add callers to create a conference of up to 64 calls in total. This option is not supported on all systems.

To start or add to a conference:

- 1. Press **HOLD** to hold your current call (or conference).
- 2. Call the new person that you want in the conference.
- 3. If answered, ask if they wish to join a conference; if "yes" press ●CONFER, if "no" press HOLD.
- 4. If unanswered, press **HOLD** to retrieve to the first call.

To exit the conference:

1. Press **ANSWER RELEASE** or replace the handset.

To park all the conference parties:

1. Press **PARK** (see <u>Parking Calls (Park and Ride)</u>). This option is not available to the extension that created the conference.

Answering Calls

Answering Normal Calls

When calls arrive, the display shows information about the call before you answer. It gives a repeated double flash for external calls or a repeated single flash for internal calls. The ringer also shows the call type by a repeated single or double ring if on (see Switching the Ringer On/Off).

To answer the call:

1. Lift the handset or press ANSWER RELEASE.

Answering a Page Call

When someone pages your phone (see <u>Making a Page Call</u>) or a group to which it belongs (your phone does not have to be in group), the system connects the page after giving a tone. You can hear the page but they cannot hear you. The display shows **PAGING** and the pager's number. If you answer a page it turns into a normal call.

To answer a page:

1. Press ANSWER/RELEASE and then pickup the handset or continue the call handsfree.

Answering a Message

Other extensions can leave their number on your phone. Your phone can store several messages. It shows *CALL FOR MESSAGE*, the caller's number and the lamp comes on. The exceptions are:

- If "Message From Voice Mail" appears, this indicates voice mail (see Voicemail).
- If just text appears, it indicates that the IP Office SoftConsole operator has sent you a text
 message. You can use the same control below to view and cancel text messages but not to call
 back the sender.

To answer or cancel a message:

- To view any other message, press ●NEXT if shown.
- 2. To call the extension, press ●CALL.
- 3. To clear the message, press ●CANCEL.
- 4. At the last message, press •AGAIN to repeat the list.

Answering Other Extensions - Call Pickup

Your extension can store a pickup group number. If an extension in your pickup group rings, then the
•PICKUP option appears. You can also pickup calls using DSS (see <u>Using DSS Keys</u>) or Soft DSS keys (see <u>Using Soft DSS Keys</u>).

To pick up any ringing phone:

1. This option is available via a short code, contact your System Administrator.

To pick up calls in your pickup group:

- 1. Press •PICKUP to show the longest ringing call.
- 2. To pick up the call shown, press **SPEAKER**.
- 3. To cancel the pickup display, press **ANSWER RELEASE**.

To set the phone's pickup group:

- 1. Press PROGRAM and then SCROLL. Press ●PICKUP.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. The display shows the current pickup group (if set).
- 4. Press •CANCEL and enter a new pickup group number.
- 5. Press ●DONE and then PROGRAM to finish.

You can also use the system's short codes for call pick-up. These are:

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

Answering a Call Waiting

If your phone has call waiting in use, then when someone else calls you during a call, the display will flip between details of your current call and the waiting caller. Your phone's lamp will also flash and you will hear a call waiting tone every six seconds.

To turn call waiting on use the code *15; to turn it off use *16.

To answer a call waiting:

- 1. Either end your current call and press **ANSWER RELEASE** or press **●PARK** to hold your current call.
- 2. The waiting call rings your phone.
- 3. Press **PARK** to switch between the current call and held call.

Displaying the Call History

A digit on the display, such as •9, indicates the number of calls with a recordable CLI that have rung your phone (answered or unanswered). The phone can store details of the 32 most recent calls.

Pressing the display key next to the number allows you to see the caller's number plus the date and time of the call. Press the numbered • key or **SCROLL** to move through the entries. For the displayed call you can select •**CALL** or •**DELETE**.

To return to normal operation press **ANSWER RELEASE**.

Transfer, Park & Hold Calls

Transferring Calls

You can transfer a call to an extension that is ringing or giving busy tone. If the call waits unanswered for too long, it may recall to your extension.

To transfer a call using hold:

- 1. Press **HOLD** to hold your current call.
- 2. Dial the extension to which you want to transfer the call.
 - Announced transfer:

Wait to be answered. If okay to transfer, press **ANSWER RELEASE**. If not okay to transfer or unanswered, press **HOLD**.

• Unannounced transfer:

Press ANSWER RELEASE immediately (even if you hear ringing or busy tone).

To transfer a call using dial ahead:

- 1. Dial the number of the other extension.
- 2. If the display shows *FREE*, press **ANSWER RELEASE** to transfer, otherwise press ●CANCEL.

To transfer an external call using park:

- 1. Press ●PARK to park the current call. The parked call is displayed as your extension number followed by a zero, e.g. ●2200. If you now parked another call it would display as your extension number followed by a one, e.g. ●2201 and so on.
- 2. Note the number displayed and at another extension dial *38*N# when N is the number displayed for the parked call on your phone, e.g. *38*2200#.

Holding Calls

You can put a call on hold during which the caller will hear music on hold is installed on your system. Note that a held call will re-ring at your extension after a short period (either the systems 15 second default or your phone's ringer timeout setting, see <u>Setting the Ringer Timeout</u>).

To hold a call:

- 1. Press HOLD. Do not press ANSWER RELEASE as that will end the call.
- 2. Retrieve the call by pressing **HOLD** again or make another call (enquiry call) and then press **HOLD** to switch between the current and held call.

Parking Calls (Park and Ride)

You can retrieve parked calls at any other extension on the system. Your phone displays calls you parked by a flashing \(\extstyre{\textstyre{\

To park an external call:

1. During the call, press ●PARK. The parked call is displayed as your extension number followed by a zero, e.g. ●2200. If you now parked another call it would display as your extension number followed by a one, e.g. ●2201 and so on.

To unpark calls parked at your extension:

Press the display key next to the flashing ●-symbol.

To unpark a call at another extension:

1. Note the number displayed and at another extension dial *38*N# when N is the number displayed for the parked call on your phone, e.g. *38*2200#.

Dialling Ahead

On incoming calls you can display the status of another extension without interrupting your call.

To dial ahead during a call:

- 1. Dial the number that you want to check.
- 2. The extension's status appears on the right-hand display; **FREE**, **BUSY** or **NU** (Number Unobtainable).
- 3. If the extension is free, see below for details of how to transfer your caller or make an enquiry call.
- 4. Otherwise, press ●CANCEL to return to the normal call display or (if your system has voicemail installed) press ●VMAIL to transfer the caller to the extension's mailbox.

If the extension displayed is free:

- 1. For an unannounced transfer, press **ANSWER RELEASE**.
- 2. To make an enquiry, press **HOLD**. This holds your current caller and rings the dial ahead extension.
- 3. If unanswered, press **HOLD** to retrieve your first call.
- 4. If answered, either press **ANSWER RELEASE** to transfer your call or press **HOLD** again to switch between calls.

You can set your phone to always automatically hold your current call and ring the dial ahead number if it is free rather than display **FREE**.

To select show free or ring if free:

- Press PROGRAM and then SCROLL. Press ●CALLFREE.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. To change the current setting, press ●CHANGE.
- Press ●DONE and then press PROGRAM to finish.

Diverting Calls

Setting Divert Numbers

You can set separate divert numbers for All (also called Forward Unconditional) and for On Busy/No Answer. Note that divert on no answer does not work if you also have voicemail.

For divert all you can also create a set of 'targets'. This then allows you to set the number to which you divert calls by selecting from a list of names.

To set a divert number:

- 1. Press PROGRAM and then DIVERT.
- 2. Enter your phone's passcode (see The Phone Passcode).
- 3. Select ALL, NO ANS or ON BUSY. If you want to set a divert all target see below.
- 4. The display shows the current diversion number (if set).
- 5. Press •CANCEL and then dial the new number.
 - You can use ●SET or ●CLEAR to switch use of the divert on or off.
- 6. Press •DONE and select another divert if required.
- 7. Press **PROGRAM** to finish.

To set divert all targets:

- 1. Press PROGRAM and then DIVERT.
- 2. Enter your phone's passcode (see The Phone Passcode).
- 3. Press SCROLL and select ●TARGETS.
- 4. If you already have target numbers set the first is shown along with its associated name. Press ●NEXT to display the next target if set. Use ●EDIT to alter the current displayed target.
- 5. If you want to create a new target, press **SCROLL** and select ●**NEW**.
 - Enter the target name. To do this press the key with the required character. Press
 ●ROTATE to change the character to the one required. Use the key on the left of the name to delete the last character. Use the key on the right of the name to add spaces. When you have completed the name press ●DONE.
 - Enter the number for the target. Use ●CANCEL to remove any existing number or
 ●RENAME if you need to change the name again. When both the name and number are set as required press ●DONE.
- 6. To finish, press **SCROLL**. Press **DONE** and then **DONE** again. Press **PROGRAM**.

Switching Divert All On/Off

When divert all is on, a ●-appears above the **DIVERT** key. You also hear broken dial tone if you lift the handset or press **ANSWER RELEASE** but you can still make calls.

When on, all your calls go to the Divert All number (if you have no divert all number set, users receive busy instead).

If diverting to an internal extension, that extension can call you and transfer calls back. Switching **DIVERT** on cancels group or no calls.

To switch divert all on/off: (no targets set)

1. Press DIVERT.

To switch divert all on: (targets set)

- 1. Press **DIVERT**. The list of targets is shown.
- 2. Press the key next to the target to which you want to divert your calls.

To switch divert all off/change target: (targets set)

- 1. Press **DIVERT**. The list of targets is shown.
- 2. The flashing key indicates the target in use. Press this to key to switch it off or select another target to change the divert destination.

Switching No Calls On/Off

Pressing **NO CALLS** switches it on or off. When on, if you lift the handset or press **ANSWER RELEASE** you will hear broken dial tone, but you can still make calls.

Any caller will hear a ringing tone and then be connected to your voicemail.

Displaying an Absence Message

You can select an absence message to display on your phone. The absence message then also displays on suitable display phones that call you even if they are then diverted to another extension or voicemail.

To select an absence message:

- Press PROGRAM and then ●ABSENT.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. Press ●CHANGE to select a message (or ●CLEAR to cancel an existing message). For just personal text, select CUSTOM. Then press ●DONE.
- PERSONAL TEXT? appears. To have no personal text, press ●NONE. To add some text press ●EDIT.
 - To add personal text press the key with the letter or number you want to add and then
 press •ROTATE to go through the letters and numbers associated with that key.
 - Use the and keys at either end of the text you input to move left or right. When completed press ●DONE.
- 5. When complete, press •SET.

To clear an absence message:

- Press PROGRAM and then ●ABSENT.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. Press •CLEAR to cancel the existing message.

Follow Me

You can reroute your calls to another extension. Note that, if you do not answer calls at the temporary extension, they are forwarded to your own voicemail or call forwarding number.

- At the temporary extension, to re-route your calls to the extension: Dial *12*N# (N being your own extension number).
- At the temporary extension, to route calls back to your extension: Dial *13*N# (N being your own extension number)
- From your own extension to re-route calls to a temporary extension: Dial *14*N# (N being the temporary extension number).
- To cancel either feature from your own extension:
 Dial *14*# to cancel either feature from your own extension.

Remote Forwarding

Forward allows you to remotely set your phone to divert.

To set a forward:

- 1. Press **PROGRAM** and then **●FORWARD**.
- 2. The display shows **FORWARD FROM** ?. Enter the phone from which to forward calls and press **DONE**.
- 3. Enter **that** phone's passcode (see The Phone Passcode).
- 4. The display shows **FORWARD TO?** and the phone's current Divert All number (if set).
- 5. To change the forward, press •CANCEL and enter the new number for diverting all calls.
- 6. Press **●DONE** and then press **PROGRAM** to finish.

DSS Keys

Setting Up a DSS Key

The 2030 and 2050 phones have eight DSS keys along their right-hand edge. Each of these keys can store an extension number (or group number for paging). They then allow you to dial those numbers in a single key press.

You can also use DSS keys to dial your personal speed dial numbers (see <u>Using Speed Dials</u>).

To set a DSS/BLF key directory number:

- Press PROGRAM and then the DSS key to use.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. The display shows the current stored number (if set).
- 4. Press •CANCEL and dial the number to store.
- 5. Select another DSS key and enter the required details
- 6. Press ●DONE then PROGRAM to finish.

Using DSS Keys

Once setup, you can use the DSS key for the following actions. You can also use DSS keys to dial personal speed dial numbers (see <u>Storing Personal Speed Dials</u>).

To make internal calls:

1. Press the DSS key storing the extension or group number.

To pickup calls:

- 1. Press the DSS key storing the ringing number (this will be giving a fast red flashing for an extension or fast green flash for a group), the call details are shown.
- 2. Either press **SPEAKER** and then **ANSWER RELEASE** to answer the call or just **ANSWER RELEASE** to cancel the pickup attempt.

To make a page call:

 Press ●PAGE and then the DSS key storing the extension or group number. See <u>Making a Page</u> <u>Call</u> for more information.

BLF Status Lamps

The DSS keys on the 2050 incorporate dual-colour BLF lamps. These show the status of the number stored under the DSS key.

- Red BLF Lamp Signals: Calls to/from other extensions.
 - Fast Flash: Extension ringing.
 - Solid: Extension or line busy.
- Green BLF Lamp Signals:
 - Fast Flash: Calls to a group.

DSS Key Label

Next to the DSS keys is a label. You can remove the label cover to write on the card below. You can also remove the label cover under the handset using the same method (it has a single pin hole on the bottom edge).

To remove the label cover:

- 1. Insert a fine but not sharp point (e.g. end of a paper-clip) into one pin hole. Squeeze the label to the right.
- 2. Repeat with the other pin hole.
- 3. Lift the label cover clear and remove the card insert.

To replace the label cover:

- 1. Replace the card insert.
- 2. Slide the tabs on the right-hand edge of the label cover into their slots.
- 3. Bow the label cover to slip the tabs on the left-hand edge of the label cover into their slots.

Manager-Secretary Working

Using Soft DSS Keys

The system supports a range of functions for users who work together, i.e. regularly call and transfer calls between each other. This is called "Manager-Secretary working".

Soft DSS displays the name of another extension. The adjacent display key allows you to make calls to that extension plus other features. The display key's ●-symbol acts as a busy lamp to show the extension's status.

Soft DSS has two modes. In half-line mode you can set 4 Soft DSS keys. In full-line mode you can only set 2 keys but these can display more details and functions.

Soft DSS Key Display

In full-line mode, the display also shows when an extension is on **DIVERT** or **NO CALLS**. Note however that this display is only updated when you call the extension.

- Alan.R −)|• Set to No Calls, no divert all set.
- Alan.R –)|• 204 •Set to No Calls, diverting to 204.
- ◆Alan.R → 204 Set to Divert All, diverting to 204.

Making Calls

The ●-symbol next to the Soft DSS extension name is solid when busy, flashes when ringing and not shown if free.

To make a call using a Soft DSS key:

- 1. Press the display key next to the extension name. The Soft DSS usage setting of your phone and the phone called determine what type of call occurs (see <u>Using Soft DSS Keys</u>).
- 2. If the extension is busy, the phone displays the same options as for normal calls (see Busy or Unanswered).

Manager-Secretary Setup

Planning Soft DSS Keys

When setting up Soft DSS keys you must decide:

How many Soft DSS keys do you want?

Half-line mode supports up to 4 keys. Full-line mode supports up to 2 keys but shows more information.

What Soft DSS key features do you want to have?

You can use half-line mode to make calls only. You can use full-line mode to make calls, send alerts, etc.

What type of calls do you want to make/receive?

When using Soft DSS keys to make a call, the usage setting of your phone and the phone called determines the type of call. The possibilities are:

Standard Call:

The same as a normally dialled call.

Page Call:

The extension called hears a single tone and can then hear you (you cannot hear them).

Direct Call:

The extension called hears a single tone and then you can hear each other.

There are 4 usage settings (**Normal**, **Auto Answer**, **Voice** and **Intercom**). See <u>Using Soft DSS Keys</u> for how the different usage settings interact.

Setting Up Soft DSS Keys

To clear the Soft DSS keys after setup, cancel all the set extensions (see <u>Changing the Soft DSS Extensions</u>).

To setup Soft DSS keys:

- 1. Press PROGRAM, SCROLL and then ●SOFT DSS.
- 2. Enter the phone's passcode (see <u>The Phone Passcode</u>).
- 3. The phone shows **NO SOFT DSS KEYS**. Press ●**CHANGE** until the display mode required appears, then press ●**DONE**.
- 4. Enter the first extension number and then press ●NEXT. If the right-hand display is blank, you can enter another. If you have entered all the extensions, press ●DONE.
- 5. Press ●USAGE. Press ●CHANGE until the setting required appears, see <u>Using Soft DSS Keys</u> for further information.
- 6. Press ●DONE and then press PROGRAM to finish.

Changing the Soft DSS Display Mode

The display mode sets how many Soft DSS keys you can have; 4 in half-line mode or 2 in full-line mode. Note that if you change mode from half-line to full-line, you lose the last two extensions entered.

To set the Soft DSS key display mode:

- Press PROGRAM and SCROLL. Press ●SOFT DSS.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. Press •MODE. The display shows the current mode.
- 4. To change mode, press ●CHANGE.
- 5. Press **●DONE**. The display goes to extension entry.
- 6. Press **PROGRAM** to finish.

Changing the Soft DSS Extensions

The Soft DSS features only work correctly with extension numbers. Do not set lines or groups as Soft DSS keys.

To set a Soft DSS key extension:

- Press PROGRAM and SCROLL. Press ●SOFT DSS.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. Press **EXTNS.** to display the first number set.
 - To cancel the number, press ●CANCEL.
 - To display the next number, press ●NEXT.
- 4. Press PROGRAM to finish.

Changing the Soft DSS Usage

When using Soft DSS Keys to make a call, the usage setting of the two phones determines the type of call that occurs. The phone's usage setting affects all of its Soft DSS keys. The system treats extensions with no Soft DSS Keys as set to **NORMAL CALL**.

Extension A Usage Setting	Call Type (< B calls A/A calls B>)	Extension B Usage Setting
Normal or Auto Answer	< Standard / Standard >	Normal or Auto Answer
Normal	< Page / Standard >	Voice or Intercom
Auto Answer	< Direct / Standard >	Voice or Intercom
Voice	< Page / Page >	Voice
Voice	< Direct / Page >	Intercom
Intercom	< Direct / Direct >	Intercom

To set the Soft DSS key usage:

- 1. Press PROGRAM and SCROLL. Press ●SOFT DSS.
- 2. Enter the phone's passcode (see <u>The Phone Passcode</u>).
- 3. Press ●USAGE. The display shows the current setting.
- 4. To change the current usage, press ●CHANGE.
- 5. Press **PROGRAM** to finish.

Ringer Controls

Changing the Ringer Volume

While altering the volume, the phone rings.

To change the ringer volume:

- Press PROGRAM and then ●RINGER.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. Press ●VOLUME. The display shows a slider. Adjust this using the ●-keys on its left (softer) or right (louder).
- 4. Press ●DONE and then press PROGRAM twice to finish.

Changing the Ringer Sound

The ringer sound contains three tones. You can adjust the 'mix' of these to achieve your own distinctive ring. While doing this the phone rings.

To change the ringer sound:

- 1. Press PROGRAM and then ●RINGER.
- 2. Enter the phone's passcode (see
 The Phone Passcode">Phone Passcode).
- 3. Press ●SOUND. The display shows a slider. Adjust this using the ●-keys on its left and right.
- 4. To select another part of the sound to adjust, press ●TONE. This changes the slider to a different tone.
- 5. Press •DONE and then press PROGRAM twice to finish.

Switching the Ringer On/Off

You can switch the ringer on or off for internal and/or external calls. This does not affect the information displayed.

For internal calls you can also select **AUTO ANSWER** to connect internal calls after giving just a single ring.

To switch the internal or external ring on/off:

- Press PROGRAM and then ●RINGER.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. Press ●SCROLL and then press ●EXTERNAL or ●INTERNAL. The display shows the current setting.
- 4. To change the ringer mode, press ●CHANGE to select ON, OFF or AUTO ANSWER.
- 5. Press ●DONE and then press PROGRAM twice to finish.

Setting a Ringer Step

If a call rings unanswered, the phone can increase the volume on each ring until it reaches its maximum. You can select several sizes of increase step.

To set the ringer volume step size:

- Press PROGRAM and then ●RINGER.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. Press ●SCROLL and then press ●STEPS. The display shows the current setting; LARGE STEP, SMALL STEP or NO STEP (no increase).
- To select another step size, press ●CHANGE.
- 5. Press •DONE and then press PROGRAM twice to finish.

Setting the Ringer Timeout

The ringer timeout control several actions at your phone though chiefly how long a callback rings before cancelling.

To set the ringer timeout:

- Press PROGRAM and then ●RINGER.
- 2. Enter the phone's passcode (see The Phone Passcode).
- 3. Press ●TIMEOUT. The display shows the current setting. Note that *0* indicates that it is using the systems setting (which in default is 15 seconds).
- 4. Press •CANCEL and enter the new timeout in seconds.
- 5. Press ●DONE and then press PROGRAM twice to finish.

Other Features

Group

Your phone can be included in a group of phones. When 'in group', you receive calls made to the group number.

The group's type sets the order in which members ring. The types are:

Group

All free members of the group ring at the same time

Hunt

Calls go to the first free member of the group starting from the first member.

Rotary

Calls go to the next free member of the group in sequence from the previous member rung.

Idle

New calls go to the member who has been free longest.

When in a group where each member rings in turn, your phone rings for the time set by its ringer timeout (see <u>Setting the Ringer Timeout</u>). Going into group switches divert all or no calls off.

To join/leave group:

- 1. Pressing the **GROUP** key takes your phone in or out of group.
- 2. When 'in group' (shown by a ●-symbol above the **GROUP** key) you can receive calls made to the group.

Hot Desking

In some situations a phone may be shared by more than one person, with each person having a different extension number. This is called "hot desking".

To log on:

- 1. If the phone is displaying **NOT LOGGED ON**, press either ●**LOG ON** and enter your number or ●**INDeX** and select your name.
 - If the phone is displaying LOG OFF, press that key first and then perform step 1 as above.
- 2. Enter your passcode.

Phone Settings

The Phone Passcode

If the phone displays **ENTER PASSCODE**, it expects you to dial its four-digit passcode. The default passcode is 0000.

Wrong passcode entry can result in the phone becoming barred. Barred phones cannot access features requiring passcode entry. They can still make internal and emergency calls.

To enter the phone's passcode:

- 1. Dial the 4-digit passcode. If you make a mistake, press ●CANCEL and restart entry.
- 2. If you enter the wrong number, the phone displays *REENTER*. Enter the passcode again or press **PROGRAM** to end programming.
- 3. If you enter the wrong passcode 5 times, the phone displays *THIS TERMINAL IS BARRED*. To unbar your phone use the change passcode process below to set a new passcode.

To change the phone's passcode:

- 1. Press **PROGRAM** and then **SCROLL** twice. Press **●PASS**.
- Enter the current passcode.
- The display shows ENTER NEW CODE. Enter the new passcode (all passcodes must be four digits).
 - To restart after a mistake, press ●CANCEL.

Displaying Phone Details

You can view the details of the phone's type, number and directory name on the display.

To display the phone's details:

- 1. Press **PROGRAM** and then press **SPEAKER**.
- 2. The display shows the phone's type, number and on the bottom line the phone user's Full Name. This name is used within the INDeX directory function and various IP Office applications. It is not change the name shown when making and receiving calls.
- 3. To change the name press ●EDIT.
 - Enter the current passcode.
 - Use the key on the left of the name to delete the last character.
 - Use the key on the right of the name to add spaces.
 - To add a character press the matching key on the telephone keypad and the press
 ROTATE to change the character to the one required.
 - When you have completed the name press ●DONE. Use ●REFORMAT to select all upper-case or mixed case letters. Press ●DONE.
- 4. Press **PROGRAM** to return to normal use.

Language Controls

The system allows you to select which language to use for the phone's display.

To change the phone's display language:

- 1. Press **PROGRAM** and then **SCROLL** twice.
- 2. Press ●LANGUAGE.
- 3. Press ●CHANGE to select the language required or your system's DEFAULT language.
- 4. Then press ●DONE and then press PROGRAM to finish.

Do Not Disturb

You may choose to receive no calls at all or only those from particular callers on your exceptions list. Callers, other than your exceptions, either hear busy tone or are re-directed to your voicemail.

- To switch Do Not Disturb on:
 Dial *08, wait until you hear two beeps and then press ANSWER RELEASE.
- To switch Do Not Disturb off:
 Dial *09, wait until you hear two beeps and then press ANSWER RELEASE.
- To add a number to the exception list:
 Dial *10*N#, wait until you hear two beeps and then press ANSWER RELEASE.
- To delete a number from the exception list:
 Dial *11*N#, wait until you hear two beeps and then press ANSWER RELEASE.

Voicemail

Voicemail & Visual Voice

The 2050 and 2030 telephones display a ●VOICE option if your system has an IP Office voicemail installed

Voicemail Pro or Voicemail Lite:

IP Office supports two voicemail systems. If, when you press ●VOICE, you see ●LISTEN and ●MESSAGE only, you are on Voicemail Lite.

Note:

The ●VOICE option is not displayed when off-hook. To use ●VOICE, press, ●VOICE and select the required option before picking up the handset.

Listening to Messages

This section describes accessing your voicemail from your own extension. Contact your System Administrator for details if you want to access your mailbox from other locations.

- Automatic Message Deletion Each message is automatically deleted 24 hours after being played unless you set it to as 'saved' via your mailbox.
- 2. Press **●VOICE**. If you are also a member of any hunt group that has messages, the group name is shown.
- 3. To check your own messages, press **LISTEN**. To check hunt group messages press the display key next to the group name.

Voicemail Lite:

You will hear a prompt about the messages in your mailbox and if you have any new messages they will start playing. Press 8 for help about the controls you can use, see Voicemail Lite Controls.

Voicemail Pro:

You will see a display of the new, old and saved messages in your mailbox. Press the display key adjacent to a category to play messages in that category. Whist playing messages you can access a number of displayed options (you will need to press **SCROLL** to see some options):

- PREVIOUS/

 NEXT Select the message that plays.
- ■REWIND/●FFWD Move within a message.
- **DELETE** Delete the current message.
- SAVE Change the current message's category to 'saved'.
- COPY Copy the message to another mailbox or mailboxes. You can pre-record
 an introduction to add to the message. If selecting more than one target mailbox,
 separate the entries with a #.
- **WHEN?**/**•FROM?** Display when the message when recorded and (if available) who it was from. These two controls toggle.

Leaving a Message

You can use voicemail to leave a message directly in a mailbox.

- Press ●VOICE and then ●MESSAGE.
- 2. Dial the extension or group required and press ●MESSAGE again.
 - Voicemail Lite:

You should hear ringing and then the greeting message of the extension or groups mailbox. When you hear the tone, start speaking and then either replace your handset or press **ANSWER RELEASE**.

Voicemail Pro:

To start recording your message press **RECORD** and when finished press **STOP**. After recording your message you have several options:

- RECORD Re-record your message.
- LISTEN Listen to the message you just recorded.
- **SUBMIT** Submit (send) the message to the target mailbox(es).
- OTHERS Add other mailboxes to which you want the message copied when you press •SUBMIT. Separate each entry with a #.

Changing Your Greeting

You can record your own mailbox greeting to replace the default greeting. If the System Administrator has set up a voicemail reception number for you, remember to tell callers that they can press **0** to call that number if they don't want to leave a message.

Voicemail Lite:

- 1. Press ●VOICE and then ●LISTEN.
- 2. Press **3** and follow the prompts for changing your greeting.

Voicemail Pro:

- 1. Press ●VOICE and then ●GREETING.
- 2. Use ●LISTEN to hear your current greeting.
- 3. Press ●RECORD to start recording and ●STOP when finished.
- 4. When happy with the new greeting, press ●SUBMIT.

Changing Your Mailbox PIN Code

When accessing voicemail from your own extension you do not normally need to enter your mailbox code. (Your System Administrator can arrange it if required, for example, if your extension is in a public area.)

If your System Administrator has setup methods for you to access your mailbox from other locations then you may need to enter your access code to access your mailbox.

Voicemail Lite:

- Press ●VOICE and then ●LISTEN.
- 2. Press *04 and follow the prompts for changing your greeting.

Voicemail Pro:

- 1. Press ●VOICE and then ●PASSWORD.
- 2. Enter your current access code and press ●NEXT.
- 3. Enter the new code and press DONE. The display will confirm if the change was accepted.

Voicemail Email Alerts

If your system supports Voicemail Email (consult your System Administrator) and you have been configured as a user of the service, your phone allows you to control how the service works.

- 1. Press ●VOICE, then SCROLL and then ●EMAIL.
- 2. Enter your current access code.
- Your current voicemail email alert mode is shown. Select either ●CHANGE or ●DONE. The modes are:
 - ALERT: An email alert is sent when you have a new voicemail.
 - OFF: No email alert are sent.
 - COPY: An email alert is sent with a copy of the voicemail attached.
 - **FWD:** An email alert is sent with a copy of the voicemail attached. The original voicemail is deleted from your voicemail mailbox.

Voicemail Controls

As well as displayed controls, you can use a number of control available to all IP Office voicemail users. These are:

- To switch voicemail on, dial *18. To switch it off, dial *19.
- To switch voicemail ringback on, dial *48. To switch it off, dial *49. Voicemail ringback calls your
 extension after you use it if you have any new messages.
- To access your mailbox from your extension, dial *17.

Voicemail Lite Controls

Within Voicemail Lite you can press **8** at any time to listen to the Help Menu. Note: Email must be setup by your System Administrator for the functions to be accessible.

- 1 Play old messages.
- 2 Play saved messages.
- 3 Edit your greeting.
- 4 Delete the message you are currently listening to.
- 5 Save the message you are currently listening to.
- 6 Forwarding options.
- 7 Repeat the last Message.
- 8 Help.
- 9 Skip the message.
- ** Call back the sender (while listening to the message internally only).
- *01 Direct all messages to email.
- *02 Send email notification.
- *03 Turn off email functions.
- *04 Change your access code.

Additional features (not announced)

- # Rewind message.
- * Forward message.
- **0** Pause message or call voicemail reception (if setup).

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