



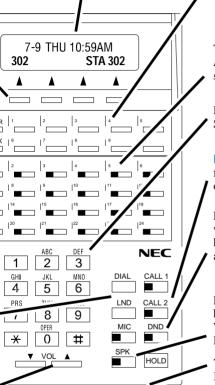
Multibutton Telephone Quick Reference Guide

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Using Your Telephone

The 🖊 The **Soft Keys** provide quick Due to the flexibility built into the system. featur your **Dialing Codes** and Feature and easy access to features - just follow the menu on the display option **Capacities** may differ from those in this your o (not available on all models). guide. Check with your communications manager and make a note of any differences. 92700 ž These Volume Controls are for ringing calls (not available on all models). CLEAR CHEC If you're on a Handsfree Call (see Handsfree Options below), lift the handset for privacy. **MW** flashes when you have Messages MW Waiting. If you don't have a Voice Mail key, it also flashes when you have Voice Mail messages left in your mailbox. FLASH Press CALL1 then LND to automatically CONF redial the last number you called. Press CALL1, DIAL and dial a bin number for പ Common Abbreviated Dialing. While on a call, press **CONF** to set up a Conference. This key may be TRF on some models. Hand You Moni • With These Volume Controls are for speaker the ha and handset. For phones without the Hand volume switch, this also controls the • Use volume for ringing calls. towar Alphanumeric Display helps you use es and tells you about your calls. With hal Caller ID, a ringing line may show caller's number and name.



Press a **One-Touch Key** for one-button contact with co-workers and outside callers, or when using certain features. Ask your communications manager.

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

Dial **D** (3) to select a call from a list of names. See *Directory Dialing* for more.

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

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

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

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

Handsfree Options

dsfree lets you place and answer calls by pressing instead of using the handset. nust have a speakerphone to have Handsfree.

tor lets you place a call without lifting the handset, but you must lift the handset to speak. **Automatic Handsfree**, you can press a line or Line Appearance key without lifting andset. You may have to lift the handset to speak, depending on whether you have sfree or Monitor. Normally, you have Automatic Handsfree.

landsfree Answerback to answer a voice-announced Intercom call by speaking d your phone — without lifting the handset.

Placing Calls

Placing an Outside Call . . .

- 1. (Optional) Lift handset. Press a line key for quick access: LINE + Listen for dial tone + Outside 2. number • You can have function keys for lines or line groups.
 - If your system is behind a PBX, you may have to dial 9 before your number.

OR

Dial codes for outside

- 1. (Optional) Lift handset.
- 9 + Outside number. 2. OR
- 8 4 0 + Line group 2 (1-9, 01-99 or 001-128) + Outside number. OR
- WXY7 Ħ 9 2. + Line number (e.g., 05 or 005 for line 5) + Outside number.

Calling a Co-Worker . . .

Dial using the Intercom:

- 1. (Optional) Lift handset.
 - For one-touch calling, press a Call *Coverage or Hotline function key* instead of going on to step 2.
- \Box + Co-worker's extension number. 2.
 - Your call will ring or voice-announce. If you hear ringing, wait for an answer. If you hear two beeps, begin speaking. Dialing 1 changes mode.
 - For your Voice Mailbox, dial *8.
 - For **Paging**, dial *****1 + 0 for All Call or *1 + 1-64 for zones.

lines:

If your call doesn't go through . . .

Camp On and Callback

When you hear system busy, use Camp On or Callback:

- 1. **2** to *Camp On* (wait without hanging up).
 - (Intercom calls) When you hear ringing, wait for the called party to answer. If you hear busy/ring instead of busy before camping on, you can optionally dial 6 to send a Voice Over.
 - (Outside calls) When you hear new dial tone, place your call again.

- 1. 2 and hang up to leave a *Callback* for a free line or extension.
 - Wait for the system to call you back.
- 2. or lift handset.
 - (Outside calls) Place your call again.
 - (Intercom calls) Speak to co-worker.

To cancel your Callback:

1. (Optional) Lift handset.

2.
$$\Box^{\text{CALL1}} + \boxed{8} \boxed{7} \boxed{0} + \text{Hang up.}$$

Message Waiting (Direct Messaging)

Leave a Message Waiting (flashing MW key) when your coworker doesn't answer:

To answer a Message Waiting left for you:

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

1.
$$\Box_{+} \times O_{-}$$

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

Answering Calls

Answering Outside Calls . . .

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

- 1. or lift handset.
 - Press line or loop key if not connected.

Answering Intercom Calls . . .

Listen for two short beeps:

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

Picking up calls not ringing your phone . . .

If a call is ringing over the Page after hours:

- 1. \Box or lift handset.
- When a call is ringing a co-worker's phone:

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

Have a telephone meeting (Conference) . . .

Use Conference to have a telephone meeting:

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

Handling Your Calls

Your call can wait at your phone . . .

Hold

Use Hold instead of leaving the handset off-hook:	 Do not hang up + HOLD. This puts your outside call on System Hold. Your co-workers can take the call off Hold. To place the call on Exclusive Hold, press your Exclusive HOLD function key. Intercom calls automatically go on Exclusive Hold when you press HOLD.
Easily retrieve a call from Hold:	 Image: SPK or lift handset. Press flashing Image: OR

2. if the call was not on a line key (or was an Intercom call).

Send the call you're on to a co-worker . . .

Transfer

Send (Transfer) your call to a co-worker:

- 1 Do not hang $up + \square$.
- 2. Dial your co-worker's extension.
 - You can press a One-Touch key instead of dialing your co-worker.
 - To transfer the call to Voice Mail, press your Voice Mail key before dialing your co-worker.

OR

3. **FUNCTION** (Hotline).

Park a call in orbit

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

- 1. Do not hang up.
- 2. HOLD + # 6 + Park Orbit.
 Park Orbits are 1-64. For Personal Park. dial 857 instead of #6.
- 3. Page your co-worker to pick up the call.
 For Paging, dial *1 + 0 for All Call or *1 + 1-64 for zones.
- 4. Hang up.
- 1. (Optional) Lift handset for privacy.
- 2. \square + \blacksquare 6 + Park Orbit.
 - For **Personal Park**, dial 857 (if Parked at your phone) or ****** + Extension.

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

While at your desk, forward your calls to a co-worker, Voice Mail or off-premise:

Or pick up a call a coworker parked for you:

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

Placing Calls Quickly

Automatically redial calls . . .

Last Number Redial

Quickly redial your last outside call:

1. (Optional) Lift handset.

2. \Box + \Box .

• The system selects an outside line. OR

• The call uses the line you select.

Save

Save your call for quick dialing later on:

Then redial your saved number:

- 1. **FUNCTION** (Save).
- 1. (Optional) Lift handset.
- 2. $\Box + \blacksquare (Save).$
 - The system selects an outside line. OR
- 2. LINE + FUNCTION (Save).
 - The call uses the line you select.

Quickly dial co-workers and outside calls . . .

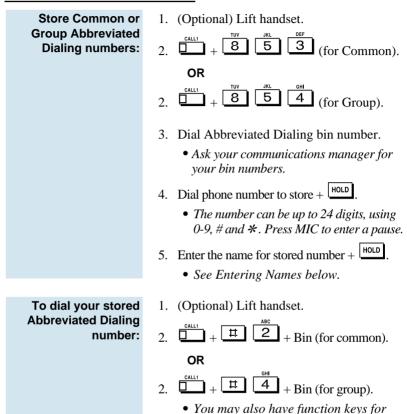
One-Touch Calling

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

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

1-TOUCH

Abbreviated Dialing (Speed Dial)



Abbreviated Dialing.

Entering Names When entering names, use One-Touch Keys to enter letters. For example, press One-Touch Key 1 once for A, twice for B, three times for C, and four times for D. 1 = A - D4 = M - P7 = Hyphen 2 = E - H5 = Q - T8 = Space 10 = Punctuation 3 = I - L6 = U - Z 9 = Symbols • Use the dial pad digits to enter 1-9, # and *. CONF deletes entries. CHECK saves the One-Touch entry after you select it. (You don't have to press CHECK after dial pad entries.)

Quick	Reference for Other Features
Do Not Disturb:	DND + 1 to block your outside calls OR 2 to block Paging, Intercom calls, Call Forwards and transferred outside calls OR 3 to block all calls OR 4 to block Call Forwards OR 0 to cancel.
Name Storing:	CALL1 + 800 + Name (See Abbr. Dialing) + HOLD.
Memo Dial:	While on a call, store a number for easy recalling: Memo Dial function key + Number to store + Memo Dial key to save. To dial number: Memo Dial key + Line key.
Meet Me Conference:	<i>To set up a telephone meeting:</i> While on a call, CONF + Page party and announce zone + CONF <u>twice</u> when co-worker answers. <i>To join:</i> CALL1 + 864 + Announced zone .
Park and Page: (Your communications manager can tell you if you can use this feature.)	To have your phone greet your callers and Page you: CALL1 + * 47 + Record Personal Greeting + # + 7 + Record Page + # + Dial Page zone (e.g., 801 + 1 for zone 1) + 2 (All) or 3 (CO) + CALL1 to hang up. To cancel: CALL1 + * 47 + 3. To pick up: CALL1 + * * + Announced extension .
Personal Greeting:	To have your phone greet callers and forward your calls: CALL1 + * 47 + Record Personal Greeting + # + 2 (Busy/No Answer), 4 (Immediate) or 6 (No Answer) + Extension to receive calls + 2 (All) or 3 (CO) + CALL1 to hang up. To cancel: CALL1 + * 47 + 3.
Repeat Redial:	To automatically redial your outside call if it's not answered: Place outside call + Repeat Redial function key (or DIAL + LND) + Hang up + Lift handset when call goes through. To cancel: DIAL + LND or press Repeat Redial key.
Time/Date:	CALL1 + 828 + time/date password (usually 0000) + 2 digits for year + 2 digits for month + 2 digits for day + day of week (0=Sunday, 6=Saturday) + 2 digits for hour (24 hour format) + 2 digits for minutes + CALL1 to hang up.
	Directory Dialing
	Directory Dialing

1. 3 or (Directory Dialing). At your display 2. Dial Directory Dialing type: telephone, select a 2(C) = Common Abbreviated Dialing.co-worker or outside call $\mathbf{3}$ (D) = Group Abbreviated Dialing. from a list of names 7 (P) = Your One-Touch Keys (1-10).(rather than dialing the 9(X) = Co-worker's extension numbers.phone number): 3. Dial letter/number range for the party you want to call (e.g., dial 2 for A, B, C or 2). 4. Dial the digit for the letter/number selected above (e.g., 1 for A, 2 for B). Press volume \blacktriangle or \blacktriangledown to scroll through the list. 5. or lift handset to place call. 6.

Proc	gramming One-Touch Keys
To program: CALL1 + 855 + Key + Number + HOLD + Name (see Entering Names under Abbreviated Dialing) + HOLD.	
DSS:	Enter Co-worker's extension number + SPK to hang up.
Personal Speed Dial:	Enter 9 + Outside number or Enter 804 + Line group number (1-9, 01-99 or 001-128) + Outside number or Enter #9 + Line number (e.g., 05 or 005) + Outside number + SPK to hang up.
Service Codes:	Enter Service Code + SPK to hang up. For example, you can make a Save Number Clear key by entering 885.
Programming Function Keys	
To program: CALL1 + 851 + Key + Code + Optional Data.	
Call Forwarding:	Enter 1080 for Call Forwarding to extension or Voice Mail (the same as dialing * 2). Enter 1081 for Selectable Display Messaging, Call Forwarding Off Premise and Personal Greeting/Park and Page (the same as dialing * 4).
Conference:	Enter 1016 if you want a Conference key.
Directory Dialing:	Enter 1082 .
Hold:	For Exclusive Hold, enter 1044.
Hotline:	Enter 1058 + Partner's extension.
Line and Loop Keys:	Enter 0001 - 0192 for lines, 0000 to undefine. Enter 1078 + 0 (Incoming), 1 (Outgoing) or 2 (Both) + 001-128 (Trunk Group) or 000 (for ARS).
Memo Dial:	Enter 1015 .
Save Number Dialed:	Enter 1014.
Repeat Redial:	Enter 1075.
Voice Mail:	Method A ¹ : Enter 1059 . Method B ¹ : Enter 1059 + Your extension number. ¹ Check with your communications manager.
Park:	Enter 1033 + Orbit number (1-64).
Page:	Enter 1006 + Zone (1-64) for Internal. Enter 1004 + Zone (1-8) for External. Enter 1005 for Combined (External and Internal) All Call.



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