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Table of Contents - Section 400 (Programming)

Introduction to DBS 576 Programming......................................................... Intro-1
   Before You Begin............................................................................................ Intro-3
   Preparations for Programming................................................................. Intro-3
   Initializing a New Phone System.............................................................. Intro-4
   System CPC Modes .................................................................................... Intro-8
Understanding FF-Key Programming............................................................ Intro-13
   FF-Key Programs: Software Structure ..................................................... Intro-13
   FF-Keys and Other Keys Used in Programming Mode.............................. Intro-16
   How to Enter Programming Mode ......................................................... Intro-19
   Verifying the Software Version ............................................................... Intro-19
   Sample Address Entries ............................................................................ Intro-20
Default Settings .............................................................................................. Intro-22

0. System Configuration................................................................................. 0-1

1. System Programming (FF1)....................................................................... 1-1
   FF1 0: System Common............................................................................... 1-9
      FF1 0 01: General 1.................................................................................. 1-9
      FF1 0 02: General 2.................................................................................. 1-22
      FF1 0 03: Extension COS Definitions ................................................... 1-35
      FF1 0 04: Trunk COS Definitions ............................................................ 1-75
      FF1 0 05: Serial Ports .............................................................................. 1-80
      FF1 0 06: Serial Port Output Data ........................................................... 1-88
      FF1 0 07 and 08: PBX Parameters .......................................................... 1-91
      FF1 0 09: SMDR Output Format .............................................................. 1-93
      FF1 0 10 and 11: Call Restriction Between COS ..................................... 1-94
      FF1 0 12, 13, and 14: MOH Source ....................................................... 1-96
      FF1 0 15, 16, and 17: SSD Blocks ........................................................... 1-99
      FF1 0 18: Synchronized Clock ............................................................... 1-103
      FF1 0 19: TRS Class for Forced Account Codes ...................................... 1-104
      FF1 0 20: Ext.No. Display for Closed-Number Calls ............................... 1-105
      FF1 0 21: Ring Alarm for Unanswered Calls .......................................... 1-106
      FF1 0 22: Dealer Programming ID Code ................................................ 1-108
      FF1 0 23 and 24: Voice Mail Codes ....................................................... 1-109
      FF1 0 25: Caller ID Add Digits ............................................................... 1-112
      FF1 0 26: DISA ID Codes ..................................................................... 1-113
   FF1 1: System Timers .................................................................................. 1-115
      FF1 1 01: Trunk Timer 1 ......................................................................... 1-115
      FF1 1 02: Trunk Timer 2 ......................................................................... 1-127
      FF1 1 03: Extension Timer 1 ................................................................. 1-137
      FF1 1 04: Extension Timer 2 ................................................................. 1-145
   FF1 2: Dial Plan .......................................................................................... 1-154
**Table of Contents**

Section 400-Programming

| FF1 3: MCO Access in Tenant Groups | 1-163 |
| FF1 4: DID/DNIS Tables | 1-168 |
| FF1 5: Not Used | 1-175 |
| FF1 6: Not Used | 1-175 |
| FF1 7: Not Used | 1-175 |
| FF1 8: Digital Pad Settings | 1-176 |

**2. Trunk Programming (FF2) .................................................. 2-1**

| FF2 0: Analog Trunks (CO) | 2-7 |
| FF2 0: Analog Trunks (E&M Tie) | 2-37 |
| FF2 1: ISDN Trunks | 2-59 |
| FF2 2: T1 Trunks (CO) | 2-86 |
| FF2 2: T1 Trunks (E&M Tie) | 2-116 |

**3. Extension Programming (FF3)................................. 3-1**

| FF3 0: Digital Keyphones and SLTs | 3-3 |
| FF3 1: S-Point ISDN Extensions | 3-28 |
| FF3 2: Virtual Ports | 3-40 |
| FF3 3: RAI Extension Port | 3-45 |

**4. FF-Key/Soft Key Feature Assignment (FF4)............. 4-1**

| FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units | 4-7 |
| FF4 1: FF-Keys on DSS/72 Consoles | 4-14 |
| FF4 2: Soft Keys on Display Phones | 4-19 |

**5. Groups (FF5) .................................................. 5-1**

| FF5 0: Attendant Hunt Group | 5-3 |
| FF5 1: Extension Hunt Groups | 5-13 |
| FF5 2: MCO Trunk Groups (Outbound) | 5-18 |
| FF5 3: MCO Trunk Groups (Inbound) | 5-20 |
| FF5 4: Paging Groups | 5-21 |
| FF5 5: Hot Line Group | 5-23 |
| FF5 6: Call Pickup Groups | 5-25 |

**6. TRS/ARS (FF6) .................................................. 6-1**

| FF6 0: TRS/ARS Common | 6-5 |
| FF6 0 00: Leading Digits Table | 6-5 |
| FF6 0 01: Analyze Digits Table | 6-10 |
| FF6 1: TRS Class Definitions | 6-15 |
| FF6 1 00: TRS Class: Path Settings (non-ARS) | 6-15 |
| FF6 1 01: TRS Class: Originator Settings (ARS/TRS) | 6-18 |
| FF6 1 02: TRS Class: Dialing Restrictions | 6-21 |
| FF6 1 03: TRS Class: SSD Range | 6-24 |
| FF6 2: ARS Settings | 6-25 |
| FF6 2 00 thru 02: Time List Tables | 6-25 |
| FF6 2 03: Route List Table | 6-28 |
| FF6 2 04: Route Table | 6-36 |
| FF6 2 05: Digit Modify Table | 6-38 |
| FF6 2 06: Authorization Code | 6-41 |
| FF6 2 07: Closed Number Table | 6-42 |
| FF6 2 08: Tandem Exchange Table | 6-45 |

### 7. Applications (FF7) ................................................................. 7-1

- FF7 0: Built-In Voice Mail ............................................................. 7-3
- FF7 1: Built-In ACD ................................................................. 7-9
- FF7 2: API ............................................................................. 7-13

### 8. Maintenance (FF8) ................................................................. 8-1

- FF8 0: Dealer Maintenance .......................................................... 8-4
  - FF8 0 00: Large-LCD FUNCTION SYSTEM Assignments ............. 8-4
  - FF8 0 01: Traffic Control ............................................................. 8-14
  - FF8 0 02: Trunk Names .............................................................. 8-19
  - FF8 0 03: Alarms ....................................................................... 8-21
  - FF8 0 04: Card Settings .............................................................. 8-23
  - FF8 0 05: Line Control ............................................................... 8-25
  - FF8 0 06: ISDN Channel Control .................................................. 8-35
  - FF8 0 07: Bus Monitor (for factory use) .......................................... 8-37
  - FF8 0 08: Table Dump ................................................................. 8-39
  - FF8 0 09: Memory Dump ............................................................ 8-40
  - FF8 0 10: DID Names ............................................................... 8-41
- FF8 1: User Maintenance ............................................................. 8-42
  - FF8 1 00: System Clock ............................................................. 8-42
  - FF8 1 01: Personal Speed Dial (PSD) ................................................. 8-44
  - FF8 1 02: System Speed Dial (SSD) .................................................... 8-46
  - FF8 1 03: Extension Names ............................................................ 8-49
  - FF8 1 04 thru 06: ID Codes ........................................................... 8-50
  - FF8 1 07: Special Days/Times .......................................................... 8-53
  - FF8 1 08: Walking TRS Codes ......................................................... 8-61
  - FF8 1 09: Call-Foward Destination .................................................. 8-62
  - FF8 1 10: Caller ID Log Extensions ................................................ 8-64

### Appendix A. Programming Structure .......................................... A-1

### Index .......................................................................................... Index-1
# List of Tables

Table Intro-1. Auto-Configuration settings for CODE Rotary Switch set to “1” ................. Intro-7  
Table Intro-2. DBS 576 programming structure ..................................................................... Intro-14  
Table Intro-3. Sample Programming Addresses ........................................................................ Intro-20  
Defaults for 0: SYSTEM CONFIGURATION ............................................................................. Intro-22  
Defaults for FF1: SYSTEM PROGRAMMING ............................................................................. Intro-22  
Defaults for FF2: TRUNKS ......................................................................................................... Intro-29  
Defaults for FF3: EXTENSIONS .................................................................................................. Intro-35  
Defaults for FF4: FF-KEY/SOFT KEY FEATURE ASSIGNMENTS .............................................. Intro-37  
Defaults for FF5: GROUPS ......................................................................................................... Intro-38  
Defaults for FF6: TRS/ARS ........................................................................................................ Intro-39  
Defaults for FF7: APPLICATIONS .............................................................................................. Intro-41  
Defaults for FF8: MAINTENANCE .............................................................................................. Intro-42  

Table 0-1. Free Slot/Option Slot card types (01 and 02 addresses) ................................................0-7  
Table 1-1. Interaction between Virtual Key LED Answer Control #1 and #2 settings .......................1-13  
Table 1-2. Extension COS addresses and defaults ........................................................................1-35  
Table 1-3. Trunk COS addresses and defaults ............................................................................1-75  
Table 1-4. SSD Blocks (FF1 0 17) ...............................................................................................1-101  
Table 1-5. Maximum/Minimum Dialing at Intercom Dial Tone (FF1 2 01) .....................................1-154  
Table 1-6. Dial Plan A: Flexible Feature Codes at dial tone (FF1 2 02) ..........................................1-155  
Table 1-7. Dial Plan B: Flexible Feature Codes at dial tone (FF1 2 03) ..........................................1-157  
Table 1-8. Dial Plan A: Flexible Feature Codes at ringback tone (FF1 2 04) .................................1-159  
Table 1-9. Dial Plan B: Flexible Feature Codes at ringback tone (FF1 2 05) .................................1-160  
Table 1-10. Dial Plan A: Flexible Feature Codes at busy tone (FF1 2 06) ......................................1-161  
Table 1-11. Dial Plan B: Flexible Feature Codes at busy tone (FF1 2 07) ......................................1-162  
Table 1-12. Trunk Group/Chain List Assignment to Tenant Group MCO-1 thru -5 (FF1 3 01) ....1-164  
Table 1-13. Advanced Routing Trunk Group Chains (Outbound Calls) (FF1 3 02) ....................1-166  
Table 1-14. MCO Trunk Groups (Inbound Calls) (FF1 3 03) .......................................................1-167  
Table 1-15. DID/DNIS Dial Table (“A” Side) FF1 4 02 (0001-5756) ..............................................1-170  
Table 1-16. DID/DNIS Dial Table (“B” Side) (FF1 4 04) ................................................................1-172  
Table 1-17. DID Dialing for ISDN “S” Point (FF1 4 05) ..............................................................1-173  
Table 1-18. Digital Pad Settings for Extension Pad Class 1-8 (FF1 8 01) .......................................1-177  
Table 1-19. Digital Pad Settings for Trunk Pad Class 1-8 (FF1 8 02 0001-0240) ...........................1-179  
Table 1-20. Digital Pad Settings for Trunk Pad Class 9-16 (FF1 8 02 0241-0480) .........................1-180  
Table 1-21. Digital Pad Settings for BGM (FF1 8 03) ..................................................................1-181  
Table 1-22. Digital Pad Settings for Paging Port Adapter (FF1 8 04) ...........................................1-182  
Table 1-23. Digital Pad Settings for 3-Party Conference (FF1 8 05) ..............................................1-184  
Table 1-24. Digital Pad Settings for 8-Party Conference (FF1 8 06) ............................................1-185
Table 3-1. Account Codes and their interaction with TRS for outbound calls ...........................................3-22

Table 4-1. FF-Key/Soft Key Fixed Feature Codes ..........................................................................................4-2

Table 6-1. Leading Digits Table: FF6 000 (001-100) (0001 thru 0006) Hold .................................................6-5
Table 6-2. Analyze Digits Table: FF6 001 (001-500) (0001 thru 0006) Hold .....................................................6-10
Table 6-3. TRS Level for Path: FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold .....................................6-15
Table 6-4. TRS Class: ARS/TRS Levels: FF6 1 01 (01-50) (0001 thru 0003) Hold ........................................6-18
Table 6-5. TRS Class: Dialing Restrictions: FF6 1 02 (01-50) (0001 thru 0004) Hold ....................................6-21
Table 6-6. Time List Tables #1 thru #4: FF6 2 02 (0-3) (01-50) (0001-0010) Hold .......................................6-27
Table 6-7. Route List Table: FF6 2 03 (001-100) (0001 thru 0014) Hold .......................................................6-28
Table 6-8. Route Table: FF6 2 04 (001-200) (0001 and 0002) Hold ...............................................................6-36
Table 6-9. Digit Modify Table: FF6 2 05 (01-50) (0001 thru 0003) Hold .......................................................6-38
Table 6-10. Closed Number Table: FF6 2 07 (001-150) (0001 thru 0005) Hold .........................................6-42
Table 6-11. Tandem Exchange Table: FF6 2 08 (01-50) (0001 thru 0004) Hold ........................................6-45

Table 8-1. List of Available Feature Codes .....................................................................................................8-5
Table 8-2. “FUNCTION SYSTEM” Default Assignments at Idle/Dial Tone (FF8 0 00) ....................................8-9
Table 8-3. Traffic Control Timing Storage (FF8 0 01 0) .................................................................................8-16
Table 8-4. Card Verification (FF8 0 04 1) .........................................................................................................8-24
Table 8-5. TEI Layer 2 Error Counter (FF8 0 05 2) .........................................................................................8-32
Table 8-6. ISDN Channel Lockout (FF8 0 06) .................................................................................................8-35
Table 8-7. Trigger Codes (FF8 0 07 0 [01-15]) ..............................................................................................8-38
Table 8-8. Keys for Speed-Dial Number Entry ............................................................................................8-44
Table 8-9. Keys for Speed-Dial Number Entry ............................................................................................8-46
Table 8-10. Holidays (FF8 1 07 1) ..................................................................................................................8-56
Table 8-11. Special Days of the Month (FF8 1 07 3) .....................................................................................8-60

Program Structure for 0: System Configuration (page 0-1) .........................................................................A-1
Program Structure for FF1 0: System Common (page 1-9) ..........................................................................A-1
Program Structure for FF1 1: System Timers (page 1-115) .......................................................................A-5
Program Structure for FF1 2: Dial Plan (page 1-154) ................................................................................A-7
Program Structure for FF1 3: MCO Access (page 1-163) ..........................................................................A-10
Program Structure for FF1 4: DID/DDI (page 1-168) .................................................................................A-11
Program Structure for FF1 5: Not Used (page 1-175) ...............................................................................A-11
Program Structure for FF1 6: Not Used (page 1-175) ...............................................................................A-11
Program Structure for FF1 7: Not Used (page 1-175) ...............................................................................A-11
Program Structure for FF1 8: Digital Pad Settings (page 1-176) ...............................................................A-12
Program Structure for FF2 0: Analog Trunks (CO) (page 2-7) .................................................................A-17
Program Structure for FF2 0: Analog Trunks (E&M Tie) (page 2-37) .....................................................A-18
Program Structure for FF2 1: ISDN Trunks (page 2-59) ..........................................................................A-20
<table>
<thead>
<tr>
<th>Program Structure for FF2 2: T1 Trunks (CO) (page 2-86)</th>
<th>A-21</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program Structure for FF2 2: T1 Trunks (E&amp;M Tie) (page 2-116)</td>
<td>A-22</td>
</tr>
<tr>
<td>Program Structure for FF3 0: Extension Settings - Digital Keyphones and SLTs (page 3-3)</td>
<td>A-24</td>
</tr>
<tr>
<td>Program Structure for FF3 1: S-Point ISDN Extensions (page 3-28)</td>
<td>A-25</td>
</tr>
<tr>
<td>Program Structure for FF3 2: Virtual Ports (page 3-40)</td>
<td>A-25</td>
</tr>
<tr>
<td>Program Structure for FF3 3: RAI Extension Port (page 3-45)</td>
<td>A-25</td>
</tr>
<tr>
<td>Program Structure for FF4: FF-Key/Soft Key Assignments (page 4-1)</td>
<td>A-26</td>
</tr>
<tr>
<td>Program Structure for FF5: Groups (page 5-1)</td>
<td>A-26</td>
</tr>
<tr>
<td>Program Structure for FF6: TRS/ARS (page 6-1)</td>
<td>A-27</td>
</tr>
<tr>
<td>Program Structure for FF7: Applications (page 7-1)</td>
<td>A-29</td>
</tr>
<tr>
<td>Program Structure for FF8 0: Dealer Maintenance (page 8-4)</td>
<td>A-30</td>
</tr>
</tbody>
</table>
List of Figures

Figure Intro-1: Phone keys during Programming Mode (22-button Large-Display) ...................... Intro-16
Figure Intro-2: Phone keys during Programming Mode (22-button Small-Display) ...................... Intro-17
Figure Intro-3: Phone keys during Programming Mode (34-button Small-Display) .................... Intro-18

Figure 0-1: Cabinet Building-Block Configurations ........................................................................ 0-2
Figure 0-2: PanaVOICE connection to the DBS 576 .................................................................... 0-4
Figure 0-3: Cabinet Slots ............................................................................................................. 0-6

Figure 1-1: DID Dialing to ISDN S-Point (example) ...................................................................... 1-173

Figure 2-1: BRI Point-to-Multi-Point connection ........................................................................ 2-61

Figure 4-1: FF-key layout on a Small-Display phone (44-series) .................................................... 4-9
Figure 4-2: FF-key layout on an EM/24 unit (44-series) ................................................................ 4-9
Figure 4-3: FF-key layout on a DSS/72 Attendant Console (44-series) ......................................... 4-14
Figure 4-4: Soft key layout on a Large-Display phone (44-series) ................................................ 4-20
Figure 4-5: Soft key layout on a Small-Display phone (44-series) ................................................ 4-20

Figure 6-1: TRS Levels comparison to allow/block the call ......................................................... 6-17

Figure 8-1: Soft Key Numbering for Large-LCD FUNCTION SYSTEM Features (FF8 000) .... 8-4
Figure 8-2: Name Assignments using a Large-Display phone .................................................. 8-20
Figure 8-3: Name Assignments using a Small-Display phone .................................................. 8-20
Introduction to DBS 576 Programming

This Introduction provides an overview of programming a DBS 576 phone system using a Panasonic DBS phone.

The following table summarizes the topics contained in this Introduction.

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Before You Begin</strong></td>
<td>Intro-3</td>
</tr>
<tr>
<td>Preparations for Programming</td>
<td>Intro-3</td>
</tr>
<tr>
<td>Initializing a New Phone System</td>
<td>Intro-4</td>
</tr>
<tr>
<td>CPC Reset (“RAMCLEAR”)</td>
<td>Intro-4</td>
</tr>
<tr>
<td>Initial Settings (Manual)</td>
<td>Intro-5</td>
</tr>
<tr>
<td>Auto-Configuration (for single-cabinet systems only)</td>
<td>Intro-6</td>
</tr>
<tr>
<td>System CPC Modes</td>
<td>Intro-8</td>
</tr>
<tr>
<td>Codes 0-3: Switch Operation Mode</td>
<td>Intro-8</td>
</tr>
<tr>
<td>Code 4: System Diagnostic Mode 1 - Memory</td>
<td>Intro-8</td>
</tr>
<tr>
<td>Code 5: System Diagnostic Mode 2 - LSI</td>
<td>Intro-9</td>
</tr>
<tr>
<td>Code 6: CPC Copy</td>
<td>Intro-9</td>
</tr>
<tr>
<td>Software Upgrade Procedure via the PC Card</td>
<td>Intro-10</td>
</tr>
<tr>
<td>Software Upgrade Procedure for CPC-96 and CPC-288</td>
<td>Intro-11</td>
</tr>
<tr>
<td>Software Upgrade Procedure for CPC-576</td>
<td>Intro-12</td>
</tr>
<tr>
<td><strong>Understanding FF-Key Programming</strong></td>
<td>Intro-13</td>
</tr>
<tr>
<td>FF-Key Programs: Software Structure</td>
<td>Intro-13</td>
</tr>
<tr>
<td>FF-Keys and Other Keys Used in Programming Mode</td>
<td>Intro-16</td>
</tr>
<tr>
<td>How to Enter Programming Mode</td>
<td>Intro-19</td>
</tr>
<tr>
<td>Verifying the Software Version</td>
<td>Intro-19</td>
</tr>
<tr>
<td>Verifying the Extension Port/Trunk Port</td>
<td>Intro-19</td>
</tr>
<tr>
<td>Sample Address Entries</td>
<td>Intro-20</td>
</tr>
<tr>
<td><strong>Default Settings</strong></td>
<td>Intro-22</td>
</tr>
<tr>
<td>Defaults for 0: SYSTEM CONFIGURATION</td>
<td>Intro-22</td>
</tr>
<tr>
<td>Defaults for FF1: SYSTEM PROGRAMMING</td>
<td>Intro-22</td>
</tr>
<tr>
<td>Defaults for FF2: TRUNKS</td>
<td>Intro-29</td>
</tr>
<tr>
<td>Defaults for FF3: EXTENSIONS</td>
<td>Intro-35</td>
</tr>
<tr>
<td>Defaults for FF4: FF-KEY/SOFT KEY FEATURE ASSIGNMENTS</td>
<td>Intro-37</td>
</tr>
<tr>
<td>------------------------------------------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Defaults for FF5: GROUPS</td>
<td>Intro-38</td>
</tr>
<tr>
<td>Defaults for FF6: TRS/ARS</td>
<td>Intro-39</td>
</tr>
<tr>
<td>Defaults for FF7: APPLICATIONS</td>
<td>Intro-41</td>
</tr>
<tr>
<td>Defaults for FF8: MAINTENANCE</td>
<td>Intro-42</td>
</tr>
</tbody>
</table>
Before You Begin

This section describes preparations that should be completed before you start programming. If you are already familiar with DBS FF-key programming, you can begin programming as soon as these preparations have been made.

However, if you are not familiar with FF-key programming, read Understanding FF-Key Programming on page Intro-13 before you begin.

Preparations for Programming

Before programming the phone system, make sure the following steps have been completed:

1. Confirm that the purchased phone system meets the customer’s feature requirements. See Section 700-Feature Operation for feature descriptions.

2. Confirm that all hardware required for the selected features has been obtained. See Section 300-Installation for details.

3. Use Section 450-Configuration Forms & Tables to record the customer’s site data. Use the following guidelines when completing Forms & Tables:
   - Be sure to record all program entries.
   - Leave the default values for equipment that is not connected.
   - Pay careful attention to program items that require a power-down to take effect. Be sure to complete the necessary programming in these areas before you make the system operational.

4. To program a system for the first time, you must first initialize the software to default values (see Initializing a New Phone System, next page).

Once these steps are completed, use the customer’s site data recorded in Forms & Tables, as well as this Section 400-Programming, to program the phone system.

IMPORTANT: A display phone is required for FF-key programming.
Initializing a New Phone System

CPC Reset (‘‘RAMCLEAR’’)

After installing a phone system for the first time, the CPC (Central Processing Card) should be reset to default values before programming the system.

⚠️ IMPORTANT: This procedure must be performed before you program the system; otherwise, the system will not work.

The switches, buttons and LEDs in the following steps are located on the CPC card.

1. Set the CODE rotary switch to 2.
2. Set the RAM HOLD switch to OFF.
3. Press and hold in the MODE button, then press the RESET button or power-on the system.
   - Wait for the MJ (Major) and MN (Minor) LEDs to come on before releasing the MODE button.
4. Move the RAM HOLD switch to ON.
   - Wait for the MJ and MN LEDs to extinguish, and the RUN LEDs to blink continuously.
   - All display phones should now show “Welcome to DBS” on the top line.
5. At any installed display phone, press ON/OFF. This will bring up Programming Mode, and display the software version number.
6. Perform Initial Settings for the system, either manually via Programming Mode (see next page) or by choosing a set of preprogrammed initial settings (see pg. Intro-6).
Initial Settings (Manual)

1. Perform the following programming settings. These settings are the minimum required to make the system work:
   - **System Size** (see pg. 0-5)
     00 Hold (1-6) Hold
   - **Free Slot Assignment*** (see pg. 0-5)
     01 (1-6) (01-12) Hold (1-99) Hold
   - **Option Slot Assignment*** (see pg. 0-6)
     02 (1-6) (13 or 14) Hold (50) Hold
   - **System Date/Time** (optional; see pg. 8-42)
     FF8 1 000 Hold (yyymmdd) Hold (hhmm) Hold (1=Monday, 2=Tuesday, ...
     7=Sunday) Hold

2. Press ON/OFF to exit Programming Mode.

3. On the CPC card, press RESET (and release quickly).

4. After a few seconds, the system should be up and running.

*Eventually, most cards will be automatically detected when they are installed.*
Auto-Configuration (for single-cabinet systems only)

This procedure will automatically configure a single-cabinet system for a selectable set of pre-defined settings (see table, next page).

1. Set the CODE rotary switch to 1.
2. Set the RAM HOLD switch to OFF.
3. Hold in the MODE button on the CPC card, and either press the RESET button or power-on the system.
   - Wait for the MN LED to come on before releasing the MODE button.
4. Move the RAM HOLD switch to ON.
5. At an installed extension display phone, press ON/OFF. The phone should display:

```
Pattern #:0
Range : 1 - 6
```

6. Dial the desired System Configuration Pattern No. 1-6 (see table, next page).
7. Press HOLD.
8. Press ON/OFF.
9. Wait for the initialize auto-configuration process to complete.

Successful completion will be indicated by the system returning to normal operating mode (the main screen will appear on the phone):
10. After the Auto-Configuration process is complete, change the CODE rotary switch back to “2” (to avoid accidental memory erasure in the future).

### Table Intro-1. Auto-Configuration settings for CODE Rotary Switch set to “1”

<table>
<thead>
<tr>
<th>System Config. Pattern No.</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
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<th>10</th>
<th>11</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>CO 1-8</td>
<td>EXT 100-107</td>
<td>EXT 108-115</td>
<td>EXT 116-123</td>
<td>EXT 124-131</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>CO 1-8</td>
<td>EXT 100-107</td>
<td>EXT 108-115</td>
<td>VM (4-port)</td>
<td>VPU Ext.600-603, in Hunt Group 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>CO 1-8</td>
<td>EXT 100-107</td>
<td>EXT 108-115</td>
<td>EXT 116-123</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>CO 1-8</td>
<td>CO 9-16</td>
<td>CO 17-24</td>
<td>EXT 100-107</td>
<td>EXT 108-115</td>
<td>EXT 116-123</td>
<td>EXT 124-131</td>
<td>EXT 132-139</td>
<td>EXT 140-147</td>
<td>VM (8-port)</td>
<td>VPU Ext.600-607, in Hunt Group 1</td>
<td>not used</td>
</tr>
</tbody>
</table>

**NOTES:**

**FF-Key Assignments:** On the auto-configured extensions, FF1 = CO-1, FF2 = CO-2, ... FF32 = CO-32.

**Ringing:** On Extensions 100 and 101, CO-1 thru CO-32 will ring the extension for incoming calls.

**EXT Assignments:** Can be either AEC or DEC cards. The system will automatically detect these cards when they are installed.

**Built-In VM (in Patterns 2 and 5):** VPU Ports 1-8 are assigned Extension Nos. 600-607, and included in Hunt Group #1. Hunting method is Pilot Distributed. However, the Hunt Group’s pilot number is not assigned.

**Pattern 2:** Valid, but not intended for the U.S. market. If used, be sure to change Free Slot 5’s card assignment (Built-In VM’s VSSC Card always goes in Free Slot 11).
System CPC Modes

The DBS 576 offers several system CPC modes, which are automatically entered upon system startup (depending on current configuration’s needs). These CPC modes provide a way to perform functions such as the following:

- normal system operation
- clearing of data at startup
- automatic or manual reading of system size
- diagnosing memory
- diagnosing LSI

Codes 0-3: Switch Operation Mode

The Switch Operation Mode executes normal system switching operation on the basis of stored (programmed) data.

To enter Switch Operation Mode:

1. Make sure the RAM HOLD switch is ON.
2. Set the CODE rotary switch to either 0, 1, 2, or 3.
3. Press RESET or power-on the system.
4. As the system starts up, the MJ (Major) then the MN (Minor) LEDs light. When the startup sequence is complete and the CPC card is in normal operation mode, the RUN LEDs blink.

Code 4: System Diagnostic Mode 1 - Memory

**CAUTION:** This procedure interrupts call processing. Make certain to perform this test when it has the least impact on the system.

This procedure analyzes the memory on the CPC card.

1. Set the CODE rotary switch to 4 and the RAM HOLD switch to OFF.
2. Press and hold RESET.
3. When the MJ LED lights, release RESET and change the CODE rotary switch as follows:
   - 2 (D-RAM status information test)
• 3 (S-RAM programming information test)
• 5 (dual-port RAM test)

4. Press and release the MODE button.
   • MN LED blinks during testing.

5. When the MN LED goes off, the test is passed. If the LED does not extinguish, the memory does not pass the test.

6. After the test is passed, restart the system in the desired mode.

**Code 5: System Diagnostic Mode 2 - LSI**

*CAUTION: This procedure interrupts call processing. Make certain to perform this test when it has the least impact on the system.*

This procedure analyzes the LSI on the CPC card.

1. Set the CODE rotary switch to 5 and the RAM HOLD switch to OFF.
2. Press and hold RESET.
3. When MJ LED lights, release RESET and change the rotary switch as follows:
   • 2 (D-RAM status information test)
   • 3 (S-RAM programming information test)
   • 5 (dual-port RAM test)
4. Press and release the MODE button.
   • MN LED blinks during testing.
5. When the MN LED goes off, the test is passed. If the LED does not extinguish, the memory does not pass the test.
6. After the test is passed, restart the system in the desired mode.

**Code 6: CPC Copy**

*CAUTION: This procedure interrupts call processing. Make certain to perform this procedure when it has the least impact on the system.*

This procedure copies the contents of a programmed CPC card (“original CPC”) to another CPC card (“new CPC”).

*NOTE: Before performing CPC Copy, be sure to first RAMCLEAR the new CPC. Follow the instructions on pg. Intro-4.*

*NOTE: The new CPC cannot have a lower capacity than the original CPC. For instance, a CPC-288 cannot be copied to a CPC-96 (only to another CPC-288 or to a CPC-576).*
1. Power-off the system.

2. The original CPC should be mounted in the “CPC” slot of the main cabinet, with its CODE rotary switch set to “6” and its RAM HOLD switch “ON.”

3. If the system is to use pooled trunk access, cut the MCO strap on the new CPC (labeled “J1” on a CPC-96 or CPC-288, or “J7” on a CPC-576). Otherwise, trunk groups won’t be copied.

4. Place the new CPC into the “OP2” slot of the main cabinet, with its RAM HOLD switch “ON.”

5. Power-on the system. On the original CPC in the “CPC” slot ...
   - MJ LED should light.
   - MN LED should blink, indicating start of copy.
   - When the MN LED goes out, the copy process is complete.

6. Power-off the system.

7. Remove the new CPC from the “OP2” slot.

8. If the original CPC is being left in the “CPC” slot, return its CODE rotary switch to “2.”

---

Software Upgrade Procedure via the PC Card

There are two hardware components in a software upgrade:

**The PC Card**
This card looks like a 3-1/2” diskette, but is more rectangular in shape. The PC Card stores all the software upgrade data.

**The PC Upgrade Kit**
This is a PCB with a special connector on the edge, and a slot on its surface to hold the PC Card.
Software Upgrade Procedure for CPC-96 and CPC-288

1. Power-off the system.

2. On the CPC card, take note of the current arrow position on the CODE rotary switch (you’ll be setting it back to this position after the upgrade). Then turn it to:
   - “2” for New Software Release upgrade, or
   - “4” for Bug Fix upgrade.

3. Insert the PC Card into the slot on the PC Upgrade Kit, with the PC Card’s label facing up.

4. Plug the PC Upgrade Kit into the special connector (CN3) on the edge of the CPC-96 or CPC-288 card. The connectors are shaped so that the Upgrade Kit can plug-in only one way. (It is not necessary to remove the CPC card to do this.)

5. Power-on the system.
   - The “MN” LED on the CPC card will fast-blink for a few minutes while the system’s Flash ROM is upgraded.
   - When the upgrading is complete, the “MN” LED will extinguish.

6. Power-off the system again.

7. Unplug and remove the PC Upgrade Kit from the CPC card.

8. On the CPC card, set the CODE rotary switch back to the position it was in before the upgrade.

9. On the CPC card, press and hold down the MODE button, then power-on the system. Keep holding the MODE button down until the “MN” LED starts flashing red. The following events should occur in this order:
   - The “MN” LED will intermittently flash red. (Release the MODE button.)
   - The “RUN” LED will flash red.
   - The “MN” LED will stop flashing.
   - On installed display phones, “Welcome to DBS” will display.

10. On the CPC card, press the RESET button.
    - After a few seconds, the system should be up and running (all display phones should show the normal menu at idle).
Software Upgrade Procedure for CPC-576

1. Power-off the system.

2. Remove the old PC Card from the CPC-576, and insert the new PC Card.

3. On the CPC card, press and hold down the MODE button, then power-on the system. Keep holding the MODE button down until the “MN” LED starts flashing red.

4. Wait until the RUN (top two) LEDs blink continuously and the bottom two (MJ and MN) LEDs remain extinguished.

   - On installed display phones, “Welcome to DBS” should display on the top line.

5. On the CPC card, press the RESET button.

   - After a few seconds, the system will shut off, then power-on automatically.
   - “INITIALIZING” will briefly appear on one of the installed display phones while the system resets itself.
   - The CPC LEDs should return to normal (top two LEDs blinking continuously; bottom two LEDs off).
   - All installed display phones should show the normal, main menu:
Understanding FF-Key Programming

FF-Key Programs: Software Structure

Program entries for the DBS 576 are organized into 9 primary groups:

0 System Configuration
1 or FF1 System Settings
2 or FF2 Trunks
3 or FF3 Extensions
4 or FF4 FF-Keys and Soft Keys
5 or FF5 Groups
6 or FF6 TRS/ARS
7 or FF7 Applications
8 or FF8 Maintenance

See table, next page for a more detailed breakdown of these groups.

Each group (except for 0: System Configuration) has its own Flexible Function key (“FF-key”) on the phone. On digital key telephones, the FF-keys are numbered left-to-right, starting on the bottom row (FF1, FF2, FF3, etc.).

After you enter Programming Mode (see instructions on pg. Intro-19):

- press the desired FF-key to start programming the entries (“addresses”) in the FF-key group.  OR...
- press the digit key “2” to enter Trunk Programming; or “3” to enter Extension Programming; etc.

In any case, the phone’s LCD display will prompt you through the addresses.

NOTE: You must assign the “0: System Configuration” settings before the system will work.

IMPORTANT: A display phone is required for key programming. A Large-Display phone is recommended because of the automatic display of One-Touch Key (1-10) functions.
### Table 2. DBS 576 programming structure

<table>
<thead>
<tr>
<th>FF-Key</th>
<th>Programming Group</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 (no FF-key)</td>
<td>SYSTEM CONFIGURATION:</td>
</tr>
<tr>
<td>00:</td>
<td>System Size</td>
</tr>
<tr>
<td>01:</td>
<td>Free Slot Assignment</td>
</tr>
<tr>
<td>02:</td>
<td>Option Slot Assignment</td>
</tr>
<tr>
<td>FF1</td>
<td>SYSTEM PROGRAMMING:</td>
</tr>
<tr>
<td>FF1 0 ...</td>
<td>System Common</td>
</tr>
<tr>
<td>01:</td>
<td>General 1</td>
</tr>
<tr>
<td>02:</td>
<td>General 2</td>
</tr>
<tr>
<td>03:</td>
<td>Extension COS Definitions</td>
</tr>
<tr>
<td>04:</td>
<td>Trunk COS Definitions</td>
</tr>
<tr>
<td>05:</td>
<td>Serial Ports</td>
</tr>
<tr>
<td>06:</td>
<td>Serial Port Output Data</td>
</tr>
<tr>
<td>07-08:</td>
<td>PBX Parameters</td>
</tr>
<tr>
<td>09:</td>
<td>SMDR Output Format</td>
</tr>
<tr>
<td>10-11:</td>
<td>Call Restriction Between COS</td>
</tr>
<tr>
<td>12-14:</td>
<td>MOH Source</td>
</tr>
<tr>
<td>15-17:</td>
<td>SSD Blocks</td>
</tr>
<tr>
<td>18:</td>
<td>Synchronized Clock</td>
</tr>
<tr>
<td>19:</td>
<td>TRS Class for Forced Account Codes</td>
</tr>
<tr>
<td>20:</td>
<td>Ext.No. Display for Closed-Number Calls</td>
</tr>
<tr>
<td>21:</td>
<td>Ring Alarm for Unanswered Calls</td>
</tr>
<tr>
<td>22:</td>
<td>Dealer Programming ID Code</td>
</tr>
<tr>
<td>23 and 24</td>
<td>Voice Mail Codes</td>
</tr>
<tr>
<td>25:</td>
<td>Caller ID Add Digits</td>
</tr>
<tr>
<td>26:</td>
<td>DISA ID Codes</td>
</tr>
<tr>
<td>FF1 1 ...</td>
<td>System Timers</td>
</tr>
<tr>
<td>01:</td>
<td>Trunk Timer 1</td>
</tr>
<tr>
<td>02:</td>
<td>Trunk Timer 2</td>
</tr>
<tr>
<td>03:</td>
<td>Extension Timer 1</td>
</tr>
<tr>
<td>04:</td>
<td>Extension Timer 2</td>
</tr>
<tr>
<td>FF1 2:</td>
<td>Dial Plan</td>
</tr>
<tr>
<td>FF1 3:</td>
<td>MCO Access</td>
</tr>
<tr>
<td>FF1 4:</td>
<td>DID/DNIS Tables</td>
</tr>
<tr>
<td>FF1 5:</td>
<td>Not Used</td>
</tr>
<tr>
<td>FF1 6:</td>
<td>Not Used</td>
</tr>
<tr>
<td>FF1 7:</td>
<td>Not Used</td>
</tr>
<tr>
<td>FF1 8:</td>
<td>Digital Pad Settings</td>
</tr>
<tr>
<td>FF2</td>
<td>TRUNKS:</td>
</tr>
<tr>
<td>FF2 0:</td>
<td>Analog Trunks (CO)</td>
</tr>
<tr>
<td>FF2 0:</td>
<td>Analog Trunks (E&amp;M Tie)</td>
</tr>
<tr>
<td>FF2 1:</td>
<td>ISDN Trunks</td>
</tr>
<tr>
<td>FF2 2:</td>
<td>T1 Trunks (CO)</td>
</tr>
<tr>
<td>FF2 2:</td>
<td>T1 Trunks (E&amp;M Tie)</td>
</tr>
<tr>
<td>FF3</td>
<td>EXTENSIONS:</td>
</tr>
<tr>
<td>FF3 0:</td>
<td>Key Telephones/SLTs</td>
</tr>
<tr>
<td>FF3 1:</td>
<td>ISDN Extensions</td>
</tr>
<tr>
<td>FF3 2:</td>
<td>Virtual Ports</td>
</tr>
<tr>
<td>FF3 3:</td>
<td>RAI Ports</td>
</tr>
<tr>
<td>FF-Key</td>
<td>Programming Group</td>
</tr>
<tr>
<td>--------</td>
<td>-------------------</td>
</tr>
<tr>
<td>FF4</td>
<td>FF-KEY/SOFT KEY FEATURE ASSIGNMENTS:</td>
</tr>
<tr>
<td></td>
<td>FF-Keys on Digital Keyphones, SLTs, and EM/24s</td>
</tr>
<tr>
<td></td>
<td>FF-Keys on DSS/72 Consoles</td>
</tr>
<tr>
<td></td>
<td>Soft Keys on Display Phones</td>
</tr>
<tr>
<td>FF5</td>
<td>GROUPS:</td>
</tr>
<tr>
<td></td>
<td>FF5 0: Attendant Hunt Group</td>
</tr>
<tr>
<td></td>
<td>FF5 1: Extension Hunt Groups</td>
</tr>
<tr>
<td></td>
<td>FF5 2: MCO-Outgoing Groups</td>
</tr>
<tr>
<td></td>
<td>FF5 3: MCO-Incoming Groups</td>
</tr>
<tr>
<td></td>
<td>FF5 4: Paging Groups</td>
</tr>
<tr>
<td></td>
<td>FF5 5: Hot Line Group</td>
</tr>
<tr>
<td></td>
<td>FF5 6: Call Pickup Groups</td>
</tr>
<tr>
<td>FF6</td>
<td>TRS/ARS:</td>
</tr>
<tr>
<td></td>
<td>01: Leading Digits Table</td>
</tr>
<tr>
<td></td>
<td>02: Analyze Digits Table</td>
</tr>
<tr>
<td>FF6</td>
<td>TRS Class Definitions</td>
</tr>
<tr>
<td></td>
<td>00: TRS Class -- Path Settings (TRS/non-ARS)</td>
</tr>
<tr>
<td></td>
<td>01: TRS Class -- Originator Settings (TRS/ARS)</td>
</tr>
<tr>
<td></td>
<td>02: TRS Class -- Dialing Restrictions</td>
</tr>
<tr>
<td></td>
<td>03: TRS Class -- SSD Range</td>
</tr>
<tr>
<td>FF6</td>
<td>ARS Settings</td>
</tr>
<tr>
<td></td>
<td>00-02: Time List Tables</td>
</tr>
<tr>
<td></td>
<td>03: Route List Table</td>
</tr>
<tr>
<td></td>
<td>04: Route Table</td>
</tr>
<tr>
<td></td>
<td>05: Digit Modify Table</td>
</tr>
<tr>
<td></td>
<td>06: Authorization Code</td>
</tr>
<tr>
<td></td>
<td>07: Closed Numbering</td>
</tr>
<tr>
<td></td>
<td>08: Tandem Exchange</td>
</tr>
<tr>
<td>FF7</td>
<td>APPLICATIONS:</td>
</tr>
<tr>
<td></td>
<td>FF7 0: Built-In Voice Mail</td>
</tr>
<tr>
<td></td>
<td>FF7 1: Built-In ACD</td>
</tr>
<tr>
<td></td>
<td>FF7 2: API</td>
</tr>
<tr>
<td>FF8</td>
<td>MAINTENANCE:</td>
</tr>
<tr>
<td></td>
<td>FF8 0: Dealer Maintenance</td>
</tr>
<tr>
<td></td>
<td>FF8 1: User Maintenance</td>
</tr>
</tbody>
</table>
FF-Keys and Other Keys Used in Programming Mode

While in Programming Mode, the phone keys can perform special functions such as copying, scrolling, etc. The following illustrations describe these keys and their functions during Programming Mode on each type of phone.

Figure Intro-1: Phone keys during Programming Mode (22-button Large-Display)

1. **PRINT**: Prints data setting.
2. **COPY**: Copies settings of displayed trunk/ext. port or FF-key.
3. **PASTE**: Pastes settings to the current trunk/ext.port or FF-key.
4. **HYPHEN**: Inserts a dash "-" into a speed-dial no.
5. **PAUSE**: Inserts a pause into a speed-dial no.
6. **SPD_ID**: Inserts a "don't-access-trunk-line" message into a speed-dial no.
7. **MSG**: Moves to the setting in certain FF4, FF7 and FF8 addresses.
8. **CONF**: (no effect)
9. **MENU**: (no effect)
10. **NEXT**: (no effect)
11. **PROG**: Goes back to beginning of Programming Mode.

**FF1**: to System Programming
**FF2**: to Trunk Programming
**FF3**: to Extension Programming etc.

**FF**

NOTE: To enter 0: System Configuration, dial "0".

**FLASH**: Clears the displayed setting.

**VOLUME**

**HOLD**: Saves the displayed setting, and moves to the next address. Or (at menu level) moves to the next sub-menu, going deeper into the same menu.

**REDAIL**: Clears incorrect dialing, and backs out to the previous menu level. Or, if you've entered an incorrect setting, press REDIAL (instead of HOLD) to re-display the previous setting.

**MUTE**: (no effect)

**AUTO**: Backs out to the previous menu level.

**W/O**: First button dialed to enter Programming Mode. Or, exits Programming Mode.

**IMPORTANT**: A display phone is required for key programming. A Large-Display phone is recommended because of the automatic display of One-Touch Key (1-10) functions.
**NOTE:** Programming keys work differently for FF7: Applications after you punch-in the “Detail Setting” address. For FF7 0, see Section 510: *Built-In Voice Mail with 2-Way Call Recording*. For FF7 1, see Section 520: *Built-In ACD Reference*.

**Figure Intro-2: Phone keys during Programming Mode (22-button Small-Display)**

(22-button Small-Display phone shown)

1. **PRINT** Prints data setting.
2. **(no effect)**
3. **HYPHEN** Inserts a dash “-” into a speed-dial no.
4. **PAUSE** Inserts a pause into a speed-dial no.
5. **SPDT_D** Inserts a “don’t-access-trunk-line” message into a speed-dial no.
6. **COPY** Copies settings of displayed trunk/ext. port or FF-key.
7. **RSTE** Pastes settings to the current trunk/ext.port or FF-key.
8. **(no effect)**
9. **BLK_UP** Scrolls through ports in descending order (9, 8, 7,...).
10. **BLK_DOWN** Scrolls through ports in ascending order (1, 2, 3,...).

---

**IMPORTANT:** A display phone is required for key programming. A Large-Display phone is recommended because of the automatic display of One-Touch Key (1-10) functions.
**Figure Intro-3: Phone keys during Programming Mode (34-button Small-Display)**

(34-button Small-Display phone shown)

<table>
<thead>
<tr>
<th>Key</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>PRINT</td>
</tr>
<tr>
<td>2</td>
<td>(no effect)</td>
</tr>
<tr>
<td>3</td>
<td>HYPHEN</td>
</tr>
<tr>
<td>4</td>
<td>PAUSE</td>
</tr>
<tr>
<td>5</td>
<td>SFD_ID</td>
</tr>
<tr>
<td>6</td>
<td>COPY</td>
</tr>
<tr>
<td>7</td>
<td>PASTE</td>
</tr>
<tr>
<td>8</td>
<td>(no effect)</td>
</tr>
<tr>
<td>9</td>
<td>BLK_UP</td>
</tr>
<tr>
<td>10</td>
<td>BLK_DOWN</td>
</tr>
</tbody>
</table>

**IMPORTANT:** A display phone is required for key programming. A Large-Display phone is recommended because of the automatic display of One-Touch Key (1-10) functions.
How to Enter Programming Mode

Press the following on any display phone:

ON/OFF PROG ** NNNN
(where "NNNN" is the Dealer Programming ID Code -- "9999" by default)

Or, if no Dealer Programming ID Code is set, press the following on the phone at the first digital port:

ON/OFF PROG ** PROG

Verifying the Software Version

When you enter Programming Mode (see above), the system will automatically display the software version on the 2nd line of the display phone’s LCD.

Verifying the Extension Port/Trunk Port

You must program the appropriate Feature Code into an FF-key:

*59 for Extension Port Confirm
*60 for Trunk Port Confirm

Or, enter the programming address for Extension Number or Trunk Number, and press the BLK-UP or BLK-DOWN one-touch key to check the assigned numbers for all ports.
Sample Address Entries

There are several different ways to enter the same address. You can either
step through each menu level, or enter all address numbers sequentially to
reach the data entry level in the address -- or a combination of both:

Table Intro-3. Sample Programming Addresses

<table>
<thead>
<tr>
<th>To perform this function...</th>
<th>Press...</th>
<th>... and the phone will display:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enter Programming Mode:</td>
<td>ON/OFF + PROG + ** + NNNN</td>
<td>PROGRAM V1.01 H</td>
</tr>
<tr>
<td>NOTE: “NNNN” is the Dealer Programming ID Code.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

To allow extensions to pick up intercom voice calls on other extensions ...
reference: Intercom Voice Call Pickup-- FF1 0 02 0005 Hold (0 or 1) Hold
(page 1-24 in FF1: SYSTEM PROGRAMMING)

<table>
<thead>
<tr>
<th>to “step through” the menus to the setting:</th>
<th>FF1</th>
<th>1 System Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>002 + Hold</td>
<td>10-02-</td>
<td>System Func 2</td>
</tr>
<tr>
<td>0005 + Hold</td>
<td>0005 : 0</td>
<td>Pick-up V-call</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>to change the setting to “Allow”:</th>
<th>1</th>
<th>0005 : 1</th>
<th>Pick-up V-call</th>
</tr>
</thead>
<tbody>
<tr>
<td>to save the setting and move to the next address:</td>
<td>Hold</td>
<td>0006 : 1</td>
<td>Pick-up BLF</td>
</tr>
</tbody>
</table>

-- or --

<table>
<thead>
<tr>
<th>to go directly to the data entry level in the address:</th>
<th>1 + 002 + 0005 + Hold</th>
<th>0005 : 0</th>
<th>Pick-up V-call</th>
</tr>
</thead>
<tbody>
<tr>
<td>to reset to “Allow” and move to the next address:</td>
<td>1 + Hold</td>
<td>0006 : 1</td>
<td>Pick-up BLF</td>
</tr>
</tbody>
</table>

An example of key functions during Trunk programming ...
reference: Day1 Delayed Ring Type-- FF2 0 BSSC 04 0 Hold (0-4) Hold
(page 2-31 in FF2: TRUNKS)

<table>
<thead>
<tr>
<th>To enter Analog CO Trunk addresses:</th>
<th>2 + 0 + Hold</th>
<th>20-</th>
<th>Analog Trunk</th>
</tr>
</thead>
<tbody>
<tr>
<td>To automatically go to the first analog CO trunk port (Cabinet 2, Slot 10, Port 1 in this example):</td>
<td>Hold</td>
<td>20-2101-</td>
<td>Analog CO</td>
</tr>
<tr>
<td>To go to Trunk Number data setting:</td>
<td>Hold</td>
<td>2101-00 :25</td>
<td>Trunk Number</td>
</tr>
<tr>
<td>To back out of the data setting:</td>
<td>AUTO</td>
<td>20-2101-</td>
<td>Analog CO</td>
</tr>
<tr>
<td>To go to the Delayed Ring Assignments sub-menu:</td>
<td>4 + Hold</td>
<td>2101-04*</td>
<td>Delayed Ring</td>
</tr>
<tr>
<td>To go to Day1 Delayed Ring Type for port position 2101 (first address in this sub-menu):</td>
<td>Hold</td>
<td>2101-040 :1</td>
<td>Day1 D-Ring Typ</td>
</tr>
</tbody>
</table>

Intro-20   ●   DBS 576 (USA) issued 05/20/98   576-13-400
<table>
<thead>
<tr>
<th>Action</th>
<th>Key Sequence</th>
<th>Display</th>
</tr>
</thead>
<tbody>
<tr>
<td>To view Day1 Delayed Ring Destination for 2101:</td>
<td>Hold</td>
<td>2101-041 :283 D1 D-Destination</td>
</tr>
<tr>
<td>To view Day1 Delayed Ring Destination for the next port position, 2102:</td>
<td>BLK-DOWN</td>
<td>2102-041 :301 D1 D-Destination</td>
</tr>
<tr>
<td>To back up to previous address, Day1 Delayed Ring Type, for same port (2102):</td>
<td>VOL ▲ (Volume-Up)</td>
<td>2102-040 :1 Day1 D-Ring Typ</td>
</tr>
<tr>
<td>To view Day1 Ring Type for next port (2103):</td>
<td>BLK-DOWN</td>
<td>2103-040 :1 Day1 D-Ring Typ</td>
</tr>
<tr>
<td>To return to the Delayed Ring Assignments sub-menu:</td>
<td>AUTO</td>
<td>2103-04* Delayed Ring</td>
</tr>
<tr>
<td>To toggle forward through sub-menus for 2103 (staying on the same sub-menu level):</td>
<td>VOL ▼ (Volume-Down)</td>
<td>2103-05 :1 Tenant Group</td>
</tr>
<tr>
<td>(an asterisk in the display represents settings within the sub-menu)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>To enter the currently displayed sub-menu:</td>
<td>HOLD</td>
<td>2103-060 :1 Day1/2 TRS CLS</td>
</tr>
<tr>
<td>To view the next setting in this sub-menu:</td>
<td>HOLD</td>
<td>2103-061 :1 Night TRS CLS</td>
</tr>
<tr>
<td>To go back to the beginning of Programming Mode:</td>
<td>PROG</td>
<td>PROGRAM V1.0</td>
</tr>
<tr>
<td>To enter Digital Extension addresses:</td>
<td>FF3 + Hold</td>
<td>30-KTEL/SLT</td>
</tr>
<tr>
<td>...and so on.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>To exit Programming Mode: (display returns to normal operating mode)</td>
<td>ON/OFF</td>
<td>11:55 Thu FEB 12 301 Davidson C</td>
</tr>
</tbody>
</table>
# Default Settings

The following tables show the default settings for all DBS 576 programming addresses. For the acceptable ranges of extension numbers, trunks, etc. in different system configurations, see *Section 300-Installation*.

## Defaults for 0: SYSTEM CONFIGURATION

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 Hold (1-6)</td>
<td>System Size</td>
<td>--</td>
<td>0-5</td>
</tr>
<tr>
<td>01 (1-6) (01-12) Hold (1-99) Hold</td>
<td>Free Slot Assignment</td>
<td>--</td>
<td>0-5</td>
</tr>
<tr>
<td>02 (1-6) (13 or 14) Hold (50) Hold</td>
<td>Option Slot Assignment</td>
<td>--</td>
<td>0-6</td>
</tr>
</tbody>
</table>

## Defaults for FF1: SYSTEM PROGRAMMING

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0: System Common</td>
<td></td>
<td></td>
<td>1-9</td>
</tr>
<tr>
<td>FF1 0 01: General 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF1 0 01 0001 Hold (0 or 1) Hold</td>
<td>Splash Tone: Voice Calls</td>
<td>1 (Enabled)</td>
<td>1-9</td>
</tr>
<tr>
<td>FF1 0 01 0002 Hold (0 or 1) Hold</td>
<td>Splash Tone: Internal Paging</td>
<td>1 (Enabled)</td>
<td>1-9</td>
</tr>
<tr>
<td>FF1 0 01 0003 Hold (0 or 1) Hold</td>
<td>Splash Tone: Busy Override (Start)</td>
<td>1 (Enabled)</td>
<td>1-10</td>
</tr>
<tr>
<td>FF1 0 01 0004 Hold (0 or 1) Hold</td>
<td>Splash Tone: Busy Override (Continuous)</td>
<td>0 (Disabled)</td>
<td>1-10</td>
</tr>
<tr>
<td>FF1 0 01 0005 Hold (0 or 1) Hold</td>
<td>Splash Tone: 3-Party Conference</td>
<td>0 (Disabled)</td>
<td>1-11</td>
</tr>
<tr>
<td>FF1 0 01 0006 Hold (0 or 1) Hold</td>
<td>Exclusive Hold (CO Key)</td>
<td>1 (Enabled)</td>
<td>1-11</td>
</tr>
<tr>
<td>FF1 0 01 0007 Hold (0 or 1) Hold</td>
<td>Virtual Key LED: Answer Control #1</td>
<td>0 (Free-up key)</td>
<td>1-12</td>
</tr>
<tr>
<td>FF1 0 01 0008 Hold (0 or 1) Hold</td>
<td>Virtual Key LED: Answer Control #2</td>
<td>1 (Free-up key)</td>
<td>1-13</td>
</tr>
<tr>
<td>FF1 0 01 0009 Hold (0 or 1) Hold</td>
<td>Floating Hold on Trunk Key</td>
<td>0 (Disabled)</td>
<td>1-14</td>
</tr>
<tr>
<td>FF1 0 01 0010 Hold (0 or 1) Hold</td>
<td>Floating Hold on Virtual Port Key</td>
<td>0 (Disabled)</td>
<td>1-14</td>
</tr>
<tr>
<td>FF1 0 01 0011 Hold (0 or 1) Hold</td>
<td>Hot Line/MCO Preference for “ON/OFF” Key</td>
<td>0 (Disabled)</td>
<td>1-15</td>
</tr>
<tr>
<td>FF1 0 01 0012 Hold (0 or 1) Hold</td>
<td>Programming Mode Entry</td>
<td>1 (Allowed)</td>
<td>1-15</td>
</tr>
<tr>
<td>FF1 0 01 0013 Hold (0 or 1) Hold</td>
<td>Built-In VM: Voice Mail Access Key</td>
<td>1 (Enabled)</td>
<td>1-16</td>
</tr>
<tr>
<td>FF1 0 01 0014 Hold (0 or 1) Hold</td>
<td>Built-In VM: Mailbox Key</td>
<td>1 (Enabled)</td>
<td>1-16</td>
</tr>
<tr>
<td>FF1 0 01 0015 Hold (0 or 1) Hold</td>
<td>Built-In VM: Message Retrieve Key</td>
<td>1 (Enabled)</td>
<td>1-17</td>
</tr>
<tr>
<td>FF1 0 01 0016 Hold (0 or 1) Hold</td>
<td>Off-Hook Monitor</td>
<td>1 (Enabled)</td>
<td>1-17</td>
</tr>
<tr>
<td>FF1 0 01 0017 Hold (0 or 1) Hold</td>
<td>Handset Mute</td>
<td>1 (Enabled)</td>
<td>1-18</td>
</tr>
<tr>
<td>FF1 0 01 0018 Hold (0 or 1) Hold</td>
<td>Hookflash on Rotary SLTs</td>
<td>0 (hookflash)</td>
<td>1-18</td>
</tr>
<tr>
<td>FF1 0 01 0019 Hold (0 or 1) Hold</td>
<td>ISDN Outgoing Control</td>
<td>0 (Disabled)</td>
<td>1-19</td>
</tr>
<tr>
<td>FF1 0 01 0020 Hold (0 or 1) Hold</td>
<td>Automatic BLF on DSS and EM/24 Units</td>
<td>0 (Disabled)</td>
<td>1-19</td>
</tr>
<tr>
<td>FF1 0 01 0021 Hold (0 or 1) Hold</td>
<td>Caller ID Log Outgoing Control</td>
<td>0 (Disabled)</td>
<td>1-20</td>
</tr>
<tr>
<td>FF1 0 01 0022 Hold (0 or 1) Hold</td>
<td>Caller ID Log Private/Out-of-Area Control</td>
<td>1 (Enabled)</td>
<td>1-20</td>
</tr>
<tr>
<td>FF1 0 01 0023 Hold (0 or 1) Hold</td>
<td>Time Display Mode</td>
<td>1 (12-hour)</td>
<td>1-21</td>
</tr>
</tbody>
</table>
### FF1 0 02: General 2

| FF1 0 02 0001 | Hold (0 or 1) Hold | Trunk Numbering | 0 (2-digit) | 1-22 |
| FF1 0 02 0002 | Hold (0 or 1) Hold | SSD Code Numbering | 1 (3-digit) | 1-22 |
| FF1 0 02 0003 | Hold (0 or 1) Hold | SSD Assignment to Groups | 0 (Disabled) | 1-23 |
| FF1 0 02 0004 | Hold (0 or 1) Hold | Trunk Access in Speed Dialing | 1 (Enabled) | 1-23 |
| FF1 0 02 0005 | Hold (0 or 1) Hold | Intercom Voice Call Pickup | 0 (Disabled) | 1-24 |
| FF1 0 02 0006 | Hold (0 or 1) Hold | BLF Call Pickup | 1 (Enabled) | 1-24 |
| FF1 0 02 0007 | Hold (0 or 1) Hold | Day/Night Mode Assignment | 0 (System-wide) | 1-25 |
| FF1 0 02 0008 | Hold (0 or 1) Hold | Step Calling: Intercom Calls | 0 (Disabled) | 1-26 |
| FF1 0 02 0009 | Hold (0 or 1) Hold | Step Calling: DISA/Tie-Line | 0 (Disabled) | 1-26 |
| FF1 0 02 0010 | Hold (0 or 1) Hold | ARS/LCR Setting | 0 (Disabled) | 1-27 |
| FF1 0 02 0011 | Hold (0 or 1) Hold | Advanced Routing for MCO Access | 0 (Disabled) | 1-27 |
| FF1 0 02 0012 | Hold (0 or 1) Hold | Page Override | 1 (Enabled) | 1-28 |
| FF1 0 02 0013 | Hold (0 or 1) Hold | Paging Answer on Tie-Line | 0 (No ansr.signl) | 1-29 |
| FF1 0 02 0014 | Hold (0 or 1) Hold | Howler Tone | 0 (Disabled) | 1-29 |
| FF1 0 02 0015 | Hold (0 or 1) Hold | DISA Invalid Number | 0 (multi-incomg.) | 1-30 |
| FF1 0 02 0016 | Hold (0 or 1) Hold | DISA Interdigit Timeout | 0 (multi-incomg.) | 1-30 |
| FF1 0 02 0017 | Hold (0 or 1) Hold | DISA No-Answer Timeout | 0 (multi-incomg.) | 1-31 |
| FF1 0 02 0018 | Hold (0 or 1) Hold | DID to Busy Extension (Day1) | 0 (Busy signal) | 1-31 |
| FF1 0 02 0019 | Hold (0 or 1) Hold | DID to Busy Extension (Day2) | 0 (Busy signal) | 1-32 |
| FF1 0 02 0020 | Hold (0 or 1) Hold | DID to Busy Extension (Night) | 0 (Busy signal) | 1-32 |
| FF1 0 02 0021 | Hold (0 or 1) Hold | DID to Incorrect Number (Day1) | 0 (Busy signal) | 1-33 |
| FF1 0 02 0022 | Hold (0 or 1) Hold | DID to Incorrect Number (Day2) | 0 (Busy signal) | 1-33 |
| FF1 0 02 0023 | Hold (0 or 1) Hold | DID to Incorrect Number (Night) | 0 (Busy signal) | 1-34 |

### FF1 0 03: Extension COS Definitions

<p>| FF1 0 03 (00-15) 01 | Hold (0 or 1) Hold | Extension COS: Intercom Calling Type | 1 (Voice) | 1-36 |
| FF1 0 03 (00-15) 02 | Hold (0 or 1) Hold | Extension COS: Onhook Transfer at Ringback | 0 (Allowed) | 1-37 |
| FF1 0 03 (00-15) 03 | Hold (0 or 1) Hold | Extension COS: Onhook Transfer at Talk | 0 (Allowed) | 1-38 |
| FF1 0 03 (00-15) 04 | Hold (0 or 1) Hold | Extension COS: Onhook Transfer at Camp-On | 0 (Allowed) | 1-39 |
| FF1 0 03 (00-15) 05 | Hold (0 or 1) Hold | Extension COS: Exclusive Hold for Non-Appearing CO | 0 (System Hold) | 1-40 |
| FF1 0 03 (00-15) 06 | Hold (0 or 1) Hold | Extension COS: Exclusive Hold on SLTs | 0 (System Hold) | 1-41 |
| FF1 0 03 (00-15) 07 | Hold (0 or 1) Hold | Extension COS: Brokers Hold on SLTs | 1 (Broker’s Hold) | 1-42 |
| FF1 0 03 (00-15) 08 | Hold (0 or 1) Hold | Extension COS: Hookflash Control on SLTs | 0 (Allowed) | 1-43 |
| FF1 0 03 (00-15) 09 | Hold (0 or 1) Hold | Extension COS: SSD Assignment | 1 (Not Allowed) | 1-43 |
| FF1 0 03 (00-15) 10 | Hold (0 or 1) Hold | Extension COS: SSD Assignment to MCO Tenant Groups | 1 (Not Allowed) | 1-44 |
| FF1 0 03 (00-15) 11 | Hold (0 or 1) Hold | Extension COS: SSD Dialing | 0 (Allowed) | 1-45 |
| FF1 0 03 (00-15) 12 | Hold (0 or 1) Hold | Extension COS: Intercom Redialing | 1 (Not Allowed) | 1-46 |
| FF1 0 03 (00-15) 13 | Hold (0 or 1) Hold | Extension COS: Direct Trunk Access | 0 (Allowed) | 1-46 |
| FF1 0 03 (00-15) 14 | Hold (0 or 1) Hold | Extension COS: MCO Incoming Call Answer | 0 (Allowed) | 1-47 |
| FF1 0 03 (00-15) 15 | Hold (0 or 1) Hold | Extension COS: Paging | 0 (Allowed) | 1-48 |
| FF1 0 03 (00-15) 16 | Hold (0 or 1) Hold | Extension COS: Auto Repeat Dial | 0 (Allowed) | 1-48 |
| FF1 0 03 (00-15) 17 | Hold (0 or 1) Hold | Extension COS: DND Set/Clear | 0 (Allowed) | 1-49 |
| FF1 0 03 (00-15) 18 | Hold (0 or 1) Hold | Extension COS: DND Set/Clear (Other) | 1 (Not Allowed) | 1-50 |
| FF1 0 03 (00-15) 19 | Hold (0 or 1) Hold | Extension COS: Call Forward/All Calls | 0 (Allowed) | 1-50 |
| FF1 0 03 (00-15) 20 | Hold (0 or 1) Hold | Extension COS: Call Forward/No Answer | 0 (Allowed) | 1-51 |
| FF1 0 03 (00-15) 21 | Hold (0 or 1) Hold | Extension COS: Call Forward/Busy | 0 (Allowed) | 1-52 |</p>
<table>
<thead>
<tr>
<th>FF1 0 03 (00-15)</th>
<th>22 Hold (0 or 1) Hold</th>
<th>Extension COS: Call Forward/Other</th>
<th>1 (Not Allowed)</th>
<th>1-52</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>23 Hold (0 or 1) Hold</td>
<td>Extension COS: User Log-In</td>
<td>1 (Not Allowed)</td>
<td>1-53</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>24 Hold (0 or 1) Hold</td>
<td>Extension COS: Priority Message Waiting Send (VM)</td>
<td>1 (Not Allowed)</td>
<td>1-54</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>25 Hold (0 or 1) Hold</td>
<td>Extension COS: Message Waiting Send</td>
<td>0 (Allowed)</td>
<td>1-55</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>26 Hold (0 or 1) Hold</td>
<td>Extension COS: System Mode Switch</td>
<td>1 (Not Allowed)</td>
<td>1-55</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>27 Hold (0 or 1) Hold</td>
<td>Extension COS: Busy Override Send</td>
<td>0 (Allowed)</td>
<td>1-56</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>28 Hold (0 or 1) Hold</td>
<td>Extension COS: Manual Camp-On Send</td>
<td>0 (Allowed)</td>
<td>1-57</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>29 Hold (0 or 1) Hold</td>
<td>Extension COS: Manual Camp-On Receive</td>
<td>0 (Allowed)</td>
<td>1-58</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>30 Hold (0 or 1) Hold</td>
<td>Extension COS: Callback Request Send</td>
<td>0 (Allowed)</td>
<td>1-58</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>31 Hold (0 or 1) Hold</td>
<td>Extension COS: Callback Request Receive</td>
<td>0 (Allowed)</td>
<td>1-59</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>32 Hold (0 or 1) Hold</td>
<td>Extension COS: Trunk Queuing</td>
<td>0 (Allowed)</td>
<td>1-60</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>33 Hold (0 or 1) Hold</td>
<td>Extension COS: Manual DND Override Send</td>
<td>1 (Not Allowed)</td>
<td>1-61</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>34 Hold (0 or 1) Hold</td>
<td>Extension COS: Forced DND Override</td>
<td>1 (Not Allowed)</td>
<td>1-61</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>35 Hold (0 or 1) Hold</td>
<td>Extension COS: 8-Party Conference</td>
<td>0 (Allowed)</td>
<td>1-62</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>36 Hold (0 or 1) Hold</td>
<td>Extension COS: Voice Call Send</td>
<td>0 (Allowed)</td>
<td>1-63</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>37 Hold (0 or 1) Hold</td>
<td>Extension COS: Voice Call Receive</td>
<td>0 (Allowed)</td>
<td>1-64</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>38 Hold (0 or 1) Hold</td>
<td>Extension COS: Dial Tone Stop</td>
<td>1 (Receive internl dial tone)</td>
<td>1-64</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>39 Hold (0 or 1) Hold</td>
<td>Extension COS: Dial Tone Pre-Pause Check</td>
<td>1 (Check/send re-order tone)</td>
<td>1-65</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>40 Hold (0 or 1) Hold</td>
<td>Extension COS: Long Talk Alarm</td>
<td>0 (Disabled)</td>
<td>1-66</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>41 Hold (0 or 1) Hold</td>
<td>Extension COS: Recall Timer Apply</td>
<td>0 (Ext.Recall)</td>
<td>1-67</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>42 Hold (0 or 1) Hold</td>
<td>Extension COS: Forced ARS</td>
<td>0 (Disabled)</td>
<td>1-68</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>43 Hold (0 or 1) Hold</td>
<td>Extension COS: API Event Reporting</td>
<td>1 (Enabled)</td>
<td>1-69</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>44 Hold (0 or 1) Hold</td>
<td>Extension COS: Call Forward/Outside</td>
<td>0 (Allowed)</td>
<td>1-69</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>45 Hold (0 or 1) Hold</td>
<td>Extension COS: Onhook Trunk-to-Trunk Transfer</td>
<td>1 (Not Allowed)</td>
<td>1-70</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>46 Hold (0 or 1) Hold</td>
<td>Extension COS: Station Call Park Answer</td>
<td>0 (Allowed)</td>
<td>1-71</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>47 Hold (0 or 1) Hold</td>
<td>Extension COS: Station Call Park Transfer</td>
<td>0 (Allowed)</td>
<td>1-72</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>48 Hold (0 or 1) Hold</td>
<td>Extension COS: OHVA</td>
<td>0 (Allowed)</td>
<td>1-72</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>49 Hold (0 or 1) Hold</td>
<td>Extension COS: OHVA Answer</td>
<td>0 (Allowed)</td>
<td>1-73</td>
</tr>
<tr>
<td>FF1 0 03 (00-15)</td>
<td>50 Hold (0 or 1) Hold</td>
<td>Extension COS: Call-Waiting Answer at HOLD</td>
<td>1 (Not Allowed)</td>
<td>1-74</td>
</tr>
<tr>
<td>FF1 0 04</td>
<td>Trunk COS Definitions</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF1 0 04 (00-15)</td>
<td>01 Hold (0 or 1) Hold</td>
<td>Trunk COS: Incoming Ring Tone Source</td>
<td>0 (use trunk’s Ring Pattern)</td>
<td>1-75</td>
</tr>
<tr>
<td>FF1 0 04 (00-15)</td>
<td>02 Hold (0 or 1) Hold</td>
<td>Trunk COS: Dial Tone to Tie-Line</td>
<td>1 (Enabled)</td>
<td>1-76</td>
</tr>
<tr>
<td>FF1 0 04 (00-15)</td>
<td>03 Hold (0 or 1) Hold</td>
<td>Trunk COS: Forced Recovery at Fast-Busy</td>
<td>0 (Enabled)</td>
<td>1-77</td>
</tr>
<tr>
<td>FF1 0 04 (00-15)</td>
<td>04 Hold (0 or 1) Hold</td>
<td>Trunk COS: DID/DNIS Table</td>
<td>0 (“A” side)</td>
<td>1-77</td>
</tr>
<tr>
<td>FF1 0 04 (00-15)</td>
<td>05 Hold (0 or 1) Hold</td>
<td>Trunk COS: Paging on DISA/Tie-Line Call</td>
<td>0 (Not Allowed)</td>
<td>1-78</td>
</tr>
<tr>
<td>FF1 0 04 (00-15)</td>
<td>06 Hold (0 or 1) Hold</td>
<td>Trunk COS: DISA ID Verification</td>
<td>0 (Verify)</td>
<td>1-79</td>
</tr>
<tr>
<td>FF1 0 05</td>
<td>Serial Ports</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF1 0 05 0001 Hold (0-7) Hold</td>
<td>Serial Port 1: Data Format</td>
<td>5 (8bits/NoPar./1stop)</td>
<td>1-80</td>
<td></td>
</tr>
<tr>
<td>FF1 0 05 0002 Hold (0-5) Hold</td>
<td>Serial Port 1: Baud Rate</td>
<td>5 (9600 bps)</td>
<td>1-81</td>
<td></td>
</tr>
<tr>
<td>FF1 0 05 0003 Hold (0-2) Hold</td>
<td>Serial Port 1: Protocol</td>
<td>0 (No order)</td>
<td>1-81</td>
<td></td>
</tr>
<tr>
<td>FF1 0 05 0004 Hold (0 or 1) Hold</td>
<td>Serial Port 1: Echo Control (future use)</td>
<td>0 (Off)</td>
<td>1-82</td>
<td></td>
</tr>
<tr>
<td>FF1 0 05 0005 Hold (1-255) Hold</td>
<td>Serial Port 1: Maximum Input Digits (future use)</td>
<td>80 digits</td>
<td>1-82</td>
<td></td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
<td>Value</td>
<td>Page</td>
<td></td>
</tr>
<tr>
<td>----------</td>
<td>------------------------------------------------------------------------------</td>
<td>-------------</td>
<td>------</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0017</td>
<td>Hold (0-7) Hold RAI Serial Port: Data Format</td>
<td>5 (8bits/NoPar./1stop)</td>
<td>1-83</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0018</td>
<td>Hold (0-5) Hold RAI Serial Port: Baud Rate</td>
<td>5 (9600 bps)</td>
<td>1-83</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0019</td>
<td>Hold (0-2) Hold RAI Serial Port: Protocol</td>
<td>0 (No order)</td>
<td>1-84</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0020</td>
<td>Hold (0 or 1) Hold RAI Serial Port: Echo Control</td>
<td>0 (Off)</td>
<td>1-84</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0021</td>
<td>Hold (1-255) Hold RAI Serial Port: Maximum Input Digits</td>
<td>1 digit</td>
<td>1-85</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0033</td>
<td>Hold (0-7) Hold Serial Port 2: Data Format</td>
<td>5 (8bits/NoPar./1stop)</td>
<td>1-85</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0034</td>
<td>Hold (0-5) Hold Serial Port 2: Baud Rate</td>
<td>5 (9600 bps)</td>
<td>1-86</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0035</td>
<td>Hold (0-2) Hold Serial Port 2: Protocol</td>
<td>0 (No order)</td>
<td>1-86</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0036</td>
<td>Hold (0 or 1) Hold Serial Port 2: Echo Control</td>
<td>0 (Off)</td>
<td>1-87</td>
<td></td>
</tr>
<tr>
<td>FF1 05 0037</td>
<td>Hold (1-255) Hold Serial Port 2: Maximum Input Digits</td>
<td>80 digits</td>
<td>1-87</td>
<td></td>
</tr>
<tr>
<td>FF1 06 0001</td>
<td>Hold (0-2) Hold SMDR Data to Serial Port</td>
<td>1 (Port 1)</td>
<td>1-88</td>
<td></td>
</tr>
<tr>
<td>FF1 06 0002</td>
<td>Hold (0-2) Hold Fault Alarm Data to Serial Port</td>
<td>0 (None)</td>
<td>1-88</td>
<td></td>
</tr>
<tr>
<td>FF1 06 0003</td>
<td>Hold (0-2) Hold Programmed Data to Serial Port</td>
<td>2 (Port 2)</td>
<td>1-89</td>
<td></td>
</tr>
<tr>
<td>FF1 06 0004</td>
<td>Hold Not Used</td>
<td>--</td>
<td>1-89</td>
<td></td>
</tr>
<tr>
<td>FF1 06 0005</td>
<td>Hold (0-2) Hold Bus Monitor Data to Serial Port</td>
<td>2 (Port 2)</td>
<td>1-90</td>
<td></td>
</tr>
<tr>
<td>FF1 07 0001</td>
<td>Hold (0-2) Hold Auto Pause Position Behind PBX</td>
<td>1 (after 1st digit, for &quot;9&quot;) 0 (None, for all other digits)</td>
<td>1-91</td>
<td></td>
</tr>
<tr>
<td>FF1 08 (0001-0006)</td>
<td>Hold FLASH (0-9999) Hold PBX Trunk Access Codes</td>
<td>Code 1: 9 Codes 2-6: none</td>
<td>1-92</td>
<td></td>
</tr>
<tr>
<td>FF1 09 0001</td>
<td>Hold (0-2) Hold SMDR Output Format</td>
<td>1 (Format #1)</td>
<td>1-93</td>
<td></td>
</tr>
<tr>
<td>FF1 10 0010</td>
<td>Hold (00-15) (01-16) Hold Call Restriction Between Extension COS</td>
<td>0 (Allowed)</td>
<td>1-94</td>
<td></td>
</tr>
<tr>
<td>FF1 10 0011</td>
<td>Hold (00-15) (01-16) Hold Call Restriction Between Trunk COS</td>
<td>0 (Allowed)</td>
<td>1-95</td>
<td></td>
</tr>
<tr>
<td>FF1 12 0010</td>
<td>Hold (0001-0072) Hold MOH Source for CO Trunks</td>
<td>0 (Internal single tone)</td>
<td>1-96</td>
<td></td>
</tr>
<tr>
<td>FF1 13 0010</td>
<td>Hold (0001-0072) Hold MOH Source for Tie-Lines</td>
<td>0 (Internal single tone)</td>
<td>1-97</td>
<td></td>
</tr>
<tr>
<td>FF1 14 0010</td>
<td>Hold (0001-0072) Hold MOH Source for Intercom Calls</td>
<td>0 (Internal single tone)</td>
<td>1-98</td>
<td></td>
</tr>
<tr>
<td>FF1 15 0001</td>
<td>Hold (0-800) Hold SSD Common Block for MCO Tenant Groups</td>
<td>0 (none)</td>
<td>1-99</td>
<td></td>
</tr>
<tr>
<td>FF1 17 0014</td>
<td>Hold (0001-0144) Hold (0-799 or 0-800) Hold SSD Block Assignment</td>
<td>See table, page 1-101</td>
<td>1-100</td>
<td></td>
</tr>
<tr>
<td>FF1 18 0018</td>
<td>Hold (BSS/C) Hold Synchronized Clock</td>
<td>--</td>
<td>1-103</td>
<td></td>
</tr>
<tr>
<td>FF1 19 0001</td>
<td>Hold (1-50) Hold TRS Class for Forced Account Codes</td>
<td>TRS Class 1</td>
<td>1-104</td>
<td></td>
</tr>
</tbody>
</table>
## Introduction

<table>
<thead>
<tr>
<th>FF1 0 20: Ext. No. Display for Closed-Number Calls</th>
<th>1-104</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 20 0001 Hold (0-4) Hold</td>
<td>Ext. No. Display for Closed-Number Calls</td>
</tr>
<tr>
<td>FF1 0 20 0001 Hold (0-4) Hold</td>
<td>0 (no digits)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FF1 0 21: Ring Alarm for Unanswered Calls</th>
<th>1-105</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 21 0001 Hold (0-6) Hold</td>
<td>Ring Alarm Frequency</td>
</tr>
<tr>
<td>FF1 0 21 0002 Hold (0-12) Hold</td>
<td>1 (400/562Hz)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FF1 0 22: Dealer Programming ID Code</th>
<th>1-108</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 22 0001 Hold (0000-9999) Hold</td>
<td>Dealer Programming ID Code</td>
</tr>
<tr>
<td>FF1 0 22 0001 Hold (0000-9999) Hold</td>
<td>9999</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FF1 0 23 and 24: Voice Mail Codes</th>
<th>1-109</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 23 0001 Hold (0000-9999) Hold</td>
<td>VM Answer Supervision Code</td>
</tr>
<tr>
<td>FF1 0 23 0001 Hold (0000-9999) Hold</td>
<td>-- (none)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FF1 0 24: DISA ID Codes</th>
<th>1-110</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 24 0001 Hold (up to 8 char.) Hold</td>
<td>VM Transfer Code #1: Prefix</td>
</tr>
<tr>
<td>FF1 0 24 0002 Hold (up to 8 char.) Hold</td>
<td>-- (none)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FF1 0 25: Caller ID Add Digits</th>
<th>1-112</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 25 0001 Hold (up to 4 char.) Hold</td>
<td>Caller ID Log Outgoing Add Digits</td>
</tr>
<tr>
<td>FF1 0 25 0001 Hold (up to 4 char.) Hold</td>
<td>-- (none)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FF1 0 26: DISA ID Codes</th>
<th>1-113</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 26 0001 Hold (0-10) Hold</td>
<td>DISA ID Code Numbering</td>
</tr>
<tr>
<td>FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold</td>
<td>DISA ID Codes and TRS Assignments</td>
</tr>
<tr>
<td>FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold</td>
<td>-- (no code)</td>
</tr>
</tbody>
</table>

| FF1 1: System Timers | 1-115 |

<table>
<thead>
<tr>
<th>FF1 1 01: Trunk Timer 1</th>
<th>1-115</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 1 01 0001 Hold (1-255) Hold</td>
<td>Flash Timer 1 for Trunk Line</td>
</tr>
<tr>
<td>FF1 1 01 0001 Hold (1-255) Hold</td>
<td>50 (800ms)</td>
</tr>
</tbody>
</table>

| FF1 1 01 0002 Hold (1-255) Hold | Flash Timer 2 for Trunk Line |
| FF1 1 01 0002 Hold (1-255) Hold | 5 (80ms) |

| FF1 1 01 0003 Hold (1-255) Hold | Flash Timer for Auto-Repeat Dial |
| FF1 1 01 0003 Hold (1-255) Hold | 124 (1984ms) |

| FF1 1 01 0004 Hold (1-255) Hold | Pause Timer |
| FF1 1 01 0004 Hold (1-255) Hold | 3 (seconds) |

| FF1 1 01 0005 Hold (1-255) Hold | Call Duration Timer (analog CO) |
| FF1 1 01 0005 Hold (1-255) Hold | 10 (seconds) |

| FF1 1 01 0006 Hold (1-255) Hold | Call Duration Timer (Tie-Lines) |
| FF1 1 01 0006 Hold (1-255) Hold | 10 (seconds) |

| FF1 1 01 0007 Hold (1-255) Hold | Outpulse Delay Timer (analog CO) |
| FF1 1 01 0007 Hold (1-255) Hold | 3 (seconds) |

| FF1 1 01 0008 Hold (1-255) Hold | Outpulse Delay Timer (analog Tie-Lines/Immediate-Start) |
| FF1 1 01 0008 Hold (1-255) Hold | 1 (second) |

| FF1 1 01 0009 Hold (1-255) Hold | Pre-Pause Timer (ISDN CO) |
| FF1 1 01 0009 Hold (1-255) Hold | 30 (seconds) |

| FF1 1 01 0010 Hold (1-255) Hold | Interdigit Timer (ARS and ISDN CO) |
| FF1 1 01 0010 Hold (1-255) Hold | 10 (seconds) |

| FF1 1 01 0011 Hold | Not Used |
| FF1 1 01 0012 Hold | -- |

| FF1 1 01 0013 Hold (1-255) Hold | Wink Wait Timer (analog Tie-Lines) |
| FF1 1 01 0013 Hold (1-255) Hold | 5 (seconds) |

| FF1 1 01 0014 Hold (1-255) Hold | Start Timer for CO Busy Tone Detect (Auto-Repeat Dial) |
| FF1 1 01 0014 Hold (1-255) Hold | 5 (seconds) |

| FF1 1 01 0015 Hold (1-255) Hold | CO Busy Tone Detect Timer (Auto-Repeat Dial) |
| FF1 1 01 0015 Hold (1-255) Hold | 30 (seconds) |

| FF1 1 01 0016 Hold (1-255) Hold | DTMF ON: Pattern #1 |
| FF1 1 01 0016 Hold (1-255) Hold | 16 (80ms) |

| FF1 1 01 0017 Hold (1-255) Hold | DTMF OFF: Pattern #1 |
| FF1 1 01 0017 Hold (1-255) Hold | 9 (45ms) |

| FF1 1 01 0018 Hold (1-255) Hold | DTMF ON/OFF: Pattern #2 |
| FF1 1 01 0018 Hold (1-255) Hold | 1 (125ms on/125ms off) |

| FF1 1 01 0019 Hold (1-255) Hold | DTMF ON/OFF: Pattern #3 |
| FF1 1 01 0019 Hold (1-255) Hold | 2 (250ms on/250ms off) |

| FF1 1 02: Trunk Timer 2 | 1-127 |

| FF1 1 02 0001 Hold (0-255) Hold | DISA No-Answer Timer #1 |
| FF1 1 02 0001 Hold (0-255) Hold | 30 (seconds) |

| FF1 1 02 0002 Hold (0-255) Hold | Multiple Incoming No-Answer Timer #2 |
| FF1 1 02 0002 Hold (0-255) Hold | 16 (seconds) |
| FF1 1 02 0003 Hold (0-255) Hold | CO Delayed Ring Timer (Day1) | 0 (5 seconds) | 1-129 |
| FF1 1 02 0004 Hold (0-255) Hold | CO Delayed Ring Timer (Day2) | 0 (5 seconds) | 1-129 |
| FF1 1 02 0005 Hold (0-255) Hold | CO Delayed Ring Timer (Night) | 0 (5 seconds) | 1-130 |
| FF1 1 02 0006 Hold (0-255) Hold | CO Delayed Ring Timer (Busy) | 120 (seconds) | 1-131 |
| FF1 1 02 0007 Hold (0-255) Hold | Slide Ring/Alarm Ring Timer (Day1) | 20 (seconds) | 1-132 |
| FF1 1 02 0008 Hold (0-255) Hold | Slide Ring/Alarm Ring Timer (Day2) | 20 (seconds) | 1-133 |
| FF1 1 02 0009 Hold (0-255) Hold | Slide Ring/Alarm Ring Timer (Night) | 20 (seconds) | 1-133 |
| FF1 1 02 0010 Hold (0-255) Hold | Long Talk Alarm #1 Timer | 180 (seconds) | 1-134 |
| FF1 1 02 0011 Hold (0-255) Hold | Long Talk Alarm #2 Timer | 60 (seconds) | 1-135 |
| FF1 1 02 0012 Hold (0-255) Hold | Paging Timer (Line-Lines) | 30 (seconds) | 1-135 |
| FF1 1 02 0013 Hold (0-255) Hold | Trunk-to-Trunk Connection Timer | 60 (minutes) | 1-136 |
| FF1 1 02 0014 Hold (0-255) Hold | Queuing Timer (ARS) | 15 (seconds) | 1-136 |
| FF1 1 02 0015 Hold (0-255) Hold | DID Delayed Ring Timer | 20 (seconds) | 1-137 |

**FF1 1 03: Extension Timer 1**

| FF1 1 03 0001 Hold (0-255) Hold | Call Forward/DND Confirmation Tone Timer | 3 (seconds) | 1-138 |
| FF1 1 03 0002 Hold (0-255) Hold | Message-Waiting Tone Timer | 3 (seconds) | 1-138 |
| FF1 1 03 0003 Hold (0-255) Hold | Pre-Pause Timer at Internal Dial Tone (DP SLTs) | 30 (seconds) | 1-139 |
| FF1 1 03 0004 Hold (0-255) Hold | Pre-Pause Timer at Internal Dial Tone (DTMF SLTs) | 15 (seconds) | 1-140 |
| FF1 1 03 0005 Hold (0-255) Hold | Pre-Pause Timer at Internal Dial Tone (Digital Keyphones) | 0 (No check/wait indefinitely) | 1-140 |
| FF1 1 03 0006 Hold (0-255) Hold | Interdigit Timer (DP SLTs) | 15 (seconds) | 1-141 |
| FF1 1 03 0007 Hold (0-255) Hold | Interdigit Timer (DTMF SLTs) | 15 (seconds) | 1-142 |
| FF1 1 03 0008 Hold (0-255) Hold | Interdigit Timer (Digital Keyphones) | 0 (No check/wait indefinitely) | 1-142 |
| FF1 1 03 0009 Hold (0-255) Hold | DTMF Receiver Queuing Timer | 6 (seconds) | 1-143 |
| FF1 1 03 0010 Hold | Not Used | -- | 1-143 |
| FF1 1 03 0012 Hold (0-255) Hold | SLT Off Hook Signal Interval | 10 (seconds) | 1-144 |
| FF1 1 03 0013 Hold (0-255) Hold | BLF Delayed Ring Timer | 16 (seconds) | 1-144 |

**FF1 1 04: Extension Timer 2**

| FF1 1 04 0001 Hold (0-255) Hold | Hold Recall Start Timer (Extensions) | 120 (seconds) | 1-145 |
| FF1 1 04 0002 Hold (0-255) Hold | Hold Recall Start Timer (Attendant Group) | 20 (seconds) | 1-145 |
| FF1 1 04 0003 Hold (0-255) Hold | Hold Recall Start Timer (SLTs) | 0 (No recall) | 1-146 |
| FF1 1 04 0004 Hold (0-255) Hold | Transfer Recall Start Timer (Extensions/SLTs) | 60 (seconds) | 1-147 |
| FF1 1 04 0005 Hold (0-255) Hold | Transfer Recall Start Timer (Attendant Group) | 20 (seconds) | 1-147 |
| FF1 1 04 0006 Hold (0-255) Hold | Hold/Transfer Recall Ringing Duration Timer | 60 (seconds) | 1-148 |
| FF1 1 04 0007 Hold (0-255) Hold | Attendant Reversion Duration Timer | 0 (continue ring) | 1-148 |
| FF1 1 04 0008 Hold (0-255) Hold | Call Forward/No Answer Timer (Day1) | 16 (seconds) | 1-149 |
| FF1 1 04 0009 Hold (0-255) Hold | Call Forward/No Answer Timer (Day2) | 16 (seconds) | 1-149 |
| FF1 1 04 0010 Hold (0-255) Hold | Call Forward/No Answer Timer (Night) | 16 (seconds) | 1-150 |
| FF1 1 04 0011 Hold (0-255) Hold | Callback Ring Timer (Callback Request and Trunk Queuing) | 15 (seconds) | 1-150 |
| FF1 1 04 0012 Hold (0-255) Hold | Timed Reminder Ring Timer | 16 (seconds) | 1-151 |
| FF1 1 04 0013 Hold (0-255) Hold | Timed Reminder Interval for Busy Extensions | 180 (seconds) | 1-152 |
| FF1 1 04 0014 Hold | Not Used | -- | 1-152 |
| FF1 1 04 0016 Hold (0-255) Hold | Howler Tone Duration Timer (Extensions) | 30 (seconds) | 1-153 |
| FF1 1 04 0017 Hold (0-255) Hold | Station Call Park Recall Timer | 180 (seconds) | 1-153 |
### FF1 2: Dial Plan

| FF1 2 01 (0001-0024) Hold (1-4) Hold | Maximum/Minimum Dialing at Intercom Dial Tone | See table, page 1-154 | 1-154 |
| FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold | Dial Plan A: Flexible Feature Codes at Dial Tone | See table, page 1-155 | 1-155 |
| FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold | Dial Plan B: Flexible Feature Codes at Dial Tone | See table, page 1-157 | 1-157 |
| FF1 2 04 (0001-0010) Hold (1-digit Code) Hold | Dial Plan A: Flexible Feature Codes at Ringback Tone | See table, page 1-159 | 1-159 |
| FF1 2 05 (0001-0010) Hold (1-digit Code) Hold | Dial Plan B: Flexible Feature Codes at Ringback Tone | See table, page 1-160 | 1-160 |
| FF1 2 06 (0001-0010) Hold (1-digit Code) Hold | Dial Plan A: Flexible Feature Codes at Busy Tone | See table, page 1-161 | 1-161 |
| FF1 2 07 (0001-0010) Hold (1-digit Code) Hold | Dial Plan B: Flexible Feature Codes at Busy Tone | See table, page 1-162 | 1-162 |

### FF1 3: MCO Access in Tenant Groups

| FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold | Tenant Group MCO Access: Outbound Trunk Groups | See table, page 1-164 | 1-164 |
| FF1 3 02 (0001-0360) Hold (0-99) Hold | Advanced Routing: Outbound Trunk Group Chains | 0 (none) | 1-165 |
| FF1 3 03 (0001-0072) Hold (1-99) Hold | MCO Trunk Groups (Inbound Calls) | See table, page 1-166 | 1-166 |

### FF1 4: DID/DNIS Tables

| FF1 4 01 0001 Hold (1-4) Hold | DID/DNIS Numbering ("A" Side) | 4 (digits) | 1-168 |
| FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold | DID/DNIS Dial Table ("A" Side) | 0 (none) | 1-169 |
| FF1 4 03 0001 Hold (1-4) Hold | DID/DNIS Numbering ("B" Side) | 4 (digits) | 1-170 |
| FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold | DID/DNIS Dial Table ("B" Side) | 0 (none) | 1-171 |
| FF1 4 05 (0001-0192) Hold (setting) Hold | DID Dialing to ISDN “S” Point | -- | 1-172 |
| FF1 4 06 0001 Hold (0-3) Hold | 3rd-party VM: DID Number Automatic Send | 0 (do not send DID No.) | 1-174 |
| FF1 4 06 0002 Hold (up to 8 char.) Hold | 3rd-party VM: ID Code Prefix for DID | (none) | 1-174 |
| FF1 4 06 0003 Hold (up to 8 char.) Hold | 3rd-party VM: ID Code Suffix for DID | (none) | 1-175 |

### FF1 5: Not Used

### FF1 6: Not Used

### FF1 7: Not Used

### FF1 8: Digital Pad Settings

| FF1 8 01 (0001-0240) Hold (0-31) Hold | Digital Pad Settings for Extension Pad Class | see tbl pg.1-176 | 1-176 |
| FF1 8 02 (0001-0480) Hold (0-31) Hold | Digital Pad Settings for Trunk Pad Class | see tbls pg.1-177 and 1-180 | 1-178 |
| FF1 8 03 (0001-0008) Hold (0-31) Hold | Digital Pad Settings for BGM | see tbl pg.1-181 | 1-181 |
| FF1 8 04 (0001-0024) Hold (0-31) Hold | Digital Pad Settings for Paging Port Adapter | see tbl pg.1-182 | 1-182 |
| FF1 8 05 (0001-0024) Hold (0-31) Hold | Digital Pad Settings for 3-Party Conference | see tbl pg.1-184 | 1-183 |
| FF1 8 06 (0001-0024) Hold (0-31) Hold | Digital Pad Settings for 8-Party Conference | see tbl pg.1-185 | 1-185 |
## Defaults for FF2: TRUNKS

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 00 Hold (0-576) Hold</td>
<td>Trunk Number Assignment</td>
<td>--</td>
<td>2-7</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 00 Hold (0-3) Hold</td>
<td>Trunk Signal Type</td>
<td>LS &amp; LS/GS: 0 GS: 1 DID Immed.: 2</td>
<td>2-8</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 01 Hold (0 or 1) Hold</td>
<td>Loop Detect</td>
<td>1 (Enabled)</td>
<td>2-8</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 02 Hold (0 or 1) Hold</td>
<td>Disconnect Detect</td>
<td>0 (Enabled)</td>
<td>2-9</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 03 Hold (0 or 1) Hold</td>
<td>Dial Pulse Minimum Pause</td>
<td>0 (625ms)</td>
<td>2-9</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 04 Hold (0 or 1) Hold</td>
<td>Ground Start Ring Type</td>
<td>0 (Enabled)</td>
<td>2-10</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 05 Hold (0 or 1) Hold</td>
<td>DID Ring Detect Timer</td>
<td>0 (32ms)</td>
<td>2-10</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 06 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>2-11</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 07 Hold</td>
<td>Reverse Answer Signal Control</td>
<td>1 (Disabled)</td>
<td>2-11</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 08 Hold</td>
<td>Caller ID</td>
<td>0 (Disabled)</td>
<td>2-12</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 11 Hold (0-6) Hold</td>
<td>Ring Frequency</td>
<td>1 (400/562Hz)</td>
<td>2-12</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 12 Hold (0-12) Hold</td>
<td>Ring Pattern</td>
<td>0 (synch. w/CO)</td>
<td>2-13</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 13 Hold (0-2) Hold</td>
<td>DTMF On/Off Pattern During Talk</td>
<td>1 (Pattern #2)</td>
<td>2-14</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 14 Hold (0-2) Hold</td>
<td>DTMF On/Off Pattern for Outgoing Dialing</td>
<td>0 (Pattern #1)</td>
<td>2-14</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 15 Hold (0-3) Hold</td>
<td>Disconnect Supervision Timer</td>
<td>LS/GS: 0 (281ms) DID: 0 (96ms)</td>
<td>2-15</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 16 Hold (0-3) Hold</td>
<td>Guard Timer for Outbound Calls</td>
<td>0 (.5 seconds)</td>
<td>2-15</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 17 Hold (0-3) Hold</td>
<td>Inbound Ground Detect Timer</td>
<td>0 (1 second)</td>
<td>2-16</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 18 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>2-16</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 19 Hold (0-3) Hold</td>
<td>Ring Interval for Abandoned Calls</td>
<td>0 (5 seconds)</td>
<td>2-17</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 00 Hold (0 or 1) Hold</td>
<td>DTMF/Dial Pulse Dialing</td>
<td>1 (DTMF)</td>
<td>2-17</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 01 Hold (0 or 1) Hold</td>
<td>Flash Pattern</td>
<td>0 (Pattern #1)</td>
<td>2-18</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 02 Hold (0 or 1) Hold</td>
<td>Dial Tone Detection</td>
<td>1 (Enabled)</td>
<td>2-18</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 03 Hold (0 or 1) Hold</td>
<td>Call Duration</td>
<td>1 (Use system timer)</td>
<td>2-19</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 04 Hold (0 or 1) Hold</td>
<td>Trunk Connection Type (CO/PBX)</td>
<td>0 (CO)</td>
<td>2-19</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 05 Hold (0 or 1) Hold</td>
<td>Auto-Repeat Dial</td>
<td>1 (Allowed)</td>
<td>2-20</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 06 Hold (0 or 1) Hold</td>
<td>DTMF After Answer (Link Control)</td>
<td>0 (Allowed)</td>
<td>2-20</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 07 Hold (0 or 1) Hold</td>
<td>CO Dial Tone Simulation</td>
<td>0 (Disabled)</td>
<td>2-21</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 08 Hold (0 or 1) Hold</td>
<td>Caller ID Ring Control</td>
<td>0 (Wait)</td>
<td>2-21</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 09 Hold (0 or 1) Hold</td>
<td>SMDR for Outbound Calls</td>
<td>1 (Include)</td>
<td>2-22</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 10 Hold (0 or 1) Hold</td>
<td>SMDR for Inbound Calls</td>
<td>0 (Exclude)</td>
<td>2-22</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 11 Hold (0 or 1) Hold</td>
<td>Flash Key Operation</td>
<td>0 (flash to CO)</td>
<td>2-23</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 12 Hold (0 or 1) Hold</td>
<td>Long Talk Alarm</td>
<td>0 (Disabled)</td>
<td>2-23</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 13 Hold (0 or 1) Hold</td>
<td>Alarm Ringing</td>
<td>0 (Disabled)</td>
<td>2-24</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 14 Hold (0 or 1) Hold</td>
<td>Slide Ringing</td>
<td>0 (Disabled)</td>
<td>2-25</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 15 Hold (0 or 1) Hold</td>
<td>DTMF Conversion (Outbound Calls)</td>
<td>1 (Enabled)</td>
<td>2-26</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 16 Hold (0 or 1) Hold</td>
<td>DTMF Conversion (Inbound Calls)</td>
<td>1 (Enabled)</td>
<td>2-26</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 17 Hold (0 or 1) Hold</td>
<td>Indirect LCR</td>
<td>0 (Disabled)</td>
<td>2-27</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 18 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>2-27</td>
</tr>
</tbody>
</table>
### FF2 0: Analog Trunks (E&M Tie)

<table>
<thead>
<tr>
<th>FF2 0 BSSC 03 0 Hold (0-6) Hold</th>
<th>Day1 Ring Type</th>
<th>0 (multi-incomg.)</th>
<th>2-28</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 03 1 Hold (0-9999) Hold</td>
<td>Day1 Ring Destination</td>
<td>--</td>
<td>2-28</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 2 Hold (0-6) Hold</td>
<td>Day2 Ring Type</td>
<td>0 (multi-incomg.)</td>
<td>2-29</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 3 Hold (0-9999) Hold</td>
<td>Day2 Ring Destination</td>
<td>--</td>
<td>2-29</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 4 Hold (0-6) Hold</td>
<td>Night Ring Type</td>
<td>0 (multi-incomg.)</td>
<td>2-30</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 5 Hold (0-9999) Hold</td>
<td>Night Ring Destination</td>
<td>--</td>
<td>2-30</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 0 Hold (0-4) Hold</td>
<td>Day1 Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-31</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 1 Hold (0-9999) Hold</td>
<td>Day1 Delayed Ring Destination</td>
<td>--</td>
<td>2-31</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 2 Hold (0-4) Hold</td>
<td>Day2 Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-32</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 3 Hold (0-9999) Hold</td>
<td>Day2 Delayed Ring Destination</td>
<td>--</td>
<td>2-32</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 4 Hold (0-4) Hold</td>
<td>Night Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-33</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 5 Hold (0-9999) Hold</td>
<td>Night Delayed Ring Destination</td>
<td>--</td>
<td>2-33</td>
</tr>
<tr>
<td>FF2 0 BSSC 05 Hold (0-72) Hold</td>
<td>Tenant Group Assignment</td>
<td>0 (none)</td>
<td>2-34</td>
</tr>
<tr>
<td>FF2 0 BSSC 06 0 Hold (1-50) Hold</td>
<td>TRS Class Assignment (Day)</td>
<td>1</td>
<td>2-34</td>
</tr>
<tr>
<td>FF2 0 BSSC 06 1 Hold (1-50) Hold</td>
<td>TRS Class Assignment (Night)</td>
<td>1</td>
<td>2-35</td>
</tr>
<tr>
<td>FF2 0 BSSC 07 Hold (1-16) Hold</td>
<td>Trunk COS Assignment</td>
<td>1</td>
<td>2-35</td>
</tr>
<tr>
<td>FF2 0 BSSC 08 Hold (1-16) Hold</td>
<td>Trunk Digital Pad Class Assignment</td>
<td>1</td>
<td>2-36</td>
</tr>
</tbody>
</table>

**Introduction**

| FF2 0 BSSC 00 Hold (0-576) Hold | Trunk Number Assignment | -- | 2-37 |
| FF2 0 BSSC 01 00 Hold (0-5) Hold | Trunk Signal Type | 5 (E&M Wink) | 2-38 |
| FF2 0 BSSC 01 01 Hold | Not Used | -- | 2-38 |
| FF2 0 BSSC 01 02 Hold | Not Used | -- | 2-38 |
| FF2 0 BSSC 01 03 Hold | Not Used | -- | 2-38 |
| FF2 0 BSSC 01 04 Hold | Not Used | -- | 2-38 |
| FF2 0 BSSC 01 05 Hold (0 or 1) Hold | Ring Detect Timer | 0 (48ms) | 2-39 |
| FF2 0 BSSC 01 06 Hold (0 or 1) Hold | Auto Answer for Outbound Calls | 0 (Disabled) | 2-39 |
| FF2 0 BSSC 01 07 Hold (0 or 1) Hold | Balance Control | 0 (Long Loop) | 2-40 |
| FF2 0 BSSC 01 08 Hold (0 or 1) Hold | Pad Control | 0 (Far) | 2-40 |
| FF2 0 BSSC 01 09 Hold | Not Used | -- | 2-41 |
| FF2 0 BSSC 01 10 Hold | Not Used | -- | 2-41 |
| FF2 0 BSSC 01 11 Hold (1-6) Hold | Ring Frequency | 1 (400/562Hz) | 2-41 |
| FF2 0 BSSC 01 12 Hold (0-12) Hold | Ring Pattern | 1 (1on/3off) | 2-42 |
| FF2 0 BSSC 01 13 Hold (0-2) Hold | DTMF On/Off Pattern During Talk | 1 (Pattern #2) | 2-43 |
| FF2 0 BSSC 01 14 Hold (0-2) Hold | DTMF On/Off Pattern for Outgoing Dialing | 0 (Pattern #1) | 2-43 |
| FF2 0 BSSC 01 15 Hold (0-3) Hold | Disconnect Supervision Timer | 0 (160ms) | 2-44 |
| FF2 0 BSSC 01 16 Hold | Not Used | -- | 2-44 |
| FF2 0 BSSC 01 17 Hold | Not Used | -- | 2-44 |
| FF2 0 BSSC 01 18 Hold (0-3) Hold | Auto Answer Timer | 0 (1 second) | 2-45 |
| FF2 0 BSSC 01 19 Hold | Not Used | -- | 2-45 |
| FF2 0 BSSC 02 00 Hold (0 or 1) Hold | DTMF/Dial Pulse Dialing | 1 (DTMF) | 2-46 |
| FF2 0 BSSC 02 01 Hold (0 or 1) Hold | Flash Pattern | 0 (Pattern #1) | 2-46 |
| FF2 0 BSSC 02 02 Hold | Not Used | -- | 2-47 |
| FF2 0 BSSC 02 03 Hold | Not Used | -- | 2-47 |
| FF2 0 BSSC 02 04 Hold (0 or 1) Hold | Trunk Connection Type (CO/PBX) | 0 (CO) | 2-47 |
| FF2 0 BSSC 02 05 Hold | Not Used | -- | 2-47 |
| FF2 0 BSSC 02 06 Hold (0 or 1) Hold | DTMF After Answer (Link Control) | 0 (Allowed) | 2-48 |
| FF2 0 BSSC 02 07 Hold (0 or 1) Hold | CO Dial Tone Simulation | 0 (Disabled) | 2-48 |
| FF2 0 BSSC 02 08 Hold | Not Used | -- | 2-49 |
| FF2 0 BSSC 02 09 Hold (0 or 1) Hold | SMoDR for Outbound Calls | 1 (Include) | 2-49 |
| FF2 0 BSSC 02 10 Hold (0 or 1) Hold | SMDR for Inbound Calls | 0 (Exclude) | 2-49 |
| FF2 0 BSSC 02 11 Hold (0 or 1) Hold | Flash Key Operation | 0 (flash to CO) | 2-50 |
| FF2 0 BSSC 02 12 Hold | Not Used | -- | 2-51 |
| FF2 0 BSSC 02 13 Hold | DTMF Conversion (Outbound Calls) | 1 (Enabled) | 2-51 |
| FF2 0 BSSC 02 14 Hold | DTMF Conversion (Inbound Calls) | 1 (Enabled) | 2-52 |
| FF2 0 BSSC 02 15 Hold (0 or 1) Hold | Indirect LCR | 0 (Disabled) | 2-52 |
| FF2 0 BSSC 02 16 Hold | Not Used | -- | 2-53 |
| FF2 0 BSSC 02 17 Hold (0 or 1) Hold | Day1 Ring Type | 0 (Tie incoming) | 2-53 |
| FF2 0 BSSC 03 1 Hold | Not Used | -- | 2-54 |
| FF2 0 BSSC 03 2 Hold (0 or 1) Hold | Day2 Ring Type | 0 (Tie incoming) | 2-54 |
| FF2 0 BSSC 03 3 Hold | Not Used | -- | 2-54 |
| FF2 0 BSSC 03 4 Hold (0 or 1) Hold | Night Ring Type | 0 (Tie incoming) | 2-55 |
| FF2 0 BSSC 03 5 Hold | Not Used | -- | 2-55 |
| FF2 0 BSSC 04 0 Hold | Not Used | -- | 2-56 |
| FF2 0 BSSC 05 Hold (0-72) Hold | Tenant Group Assignment | 0 (none) | 2-56 |
| FF2 0 BSSC 06 0 Hold (1-50) Hold | TRS Class Assignment (Day) | 1 | 2-57 |
| FF2 0 BSSC 06 1 Hold (1-50) Hold | TRS Class Assignment (Night) | 1 | 2-57 |
| FF2 0 BSSC 07 Hold (1-16) Hold | Trunk COS Assignment | 1 | 2-58 |
| FF2 0 BSSC 08 Hold (1-16) Hold | Trunk Digital Pad Class Assignment | 8 | 2-58 |

**FF2 1: ISDN Trunks**

| FF2 1 BSSC 00 0 Hold (BSSC) Hold | D-Channel Position | -- | 2-59 |
| FF2 1 BSSC 00 1 Hold (1-127) Hold | D-Channel Interface ID Code | -- | 2-59 |
| FF2 1 BSSC 01 Hold (0-576) Hold | Trunk Number Assignment (1st Channel) | -- | 2-60 |
| FF2 1 BSSC 02 00 Hold (0 or 1) Hold | Trunk Connection Type (Pt-to-Pt/MultiPt) | 0 (Point-to-Point) | 2-61 |
| FF2 1 BSSC 02 01 Hold (0-6) Hold | Ring Frequency | 1 (400/562Hz) | 2-62 |
| FF2 1 BSSC 02 02 Hold (0-12) Hold | Ring Pattern | 1 (1on/3off) | 2-63 |
| FF2 1 BSSC 02 03 Hold (0-2) Hold | DTMF On/Off Pattern During Talk | 1 (Pattern #2) | 2-64 |
| FF2 1 BSSC 02 04 Hold | Not Used | -- | 2-64 |
| FF2 1 BSSC 02 05 Hold | Trunk Connection Type (CO/PBX) | 0 (CO) | 2-65 |
| FF2 1 BSSC 03 01 Hold (0 or 1) Hold | Auto-Repeat Dial | 1 (Allowed) | 2-65 |
| FF2 1 BSSC 03 02 Hold (0 or 1) Hold | SMDR for Outbound Calls | 1 (Include) | 2-66 |
| FF2 1 BSSC 03 03 Hold (0 or 1) Hold | SMDR for Inbound Calls | 0 (Exclude) | 2-66 |
| FF2 1 BSSC 03 04 Hold (0 or 1) Hold | Flash Key Operation | 0 (talk disconnect/keep trunk) | 2-67 |
| FF2 1 BSSC 03 05 Hold (0 or 1) Hold | Long Talk Alarm | 0 (Disabled) | 2-68 |
| FF2 1 BSSC 03 06 Hold (0 or 1) Hold | Alarm Ringing | 0 (Disabled) | 2-68 |
| FF2 1 BSSC 03 07 Hold (0 or 1) Hold | Slide Ringing | 0 (Disabled) | 2-69 |
| FF2 1 BSSC 03 08 Hold (0 or 1) Hold | Indirect LCR | 0 (Disabled) | 2-70 |
| FF2 1 BSSC 03 09 Hold (0 or 1) Hold | B-Channel Select | 0 (Highest-no.'d channel) | 2-70 |
| FF2 1 BSSC 03 10 Hold (0 or 1) Hold | B-Channel Numbering (Layer 3) | 0 (Slot mapping) | 2-71 |
| FF2 1 BSSC 03 11 Hold (0 or 1) Hold | Call ID Length | 0 (1 byte/BRI) 1 (2 bytes/PRI) | 2-72 |
| FF2 1 BSSC 03 12 Hold (0 or 1) Hold | Calling Number Send | 1 (Enabled) | 2-72 |
| FF2 1 BSSC 03 13 Hold (0 or 1) Hold | Sub-Address Type | 0 (IA5) | 2-73 |
| FF2 1 BSSC 03 14 Hold | Not Used | -- | 2-74 |
| FF2 1 BSSC 03 15 Hold | | | |
| FF2 1 BSSC 03 16 Hold | | | |
| FF2 1 BSSC 03 17 Hold | | | |
| FF2 1 BSSC 03 18 Hold | | | |
| FF2 1 BSSC 03 19 Hold | | | |
| FF2 1 BSSC 03 20 Hold | | | |
| FF2 1 BSSC 04 0 Hold (0-6) Hold | Day1 Ring Type | 0 (multi-incomg.) | 2-75 |
| FF2 1 BSSC 04 1 Hold (0-9999) Hold | Day1 Ring Destination | -- | 2-75 |
| FF2 1 BSSC 04 2 Hold (0-6) Hold | Day2 Ring Type | 0 (multi-incomg.) | 2-76 |
| FF2 1 BSSC 04 3 Hold (0-9999) Hold | Day2 Ring Destination | -- | 2-76 |
| FF2 1 BSSC 04 4 Hold (0-6) Hold | Night Ring Type | 0 (multi-incomg.) | 2-77 |
| FF2 1 BSSC 04 5 Hold (0-9999) Hold | Night Ring Destination | -- | 2-77 |
| FF2 1 BSSC 05 0 Hold (0-4) Hold | Day1 Delayed Ring Type | 0 (Disabled) | 2-78 |
| FF2 1 BSSC 05 1 Hold (0-9999) Hold | Day1 Delayed Ring Destination | -- | 2-78 |
| FF2 1 BSSC 05 2 Hold (0-4) Hold | Day2 Delayed Ring Type | 0 (Disabled) | 2-79 |
| FF2 1 BSSC 05 3 Hold (0-9999) Hold | Day2 Delayed Ring Destination | -- | 2-79 |
| FF2 1 BSSC 05 4 Hold (0-4) Hold | Night Delayed Ring Type | 0 (Disabled) | 2-80 |
| FF2 1 BSSC 05 5 Hold (0-9999) Hold | Night Delayed Ring Destination | -- | 2-80 |
| FF2 1 BSSC 06 (00-23) Hold (0-72) Hold | Tenant Group Assignment (B-Channel) | 0 (none) | 2-81 |
| FF2 1 BSSC 07 0 Hold (1-50) Hold | TRS Class Assignment (Day) | 1 | 2-81 |
| FF2 1 BSSC 07 1 Hold (1-50) Hold | TRS Class Assignment (Night) | 1 | 2-82 |
| FF2 1 BSSC 08 Hold (1-16) Hold | Trunk COS Assignment | 1 | 2-82 |
| FF2 1 BSSC 09 0 Hold (up to 6 digits) Hold | Calling Number Area Code | -- | 2-83 |
| FF2 1 BSSC 09 1 Hold (up to 6 digits) Hold | Calling Number Office Code | -- | 2-84 |
| FF2 1 BSSC 09 2 Hold (up to 4 digits) Hold | Calling Number Subscriber Number | -- | 2-84 |
| FF2 1 BSSC 10 Hold (1-16) Hold | Trunk Digital Pad Class Assignment | 7 | 2-85 |

**FF2 2: T1 Trunks (CO)**

<p>| FF2 2 BSSCC 00 Hold (0-2) Hold | Trunk Connection Type (CO/Network) | 1 (CO) | 2-86 |
| FF2 2 BSSCC 01 Hold (0-576) Hold | Trunk Number Assignment | -- | 2-87 |
| FF2 2 BSSCC 02 00 Hold (0-3) Hold | Trunk Signal Type | 3 (DID-Wink) | 2-87 |
| FF2 2 BSSCC 02 01 Hold (0 or 1) Hold | Disconnect Detect | 0 (Disabled) | 2-88 |
| FF2 2 BSSCC 02 02 Hold (0 or 1) Hold | Dial Pulse Minimum Pause | 0 (625ms) | 2-88 |
| FF2 2 BSSCC 02 03 Hold (0 or 1) Hold | Ground Start Ring Type | 0 (CO signal) | 2-89 |
| FF2 2 BSSCC 02 04 Hold (0 or 1) Hold | DID Ring Detect Timer | 0 (32ms) | 2-89 |
| FF2 2 BSSCC 02 05 Hold | Not Used | -- | 2-90 |
| FF2 2 BSSCC 02 06 Hold (0 or 1) Hold | Frame Format | 0 (SF) | 2-90 |
| FF2 2 BSSCC 02 07 Hold (0 or 1) Hold | Line Coding | 0 (AMI) | 2-91 |
| FF2 2 BSSCC 02 08 Hold (0-6) Hold | Ring Frequency | 1 (400/562Hz) | 2-92 |
| FF2 2 BSSCC 02 09 Hold (0-12) Hold | Ring Pattern | 1 (ton3off) | 2-93 |
| FF2 2 BSSCC 02 10 Hold (0-2) Hold | DTMF On/Off Pattern During Talk | 1 (Pattern #2) | 2-94 |
| FF2 2 BSSCC 02 11 Hold (0-2) Hold | DTMF On/Off Pattern for Outgoing Dialing | 0 (Pattern #1) | 2-94 |
| FF2 2 BSSCC 02 12 Hold (0-3) Hold | Disconnect Supervision Timer | LS/GS: 0 (281ms) DID: 0 (96ms) | 2-95 |
| FF2 2 BSSCC 02 13 Hold (0-3) Hold | Guard Timer for Outbound Calls | 0 (500ms) | 2-96 |
| FF2 2 BSSCC 02 14 Hold (0-3) Hold | Inbound Ground Detect Timer | 0 (1 second) | 2-96 |</p>
<table>
<thead>
<tr>
<th>FF2 2 BSSCC 02 15 Hold</th>
<th>Not Used</th>
<th>--</th>
<th>2-97</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 2 BSSCC 03 00 Hold (0 or 1) Hold</td>
<td>DTMF/Dial Pulse Dialing</td>
<td>1 (DTMF)</td>
<td>2-97</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 01 Hold (0 or 1) Hold</td>
<td>Flash Pattern</td>
<td>0 (Pattern #1)</td>
<td>2-97</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 02 Hold (0 or 1) Hold</td>
<td>Dial Tone Detection</td>
<td>1 (Enabled)</td>
<td>2-98</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 03 Hold (0 or 1) Hold</td>
<td>Trunk Connection Type (CO/PBX)</td>
<td>0 (CO)</td>
<td>2-98</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 04 Hold (0 or 1) Hold</td>
<td>Auto-Repeat Dial</td>
<td>1 (Allowed)</td>
<td>2-99</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 05 Hold (0 or 1) Hold</td>
<td>DTMF After Answer (Link Control)</td>
<td>0 (Allowed)</td>
<td>2-99</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 06 Hold (0 or 1) Hold</td>
<td>CO Dial Tone Simulation</td>
<td>0 (Disabled)</td>
<td>2-100</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 07 Hold (0 or 1) Hold</td>
<td>SMDR for Outbound Calls</td>
<td>1 (Include)</td>
<td>2-100</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 08 Hold (0 or 1) Hold</td>
<td>SMDR for Inbound Calls</td>
<td>0 (Exclude)</td>
<td>2-101</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 09 Hold (0 or 1) Hold</td>
<td>Flash Key Operation</td>
<td>0 (flash to CO)</td>
<td>2-101</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 10 Hold (0 or 1) Hold</td>
<td>Long Talk Alarm</td>
<td>0 (Disabled)</td>
<td>2-102</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 11 Hold (0 or 1) Hold</td>
<td>Alarm Ringing</td>
<td>0 (Disabled)</td>
<td>2-102</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 12 Hold (0 or 1) Hold</td>
<td>Slide Ringing</td>
<td>0 (Disabled)</td>
<td>2-103</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 13 Hold (0 or 1) Hold</td>
<td>DTMF Conversion (Outbound Calls)</td>
<td>1 (Enabled)</td>
<td>2-104</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 14 Hold (0 or 1) Hold</td>
<td>DTMF Conversion (Inbound Calls)</td>
<td>1 (Enabled)</td>
<td>2-104</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 15 Hold (0 or 1) Hold</td>
<td>Indirect LCR</td>
<td>0 (Disabled)</td>
<td>2-105</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 16 Hold (0 or 1) Hold</td>
<td>Call Duration</td>
<td>1 (System timer)</td>
<td>2-105</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 17 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>2-106</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 18 Hold</td>
<td>--</td>
<td>--</td>
<td>2-106</td>
</tr>
<tr>
<td>FF2 2 BSSCC 04 0 Hold (0-6) Hold</td>
<td>Day1 Ring Type</td>
<td>0 (multi-incomg.)</td>
<td>2-107</td>
</tr>
<tr>
<td>FF2 2 BSSCC 04 1 Hold (0-9999) Hold</td>
<td>Day1 Ring Destination</td>
<td>--</td>
<td>2-107</td>
</tr>
<tr>
<td>FF2 2 BSSCC 04 2 Hold (0-6) Hold</td>
<td>Day2 Ring Type</td>
<td>0 (multi-incomg.)</td>
<td>2-108</td>
</tr>
<tr>
<td>FF2 2 BSSCC 04 3 Hold (0-9999) Hold</td>
<td>Day2 Ring Destination</td>
<td>--</td>
<td>2-108</td>
</tr>
<tr>
<td>FF2 2 BSSCC 04 4 Hold (0-6) Hold</td>
<td>Night Ring Type</td>
<td>0 (multi-incomg.)</td>
<td>2-109</td>
</tr>
<tr>
<td>FF2 2 BSSCC 04 5 Hold (0-9999) Hold</td>
<td>Night Ring Destination</td>
<td>--</td>
<td>2-109</td>
</tr>
<tr>
<td>FF2 2 BSSCC 05 0 Hold (0-4) Hold</td>
<td>Day1 Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-110</td>
</tr>
<tr>
<td>FF2 2 BSSCC 05 1 Hold (0-9999) Hold</td>
<td>Day1 Delayed Ring Destination</td>
<td>--</td>
<td>2-110</td>
</tr>
<tr>
<td>FF2 2 BSSCC 05 2 Hold (0-4) Hold</td>
<td>Day2 Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-111</td>
</tr>
<tr>
<td>FF2 2 BSSCC 05 3 Hold (0-9999) Hold</td>
<td>Day2 Delayed Ring Destination</td>
<td>--</td>
<td>2-111</td>
</tr>
<tr>
<td>FF2 2 BSSCC 05 4 Hold (0-4) Hold</td>
<td>Night Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-112</td>
</tr>
<tr>
<td>FF2 2 BSSCC 05 5 Hold (0-9999) Hold</td>
<td>Night Delayed Ring Destination</td>
<td>--</td>
<td>2-112</td>
</tr>
<tr>
<td>FF2 2 BSSCC 06 Hold (1-72) Hold</td>
<td>Tenant Group Assignment</td>
<td>--</td>
<td>2-113</td>
</tr>
<tr>
<td>FF2 2 BSSCC 07 0 Hold (1-50) Hold</td>
<td>TRS Class Assignment (Day)</td>
<td>1</td>
<td>2-113</td>
</tr>
<tr>
<td>FF2 2 BSSCC 07 1 Hold (1-50) Hold</td>
<td>TRS Class Assignment (Night)</td>
<td>1</td>
<td>2-114</td>
</tr>
<tr>
<td>FF2 2 BSSCC 08 Hold (1-16) Hold</td>
<td>Trunk COS Assignment</td>
<td>1</td>
<td>2-114</td>
</tr>
<tr>
<td>FF2 2 BSSCC 09 Hold (1-16) Hold</td>
<td>Trunk Digital Pad Class Assignment</td>
<td>7</td>
<td>2-115</td>
</tr>
</tbody>
</table>

**FF2 2: T1 Trunks (E&M Tie)**

| FF2 2 BSSCC 00 Hold (1-2) Hold | Trunk Connection Type (CO/Network) | 1 (CO) | 2-116 |
| FF2 2 BSSCC 01 Hold (0-576) Hold | Trunk Number Assignment | -- | 2-116 |
| FF2 2 BSSCC 02 00 Hold (0-5) Hold | Trunk Signal Type | 5 (E&M Wink) | 2-117 |
| FF2 2 BSSCC 02 01 Hold | Not Used | -- | 2-118 |
| FF2 2 BSSCC 02 02 Hold | Ring Detect Timer | 0 (48ms) | 2-118 |
| FF2 2 BSSCC 02 03 Hold | Auto Answer for Outbound Calls | 0 (Disabled) | 2-119 |
| FF2 2 BSSCC 02 04 Hold (0 or 1) Hold | Frame Format | 0 (SF) | 2-119 |
| FF2 2 BSSCC 02 05 Hold (0 or 1) Hold | Line Coding | 0 (AMI) | 2-120 |
| FF2 2 BSSCC 02 08 Hold (0-6) Hold | Ring Frequency | 1 (400/562Hz) | 2-121 |
| FF2 BSSCC 02 09 Hold (0-12) Hold | Ring Pattern | 1 (1on/3off) | 2-122 |
| FF2 BSSCC 02 10 Hold (0-2) Hold | DTMF On/Off Pattern During Talk | 1 (Pattern #2) | 2-123 |
| FF2 BSSCC 02 11 Hold (0-2) Hold | DTMF On/Off Pattern for Outgoing Dialing | 0 (Pattern #1) | 2-123 |
| FF2 BSSCC 02 12 Hold (0-3) Hold | Disconnect Supervision Timer | 0 (160ms) | 2-124 |
| FF2 BSSCC 02 13 Hold | Not Used | -- | 2-124 |
| FF2 BSSCC 02 14 Hold | Auto Answer Timer | 0 (1 second) | 2-125 |
| FF2 BSSCC 02 15 Hold (0-3) Hold | TRS/ARS | -- | 2-126 |
| FF2 BSSCC 03 00 Hold (0 or 1) Hold | DTMF/Dial Pulse Dialing | 1 (DTMF) | 2-126 |
| FF2 BSSCC 03 01 Hold (0 or 1) Hold | Flash Pattern | 0 (Pattern #1) | 2-126 |
| FF2 BSSCC 03 02 Hold | Not Used | -- | 2-126 |
| FF2 BSSCC 03 03 Hold (0 or 1) Hold | Trunk Connection Type (CO/PBX) | 0 (CO) | 2-127 |
| FF2 BSSCC 03 04 Hold | Not Used | -- | 2-127 |
| FF2 BSSCC 03 05 Hold (0 or 1) Hold | DTMF After Answer (Link Control) | 0 (Allowed) | 2-127 |
| FF2 BSSCC 03 06 Hold (0 or 1) Hold | CO Dial Tone Simulation | 0 (Disabled) | 2-128 |
| FF2 BSSCC 03 07 Hold (0 or 1) Hold | SMDR for Outbound Calls | 1 (Include) | 2-128 |
| FF2 BSSCC 03 08 Hold (0 or 1) Hold | SMDR for Inbound Calls | 0 (Exclude) | 2-129 |
| FF2 BSSCC 03 09 Hold (0 or 1) Hold | Flash Key Operation | 0 (flash to CO) | 2-129 |
| FF2 BSSCC 03 10 Hold | Not Used | -- | 2-130 |
| FF2 BSSCC 03 11 Hold | DTMF Conversion (Outbound Calls) | 1 (Enabled) | 2-130 |
| FF2 BSSCC 03 12 Hold | DTMF Conversion (Inbound Calls) | 1 (Enabled) | 2-131 |
| FF2 BSSCC 03 13 Hold (0 or 1) Hold | Indirect LCR | 0 (Disabled) | 2-131 |
| FF2 BSSCC 03 16 Hold | Not Used | -- | 2-132 |
| FF2 BSSCC 03 17 Hold | Day1 Ring Type | 0 (Tie incoming) | 2-132 |
| FF2 BSSCC 03 18 Hold | Not Used | -- | 2-133 |
| FF2 BSSCC 04 0 Hold (0 or 1) Hold | Day2 Ring Type | 0 (Tie incoming) | 2-133 |
| FF2 BSSCC 04 1 Hold | Not Used | -- | 2-134 |
| FF2 BSSCC 04 2 Hold (0 or 1) Hold | Night Ring Type | 0 (Tie incoming) | 2-134 |
| FF2 BSSCC 04 3 Hold | Not Used | -- | 2-135 |
| FF2 BSSCC 04 5 Hold | Not Used | -- | 2-135 |
| FF2 BSSCC 05 0 Hold | Tenant Group Assignment | 0 (none) | 2-135 |
| FF2 BSSCC 05 1 Hold | TRS Class Assignment (Day) | 1 | 2-136 |
| FF2 BSSCC 05 2 Hold | TRS Class Assignment (Night) | 1 | 2-136 |
| FF2 BSSCC 05 3 Hold | Trunk COS Assignment | 1 | 2-137 |
| FF2 BSSCC 05 4 Hold | Trunk Digital Pad Class Assignment | 7 | 2-137 |
| FF2 BSSCC 05 5 Hold | Trunk Digital Pad Class Assignment | 7 | 2-137 |
## Defaults for FF3: EXTENSIONS

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF3 0 BSSC 00 Hold (1-3) Hold</td>
<td>Phone Type</td>
<td>1 (Dig.keyphone or SLT)</td>
<td>3-3</td>
</tr>
<tr>
<td>FF3 0 BSSC 01 Hold (1-5) Hold</td>
<td>Phone Version (Digital Keyphones)</td>
<td>Auto detected</td>
<td>3-4</td>
</tr>
<tr>
<td>FF3 0 BSSC 02 Hold (0-9999) Hold</td>
<td>Extension Number Assignment</td>
<td>--</td>
<td>3-4</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 0 Hold (0 or 1) Hold</td>
<td>SLT Hookflash</td>
<td>0 (Detect)</td>
<td>3-5</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 1 Hold (0 or 1) Hold</td>
<td>SLT Dial Type</td>
<td>1 (DTMF)</td>
<td>3-6</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 2 Hold (0-3) Hold</td>
<td>SLT On-Hook Detection Timer</td>
<td>1 (1008ms detect; 112ms ignore)</td>
<td>3-6</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 3 Hold (0-3) Hold</td>
<td>SLT Hookflash Timer</td>
<td>2 (208ms)</td>
<td>3-7</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 4 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>3-7</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 00 Hold (0 or 1) Hold</td>
<td>Auto Answer (Handset)</td>
<td>1 (Enabled)</td>
<td>3-8</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 01 Hold (0 or 1) Hold</td>
<td>Ringing Line Preference (ON/OFF)</td>
<td>0 (Disabled)</td>
<td>3-8</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 02 Hold (0 or 1) Hold</td>
<td>Slide Ringing Receive</td>
<td>0 (Disabled)</td>
<td>3-9</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 03 Hold (0 or 1) Hold</td>
<td>Busy Override on Trunk Key</td>
<td>0 (Disabled)</td>
<td>3-9</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 04 Hold (0 or 1) Hold</td>
<td>Auto Camp-On Receive</td>
<td>0 (Disabled)</td>
<td>3-10</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 05 Hold (0 or 1) Hold</td>
<td>CO Off-Hook Signal</td>
<td>1 (Enabled)</td>
<td>3-10</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 06 Hold (0 or 1) Hold</td>
<td>SLT Voice Mail Connection</td>
<td>0 (Not VM port)</td>
<td>3-11</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 07 Hold (0 or 1) Hold</td>
<td>SLT Fixed Ring Pattern</td>
<td>0 (Different)</td>
<td>3-12</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 08 Hold (0 or 1) Hold</td>
<td>End-to-End Signaling</td>
<td>1 (Enabled)</td>
<td>3-12</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 09 Hold (0 or 1) Hold</td>
<td>Message Waiting LED</td>
<td>1 (Enabled)</td>
<td>3-13</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 10 Hold (0 or 1) Hold</td>
<td>Data Security</td>
<td>0 (Allow interrupt)</td>
<td>3-13</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 11 Hold (0 or 1) Hold</td>
<td>Large-LCD Fixed Menu Display During Idle</td>
<td>1 (Allowed)</td>
<td>3-14</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 12 Hold (0 or 1) Hold</td>
<td>Trunk Key Operation: Direct Calls</td>
<td>1 (Ignored)</td>
<td>3-14</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 13 Hold (0 or 1) Hold</td>
<td>Trunk Key Operation: HOLD</td>
<td>0 (Ignored)</td>
<td>3-15</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 14 Hold (0 or 1) Hold</td>
<td>Trunk Key Operation: Multiple Call Pickup</td>
<td>0 (Retrieved)</td>
<td>3-15</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 15 Hold (0 or 1) Hold</td>
<td>Trunk Key Operation: Brokers Hold</td>
<td>0 (Disabled)</td>
<td>3-16</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 16 Hold (0 or 1) Hold</td>
<td>System Mode Display</td>
<td>0 (Disabled)</td>
<td>3-17</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 17 Hold (0 or 1) Hold</td>
<td>Flash on PROG (Recall)</td>
<td>0 (Ignored)</td>
<td>3-17</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 18 Hold (0 or 1) Hold</td>
<td>Call Duration Display</td>
<td>0 (Enabled)</td>
<td>3-18</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 19 Hold (0 or 1) Hold</td>
<td>Ring Volume Control</td>
<td>1 (Separate)</td>
<td>3-18</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 20 Hold (0 or 1) Hold</td>
<td>Loop (AEC) Disconnect Signal for VM</td>
<td>0 (No signal)</td>
<td>3-19</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 21 Hold (0 or 1) Hold</td>
<td>Flash-Signal Control</td>
<td>0 (Flash to CO)</td>
<td>3-19</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 22 Hold (0 or 1) Hold</td>
<td>Variable Mode Release</td>
<td>0 (Release)</td>
<td>3-20</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 23 Hold (0 or 1) Hold</td>
<td>MCO Prime Line</td>
<td>0 (Disabled)</td>
<td>3-21</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 24 Hold (0 or 1) Hold</td>
<td>Forced Account Codes</td>
<td>0 (Not Forced)</td>
<td>3-21</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 25 Hold (0 or 1) Hold</td>
<td>Verified Account Codes</td>
<td>0 (Unverified)</td>
<td>3-22</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 26 Hold</td>
<td>Not Used</td>
<td>-</td>
<td>3-23</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 27 Hold (0 or 1) Hold</td>
<td>Hot Dial Pad</td>
<td>1 (Enabled)</td>
<td>3-23</td>
</tr>
<tr>
<td>FF3 0 BSSC 05 Hold (1-72) Hold</td>
<td>Tenant Group Assignment</td>
<td>1</td>
<td>3-24</td>
</tr>
<tr>
<td>FF3 0 BSSC 06 0 Hold (1-50) Hold</td>
<td>TRS Class Assignment (Day)</td>
<td>1</td>
<td>3-25</td>
</tr>
<tr>
<td>FF3 0 BSSC 06 1 Hold (1-50) Hold</td>
<td>TRS Class Assignment (Night)</td>
<td>1</td>
<td>3-25</td>
</tr>
<tr>
<td>FF3 0 BSSC 07 Hold (1-16) Hold</td>
<td>Extension COS Assignment</td>
<td>1</td>
<td>3-26</td>
</tr>
<tr>
<td>FF3 0 BSSC 08 Hold (1-8) Hold</td>
<td>Extension Digital Pad Class Assignment</td>
<td>1 (Analog) 3 (Digital)</td>
<td>3-26</td>
</tr>
<tr>
<td>FF3 0 BSSC 09 Hold (1 or 2) Hold</td>
<td>Dial Plan Assignment</td>
<td>1 (Plan &quot;A&quot;)</td>
<td>3-27</td>
</tr>
<tr>
<td>FF3 1: S-Point ISDN Extensions</td>
<td>3-28</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-------------------------------</td>
<td>------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF3 1 BSSC 00 0 Hold (BSSC) Hold</td>
<td>Common D-Channel Position</td>
<td>--</td>
<td>3-28</td>
</tr>
<tr>
<td>FF3 1 BSSC 00 1 Hold (1-127) Hold</td>
<td>D-Channel Interface ID Code</td>
<td>--</td>
<td>3-29</td>
</tr>
<tr>
<td>FF3 1 BSSC 01 Hold (0-9999) Hold</td>
<td>Extension Number Assignment</td>
<td>--</td>
<td>3-29</td>
</tr>
<tr>
<td>FF3 1 BSSC 02 00 Hold (0 or 1) Hold</td>
<td>Connection Type</td>
<td>0 (Point-to-Point)</td>
<td>3-30</td>
</tr>
<tr>
<td>FF3 1 BSSC 02 01 Hold (0 or 1) Hold</td>
<td>Passive Bus</td>
<td>0 (Short Loop)</td>
<td>3-30</td>
</tr>
<tr>
<td>FF3 1 BSSC 02 02 Hold (0 or 1) Hold</td>
<td>Layer 1 Operate Mode</td>
<td>0 (Active)</td>
<td>3-31</td>
</tr>
<tr>
<td>FF3 1 BSSC 02 03 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>3-31</td>
</tr>
<tr>
<td>FF3 1 BSSC 03 00 Hold (0 or 1) Hold</td>
<td>B-Channel Select</td>
<td>0 (Highest-no.’d)</td>
<td>3-32</td>
</tr>
<tr>
<td>FF3 1 BSSC 03 01 Hold (0 or 1) Hold</td>
<td>B-Channel Numbering (Layer 3)</td>
<td>0 (Slot mapping)</td>
<td>3-32</td>
</tr>
<tr>
<td>FF3 1 BSSC 03 02 Hold (0 or 1) Hold</td>
<td>Call ID Length</td>
<td>0 (1byte/BRI) 1 (2byte/PRI)</td>
<td>3-33</td>
</tr>
<tr>
<td>FF3 1 BSSC 03 03 Hold (0 or 1) Hold</td>
<td>Called Number Indication</td>
<td>0 (no indication)</td>
<td>3-34</td>
</tr>
<tr>
<td>FF3 1 BSSC 03 04 Hold (0 or 1) Hold</td>
<td>Called Sub-Address Indication</td>
<td>0 (no indication)</td>
<td>3-34</td>
</tr>
<tr>
<td>FF3 1 BSSC 03 05 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>3-35</td>
</tr>
<tr>
<td>FF3 1 BSSC 03 06 Hold (0 or 1) Hold</td>
<td>Progress Tone</td>
<td>1 (Send)</td>
<td>3-35</td>
</tr>
<tr>
<td>FF3 1 BSSC 03 07 Hold (0 or 1) Hold</td>
<td>Data Security</td>
<td>0 (Off)</td>
<td>3-36</td>
</tr>
<tr>
<td>FF3 1 BSSC 04 Hold (1-72) Hold</td>
<td>Tenant Group Assignment</td>
<td>1</td>
<td>3-36</td>
</tr>
<tr>
<td>FF3 1 BSSC 05 0 Hold (1-50) Hold</td>
<td>TRS Class Assignment (Day)</td>
<td>1</td>
<td>3-37</td>
</tr>
<tr>
<td>FF3 1 BSSC 05 1 Hold (1-50) Hold</td>
<td>TRS Class Assignment (Night)</td>
<td>1</td>
<td>3-38</td>
</tr>
<tr>
<td>FF3 1 BSSC 06 Hold (1-16) Hold</td>
<td>Extension COS Assignment</td>
<td>1</td>
<td>3-38</td>
</tr>
<tr>
<td>FF3 1 BSSC 07 0 Hold (1-8) Hold</td>
<td>Extension Digital Pad Class Assignment</td>
<td>5</td>
<td>3-39</td>
</tr>
<tr>
<td>FF3 1 BSSC 08 Hold (1 or 2) Hold</td>
<td>Dial Plan Assignment</td>
<td>1 (Plan “A”)</td>
<td>3-39</td>
</tr>
<tr>
<td>FF3 2: Virtual Ports</td>
<td>3-40</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF3 2 (001-576) 00 Hold (0-9999) Hold</td>
<td>Extension Number Assignment</td>
<td>--</td>
<td>3-40</td>
</tr>
<tr>
<td>FF3 2 (001-576) 01 00 Hold (1-6) Hold</td>
<td>Ring Frequency</td>
<td>1 (400/562Hz)</td>
<td>3-41</td>
</tr>
<tr>
<td>FF3 2 (001-576) 01 01 Hold (1-12) Hold</td>
<td>Ring Pattern</td>
<td>1 (1on/3off)</td>
<td>3-42</td>
</tr>
<tr>
<td>FF3 2 (001-576) 02 Hold (1-72) Hold</td>
<td>Tenant Group Assignment</td>
<td>1</td>
<td>3-43</td>
</tr>
<tr>
<td>FF3 2 (001-576) 03 Hold (1-16) Hold</td>
<td>Extension COS Assignment</td>
<td>1</td>
<td>3-43</td>
</tr>
<tr>
<td>FF3 3: RAI Extension Port</td>
<td>3-45</td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF3 3 00 Hold (0-9999) Hold</td>
<td>RAI Extension Number Assignment</td>
<td>699</td>
<td>3-45</td>
</tr>
<tr>
<td>FF3 3 01 Hold (1-72) Hold</td>
<td>Tenant Group Assignment</td>
<td>1</td>
<td>3-45</td>
</tr>
<tr>
<td>FF3 3 02 Hold (1-16) Hold</td>
<td>Extension COS Assignment</td>
<td>1</td>
<td>3-46</td>
</tr>
</tbody>
</table>
## Defaults for FF4: FF-KEY/SOFT KEY FEATURE ASSIGNMENTS

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units</strong></td>
<td></td>
<td>4-7</td>
<td></td>
</tr>
<tr>
<td>FF 4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold</td>
<td>FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)</td>
<td>--</td>
<td>4-7</td>
</tr>
<tr>
<td>FF 4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold</td>
<td>Trunk FF-Key: Outbound Call Restriction</td>
<td>0 (Allowed)</td>
<td>4-10</td>
</tr>
<tr>
<td>FF 4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold</td>
<td>Trunk FF-Key: Inbound Answer Restriction</td>
<td>0 (Allowed)</td>
<td>4-11</td>
</tr>
<tr>
<td>FF 4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold</td>
<td>Trunk FF-Key: Day1 Ringing</td>
<td>0 (No ring)</td>
<td>4-11</td>
</tr>
<tr>
<td>FF 4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold</td>
<td>Trunk FF-Key: Day2 Ringing</td>
<td>0 (No ring)</td>
<td>4-12</td>
</tr>
<tr>
<td>FF 4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold</td>
<td>Trunk FF-Key: Night Ringing</td>
<td>0 (No ring)</td>
<td>4-12</td>
</tr>
<tr>
<td>FF 4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold</td>
<td>Trunk FF-Key: No-Ring Auto Answer</td>
<td>0 (Disabled)</td>
<td>4-13</td>
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<tr>
<td><strong>FF4 1: FF-Keys on DSS/72 Consoles</strong></td>
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<td>FF 4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold</td>
<td>FF-Key Feature Assignment (DSS/72)</td>
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<tr>
<td>FF 4 1 BSSC 1 (01-72) Hold CONF (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Outbound Call Restriction</td>
<td>0 (Allowed)</td>
<td>4-15</td>
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<td>FF 4 1 BSSC 1 (01-72) Hold CONF Hold (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Inbound Answer Restriction</td>
<td>0 (Allowed)</td>
<td>4-16</td>
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<tr>
<td>FF 4 1 BSSC 1 (01-72) Hold CONF Holdx2 (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Day1 Ringing</td>
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<td>4-16</td>
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<tr>
<td>FF 4 1 BSSC 1 (01-72) Hold CONF Holdx3 (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Day2 Ringing</td>
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<td>FF 4 1 BSSC 1 (01-72) Hold CONF Holdx4 (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Night Ringing</td>
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<td>FF 4 1 BSSC 1 (01-72) Hold CONF Holdx5 (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: No-Ring Auto Answer</td>
<td>0 (Disabled)</td>
<td>4-18</td>
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<td><strong>FF4 2: Soft Keys on Display Phones</strong></td>
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<tr>
<td>FF 4 2 BSSC 0 (01-30) Hold (Code) Hold</td>
<td>Soft Key Feature Assignment</td>
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## Defaults for FF5: GROUPS

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<tr>
<td>FF5 0 01 Hold (0-9999) Hold</td>
<td>Attendant HG Pilot Number</td>
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<tr>
<td>FF5 0 02 01 Hold (0-2) Hold</td>
<td>Attendant HG/Day1 Hunt Mode</td>
<td>1 (Pilot terminal)</td>
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<tr>
<td>FF5 0 02 (02-21) Hold (0-9999) Hold</td>
<td>Attendant HG/Day1 Members</td>
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<td>FF5 0 02 22 Hold (0-255) Hold</td>
<td>Attendant HG/Day1 Delayed (No Answer) Hunt Timer</td>
<td>0 (stay@idle Ext)</td>
<td>5-5</td>
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<tr>
<td>FF5 0 02 23 Hold (0-255) Hold</td>
<td>Attendant HG/Day1 Queuing Timer</td>
<td>0 (stay in HG)</td>
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<tr>
<td>FF5 0 02 24 Hold (0-9999) Hold</td>
<td>Attendant HG/Day1 Next Extension/Hunt Group</td>
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<tr>
<td>FF5 0 03 01 Hold (1 or 2) Hold</td>
<td>Attendant HG/Day2 Hunt Mode</td>
<td>1 (Pilot terminal)</td>
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<td>FF5 0 03 (02-21) Hold (0-9999) Hold</td>
<td>Attendant HG/Day2 Members</td>
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<td>FF5 0 03 22 Hold (0-255) Hold</td>
<td>Attendant HG/Day2 Delayed (No Answer) Hunt Timer</td>
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<td>5-9</td>
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<tr>
<td>FF5 0 04 01 Hold (1 or 2) Hold</td>
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<td>FF5 1 (01-72) 01 Hold (0-4) Hold</td>
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<td>Extension HG Pilot Number</td>
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<td>Extension HG Members</td>
<td>--</td>
<td>5-14</td>
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<td>FF5 1 (01-72) 23 Hold (0-255) Hold</td>
<td>Extension HG Delayed (No Answer) Hunt Timer</td>
<td>16 (seconds)</td>
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<td>Extension HG Queuing Timer</td>
<td>0 (stay in HG)</td>
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<td>FF5 1 (01-72) 25 Hold (0-9999) Hold</td>
<td>Extension HG Next Extension/Hunt Group</td>
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<td>FF5 2 (01-99) 001 Hold (0 or 1) Hold</td>
<td>MCO-Outbound Search Mode</td>
<td>0 (Reverse ordr)</td>
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<td>FF5 2 (01-99) (002-577) Hold (1-576) Hold</td>
<td>MCO-Outbound Trunk Group Members</td>
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<td>FF5 3 (01-99) (001-576) Hold (1-576) Hold</td>
<td>MCO-Inbound Trunk Group Members</td>
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<td>FF5 4 (01-10) 01 Hold (BSSC) Hold</td>
<td>External Page Port</td>
<td>* (use SCC port)</td>
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<td>FF5 4 (01-10) (02-73) Hold (0-9999) Hold</td>
<td>Paging Group Members</td>
<td>--</td>
<td>5-22</td>
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<td>FF5 5 (01-20) 01 Hold (0-9999) Hold</td>
<td>Hot Line Extension</td>
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<td>5-23</td>
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<tr>
<td>FF5 5 (01-20) 02 Hold (0 or 1) Hold</td>
<td>Hot Line Mode</td>
<td>0 (Extension)</td>
<td>5-23</td>
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<tr>
<td>FF5 5 (01-20) 03 Hold (1-999 or 000-799) Hold</td>
<td>Hot Line Destination</td>
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<td>5-24</td>
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<tr>
<td>FF5 6 (01-72) (01-20) Hold (1-9999) Hold</td>
<td>Call Pickup Group Members</td>
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### Defaults for FF6: TRS/ARS

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<td>FF6 0 00</td>
<td>Leading Digits Table</td>
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<tr>
<td>FF6 0 00 (001-100) 0001 Hold (up to 10 digits) Hold</td>
<td>Leading Digits Table: Prefix String</td>
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<tr>
<td>FF6 0 00 (001-100) 0002 Hold (0-99) Hold</td>
<td>Leading Digits Table: Prefix ID</td>
<td>0 (not linked to Anlyz.Dig.)</td>
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<td>FF6 0 00 (001-100) 0003 Hold (0-16) Hold</td>
<td>Leading Digits Table: Follow Digit Maximum</td>
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<td>FF6 0 00 (001-100) 0004 Hold (0-8) Hold</td>
<td>Leading Digits Table: TRS Level</td>
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<td>FF6 0 00 (001-100) 0005 Hold (0-2) Hold</td>
<td>Leading Digits Table: Route Type</td>
<td>0 (use Route)</td>
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<tr>
<td>FF6 0 00 (001-100) 0006 Hold (1-200/100/50) Hold</td>
<td>Leading Digits Table: Route Number</td>
<td>0 (None)</td>
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<tr>
<td><strong>FF6 0 01: Analyze Digits Table</strong></td>
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<td>FF6 0 01 (001-500) 0001 Hold (0-99) Hold</td>
<td>Analyze Digits Table: Prefix ID</td>
<td>0 (No code)</td>
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<tr>
<td>FF6 0 01 (001-500) 0002 Hold (up to 8 digits) Hold</td>
<td>Analyze Digits Table: Digit String</td>
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<tr>
<td>FF6 0 01 (001-500) 0003 Hold (0-16) Hold</td>
<td>Analyze Digits Table: Follow Digit Maximum</td>
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<td>FF6 0 01 (001-500) 0004 Hold (0-8) Hold</td>
<td>Analyze Digits Table: TRS Level</td>
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<tr>
<td>FF6 0 01 (001-500) 0005 Hold (0-2) Hold</td>
<td>Analyze Digits Table: Route Type</td>
<td>0 (use Route)</td>
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<tr>
<td>FF6 0 01 (001-500) 0006 Hold (0-200/100/50) Hold</td>
<td>Analyze Digits Table: Route Number</td>
<td>0 (None)</td>
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<tr>
<td><strong>FF6 1: TRS Class Definitions</strong></td>
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<tr>
<td><strong>FF6 1 00: TRS Class: Path Settings (non-ARS)</strong></td>
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<tr>
<td>FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold</td>
<td>TRS Level for Path (non-ARS)</td>
<td>9 (Allow all calls)</td>
<td>6-6</td>
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<td><strong>FF6 1 01: TRS Class: Originator Settings (ARS/TRS)</strong></td>
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<tr>
<td>FF6 1 01 (01-50) 0001 Hold (0-9) Hold</td>
<td>TRS Level for Originator (ARS/TRS)</td>
<td>9 (Allow all calls)</td>
<td>6-6</td>
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<tr>
<td>FF6 1 01 (01-50) 0002 Hold (0-9) Hold</td>
<td>ARS Level for Originator (Route List)</td>
<td>9</td>
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<tr>
<td>FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold</td>
<td>Trunk Queuing for Originator (Route List)</td>
<td>1 (Queuing)</td>
<td>6-6</td>
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<tr>
<td><strong>FF6 1 02: TRS Class: Dialing Restrictions</strong></td>
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<tr>
<td>FF6 1 02 (01-50) 0001 Hold (0-20) Hold</td>
<td>Outbound Dialed-Digit Maximum</td>
<td>0 (No restr.)</td>
<td>6-6</td>
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<tr>
<td>FF6 1 02 (01-50) 0002 Hold (0 or 1) Hold</td>
<td>Dialing Restriction During Inbound Calls</td>
<td>0 (No restr.)</td>
<td>6-6</td>
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<tr>
<td>FF6 1 02 (01-50) 0003 Hold (0 or 1) Hold</td>
<td>TRS Override on SSD Dialing</td>
<td>0 (Restricted)</td>
<td>6-6</td>
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<tr>
<td>FF6 1 02 (01-50) 0004 Hold (0 or 1) Hold</td>
<td>Star (✱) and Pound (#) Dialing Restriction</td>
<td>0 (Allowed)</td>
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<td><strong>FF6 1 03: TRS Class: SSD Range</strong></td>
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<tr>
<td>FF6 1 03 0001 Hold (0001-7999) Hold</td>
<td>Allowed SSD Range</td>
<td>0 (No TRS)</td>
<td>6-6</td>
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<td><strong>FF6 2: ARS Settings</strong></td>
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<td><strong>FF6 2 00 thru 02: Time List Tables</strong></td>
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<td>FF6 2 00 (0001-0007) Hold (1-4) Hold</td>
<td>Day of the Week for Time List Table</td>
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<td>FF6 2 01 (0001-0040) Hold (MMDD or 1-4) Hold</td>
<td>Day of the Year for Time List Table</td>
<td>0000 and 1</td>
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<td>FF6 2 02 (0-3) (01-50) (0001-0010) Hold (0000-2359 or 0-100) Hold</td>
<td>Time List Tables</td>
<td>0000 and 0</td>
<td>6-6</td>
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<td><strong>FF6 2 03: Route List Table</strong></td>
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<td>FF6 2 03 (001-100) 0001 Hold (0-200) Hold</td>
<td>Route List Table: 1st Priority Route No.</td>
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<td>FF6 2 03 (001-100) 0002 Hold (0-9) Hold</td>
<td>Route List Table: 1st Priority ARS Level</td>
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<td>FF6 2 03 (001-100) 0003 Hold (0-200) Hold</td>
<td>Route List Table: 2nd Priority Route No.</td>
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**Introduction**

| FF6 2 03 (001-100) 0004 Hold (0-9) Hold | Route List Table: 2nd Priority ARS Level | 0 | 6-30 |
| FF6 2 03 (001-100) 0005 Hold (0 or 1) Hold | Route List Table: 2nd Priority ARS Alarm | 0 (Alarm off) | 6-30 |
| FF6 2 03 (001-100) 0006 Hold (0-200) Hold | Route List Table: 3rd Priority Route No. | 0 | 6-31 |
| FF6 2 03 (001-100) 0007 Hold (0-9) Hold | Route List Table: 3rd Priority ARS Level | 0 | 6-31 |
| FF6 2 03 (001-100) 0008 Hold (0 or 1) Hold | Route List Table: 3rd Priority ARS Alarm | 0 (Alarm off) | 6-32 |
| FF6 2 03 (001-100) 0009 Hold (0-200) Hold | Route List Table: 4th Priority Route No. | 0 | 6-32 |
| FF6 2 03 (001-100) 0010 Hold (0-9) Hold | Route List Table: 4th Priority ARS Level | 0 | 6-33 |
| FF6 2 03 (001-100) 0011 Hold (0 or 1) Hold | Route List Table: 4th Priority ARS Alarm | 0 (Alarm off) | 6-33 |
| FF6 2 03 (001-100) 0012 Hold (0-200) Hold | Route List Table: 5th Priority Route No. | 0 | 6-34 |
| FF6 2 03 (001-100) 0013 Hold (0-9) Hold | Route List Table: 5th Priority ARS Level | 0 | 6-34 |
| FF6 2 03 (001-100) 0014 Hold (0 or 1) Hold | Route List Table: 5th Priority ARS Alarm | 0 (Alarm off) | 6-35 |

**FF6 2 04: Route Table**

| FF6 2 04 (001-200) 0001 Hold (0-99) Hold | Route Table: Trunk Group Assignment | 0 (None) | 6-36 |
| FF6 2 04 (001-200) 0002 Hold (0-50) Hold | Route Table: Digit Modify Pattern No. | 0 (None) | 6-37 |

**FF6 2 05: Digit Modify Table**

| FF6 2 05 (01-50) 0001 Hold (0-24) Hold | Digit Modify Table: Delete Beginning Digits | 0 | 6-38 |
| FF6 2 05 (01-50) 0002 Hold (up to 10 char.) Hold | Digit Modify Table: Add Beginning Digits | -- | 6-39 |
| FF6 2 05 (01-50) 0003 Hold (up to 10 char.) Hold | Digit Modify Table: Add Ending Digits | -- | 6-40 |

**FF6 2 06: Authorization Code**

| FF6 2 06 (0001-0008) Hold (up to 10 digits) Hold | Authorization Code | -- | 6-41 |

**FF6 2 07: Closed Number Table**

| FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold | Closed Number Table: Digit String | -- | 6-42 |
| FF6 2 07 (001-150) 0002 Hold (0-16) Hold | Closed Number Table: Follow Digit Maximum | 0 (None) | 6-43 |
| FF6 2 07 (001-150) 0003 Hold (0-8) Hold | Closed Number Table: TRS Level | 0 (Restrict all outbound) | 6-43 |
| FF6 2 07 (001-150) 0004 Hold (0 or 1) Hold | Closed Number Table: Route Type | 0 (use Route) | 6-44 |
| FF6 2 07 (001-150) 0005 Hold (1-200/100) Hold | Closed Number Table: Route Number | 0 (None) | 6-44 |

**FF6 2 08: Tandem Exchange Table**

| FF6 2 08 (01-50) 0001 Hold (1-4 digits) Hold | Tandem Exchange Table: Digit String | -- (None) | 6-45 |
| FF6 2 08 (01-50) 0002 Hold (0-16) Hold | Tandem Exchange Table: Follow Digit Maximum | 0 (None) | 6-46 |
| FF6 2 08 (01-50) 0003 Hold (0-2) Hold | Tandem Exchange Table: Route Type | 0 (use Route) | 6-46 |
| FF6 2 08 (01-50) 0004 Hold (1-200/100) Hold | Tandem Exchange Table: Route Number | 0 (None) | 6-47 |
** Defaults for FF7: APPLICATIONS **

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
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<tbody>
<tr>
<td><strong>FF7 0: Built-In Voice Mail</strong></td>
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<tr>
<td>FF7 0 (B11) 00 Hold (0-4) Hold VM Unit Number</td>
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<tr>
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<td>FF7 0 (B11) 01 (01-16) 01 Hold (1-72) Hold VPU Port Tenant Group Assignment</td>
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<td>FF7 0 (B11) 01 (01-16) 02 (0 and 1) Hold (1-50) Hold VPU Port TRS Class Assignment (Day/Night)</td>
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<tr>
<td>FF7 0 (B11) 01 (01-16) 03 Hold (1-8) Hold VPU Port Digital Pad Class Assignment</td>
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<tr>
<td>FF7 0 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold Built-In VM: Service Range Assignment</td>
<td>0/00 (None)</td>
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<td>FF7 1 (B11) 00 Hold (0-2) Hold ACD Unit Number</td>
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<tr>
<td>FF7 1 (B11) 01 (01-24) 00 Hold (Ext.No.) Hold ACD Port Extension Numbers</td>
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## Defaults for FF8: MAINTENANCE

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</tr>
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<tr>
<td><strong>FF8 0: Dealer Maintenance</strong></td>
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<td>FF8 000 (01-50) Hold (Code) Hold</td>
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<td>See pg. 8-9</td>
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<td>FF8 001 (01-10) Hold (Code) Hold</td>
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<td>See pg. 8-24</td>
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<td>See pg. 8-38</td>
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<tr>
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<td>MSG Key ID Codes</td>
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<td>--</td>
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<td>Extended Holidays</td>
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<tr>
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<td>Special Days of the Month</td>
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<th>FF8 1 08: Walking TRS Codes</th>
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<td>FF8 1 08 Hold (0-9999) Hold (4-digit Code) Hold</td>
<td>Walking TRS Code</td>
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<tbody>
<tr>
<td>FF8 1 09 0 Hold (0-9999) Hold (0-9999) Hold</td>
<td>Call-Forward/Busy Destination Extension</td>
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<td>FF8 1 09 1 Hold (0-9999) Hold (0-9999) Hold</td>
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<td>Caller ID Log Extensions</td>
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0. System Configuration

Use the addresses in this chapter to set System Configuration parameters for the DBS 576. These addresses must be set immediately after initializing the system for the first time (see Introduction for more information).

**IMPORTANT:** If you don’t assign the card type, you can’t continue programming. When you install the card, you must assign the configuration first.

This chapter covers the following addresses:

<table>
<thead>
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<th>FF-key Address</th>
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<tr>
<td></td>
<td>General Notes</td>
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<tr>
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<td>Cabinet Configuration</td>
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<td>Before Removing a Trunk or Extension Card from a Free Slot</td>
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<td>Using the LS/GS Card for Ground-Start</td>
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<td>Installing the API Card for PanaVOICE</td>
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<td>00 Hold (1-6) Hold</td>
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<td>01 (1-6) (01-12) Hold (1-99) Hold</td>
<td>Free Slot Assignment</td>
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<td>02 (1-6) (13 or 14) Hold (50) Hold</td>
<td>Option Slot Assignment</td>
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General Notes

Cabinet Configuration

A phone system can consist of multiple base cabinets (up to 2) and expansion cabinets (up to 4). A base cabinet contains the power switch that controls up to two expansion cabinets as well as itself. One of the base cabinets acts as the control cabinet for the system, by holding the CPC card, TSW card, SCC card, and other common control cards. (See Section 300-Installation for more information.)

- Cabinet #1 is always the control (base) cabinet that holds the CPC card.
- Cabinet #2 is always the 1st expansion cabinet, with the rotary switch on the CBL or CBLDBS card set to “1.”
- Cabinet #3 ... 2nd expansion cabinet ... rotary switch set to “2.”
- Cabinet #4 ... 3rd expansion cabinet ... rotary switch set to “3.”
- Cabinet #5 ... 4th expansion cabinet ... rotary switch set to “4.”
- Cabinet #6 ... 5th expansion cabinet ... rotary switch set to “5.”

Figure 0-1: Cabinet Building-Block Configurations

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<th>Cabinet Configuration</th>
<th>2-cabinet configurations (192 ports)</th>
<th>3-cabinet configurations (288 ports)</th>
<th>4-cabinet configurations (384 ports)</th>
<th>5-cabinet configurations (480 ports)</th>
<th>6-cabinet configurations (576 ports)</th>
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<td></td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>5</td>
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<tr>
<td></td>
<td>-or-</td>
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<td></td>
<td>2</td>
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<td>3</td>
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</tr>
<tr>
<td></td>
<td>1</td>
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<td>-or-</td>
<td>-or-</td>
<td>-or-</td>
<td>-or-</td>
<td>-or-</td>
</tr>
</tbody>
</table>

(CPC-288 or CPC-576 required)
Before Removing a Trunk or Extension Card from a Free Slot

First clear the Trunk Numbers or Extension Numbers assigned to the ports on the card in programming. This is for system “housecleaning” purposes, so the numbers can be automatically removed from other areas in programming such as Hunt Groups, etc.

Addresses for Trunk Cards:

- Trunk Numbers for analog CO trunks: FF2 0 BSSC 00 Hold (0-576) Hold (pg. 2-7)
  (LTRK/8, LGTRK8, DIDTR8)
- Trunk Numbers for analog E&M tie trunks: FF2 0 BSSC 00 Hold (0-576) Hold (pg. 2-37)
  (E&M/4)
- Trunk Numbers for ISDN trunks: FF2 1 BSSC 01 Hold (0-576) Hold (pg. 2-60)
  (TBRI/4, PRI/8, PRI/16, PRI/23)
- Trunk Numbers for T1 trunks: FF2 2 BSSCC 01 Hold (0-576) Hold (pg. 2-87) --CO
  (T1/8, T1/16, T1/24)
  FF2 2 BSSCC 01 Hold (0-576) Hold (pg. 2-116) --E&M

Addresses for Extension Cards:

- Extension Numbers for digital or SLT phones: FF3 0 BSSC 02 Hold (0-9999) Hold (pg. 3-4)
  (DEC/8, AEC/8)
- Extension Numbers for ISDN extensions: FF3 1 BSSC 01 Hold (0-9999) Hold (pg. 3-29)
  (SBRI/4, PRI/8, PRI/23)

Using the LS/GS Card for Ground-Start

In order to use the Loop-Start/Ground-Start Trunk Card (LGTRK8) for ground-start signaling:

- A pair of jumpers for each circuit must be installed on the card.
- A -48V power supply must be installed in the cabinet.
- Ground lead on power supply must be installed properly (“SG” connected to Ground screw).

See Section 300-Installation for more information.

Installing the API Card for PanaVOICE

The API Card is required if PanaVOICE (proprietary Voice Mail) is installed. When configuring the Free Slot for the API Card, use Card Type address numbers 80-87 (see table, pg. 0-7).

- Not more than one API Card can be installed per cabinet.
- The API Card can be installed in any Free Slot between 01 and 11.
- A DEC or AEC Card, which can provide up to 8 voice ports, must also be installed in the Free Slot immediately after (to the right of) the API Card.
- If the API Card doesn’t use all 8 ports on the DEC or AEC for voice mail, the remaining ports can be used for normal extensions.

The API Card will always choose Port #8 (last port) on the DEC or AEC as the 1st voice port. The 2nd voice port is always Port #7 on the DEC/AEC; the 3rd voice port #6; etc. See illustration (next page).
**IMPORTANT:** If the Free Slot to the right of the API Card is already occupied when you install the API Card, you must reprogram the installed card. Otherwise the system will not let you program the API Card. Perform the following:

1) If the Free Slot contains a Trunk or Extension Card, go into programming and clear all trunk or extension numbers assigned to the ports on the card. (for system “housecleaning” purposes, so the number can be automatically removed from Hunt Groups, etc.)

2) Remove the card from the Free Slot.

3) In programming, erase the card assignment from the Free Slot (press FLASH in the “01” address, pg. 0-5).

4) Install the API Card.

5) Install the DEC or AEC Card into the Free Slot immediately after (to the right of) the API Card.

6) In programming, assign the card type for the API Card’s Free Slot (settings 80-87 in the “01” address, pg. 0-5). **Do Not Configure The Free Slot for the DEC/AEC.** The API Card’s Free Slot assignment will automatically configure the DEC/AEC Free Slot (the program will skip over the DEC or AEC Card’s Free Slot number after you assign the API Card).

7) In programming, set the API Port addresses in FF7 - 2, and configure the audio-path ports of the DEC/AEC in FF3 - 0.
**0: System Configuration Addresses**

### System Size

(All CPCs) - Version 1.0 or higher

Enter the number of cabinets installed in the phone system configuration.

```
00 Hold (1-6) Hold
```

Number of Cabinets Installed

**Notes:**

See General Notes (pg. 0-2).

**IMPORTANT:** Once the number of cabinets is entered in this address, it is not possible to reduce the number of cabinets later.

**Related Programming:**

- Card Reset (pg. 8-23) FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)
- Card Type Verification (pg. 8-23) FF8 0 04 1 BSS 00 Hold [01-99 displays]
- Card Version Verification (pg. 8-24) FF8 0 04 1 BSS 01 Hold [Version No. displays]
- T1 Loopback 1 Diagnostics (pg. 8-34) FF8 0 05 3 BSS(C) Hold (0 or 1) Hold
- T1 Loopback 2 Diagnostics (pg. 8-34) FF8 0 05 4 BSS(C) Hold 1 Hold

---

### Free Slot Assignment

(All CPCs) - Version 1.0 or higher

Enter the type of card installed in each Free Slot of the cabinet.

```
01 Hold (1-6) (01-12) Hold (1-99) Hold
```

Cabinet No. 1-6 Free Slot No. 1-12 Card Type No. (see figure, next page)

(see table, next page)

**Notes:**

See General Notes (pg. 0-2).

The first time you install a card into a Free Slot, and nothing is programmed for it (no port settings, etc.), the system will automatically detect the card.

**Related Programming:**

- Card Reset (pg. 8-23) FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)
- Card Type Verification (pg. 8-23) FF8 0 04 1 BSS 00 Hold [01-99 displays]
- Card Version Verification (pg. 8-24) FF8 0 04 1 BSS 01 Hold [Version No. displays]
- T1 Loopback 1 Diagnostics (pg. 8-34) FF8 0 05 3 BSS(C) Hold (0 or 1) Hold
- T1 Loopback 2 Diagnostics (pg. 8-34) FF8 0 05 4 BSS(C) Hold 1 Hold
Option Slot Assignment

(all CPCs) - Version 1.0 or higher

Enter the type of card installed in each of the two Option Slots in the cabinet.

02 (1-6) (13 or 14) Hold (50) Hold

Cabinet No. 1-6 13="OP1" option slot 14="OP2" option slot

Card Type No. 50 (for MFR/8)

Notes:

“MFR/8” (DTMF Receiver cards) cannot be automatically detected by the system. You must manually assign them in this address.

Typically, Option Slots are used for SCC (Service Control cards) or TSW (Time Switch cards), which do not require a code assignment.

Related Programming:

Card Reset (pg. 8-23) FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)
Card Type Verification (pg. 8-23) FF8 0 04 1 BSS 00 Hold [01-99 displays]
Card Version Verification (pg. 8-24) FF8 0 04 1 BSS 01 Hold [Version No. displays]
T1 Loopback 1 Diagnostics (pg. 8-34) FF8 0 05 3 BSS(C) Hold (0 or 1) Hold
T1 Loopback 2 Diagnostics (pg. 8-34) FF8 0 05 4 BSS(C) Hold 1 Hold
Table 0-1. Free Slot/Option Slot card types (01 and 02 addresses)

<table>
<thead>
<tr>
<th>Setting</th>
<th>Card Type</th>
<th>Value</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>LTRK/8</td>
<td>Loop Start Trunk Card/8-port</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>LGTRK8</td>
<td>Loop Start/Ground Start Trunk Card/8-port</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>DIDTR8</td>
<td>DID Card</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>E&amp;M/4</td>
<td>E&amp;M Card/4 ports</td>
<td></td>
</tr>
<tr>
<td>5: Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>T1/8</td>
<td>T1 Card/8-channel use</td>
<td>Use slot 1, 5, or 9. Next slot can’t be used.</td>
</tr>
<tr>
<td>7</td>
<td>T1/16</td>
<td>T1 Card/16-channel use</td>
<td>Use slot 1, 5, or 9. Next 2 slots can’t be used.</td>
</tr>
<tr>
<td>8</td>
<td>T1/24</td>
<td>T1 Card/24-channel use</td>
<td>Use slot 1, 5, or 9. Next 2 slots can’t be used.</td>
</tr>
<tr>
<td>9: Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>TBRI/4</td>
<td>ISDN BRI Trunk Card</td>
<td>2B+D/4</td>
</tr>
<tr>
<td>11</td>
<td>PRI/8</td>
<td>ISDN PRI Trunk Card/8-channel use</td>
<td>8B+D/1</td>
</tr>
<tr>
<td>12</td>
<td>PRI/16</td>
<td>ISDN PRI Trunk Card/16-channel use</td>
<td>16B+D/1</td>
</tr>
<tr>
<td>13</td>
<td>PRI/23</td>
<td>ISDN PRI Trunk Card/23- or 24-channel use</td>
<td>23B+D/1</td>
</tr>
<tr>
<td>14-29: Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>DEC/8</td>
<td>Digital Extension Card/8-port</td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>AEC/8</td>
<td>Analog Extension Card/8-port</td>
<td></td>
</tr>
<tr>
<td>32-34: Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>35</td>
<td>SBRI/4</td>
<td>BRI Card/S-point</td>
<td>2B+D/4</td>
</tr>
<tr>
<td>36</td>
<td>PRI/8</td>
<td>ISDN PRI Extension Card/S-point/8-channel use</td>
<td>8B+D/1</td>
</tr>
<tr>
<td>37</td>
<td>PRI/23</td>
<td>ISDN PRI Extension Card/S-point/23- or 24-channel use</td>
<td>23B+D/1</td>
</tr>
<tr>
<td>38-49: Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>MFR/8</td>
<td>DTMF Receiver Card</td>
<td>Install in OP slot 13 or 14.</td>
</tr>
<tr>
<td>51-59: Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>VMC VPU4-1</td>
<td>Built-In Voice Mail (VSSC and one VPU/4)</td>
<td>Slot 10=VPU/4 Slot 11=VSSC Provides 4 voice ports.</td>
</tr>
<tr>
<td>61: Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>62</td>
<td>VMC VPU8-1</td>
<td>Built-In Voice Mail (VSSC and one VPU/8)</td>
<td>Slot 10=VPU/8 Slot 11=VSSC Provides 8 voice ports.</td>
</tr>
<tr>
<td>63: Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>64</td>
<td>VMC VPU4-1/VPU4-2</td>
<td>Built-In Voice Mail (VSSC and two VPU/4s)</td>
<td>Slot 9=VPU/4 Slot 10=VPU/4 Slot 11=VSSC Provides 8 voice ports.</td>
</tr>
<tr>
<td>Setting</td>
<td>Card Type</td>
<td>Value</td>
<td>Notes</td>
</tr>
<tr>
<td>---------</td>
<td>-----------</td>
<td>-------</td>
<td>-------</td>
</tr>
<tr>
<td>65</td>
<td>VMC VPU8-1/VPU4-2</td>
<td>Built-In Voice Mail (VSSC, one VPU/8, one VPU/4)</td>
<td>Slot 9=VPU/8&lt;br&gt;Slot 10=VPU/4&lt;br&gt;Slot 11=VSSC&lt;br&gt;Provides 12 voice ports.</td>
</tr>
<tr>
<td>66</td>
<td>Not Used</td>
<td></td>
<td></td>
</tr>
<tr>
<td>67</td>
<td>VMC VPU8-1/VPU8-2</td>
<td>Built-In Voice Mail (VSSC and two VPU/8s)</td>
<td>Slot 9=VPU/8&lt;br&gt;Slot 10=VPU/8&lt;br&gt;Slot 11=VSSC&lt;br&gt;Provides 16 voice ports.</td>
</tr>
<tr>
<td>68-69</td>
<td>Not Used</td>
<td></td>
<td></td>
</tr>
<tr>
<td>70</td>
<td>SACD VPU4-1</td>
<td>ACD 4-channel #1</td>
<td>Provides 4 voice ports.</td>
</tr>
<tr>
<td>71-79</td>
<td>Not Used</td>
<td></td>
<td></td>
</tr>
<tr>
<td>80</td>
<td>API-AEC2</td>
<td>API with AEC for 3rd-Party Voice Mail (2-port)</td>
<td>ports 7-8: Voice Mail&lt;br&gt;ports 1-6: available for use</td>
</tr>
<tr>
<td>81</td>
<td>API-AEC4</td>
<td>API with AEC for 3rd-Party Voice Mail (4-port)</td>
<td>ports 5-8: Voice Mail&lt;br&gt;ports 1-4: available for use</td>
</tr>
<tr>
<td>82</td>
<td>API-AEC6</td>
<td>API with AEC for 3rd-Party Voice Mail (6-port)</td>
<td>ports 3-8: Voice Mail&lt;br&gt;ports 1-2: available for use</td>
</tr>
<tr>
<td>83</td>
<td>API-AEC8</td>
<td>API with AEC for 3rd-Party Voice Mail (8-port)</td>
<td>ports 1-8: Voice Mail</td>
</tr>
<tr>
<td>84</td>
<td>API-DEC2</td>
<td>API with DEC for 3rd-Party Voice Mail (2-port)</td>
<td>ports 7-8: Voice Mail&lt;br&gt;ports 1-6: available for use</td>
</tr>
<tr>
<td>85</td>
<td>API-DEC4</td>
<td>API with DEC for 3rd-Party Voice Mail (4-port)</td>
<td>ports 5-8: Voice Mail&lt;br&gt;ports 1-4: available for use</td>
</tr>
<tr>
<td>86</td>
<td>API-DEC6</td>
<td>API with DEC for 3rd-Party Voice Mail (6-port)</td>
<td>ports 3-8: Voice Mail&lt;br&gt;ports 1-2: available for use</td>
</tr>
<tr>
<td>87</td>
<td>API-DEC8</td>
<td>API with DEC for 3rd-Party Voice Mail (8-port)</td>
<td>ports 1-8: Voice Mail</td>
</tr>
<tr>
<td>88-99</td>
<td>Not Used</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
1. System Programming (FF1)

Use the FF1 programming addresses in this chapter to set system-wide parameters for the DBS 576:

**FF1 0: System Common**
- **FF1 0 01**: General 1
- **FF1 0 02**: General 2
- **FF1 0 03**: Extension COS Definitions
- **FF1 0 04**: Trunk COS Definitions
- **FF1 0 05**: Serial Ports
- **FF1 0 06**: Serial Port Output Data
- **FF1 0 07 and 08**: PBX Parameters
- **FF1 0 09**: SMDR Output Format
- **FF1 0 10 and 11**: Call Restriction Between COS
- **FF1 0 12, 13, and 14**: MOH Source
- **FF1 0 15, 16, and 17**: SSD Blocks
- **FF1 0 18**: Synchronized Clock
- **FF1 0 19**: TRS Class for Forced Account Codes
- **FF1 0 20**: Ext.No. Display for Closed-Number Calls
- **FF1 0 21**: Ring Alarm for Unanswered Calls
- **FF1 0 22**: Dealer Programming ID Code
- **FF1 0 23 and 24**: Voice Mail Codes
- **FF1 0 25**: Caller ID Add Digits
- **FF1 0 26**: DISA ID Codes

**FF1 1: System Timers**
- **FF1 1 01**: Trunk Timer 1
- **FF1 1 02**: Trunk Timer 2
- **FF1 1 03**: Extension Timer 1
- **FF1 1 04**: Extension Timer 2

**FF1 2: Dial Plan**

**FF1 3: MCO Access**

**FF1 4: DID/DNIS Tables**

**FF1 5: Not Used**

**FF1 6: Not Used**

**FF1 7: Not Used**

**FF1 8: Digital Pad Settings**

This chapter covers the following FF1 addresses:
| FF1 01 0008 Hold (0 or 1) Hold | Virtual Key LED: Answer Control #2 | 1 (Free-up key) | 1-13   |
| FF1 01 0009 Hold (0 or 1) Hold | Floating Hold on Trunk Key | 0 (Disabled) | 1-14   |
| FF1 01 0010 Hold (0 or 1) Hold | Floating Hold on Virtual Port Key | 0 (Disabled) | 1-14   |
| FF1 01 0011 Hold (0 or 1) Hold | Hot Line/MCO Preference for "ON/OFF" Key | 0 (Disabled) | 1-15   |
| FF1 01 0012 Hold (0 or 1) Hold | Programming Mode Entry | 1 (Allowed) | 1-15   |
| FF1 01 0013 Hold (0 or 1) Hold | Built-In VM: Voice Mail Access Key | 1 (Enabled) | 1-16   |
| FF1 01 0014 Hold (0 or 1) Hold | Built-In VM: Mailbox Key | 1 (Enabled) | 1-16   |
| FF1 01 0015 Hold (0 or 1) Hold | Built-In VM: Message Retrieve Key | 1 (Enabled) | 1-17   |
| FF1 01 0016 Hold (0 or 1) Hold | Off-Hook Monitor | 1 (Enabled) | 1-17   |
| FF1 01 0017 Hold (0 or 1) Hold | Handset Mute | 1 (Enabled) | 1-18   |
| FF1 01 0018 Hold (0 or 1) Hold | Hookflash on Rotary SLTs | 0 (hookflash) | 1-18   |
| FF1 01 0019 Hold (0 or 1) Hold | ISDN Outgoing Control | 0 (Disabled) | 1-19   |
| FF1 01 0020 Hold (0 or 1) Hold | Automatic BLF on DSS and EM/24 Units | 0 (Disabled) | 1-19   |
| FF1 01 0021 Hold (0 or 1) Hold | Caller ID Log Outgoing Control | 0 (Disabled) | 1-20   |
| FF1 01 0022 Hold (0 or 1) Hold | Caller ID Log Private/Out-of-Area Control | 1 (Enabled) | 1-20   |
| FF1 01 0023 Hold (0 or 1) Hold | Time Display Mode | 1 (12-hour) | 1-21   |

**FF1 02: General 2**

| FF1 02 0001 Hold (0 or 1) Hold | Trunk Numbering | 0 (2-digit) | 1-22   |
| FF1 02 0002 Hold (0 or 1) Hold | SSD Code Numbering | 1 (3-digit) | 1-22   |
| FF1 02 0003 Hold (0 or 1) Hold | SSD Assignment to Groups | 0 (Disabled) | 1-23   |
| FF1 02 0004 Hold (0 or 1) Hold | Trunk Access in Speed Dialing | 1 (Enabled) | 1-23   |
| FF1 02 0005 Hold (0 or 1) Hold | Intercom Voice Call Pickup | 0 (Disabled) | 1-24   |
| FF1 02 0006 Hold (0 or 1) Hold | BLF Call Pickup | 1 (Enabled) | 1-24   |
| FF1 02 0007 Hold (0 or 1) Hold | Day/Night Mode Assignment | 0 (System-wide) | 1-25   |
| FF1 02 0008 Hold (0 or 1) Hold | Step Calling: Intercom Calls | 0 (Disabled) | 1-26   |
| FF1 02 0009 Hold (0 or 1) Hold | Step Calling: DISA/Tie-Line | 0 (Disabled) | 1-26   |
| FF1 02 0010 Hold (0 or 1) Hold | ARS/LCR Setting | 0 (Disabled) | 1-27   |
| FF1 02 0011 Hold (0 or 1) Hold | Advanced Routing for MCO Access | 0 (Disabled) | 1-27   |
| FF1 02 0012 Hold (0 or 1) Hold | Page Override | 1 (Enabled) | 1-28   |
| FF1 02 0013 Hold (0 or 1) Hold | Paging Answer on Tie-Line | 0 (no ansr.signl) | 1-29   |
| FF1 02 0014 Hold (0 or 1) Hold | Howler Tone | 0 (Disabled) | 1-29   |
| FF1 02 0015 Hold (0 or 1) Hold | DISA Invalid Number | 0 (multi-incomg.) | 1-30   |
| FF1 02 0016 Hold (0 or 1) Hold | DISA Interdigit Timeout | 0 (multi-incomg.) | 1-30   |
| FF1 02 0017 Hold (0 or 1) Hold | DISA No-Answer Timeout | 0 (multi-incomg.) | 1-31   |
| FF1 02 0018 Hold (0 or 1) Hold | DID to Busy Extension (Day1) | 0 (busy signal) | 1-31   |
| FF1 02 0019 Hold (0 or 1) Hold | DID to Busy Extension (Day2) | 0 (busy signal) | 1-32   |
| FF1 02 0020 Hold (0 or 1) Hold | DID to Busy Extension (Night) | 0 (busy signal) | 1-32   |
| FF1 02 0021 Hold (0 or 1) Hold | DID to Incorrect Number (Day1) | 0 (busy signal) | 1-33   |
| FF1 02 0022 Hold (0 or 1) Hold | DID to Incorrect Number (Day2) | 0 (busy signal) | 1-33   |
| FF1 02 0023 Hold (0 or 1) Hold | DID to Incorrect Number (Night) | 0 (busy signal) | 1-34   |

**FF1 03: Extension COS Definitions**

| FF1 03 (00-15) 01 Hold (0 or 1) Hold | Extension COS: Intercom Calling Type | 1 (Voice) | 1-35   |
| FF1 03 (00-15) 02 Hold (0 or 1) Hold | Extension COS: Onhook Transfer at Ringback | 0 (Allowed) | 1-36   |
| FF1 03 (00-15) 03 Hold (0 or 1) Hold | Extension COS: Onhook Transfer at Talk | 0 (Allowed) | 1-37   |
| FF1 03 (00-15) 04 Hold (0 or 1) Hold | Extension COS: Onhook Transfer at Camp-On | 0 (Allowed) | 1-38   |
| FF1 03 (00-15) 05 Hold (0 or 1) Hold | Extension COS: Onhook Transfer at Mute | 0 (Allowed) | 1-39   |
| FF1 0 03 (00-15) 05 Hold (0 or 1) Hold | Extension COS: Exclusive Hold for Non-Appearing CO | 0 (System Hold) | 1-40 |
| FF1 0 03 (00-15) 06 Hold (0 or 1) Hold | Extension COS: Exclusive Hold on SLTs | 0 (System Hold) | 1-41 |
| FF1 0 03 (00-15) 07 Hold (0 or 1) Hold | Extension COS: Brokers Hold on SLTs | 1 (Broker’s Hold) | 1-42 |
| FF1 0 03 (00-15) 08 Hold (0 or 1) Hold | Extension COS: Hookflash Control on SLTs | 0 (Allowed) | 1-43 |
| FF1 0 03 (00-15) 09 Hold (0 or 1) Hold | Extension COS: SSD Assignment | 1 (Not Allowed) | 1-43 |
| FF1 0 03 (00-15) 10 Hold (0 or 1) Hold | Extension COS: SSD Assignment to MCO Tenant Groups | 1 (Not Allowed) | 1-44 |
| FF1 0 03 (00-15) 11 Hold (0 or 1) Hold | Extension COS: SSD Dialing | 0 (Allowed) | 1-45 |
| FF1 0 03 (00-15) 12 Hold (0 or 1) Hold | Extension COS: Intercom Redialing | 1 (Not Allowed) | 1-46 |
| FF1 0 03 (00-15) 13 Hold (0 or 1) Hold | Extension COS: Direct Trunk Access | 0 (Allowed) | 1-46 |
| FF1 0 03 (00-15) 14 Hold (0 or 1) Hold | Extension COS: MCO Incoming Call Answering | 0 (Allowed) | 1-47 |
| FF1 0 03 (00-15) 15 Hold (0 or 1) Hold | Extension COS: Paging | 0 (Allowed) | 1-48 |
| FF1 0 03 (00-15) 16 Hold (0 or 1) Hold | Extension COS: Auto Repeat Dial | 0 (Allowed) | 1-48 |
| FF1 0 03 (00-15) 17 Hold (0 or 1) Hold | Extension COS: DND Set/Clear | 0 (Allowed) | 1-49 |
| FF1 0 03 (00-15) 18 Hold (0 or 1) Hold | Extension COS: DND Set/Clear (Other) | 1 (Not Allowed) | 1-50 |
| FF1 0 03 (00-15) 19 Hold (0 or 1) Hold | Extension COS: Call Forward/All Calls | 0 (Allowed) | 1-50 |
| FF1 0 03 (00-15) 20 Hold (0 or 1) Hold | Extension COS: Call Forward/No Answer | 0 (Allowed) | 1-51 |
| FF1 0 03 (00-15) 21 Hold (0 or 1) Hold | Extension COS: Call Forward/Busy | 0 (Allowed) | 1-52 |
| FF1 0 03 (00-15) 22 Hold (0 or 1) Hold | Extension COS: Call Forward/Other | 1 (Not Allowed) | 1-52 |
| FF1 0 03 (00-15) 23 Hold (0 or 1) Hold | Extension COS: User Log-In | 1 (Not Allowed) | 1-53 |
| FF1 0 03 (00-15) 24 Hold (0 or 1) Hold | Extension COS: Priority Message Waiting Send (VM) | 1 (Not Allowed) | 1-54 |
| FF1 0 03 (00-15) 25 Hold (0 or 1) Hold | Extension COS: Message Waiting Send | 0 (Allowed) | 1-55 |
| FF1 0 03 (00-15) 26 Hold (0 or 1) Hold | Extension COS: System Mode Switch | 1 (Not Allowed) | 1-55 |
| FF1 0 03 (00-15) 27 Hold (0 or 1) Hold | Extension COS: Busy Override Send | 0 (Allowed) | 1-56 |
| FF1 0 03 (00-15) 28 Hold (0 or 1) Hold | Extension COS: Manual Camp-On Send | 0 (Allowed) | 1-57 |
| FF1 0 03 (00-15) 29 Hold (0 or 1) Hold | Extension COS: Manual Camp-On Receive | 0 (Allowed) | 1-58 |
| FF1 0 03 (00-15) 30 Hold (0 or 1) Hold | Extension COS: Callback Request Send | 0 (Allowed) | 1-58 |
| FF1 0 03 (00-15) 31 Hold (0 or 1) Hold | Extension COS: Callback Request Receive | 0 (Allowed) | 1-59 |
| FF1 0 03 (00-15) 32 Hold (0 or 1) Hold | Extension COS: Trunk Queuing | 0 (Allowed) | 1-60 |
| FF1 0 03 (00-15) 33 Hold (0 or 1) Hold | Extension COS: Manual DND Override Send | 1 (Not Allowed) | 1-61 |
| FF1 0 03 (00-15) 34 Hold (0 or 1) Hold | Extension COS: Forced DND Override | 1 (Not Allowed) | 1-61 |
| FF1 0 03 (00-15) 35 Hold (0 or 1) Hold | Extension COS: 8-Party Conference | 1 (Not Allowed) | 1-62 |
| FF1 0 03 (00-15) 36 Hold (0 or 1) Hold | Extension COS: Voice Call Send | 0 (Allowed) | 1-63 |
| FF1 0 03 (00-15) 37 Hold (0 or 1) Hold | Extension COS: Voice Call Receive | 0 (Allowed) | 1-64 |
| FF1 0 03 (00-15) 38 Hold (0 or 1) Hold | Extension COS: Dial Tone Stop | 1 (Receive internal dial tone) | 1-64 |
| FF1 0 03 (00-15) 39 Hold (0 or 1) Hold | Extension COS: Dial Tone Pre-Pause Check | 1 (Check/send re-order tone) | 1-65 |
| FF1 0 03 (00-15) 40 Hold (0 or 1) Hold | Extension COS: Long Talk Alarm | 0 (Disabled) | 1-66 |
| FF1 0 03 (00-15) 41 Hold (0 or 1) Hold | Extension COS: Recall Timer Apply | 0 (Ext.Recall) | 1-67 |
| FF1 0 03 (00-15) 42 Hold (0 or 1) Hold | Extension COS: Forced ARS | 0 (Disabled) | 1-68 |
| FF1 0 03 (00-15) 43 Hold (0 or 1) Hold | Extension COS: API Event Reporting | 1 (Enabled) | 1-69 |
| FF1 0 03 (00-15) 44 Hold (0 or 1) Hold | Extension COS: Call Forward/Outside | 0 (Allowed) | 1-69 |
| FF1 0 03 (00-15) 45 Hold (0 or 1) Hold | Extension COS: Onhook Trunk-to-Trunk Transfer | 1 (Not Allowed) | 1-70 |
| FF1 0 03 (00-15) 46 Hold (0 or 1) Hold | Extension COS: Station Call Park Answer | 0 (Allowed) | 1-71 |
| FF1 0 03 (00-15) 47 Hold (0 or 1) Hold | Extension COS: Station Call Park Transfer | 0 (Allowed) | 1-72 |
### FF1 003 (00-15): System Programming

<table>
<thead>
<tr>
<th>FF1 003 (00-15)</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>48 Hold (0 or 1)</td>
<td>Hold Extension COS: OHVA</td>
<td>0 (Allowed)</td>
<td>1-72</td>
</tr>
<tr>
<td>49 Hold (0 or 1)</td>
<td>Hold Extension COS: OHVA Answer</td>
<td>0 (Allowed)</td>
<td>1-73</td>
</tr>
<tr>
<td>50 Hold (0 or 1)</td>
<td>Hold Extension COS: Call-Waiting Answer at HOLD</td>
<td>1 (Not Allowed)</td>
<td>1-74</td>
</tr>
</tbody>
</table>

### FF1 004: Trunk COS Definitions

<table>
<thead>
<tr>
<th>FF1 004 (00-15)</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 Hold (0 or 1)</td>
<td>Trunk COS: Incoming Ring Tone Source</td>
<td>0 (use trunk's Ring Pattern)</td>
<td>1-75</td>
</tr>
<tr>
<td>02 Hold (0 or 1)</td>
<td>Trunk COS: Dial Tone to Tie-Line</td>
<td>1 (Enabled)</td>
<td>1-76</td>
</tr>
<tr>
<td>03 Hold (0 or 1)</td>
<td>Trunk COS: Forced Recovery at Fast-Busy</td>
<td>0 (Enabled)</td>
<td>1-77</td>
</tr>
<tr>
<td>04 Hold (0 or 1)</td>
<td>Trunk COS: DID/DNIS Table</td>
<td>0 (&quot;A&quot; side)</td>
<td>1-77</td>
</tr>
<tr>
<td>05 Hold (0 or 1)</td>
<td>Trunk COS: Paging on DISA/Tie-Line Call</td>
<td>0 (Not Allowed)</td>
<td>1-78</td>
</tr>
<tr>
<td>06 Hold (0 or 1)</td>
<td>Trunk COS: DISA ID Verification</td>
<td>0 (Verify)</td>
<td>1-79</td>
</tr>
</tbody>
</table>

### FF1 005: Serial Ports

<table>
<thead>
<tr>
<th>FF1 005 Hold (0-7)</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001 Hold (0-7)</td>
<td>Serial Port 1: Data Format</td>
<td>5 (8bits/NoPar./1stop)</td>
<td>1-80</td>
</tr>
<tr>
<td>0002 Hold (0-5)</td>
<td>Serial Port 1: Baud Rate</td>
<td>5 (9600 bps)</td>
<td>1-81</td>
</tr>
<tr>
<td>0003 Hold (0-2)</td>
<td>Serial Port 1: Protocol</td>
<td>0 (No order)</td>
<td>1-81</td>
</tr>
<tr>
<td>0004 Hold (0 or 1)</td>
<td>Serial Port 1: Echo Control</td>
<td>0 (Off)</td>
<td>1-82</td>
</tr>
<tr>
<td>0005 Hold (1-255)</td>
<td>Serial Port 1: Maximum Input Digits</td>
<td>80 digits</td>
<td>1-82</td>
</tr>
<tr>
<td>0017 Hold (0-7)</td>
<td>RAI Serial Port: Data Format</td>
<td>5 (8Bits/NoPar./1stop)</td>
<td>1-83</td>
</tr>
<tr>
<td>0018 Hold (0-5)</td>
<td>RAI Serial Port: Baud Rate</td>
<td>5 (9600 bps)</td>
<td>1-83</td>
</tr>
<tr>
<td>0019 Hold (0-2)</td>
<td>RAI Serial Port: Protocol</td>
<td>0 (No order)</td>
<td>1-84</td>
</tr>
<tr>
<td>0020 Hold (0 or 1)</td>
<td>RAI Serial Port: Echo Control</td>
<td>0 (Off)</td>
<td>1-84</td>
</tr>
<tr>
<td>0021 Hold (1-255)</td>
<td>RAI Serial Port: Maximum Input Digits</td>
<td>1 digit</td>
<td>1-85</td>
</tr>
<tr>
<td>0033 Hold (0-7)</td>
<td>Serial Port 2: Data Format</td>
<td>5 (8Bits/NoPar./1stop)</td>
<td>1-85</td>
</tr>
<tr>
<td>0034 Hold (0-5)</td>
<td>Serial Port 2: Baud Rate</td>
<td>5 (9600 bps)</td>
<td>1-86</td>
</tr>
<tr>
<td>0035 Hold (0-2)</td>
<td>Serial Port 2: Protocol</td>
<td>0 (No order)</td>
<td>1-86</td>
</tr>
<tr>
<td>0036 Hold (0 or 1)</td>
<td>Serial Port 2: Echo Control</td>
<td>0 (Off)</td>
<td>1-87</td>
</tr>
<tr>
<td>0037 Hold (1-255)</td>
<td>Serial Port 2: Maximum Input Digits</td>
<td>80 digits</td>
<td>1-87</td>
</tr>
</tbody>
</table>

### FF1 006: Serial Port Output Data

<table>
<thead>
<tr>
<th>FF1 006 Hold (0-2)</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001 Hold (0-2)</td>
<td>SMDR Data to Serial Port</td>
<td>1 (Port 1)</td>
<td>1-88</td>
</tr>
<tr>
<td>0002 Hold (0-2)</td>
<td>Fault Alarm Data to Serial Port</td>
<td>0 (None)</td>
<td>1-88</td>
</tr>
<tr>
<td>0003 Hold (0-2)</td>
<td>Programmed Data to Serial Port</td>
<td>2 (Port 2)</td>
<td>1-89</td>
</tr>
<tr>
<td>0004 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>1-89</td>
</tr>
<tr>
<td>0005 Hold (0-2)</td>
<td>Bus Monitor Data to Serial Port</td>
<td>2 (Port 2)</td>
<td>1-90</td>
</tr>
</tbody>
</table>

### FF1 007 and 008: PBX Parameters

<table>
<thead>
<tr>
<th>FF1 007 Hold (0001-0012)</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001-0012 Hold (0-16)</td>
<td>Auto Pause Position Behind PBX</td>
<td>1 (for &quot;9&quot;)</td>
<td>1-91</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 (for all others)</td>
<td>1-91</td>
</tr>
<tr>
<td>FF1 008 Hold (0001-0006)</td>
<td>PBX Trunk Access Codes</td>
<td>Code 1: 9 Codes 2-6: none</td>
<td>1-92</td>
</tr>
</tbody>
</table>

### FF1 009: SMDR Output Format

<table>
<thead>
<tr>
<th>FF1 009 Hold (0-2)</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001 Hold (0-2)</td>
<td>SMDR Output Format</td>
<td>1 (Format #1)</td>
<td>1-93</td>
</tr>
</tbody>
</table>

## FF1 10 and 11: Call Restriction Between COS

### FF1 10 (00-15) and 11 (00-15)

<table>
<thead>
<tr>
<th>FF1 10 (00-15) Hold (0 or 1)</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-16 Hold (0 or 1)</td>
<td>Call Restriction Between Extension COS</td>
<td>0 (Allowed)</td>
<td>1-94</td>
</tr>
<tr>
<td>01-16 Hold (0 or 1)</td>
<td>Call Restriction Between Trunk COS</td>
<td>0 (Allowed)</td>
<td>1-95</td>
</tr>
</tbody>
</table>
### FF1 0 12, 13, and 14: MOH Source

| FF1 0 12 | MOH Source for CO Trunks |
| FF1 0 13 | MOH Source for Tie-Lines |
| FF1 0 14 | MOH Source for Intercom Calls |

| FF1 0 15, 16, and 17: SSD Blocks

| FF1 0 15 | SSD Block Assignment to MCO Tenant Groups |
| FF1 0 16 | SSD Common Block for MCO Tenant Groups |
| FF1 0 17 | SSD Block Assignment |

| FF1 0 18: Synchronized Clock

| FF1 0 19: TRS Class for Forced Account Codes

| FF1 0 20: Ext.No. Display for Closed-Number Calls

| FF1 0 21: Ring Alarm for Unanswered Calls

| FF1 0 22: Dealer Programming ID Code

| FF1 0 23 and 24: Voice Mail Codes

| FF1 0 25: Caller ID Add Digits

| FF1 0 26: DISA ID Codes

| FF1 1: System Timers

| FF1 1 01: Trunk Timer 1

| FF1 1 02: DISA ID Codes

| FF1 1 03: Call Duration Timer (analogue CO)

| FF1 1 04: Call Duration Timer (Tie-Lines)

| FF1 1 05: Outpulse Delay Timer (analogue CO)
| FF1 1 01 0008 Hold (1-255) Hold | Outpulse Delay Timer (analog Tie-Lines/Immediate-Start) | 1 (second) | 1-119 |
| FF1 1 01 0009 Hold (1-255) Hold | Pre-Pause Timer (ISDN CO) | 30 (seconds) | 1-120 |
| FF1 1 01 0010 Hold (1-255) Hold | Interdigit Timer (ARS and ISDN CO) | 10 (seconds) | 1-120 |
| FF1 1 01 0011 Hold | Not Used | -- | 1-121 |
| FF1 1 01 0013 Hold (1-255) Hold | Wink Wait Timer (analog Tie-Lines) | 5 (seconds) | 1-121 |
| FF1 1 01 0014 Hold (1-255) Hold | Start Timer for CO Busy Tone Detect (Auto-Repeat Dial) | 5 (seconds) | 1-122 |
| FF1 1 01 0015 Hold (1-255) Hold | CO Busy Tone Detect Timer (Auto-Repeat Dial) | 30 (seconds) | 1-123 |
| FF1 1 01 0016 Hold (1-255) Hold | DTMF ON: Pattern #1 | 16 (80ms) | 1-123 |
| FF1 1 01 0017 Hold (1-255) Hold | DTMF OFF: Pattern #1 | 9 (45ms) | 1-124 |
| FF1 1 01 0018 Hold (1-255) Hold | DTMF ON/OFF: Pattern #2 | 1 (125ms on/125ms off) | 1-125 |
| FF1 1 01 0019 Hold (1-255) Hold | DTMF ON/OFF: Pattern #3 | 2 (250ms on/250ms off) | 1-126 |

**FF1 1 02: Trunk Timer 2**

| FF1 1 02 0001 Hold (0-255) Hold | DISA No-Answer Timer #1 | 30 (seconds) | 1-127 |
| FF1 1 02 0002 Hold (0-255) Hold | Multiple Incoming No-Answer Timer #2 | 16 (seconds) | 1-128 |
| FF1 1 02 0003 Hold (0-255) Hold | CO Delayed Ring Timer (Day1) | 0 (5 seconds) | 1-129 |
| FF1 1 02 0004 Hold (0-255) Hold | CO Delayed Ring Timer (Day2) | 0 (5 seconds) | 1-129 |
| FF1 1 02 0005 Hold (0-255) Hold | CO Delayed Ring Timer (Night) | 0 (5 seconds) | 1-130 |
| FF1 1 02 0006 Hold (0-255) Hold | CO Delayed Ring Timer (Busy) | 120 (seconds) | 1-131 |
| FF1 1 02 0007 Hold (0-255) Hold | Slide Ring/Alarm Ring Timer (Day1) | 20 (seconds) | 1-132 |
| FF1 1 02 0008 Hold (0-255) Hold | Slide Ring/Alarm Ring Timer (Day2) | 20 (seconds) | 1-133 |
| FF1 1 02 0009 Hold (0-255) Hold | Slide Ring/Alarm Ring Timer (Night) | 20 (seconds) | 1-133 |
| FF1 1 02 0010 Hold (0-255) Hold | Long Talk Alarm #1 Timer | 180 (seconds) | 1-134 |
| FF1 1 02 0011 Hold (0-255) Hold | Long Talk Alarm #2 Timer | 60 (seconds) | 1-135 |
| FF1 1 02 0012 Hold (0-255) Hold | Paging Timer (Tie-Lines) | 30 (seconds) | 1-135 |
| FF1 1 02 0013 Hold (0-255) Hold | Trunk-to-Trunk Connection Timer | 60 (minutes) | 1-136 |
| FF1 1 02 0014 Hold (0-255) Hold | Queuing Timer (ARS) | 15 (seconds) | 1-136 |
| FF1 1 02 0015 Hold (0-255) Hold | DID Delayed Ring Timer | 20 (seconds) | 1-137 |

**FF1 1 03: Extension Timer 1**

| FF1 1 03 0001 Hold (0-255) Hold | Call Forward/DND Confirmation Tone Timer | 3 (seconds) | 1-138 |
| FF1 1 03 0002 Hold (0-255) Hold | Message-Waiting Tone Timer | 3 (seconds) | 1-138 |
| FF1 1 03 0003 Hold (0-255) Hold | Pre-Pause Timer at Internal Dial Tone (DP SLTs) | 30 (seconds) | 1-139 |
| FF1 1 03 0004 Hold (0-255) Hold | Pre-Pause Timer at Internal Dial Tone (DTMF SLTs) | 15 (seconds) | 1-140 |
| FF1 1 03 0005 Hold (0-255) Hold | Pre-Pause Timer at Internal Dial Tone (Digital Keyphones) | 0 (wait indefinitely) | 1-140 |
| FF1 1 03 0006 Hold (0-255) Hold | Interdigit Timer (DP SLTs) | 15 (seconds) | 1-141 |
| FF1 1 03 0007 Hold (0-255) Hold | Interdigit Timer (DTMF SLTs) | 15 (seconds) | 1-142 |
| FF1 1 03 0008 Hold (0-255) Hold | Interdigit Timer (Digital Keyphones) | 0 (wait indefinitely) | 1-142 |
| FF1 1 03 0009 Hold (0-255) Hold | DTMF Receiver Queuing Timer | 6 (seconds) | 1-143 |
| FF1 1 03 0010 Hold | Not Used | -- | 1-143 |
| FF1 1 03 0012 Hold (0-255) Hold | SLT Off Hook Signal Interval | 10 (seconds) | 1-144 |
| FF1 1 03 0013 Hold (0-255) Hold | BLF Delayed Ring Timer | 16 (seconds) | 1-144 |
### FF1: System Programming

#### FF1 1:04: Extension Timer 2

| FF1 1 04 0001 | Hold Recall Start Timer (Extensions) | 120 (seconds) |
| FF1 1 04 0002 | Hold Recall Start Timer (Attendant Group) | 20 (seconds) |
| FF1 1 04 0003 | Hold Recall Start Timer (SLTs) | 0 (No recall) |
| FF1 1 04 0004 | Transfer Recall Start Timer (Extensions/SLTs) | 60 (seconds) |
| FF1 1 04 0005 | Transfer Recall Start Timer (Attendant Group) | 20 (seconds) |
| FF1 1 04 0006 | Hold/Transfer Recall Ringing Duration Timer | 60 (seconds) |
| FF1 1 04 0007 | Attendant Reversion Duration Timer | 0 (continue ring) |
| FF1 1 04 0008 | Call Forward/No Answer Timer (Day1) | 16 (seconds) |
| FF1 1 04 0009 | Call Forward/No Answer Timer (Day2) | 16 (seconds) |
| FF1 1 04 0010 | Call Forward/No Answer Timer (Night) | 16 (seconds) |
| FF1 1 04 0011 | Callback Ring Timer (Callback Request and Trunk Queuing) | 15 (seconds) |
| FF1 1 04 0012 | Timer Reminder Ring Timer | 16 (seconds) |
| FF1 1 04 0013 | Timer Reminder Interval for Busy Extensions | 180 (seconds) |
| FF1 1 04 0014 | Not Used | -- |
| FF1 1 04 0016 | Howler Tone Duration Timer (Extensions) | 30 (seconds) |
| FF1 1 04 0017 | Station Call Park Recall Timer | 180 (seconds) |

#### FF1 2: Dial Plan

| FF1 2 01 | Hold | Maximum/Minimum Dialing at Intercom Dial Tone | See table, page 1-154 |
| FF1 2 02 | (0001-0056) Hold (max. 4-digit Code) | Dial Plan A: Flexible Feature Codes at Dial Tone | See table, page 1-155 |
| FF1 2 03 | (0001-0056) Hold (max. 4-digit Code) | Dial Plan B: Flexible Feature Codes at Dial Tone | See table, page 1-157 |
| FF1 2 04 | (0001-0010) Hold (1-digit Code) | Dial Plan A: Flexible Feature Codes at Ringback Tone | See table, page 1-159 |
| FF1 2 05 | (0001-0010) Hold (1-digit Code) | Dial Plan B: Flexible Feature Codes at Ringback Tone | See table, page 1-160 |
| FF1 2 06 | (0001-0010) Hold (1-digit Code) | Dial Plan A: Flexible Feature Codes at Busy Tone | See table, page 1-161 |
| FF1 2 07 | (0001-0010) Hold (1-digit Code) | Dial Plan B: Flexible Feature Codes at Busy Tone | See table, page 1-162 |

#### FF1 3: MCO Access in Tenant Groups

| FF1 3 01 (0001-0360) | Hold (0-99 or 0-72) | Tenant Group MCO Access: Outbound Trunk Groups | See table, page 1-164 |
| FF1 3 02 (0001-0360) | Hold (0-99) | Advanced Routing: Outbound Trunk Group Chains | 0 (none) |
| FF1 3 03 (0001-0072) | Hold (1-99) | MCO Trunk Groups (Inbound Calls) | See table, page 1-166 |

#### FF1 4: DID/DNIS Tables

| FF1 4 01 0001 | Hold (1-4) | DID/DNIS Numbering ("A" Side) | 4 (digits) |
| FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) | DID/DNIS Dial Table ("A" Side) | 0 (none) |
| FF1 4 03 0001 | Hold (1-4) | DID/DNIS Numbering ("B" Side) | 4 (digits) |
| FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold | DID/DNIS Dial Table ("B" Side) | 0 (none) | 1-171 |
| FF1 4 05 (0001-0192) Hold (setting) Hold | DID Dialing to ISDN “S” Point | -- | 1-172 |
| FF1 4 06 0001 Hold (0-3) Hold | 3rd-party VM: DID Number Automatic Send | 0 (do not send DID No.) | 1-174 |
| FF1 4 06 0002 Hold (up to 8 char.) Hold | 3rd-party VM: ID Code Prefix for DID | (none) | 1-174 |
| FF1 4 06 0003 Hold (up to 8 char.) Hold | 3rd-party VM: ID Code Suffix for DID | (none) | 1-175 |
| **FF1 5: Not Used** | | | |
| **FF1 6: Not Used** | | | |
| **FF1 7: Not Used** | | | |
| **FF1 8: Digital Pad Settings** | | | |
| FF1 8 01 (0001-0240) Hold (0-31) Hold | Digital Pad Settings for Extension Pad Class | See table, page 1-176 | 1-176 |
| FF1 8 02 (0001-0480) Hold (0-31) Hold | Digital Pad Settings for Trunk Pad Class | See tables, page 1-179 and 1-180 | 1-178 |
| FF1 8 03 (0001-0008) Hold (0-31) Hold | Digital Pad Settings for BGM | See table, page 1-181 | 1-181 |
| FF1 8 04 (0001-0024) Hold (0-31) Hold | Digital Pad Settings for Paging Port Adapter | See table, page 1-182 | 1-182 |
| FF1 8 05 (0001-0024) Hold (0-31) Hold | Digital Pad Settings for 3-Party Conference | See table, page 1-184 | 1-183 |
| FF1 8 06 (0001-0024) Hold (0-31) Hold | Digital Pad Settings for 8-Party Conference | See table, page 1-185 | 1-185 |
**FF1 0: System Common**

**FF1 0 01: General 1**

**Splash Tone: Voice Calls**
*(all CPCs) - Version 1.0 or higher*

Set whether the system will issue a “splash” tone to alert called-party extensions of a voice call (on-speaker).

```
FF1 0 01 0001 Hold (0 or 1) Hold
0=No splash tone.
1=Splash tone is heard for voice calls. (default)
```

**Notes:**

**Related Programming:**
- Extension COS: Intercom Calling Type (pg. 1-36)  FF1 0 03 (00-15) 01 Hold (0 or 1) Hold
- Extension COS: Voice Call Send (pg. 1-63)  FF1 0 03 (00-15) 36 Hold (0 or 1) Hold
- Extension COS: Voice Call Receive (pg. 1-64)  FF1 0 03 (00-15) 37 Hold (0 or 1) Hold

**Splash Tone: Internal Paging**
*(all CPCs) - Version 1.0 or higher*

Set whether the system will issue a “splash” tone at the beginning of an internal page (heard on extension phone speakers).

```
FF1 0 01 0002 Hold (0 or 1) Hold
0=No splash tone.
1=Splash tone is heard for internal page. (default)
```
**Notes:**

*All CPCs - Version 1.3 and higher*  Phones set to DND will not receive pages. However, phones set to Call Forward-All will receive pages.

**Related Programming:**

- **Page Override (pg. 1-28)**  FF1 0 02 0012 Hold (0 or 1) Hold
- **Extension COS: Paging (pg. 1-48)**  FF1 0 03 (00-15) 15 Hold (0 or 1) Hold
- **FF5 4: Paging Groups (pg. 5-21)**

### Splash Tone: Busy Override (Start)

*All CPCs - Version 1.0 or higher*

Set whether the system will issue a “splash” tone to the called party at the beginning of a Busy Override call.

```
FF1 0 01 0003 Hold (0 or 1) Hold
```

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>01</th>
<th>0003</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>No splash tone.</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>1</td>
<td>Splash tone is heard for a Busy Override. (default)</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**

- **Extension COS: Busy Override Send (pg. 1-56)**  FF1 0 03 (00-15) 27 Hold (0 or 1) Hold
- **Busy Override on Trunk Key (pg. 3-9)**  FF3 0 BSSC 04 03 Hold (0 or 1) Hold

### Splash Tone: Busy Override (Continuous)

*All CPCs - Version 1.0 or higher*

Set whether the system will issue a recurring “splash” tone during a conversation in Busy Override.

```
FF1 0 01 0004 Hold (0 or 1) Hold
```

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>01</th>
<th>0004</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
<td>No splash tone. (default)</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td>1</td>
<td>Splash tone is heard every 2 seconds during a Busy Override.</td>
<td></td>
</tr>
</tbody>
</table>
Notes:

Related Programming:
Extension COS: Busy Override Send (pg. 1-56)   FF1 0 03 (00-15) 27 Hold (0 or 1) Hold
Busy Override on Trunk Key (pg. 3-9)   FF3 0 BSSC 04 03 Hold (0 or 1) Hold

Splash Tone: 3-Party Conference
(all CPCs) - Version 1.0 or higher
Set whether the system will issue a recurring “splash” tone to all parties when a 3-way conference call is initiated.

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>01</th>
<th>0005</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No splash tone. (default)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Recurring splash tone is heard during a 3-Party Conference.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:
Extension COS: Brokers Hold on SLTs (pg. 1-42)   FF1 0 03 (00-15) 07 Hold (0 or 1) Hold
Digital Pad Settings for 3-Party Conference (pg. 1-183)   FF1 8 05 (0001-0024) Hold (0-31) Hold

Exclusive Hold (CO Key)
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability to place a call on Exclusive Hold by pressing the trunk FF-key for it.

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>01</th>
<th>0006</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Disable Exclusive Hold via CO key.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Enable Exclusive Hold via CO key. (default)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:
Related Programming:

Extension COS: Exclusive Hold for Non-Appearing CO (pg. 1-40)  FF1 0 03 (00-15) 05 Hold (0 or 1) Hold

Virtual Key LED: Answer Control #1
(all CPCs) - Version 1.0 or higher

Set whether all FF-key line appearances for a Virtual Port will extinguish or stay lit when an incoming call to the Virtual Port is answered.

```
FF1 0 01 0007 Hold (0 or 1) Hold
```

0=Free-up FF-key (extinguish). (default)
1=Stay lit (busy).

Notes:

Virtual Ports: Extensions that do not physically exist, and do not require any hardware (doesn’t take up a slot, port, etc.). Virtual Ports can be used for multiple ringing. Some examples are as follows:

☑ Incoming DID or DIL calls to a Virtual Port can ring on multiple phones.
☑ Virtual Ports can be assigned to Hunt Groups.
☑ Virtual Ports can receive calls going through Auto Attendant (e.g., “for Customer Service, press 1”).
☑ Virtual Ports can be used as System Park orbits.

The above address, “Answer Control #1,” interacts with the next address, “Answer Control #2.” Once an incoming call is answered on a Virtual Port FF-key, one of the following can be programmed to occur:

1. the call stays on the Virtual FF-key for all phones that have it;
2. the call stays on the Virtual FF-key only on the phone that answers the call; or
3. the call moves to the MCO key to which the trunk belongs.

See table (next page) for interaction details.

In programming, you can allow the phone user to press ON/OFF (instead of the FF-key) to answer the incoming call by enabling the phone’s extension port for Ringing Line Preference (ON/OFF) (see pg. 3-8).

Related Programming:

Day1/2/Night Ring Type/Destination for trunks -- see Chapter 2: Trunk Programming
Ringing Line Preference (ON/OFF) (pg. 3-8)  FF3 0 BSSC 04 01 Hold (0 or 1) Hold
FF3 2: Virtual Ports (pg. 3-40)
FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
Trunk FF-Key Allow/Restrict settings -- FF4 (starting on pg. 4-10)
Table 1-1. Interaction between Virtual Key LED Answer Control #1 and #2 settings

<table>
<thead>
<tr>
<th>Answer Control #1</th>
<th>Answer Control #2</th>
<th>Result:</th>
</tr>
</thead>
<tbody>
<tr>
<td>(all phones)</td>
<td>(answering phone only)</td>
<td>An incoming call to the Virtual Port will ring on all phones with a Virtual FF-key line appearance for it. When the call is answered ...</td>
</tr>
<tr>
<td>FF1 0 01 0007 Hold (0/1) 0=free-up FF-key (unlit)</td>
<td>FF1 0 01 0008 Hold (0/1) 1=stay lit (busy)</td>
<td>... the FF-key will stay lit on the phone that answered the call. The Virtual Port's FF-keys on all other phones will extinguish (the call appearance moves to the MCO key to which the trunk belongs). These Virtual FF-keys are now available for the next incoming call to the Virtual Port.</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>(default) ... the Virtual Port's FF-keys on all phones will extinguish (the call appearance moves to the MCO key to which the trunk belongs). These Virtual FF-keys are now available for the next incoming call to the Virtual Port.</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>... all FF-keys for the Virtual Port will stay lit.</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>... all FF-keys for the Virtual Port will stay lit. (same as 1 - 0 above, because if Answer Control #1 is set to “1=stay lit,” negates any Answer Control #2 setting)</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>Result: An incoming call to the Virtual Port will ring on all phones with a Virtual FF-key line appearance for it. When the call is answered ...</td>
</tr>
</tbody>
</table>

NOTE: If the phone doesn’t have an MCO key for the trunk, the call will not “appear” anywhere on the phone when it is moved from the Virtual Port FF-key; but it will remain a normal call (can be put on hold, transferred, etc.).

---

**Virtual Key LED: Answer Control #2**

(1 CPCs) - Version 1.0 or higher

Set whether the FF-key line appearance for a Virtual Port will extinguish or stay lit on the phone that answers an incoming call to the Virtual Port.

```
0008 :1
```

0008: Virtual Key LED - Answer Control #2

**Notes:**

See **Notes**, previous page.

This setting will apply only if **Virtual Key LED: Answer Control #1** is set to “0=Free-up” (default).

**Related Programming:**

See **Related Programming**, previous page.
### Floating Hold on Trunk Key

*Version 1.0 or higher*

Enable/Disable Floating Hold on a trunk FF-key by pressing the HOLD key.

**Syntax:**

```
FF1 0 01 0009 Hold (0 or 1) Hold
```

- **0=** Disable Floating Hold on Trunk FF-key (via HOLD). *(default)*
- **1=** Enable Floating Hold on Trunk FF-key (via HOLD).

**Notes:**

**Floating Hold:** When a call is placed on hold, any phone with a line appearance (trunk FF-key) for that call can pick it up by pressing the FF-key.

**Related Programming:**

- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)
- FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold

### Floating Hold on Virtual Port Key

*Version 1.0 or higher*

Enable/Disable Floating Hold on Virtual Port FF-keys.

**Syntax:**

```
FF1 0 01 0010 Hold (0 or 1) Hold
```

- **0=** Disable Floating Hold on Virtual Port FF-keys. *(default)*
- **1=** Enable Floating Hold on Virtual Port FF-keys.

**Notes:**

When a Virtual Port call is put on hold, the Virtual Port’s FF-key LED will indicate busy status (red solid) while the call is on hold.

**Related Programming:**

- FF3 2: Virtual Ports (pg. 3-40)
Hot Line/MCO Preference for “ON/OFF” Key
(all CPCs) - Version 1.0 or higher
Set whether system will seize an MCO trunk when ON/OFF is pressed on a
digital keyphone.

FF1 0 01 0011 Hold (0 or 1) Hold

0=Disable Hot Line/MCO Preference. (default)
Receive intercom dial tone when ON/OFF is pressed.
1=Enable Hot Line/MCO Preference.
Seize MCO trunk when ON/OFF is pressed.

Notes:
If set to “1” (seize MCO trunk), an FF-key must be assigned for intercom calls (Headset feature).

Related Programming:
MCO Prime Line (pg. 3-21)  FF3 0 BSSC 04 23 Hold (0 or 1) Hold
FF5 5: Hot Line Group (pg. 5-23)

Programming Mode Entry
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of the lowest-numbered digital extension port to enter
programming mode (ON/OFF  PROG  **  PROG) without a Log-In Code.

FF1 0 01 0012 Hold (0 or 1) Hold

0=Do not allow programming mode entry.
1=Allow programming mode entry without
a valid Log-In Code. (default)

Notes:

Related Programming:
Dealer Programming ID Code (pg. 1-108)  FF1 0 22 0001 Hold (0000-9999) Hold
**Built-In VM: Voice Mail Access Key**

*(all CPCs) - Version 1.0 or higher*

Allow/Restrict the ability to call the Built-In Voice Mail system by pressing an FF-key programmed for Built-In VM access.

- **FF1 0 01 0013 Hold (0 or 1) Hold**
  - 0=Disable Built-In VM access via FF-key.
  - 1=Enable Built-In VM access via FF-key. (default)

**Notes:**

- If this address is set to “1” (Enabled), a voice mail access code must be assigned to an FF-key.
- Once assigned, the FF-key LED will indicate the recording is active.

**Related Programming:**

- **FF7 0: Built-In Voice Mail (pg. 7-3)**

---

**Built-In VM: Mailbox Key**

*(all CPCs) - Version 1.0 or higher*

Allow/Restrict the ability to leave a message in Built-In Voice Mail by pressing a mailbox key.

- **FF1 0 01 0014 Hold (0 or 1) Hold**
  - 0=Disable Built-In VM mailbox key.
  - 1=Enable Built-In VM mailbox key. (default)

**Notes:**

**Related Programming:**

- **FF7 0: Built-In Voice Mail (pg. 7-3)**
**Built-In VM: Message Retrieve Key**

*(all CPCs) - Version 1.0 or higher*

Allow/Restrict the ability to retrieve messages in Built-In Voice Mail by pressing the MSG key.

\[
\text{FF1 0 01 0015 Hold (0 or 1) Hold}
\]

0=Disable MSG key for message retrieval from Built-In VM.

1=Enable MSG key for message retrieval from Built-In VM. (default)

**Notes:**

**Related Programming:**

- FF7 0: Built-In Voice Mail (pg. 7-3)
- MSG Key ID Codes (pg. 8-52)
- FF8 1 06 Hold Hold (Ext.No.) Hold FLASH (Code) Hold

**Off-Hook Monitor**

*(all CPCs) - Version 1.0 or higher*

Enable/Disable off-hook monitoring on speakerphones.

\[
\text{FF1 0 01 0016 Hold (0 or 1) Hold}
\]

0=Disable Off-Hook Monitoring.

1=Enable Off-Hook Monitoring. (default)

**Notes:**

**Off-Hook Monitoring:** Put a call on-speaker while the handset is off-hook (simply press ON/OFF key). Two-way communication is still available through the handset; however, only one-way communication (caller-to-you) is available through the speaker (caller can’t hear from the speaker).

**Related Programming:**
Handset Mute  
(All CPCs) - Version 1.0 or higher
Enable/Disable Handset Mute. Applies to Tone Calling only.

**FF1** 0 01 0017 Hold (0 or 1) Hold

0 = Disable Handset Mute.
1 = Enable Handset Mute for Tone calling. (default)

**Notes:**

**Handset Mute:** Block audio to the outside party by pressing an FF-key preprogrammed for the Mute function. Press the FF-key again to restore outgoing audio.

**Related Programming:**

Extension COS: Intercom Calling Type (pg. 1-36)  **FF1** 0 03 (00-15) 01 Hold (0 or 1) Hold

---

**Hookflash on Rotary SLTs**  
(all CPCs) - Version 1.0 or higher
Set what happens when the digit “1” is dialed on dial-pulse SLT phones during a call.

**FF1** 0 01 0018 Hold (0 or 1) Hold

0 = Dialing “1” performs hookflash. (default)
1 = Dialing “1” outpulses digit “1.”

**Notes:**

**Related Programming:**
**ISDN Outgoing Control**

*(all CPCs) - Version 1.0 or higher*

Enable/Disable automatic dialing when a digit string dialed on an ISDN trunk or extension matches an Automatic Route Selection (ARS) entry.

**FF1 0 01 0019 Hold (0 or 1) Hold**

0=Disable automatic outdialing on ARS match.  (default)

1=Enable automatic outdialing.

**Notes:**

Set this to “0” (Disable) if the system doesn’t use ARS routing. (Users must press the # key or time-out of the Interdigit Timer to dial out.)

Set this to “1” (Enable) if you want the system to seize the trunk/dial out automatically (so ISDN user doesn’t have to press # to send the call). If enabled, automatic outdialing is controlled by the addresses listed in **Related Programming** below.

**Related Programming:**

*(if automatic outdialing is enabled...)*

- Leading Digits Table: Follow Digit Maximum (pg. 6-7)  
  FF6 00 (001-100) 0003 Hold (0-16) Hold
- Analyze Digits Table: Follow Digit Maximum (pg. 6-12)  
  FF6 01 (001-500) 0003 Hold (0-16) Hold
- Closed Number Table: Follow Digit Maximum (pg. 6-43)  
  FF6 207 (001-150) 0002 Hold (0-16) Hold

**Automatic BLF on DSS and EM/24 Units**

*(all CPCs) - Version 1.0 or higher*

Enable/Disable automatic BLF key assignment for a DSS or EM/24, which (if enabled) will apply after setting the extension port’s **Phone Type** (see pg. 3-3).

**FF1 0 01 0020 Hold (0 or 1) Hold**

0=Disable automatic BLF assignment on DSS and EM/24.  (default)

1=Enable automatic BLF assignment at initialization.

**Notes:**

If this address is enabled, the following automatic assignments apply to **DSS Consoles:**

FF1-FF60 automatically assigned Ext. Nos., from smallest Ext.No. as FF1, to largest Ext. No. as FF60. If there are less than 60 extensions, the remaining FF-keys (up to FF60) will be blank.
FF61-FF66 Floating Keys 1-6
FF67-FF71 Paging Groups 0-4
FF72 System Mode (Day/Night) Switch.

If this address is enabled, the following automatic assignments apply to **EM/24 Units**:

FF1-FF24 Ext. Nos., from smallest Ext. No. as FF1, to largest Ext. No. as FF60. If there are less than 60 extensions, the remaining FF-keys (up to FF60) will be blank.

**Related Programming:**
- Phone Type (pg. 3-3)
- FF3 0 BSSC 00 Hold (1-3) Hold

### Caller ID Log Outgoing Control

*(all CPCs) - Version 1.0 or higher*

Enable/Disable automatic outdialing when a Caller ID phone number entry on the displayed Caller ID Log is selected (via soft key on LCD display).

```
FF1 0 01 0021 Hold (0 or 1) Hold
```

- **0** = Disable automatic outdialing of Caller ID Log entry. (default)
- **1** = Enable automatic outdialing of Caller ID Log entry.

**Notes:**

**Related Programming:**
- Caller ID Log Extensions (pg. 8-64)
- FF8 1 10 Hold Hold (001-120) Hold (0-9999) Hold

### Caller ID Log Private/Out-of-Area Control

*(all CPCs) - Version 1.0 or higher*

Enable/Disable the inclusion of “Private” or “Out of Area” calls on the Caller ID Log.

```
FF1 0 01 0022 Hold (0 or 1) Hold
```

- **0** = Disable Caller ID Log for “Private” or “Out of Area” calls. (default)
- **1** = Enable Caller ID Log for “Private” or “Out of Area” calls.
Notes:

Private Calls: The caller has blocked their own Caller ID information.

Out-of-Area Calls: The CO does not support Caller ID data, so the information is not sent.

Related Programming:

Caller ID Log Extensions (pg. 8-64)   FF8 1 10 Hold Hold (001-120) Hold (0-9999) Hold

Time Display Mode
(all CPCs) - Version 1.0 or higher

Select the method for displaying the current (system clock) time on phone LCDs:

24-hour format (e.g., “15:00” for 3:00 pm)
or 12-hour format (e.g., “03:00” for 3:00 pm).

FF1  0  01  0023  Hold (0 or 1)  Hold

0=24-hour format.
1=12-hour format. (default)

Notes:

CPC Reset is required in order to activate a change to this setting.

Related Programming:

System Time (pg. 8-42)   FF8 1 00 1 Hold (HHMM) Hold
**Trunk Numbering**
(all CPCs) - Version 1.0 or higher
Set the system-wide digit length of trunk numbers.

```plaintext
FF1 0 02 0001 Hold (0 or 1) Hold
```

- 0 = 2-digit trunk numbering. (default)
- 1 = 3-digit trunk numbering.

**Notes:**

If you select “2-digit numbering,” up to 80 SSDs (numbered 00-79) are available.

If you select “3-digit numbering,” up to 800 SSDs (numbered 000-799) are available.

**Related Programming:**
- Trunk Number Assignment (pg. 2-7) for analog CO trunks
- Trunk Number Assignment (pg. 2-37) for analog E&M tie trunks
- Trunk Number Assignment (1st Channel) (pg. 2-60) for first ISDN trunk
- Trunk Number Assignment (pg. 2-87) for T1 (CO) trunks
- Trunk Number Assignment (pg. 2-116) for T1 (E&M tie) trunks

**SSD Code Numbering**
(all CPCs) - Version 1.0 or higher
Set the system-wide digit length of SSD codes.

```plaintext
FF1 0 02 0002 Hold (0 or 1) Hold
```

- 0 = 2-digit SSD code numbering.
- 1 = 3-digit SSD code numbering. (default)

**Notes:**

If you select “2-digit numbering,” up to 80 SSDs (numbered 00-79) are available.

If you select “3-digit numbering,” up to 800 SSDs (numbered 000-799) are available.
Related Programming:
SSD Common Block for MCO Tenant Groups (pg. 1-100)  FF1 0 16 0001 Hold (0-800) Hold
SSD Block Assignment (pg. 1-100)  FF1 0 17 (0001-0144) Hold (0-799 or 0-800) Hold
SSD Numbers (pg. 8-46)  FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

SSD Assignment to Groups
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability to assign SSD code ranges to different MCO Tenant Groups.

```
FF1 0 02 0003 Hold (0 or 1) Hold
```

0=Disabled. (default) All extensions can use all SSD codes.
1=Enabled. SSD codes can be divided into blocks & assigned to different groups.

Notes:
If this is set to “1” (Enabled), you can assign (for example) SSDs 100-199 to MCO Tenant Group 1; SSDs 200-299 to MCO Tenant Group 2; and so on.

Related Programming:
Extension COS: SSD Assignment to MCO Tenant Groups (pg. 1-44)  FF1 0 03 (00-15) 10 Hold (0 or 1) Hold
SSD Block Assignment to MCO Tenant Groups (pg. 1-99)  FF1 0 15 (0001-0072) Hold (0-72) Hold

Trunk Access in Speed Dialing
(all CPCs) - Version 1.0 or higher
Set whether the system will automatically access a trunk before outpulsing the phone number of an SSD or PSD code.

```
FF1 0 02 0004 Hold (0 or 1) Hold
```

0=System does not access trunk; assumes SSD/PSD is an internal level.
1=System automatically accesses a trunk when an SSD/PSD code is dialed. (default)

Notes:
If this address is set to “0” (system does not access trunk automatically), you need to enter the MCO access code in front of an outside number when programming it into a speed dial bin.
If this address is set to “1” (system automatically accesses a trunk), the trunk will be automatically chosen from MCO-1 when the user presses the SSD/PSD number or key. In order to program an intercom call into a speed dial bin, you must enter the Intercom access code in front of the extension number.

Related Programming:

- PSD Numbers (pg. 8-44)  
  FF8 01 Hold 0 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Phone No.) Hold
- SSD Numbers (pg. 8-46)  
  FF8 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

---

**Intercom Voice Call Pickup**

(All CPCs) - Version 1.0 or higher

Enable or disable Call Pickup (Direct and Group) of intercom voice calls.

```
FF1 0 02 0005 Hold (0 or 1) Hold
```

- 0 = Disable Call Pickup of intercom voice calls. (default)
- 1 = Enable Call Pickup of intercom voice calls.

**Notes:**

---

**BLF Call Pickup**

(All CPCs) - Version 1.0 or higher

Enable/Disable the ability to pick up incoming calls on a BLF (Busy Lamp Field) key.

```
FF1 0 02 0006 Hold (0 or 1) Hold
```

- 0 = Disable BLF Call Pickup.
- 1 = Enable BLF Call Pickup. (default)

**Notes:**

- **BLF Key (or DSS/BLF Key):** FF-keys assigned to represent other extensions. Press the BLF Key to call the extension, or pick up its incoming calls on either an immediate-ring or delayed-ring basis. BLF Keys are assigned in FF4: FF-Key/Soft Key Feature Assignment.

  (All CPCs - Version 1.3 and higher)  
  Incoming calls on BLF keys will blink green.
(all CPCs - Version 1.3 and higher) Assuming the above address is left at default 1=Enable ...

- Auto Answer will apply (the ability to answer the incoming call simply by picking up the handset), as long as the BLF key is enabled for ringing in the Trunk FF-Key addresses in FF4. If the Trunk FF-Key addresses are left at default 0=Do not ring, the user must press the BLF key to answer the incoming call.
- If the phone is ringing for the BLF call, the phone’s display will read “INCM” and the BLF Ext.No. or Name.
- If a BLF call is answered and in progress, the BLF key will start blinking green if it receives a second incoming call. Press the BLF key to pick up the second call (and disconnect from the first).

Related Programming:

<table>
<thead>
<tr>
<th>Description</th>
<th>FF1</th>
<th>FF2</th>
<th>FF3</th>
<th>FF4</th>
<th>FF5</th>
<th>FF6</th>
<th>FF7</th>
<th>FF8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trunk FF-Key: Day1 Ringing (pg. 4-11)</td>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trunk FF-Key: Day2 Ringing (pg. 4-12)</td>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trunk FF-Key: Night Ringing (pg. 4-12)</td>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Trunk FF-Key: No-Ring Auto Answer (pg. 4-13)</td>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DSS Trunk FF-Key: Day1 Ringing (pg. 4-16)</td>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Holdx2 (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DSS Trunk FF-Key: Day2 Ringing (pg. 4-17)</td>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Holdx3 (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DSS Trunk FF-Key: Night Ringing (pg. 4-17)</td>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Holdx4 (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DSS Trunk FF-Key: No-Ring Auto Answer (pg. 4-18)</td>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Holdx5 (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Day/Night Mode Assignment

(all CPCs) - Version 1.0 or higher

Set method of Day/Night Mode assignment.

```
FF1 0 02 0007 Hold (0 or 1) Hold
```

0=Day/Night Mode is set system-wide. (default)

1=Day/Night Mode is set for each MCO Tenant Group.

Notes:

If set to “0” (system-wide), Auto-Mode switching can be used.

If set to “1” (per MCO Tenant Group), each MCO Tenant Group can have its own Day and Night modes, but mode switching must be performed manually -- Auto-Mode switching is not allowed.

Related Programming:

<table>
<thead>
<tr>
<th>Description</th>
<th>FF1</th>
<th>FF2</th>
<th>FF3</th>
<th>FF4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extension COS: System Mode Switch (pg. 1-55)</td>
<td>FF1 0 03 (00-15) 26 Hold (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Day1/2/Night Ring Type/Destination for trunks -- see Chapter 2: Trunk Programming</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF8 1 07: Special Days/Times (pg. 8-53)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>System Mode Display (pg. 3-17)</td>
<td>FF3 0 BSSC 04 16 Hold (0 or 1) Hold</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Step Calling: Intercom Calls
(all CPCs) - Version 1.0 or higher
Enable/Disable Step Calling for intercom calls.

**FF1 0 02 0008 Hold (0 or 1) Hold**

0=Disable Step Calling for intercom calls. (default)
1=Enable Step Calling for intercom calls.

**Notes:**

**Step Calling:** After dialing one extension, the caller can dial the last digit of another extension to transfer himself to that extension.

If this address is set to “1” (Enable Step Calling) and step calling is performed during intercom busy tone, the system will ring the dialed extension, and ignore any feature code that matches the dialed digit. This means the following features cannot be dialed if Step Calling is enabled (however, they can be performed if they are already programmed into an FF-key):
2=Internal Camp-On
3=Extension Callback
4=Extension Message-Wait
5=Priority Message-Wait
8=OHVA
9=Extension Busy Override

**Related Programming:**

Step Calling: DISA/Tie-Line
(all CPCs) - Version 1.0 or higher
Enable/Disable Step Calling for DISA or tie-line calls.

**FF1 0 02 0009 Hold (0 or 1) Hold**

0=Disable Step Calling for DISA and tie-line calls. (default)
1=Enable Step Calling for DISA and tie-line calls.

**Notes:**

**Step Calling:** After dialing one extension, the caller can dial the last digit of another extension to transfer himself to that extension.
Related Programming:

ARS/LCR Setting
(all CPCs) - Version 1.0 or higher
Set whether Automatic Route Selection (ARS) will apply to outbound calls using the 1st-priority (MCO-1) trunk access code (“9” by default).

\[
\text{FF1} \ 0 \ 02 \ 0010 \ \text{Hold} \ (0 \text{ or } 1) \ \text{Hold}
\]

\[
0=\text{ARS will not apply to MCO-1 access code. (default)}
\]
\[
1=\text{ARS will apply to MCO-1 access code.}
\]

Notes:
If this address is set to “0” (ARS will not apply), the system will seize a trunk in MCO-1’s assigned trunk group.

If this address is set to “1” (ARS will apply), the system will look in the ARS tables for a match after the phone number is dialed.

Related Programming:
- Extension COS: Forced ARS (pg. 1-68) \[ \text{FF1} \ 0 \ 03 \ (00-15) \ 42 \ \text{Hold} \ (0 \text{ or } 1) \ \text{Hold} \]
- Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164) \[ \text{FF1} \ 3 \ 01 \ (0001-0360) \ \text{Hold} \ (0-99 \text{ or } 0-72) \ \text{Hold} \]
- MCO-Outbound Trunk Group Members (pg. 5-18) \[ \text{FF1} \ 2 \ (01-99) \ (002-577) \ \text{Hold} \ (1-576) \ \text{Hold} \]
- FF6 0: TRS/ARS Common (pg. 6-5)
- FF6 2: ARS Settings (pg. 6-25)

Advanced Routing for MCO Access
(all CPCs) - Version 1.0 or higher
Enable/Disable Advanced Routing for MCO trunk access.

\[
\text{FF1} \ 0 \ 02 \ 0011 \ \text{Hold} \ (0 \text{ or } 1) \ \text{Hold}
\]

\[
0=\text{Disable Advanced Routing. (default)}
\]
\[
1=\text{Enable Advanced Routing.}
\]
Notes:

Advanced Routing: “Chains” of up to 5 MCO trunk groups can be searched when the user dials an MCO access code to seize an outside line. These MCO Trunk Group Chains are built in FF1 3 02 (0001-0360) Hold (0-99) Hold (pg. 1-165).

If ARS/LCR Setting (pg. 1-27) is enabled, Advanced Routing is not available for MCO-1 Access Code (“9” by default). However, Advanced Routing will apply to MCO-2 thru MCO-5 (“81-84” by default).

Related Programming:

ARS/LCR Setting (pg. 1-27)   FF1 0 02 0010 Hold (0 or 1) Hold
Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)   FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold
Advanced Routing: Outbound Trunk Group Chains (pg. 1-165)   FF1 3 02 (0001-0360) Hold (0-99) Hold
MCO-Outbound Trunk Group Members (pg. 5-18)   FF5 2 (01-99) (002-577) Hold (1-576) Hold

Page Override

(all CPCs) - Version 1.0 or higher
Set whether a page currently in progress can be interrupted by a second page.

FF1 0 02 0012 Hold (0 or 1) Hold

0=Disable Page Override.
1=Enable Page Override. (default)

Notes:

If Page Override is disabled (“0”), the first page will continue uninterrupted, and the second page attempt will be blocked (user will hear busy tone).

If Page Override is enabled (“1”), the second page will interrupt the first page and cut it off.

Related Programming:

Extension COS: Paging (pg. 1-48)   FF1 0 03 (00-15) 15 Hold (0 or 1) Hold
### Paging Answer on Tie-Line

**Paging Answer on Tie-Line**  
*(all CPCs) - Version 1.0 or higher*

Set whether the system *receiving* the page will send back an answer signal to the system *originating* the page, on an E&M tie-line.

```
FF1 0 02 0013 Hold (0 or 1) Hold
```

0=No answer signal. *(default)*  
1=Answer signal is sent to the originating system.

**Notes:**

**Related Programming:**
- Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78)  
  FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
- FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)  
- FF2 2: T1 Trunks (E&M Tie) (pg. 2-116)

---

### Howler Tone

**Howler Tone**  
*(all CPCs) - Version 1.0 or higher*

Enable/Disable Howler Tone.

```
FF1 0 02 0014 Hold (0 or 1) Hold
```

0=Disable Howler Tone. *(default)*  
1=Enable Howler Tone.

**Notes:**

**Howler Tone:** A loud tone issued through the handset receiver to call attention to an off-hook/dial-tone condition (for example, when a user fails to hang up from a call).

**Related Programming:**
- Extension COS: Dial Tone Pre-Pause Check (pg. 1-65)  
  FF1 0 03 (00-15) 39 Hold (0 or 1) Hold
- Pre-Pause Timer at Internal Dial Tone (DP SLTs) (pg. 1-139)  
  FF1 1 03 0003 Hold (0-255) Hold
- Pre-Pause Timer at Internal Dial Tone (DTMF SLTs) (pg. 1-140)  
  FF1 1 03 0004 Hold (0-255) Hold
- Pre-Pause Timer at Internal Dial Tone (Digital Keyphones) (pg. 1-140)  
  FF1 1 03 0005 Hold (0-255) Hold
- Interdigit Timer (Digital Keyphones) (pg. 1-142)  
  FF1 1 03 0008 Hold (0-255) Hold
- Howler Tone Duration Timer (Extensions) (pg. 1-153)  
  FF1 1 04 0016 Hold (0-255) Hold
DISA Invalid Number

(All CPCs) - Version 1.0 or higher

Set system action for invalid DISA calls received.

\[
\text{FF1 0 02 0015 Hold (0 or 1) Hold}
\]

\(0\)=Handled as a multiple-incoming call. (default)

\(1\)=Call will be disconnected.

Notes:

**DISA (Direct Inward System Access):** By dialing the DISA trunk’s CO phone number, an outside caller can dial into the phone system, and have full access to all the system’s features without going through the Attendant (including the ability to transfer himself to different extensions, or dial-out on another trunk). To set up DISA, set the Analog-CO, ISDN, or T1-CO trunk for DISA service in the Ring Type addresses (FF2). Create DISA ID Codes and assign TRS Classes to them in FF1 0 26 0002-0033 (see pg. 1-114).

**Multiple-Incoming Ringing:** An incoming trunk call will ring on all extensions that have a CO or MCO line appearance (FF-key) for that trunk. The trunk’s Ring Type must be set to “0=Multiple Incoming (default)” in FF2. CO trunks and MCO trunk groups are assigned to FF-keys in FF4.

Related Programming:

- DISA ID Code Numbering (pg. 1-113)  FF1 0 26 0001 Hold (0-10) Hold
- Day1/Day2/Night Ring Type ...
  - for analog CO trunks (pg. 2-28)  FF2 0 BSSC 03 (0, 2 and 4) Hold (0-6) Hold
  - for ISDN trunks (pg. 2-75)  FF2 1 BSSC 04 (0, 2 and 4) Hold (0-6) Hold
  - for T1-CO trunks (pg. 2-107)  FF2 2 BSSCC 04 (0, 2 and 4) Hold (0-6) Hold

DISA Interdigit Timeout

(All CPCs) - Version 1.0 or higher

Set system action for incomplete incoming DISA calls (not receiving all DISA digits within 30 seconds, or more than 10 seconds elapsing between digits).

\[
\text{FF1 0 02 0016 Hold (0 or 1) Hold}
\]

\(0\)=Handled as a multiple-incoming call. (default)

\(1\)=Call will be disconnected.

Notes:
Related Programming:

**DISA No-Answer Timeout**  
*(all CPCs) - Version 1.0 or higher*  
Set system action for unanswered DISA calls (an extension does not answer a DISA call before the No-Answer Timer expires).

```plaintext
FF1 0 02 0017 Hold (0 or 1) Hold
```

0=Handled as a multiple-incoming call. (default)  
1=Call will be disconnected.

Notes:

**DID to Busy Extension (Day1)**  
*(all CPCs) - Version 1.0 or higher*  
Set system action for DID calls to a busy extension during Day1 mode.

```plaintext
FF1 0 02 0018 Hold (0 or 1) Hold
```

0=Busy signal is returned to caller. (default)  
1=Handled as a multiple-incoming call.

Notes:

**DID (Direct Inward Dial):** An outside caller can reach an internal extension directly by dialing a 7-digit CO phone number. The DID trunk passes the last 2 to 4 digits of the phone number to the PBX, and the digits become (or are modified to become) the equivalent of an extension number. DID trunks can’t be used for outgoing calls (no dialtone offered). To set up DID, set the Analog-CO, ISDN, or T1-CO trunks for DID in the **Ring Type** addresses (FF2). Enter the DID numbers and assign their ring and delayed-ring destinations in **FF1 4: DID/DNIS Tables** (see pg. 1-168).
**Multiple-Incoming Ringing:** An incoming trunk call will ring on all extensions that have a CO or MCO line appearance (FF-key) for that trunk. CO trunks and MCO trunk groups are assigned to FF-keys in FF4.

**Related Programming:**

- DID/DNIS Dial Table (“A” Side) (pg. 1-169)  
  FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

- DID/DNIS Dial Table (“B” Side) (pg. 1-171)  
  FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

---

### DID to Busy Extension (Day2)

**(all CPCs) - Version 1.0 or higher**

Set system action for DID calls to a busy extension during Day2 mode.

**Command:**

```
FF1 0 02 0019 Hold (0 or 1) Hold
```

- **0** = Busy signal is returned to caller. **(default)**
- **1** = Handled as a multiple-incoming call.

**Notes:**

**Related Programming:**

- DID/DNIS Dial Table (“A” Side) (pg. 1-169)  
  FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

- DID/DNIS Dial Table (“B” Side) (pg. 1-171)  
  FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

---

### DID to Busy Extension (Night)

**(all CPCs) - Version 1.0 or higher**

Set system action for DID calls to a busy extension during Night mode.

**Command:**

```
FF1 0 02 0020 Hold (0 or 1) Hold
```

- **0** = Busy signal is returned to caller. **(default)**
- **1** = Handled as a multiple-incoming call.

**Notes:**
Related Programming:

- **DID/DNIS Dial Table (“A” Side) (pg. 1-169)**
  - FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- **DID/DNIS Dial Table (“B” Side) (pg. 1-171)**
  - FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

### DID to Incorrect Number (Day1)

DID to Incorrect Number (Day1) (all CPCs) - Version 1.0 or higher

Set system action for incorrect DID calls (e.g., the DID number has not been assigned to ring anywhere) during Day1 mode.

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>02</th>
<th>0021</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Busy signal is returned to caller. (default)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Handled as a multiple-incoming call (rings at extension with FF-key assignment for the CO trunk).</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes:

- **DID/DNIS Dial Table (“A” Side) (pg. 1-169)**
  - FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- **DID/DNIS Dial Table (“B” Side) (pg. 1-171)**
  - FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

### DID to Incorrect Number (Day2)

DID to Incorrect Number (Day2) (all CPCs) - Version 1.0 or higher

Set system action for incorrect DID calls (e.g., the DID number has not been assigned to ring anywhere) during Day2 mode.

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>02</th>
<th>0022</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Busy signal is returned to caller. (default)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>Handled as a multiple-incoming call (rings at extension with FF-key assignment for the CO trunk).</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes:
Related Programming:

DID/DNIS Dial Table ("A" Side) (pg. 1-169)  FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
DID/DNIS Dial Table ("B" Side) (pg. 1-171)  FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

DID to Incorrect Number (Night)
(all CPCs) - Version 1.0 or higher

Set system action for incorrect DID calls (e.g., the DID number has not been assigned to ring anywhere) during Night mode.

```
FF1  0  02  0023  Hold (0 or 1)  Hold
```

0=Busy signal is returned to caller. (default)
1=Handled as a multiple-incoming call (rings at extension with FF-key assignment for the CO trunk).

Notes:

Related Programming:

DID/DNIS Dial Table ("A" Side) (pg. 1-169)  FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
DID/DNIS Dial Table ("B" Side) (pg. 1-171)  FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
NOTE: Based on their initial default values, Extension Class of Service (COS) No. 15 (setting “14” in the addresses below) is intended for Built-In Voice Mail and Built-In ACD ports. Extension COS No. 16 (setting “15”) is intended for Attendant phones. If the default for these COS Nos. is different from the normal default, it will be indicated in the address explanations on the following pages.

When you enter the address number 00-15 for the desired COS No. 01-16, the actual COS No. (01-16) will appear on the phone’s display.

By default, all extensions are assigned to Extension COS No. 1 (see FF3 0 BSSC 07 on pg. 3-26).

### Table 1-2. Extension COS addresses and defaults

<table>
<thead>
<tr>
<th>FF1 0 03 (00-15)</th>
<th>Description</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>01 Hold (0 or 1)</td>
<td>Extension COS: Intercom Calling Type</td>
<td>1 (Voice)</td>
<td>pg. 1-36</td>
</tr>
<tr>
<td>02 Hold (0 or 1)</td>
<td>Extension COS: Onhook Transfer at Ringback</td>
<td>0 (Allowed)</td>
<td>pg. 1-37</td>
</tr>
<tr>
<td>03 Hold (0 or 1)</td>
<td>Extension COS: Onhook Transfer at Talk</td>
<td>0 (Allowed)</td>
<td>pg. 1-38</td>
</tr>
<tr>
<td>04 Hold (0 or 1)</td>
<td>Extension COS: Onhook Transfer at Camp-On</td>
<td>0 (Allowed)</td>
<td>pg. 1-39</td>
</tr>
<tr>
<td>05 Hold (0 or 1)</td>
<td>Extension COS: Exclusive Hold for Non-Appearing CO</td>
<td>0 (System Hold)</td>
<td>pg. 1-40</td>
</tr>
<tr>
<td>06 Hold (0 or 1)</td>
<td>Extension COS: Exclusive Hold on SLTs</td>
<td>0 (System Hold)</td>
<td>pg. 1-41</td>
</tr>
<tr>
<td>07 Hold (0 or 1)</td>
<td>Extension COS: Brokers Hold on SLTs</td>
<td>1 (Broker’s Hold)</td>
<td>pg. 1-42</td>
</tr>
<tr>
<td>08 Hold (0 or 1)</td>
<td>Extension COS: Hookflash Control on SLTs</td>
<td>0 (Allowed)</td>
<td>pg. 1-43</td>
</tr>
<tr>
<td>09 Hold (0 or 1)</td>
<td>Extension COS: SSD Assignment</td>
<td>1 (Not Allowed)</td>
<td>pg. 1-43</td>
</tr>
<tr>
<td>10 Hold (0 or 1)</td>
<td>Extension COS: SSD Assignment to MCO Tenant Groups</td>
<td>1 (Not Allowed)</td>
<td>pg. 1-44</td>
</tr>
<tr>
<td>11 Hold (0 or 1)</td>
<td>Extension COS: SSD Dialing</td>
<td>0 (Allowed)</td>
<td>pg. 1-45</td>
</tr>
<tr>
<td>12 Hold (0 or 1)</td>
<td>Extension COS: Intercom Redialing</td>
<td>1 (Not Allowed)</td>
<td>pg. 1-46</td>
</tr>
<tr>
<td>13 Hold (0 or 1)</td>
<td>Extension COS: Direct Trunk Access</td>
<td>0 (Allowed)</td>
<td>pg. 1-46</td>
</tr>
<tr>
<td>14 Hold (0 or 1)</td>
<td>Extension COS: MCO Incoming Call Answer</td>
<td>0 (Allowed)</td>
<td>pg. 1-47</td>
</tr>
<tr>
<td>15 Hold (0 or 1)</td>
<td>Extension COS: Paging</td>
<td>0 (Allowed)</td>
<td>pg. 1-48</td>
</tr>
<tr>
<td>16 Hold (0 or 1)</td>
<td>Extension COS: Auto Repeat Dial</td>
<td>0 (Allowed)</td>
<td>pg. 1-48</td>
</tr>
<tr>
<td>17 Hold (0 or 1)</td>
<td>Extension COS: DND Set/Clear</td>
<td>0 (Allowed)</td>
<td>pg. 1-49</td>
</tr>
<tr>
<td>18 Hold (0 or 1)</td>
<td>Extension COS: DND Set/Clear (Other)</td>
<td>1 (Not Allowed)</td>
<td>pg. 1-50</td>
</tr>
<tr>
<td>19 Hold (0 or 1)</td>
<td>Extension COS: Call Forward/All Calls</td>
<td>0 (Allowed)</td>
<td>pg. 1-50</td>
</tr>
<tr>
<td>20 Hold (0 or 1)</td>
<td>Extension COS: Call Forward/No Answer</td>
<td>0 (Allowed)</td>
<td>pg. 1-51</td>
</tr>
<tr>
<td>21 Hold (0 or 1)</td>
<td>Extension COS: Call Forward/Busy</td>
<td>0 (Allowed)</td>
<td>pg. 1-52</td>
</tr>
<tr>
<td>22 Hold (0 or 1)</td>
<td>Extension COS: Call Forward/Other</td>
<td>1 (Not Allowed)</td>
<td>pg. 1-52</td>
</tr>
<tr>
<td>23 Hold (0 or 1)</td>
<td>Extension COS: User Log-In</td>
<td>1 (Not Allowed)</td>
<td>pg. 1-53</td>
</tr>
<tr>
<td>24 Hold (0 or 1)</td>
<td>Extension COS: Priority Message Waiting Send (VM)</td>
<td>1 (Not Allowed)</td>
<td>pg. 1-54</td>
</tr>
<tr>
<td>25 Hold (0 or 1)</td>
<td>Extension COS: Message Waiting Send</td>
<td>0 (Allowed)</td>
<td>pg. 1-55</td>
</tr>
<tr>
<td>26 Hold (0 or 1)</td>
<td>Extension COS: System Mode Switch</td>
<td>1 (Not Allowed)</td>
<td>pg. 1-55</td>
</tr>
<tr>
<td>27 Hold (0 or 1)</td>
<td>Extension COS: Busy Override Send</td>
<td>0 (Allowed)</td>
<td>pg. 1-56</td>
</tr>
</tbody>
</table>
Extension COS: Intercom Calling Type

(all CPCs) - Version 1.0 or higher

Set the initial type of intercom calling sent by extensions in this Class of Service (COS).

**FF1 0 03 (00-15) 01 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Tone calling.
1=Voice calling. (default)
Notes:

**Tone Calling:** The called extension answers by picking up the handset or pressing ON/OFF.

**Voice Calling:** The called extension can hear the caller on speaker; both parties can begin talking immediately (no action necessary).

The end-user can toggle between Tone and Voice by dialing “1” during the call.

If this address is set to “Voice calling,” but **Extension COS: Voice Call Send** is disabled, the phone will automatically switch to Tone calling when the user places an intercom call.

If this address is set to “Tone calling,” the **Extension COS: Voice Call Send** setting has no effect.

*(all CPCs - Version 1.3 and higher)* During a Voice call, a Message-Waiting signal can be sent to the called (busy) extension simply by dialing “4” (don’t need to switch to Tone calling first). The Message-Waiting will be cancelled by either extension placing a second Voice call to the other.

Related Programming:

- Extension COS: Voice Call Send (pg. 1-63)     FF1 0 03 (00-15) 36 Hold (0 or 1) Hold
- Extension COS: Voice Call Receive (pg. 1-64)     FF1 0 03 (00-15) 37 Hold (0 or 1) Hold
- Extension COS Assignment (pg. 3-26) for digital keyphones and SLTs     FF3 0 BSSC 07 Hold (1-16) Hold
- Extension COS Assignment (pg. 3-38) for S-point ISDN extension ports     FF3 1 BSSC 06 Hold (1-16) Hold
- Extension COS Assignment (pg. 3-43) for Virtual Ports     FF3 2 (001-576) 03 Hold (1-16) Hold
- Extension COS Assignment (pg. 3-46) for RAI Ports     FF3 3 02 Hold (1-16) Hold

---

**Extension COS: Onhook Transfer at Ringback**

*(all CPCs) - Version 1.0 or higher*

Allow/Restrict the ability of extensions in this Class of Service (COS) to perform Onhook Transfer during ringback tone, before the called party answers.

**FF1 0 03 (00-15) 02 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- 00=COS 1
- 01=COS 2
- 02=COS 3
- 03=COS 4
- 04=COS 5
- 05=COS 6
- 06=COS 7
- 07=COS 8
- 08=COS 9
- 09=COS 10
- 10=COS 11
- 11=COS 12
- 12=COS 13
- 13=COS 14
- 14=COS 15 (for VM)
- 15=COS 16 (for Attendant)
- 16=Allow Onhook Transfer at ringback.
- 0=Do not allow Onhook Transfer at ringback.

Notes:

**Onhook Transfer at Ringback:** *(also called “Blind Transfer”)* Put call on hold, dial the extension to transfer to, and hang up before the called party answers.
If Onhook Transfer is disabled, the user must press PROG or RELEASE before hanging up, in order to transfer the call.

An SLT requires Onhook Transfer to be enabled (set to “0”).

Related Programming:

Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70)  FF1 0 03 (00-15) 45 Hold (0 or 1) Hold

**Extension COS: Onhook Transfer at Talk**

(all CPCs - Version 1.0 or higher)

Allow/Restrict the ability of extensions in this Class of Service (COS) to perform Onhook Transfer after the called party answers.

```
FF1 0 03 (00-15) 03 Hold (0 or 1) Hold
```

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>00= COS 1</th>
<th>08= COS 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>01= COS 2</td>
<td>09= COS 10</td>
<td></td>
</tr>
<tr>
<td>02= COS 3</td>
<td>10= COS 11</td>
<td></td>
</tr>
<tr>
<td>03= COS 4</td>
<td>11= COS 12</td>
<td></td>
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<tr>
<td>04= COS 5</td>
<td>12= COS 13</td>
<td></td>
</tr>
<tr>
<td>05= COS 6</td>
<td>13= COS 14</td>
<td></td>
</tr>
<tr>
<td>06= COS 7</td>
<td>14= COS 15 (for VM)</td>
<td></td>
</tr>
<tr>
<td>07= COS 8</td>
<td>15= COS 16 (for Attendant)</td>
<td></td>
</tr>
</tbody>
</table>

0 = Allow Onhook Transfer at talk. (default)
1 = Do not allow Onhook Transfer at talk.

Notes:

Onhook Transfer at Talk: (also called “Supervised Transfer”)  Put call on hold, dial the extension to transfer to, wait for someone to answer, then hang up. The called extension will automatically connect to the call.

If Onhook Transfer is disabled, the user must press PROG or RELEASE before hanging up, in order to transfer the call.

(all CPCs - Version 1.3 and higher) Exception: This address does not apply to VM ports. Hanging up after dialing the VM port will automatically send the call to Voice Mail. See SLT Voice Mail Connection on pg. 3-11 to define the extension as a VM port.

An SLT requires Onhook Transfer to be enabled (set to “0”).

Related Programming:

Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70)  FF1 0 03 (00-15) 45 Hold (0 or 1) Hold
SLT Voice Mail Connection (pg. 3-11)  FF3 0 BSSC 04 06 Hold (0 or 1) Hold
### Extension COS: Onhook Transfer at Camp-On

(All CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to perform Onhook Transfer by a camp-on to the called party.

<table>
<thead>
<tr>
<th>FF1 0 03 (00-15)</th>
<th>04 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extension COS Nos. 1-16</td>
<td>0=Allow Onhook Transfer at camp-on. (default)</td>
</tr>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
</tr>
<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
</tr>
<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
</tr>
<tr>
<td>1=Do not allow Onhook Transfer at camp-on. (default)</td>
<td></td>
</tr>
</tbody>
</table>

### Notes:

**Onhook Transfer at Camp-On:** Put call on hold, dial the extension to transfer to (extension is busy), dial the Camp-On code, then hang up. When the extension becomes free, the call will be automatically transferred.

If **Onhook Transfer** is disabled, the user must press PROG or RELEASE before hanging up, in order to transfer the call.

An SLT requires **Onhook Transfer** to be enabled (set to “0”).

### Related Programming:

- **Extension COS: Manual Camp-On Send (pg. 1-57)**  
  FF1 0 03 (00-15) 28 Hold (0 or 1) Hold
- **Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70)**  
  FF1 0 03 (00-15) 45 Hold (0 or 1) Hold
Extension COS: Exclusive Hold for Non-Appearing CO
(all CPCs) - Version 1.0 or higher

Set call holding type when the HOLD key is pressed during a non-appearing CO trunk call, on digital keyphone extensions in this Class of Service (COS).

**FF1 0 03 (00-15) 05 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>0=System Hold. (default)</th>
<th>1=Exclusive Hold.</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
<td></td>
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<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
<td></td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM) -- default: 1 (Exclusive Hold)</td>
<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

**System Hold:** Any extension can retrieve the held call.

**Exclusive Hold:** Only the extension that placed the call on hold, can retrieve it.

This address applies only to non-appearing CO trunk calls (not on an FF-key). For Exclusive Hold control on a trunk FF-key, see **Exclusive Hold (CO Key)** FF1 0 01 0006 Hold (0 or 1) Hold.

**Related Programming:**
### Extension COS: Exclusive Hold on SLTs

(All CPCs) - Version 1.0 or higher

Set call holding type when a hookflash (to place a call on hold) is performed on SLT extensions in this Class of Service (COS).

<table>
<thead>
<tr>
<th>FF1 0 03 (00-15) 06 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extension COS Nos. 1-16</td>
</tr>
<tr>
<td>00=COS 1</td>
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<tr>
<td>01=COS 2</td>
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<td>02=COS 3</td>
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<tr>
<td>03=COS 4</td>
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<tr>
<td>04=COS 5</td>
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<td>05=COS 6</td>
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<tr>
<td>06=COS 7</td>
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<td>07=COS 8</td>
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<td>08=COS 9</td>
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<td>09=COS 10</td>
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<td>10=COS 11</td>
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<tr>
<td>11=COS 12</td>
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<tr>
<td>12=COS 13</td>
</tr>
<tr>
<td>13=COS 14</td>
</tr>
<tr>
<td>14=COS 15 (for VM)  -- default: 1 (Exclusive Hold)</td>
</tr>
<tr>
<td>15=COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

### Notes:

- **System Hold:** Any extension can retrieve the held call (LED flashes green on other phones with that line appearance).

- **Exclusive Hold:** Only the extension that placed the call on hold, can retrieve it (LED solid red on other phones).

### Related Programming:

Extension COS: Hookflash Control on SLTs (pg. 1-43)

FF1 0 03 (00-15) 08 Hold (0 or 1) Hold
Extension COS: Brokers Hold on SLTs

(all CPCs) - Version 1.0 or higher

Set call holding type when a second hookflash is performed on SLT extensions in this Class of Service (COS).

<table>
<thead>
<tr>
<th>FF1</th>
<th>00 03 (00-15)</th>
<th>07 Hold</th>
<th>(0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extension COS Nos. 1-16</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
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<td></td>
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<tr>
<td>01=COS 2</td>
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<tr>
<td>02=COS 3</td>
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<td>05=COS 6</td>
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<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
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<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

0 = 3-Party Conference.
1 = Brokers Hold. (default)

Notes:

3-Party Conference: First hookflash places call on hold. Then call the 3rd party, and hookflash again to connect all three parties.

(all CPCs - Version 1.3 and higher) To drop out of a 3-Party Conference, simply hang up. To release Conference Member #1, press PROG 1. To release Conference Member #2, press PROG 2.

Brokers Hold: Hookflash toggles between two calls, automatically placing the current call on hold and connecting to the other.

Related Programming:

Extension COS: Hookflash Control on SLTs (pg. 1-43)  FF1 0 03 (00-15) 08 Hold (0 or 1) Hold
SLT Hookflash (pg. 3-5)  FF3 0 BSSC 03 0 Hold (0 or 1) Hold
Extension COS: Hookflash Control on SLTs
(all CPCs) - Version 1.0 or higher
Allow/Restrict hookflash on SLT extensions in this Class of Service (COS).

\[
\text{FF1} \ 0 \ 03 \ (00-15) \ 08 \ \text{Hold} \ (0 \text{ or } 1) \ \text{Hold}
\]

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>COS No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>COS 1</td>
</tr>
<tr>
<td>01</td>
<td>COS 2</td>
</tr>
<tr>
<td>02</td>
<td>COS 3</td>
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<td>10</td>
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<td>COS 13</td>
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<tr>
<td>13</td>
<td>COS 14</td>
</tr>
<tr>
<td>14</td>
<td>COS 15 (for VM)</td>
</tr>
<tr>
<td>15</td>
<td>COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

0=Allowed (system recognizes hookflash). (default)
1=Restricted (system ignores hookflash).

Notes:

Related Programming:

Extension COS: SSD Assignment
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to assign System Speed Dial (SSD) numbers.

\[
\text{FF1} \ 0 \ 03 \ (00-15) \ 09 \ \text{Hold} \ (0 \text{ or } 1) \ \text{Hold}
\]

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>COS No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>COS 1</td>
</tr>
<tr>
<td>01</td>
<td>COS 2</td>
</tr>
<tr>
<td>02</td>
<td>COS 3</td>
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<tr>
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<td>COS 13</td>
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<tr>
<td>13</td>
<td>COS 14</td>
</tr>
<tr>
<td>14</td>
<td>COS 15 (for VM)</td>
</tr>
<tr>
<td>15</td>
<td>COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

0=Allow SSD assignment.
1=Do not allow SSD assignment. (default)

default: 0 (Allow)
Notes:

Related Programming:

SSD Numbers (pg. 8-46)   FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

Extension COS: SSD Assignment to MCO Tenant Groups
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to assign System Speed Dial numbers to MCO Tenant Groups.

**FF1**  0  03 (00-15)  10 Hold (0 or 1) Hold

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>0=Allow SSD assignment to MCO Tenant Groups.</th>
<th>1=Do not allow SSD assignment to MCO Tenant Groups. (default)</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
<td></td>
</tr>
<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
<td></td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant) -- default: 0 (Allow)</td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:

SSD Assignment to Groups (pg. 1-23)   FF1 0 02 0003 Hold (0 or 1) Hold
SSD Block Assignment to MCO Tenant Groups (pg. 1-99)   FF1 0 15 (0001-0072) Hold (0-72) Hold
Extension COS: SSD Dialing
(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to
dial System Speed Dial numbers.

**FF1 0 03 (00-15) 11 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>0=Allow SSD dialing. (default)</th>
<th>1=Do not allow SSD dialing.</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
<td></td>
</tr>
<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
<td></td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:

SSD Block Assignment to MCO Tenant Groups (pg. 1-99)   FF1 0 15 (0001-0072) Hold (0-72) Hold
SSD Common Block for MCO Tenant Groups (pg. 1-100)   FF1 0 16 0001 Hold (0-800) Hold
SSD Block Assignment (pg. 1-100)   FF1 0 17 (0001-0144) Hold (0-799 or 0-800) Hold
Extension COS: Intercom Redialing
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to redial intercom calls.

 FF1 0 03 (00-15) 12 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Allow intercom and trunk redialing.
1=Do not allow intercom redialing. (default)
Only outside trunk calls can be redialed.

Notes:

Related Programming:

Extension COS: Direct Trunk Access
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to select a specific trunk for an outgoing call.

 FF1 0 03 (00-15) 13 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Allow direct trunk access. (default)
1=Do not allow direct trunk access -- must use MCO trunk group.
Notes:

If this Direct Trunk Access is set to “1” (Do not allow), use the MCO Outgoing Group (press the MCO key) to seize a trunk.

Related Programming:

Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)  FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold

Extension COS: MCO Incoming Call Answer

(Version 1.0 or higher)

Allow/Restrict the ability to pick up incoming calls in MCO (Incoming) trunk groups that are ringing on other extensions besides those in this Class of Service (COS).

FF1 0 03 (00-15) 14 Hold (0 or 1) Hold

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>Extension</th>
<th>COS No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>COS 1</td>
</tr>
<tr>
<td>01</td>
<td>COS 2</td>
</tr>
<tr>
<td>02</td>
<td>COS 3</td>
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<tr>
<td>03</td>
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<tr>
<td>14</td>
<td>COS 15</td>
</tr>
<tr>
<td>15</td>
<td>COS 16</td>
</tr>
</tbody>
</table>

0=Allow call pickup in other MCO trunk groups. (default)

1=Do not allow call pickup in other MCO trunk groups.

Notes:

Related Programming:

MCO-Inbound Trunk Group Members (pg. 5-20)  FF5 3 (01-99) (001-576) Hold (1-576) Hold
**Extension COS: Paging**  
*(all CPCs) - Version 1.0 or higher*  
Allow/Restrict the ability of extensions in this Class of Service (COS) to issue a page.

```
FF1 0 03 (00-15) 15 Hold (0 or 1) Hold
```

Extension COS Nos. 1-16
- 00=COS 1
- 01=COS 2
- 02=COS 3
- 03=COS 4
- 04=COS 5
- 05=COS 6
- 06=COS 7
- 07=COS 8
- 08=COS 9
- 09=COS 10
- 10=COS 11
- 11=COS 12
- 12=COS 13
- 13=COS 14
- 14=COS 15 (for VM)
- 15=COS 16 (for Attendant)

0=Allow paging. (default)
1=Do not allow paging.

**Notes:**  
*(all CPCs - Version 1.3 and higher)*  
Phones set to DND will *not* hear pages. However, phones set to Call Forward-All *will* hear pages.

**Related Programming:**
- Splash Tone: Internal Paging (pg. 1-9)  
  FF1 0 01 0002 Hold (0 or 1) Hold
- Page Override (pg. 1-28)  
  FF1 0 02 0012 Hold (0 or 1) Hold
- Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78)  
  FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
- FF5 4: Paging Groups (pg. 5-21)

---

**Extension COS: Auto Repeat Dial**  
*(all CPCs) - Version 1.0 or higher*  
Allow/Restrict Auto Repeat Dialing on digital extensions in this Class of Service (COS).

```
FF1 0 03 (00-15) 16 Hold (0 or 1) Hold
```

Extension COS Nos. 1-16
- 00=COS 1
- 01=COS 2
- 02=COS 3
- 03=COS 4
- 04=COS 5
- 05=COS 6
- 06=COS 7
- 07=COS 8
- 08=COS 9
- 09=COS 10
- 10=COS 11
- 11=COS 12
- 12=COS 13
- 13=COS 14
- 14=COS 15 (for VM)
- 15=COS 16 (for Attendant)

0=Allow Auto Repeat Dialing. (default)
1=Do not allow Auto Repeat Dialing.
Notes:

Auto-Repeat Dialing requires a digital key phone.

**Auto Repeat Dialing:** Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

Related Programming:

### Extension COS: DND Set/Clear

*azzo CPCs* - Version 1.0 or higher

Allow/Restrict the extension’s ability to set or clear Do-Not-Disturb (DND) on itself.

```
FF1  0  03 (00-15)  17 Hold (0 or 1) Hold
```

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>FF1  0  03 (00-15)  17 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>0=Allow DND Set/Clear. (default)</td>
</tr>
<tr>
<td>01=COS 2</td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td></td>
</tr>
<tr>
<td>04=COS 5</td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td></td>
</tr>
<tr>
<td>06=COS 7</td>
<td>17=COS 15 (for VM) -- default: 1 (Do not allow)</td>
</tr>
<tr>
<td>07=COS 8</td>
<td></td>
</tr>
</tbody>
</table>

Notes:

*(all CPCs - Version 1.3 and higher)*

Phones set to DND will *not* hear pages. However, phones set to Call Forward-All *will* hear pages.

Related Programming:
Extension COS: DND Set/Clear (Other)
(all CPCs) - Version 1.0 or higher
Allow/Restrict the extension’s ability to place another phone in DND.

FF1 0 03 (00-15) 18 Hold (0 or 1) Hold

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>COS No.</th>
<th>COS Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>COS 1</td>
</tr>
<tr>
<td>01</td>
<td>COS 2</td>
</tr>
<tr>
<td>02</td>
<td>COS 3</td>
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<tr>
<td>03</td>
<td>COS 4</td>
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<tr>
<td>04</td>
<td>COS 5</td>
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<tr>
<td>05</td>
<td>COS 6</td>
</tr>
<tr>
<td>06</td>
<td>COS 7</td>
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<tr>
<td>07</td>
<td>COS 8</td>
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<tr>
<td>08</td>
<td>COS 9</td>
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<tr>
<td>09</td>
<td>COS 10</td>
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<tr>
<td>10</td>
<td>COS 11</td>
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<td>11</td>
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<td>12</td>
<td>COS 13</td>
</tr>
<tr>
<td>13</td>
<td>COS 14</td>
</tr>
<tr>
<td>14</td>
<td>COS 15 (for VM)</td>
</tr>
<tr>
<td>15</td>
<td>COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

0=Allow DND Set/Clear on other extensions.
1=Do not allow DND Set/Clear on other extensions. (default)

Notes:
(all CPCs - Version 1.3 and higher) Phones set to DND will not hear pages. However, phones set to Call Forward-All will hear pages.

Related Programming:

Extension COS: Call Forward/All Calls
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to set or clear Call Forward/All Calls.

FF1 0 03 (00-15) 19 Hold (0 or 1) Hold

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>COS No.</th>
<th>COS Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>COS 1</td>
</tr>
<tr>
<td>01</td>
<td>COS 2</td>
</tr>
<tr>
<td>02</td>
<td>COS 3</td>
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<tr>
<td>03</td>
<td>COS 4</td>
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<tr>
<td>04</td>
<td>COS 5</td>
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<td>05</td>
<td>COS 6</td>
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<td>COS 7</td>
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<tr>
<td>07</td>
<td>COS 8</td>
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<tr>
<td>08</td>
<td>COS 9</td>
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<tr>
<td>09</td>
<td>COS 10</td>
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<tr>
<td>10</td>
<td>COS 11</td>
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<tr>
<td>11</td>
<td>COS 12</td>
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<tr>
<td>12</td>
<td>COS 13</td>
</tr>
<tr>
<td>13</td>
<td>COS 14</td>
</tr>
<tr>
<td>14</td>
<td>COS 15 (for VM)</td>
</tr>
<tr>
<td>15</td>
<td>COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

0=Allow Call Forward/All Calls. (default)
1=Do not allow Call Forward/All Calls.

Notes:
(all CPCs - Version 1.3 and higher) Phones set to DND will not hear pages. However, phones set to Call Forward-All will hear pages.

Related Programming:
Notes:
(all CPCs - Version 1.3 and higher) Phones set to Call Forward-All will hear pages.

Related Programming:

Extension COS: Call Forward/No Answer
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to set or clear Call Forward/No Answer.

<table>
<thead>
<tr>
<th>FF1 0 03 (00-15) 20 Hold (0 or 1) Hold</th>
<th>Extension COS Nos. 1-16</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>00=COS 1</td>
</tr>
<tr>
<td></td>
<td>01=COS 2</td>
</tr>
<tr>
<td></td>
<td>02=COS 3</td>
</tr>
<tr>
<td></td>
<td>03=COS 4</td>
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<tr>
<td></td>
<td>04=COS 5</td>
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<tr>
<td></td>
<td>05=COS 6</td>
</tr>
<tr>
<td></td>
<td>06=COS 7</td>
</tr>
<tr>
<td></td>
<td>07=COS 8</td>
</tr>
<tr>
<td></td>
<td>08=COS 9</td>
</tr>
<tr>
<td></td>
<td>09=COS 10</td>
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<tr>
<td></td>
<td>10=COS 11</td>
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<tr>
<td></td>
<td>11=COS 12</td>
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<tr>
<td></td>
<td>12=COS 13</td>
</tr>
<tr>
<td></td>
<td>13=COS 14</td>
</tr>
<tr>
<td></td>
<td>14=COS 15 (for VM) --</td>
</tr>
<tr>
<td></td>
<td>15=COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

Notes:

Related Programming:
Extension COS: Call Forward/Busy

(All CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to set or clear Call Forward/Busy.

FF1 0 03 (00-15) 21 Hold (0 or 1) Hold

Extension COS Nos. 1-16

00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM) -- default: 1 (Do not allow)
07=COS 8 15=COS 16 (for Attendant)

0=Allow Call Forward/Busy. (default)
1=Do not allow Call Forward/Busy.

Notes:

Related Programming:

Extension COS: Call Forward/Other

(All CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to set or clear Call Forwarding (Busy, No-Answer, and All) on other extensions.

FF1 0 03 (00-15) 22 Hold (0 or 1) Hold

Extension COS Nos. 1-16

00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant) -- default: 0 (Allow)

0=Allow Call Forwarding other extensions.
1=Do not allow Call Forwarding other extensions. (default)
Notes:

Related Programming:

Extension COS: User Log-In
(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to change User Maintenance settings by entering the User Log-In code.

$$\text{FF1 0 03 (00-15) 23 Hold (0 or 1) Hold}$$

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>COS No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>COS 1</td>
</tr>
<tr>
<td>01</td>
<td>COS 2</td>
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<tr>
<td>02</td>
<td>COS 3</td>
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<tr>
<td>03</td>
<td>COS 4</td>
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<td>11</td>
<td>COS 12</td>
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<td>12</td>
<td>COS 13</td>
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<tr>
<td>13</td>
<td>COS 14</td>
</tr>
<tr>
<td>14</td>
<td>COS 15 (for VM)</td>
</tr>
<tr>
<td>15</td>
<td>COS 16 (for Attendant) - default: 0 (Allow)</td>
</tr>
</tbody>
</table>

Notes:

To log-in from an extension, press **PROG ** CON ** F**.

Related Programming:
- Programming Mode Entry (pg. 1-15)  
- FF1 0 01 0012 Hold (0 or 1) Hold
- FF8 1: User Maintenance (pg. 8-42)
### Extension COS: Priority Message Waiting Send (VM)

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to send a Priority Message-Waiting indication to other extensions.

```
FF1 0 03 (00-15) 24 Hold (0 or 1) Hold
```

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>0=Allow Priority Message Waiting Send.</td>
</tr>
<tr>
<td>01=COS 2</td>
<td>1=Do not allow Priority Message Waiting Send. (default)</td>
</tr>
<tr>
<td>02=COS 3</td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td></td>
</tr>
<tr>
<td>04=COS 5</td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td></td>
</tr>
<tr>
<td>06=COS 7</td>
<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td></td>
</tr>
<tr>
<td>08=COS 9</td>
<td></td>
</tr>
<tr>
<td>09=COS 10</td>
<td></td>
</tr>
<tr>
<td>10=COS 11</td>
<td></td>
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<td>11=COS 12</td>
<td></td>
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<tr>
<td>12=COS 13</td>
<td></td>
</tr>
<tr>
<td>13=COS 14</td>
<td></td>
</tr>
<tr>
<td>14=COS 15 (for VM)</td>
<td></td>
</tr>
<tr>
<td>15=COS 16 (for Attendant)</td>
<td></td>
</tr>
</tbody>
</table>

#### Notes:

The Priority Message Waiting Send feature is typically implemented in Voice Mail systems. In order for this setting to affect VM, make sure the appropriate COS number is assigned to the VM extension port.

#### Related Programming:

- SLT Voice Mail Connection (pg. 3-11)
- Extension COS Assignment (pg. 3-26)
- FF3 0 BSSC 04 06 Hold (0 or 1) Hold
- FF3 0 BSSC 07 Hold (1-16) Hold
Extension COS: Message Waiting Send
(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to send a Message-Waiting indication to other extensions.

```
FF1 0 03 (00-15) 25 Hold (0 or 1) Hold
```

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>00=COS 1</th>
<th>01=COS 2</th>
<th>02=COS 3</th>
<th>03=COS 4</th>
<th>04=COS 5</th>
<th>05=COS 6</th>
<th>06=COS 7</th>
<th>07=COS 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>08=COS 9</td>
<td>09=COS 10</td>
<td>10=COS 11</td>
<td>11=COS 12</td>
<td>12=COS 13</td>
<td>13=COS 14</td>
<td>14=COS 15</td>
<td>15=COS 16</td>
</tr>
</tbody>
</table>

- **0** = Allow Message Waiting Send. (default)
- **1** = Do not allow Message Waiting Send.

**Notes:**

**Related Programming:**

Extension COS: System Mode Switch
(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to switch the DBS 576 system from Day to Night mode, or vice versa.

```
FF1 0 03 (00-15) 26 Hold (0 or 1) Hold
```

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>00=COS 1</th>
<th>01=COS 2</th>
<th>02=COS 3</th>
<th>03=COS 4</th>
<th>04=COS 5</th>
<th>05=COS 6</th>
<th>06=COS 7</th>
<th>07=COS 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>08=COS 9</td>
<td>09=COS 10</td>
<td>10=COS 11</td>
<td>11=COS 12</td>
<td>12=COS 13</td>
<td>13=COS 14</td>
<td>14=COS 15</td>
<td>15=COS 16</td>
</tr>
</tbody>
</table>

- **0** = Allow System Mode Switch.
- **1** = Do not allow System Mode Switch. (default)

**Notes:**

**Related Programming:**
Notes:

Related Programming:
System Mode Display (pg. 3-17)  FF3 0 BSSC 04 16 Hold (0 or 1) Hold

---

Extension COS: Busy Override Send
(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to barge into calls on other extensions.

FF1  0  03  (00-15)  27  Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1  08=COS 9
01=COS 2  09=COS 10
02=COS 3  10=COS 11
03=COS 4  11=COS 12
04=COS 5  12=COS 13
05=COS 6  13=COS 14
06=COS 7  14=COS 15 (for VM)
07=COS 8  15=COS 16 (for Attendant)

Notes:
This address does not affect Trunk Busy Override, which is accomplished by pressing the lit FF-key representing the busy trunk. See Busy Override on Trunk Key (pg. 3-9) for more information.

Related Programming:
Splash Tone: Busy Override (Start) (pg. 1-10)  FF1 0 01 0003 Hold (0 or 1) Hold
Splash Tone: Busy Override (Continuous) (pg. 1-10)  FF1 0 01 0004 Hold (0 or 1) Hold
Extension COS: Manual Camp-On Send
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to
camp onto other extensions by dialing the Camp-On (Call Waiting) code.

FF1 0 03 (00-15) 28 Hold (0 or 1) Hold

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>0=Allow Manual Camp-On Send. (default)</th>
<th>1=Do not allow Manual Camp-On Send.</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td>00=COS 1</td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
<td>01=COS 2</td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
<td>02=COS 3</td>
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<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
<td>03=COS 4</td>
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<td>04=COS 5</td>
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<td>04=COS 5</td>
</tr>
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<td>05=COS 6</td>
<td>13=COS 14</td>
<td>05=COS 6</td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15</td>
<td>06=COS 7</td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16</td>
<td>07=COS 8</td>
</tr>
</tbody>
</table>

Notes:

**Manual Camp-On:** After dialing a busy extension, stay on the extension and dial the Camp-On (Call Waiting) code. Stay on the line until the called party picks up.

When a manual camp-on occurs, the receiving (busy) extension hears a camp-on tone in the receiver, as well as an LCD message indicating the camp-on. The issuing extension hears ringback tone if the camp-on was successful; if not, the extension will continue to hear busy tone. See next address to allow or block the receiving of a camp-on.

**Auto Camp-On** (ability to camp-onto a busy extension simply by calling it) can be enabled/disabled on individual extensions. See **Auto Camp-On Receive (pg. 3-10)** for more information.

**Related Programming:**

Extension COS: Onhook Transfer at Camp-On (pg. 1-39) FF1 0 03 (00-15) 04 Hold (0 or 1) Hold
Extension COS: Manual Camp-On Receive
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to receive camp-ons from other extensions.

FF1 0 03 (00-15) 29 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Allow Manual Camp-On Receive. (default)
1=Do not allow Manual Camp-On Receive.

Notes:

Related Programming:

Extension COS: Callback Request Send
(all CPCs) - Version 1.0 or higher
(also called “Station Queuing”) Allow/Restrict the ability of extensions in this Class of Service (COS) to activate Callback Requests on other extensions.

FF1 0 03 (00-15) 30 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Allow Callback Request Send. (default)
1=Do not allow Callback Request Send.
Notes:

Callback Request: (also called “Station Queuing”) Dial a busy extension. Before hanging up, dial the Callback Request code (“3” by default). When the called extension becomes idle, your phone will start ringing. When you pick up, the system will automatically ring the called extension. When they pick up, you’ll be connected to them.

If the other extension’s Callback Request Receive (see address below) is set for “Do not allow,” this extension’s Callback Request Send setting has no meaning for call attempts to that extension.

Related Programming:

Extension COS: Callback Request Receive (pg. 1-59)    FF1 0 03 (00-15) 31 Hold (0 or 1) Hold
Callback Ring Timer (Callback Request and Trunk Queuing) (pg. 1-150)    FF1 1 04 0011 Hold (0-255) Hold

Extension COS: Callback Request Receive
(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to receive Callback Requests from other extensions.

FF1 0 03 (00-15) 31 Hold (0 or 1) Hold

00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

Notes:

Related Programming:

Extension COS: Callback Request Send (pg. 1-58)    FF1 0 03 (00-15) 30 Hold (0 or 1) Hold
**Extension COS: Trunk Queuing**

(All CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to use the Trunk Queuing feature.

**FF1 0 03 (00-15) 32 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>0=Allow Trunk Queuing. (default)</th>
<th>1=Do not allow Trunk Queuing.</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td></td>
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</tr>
<tr>
<td>03=COS 4</td>
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<td></td>
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<tr>
<td>04=COS 5</td>
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<td></td>
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<td>05=COS 6</td>
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<td>06=COS 7</td>
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<td>07=COS 8</td>
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<tr>
<td>13=COS 14</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14=COS 15 (for VM)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15=COS 16 (for Attendant)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:

**Trunk Queuing:** Dial a trunk access code to seize a trunk. If you hear busy tone instead, dial the Trunk Queuing code and hang up. Your phone will issue an alert tone when the trunk becomes available. Pick up the handset to accept it (you’ll hear CO dial tone in the receiver).

If the **ARS/LCR Setting** for the system is disabled, Trunk Queuing for MCO-1 is available.

**Related Programming:**

ARS/LCR Setting (pg. 1-27) FF1 0 02 0010 Hold (0 or 1) Hold
Extension COS: Direct Trunk Access (pg. 1-46) FF1 0 03 (00-15) 13 Hold (0 or 1) Hold
Extension COS: Manual DND Override Send

(All CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to manually override a Do-Not-Disturb (DND) setting on another extension.

**FF1 0 03 (00-15) 33 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>Extension Cos No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
</tr>
<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
</tr>
<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

0=Allow manual DND Override Send.

1=Do not allow manual DND Override Send. (default)

---

Extension COS: Forced DND Override

(All CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to automatically override Do-Not-Disturb (DND) settings on other extensions.

**FF1 0 03 (00-15) 34 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>Extension Cos No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
</tr>
<tr>
<td>02=COS 3</td>
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<td>03=COS 4</td>
<td>11=COS 12</td>
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<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

0=Allow automatic DND override on other extensions.

1=Do not allow automatic DND override on other extensions. (default)
Notes:

Related Programming:

Extension COS: Manual DND Override Send (pg. 1-61)

**Extension COS: 8-Party Conference**

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to make an 8-party conference call.

<table>
<thead>
<tr>
<th>FF1 0 03 (00-15) 35 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extension COS Nos. 1-16</td>
</tr>
<tr>
<td>00=COS 1</td>
</tr>
<tr>
<td>01=COS 2</td>
</tr>
<tr>
<td>02=COS 3</td>
</tr>
<tr>
<td>03=COS 4</td>
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<tr>
<td>04=COS 5</td>
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<td>05=COS 6</td>
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<td>06=COS 7</td>
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<td>07=COS 8</td>
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<tr>
<td>08=COS 9</td>
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<td>09=COS 10</td>
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<td>10=COS 11</td>
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<td>11=COS 12</td>
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<tr>
<td>12=COS 13</td>
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<tr>
<td>13=COS 14</td>
</tr>
<tr>
<td>14=COS 15</td>
</tr>
<tr>
<td>15=COS 16</td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**

Extension COS: 8-Party Conference (all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to make an 8-party conference call.

**Extension COS Nos. 1-16**

<table>
<thead>
<tr>
<th>FF1 0 03 (00-15) 35 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extension COS Nos. 1-16</td>
</tr>
<tr>
<td>00=COS 1</td>
</tr>
<tr>
<td>01=COS 2</td>
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<tr>
<td>02=COS 3</td>
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<tr>
<td>03=COS 4</td>
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<td>08=COS 9</td>
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<td>11=COS 12</td>
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<tr>
<td>12=COS 13</td>
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<tr>
<td>13=COS 14</td>
</tr>
<tr>
<td>14=COS 15</td>
</tr>
<tr>
<td>15=COS 16</td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**
Extension COS: Voice Call Send
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to place voice intercom calls to other extensions.

FF1 0 03 (00-15) 36 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Allow Voice Intercom Calling. (default)
1=Do not allow Voice Intercom Calling.

Notes:
This address does not apply if Extension COS: Intercom Calling Type is set to “Tone calling” (default).

If Extension COS: Intercom Calling Type is set to “Voice calling,” but the above address is set to “Do not allow Voice Intercom Calling,” the extension will automatically send intercom calls by Tone.

Related Programming:
Splash Tone: Voice Calls (pg. 1-9) FF1 0 01 0001 Hold (0 or 1) Hold
Extension COS: Intercom Calling Type (pg. 1-36) FF1 0 03 (00-15) 01 Hold (0 or 1) Hold
Extension COS: Voice Call Receive
(all CPCs) - Version 1.0 or higher
Allow/Restrict the ability of extensions in this Class of Service (COS) to receive voice intercom calls from other extensions.

**FF1 0 03 (00-15) 37 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>FF1 0 03 (00-15) 37 Hold (0 or 1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>00= COS 1</td>
<td>08= COS 9</td>
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<tr>
<td>01= COS 2</td>
<td>09= COS 10</td>
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<td>02= COS 3</td>
<td>10= COS 11</td>
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<tr>
<td>03= COS 4</td>
<td>11= COS 12</td>
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<tr>
<td>04= COS 5</td>
<td>12= COS 13</td>
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<tr>
<td>05= COS 6</td>
<td>13= COS 14</td>
</tr>
<tr>
<td>06= COS 7</td>
<td>14= COS 15 (for VM) -- <strong>default: 1 (Do not allow)</strong></td>
</tr>
<tr>
<td>07= COS 8</td>
<td>15= COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

**0=Allow Voice Intercom Call Receive. (default)**

**1=Do not allow Voice Intercom Call Receive.**

Notes:

**Related Programming:**
Splash Tone: Voice Calls (pg. 1-9)  
**FF1 0 01 0001 Hold (0 or 1) Hold**

Extension COS: Intercom Calling Type (pg. 1-36)  
**FF1 0 03 (00-15) 01 Hold (0 or 1) Hold**

Extension COS: Dial Tone Stop
(all CPCs) - Version 1.0 or higher
Set whether extensions in this Class of Service (COS) will receive internal dial tone at handset off-hook.

**FF1 0 03 (00-15) 38 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>FF1 0 03 (00-15) 38 Hold (0 or 1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>00= COS 1</td>
<td>08= COS 9</td>
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<tr>
<td>01= COS 2</td>
<td>09= COS 10</td>
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<tr>
<td>02= COS 3</td>
<td>10= COS 11</td>
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<td>03= COS 4</td>
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<td>04= COS 5</td>
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<tr>
<td>05= COS 6</td>
<td>13= COS 14</td>
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<tr>
<td>06= COS 7</td>
<td>14= COS 15 (for VM)</td>
</tr>
<tr>
<td>07= COS 8</td>
<td>15= COS 16 (for Attendant)</td>
</tr>
</tbody>
</table>

**0=No tone at off-hook.**

**1=Receive internal dial tone at off-hook. (default)**
Notes:

Related Programming:

### Extension COS: Dial Tone Pre-Pause Check

(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) will be subject to a timeout between off-hook/dial tone and the first dialed digit.

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>03 (00-15)</th>
<th>39 Hold</th>
<th>(0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extension COS Nos. 1-16</td>
<td>0-15</td>
<td>39 Hold</td>
<td>(0 or 1) Hold</td>
<td></td>
</tr>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
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<td>02=COS 3</td>
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<td>03=COS 4</td>
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<td>04=COS 5</td>
<td>12=COS 13</td>
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<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
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<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
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<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**

- Pre-Pause Timer at Internal Dial Tone (DP SLTs) (pg. 1-139)  
  FF1 1 03 0003 Hold (0-255) Hold
- Pre-Pause Timer at Internal Dial Tone (DTMF SLTs) (pg. 1-140)  
  FF1 1 03 0004 Hold (0-255) Hold
- Pre-Pause Timer at Internal Dial Tone (Digital Keyphones) (pg. 1-140)  
  FF1 1 03 0005 Hold (0-255) Hold
Extension COS: Long Talk Alarm
(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) will hear an alarm tone in the handset receiver after an outbound call exceeds the Long Talk Alarm Timer.

**FF1 0 03 (00-15) 40 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>0=Disable Long Talk Alarm. (default)</th>
<th>1=Enable Long Talk Alarm.</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>04=COS 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td></td>
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<tr>
<td>06=COS 7</td>
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<td>07=COS 8</td>
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<td>08=COS 9</td>
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<td>09=COS 10</td>
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<td>10=COS 11</td>
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<tr>
<td>11=COS 12</td>
<td></td>
<td></td>
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<tr>
<td>12=COS 13</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13=COS 14</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14=COS 15 (for VM)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15=COS 16 (for Attendant)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:

- Long Talk Alarm #1 Timer (pg. 1-134)  FF1 0 02 0010 Hold (0-255) Hold
- Long Talk Alarm #2 Timer (pg. 1-135)  FF1 0 02 0011 Hold (0-255) Hold
Extension COS: Recall Timer Apply

(all CPCs) - Version 1.0 or higher

Set which Recall Timer will be used for extensions in this Class of Service (COS).

**FF1  0  03  (00-15)  41  Hold  (0 or 1)  Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
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<td>03=COS 4</td>
<td>11=COS 12</td>
</tr>
<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant) -- default: 1 (Attendant Recall Timer)</td>
</tr>
</tbody>
</table>

0=Use Extension Recall Timer. (default)
1=Use Attendant Recall Timer.

Notes:

Related Programming:

- Hold Recall Start Timer (Extensions) (pg. 1-145)   FF1 1 04 0001 Hold (0-255) Hold
- Hold Recall Start Timer (Attendant Group) (pg. 1-145)   FF1 1 04 0002 Hold (0-255) Hold
- Hold Recall Start Timer (SLTs) (pg. 1-146)   FF1 1 04 0003 Hold (0-255) Hold
- Transfer Recall Start Timer (Extensions/SLTs) (pg. 1-147)   FF1 1 04 0004 Hold (0-255) Hold
- Transfer Recall Start Timer (Attendant Group) (pg. 1-147)   FF1 1 04 0005 Hold (0-255) Hold
**Extension COS: Forced ARS**

*(all CPCs) - Version 1.0 or higher*

Set whether Automatic Route Selection (ARS) will be forced for extensions in this Class of Service (COS).

```
FF1 0 03 (00-15) 42 Hold (0 or 1) Hold
```

**Notes:**

If this is set to “1” (Enable Forced ARS), the extension can only dial the MCO-1 access code (“9” by default) to obtain an outside line; all other MCO access codes will be blocked.

**Related Programming:**

- ARS/LCR Setting (pg. 1-27)  FF1 0 02 0010 Hold (0 or 1) Hold
- FF6 0: TRS/ARS Common (pg. 6-5)
- FF6 1: TRS Class Definitions (pg. 6-15)
- FF6 2: ARS Settings (pg. 6-25)
Extension COS: API Event Reporting

(all CPCs) - Version 1.0 or higher

NOTE: This address is for future use.
Set whether extension events will be sent to the API port.

FF1 0 03 (00-15) 43 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Disable API event reporting.
1=Enable API event reporting. (default)

Notes:

Related Programming:

FF7 2: API (pg. 7-13)

Extension COS: Call Forward/Outside

(all CPCs) - Version 1.0 or higher

Allow or deny the ability to Call Forward incoming calls to an outside phone number on extensions in this Class of Service (COS).

FF1 0 03 (00-15) 44 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Allow Call Forward/Outside. (default)
1=Deny Call Forward/Outside.
Notes:

Related Programming:

---

**Extension COS: Onhook Trunk-to-Trunk Transfer**

* (all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) can perform Trunk-to-Trunk Transfers.

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
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<td>02=COS 3</td>
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<td>14=COS 15 (for VM)</td>
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</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

*Trunk-to-Trunk Transfer:* Put outside call on hold; dial the second outside number; hang up. The two outside calls will be connected.

**Related Programming:**

- Extension COS: Onhook Transfer at Ringback (pg. 1-37)  FF1 0 03 (00-15) 02 Hold (0 or 1) Hold
- Extension COS: Onhook Transfer at Talk (pg. 1-38)  FF1 0 03 (00-15) 03 Hold (0 or 1) Hold
- Extension COS: Onhook Transfer at Camp-On (pg. 1-39)  FF1 0 03 (00-15) 04 Hold (0 or 1) Hold
- Trunk-to-Trunk Connection Timer (pg. 1-136)  FF1 1 02 0013 Hold (0-255) Hold
Extension COS: Station Call Park Answer

Set whether extensions in this Class of Service (COS) can pick up a call in Station Park. Does not apply to Call Parks to a Virtual Extension.

**FF1 0 03 (00-15) 46 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

<table>
<thead>
<tr>
<th>Extension No.</th>
<th>COS 1</th>
<th>COS 2</th>
<th>COS 3</th>
<th>COS 4</th>
<th>COS 5</th>
<th>COS 6</th>
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<th>COS 12</th>
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<th>COS 16</th>
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</table>

Notes:

**Station Park:** Park a call at an individual extension by putting the call on hold and dialing a Call Park code. The parked call can be retrieved on another extension (if enabled in the above address) by dialing a Station Park Answer code and the extension number where the call is parked. Useful when the intended recipient (usually the person who parked the call and needs to move around the office) isn’t sure which extension they will be near when they are ready to retrieve the call.

**Related Programming:**

Station Call Park Recall Timer (pg. 1-153)   FF1 1 04 0017 Hold (0-255) Hold
Extension COS: Station Call Park Transfer
(all CPCs) - Version 1.0 or higher
Set whether extensions in this Class of Service (COS) can transfer a parked call to another extension.

FF1 0 03 (00-15) 47 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Allow Call Park Transfer. (default)
1=Deny Call Park Transfer.

Notes:

Related Programming:
Station Call Park Recall Timer (pg. 1-153)   FF1 1 04 0017 Hold (0-255) Hold

Extension COS: OHVA
(all CPCs) - Version 1.0 or higher
Set whether extensions in this Class of Service (COS) can make an Off-Hook Voice Announce (OHVA).

FF1 0 03 (00-15) 48 Hold (0 or 1) Hold

Extension COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15 (for VM)
07=COS 8 15=COS 16 (for Attendant)

0=Allow OHVA. (default)
1=Deny OHVA.
### Extension COS: OHVA Answer

*(all CPCs) - Version 1.0 or higher*

Set whether extensions in this Class of Service (COS) can answer an Off-Hook Voice Announce (OHVA).

**FF1 0 03 (00-15) 49 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>0=Allow OHVA Answer. (default)</th>
<th>1=Deny OHVA Answer.</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>04=COS 5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>06=COS 7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>08=COS 9</td>
<td></td>
<td></td>
</tr>
<tr>
<td>09=COS 10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10=COS 11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11=COS 12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12=COS 13</td>
<td></td>
<td></td>
</tr>
<tr>
<td>13=COS 14</td>
<td></td>
<td></td>
</tr>
<tr>
<td>14=COS 15 (for VM)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>15=COS 16 (for Attendant)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**

---

**Related Programming:**
Extension COS: Call-Waiting Answer at HOLD
(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) can answer a Call-Waiting by pressing HOLD key.

**FF1 0 03 (00-15) 50 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Extension COS Nos. 1-16</th>
<th>0=Allow Call-Waiting Answer by HOLD.</th>
<th>1=Do not allow Call-Waiting Answer by HOLD. (default)</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
<td></td>
</tr>
<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
<td></td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15 (for VM)</td>
<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16 (for Attendant)</td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:
**FF1 0 04: Trunk COS Definitions**

**NOTE:** The following *Trunk Class of Service (COS)* addresses apply to all trunk types: analog CO trunks, E&M tie lines, T1-CO, T1-E&M, and T-point ISDN.

When you enter the address number 00-15 for the desired COS No. 01-16, the actual COS No. (01-16) will appear on the phone’s display.

By default, all trunks are assigned to Trunk COS No. 1 (see FF2 Trunk COS Assignment addresses for each trunk type).

### Table 1-3. Trunk COS addresses and defaults

<table>
<thead>
<tr>
<th>FF1 0 04 (00-15) 01 Hold (0 or 1) Hold</th>
<th>Trunk COS: Incoming Ring Tone Source</th>
<th>0 (use trunk’s Ring Pattern)</th>
<th>pg. 1-75</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF1 0 04 (00-15) 02 Hold (0 or 1) Hold</td>
<td>Trunk COS: Dial Tone to Tie-Line</td>
<td>1 (Enabled)</td>
<td>pg. 1-76</td>
</tr>
<tr>
<td>FF1 0 04 (00-15) 03 Hold (0 or 1) Hold</td>
<td>Trunk COS: Fast-Busy Tone to Tie-Line</td>
<td>0 (Enabled)</td>
<td>pg. 1-77</td>
</tr>
<tr>
<td>FF1 0 04 (00-15) 04 Hold (0 or 1) Hold</td>
<td>Trunk COS: DID/DNIS Table</td>
<td>0 (&quot;A&quot; side)</td>
<td>pg. 1-77</td>
</tr>
<tr>
<td>FF1 0 04 (00-15) 05 Hold (0 or 1) Hold</td>
<td>Trunk COS: Paging on DISA/Tie-Line Call</td>
<td>1 (Allowed)</td>
<td>pg. 1-78</td>
</tr>
<tr>
<td>FF1 0 04 (00-15) 06 Hold (0 or 1) Hold</td>
<td>Trunk COS: DISA ID Verification</td>
<td>0 (Verify)</td>
<td>pg. 1-79</td>
</tr>
</tbody>
</table>

### Trunk COS: Incoming Ring Tone Source

*(all CPCs) - Version 1.0 or higher*

Set ring tone source for incoming calls on trunks in this Class of Service.  
**EXCEPTION:** This address does not apply to E&M tie-trunks (analog or T1).

**FF1 0 04 (00-15) 01 Hold (0 or 1) Hold**

**Trunk COS Nos. 1-16**

<table>
<thead>
<tr>
<th>COS No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
</tr>
<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
</tr>
<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15</td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16</td>
</tr>
</tbody>
</table>

**0=Use the trunk’s Ring Pattern setting for all incoming calls. (default)**

**1=Use intercom ring tone for all incoming calls except for multiple-incoming (which will use the Ring Pattern setting).**

**Notes:**

**Intercom Ring Tone:** Two short beeps, followed by 3 seconds of silence. Heard when direct calls are ringing the phone; the “EXT” intercom LED (next to the FLASH key) will light.
Related Programming:

Ring Pattern for trunks ... (pg. 2-13) for analog CO trunks
FF2 0 BSSC 01 12 Hold (0-12) Hold
(pag. 2-63) for ISDN trunks
FF2 1 BSSC 02 02 Hold (0-12) Hold
(pag. 2-93) for T1-CO trunks
FF2 2 BSSCC 02 09 Hold (0-12) Hold

Trunk COS: Dial Tone to Tie-Line
(all CPCs) - Version 1.0 or higher

Set whether the system will send dial tone to a tie-line trunk in this Class of Service for an incoming call (used in private networking).

FF1 0 04 (00-15) 02 Hold (0 or 1) Hold

Trunk COS Nos. 1-16
00=COS 1 08=COS 9
01=COS 2 09=COS 10
02=COS 3 10=COS 11
03=COS 4 11=COS 12
04=COS 5 12=COS 13
05=COS 6 13=COS 14
06=COS 7 14=COS 15
07=COS 8 15=COS 16

0=Disable Dial Tone to tie-line.  1=Enable Dial Tone to tie-line.  (default)

Notes:

Related Programming:

FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)
FF2 2: T1 Trunks (E&M Tie) (pg. 2-116)
### Trunk COS: Fast-Busy Tone to Tie-Line

*(all CPCs) - Version 1.0 or higher*

Set whether the system will send fast-busy tone or disconnect the line when errors (such as wrong dialeding) occur on a tie-line trunk in this Class of Service (COS).

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>04 (00-15)</th>
<th>03</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trunk COS Nos. 1-16</td>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td>01=COS 2</td>
<td>09=COS 10</td>
<td>02=COS 3</td>
</tr>
<tr>
<td>0=Enable Fast-Busy Tone to tie-line. (default)</td>
<td>1=Disable Fast-Busy Tone (line disconnected.)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**

- FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)
- FF2 2: T1 Trunks (E&M Tie) (pg. 2-116)

### Trunk COS: DID/DNIS Table

*(all CPCs) - Version 1.0 or higher*

Set the DID/DNIS Table used for routing an incoming DID/DNIS call to the appropriate extension(s) on trunks in this Class of Service (COS).

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>04 (00-15)</th>
<th>04</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trunk COS Nos. 1-16</td>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td>01=COS 2</td>
<td>09=COS 10</td>
<td>02=COS 3</td>
</tr>
<tr>
<td>0=Use “A” side DID/DNIS Table. (default)</td>
<td>1=Use “B” side DID/DNIS Table.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Notes:

There are two DID/DNIS tables available. This parameter determines which table to use for the related COS. For instance, Table “A” could be used for DID, and Table “B” for DNIS.

Related Programming:

| DID/DNIS Dial Table (“A” Side) (pg. 1-169) | FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold |
| DID/DNIS Dial Table (“B” Side) (pg. 1-171) | FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold |

Trunk COS: Paging on DISA/Tie-Line Call

(all CPCs) - Version 1.0 or higher

Set whether a DISA or E&M tie-line caller can page on trunks in this Class of Service (COS).

<table>
<thead>
<tr>
<th>FF1 0 04 (00-15) 05 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Trunk COS Nos. 1-16</td>
</tr>
<tr>
<td>00=COS 1</td>
</tr>
<tr>
<td>01=COS 2</td>
</tr>
<tr>
<td>02=COS 3</td>
</tr>
<tr>
<td>03=COS 4</td>
</tr>
<tr>
<td>04=COS 5</td>
</tr>
<tr>
<td>05=COS 6</td>
</tr>
<tr>
<td>06=COS 7</td>
</tr>
<tr>
<td>07=COS 8</td>
</tr>
<tr>
<td>08=COS 9</td>
</tr>
<tr>
<td>09=COS 10</td>
</tr>
<tr>
<td>10=COS 11</td>
</tr>
<tr>
<td>11=COS 12</td>
</tr>
<tr>
<td>12=COS 13</td>
</tr>
<tr>
<td>13=COS 14</td>
</tr>
<tr>
<td>14=COS 15</td>
</tr>
<tr>
<td>15=COS 16</td>
</tr>
</tbody>
</table>

Notes:

Related Programming:

| Splash Tone: Internal Paging (pg. 1-9) | FF1 0 01 0002 Hold (0 or 1) Hold |
| Paging Answer on Tie-Line (pg. 1-29)  | FF1 0 02 0013 Hold (0 or 1) Hold |
| Paging Timer (Tie-Lines) (pg. 1-135)  | FF1 1 02 0012 Hold (0-255) Hold |
| Extension COS: Paging (pg. 1-48)      | FF1 0 03 (00-15) 15 Hold (0 or 1) Hold |
| FF2 0: Analog Trunks (E&M Tie) (pg. 2-37) |
| FF2 2: T1 Trunks (E&M Tie) (pg. 2-116) |
**Trunk COS: DISA ID Verification**

*(all CPCs) - Version 1.0 or higher*

Set whether DISA ID codes (both incoming and outgoing) will be verified on trunks in this Class of Service (COS).

**FF1 0 04 (00-15) 06 Hold (0 or 1) Hold**

<table>
<thead>
<tr>
<th>Trunk COS Nos. 1-16</th>
<th>0=Verify DISA ID Code. (default)</th>
<th>1=Do not verify DISA ID Code.</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>08=COS 9</td>
<td></td>
</tr>
<tr>
<td>01=COS 2</td>
<td>09=COS 10</td>
<td></td>
</tr>
<tr>
<td>02=COS 3</td>
<td>10=COS 11</td>
<td></td>
</tr>
<tr>
<td>03=COS 4</td>
<td>11=COS 12</td>
<td></td>
</tr>
<tr>
<td>04=COS 5</td>
<td>12=COS 13</td>
<td></td>
</tr>
<tr>
<td>05=COS 6</td>
<td>13=COS 14</td>
<td></td>
</tr>
<tr>
<td>06=COS 7</td>
<td>14=COS 15</td>
<td></td>
</tr>
<tr>
<td>07=COS 8</td>
<td>15=COS 16</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

*MCO Trunk Group interaction with TRS.* When MCO-Outgoing trunk groups are used, and the DISA ID Code is verified, the system will follow the TRS Class (1-50) assigned to the DISA ID Code. If the DISA ID Code is not verified, the system will follow the DISA trunk’s TRS Class assignment.

**Related Programming:**

- DISA ID Codes and TRS Assignments (pg. 1-114)  **FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold**
- Day1/2/Night Ring Type  **(FF2 0 for analog CO trunks; FF2 1 for ISDN trunks; FF2 2 for T1/CO trunks)**
- Day/Night TRS Class  **(FF2 0 for analog CO trunks; FF2 1 for ISDN trunks; FF2 2 for T1/CO trunks)**
FF1 0 05: Serial Ports

Serial Port 1: Data Format
(all CPCs) - Version 1.0 or higher
Set data transmission format for Serial Port 1.

```
FF1 0 05 0001 Hold (0-7) Hold
```

Notes:

Serial Port 1: The RS-232C connector labeled “CN5” on the SCC Card. A printer (for data output) or modem (for remote programming such as PCAS) can be connected to it.

If you use Serial Port 1, be sure to configure it here and in the FF1 0 06: Serial Port Output Data addresses starting on pg. 1-88.

Related Programming:

- SMDR Data to Serial Port (pg. 1-88)
- Fault Alarm Data to Serial Port (pg. 1-88)
- Programmed Data to Serial Port (pg. 1-89)
- Bus Monitor Data to Serial Port (pg. 1-90)
Serial Port 1: Baud Rate
(all CPCs) - Version 1.0 or higher
Set data transmission speed (bits per second) for Serial Port 1.

**FF1 0 05 0002 Hold (0-5) Hold**

- 0=300 bps
- 1=600 bps
- 2=1200 bps
- 3=2400 bps
- 4=4800 bps
- 5=9600 bps (default)

Notes:

Related Programming:

Serial Port 1: Protocol
(all CPCs) - Version 1.0 or higher
Set protocol for Serial Port 1.

**FF1 0 05 0003 Hold (0-2) Hold**

- 0=No order (default)
- 1=Originate mode
- 2=Answer mode

Notes:

Related Programming:
Serial Port 1: Echo Control (future use)  
(all CPCs) - Version 1.0 or higher  
Enable/Disable echo for Serial Port 1.

```
FF1  0  05  0004  Hold  (0 or 1)  Hold
```

0 = Echo Off (no response)  (default)  
1 = Echo On (response for echo)  

Notes:

Related Programming:

Serial Port 1: Maximum Input Digits (future use)  
(all CPCs) - Version 1.0 or higher  
Set the maximum number of digits per block that can be sent to Serial Port 1.

```
FF1  0  05  0005  Hold  (1-255)  Hold
```

Maximum Number of Input Digits to Serial Port 1  
default:  80 (digits per block)  

Notes:

Related Programming:
RAI Serial Port: Data Format

Set data transmission format for the Remote Administration Interface (RAI) serial port.

```
FF1  0  05  0017  Hold  (0-7)  Hold
```

- 0 = 7 bits -- even parity -- 2 stop bits
- 1 = 7 bits -- odd parity -- 2 stop bits
- 2 = 7 bits -- even parity -- 1 stop bit
- 3 = 7 bits -- odd parity -- 1 stop bit
- 4 = 8 bits -- no parity -- 2 stop bits
- 5 = 8 bits -- no parity -- 1 stop bit (default)
- 6 = 8 bits -- even parity -- 1 stop bit
- 7 = 8 bits -- odd parity -- 1 stop bit

Notes:

(not available in U.S.) RAI Serial Port: A serial port on the Remote Administration Interface card, which is mounted “piggyback” on the SCC Card. The RAI serial port is for internal (300-baud) modem.

Related Programming:

FF3 3: RAI Extension Port (pg. 3-45)

---

RAI Serial Port: Baud Rate

Set data transmission speed (bits per second) for the RAI serial port.

```
FF1  0  05  0018  Hold  (0-5)  Hold
```

- 0 = 300 bps
- 1 = 600 bps
- 2 = 1200 bps
- 3 = 2400 bps
- 4 = 4800 bps
- 5 = 9600 bps (default)

Notes:

Related Programming:
RAI Serial Port: Protocol
(all CPCs) - Version 1.0 or higher
Set protocol for the RAI serial port.

FF1 0 05 0019 Hold (0-2) Hold

0=No order (default)
1=Originate mode
2=Answer mode

Notes:

Related Programming:

RAI Serial Port: Echo Control
(all CPCs) - Version 1.0 or higher
Enable/Disable echo for the RAI serial port.

FF1 0 05 0020 Hold (0 or 1) Hold

0=Echo Off; no response (default)
1=Echo On; response for echo

Notes:

Related Programming:
RAI Serial Port: Maximum Input Digits
(all CPCs) - Version 1.0 or higher
Set the maximum number of digits that can be sent from the RAI serial port.

\[ \text{FF1 0 05 0021 Hold (1-255) Hold} \]

Maximum Number of Input Digits to RAI Serial Port
default: 1 (digit)

Notes:
To use Remote Maintenance, set this address to “1” (digit).

Related Programming:

Serial Port 2: Data Format
(all CPCs) - Version 1.0 or higher
Set data transmission format for Serial Port 2.

\[ \text{FF1 0 05 0033 Hold (0-7) Hold} \]

- 0 = 7 bits -- even parity -- 2 stop bits
- 1 = 7 bits -- odd parity -- 2 stop bits
- 2 = 7 bits -- even parity -- 1 stop bit
- 3 = 7 bits -- odd parity -- 1 stop bit
- 4 = 8 bits -- no parity -- 2 stop bits
- 5 = 8 bits -- no parity -- 1 stop bit (default)
- 6 = 8 bits -- even parity -- 1 stop bit
- 7 = 8 bits -- odd parity -- 1 stop bit

Notes:
Serial Port 2: The RS-232C connector labeled “CN6” on the SCC Card. A printer (for data output) or modem (for remote programming such as PCAS) can be connected to it.

If you use Serial Port 2, be sure to configure it here and in the FF1 0 06: Serial Port Output Data addresses starting on pg. 1-88.

Related Programming:
SMDR Data to Serial Port (pg. 1-88) FF1 0 06 0001 Hold (0-2) Hold
Fault Alarm Data to Serial Port (pg. 1-88) FF1 0 06 0002 Hold (0-2) Hold
Programmed Data to Serial Port (pg. 1-89)  FF1 0 06 0003 Hold (0-2) Hold
Bus Monitor Data to Serial Port (pg. 1-90)  FF1 0 06 0005 Hold (0-2) Hold

Serial Port 2: Baud Rate
(all CPCs) - Version 1.0 or higher
Set data transmission speed (bits per second) for Serial Port 2.

\[
\text{FF1 0 05 0034 Hold (0-5) Hold}
\]

Notes:

Related Programming:

Serial Port 2: Protocol
(all CPCs) - Version 1.0 or higher
Set protocol for Serial Port 2.

\[
\text{FF1 0 05 0035 Hold (0-2) Hold}
\]

Notes:

Related Programming:
Serial Port 2: Echo Control
(all CPCs) - Version 1.0 or higher
Enable/Disable echo for Serial Port 2.

**FF1 0 05 0036 Hold (0 or 1) Hold**

0=Echo Off; no response (default)
1=Echo On; response for echo

Notes:

Related Programming:

Serial Port 2: Maximum Input Digits
(all CPCs) - Version 1.0 or higher
Set the maximum number of digits that can be sent from Serial Port 2.

**FF1 0 05 0037 Hold (1-255) Hold**

Maximum Number of Input Digits to Serial Port 2
default: 80 digits

Notes:

Related Programming:
**FF1 0 06: Serial Port Output Data**

*NOTE:* Serial Port 1 is the “CN5” RS-232C connector on the SCC Card. Serial Port 2 is the “CN6” RS-232C connector on the SCC Card. These serial ports can be used for separate printer and modem connections. If you use these serial ports, be sure to configure them here and in the **FF1 0 05: Serial Ports addresses starting on 1-80.**

### SMDR Data to Serial Port

*(all CPCs) - Version 1.0 or higher*

Set the serial port (if any) to receive SMDR data.

**FF1 0 06 0001 Hold (0-2) Hold**

- 0=no output
- 1=Serial Port 1 (default)
- 2=Serial Port 2

**Notes:**

**Related Programming:**

- SMDR Output Format (pg. 1-93)
- FF1 0 09 0001 Hold (0-2) Hold

### Fault Alarm Data to Serial Port

*(all CPCs) - Version 1.0 or higher*

Set the serial port (if any) to receive fault alarm data from the phone system.

**FF1 0 06 0002 Hold (0-2) Hold**

- 0=none (default)
- 1=Serial Port 1
- 2=Serial Port 2

**Notes:**
Related Programming:

Programmed Data to Serial Port
(all CPCs) - Version 1.0 or higher
Set the serial port (if any) to receive programmed settings.

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>06</th>
<th>0003</th>
<th>Hold</th>
<th>(0-2)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>none</td>
<td>1</td>
<td>Serial Port 1</td>
<td>2</td>
<td>Serial Port 2 (default)</td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:

Not Used
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>FF1</th>
<th>0</th>
<th>06</th>
<th>0004</th>
<th>Hold</th>
</tr>
</thead>
</table>
Bus Monitor Data to Serial Port
(all CPCs) - Version 1.0 or higher
Set the serial port (if any) to receive bus monitor data.

```
FF1 0 06 0005 Hold (0-2) Hold
```

0=none
1=Serial Port 1
2=Serial Port 2 (default)

Notes:

Related Programming:
### FF1 0 07 and 08: PBX Parameters

#### Auto Pause Position Behind PBX

(All CPCs) - Version 1.0 or higher

Set where a pause will be inserted in automatically-dialed numbers such as PBX access codes, SSD numbers, Redial, and PSD numbers.

<table>
<thead>
<tr>
<th>FF1 0 07 (0001-0012) Hold (0-16) Hold</th>
<th>0=no pause inserted (default for all except “9”)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address No. for first dialed digit:</td>
<td>1=insert pause after 1st dialed digit (default for “9”)</td>
</tr>
<tr>
<td>0001=”1” key</td>
<td>2=insert pause after 2nd dialed digit</td>
</tr>
<tr>
<td>0002=”2” key</td>
<td>3=insert pause after 3rd dialed digit</td>
</tr>
<tr>
<td>0003=”3” key</td>
<td>...</td>
</tr>
<tr>
<td>0004=”4” key</td>
<td>16=insert pause after 16th dialed digit</td>
</tr>
<tr>
<td>0005=”5” key</td>
<td></td>
</tr>
<tr>
<td>0006=”6” key</td>
<td></td>
</tr>
<tr>
<td>0007=”7” key</td>
<td></td>
</tr>
<tr>
<td>0008=”8” key</td>
<td></td>
</tr>
<tr>
<td>0009=”9” key</td>
<td></td>
</tr>
<tr>
<td>0010=”0” key</td>
<td></td>
</tr>
<tr>
<td>0011=”✱” key</td>
<td></td>
</tr>
<tr>
<td>0012=”#” key</td>
<td></td>
</tr>
</tbody>
</table>

#### Notes:

The pause allows time for the phone system to connect to the PBX/Centrex before outpulsing the digits.

#### Related Programming:

- Pause Timer (pg. 1-117) FF1 01 0004 Hold (1-255) Hold
PBX Trunk Access Codes
(all CPCs) - Version 1.0 or higher
Define up to 6 PBX trunk access codes that, when dialed, will access a
trunk line in DBS 576 systems installed behind a PBX.

FF1  0 08  (0001-0006) Hold  FLASH  (0-9999) Hold

---

Notes:

Related Programming:
Trunk Connection Type (CO/PBX) ...
for analog CO trunks (pg. 2-19)  FF2 0 BSSC 02 04 Hold (0 or 1) Hold
for analog E&M tie-trunks (pg. 2-47)  FF2 0 BSSC 02 04 Hold (0 or 1) Hold
for ISDN trunks (pg. 2-65)  FF2 1 BSSC 03 00 Hold (0 or 1) Hold
for T1-CO trunks (pg. 2-98)  FF2 2 BSSCC 03 03 Hold (0 or 1) Hold
for T1-E&M tie-trunks (pg. 2-127)  FF2 2 BSSCC 03 03 Hold (0 or 1) Hold
**FF1 0 09: SMDR Output Format**

SMDR Output Format
(all CPCs) - Version 1.0 or higher
Select the format (if any) for SMDR data output.

```
FF1 0 09 0001 Hold (0-2) Hold
```

0=no SMDR output
1=Format #1 (default)
2=Format #2

**Notes:**

Format #1 (default) contains the following information:
- Call Condition Code (e.g., “I” for incoming call; “S” for DISA incoming call; “s” for DISA outgoing call; etc.)
- Call Start Time
- Call Duration Time
- CO User No. (extension no. or trunk no.)
- CO Line No. (when the line is disconnected while the call is on hold)
- Dialed No.
- Accounting Code
- Verified Account Code

Format #2 includes all the information in Format #1, plus the following:
- Caller Data
- ISDN Charge Data

For examples of Formats #1 and #2, see Section 300-Installation or Section 700-Feature Operation.

Set this address to “Format #2” for the Caller ID Log Outdialing feature.

**Related Programming:**

- SMDR Data to Serial Port (pg. 1-88)  
  FF1 0 06 0001 Hold (0-2) Hold
- Caller ID Log Outgoing Add Digits (pg. 1-112)  
  FF1 0 25 0001 Hold (up to 4 char.) Hold
FF1 0 10 and 11: Call Restriction Between COS

Call Restriction Between Extension COS
(all CPCs) - Version 1.0 or higher
Allow/Restrict intercom calling between extensions, based on their assigned Class of Service (COS).

FF1 0 10 (00-15) (01-16) Hold (0 or 1) Hold

<table>
<thead>
<tr>
<th>COS of extension placing the call:</th>
<th>COS of extension receiving the call:</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=COS 1</td>
<td>01=COS 1</td>
</tr>
<tr>
<td>01=COS 2</td>
<td>02=COS 2</td>
</tr>
<tr>
<td>02=COS 3</td>
<td>03=COS 3</td>
</tr>
<tr>
<td>03=COS 4</td>
<td>04=COS 4</td>
</tr>
<tr>
<td>04=COS 5</td>
<td>05=COS 5</td>
</tr>
<tr>
<td>05=COS 6</td>
<td>06=COS 6</td>
</tr>
<tr>
<td>06=COS 7</td>
<td>07=COS 7</td>
</tr>
<tr>
<td>07=COS 8</td>
<td>08=COS 8</td>
</tr>
<tr>
<td>08=COS 9</td>
<td>09=COS 9</td>
</tr>
<tr>
<td>09=COS 10</td>
<td>10=COS 10</td>
</tr>
<tr>
<td>10=COS 11</td>
<td>11=COS 11</td>
</tr>
<tr>
<td>11=COS 12</td>
<td>12=COS 12</td>
</tr>
<tr>
<td>12=COS 13</td>
<td>13=COS 13</td>
</tr>
<tr>
<td>13=COS 14</td>
<td>14=COS 14</td>
</tr>
<tr>
<td>14=COS 15</td>
<td>15=COS 15</td>
</tr>
<tr>
<td>15=COS 16</td>
<td></td>
</tr>
</tbody>
</table>

0=Allow calling. (default)
1=Do not allow calling.

Notes:

Related Programming:

FF1 0 03: Extension COS Definitions (pg. 1-35)
Extension COS Assignment (pg. 3-26) for digital keyphones & SLTs        FF3 0 BSSC 07 Hold (1-16) Hold
Extension COS Assignment (pg. 3-38) for ISDN extensions          FF3 1 BSSC 06 Hold (1-16) Hold
Extension COS Assignment (pg. 3-43) for Virtual Ports            FF3 2 (001-576) 03 Hold (1-16) Hold
Call Restriction Between Trunk COS
(all CPCs) - Version 1.0 or higher

Allow/Restrict calling between trunks (such as trunk-to-trunk transfers or Call Forward/Outside) based on the trunk’s Class of Service (COS).

FF1 0 11 (00-15) (01-16) Hold (0 or 1) Hold

<table>
<thead>
<tr>
<th>COS of trunk placing the call:</th>
<th>00=COS 1</th>
<th>01=COS 2</th>
<th>02=COS 3</th>
<th>03=COS 4</th>
<th>04=COS 5</th>
<th>05=COS 6</th>
<th>06=COS 7</th>
<th>07=COS 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>COS of trunk receiving the call:</td>
<td>00=COS 1</td>
<td>01=COS 2</td>
<td>02=COS 3</td>
<td>03=COS 4</td>
<td>04=COS 5</td>
<td>05=COS 6</td>
<td>06=COS 7</td>
<td>07=COS 8</td>
</tr>
<tr>
<td></td>
<td>01=COS 1</td>
<td>02=COS 2</td>
<td>03=COS 3</td>
<td>04=COS 4</td>
<td>05=COS 5</td>
<td>06=COS 6</td>
<td>07=COS 7</td>
<td>08=COS 8</td>
</tr>
<tr>
<td></td>
<td>09=COS 9</td>
<td>10=COS 10</td>
<td>11=COS 11</td>
<td>12=COS 12</td>
<td>13=COS 13</td>
<td>14=COS 14</td>
<td>15=COS 15</td>
<td>16=COS 16</td>
</tr>
</tbody>
</table>

Notes:
This address will not affect DISA outgoing calls.

Related Programming:
- FF1 0 04: Trunk COS Definitions (pg. 1-75)
- Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70)
- Extension COS: Call Forward/Outside (pg. 1-69)
- Trunk COS Assignment (pg. 2-35) for analog CO trunks
- Trunk COS Assignment (pg. 2-58) for analog E&M tie-trunks
- Trunk COS Assignment (pg. 2-82) for ISDN trunks
- Trunk COS Assignment (pg. 2-114) for T1/CO trunks
- Trunk COS Assignment (pg. 2-137) for T1/E&M tie-trunks
**FF1 0 12, 13, and 14: MOH Source**

**MOH Source for CO Trunks**
*(all CPCs) - Version 1.0 or higher*

Select the Music-On-Hold (MOH) source heard by CO trunk callers on hold, based on the MCO Tenant Group assigned to the trunk.

```
0 12 (0001-0072) Hold (0-3) Hold
```

Address No. for MCO Tenant Group:
- 0001 = MCO Tenant Group #1
- 0002 = MCO Tenant Group #2
  ...
- 0072 = MCO Tenant Group #72

0 = internal single tone (default)
1 = external MOH source
2 = internal melody *(not available in U.S.)*
3 = silence

**NOTE:** Available range for MCO Tenant Groups depends on system size:
- in a 96-port system: Groups 1-12 (0001-0012)
- in a 192-port system: Groups 1-24 (0001-0024)
- in a 288-port system: Groups 1-36 (0001-0036)
- in a 384-port system: Groups 1-48 (0001-0048)
- in a 480-port system: Groups 1-60 (0001-0060)
- in a 576-port system: Groups 1-72 (0001-0072)

**Notes:**

**Related Programming:**
- Tenant Group Assignment (pg. 2-34) for analog CO trunks  FF2 0 BSSC 05 Hold (0-72) Hold
- Tenant Group Assignment (B-Channel) (pg. 2-81) for ISDN trunks  FF2 1 BSSC 06 (00-23) Hold (0-72) Hold
- Tenant Group Assignment (pg. 2-113) for T1 CO trunks  FF2 2 BSSCC 06 Hold (1-72) Hold
**MOH Source for Tie-Lines**

*(all CPCs) - Version 1.0 or higher*

Select the Music-On-Hold (MOH) source heard by tie-line trunk callers on hold, based on the MCO Tenant Group assigned to the trunk.

**FF1 0 13 (0001-0072) Hold (0-3) Hold**

Address No. for MCO Tenant Group:
0001=MCO Tenant Group #1
0002=MCO Tenant Group #2
...
0072=MCO Tenant Group #72

0=internal single tone *(default)*
1=external MOH source
2=internal melody *(not available in U.S.)*
3=silence

**NOTE:** Available range for MCO Tenant Groups depends on system size:
- in a 96-port system: Groups 1-12 (0001-0012)
- in a 192-port system: Groups 1-24 (0001-0024)
- in a 288-port system: Groups 1-36 (0001-0036)
- in a 384-port system: Groups 1-48 (0001-0048)
- in a 480-port system: Groups 1-60 (0001-0060)
- in a 576-port system: Groups 1-72 (0001-0072)

**Notes:**

**Related Programming:**

- Tenant Group Assignment (pg. 2-56) for analog E&M tie trunks
- FF2 0 BSSC 05 Hold (0-72) Hold
- Tenant Group Assignment (pg. 2-135) for T1 E&M tie trunks
- FF2 2 BSSCC 06 Hold (0-72) Hold
MOH Source for Intercom Calls
(all CPCs) - Version 1.0 or higher

Select the Music-On-Hold (MOH) source heard by intercom callers on hold, based on the MCO Tenant Group assigned to the extension.

**FF1 0 14 (0001-0072) Hold (0-3) Hold**

Address No. for MCO Tenant Group:
- 0001=MCO Tenant Group #1
- 0002=MCO Tenant Group #2
- ...
- 0072=MCO Tenant Group #72

**0=internal single tone (default)**
- 1=external MOH source
- 2=internal melody *(not available in U.S.)*
- 3=silence

**NOTE:** Available range for MCO Tenant Groups depends on system size:
- in a 96-port system: Groups 1-12 (0001-0012)
- in a 192-port system: Groups 1-24 (0001-0024)
- in a 288-port system: Groups 1-36 (0001-0036)
- in a 384-port system: Groups 1-48 (0001-0048)
- in a 480-port system: Groups 1-60 (0001-0060)
- in a 576-port system: Groups 1-72 (0001-0072)

**Notes:**

**Related Programming:**
- Tenant Group Assignment (pg. 3-24) for digital keyphone/SLT extensions
- Tenant Group Assignment (pg. 3-36) for ISDN extensions
- Tenant Group Assignment (pg. 3-43) for Virtual Ports
- Tenant Group Assignment (pg. 3-45) for RAI Port

**Related Programming:**
- FF3 0 BSSC 05 Hold (1-72) Hold
- FF3 1 BSSC 04 Hold (1-72) Hold
- FF3 2 (001-576) 02 Hold (1-72) Hold
- FF3 3 01 Hold (1-72) Hold
**FF1 0 15, 16, and 17: SSD Blocks**

*NOTE: Use these addresses to set up groups or “blocks” of SSD numbers, and assign them to MCO Tenant Groups. You can also set up an “SSD common block” that can be used by all extensions.*

**SSD Block Assignment to MCO Tenant Groups**

Assign System Speed Dial (SSD) blocks to MCO Tenant Groups. Extensions that belong to an MCO Tenant Group can use the SSD codes within the assigned SSD block.

**FF1 0 15 (0001-0072) Hold (0-72) Hold**

Address No. for MCO Tenant Group:  
0001=MCO Tenant Group #1  
0002=MCO Tenant Group #2  
...  
0072=MCO Tenant Group #72

0=no SSD Block assignment (can use SSDs in common block only)  
1=SSD Block #1 (default)  
2=SSD Block #2  
3=SSD Block #3  
...  
72=SSD Block #72

**NOTE: Available range for MCO Tenant Groups depends on system size:**

- in a 96-port system: Groups 1-12 (0001-0012)  
- in a 192-port system: Groups 1-24 (0001-0024)  
- in a 288-port system: Groups 1-36 (0001-0036)  
- in a 384-port system: Groups 1-48 (0001-0048)  
- in a 480-port system: Groups 1-60 (0001-0060)  
- in a 576-port system: Groups 1-72 (0001-0072)

**Notes:**

**Related Programming:**

- SSD Assignment to Groups (pg. 1-23)  
  FF1 0 02 0003 Hold (0 or 1) Hold  
- Extension COS: SSD Dialing (pg. 1-45)  
  FF1 0 03 (00-15) 11 Hold (0 or 1) Hold  
- SSD Common Block for MCO Tenant Groups (pg. 1-100)  
  FF1 0 16 0001 Hold (0-800) Hold  
- SSD Block Assignment (pg. 1-100)  
  FF1 0 17 (0001-0144) Hold (0-799 or 0-800) Hold  
- Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)  
  FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold
SSD Common Block for MCO Tenant Groups
(all CPCs) - Version 1.0 or higher
Set the number of System Speed Dial (SSD) bins allowed for all MCO Tenant Groups.

```
FF1  0  16  0001  Hold (0-800)  Hold

Number of SSD Bins Allowed
default:  0  [no common block]
```

For example, an entry of “100” means that all MCO Tenant Groups can use SSDs 0-99.

Notes:
If SSD Assignment to Groups is disabled (default), the system will ignore this address, which means that all extensions will be able to use all SSD codes.

Related Programming:
SSD Assignment to Groups (pg. 1-23)  FF1 0 02 0003 Hold (0 or 1) Hold

SSD Block Assignment
(all CPCs) - Version 1.0 or higher
Divide System Speed Dial bins into ranges (called “blocks”).

```
FF1  0  17  (0001-0144)  Hold  (0-799 or 0-800)  Hold

Odd Address Nos.:  Starting SSD Bin No. for block  Starting SSD Bin No.
(0001, 0003, 0005,...0143)

Even Address Nos.:  Count of bins in block  Count of SSD bins in block
(0002, 0004, 0006,...0144)
```

(see table, next page for defaults)

Notes:
If SSD Assignment to Groups is disabled (default), the system will ignore this address, which means that all extensions will be able to use all SSD codes.

Related Programming:
SSD Assignment to Groups (pg. 1-23)  FF1 0 02 0003 Hold (0 or 1) Hold
SSD Block Assignment to MCO Tenant Groups (pg. 1-99)  FF1 0 15 (0001-0072) Hold (0-72) Hold
### Table 1-4. SSD Blocks (FF1 0 17)

<table>
<thead>
<tr>
<th>for Block No.</th>
<th>Address for Starting SSD</th>
<th>default for Starting SSD</th>
<th>Address for count of SSDs</th>
<th>default for SSD count</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0001</td>
<td>0</td>
<td>0002</td>
<td>80</td>
</tr>
<tr>
<td>2</td>
<td>0003</td>
<td>80</td>
<td>0004</td>
<td>80</td>
</tr>
<tr>
<td>3</td>
<td>0005</td>
<td>160</td>
<td>0006</td>
<td>80</td>
</tr>
<tr>
<td>4</td>
<td>0007</td>
<td>240</td>
<td>0008</td>
<td>80</td>
</tr>
<tr>
<td>5</td>
<td>0009</td>
<td>320</td>
<td>0010</td>
<td>80</td>
</tr>
<tr>
<td>6</td>
<td>0011</td>
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<td>0012</td>
<td>80</td>
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<td>0017</td>
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<td>38</td>
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<tr>
<td>39</td>
<td>0077</td>
<td>0</td>
<td>0078</td>
<td>0</td>
</tr>
<tr>
<td>for Block No.</td>
<td>Address for Starting SSD</td>
<td>default for Starting SSD</td>
<td>Address for count of SSDs</td>
<td>default for SSD count</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------</td>
<td>--------------------------</td>
<td>---------------------------</td>
<td>-----------------------</td>
</tr>
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<td>40</td>
<td>0079</td>
<td>0</td>
<td>0080</td>
<td>0</td>
</tr>
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<td>41</td>
<td>0081</td>
<td>0</td>
<td>0082</td>
<td>0</td>
</tr>
<tr>
<td>42</td>
<td>0083</td>
<td>0</td>
<td>0084</td>
<td>0</td>
</tr>
<tr>
<td>43</td>
<td>0085</td>
<td>0</td>
<td>0086</td>
<td>0</td>
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<td>44</td>
<td>0087</td>
<td>0</td>
<td>0088</td>
<td>0</td>
</tr>
<tr>
<td>45</td>
<td>0089</td>
<td>0</td>
<td>0090</td>
<td>0</td>
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<td>46</td>
<td>0091</td>
<td>0</td>
<td>0092</td>
<td>0</td>
</tr>
<tr>
<td>47</td>
<td>0093</td>
<td>0</td>
<td>0094</td>
<td>0</td>
</tr>
<tr>
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<td>0</td>
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<tr>
<td>50</td>
<td>0099</td>
<td>0</td>
<td>0100</td>
<td>0</td>
</tr>
<tr>
<td>51</td>
<td>0101</td>
<td>0</td>
<td>0102</td>
<td>0</td>
</tr>
<tr>
<td>52</td>
<td>0103</td>
<td>0</td>
<td>0104</td>
<td>0</td>
</tr>
<tr>
<td>53</td>
<td>0105</td>
<td>0</td>
<td>0106</td>
<td>0</td>
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<td>54</td>
<td>0107</td>
<td>0</td>
<td>0108</td>
<td>0</td>
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<td>55</td>
<td>0109</td>
<td>0</td>
<td>0110</td>
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<td>56</td>
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<td>57</td>
<td>0113</td>
<td>0</td>
<td>0114</td>
<td>0</td>
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<tr>
<td>58</td>
<td>0115</td>
<td>0</td>
<td>0116</td>
<td>0</td>
</tr>
<tr>
<td>59</td>
<td>0117</td>
<td>0</td>
<td>0118</td>
<td>0</td>
</tr>
<tr>
<td>60</td>
<td>0119</td>
<td>0</td>
<td>0120</td>
<td>0</td>
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<tr>
<td>61</td>
<td>0121</td>
<td>0</td>
<td>0122</td>
<td>0</td>
</tr>
<tr>
<td>62</td>
<td>0123</td>
<td>0</td>
<td>0124</td>
<td>0</td>
</tr>
<tr>
<td>63</td>
<td>0125</td>
<td>0</td>
<td>0126</td>
<td>0</td>
</tr>
<tr>
<td>64</td>
<td>0127</td>
<td>0</td>
<td>0128</td>
<td>0</td>
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<td>65</td>
<td>0129</td>
<td>0</td>
<td>0130</td>
<td>0</td>
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<td>66</td>
<td>0131</td>
<td>0</td>
<td>0132</td>
<td>0</td>
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<td>67</td>
<td>0133</td>
<td>0</td>
<td>0134</td>
<td>0</td>
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<td>68</td>
<td>0135</td>
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<td>0136</td>
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<td>69</td>
<td>0137</td>
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<td>70</td>
<td>0139</td>
<td>0</td>
<td>0140</td>
<td>0</td>
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<tr>
<td>71</td>
<td>0141</td>
<td>0</td>
<td>0142</td>
<td>0</td>
</tr>
<tr>
<td>72</td>
<td>0143</td>
<td>0</td>
<td>0144</td>
<td>0</td>
</tr>
</tbody>
</table>
**FF1 0 18: Synchronized Clock**

**Synchronized Clock**
(all CPCs) - Version 1.0 or higher

Prioritize clock sources that will synchronize with the CO.

<table>
<thead>
<tr>
<th>FF1 0 18 (0001-0003)</th>
<th>Hold (BSS/C)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001=1st Priority network</td>
<td>Cabinet/Slot/Trunk Port No.</td>
<td></td>
</tr>
<tr>
<td>0002=2nd Priority network</td>
<td>B=Cabinet No. 1-6</td>
<td></td>
</tr>
<tr>
<td>0003=3rd Priority network</td>
<td>SS=Slot No. 01-14</td>
<td></td>
</tr>
<tr>
<td></td>
<td>C=Trunk Port (1-4)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Enter “BSS” for PRI and T1.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Enter “BSSC” for BRI.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>default: [no assignment]</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

If using a T1 or T-point ISDN interface, **Synchronized Clock** settings are required to prevent data transmission errors, or noise during voice conversations.

**Related Programming:**

FF2 1: ISDN Trunks (pg. 2-59)
FF2 2: T1 Trunks (CO) (pg. 2-86)
**FF1 0 19: TRS Class for Forced Account Codes**

---

**TRS Class for Forced Account Codes**

(All CPCs) - Version 1.0 or higher

Set the TRS Class that will be followed when Account codes are Forced, but the Account Code is not entered for an outgoing call.

```
FF1 0 19 0001 Hold (1-50) Hold
```

TRS Class No. (1-50)

default: 1

---

**Notes:**

**Forced Account Codes:** User must enter an Account Code for every outgoing and incoming call, before he/she can access an outside line. Forced Account Codes can be either Verified (checked against programmed Table for validity; call is blocked if no match found) or Unverified (accepted; call is allowed). Account Codes are used for call expense tracking in SMDR reports.

Verified Account Codes can each have their own TRS Class assignment (see FF8 1 04).

---

**Related Programming:**

- Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold
- TRS Class for Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold
- Forced Account Codes (pg. 3-21) (enable/disable on ext.) FF3 0 BSSC 04 24 Hold (0 or 1) Hold
- Verified Account Codes (pg. 3-22) (enable/disable on ext.) FF3 0 BSSC 04 25 Hold (0 or 1) Hold
### FF1 0 20: Ext.No. Display for Closed-Number Calls

<table>
<thead>
<tr>
<th>Ext.No. Display for Closed-Number Calls</th>
</tr>
</thead>
<tbody>
<tr>
<td>(all CPCs) - Version 1.0 or higher</td>
</tr>
<tr>
<td>Assign the closed-numbered digits to use in the system’s Extension Directory. Based on the digits, the system will look up the extension name <em>within its own PBX</em> (not in another).</td>
</tr>
</tbody>
</table>

**FF1 0 20 0001 Hold (0-4) Hold**

- **0= 0 digit (default)**
- **1= 1 digit**
- **2= 2 digits**
- **3= 3 digits**
- **4= 4 digits**

**Notes:**

If you *originate* a network call, this will display.

**Related Programming:**

- FF6 2 07: Closed Number Table (pg. 6-42)
- Extension Index (pg. 8-49)   FF8 1 03 Hold 1 Hold Hold (1 or 2) Hold FLASH (Name) Hold
**FF1 0 21: Ring Alarm for Unanswered Calls**

---

**Ring Alarm Frequency**

*(all CPCs) - Version 1.0 or higher*

Set the ringing frequency that will begin after an incoming call rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

![Ring Alarm Frequency Table](image)

**Notes:**

- **Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

  Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

**Related Programming:**

- Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold
- Alarm Ringing (pg. 2-24) (for analog CO trunks) FF2 0 BSSC 02 13 Hold (0 or 1) Hold
- Alarm Ringing (pg. 2-68) (for ISDN trunks) FF2 1 BSSC 03 06 Hold (0 or 1) Hold
- Alarm Ringing (pg. 2-102) (for T1 CO trunks) FF2 2 BSSCC 03 11 Hold (0 or 1) Hold
Ring Alarm Pattern
(all CPCs) - Version 1.0 or higher

Set the ring pattern that will begin after an incoming call rings unanswered for longer than the Slide Ring/Alarm Ring Timer.

FF1 0 21 0002 Hold (0-12) Hold

<table>
<thead>
<tr>
<th>Setting Values for U.K.</th>
<th>Setting Values for U.S. and Hong Kong</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Synchronize with CO</td>
</tr>
<tr>
<td>1</td>
<td>1on/2off (default) (in seconds)</td>
</tr>
<tr>
<td>2</td>
<td>2on/1off</td>
</tr>
<tr>
<td>3</td>
<td>1on/1off</td>
</tr>
<tr>
<td>4</td>
<td>.5on/.5off</td>
</tr>
<tr>
<td>5</td>
<td>.25on/2.75off</td>
</tr>
<tr>
<td>6</td>
<td>.25on/.25off/.25on/2.25off</td>
</tr>
<tr>
<td>7</td>
<td>.25on/.25off/.25on/.25on/1.75off</td>
</tr>
<tr>
<td>8</td>
<td>.75on/.25off/.75on/1.25off</td>
</tr>
<tr>
<td>9</td>
<td>1on/.25off/.25on/1.5off</td>
</tr>
<tr>
<td>10</td>
<td>1on/2.25off/.25on/2.25off</td>
</tr>
<tr>
<td>12</td>
<td>Continuous tone</td>
</tr>
</tbody>
</table>

Notes:

Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

Related Programming:

Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold
Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold
Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold
Alarm Ringing (pg. 2-24) (for analog CO trunks) FF2 0 BSSC 02 13 Hold (0 or 1) Hold
Alarm Ringing (pg. 2-68) (for ISDN trunks) FF2 1 BSSC 03 06 Hold (0 or 1) Hold
Alarm Ringing (pg. 2-102) (for T1 CO trunks) FF2 2 BSSCC 03 11 Hold (0 or 1) Hold
**FF1 0 22: Dealer Programming ID Code**

**Dealer Programming ID Code**
(all CPCs) - Version 1.0 or higher

Set the ID code for entering dealer programming: \texttt{ON/OFF PROG ** [Code]}

\begin{verbatim}
FF1 0 22 0001 Hold (0000-9999) Hold
\end{verbatim}

4-digit Dealer Programming ID Code

default: 9999

**Notes:**

**Related Programming:**

Programming Mode Entry (pg. 1-15) \texttt{FF1 0 01 0012 Hold (0 or 1) Hold}
FF1 0 23 and 24: Voice Mail Codes

VM Answer Supervision Code

(all CPCs) - Version 1.0 or higher
Set the Answer Supervision code for 3rd Party Voice Mail.

```
FF1 0 23 0001 Hold (0000-9999) Hold
```

4-digit VM Answer Supervision Code
default: [no assignment]

Notes:

This assignment must match the Voice Mail system’s Answer Supervision code.

Related Programming:

- SLT Voice Mail Connection (pg. 3-11)
- FF3 0 BSSC 04 06 Hold (0 or 1) Hold
- Call-Forward ID Codes for Voice Mail (pg. 8-51)
- FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.)

VM Transfer Code #1: Prefix

(all CPCs) - Version 1.0 or higher
Assign a prefix that will be automatically dialed in front of VM Transfer Code #1 (74 + nnnn) when transferring a call directly to voice mail (3rd-party).

```
FF1 0 24 0001 Hold (up to 8 char.) Hold
```

NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or “PAUSE” soft key on a large-display phone.

VM Transfer Code #1 Prefix (up to 8 characters, including 0-9, *, #, and Pause)
default: [no assignment]

Notes:

Two different Transfer Keys can be programmed for 3rd-party Voice Mail systems. Transfer Code #1 (74 + nnnn) transfers a call to a specific voice mail port. Transfer Code #2 (75 + nnnn) transfers a call to the Voice Mail pilot number. See FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) for instructions on programming both Transfer Keys.
Related Programming:

**VM Transfer Code #1: Suffix**
(all CPCs) - Version 1.0 or higher

Assign a suffix that will be automatically dialed after VM Transfer Code #1 (74 + nnnn) when transferring a call directly to voice mail (3rd-party).

**FF1 0 24 0002 Hold** (up to 8 char.) Hold

**VM Transfer Code #1 Suffix (up to 8 characters, including 0-9, *, #, and Pause)**

**default:** [no assignment]

**Notes:**

Two different Transfer Keys can be programmed for 3rd-party Voice Mail systems. Transfer Code #1 (74 + nnnn) transfers a call to a specific voice mail port. Transfer Code #2 (75 + nnnn) transfers a call to the Voice Mail pilot number. See **FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)** (pg. 4-7) for instructions on programming both Transfer Keys.

**Related Programming:**

**FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  FF4 0 BSSC 0 (01-32) Hold**

**FLASH (Code) Hold**

**Call-Forward ID Codes for Voice Mail (pg. 8-51)  FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold**

**VM Transfer Code #2: Prefix**
(all CPCs) - Version 1.0 or higher

Assign a prefix that will be automatically dialed in front of VM Transfer Code #2 (75 + nnnn) when transferring a call directly to voice mail (3rd-party).

**FF1 0 24 0003 Hold** (up to 8 char.) Hold

**VM Transfer Code #2 Prefix (up to 8 characters, including 0-9, *, #, and Pause)**

**default:** [no assignment]
**Notes:**

Two different Transfer Keys can be programmed for 3rd-party Voice Mail systems. Transfer Code #1 (74 + nnnn) transfers a call to a specific voice mail port. Transfer Code #2 (75 + nnnn) transfers a call to the Voice Mail pilot number. See **FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)** (pg. 4-7) for instructions on programming both Transfer Keys.

**Related Programming:**

- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)
- FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- Call-Forward ID Codes for Voice Mail (pg. 8-51)
- FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold

---

**VM Transfer Code #2: Suffix**

*(all CPCs) - Version 1.0 or higher*

Assign a suffix that will be automatically dialed after VM Transfer Code #2 (75 + nnnn) when transferring a call directly to voice mail (3rd-party).

** FF1 0 24 0004 Hold (up to 8 char.) Hold **

**NOTE:** Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or “PAUSE” soft key on a large-display phone.

**VM Transfer Code #2 Suffix (up to 8 characters, including 0-9, *, #, and Pause)**

**default:** [no assignment]

---

**Notes:**

Two different Transfer Keys can be programmed for 3rd-party Voice Mail systems. Transfer Code #1 (74 + nnnn) transfers a call to a specific voice mail port. Transfer Code #2 (75 + nnnn) transfers a call to the Voice Mail pilot number. See **FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)** (pg. 4-7) for instructions on programming both Transfer Keys.

**Related Programming:**

- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)
- FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- Call-Forward ID Codes for Voice Mail (pg. 8-51)
- FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold
**FF1 0 25: Caller ID Add Digits**

**Caller ID Log Outgoing Add Digits**

*(all CPCs) - Version 1.0 or higher*

Enter the digits (up to 4) that will be added to the beginning of an outgoing Caller ID number (selected from the displayed Caller ID Log).

```
FF1 0 25 0001 Hold (up to 4 char.) Hold
```

- **0001**: Caller ID Add Digits (up to 4 characters, including 0-9, *, and #)
- **default**: [no assignment]

**Notes:**

On 44-series display phones, press the *left* soft key next to the displayed Caller ID Log phone number, to automatically seize MCO-1 (“9”) and outdial the Add Digits and the number. On 43-series display phones, press the AUTO key.

To outdial “9” and the Caller ID Log phone number without the Add Digits in front of it, press the *right* soft key (or, on 43-series display phones, press REDIAL).

A maximum of 20 extension phones per cabinet can have the Caller ID Log feature. It will store and display the last 10 Caller ID calls received at that extension. To display the Log, press CONF 96 at intercom dial tone.

The Add Digits and the Caller ID phone number are subject to ARS/TRS after the “9” is dialed. They can be redialed by pressing the REDIAL key. SMDR reports will show the first 24 digits of a Caller ID phone number that was outdialed (SMDR must be set to Format #2 in FF1 0 09). Caller ID information will also be sent to an installed TAPI device.

**Related Programming:**

- Caller ID Log Outgoing Control (pg. 1-20)  FF1 0 01 0021 Hold (0 or 1) Hold
- Caller ID Log Private/Out-of-Area Control (pg. 1-20)  FF1 0 01 0022 Hold (0 or 1) Hold
- SMDR Output Format (pg. 1-93)  FF1 0 09 0001 Hold (0-2) Hold
DISA ID Code Numbering
(all CPCs) - Version 1.0 or higher
Enter the digit length of DISA ID Codes.

```
FF1 0 26 0001 Hold (0-10) Hold
```

Digit Length of DISA ID Codes:
0 = none/no code needed to get DISA service (default)
1 = 1-digit Codes
2 = 2-digit Codes
3 = 3-digit Codes
...
10 = 10-digit Codes

Notes:

DISA (Direct Inward System Access): By dialing the DISA trunk’s CO phone number, an outside caller can dial into the phone system, and have full access to all the system’s features without going through the Attendant (including the ability to transfer himself to different extensions, or dial-out on another trunk). To set up DISA, set the Analog-CO, ISDN, or T1-CO trunk for DISA service in the Ring Type addresses (FF2). Create DISA ID Codes and assign TRS Classes to them in FF1 0 26 0002-0033 (see next address).

Related Programming:

- Trunk COS: DISA ID Verification (pg. 1-79) FF1 0 04 (00-15) 06 Hold (0 or 1) Hold
- DISA ID Codes and TRS Assignments (pg. 1-114) FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold
- Ring Type - Day1/Day2/Night ...
  - for analog CO trunks (pg. 2-28) FF2 0 BSSC 03 (0, 2 and 4) Hold (0-6) Hold
  - for ISDN trunks (pg. 2-75) FF2 1 BSSC 04 (0, 2 and 4) Hold (0-6) Hold
  - for T1-CO trunks (pg. 2-107) FF2 2 BSSCC 04 (0, 2 and 4) Hold (0-6) Hold
DISA ID Codes and TRS Assignments
(all CPCs) - Version 1.0 or higher

Enter up to 16 valid DISA Security Codes, each of which can be dialed by a DISA caller to obtain access to an outside line after calling in to the system. Also, assign a TRS Class to each DISA Code.

<table>
<thead>
<tr>
<th>DISA ID Code</th>
<th>TRS Class</th>
<th>Address Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>#1</td>
<td>#1</td>
<td>0002</td>
</tr>
<tr>
<td>#2</td>
<td>#2</td>
<td>0004</td>
</tr>
<tr>
<td>#3</td>
<td>#3</td>
<td>0006</td>
</tr>
<tr>
<td>#4</td>
<td>#4</td>
<td>0008</td>
</tr>
<tr>
<td>#5</td>
<td>#5</td>
<td>0010</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>#16</td>
<td>#16</td>
<td>0032</td>
</tr>
</tbody>
</table>

Notes:
Digit length of DISA ID Codes entered in this address depends on the setting in DISA ID Code Numbering (see previous page).

Related Programming:
- DISA ID Code Numbering (pg. 1-113)
- FF1 0 26 0001 Hold (0-10) Hold
- Trunk COS: DISA ID Verification (pg. 1-79)
- FF1 0 04 (00-15) 06 Hold (0 or 1) Hold
- FF6 1: TRS Class Definitions (pg. 6-15)
FF1 1: System Timers

FF1 1 01: Trunk Timer 1

Flash Timer 1 for Trunk Line
(all CPCs) - Version 1.0 or higher

Set the length of time a flash signal to a trunk line will last when the
extension user depresses FLASH or PROG. Applies when Flash
Pattern #1 is programmed for the trunk.

Flash Pattern #1
Hold

FF1 1 01 0001 Hold (1-255) Hold

1 = (1 x 16 ms) = 16 ms
2 = (2 x 16 ms) = 32 ms
3 = (3 x 16 ms) = 48 ms
...
124 = (124 x 16 ms) = 1.984 seconds or 1.984 seconds
125 thru 255 = same value (2.5 ms)
default: 50 = (50 x 16 ms) = 800 ms

Notes:

Related Programming:
Flash Pattern ...
for analog CO trunks (pg. 2-18) FF2 0 BSSC 02 01 Hold (0 or 1) Hold
for analog E&M tie-trunks (pg. 2-46) FF2 0 BSSC 02 01 Hold (0 or 1) Hold
for T1-CO trunks (pg. 2-97) FF2 2 BSSCC 03 01 Hold (0 or 1) Hold
for T1-E&M tie-trunks (pg. 2-126) FF2 2 BSSCC 03 01 Hold (0 or 1) Hold
### Flash Timer 2 for Trunk Line

*(all CPCs) - Version 1.0 or higher*

Set the length of time a flash signal to a trunk line will last when the extension user depresses FL/R key (U.K./Hong Kong) or FLASH or PROG key (U.S.). Applies when **Flash Pattern #2** is programmed for the trunk. Also applies when DBS 576 system is behind a PBX, and the user needs to send a Recall signal to the PBX to place the call on hold at the PBX.

**FF1 1 01 0002 Hold (1-255) Hold**

- 1 = \((1 \times 16 \text{ ms}) = 16 \text{ ms}\)
- 2 = \((2 \times 16 \text{ ms}) = 32 \text{ ms}\)
- 3 = \((3 \times 16 \text{ ms}) = 48 \text{ ms}\)
  ...
- 124 = \((124 \times 16 \text{ ms}) = 1,984 \text{ ms or 1.984 seconds}\)
- 125 thru 255 = same value (2.5 seconds)

**default: 5 (80 ms)**

#### Notes:

When the phone does not have a FLASH or FL/R key, the end-user must press the FF-key programmed with the Flash/Recall code (*39 by default) to send the Recall signal.

#### Related Programming:

**Flash Pattern ...**
- for analog CO trunks (pg. 2-18)   FF2 0 BSSC 02 01 Hold (0 or 1) Hold
- for analog E&M tie-trunks (pg. 2-46)   FF2 0 BSSC 02 01 Hold (0 or 1) Hold
- for T1-CO trunks (pg. 2-97)   FF2 2 BSSCC 03 01 Hold (0 or 1) Hold
- for T1-E&M tie-trunks (pg. 2-126)   FF2 2 BSSCC 03 01 Hold (0 or 1) Hold
### Flash Timer for Auto-Repeat Dial

(All CPCs) - Version 1.0 or higher

Set the length of time a flash signal to a trunk line will last during Auto-Repeat Dial.

<table>
<thead>
<tr>
<th>FF1</th>
<th>01</th>
<th>0003</th>
<th>Hold (1-255)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>= (1 x 16 ms) = 16 ms</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>= (2 x 16 ms) = 32 ms</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>= (3 x 16 ms) = 48 ms</td>
<td></td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>124</td>
<td></td>
<td>= (124 x 16 ms) = 1,984 ms or 1.984 seconds (default)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>125 thru 255</td>
<td></td>
<td>same value (2.5 seconds)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

**Auto Repeat Dialing:** Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

**Related Programming:**

- Start Timer for CO Busy Tone Detect (Auto-Repeat Dial) (pg. 1-122)  
  FF1 01 0014 Hold (1-255) Hold
- CO Busy Tone Detect Timer (Auto-Repeat Dial) (pg. 1-123)  
  FF1 01 0015 Hold (1-255) Hold

### Pause Timer

(All CPCs) - Version 1.0 or higher

Set the length of a pause inserted in automatically-dialed numbers (such as speed-dialing).

<table>
<thead>
<tr>
<th>FF1</th>
<th>01</th>
<th>0004</th>
<th>Hold (1-255)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>= 1 second</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td>= 2 seconds</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td>= 3 seconds (default)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>255</td>
<td></td>
<td>= 255 seconds or 4 minutes/15 seconds</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

This address *does not affect* pauses in PBX access codes.

**Related Programming:**

- PSD Numbers (pg. 8-44)  
  FF8 01 Hold 0 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Phone No.) Hold
- SSD Numbers (pg. 8-46)  
  FF8 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold
Call Duration Timer (analog CO)
(all CPCs) - Version 1.0 or higher
Set the length of time the system will wait before starting call duration timing for outbound CO analog trunk calls, if the CO does not send back an answer signal when the called party answers.

**FF1 1 01 0005 Hold (1-255) Hold**

1 = 1 second
2 = 2 seconds
...
255 = 255 seconds (or 4 min./15 sec.)
default: 10 seconds

**Notes:**

**Related Programming:**
Call Duration (pg. 2-19) for analog CO trunks  FF2 0 BSSC 02 03 Hold (0 or 1) Hold

Call Duration Timer (Tie-Lines)
(all CPCs) - Version 1.0 or higher
Set the length of time the system will wait before starting call duration timing for outbound tie-line calls, if the called-party end does not send back an answer signal.

**FF1 1 01 0006 Hold (1-255) Hold**

1 = 1 second
2 = 2 seconds
...
255 = 255 seconds (or 4 min./15 sec.)
default: 10 seconds

**Notes:**

**Related Programming:**
Outpulse Delay Timer (analog CO)

(all CPCs) - Version 1.0 or higher

Set the length of a pause before outpulsing dialed digits for speed dial, or after an analog CO trunk is seized in a MCO trunk group.

\[
\text{FF1} \hspace{0.2cm} \text{1} \hspace{0.2cm} \text{01} \hspace{0.2cm} \text{0007} \hspace{0.2cm} \text{Hold} \hspace{0.2cm} (1-255) \hspace{0.2cm} \text{Hold}
\]

1=1 second
2=2 seconds
...
255=255 seconds (or 4 min./15 sec.)
default: 3 seconds

Notes:

Related Programming:

Outpulse Delay Timer (analog Tie-Lines/Immediate-Start)

(all CPCs) - Version 1.0 or higher

Set the length of a pause before outpulsing dialed digits on an analog tie-line trunk set for Immediate-Start signaling.

\[
\text{FF1} \hspace{0.2cm} \text{1} \hspace{0.2cm} \text{01} \hspace{0.2cm} \text{0008} \hspace{0.2cm} \text{Hold} \hspace{0.2cm} (1-255) \hspace{0.2cm} \text{Hold}
\]

1=1 second (default)
2=2 seconds
...
255=255 seconds or 4 min./15 sec.

Notes:

Related Programming:

FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)
Pre-Pause Timer (ISDN CO)

(all CPCs) - Version 1.0 or higher
Set the length of time the system will wait for the first dialed digit after an ISDN (CO) trunk is seized.

\[
\begin{align*}
\text{FF1} & \quad 1 \quad 01 \quad 0009 \quad \text{Hold} \quad (1-255) \quad \text{Hold} \\
1 &= 1 \text{ second} \\
2 &= 2 \text{ seconds} \\
\ldots \\
255 &= 255 \text{ seconds (or 4 min./15 sec.)} \\
\text{default: 30 seconds}
\end{align*}
\]

Notes:

Related Programming:
- FF2 1: ISDN Trunks (pg. 2-59)

Interdigit Timer (ARS and ISDN CO)

(all CPCs) - Version 1.0 or higher
Set the length of time the system will wait for the next dialed digit before sending re-order tone. Applies to outbound calls on an ISDN (CO) trunk.

(all CPCs) - Version 1.3 and higher: Also applies to ARS-routed calls.

\[
\begin{align*}
\text{FF1} & \quad 1 \quad 01 \quad 0010 \quad \text{Hold} \quad (1-255) \quad \text{Hold} \\
1 &= 1 \text{ second} \\
2 &= 2 \text{ seconds} \\
\ldots \\
255 &= 255 \text{ seconds (or 4 min./15 sec.)} \\
\text{default: 10 seconds}
\end{align*}
\]

Notes:

(all CPCs - Version 1.3 and higher) Interdigit Timers for non-ARS calls start on pg. 1-141.

Related Programming:
- ISDN Outgoing Control (pg. 1-19)
- FF2 1: ISDN Trunks (pg. 2-59)
- Queuing Timer (ARS) (pg. 1-136)
Not Used
(all CPCs) - Version 1.0 or higher

0011 :30
Not Used

0012 :10
Not Used

Wink Wait Timer (analog Tie-Lines)
(all CPCs) - Version 1.0 or higher
Set the length of time the system will wait for a wink signal after an analog tie-line is accessed for an outbound call.

0013 :5
Wink Wait A-Tie

FF1  1  01  0013  Hold  (1-255)  Hold

1=1 second
2=2 seconds
...
255=255 seconds (or 4 min./15 sec.)
default: 5 seconds

Notes:

Related Programming:
Trunk Signal Type (pg. 2-38) for analog E&M tie-line trunks  FF2 0 BSSC 01 00 Hold (0-5) Hold
Start Timer for CO Busy Tone Detect (Auto-Repeat Dial)
(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait after the last auto-dialed digit is sent to the CO (on an analog trunk) during an Auto-Repeat Dial, before starting the CO Busy Tone Detect Timer (Auto-Repeat Dial) (see next address). This allows time for the CO to connect the call before the system starts looking for busy tone.

```
FF1  1  01  0014  Hold (1-255)  Hold

1=1 second
2=2 seconds
...
255=255 seconds (or 4 min./15 sec.)
default: 5 seconds
```

Notes:

Auto Repeat Dialing: Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

Related Programming:

Flash Timer for Auto-Repeat Dial (pg. 1-117)  FF1  1  01  0003  Hold (1-255)  Hold
CO Busy Tone Detect Timer (Auto-Repeat Dial) (pg. 1-123)  FF1  1  01  0015  Hold (1-255)  Hold
CO Busy Tone Detect Timer (Auto-Repeat Dial)  
(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait for a busy tone signal from the CO after the 
Start Timer for CO Busy Tone Detect (Auto-Repeat Dial) (see previous address) has 
expired. This setting helps determine whether the next Auto-Repeat Dial will be performed.

```
FF1 1 01 0015 Hold (1-255) Hold
```

1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds (or 4 min./15 sec.)  
default: 30 seconds

Notes:

Auto Repeat Dialing: Place a call to a busy party. Stay in monitor mode and press REDIAL. System 
automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat 
 attempts have been made.

Related Programming:

Flash Timer for Auto-Repeat Dial (pg. 1-117)  
FF1 1 01 0003 Hold (1-255) Hold

Start Timer for CO Busy Tone Detect (Auto-Repeat Dial) (pg. 1-122)  
FF1 1 01 0014 Hold (1-255) Hold

DTMF ON: Pattern #1  
(all CPCs) - Version 1.0 or higher

Set the duration of the DTMF signal for a digit dialed during an outbound call.

```
FF1 1 01 0016 Hold (1-255) Hold
```

(value=setting x 5ms):  
1 = (1 x 5 ms) = 5 ms  
2 = (2 x 5 ms) = 10 ms  
3 = (3 x 5 ms) = 15 ms  
...  
255 = (255 x 5 ms) = 1,275 ms (or 1.275 sec.)  
default: 16 = (16 x 5 ms) = 80 ms
DTMF OFF: Pattern #1
(all CPCs) - Version 1.0 or higher

Set the pause between DTMF signals for digits dialed during an outbound call.

\[ FF1 \ 1 \ 01 \ 0017 \ Hold \ (1-255) \ Hold \]

(value=setting x 5ms):  
1 = (1 x 5 ms) = 5 ms  
2 = (2 x 5 ms) = 10 ms  
3 = (3 x 5 ms) = 15 ms  
...  
255 = (255 x 5 ms) = 1,275 ms (or 1.275 sec.)  
default: 9 = (9 x 5 ms) = 45 ms

Notes:

The above settings (in conjunction with each other) can be assigned to individual trunk ports. These settings will apply to the phone number dialed, as well as additional digits dialed after connecting -- such as entering an account number, or selecting from a voice menu.

**Power-Off Requirement.** Power cycling (power-off, then power-on) is required after changing these settings.

(all CPCs - Version 1.3 and higher) DTMF ON/OFF Pattern #1 will be used whenever the system sends ID codes to voicemail. See Call-Forward ID Codes for Voice Mail (pg. 8-51).

Related Programming:

DTMF On/Off Pattern During Talk ...

- (pg. 2-14) for analog CO trunks \( FF2 \ 0 \ BSSC \ 01 \ 13 \ Hold \ (0-2) \ Hold \)
- (pg. 2-43) for analog E&M tie-trunks \( FF2 \ 0 \ BSSC \ 01 \ 13 \ Hold \ (0-2) \ Hold \)
- (pg. 2-64) for ISDN trunks \( FF2 \ 1 \ BSSC \ 02 \ 03 \ Hold \ (0-2) \ Hold \)
- (pg. 2-94) for T1-CO trunks \( FF2 \ 2 \ BSSCC \ 02 \ 10 \ Hold \ (0-2) \ Hold \)
- (pg. 2-123) for T1-E&M tie-trunks \( FF2 \ 2 \ BSSCC \ 02 \ 10 \ Hold \ (0-2) \ Hold \)

DTMF On/Off Pattern for Outgoing Dialing ...

- (pg. 2-14) for analog CO trunks \( FF2 \ 0 \ BSSC \ 01 \ 14 \ Hold \ (0-2) \ Hold \)
- (pg. 2-43) for analog E&M tie-trunks \( FF2 \ 0 \ BSSC \ 01 \ 14 \ Hold \ (0-2) \ Hold \)
- (pg. 2-94) for T1-CO trunks \( FF2 \ 2 \ BSSCC \ 02 \ 11 \ Hold \ (0-2) \ Hold \)
- (pg. 2-123) for T1-E&M tie-trunks \( FF2 \ 2 \ BSSCC \ 02 \ 11 \ Hold \ (0-2) \ Hold \)

Call-Forward ID Codes for Voice Mail (pg. 8-51) \( FF8 \ 1 \ 05 \ Hold \ Hold \ (Ext.No.) \ Hold \ FLASH \ (up \ to \ 16 \ char.) \ Hold \)
DTMF ON/OFF: Pattern #2
(all CPCs) - Version 1.0 or higher

Set the DTMF signal pattern for digits dialed during an outbound call.

FF1  1  01  0018  Hold (1-255)  Hold

(value=setting x 125ms):

1 = (1 x 125 ms) = 125 on/125 off  (default)
2 = (2 x 125 ms) = 250 on/250 off
3 = (3 x 125 ms) = 375 on/375 off
...
255 = (255 x 125 ms) = 31,875 (or 31.875 sec.) on/
31,875 off

Notes:

The above setting can be assigned to individual trunk ports. It will apply to the phone number dialed, as well as additional digits dialed after connecting -- such as entering an account number, or selecting from a voice menu.

Power-Off Requirement. Power cycling (power-off, then power-on) is required after changing this setting.

Related Programming:

DTMF On/Off Pattern During Talk ...

(pg. 2-14) for analog CO trunks  FF2 0 BSSC 01 13 Hold (0-2) Hold
(pg. 2-43) for analog E&M tie-trunks  FF2 0 BSSC 01 13 Hold (0-2) Hold
(pg. 2-64) for ISDN trunks       FF2 1 BSSC 02 03 Hold (0-2) Hold
(pg. 2-94) for T1-CO trunks      FF2 2 BSSCC 02 10 Hold (0-2) Hold
(pg. 2-123) for T1-E&M tie-trunks FF2 2 BSSCC 02 10 Hold (0-2) Hold

DTMF On/Off Pattern for Outgoing Dialing ...

(pg. 2-14) for analog CO trunks  FF2 0 BSSC 01 14 Hold (0-2) Hold
(pg. 2-43) for analog E&M tie-trunks  FF2 0 BSSC 01 14 Hold (0-2) Hold
(pg. 2-94) for T1-CO trunks      FF2 2 BSSCC 02 11 Hold (0-2) Hold
(pg. 2-123) for T1-E&M tie-trunks FF2 2 BSSCC 02 11 Hold (0-2) Hold
DTMF ON/OFF: Pattern #3

(all CPCs) - Version 1.0 or higher

Set the DTMF signal pattern for digits dialed during an outbound call.

```
FF1  01 0019 Hold (1-255) Hold
```

(value=setting x 125ms):

- 1 = (1 x 125 ms) = 125 on/125 off
- 2 = (2 x 125 ms) = 250 on/250 off (default)
- 3 = (3 x 125 ms) = 375 on/375 off
... 255 = (255 x 125 ms) = 31,875 (or 31.875 sec.) on/31,875 off

Notes:
The above setting can be assigned to individual trunk ports. It will apply to the phone number dialed, as well as additional digits dialed after connecting -- such as entering an account number, or selecting from a voice menu.

*Power-Off Requirement.* Power cycling (power-off, then power-on) is required after changing this setting.

Related Programming:

**DTMF On/Off Pattern During Talk ...**

<table>
<thead>
<tr>
<th>Description</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>(pg. 2-14) for analog CO trunks</td>
<td>FF2 0 BSSC 01 13 Hold</td>
</tr>
<tr>
<td>(pg. 2-43) for analog E&amp;M tie-trunks</td>
<td>FF2 0 BSSC 01 13 Hold</td>
</tr>
<tr>
<td>(pg. 2-64) for ISDN trunks</td>
<td>FF2 1 BSSC 02 03 Hold</td>
</tr>
<tr>
<td>(pg. 2-94) for T1-CO trunks</td>
<td>FF2 2 BSSC 02 10 Hold</td>
</tr>
<tr>
<td>(pg. 2-123) for T1-E&amp;M tie-trunks</td>
<td>FF2 2 BSSCC 02 10 Hold</td>
</tr>
</tbody>
</table>

**DTMF On/Off Pattern for Outgoing Dialing ...**

<table>
<thead>
<tr>
<th>Description</th>
<th>Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>(pg. 2-14) for analog CO trunks</td>
<td>FF2 0 BSSC 01 14 Hold</td>
</tr>
<tr>
<td>(pg. 2-43) for analog E&amp;M tie-trunks</td>
<td>FF2 0 BSSC 01 14 Hold</td>
</tr>
<tr>
<td>(pg. 2-94) for T1-CO trunks</td>
<td>FF2 2 BSSC 02 11 Hold</td>
</tr>
<tr>
<td>(pg. 2-123) for T1-E&amp;M tie-trunks</td>
<td>FF2 2 BSSCC 02 11 Hold</td>
</tr>
</tbody>
</table>
DISA No-Answer Timer #1
(all CPCs) - Version 1.0 or higher
Set how long the system will wait before changing an unanswered DISA call to multiple-incoming ringing.

**FF1 1 02 0001 Hold (0-255) Hold**

0 = 5 seconds
(setting=no. of seconds): 1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
default: 30 seconds

**Notes:**

This address does not affect DID calls, which (if unanswered) will continue to ring an idle extension indefinitely, or until the user performs another action on the phone (such as accessing another trunk for an outgoing call) while the DID call is ringing. At that point, the DID call will change to multiple-coming ringing. **NOTE:** The user will not be able to perform another action on the phone if the extension’s **Trunk Key Operation: Direct Calls (pg. 3-14)** setting is left at “1=Ignore key press (default),” in which case the DID call will continue to ring the extension.

**Multiple-Incoming Ringing:** An incoming trunk call will ring on all extensions that have a line appearance (FF-key) for that trunk. The trunk’s **Ring Type** must be set to “0=Multiple Incoming (default)” in FF2. Trunks are assigned to FF-keys in FF4.

**DID (Direct Inward Dial):** An outside caller can reach an internal extension directly by dialing a 7-digit CO phone number. The DID trunk passes the last 2 to 4 digits of the phone number to the PBX, and the digits become (or are modified to become) the equivalent of an extension number. DID trunks can’t be used for outgoing calls (no dialtone offered). To set up DID, set the Analog-CO, ISDN, or T1-CO trunks for DID in the **Ring Type** addresses (FF2). Enter the DID numbers and assign their ring and delayed-ring destinations in **FF1 4: DID/DNIS Tables** (see pg. 1-168).

**DISA (Direct Inward System Access):** By dialing the DISA trunk’s CO phone number, an outside caller can dial into the phone system, and have full access to all the system’s features without going through the Attendant (including the ability to transfer himself to different extensions, or dial-out on another trunk). To set up DISA, set the Analog-CO, ISDN, or T1-CO trunks for DISA service in the **Ring Type** addresses (FF2). Create DISA ID Codes and assign TRS Classes to them in **FF1 0 26: DISA ID Codes** (see pg. 1-113).

**Related Programming:**

DISA No-Answer Timeout (pg. 1-31)  FF1 0 02 0017 Hold (0 or 1) Hold
DISA ID Code Numbering (pg. 1-113)  FF1 0 26 0001 Hold (0-10) Hold
DISA ID Codes and TRS Assignments (pg. 1-114)  FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold
Trunk COS: Incoming Ring Tone Source (pg. 1-75)  FF1 0 04 (00-15) 01 Hold (0 or 1) Hold
Ring Pattern for trunks ...  (pg. 2-13) for analog CO trunks  FF2 0 BSSC 01 12 Hold (0-12) Hold
                  (pg. 2-63) for ISDN trunks  FF2 1 BSSC 02 02 Hold (0-12) Hold
                  (pg. 2-93) for T1/CO trunks  FF2 2 BSSCC 02 09 Hold (0-12) Hold
Ring Type for trunks (set for DISA) ...  (pg. 2-28) for analog CO trunks  FF2 0 BSSC 03 (0, 2 and 4) Hold (2) Hold
                  (pg. 7-5) for ISDN trunks  FF2 1 BSSC 04 (0, 2 and 4) Hold (2) Hold
                  (pg. 2-107) for T1-CO trunks  FF2 2 BSSCC 04 (0, 2 and 4) Hold (2) Hold
FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  FF4 0 BSSC 0 (01-32) Hold FLASH
                  (Code) Hold
Notes:
Unanswered DISA calls will change to multiple-incoming ringing when the DISA No-Answer Timer #1 (see previous address) expires.
Unanswered DID calls will change to multiple-incoming ringing when (or if) the extension performs another action on the phone (such as accessing another outside line) while the DID call is ringing.
Related Programming:
DISA No-Answer Timer #1 (pg. 1-127)  FF1 1 02 0001 Hold (0-255) Hold
FF5 0: Attendant Hunt Group (pg. 5-3)
CO Delayed Ring Timer (Day1)
(all CPCs) - Version 1.0 or higher
Set how long the system will ring an extension receiving an incoming call
during Day1 mode, before moving the call to the Delayed Ring position.

\[
\text{FF1 1 02 0003 Hold (0-255) Hold}
\]
\[
0 = 5 \text{ seconds (default - all CPCs, Version 1.3 and higher)}
\]
\[
(1-255 = \text{no. of seconds): } 1 = 1 \text{ second}
\]
\[
2 = 2 \text{ seconds}
\]
\[
\ldots
\]
\[
255 = 255 \text{ seconds}
\]

Notes:
This timer applies to unanswered incoming calls on a DIL trunk that has a Delayed Ring position set (in FF2). If no Delayed Ring position is set for the trunk, this Timer will not apply, and the call will continue to ring the extension indefinitely.

Related Programming:
Day1 Delayed Ring Type/Destination ...
for analog CO trunks (pg. 2-31)  FF2 0 BSSC 04 0 Hold (0-4) Hold (0-9999) Hold
for ISDN trunks (pg. 2-78)  FF2 1 BSSC 05 0 Hold (0-4) Hold (0-9999) Hold
for T1 CO trunks (pg. 2-110)  FF2 2 BSSCC 05 0 Hold (0-4) Hold (0-9999) Hold

CO Delayed Ring Timer (Day2)
(all CPCs) - Version 1.0 or higher
Set how long the system will ring an extension receiving an incoming call
during Day2 mode, before moving to the Delayed Ring position.

\[
\text{FF1 1 02 0004 Hold (0-255) Hold}
\]
\[
0 = 5 \text{ seconds (default - all CPCs, Version 1.3 and higher)}
\]
\[
(1-255 = \text{no. of seconds): } 1 = 1 \text{ second}
\]
\[
2 = 2 \text{ seconds}
\]
\[
\ldots
\]
\[
255 = 255 \text{ seconds}
\]

Notes:
This timer applies to unanswered incoming calls on a DIL trunk that has a Delayed Ring position set (in FF2). If no Delayed Ring position is set for the trunk, this Timer will not apply, and the call will continue to ring the extension indefinitely.
Related Programming:

Day2 Delayed Ring Type/Destination ...
for analog CO trunks (pg. 2-32)   FF2 0 BSSC 04 2 Hold (0-4) Hold (0-9999) Hold
for ISDN trunks (pg. 2-79)       FF2 1 BSSC 05 2 Hold (0-4) Hold (0-9999) Hold
for T1 CO trunks (pg. 2-111)     FF2 2 BSSCC 05 2 Hold (0-4) Hold (0-9999) Hold

Night Delayed Ring Type/Destination ...
for analog CO trunks (pg. 2-33)   FF2 0 BSSC 04 4 Hold (0-4) Hold (0-9999) Hold
for ISDN trunks (pg. 2-80)       FF2 1 BSSC 05 4 Hold (0-4) Hold (0-9999) Hold
for T1 CO trunks (pg. 2-112)     FF2 2 BSSCC 05 4 Hold (0-4) Hold (0-9999) Hold

CO Delayed Ring Timer (Night)
(all CPCs) - Version 1.0 or higher
Set how long the system will ring an extension receiving an incoming call
during Night mode, before moving to the Delayed Ring position.

FF1  1  02  0005  Hold  (0-255)  Hold

0 = 5 seconds (default - all CPCs, Version 1.3 and higher)
(1-255 = no. of seconds):
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

Notes:
This timer applies to unanswered incoming calls on a DIL trunk that has a Delayed Ring position set (in FF2). If no Delayed Ring position is set for the trunk, this Timer will not apply, and the call will continue to ring the extension indefinitely.

Related Programming:

Night Delayed Ring Type/Destination ...
for analog CO trunks (pg. 2-33)   FF2 0 BSSC 04 4 Hold (0-4) Hold (0-9999) Hold
for ISDN trunks (pg. 2-80)       FF2 1 BSSC 05 4 Hold (0-4) Hold (0-9999) Hold
for T1 CO trunks (pg. 2-112)     FF2 2 BSSCC 05 4 Hold (0-4) Hold (0-9999) Hold
CO Delayed Ring Timer (Busy)
(all CPCs) - Version 1.0 or higher

Set how long the system will queue an incoming call on a busy extension, before moving to the delayed-ring position.

FF1 1 02 0006 Hold (0-255) Hold

0 = 5 seconds (all CPCs - below Version 1.3)
or: 0 = Continue to queue the call on the busy extension indefinitely, until it becomes idle. (all CPCs - Version 1.3 and higher)

(1-255 = no. of seconds): 1 = 1 second
2 = 2 seconds ...
255 = 255 seconds
default: 120 seconds

Notes:

This CO Delayed Ring Timer (Busy) applies to all system modes: Day1, Day2, and Night.

(all CPCs - Version 1.3 and higher) If the above address is set to 0=Continue to queue the call, the caller will hear ringback tone while the call is being queued on the busy extension.

(all CPCs - Version 1.3 and higher) If the call is on a DIL trunk but no Delayed Ring position has been set, the call will be queued on the busy extension until it becomes idle, regardless of the above setting.

Related Programming:

Day1/Day2/Night Delayed Ring Type/Destination ... for analog CO trunks (pg. 2-31) FF2 0 BSSC 04 0 Hold (0-4) Hold (0-9999) Hold (0-4) Hold...
for ISDN trunks (pg. 2-78) FF2 1 BSSC 05 0 Hold (0-4) Hold (0-9999) Hold (0-4) Hold...
for T1-CO trunks (pg. 2-110) FF2 2 BSSCC 05 0 Hold (0-4) Hold (0-9999) Hold (0-4) Hold...
Slide Ring/Alarm Ring Timer (Day1)

(all CPCs) - Version 1.0 or higher

Set how long an incoming call will ring unanswered before moving to the Slide Ring position(s) or to the Alarm Ring frequency/pattern during Day1 mode.

**FF1  1  02  0007  Hold (0-255)  Hold**

0 = 5 seconds
(1-255 = no. of seconds):
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
default:  20 seconds

Notes:

**Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the Slide Ring/Alarm Ring Timer.

**Slide Ringing:** A type of delayed ringing for extensions with trunk line appearances. An incoming call on a trunk enabled for Slide Ringing (see FF2) will ring at the assigned extension or hunt group first (see Day1/2/Night Ring Assignments in FF2). Then, after the Slide Ring/Alarm Ring Timer expires, the call will begin ringing at the extension(s) with line appearances (see FF-Key Feature Assignment in FF4).

**Related Programming:**

- Ring Alarm Frequency (pg. 1-106)  FF1  0  21  0001  Hold (0-6)  Hold
- Ring Alarm Pattern (pg. 1-107)  FF1  0  21  0002  Hold (0-12)  Hold
- Alarm Ringing (pg. 2-24) on analog CO trunks  FF2  0  BSSC  02  13  Hold (0 or 1)  Hold
- Slide Ringing (pg. 2-25) on analog CO trunks  FF2  0  BSSC  02  14  Hold (0 or 1)  Hold
- Alarm Ringing (pg. 2-68) on ISDN trunks  FF2  1  BSSC  03  06  Hold (0 or 1)  Hold
- Slide Ringing (pg. 2-69) on ISDN trunks  FF2  1  BSSC  03  07  Hold (0 or 1)  Hold
- Alarm Ringing (pg. 2-102) on T1-CO trunks  FF2  2  BSSCC  03  11  Hold (0 or 1)  Hold
- Slide Ringing (pg. 2-103) on T1-CO trunks  FF2  2  BSSCC  03  12  Hold (0 or 1)  Hold

Notes:

- Alarm Ringing: Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the Slide Ring/Alarm Ring Timer.

- Slide Ringing: A type of delayed ringing for extensions with trunk line appearances. An incoming call on a trunk enabled for Slide Ringing (see FF2) will ring at the assigned extension or hunt group first (see Day1/2/Night Ring Assignments in FF2). Then, after the Slide Ring/Alarm Ring Timer expires, the call will begin ringing at the extension(s) with line appearances (see FF-Key Feature Assignment in FF4).
Slide Ring/Alarm Ring Timer (Day2)
(all CPCs) - Version 1.0 or higher

Set how long an unanswered incoming call will ring before moving to the Slide Ring position(s) or to the Alarm Ring frequency/pattern during Day2 mode.

FF1 1 02 0008 Hold (0-255) Hold

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

default: 20 seconds

Notes:

Related Programming:

Ring Alarm Frequency (pg. 1-106) FF1 0 21 0001 Hold (0-6) Hold
Ring Alarm Pattern (pg. 1-107) FF1 0 21 0002 Hold (0-12) Hold
Alarm Ringing (pg. 2-24) on analog CO trunks FF2 0 BSSC 02 13 Hold (0 or 1) Hold
Slide Ringing (pg. 2-25) on analog CO trunks FF2 0 BSSC 02 14 Hold (0 or 1) Hold
Alarm Ringing (pg. 2-68) on ISDN trunks FF2 1 BSSC 03 06 Hold (0 or 1) Hold
Slide Ringing (pg. 2-69) on ISDN trunks FF2 1 BSSC 03 07 Hold (0 or 1) Hold
Alarm Ringing (pg. 2-102) on T1-CO trunks FF2 2 BSSCC 03 11 Hold (0 or 1) Hold
Slide Ringing (pg. 2-103) on T1-CO trunks FF2 2 BSSCC 03 12 Hold (0 or 1) Hold

Slide Ring/Alarm Ring Timer (Night)
(all CPCs) - Version 1.0 or higher

Set how long an unanswered incoming call will ring before moving to the Slide Ring position(s) or to the Alarm Ring frequency/pattern during Night mode.

FF1 1 02 0009 Hold (0-255) Hold

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

default: 20 seconds
Notes:

Related Programming:

Ring Alarm Frequency (pg. 1-106)   FF1 0 21 0001 Hold (0-6) Hold
Ring Alarm Pattern (pg. 1-107)     FF1 0 21 0002 Hold (0-12) Hold
Alarm Ringing (pg. 2-24) on analog CO trunks   FF2 0 BSSC 02 13 Hold (0 or 1) Hold
Slide Ringing (pg. 2-25) on analog CO trunks   FF2 0 BSSC 02 14 Hold (0 or 1) Hold
Alarm Ringing (pg. 2-68) on ISDN trunks      FF2 1 BSSC 03 06 Hold (0 or 1) Hold
Slide Ringing (pg. 2-69) on ISDN trunks      FF2 1 BSSC 03 07 Hold (0 or 1) Hold
Alarm Ringing (pg. 2-102) on T1 CO trunks     FF2 2 BSSCC 03 11 Hold (0 or 1) Hold
Slide Ringing (pg. 2-103) on T1 CO trunks     FF2 2 BSSCC 03 12 Hold (0 or 1) Hold

Long Talk Alarm #1 Timer
(all CPCs) - Version 1.0 or higher

Set how long an outgoing call can last before the first Long Talk Alarm tone is sent to the extension.

FF1 1 02 0010 Hold (0-255) Hold

<table>
<thead>
<tr>
<th>Setting</th>
<th>Seconds</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>5</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>...</td>
<td></td>
</tr>
<tr>
<td>255</td>
<td>255</td>
</tr>
</tbody>
</table>

default: 180 seconds

Notes:

Related Programming:

Extension COS: Long Talk Alarm (pg. 1-66)   FF1 0 03 (00-15) 40 Hold (0 or 1) Hold
Long Talk Alarm #2 Timer (pg. 1-135)     FF1 1 02 0011 Hold (0-255) Hold
Long Talk Alarm (pg. 2-23) on analog CO trunks   FF2 0 BSSC 02 12 Hold (0 or 1) Hold
Long Talk Alarm (pg. 2-68) on ISDN trunks   FF2 1 BSSC 03 05 Hold (0 or 1) Hold
Long Talk Alarm (pg. 2-102) on T1 CO trunks   FF2 2 BSSCC 03 10 Hold (0 or 1) Hold
Long Talk Alarm #2 Timer
(all CPCs) - Version 1.0 or higher
Set the interval between subsequent Long Talk Alarm tones (after the first tone is sent to the extension during the outbound call -- see previous address).

**FF1**  1  02  0011  Hold (0-255)  Hold

0 = 5 seconds
(1-255 = no. of seconds):  1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
**default:**  60 seconds

Notes:

Related Programming:
- Extension COS: Long Talk Alarm (pg. 1-66)  **FF1**  0  03 (00-15)  40 Hold (0 or 1) Hold
- Long Talk Alarm #1 Timer (pg. 1-134)  **FF1**  1  02  0010 Hold (0-255) Hold
- Long Talk Alarm (pg. 2-23) on analog CO trunks  **FF2**  0  BSSC  02  12 Hold (0 or 1) Hold
- Long Talk Alarm (pg. 2-68) on ISDN trunks  **FF2**  1  BSSC  03  05 Hold (0 or 1) Hold
- Long Talk Alarm (pg. 2-102) on T1 CO trunks  **FF2**  2  BSSCC  03  10 Hold (0 or 1) Hold

Paging Timer (Tie-Lines)
(all CPCs) - Version 1.0 or higher
Set the amount of time the system will allow a tie-line caller to use paging.

**FF1**  1  02  0012  Hold (0-255)  Hold

0 = 5 seconds
(1-255 = no. of seconds):  1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
**default:**  30 seconds

Notes:
Related Programming:
Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78)  FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
Paging Group Members (pg. 5-22)  FF5 4 (01-10) (02-73) Hold (0-9999) Hold

Trunk-to-Trunk Connection Timer
(all CPCs) - Version 1.0 or higher
Set the amount of time the system will monitor a trunk-to-trunk connection before disconnecting.

FF1 1 02 0013 Hold (0-255) Hold

- 0 = no check (allow indefinitely)
- (1-255 = no. of minutes):
  - 1 = 1 minute
  - 2 = 2 minutes
  ...
  - 255 = 255 minutes
- default: 60 minutes (1 hour)

Notes:

Related Programming:
Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70)  FF1 0 03 (00-15) 45 Hold (0 or 1) Hold

Queuing Timer (ARS)
(all CPCs) - Version 1.0 or higher
Set the amount of time the system will queue an outbound call through Automatic Route Selection (ARS) for a trunk line to become available.

FF1 1 02 0014 Hold (0-255) Hold

- 0 = 5 seconds
- (1-255 = no. of seconds):
  - 1 = 1 second
  - 2 = 2 seconds
  ...
  - 255 = 255 seconds
- default: 15 seconds
**Notes:**

If this *Queuing Timer* expires before a trunk becomes available, the call will either move to the next queuing level or the caller will receive busy tone, depending on ARS settings.

**Related Programming:**

- ARS/LCR Setting (pg. 1-27)  FF1 0 02 0010 Hold (0 or 1) Hold
- Trunk Queuing for Originator (Route List) (pg. 6-20)  FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold

---

**DID Delayed Ring Timer**

*(all CPCs) - Version 1.0 or higher*

Set the amount of time a DID (Direct Inward Dial) call will ring before moving to the delayed-ring position.

```
FF1  1  02  0015  Hold  (0-255)  Hold
```

- 0 = No delayed ring
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds

**Notes:**

*(all CPCs - Version 1.3 and higher)*  If the DID trunk does not have a Delayed Ring position set, the call will continue to ring the extension indefinitely, or follow its Call-Forward settings (if any).

**Related Programming:**

- DID/DNIS Dial Table (“A” Side) (pg. 1-169)  FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table (“B” Side) (pg. 1-171)  FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
FF1 1 03: Extension Timer 1

Call Forward/DND Confirmation Tone Timer
(all CPCs) - Version 1.0 or higher
Set the duration of the Call Forwarding tone or Do-Not-Disturb confirmation tone sent to an extension when the user goes off-hook or presses ON/OFF while Call Forwarding or DND is activated.

FF1 1 03 0001 Hold (0-255) Hold

0 = no tone issued
1 = 1 second
2 = 2 seconds
3 = 3 seconds (default)
...
255 = 255 seconds

Notes:

Related Programming:

Message-Waiting Tone Timer
(all CPCs) - Version 1.0 or higher
Set the duration of the Message-Waiting confirmation tone sent to an extension when the user goes off-hook or presses ON/OFF while the extension is in receipt of a message-waiting.

FF1 1 03 0002 Hold (0-255) Hold

0 = no tone issued
1 = 1 second
2 = 2 seconds
3 = 3 seconds (default)
...
255 = 255 seconds
Pre-Pause Timer at Internal Dial Tone (DP SLTs)
(all CPCs) - Version 1.0 or higher
Set how long the system will wait for the first digit to be dialed on a dial-pulse SLT during internal dial tone, before it sends fast-busy.

FF1  1  03  0003  Hold  (0-255)  Hold

0 = no check (system waits indefinitely)
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

default:  30 seconds
Pre-Pause Timer at Internal Dial Tone (DTMF SLTs)
(all CPCs) - Version 1.0 or higher
Set how long the system will wait for the first digit to be dialed on a DTMF SLT during internal dial tone, before it sends fast-busy.

```
FF1 1 03 0004 Hold (0-255) Hold
```

0 = no check (system waits indefinitely)
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
default: 15 seconds

Notes:

Related Programming:

Pre-Pause Timer at Internal Dial Tone (Digital Keyphones)
(all CPCs) - Version 1.0 or higher
Set how long the system will wait for the first digit to be dialed on a digital keyphone during internal dial tone, before it sends fast-busy.

```
FF1 1 03 0005 Hold (0-255) Hold
```

0 = no check (system waits indefinitely) (default)
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

Notes:
Related Programming:

**Interdigit Timer (DP SLTs)**

(All CPCs) - Version 1.0 or higher

Set how long the system will wait between dialed digits on a dial-pulse SLT before it sends a re-order tone.

(All CPCs) - Version 1.3 and higher: This address does not apply to calls routed through ARS.

See Interdigit Timer (ARS and ISDN CO) on pg. 1-120 for ARS-routed calls.

**FF1 1 03 0006 Hold (0-255) Hold**

- 0 = no check (system waits indefinitely)
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds

**Notes:**

**Related Programming:**

ARS/LCR Setting (pg. 1-27)  FF1 0 02 0010 Hold (0 or 1) Hold
### Interdigit Timer (DTMF SLTs)

**Version 1.0 or higher**
Set how long the system will wait between dialed digits on a DTMF SLT before it sends a re-order tone.

**Version 1.3 and higher:** This address does not apply to calls routed through ARS.
See Interdigit Timer (ARS and ISDN CO) on pg. 1-120 for ARS-routed calls.

#### Related Programming:
ARS/LCR Setting (pg. 1-27)  FF1 02 0010 Hold (0 or 1) Hold

#### Notes:

- **FF1 1 03 0007 Hold (0-255) Hold**
  - 0 = no check (system waits indefinitely)
  - 1 = 1 second
  - 2 = 2 seconds
  - ...
  - 255 = 255 seconds
  - Default: 15 seconds

### Interdigit Timer (Digital Keyphones)

**Version 1.0 or higher**
Set how long the system will wait between dialed digits on a digital keyphone before it sends a re-order tone.

**Version 1.3 and higher:** This address does not apply to calls routed through ARS.
See Interdigit Timer (ARS and ISDN CO) on pg. 1-120 for ARS-routed calls.

#### Related Programming:
ARS/LCR Setting (pg. 1-27)  FF1 02 0010 Hold (0 or 1) Hold

#### Notes:

- **FF1 1 03 0008 Hold (0-255) Hold**
  - 0 = no check (system waits indefinitely) (default)
  - 1 = 1 second
  - 2 = 2 seconds
  - ...
  - 255 = 255 seconds
Related Programming:
ARS/LCR Setting (pg. 1-27)  FF1 0 02 0010 Hold (0 or 1) Hold

DTMF Receiver Queuing Timer
(all CPCs) - Version 1.0 or higher
Set how long the system will wait for an available DTMF receiver circuit when a DTMF SLT user goes off-hook.

<table>
<thead>
<tr>
<th>FF1</th>
<th>1</th>
<th>03</th>
<th>0009</th>
<th>Hold (0-255)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>no queuing (immediate busy/re-order tone)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>1 second</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>2 seconds</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>255</td>
<td>255 seconds</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>default</td>
<td>6 seconds</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:
The CPC card has 4 built-in DTMF circuits.
DTMF SLTs require the DTMF Receiver Card installed.

Related Programming:

Not Used
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>FF1</th>
<th>1</th>
<th>03</th>
<th>0010</th>
<th>Hold</th>
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<tr>
<td></td>
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<table>
<thead>
<tr>
<th>FF1</th>
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<th>0011</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
SLT Off Hook Signal Interval
(all CPCs) - Version 1.0 or higher
Set the amount of time between “beeps” heard in the receiver of an SLT phone currently engaged in an intercom or trunk call, indicating another call is waiting.

```
FF1 1 03 0012 Hold (0-255) Hold
```

Notes:
The Off-Hook Signal is issued on a queued DIL, a multiple-ringing call (CO, MCO, Virtual Ext., or Recall), or a Manual Camp-On.

Related Programming:
CO Off-Hook Signal (pg. 3-10) on SLT phones   FF3 0 BSSC 04 05 Hold (0 or 1) Hold

BLF Delayed Ring Timer
(all CPCs) - Version 1.0 or higher
Set the timer for delayed ringing on BLF (multiple-ringing) calls.

```
FF1 1 03 0013 Hold (0-255) Hold
```

Notes:

Related Programming:
BLF Call Pickup (pg. 1-24)   FF1 0 02 0006 Hold (0 or 1) Hold
FF1 1 04: Extension Timer 2

Hold Recall Start Timer (Extensions)
(all CPCs) - Version 1.0 or higher
Set the amount of time the system will wait before recalling an extension for a call on hold.

```
FF1 1 04 0001 Hold (0-255) Hold
  0 = no recall
  1 = 1 second
  2 = 2 seconds
  ...
  255 = 255 seconds
default: 120 seconds
```

Notes:

Related Programming:

Hold Recall Start Timer (Attendant Group)
(all CPCs) - Version 1.0 or higher
Set the amount of time the system will wait before recalling an Attendant Group for a call on hold.

```
FF1 1 04 0002 Hold (0-255) Hold
  0 = no recall
  1 = 1 second
  2 = 2 seconds
  ...
  255 = 255 seconds
default: 20 seconds
```
Notes:

Related Programming:
FF5 0: Attendant Hunt Group (pg. 5-3)

---

**Hold Recall Start Timer (SLTs)**

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will wait before recalling an SLT for a call on hold.

**FF1 1  04  0003  Hold (0-255)  Hold**

0 = no recall (default)
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

Notes:

Related Programming:
Transfer Recall Start Timer (Extensions/SLTs)

(all CPCs) - Version 1.0 or higher
Set the amount of time the system will wait before recalling a digital or SLT extension for an unanswered call transfer.

**FF1  1  04  0004  Hold  (0-255)  Hold**

0 = no recall
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
default: 60 seconds

Notes:

Related Programming:

Transfer Recall Start Timer (Attendant Group)

(all CPCs) - Version 1.0 or higher
Set the amount of time the system will wait before recalling an Attendant Group for an unanswered call transfer.

**FF1  1  04  0005  Hold  (0-255)  Hold**

0 = no recall
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
default: 20 seconds

Notes:

Related Programming:

FF5 0: Attendant Hunt Group (pg. 5-3)
Hold/Transfer Recall Ringing Duration Timer

(all CPCs) - Version 1.0 or higher
Set the amount of time a recall from hold or transfer will last before reverting to an Attendant or extension.

**FF1  1  04  0006  Hold (0-255) Hold**

- 0 = continue recalling at extension (no reversion)
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds

**default: 60 seconds**

Notes:

Related Programming:

Attendant Reversion Duration Timer

(all CPCs) - Version 1.0 or higher
Set the amount of time a reverted call to an Attendant Group can ring unanswered.

**FF1  1  04  0007  Hold (0-255) Hold**

- 0 = continue ringing indefinitely (default)
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds

Notes:

If this timer expires, the call will be disconnected.

Related Programming:

FF5 0: Attendant Hunt Group (pg. 5-3)
Call Forward/No Answer Timer (Day1)
(all CPCs) - Version 1.0 or higher
Set the amount of time a call will ring unanswered before being call-forwarded during Day1 mode.

FF1 1 04 0008 Hold (0-255) Hold

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

default: 16 seconds

Notes:

Related Programming:

Call Forward/No Answer Timer (Day2)
(all CPCs) - Version 1.0 or higher
Set the amount of time a call will ring unanswered before being call-forwarded during Day2 mode.

FF1 1 04 0009 Hold (0-255) Hold

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

default: 16 seconds

Notes:

Related Programming:
Call Forward/No Answer Timer (Night)  
(all CPCs) - Version 1.0 or higher
Set the amount of time a call will ring unanswered before being call-forwarded during Night mode.

FF1  04  0010  Hold (0-255)  Hold

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
default:  16 seconds

Notes:

Related Programming:

Callback Ring Timer (Callback Request and Trunk Queuing)  
(all CPCs) - Version 1.0 or higher
Set the amount of time a callback ring from a Callback Request or Trunk Queuing will last.

FF1  04  0011  Hold (0-255)  Hold

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
default:  15 seconds

Notes:

Callback Request: (also called “Station Queuing”) Dial a busy extension. Before hanging up, dial the Callback Request code (“3” by default). When the called extension becomes idle, your phone will start ringing. When you pick up, the system will automatically ring the called extension. When they pick up, you’ll be connected to them.
**Trunk Queuing:** Dial a trunk access code to seize a trunk. If you hear busy tone instead, dial the Trunk Queuing code and hang up. Your phone will issue an alert tone when the trunk becomes available. Pick up the handset to accept it (you’ll hear CO dial tone in the receiver).

**Related Programming:**

### Timed Reminder Ring Timer

*(all CPCs) - Version 1.0 or higher*

Set how long the system continues Timed Reminder ringing.

**FF1 1 04 0012 Hold (0-255) Hold**

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

**default:** 16 seconds

**Notes:**

**Timed Reminder:** Set your phone to issue an alarm tone at a specified hour/minute. The Timed Reminder Set/Cancel codes can be dialed manually (*31 by default, then enter the hour/minute to set; or to cancel, *39 by default). These codes are flexible, which means they can be changed for Dial Plans A and B in FF1 2.

**Related Programming:**
Timed Reminder Interval for Busy Extensions
(all CPCs) - Version 1.0 or higher
Set the amount of time between Timed Reminder rings at busy extensions.

FF1  1  04  0013  Hold (0-255)  Hold

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds
default: 180 seconds

Notes:

Related Programming:

Not Used
(all CPCs) - Version 1.0 or higher

FF1  1  04  0014  Hold

FF1  1  04  0015  Hold
Howler Tone Duration Timer (Extensions)
(all CPCs) - Version 1.0 or higher
Set how long a “howler” tone lasts.

FF1  1  04  0016  Hold (0-255)  Hold

0 = 5 seconds
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

default: 30 seconds

Notes:

Howler Tone: A loud tone issued through the handset receiver to call attention to an off-hook/dial-tone condition (for example, when a user fails to hang up from a call).

Related Programming:
Howler Tone (pg. 1-29)  FF1 0 02 0014 Hold (0 or 1) Hold

Station Call Park Recall Timer
(all CPCs) - Version 1.0 or higher
Set the amount of time a call can be parked on an extension before recalling the extension.

FF1  1  04  0017  Hold (0-255)  Hold

0 = no recall
1 = 1 second
2 = 2 seconds
...
255 = 255 seconds

default: 180 seconds

Notes:

Station Call Park: The call can be “parked” on an extension phone; the user can walk over to another phone and pick up the call by dialing the Park Pickup code and his/her extension number, where the call is parked.

Related Programming:
### FF1 2: Dial Plan

#### Maximum/Minimum Dialing at Intercom Dial Tone

(all CPCs) - Version 1.0 or higher

Set the maximum and minimum number of digits that can be dialed by the end-user during intercom dial tone. This applies to both Dial Plans A and B.

**FF1 2 01 (0001-0024) Hold (1-4) Hold**

- **0001** = Maximum length of dialed-digit strings beginning with “1”
- **0002** = Minimum length of dialed-digit strings beginning with “1”
- **0003** = Maximum length of dialed-digit strings beginning with “2”
- **0004** = Minimum length of dialed-digit strings beginning with “2”
- ...  
- **0024** = Minimum length of dialed-digit strings beginning with “#”

**Notes:**

If the number of dialed digits is shorter than the String Length set in this address, the call attempt will be treated as misdialing after the Interdigit Timer expires.

**Related Programming:**

- Dial Plan Assignment (pg. 3-27) for digital keyphones/SLTs
- Dial Plan Assignment (pg. 3-39) for S-point ISDN extensions
- Interdigit Timer (DP SLTs) (pg. 1-141)
- Interdigit Timer (DTMF SLTs) (pg. 1-142)
- Interdigit Timer (Digital Keyphones) (pg. 1-142)
- **Interdigit Timer (Digital Keyphones) (pg. 1-142)**

**Table 1-5. Maximum/Minimum Dialing at Intercom Dial Tone (FF1 2 01)**

<table>
<thead>
<tr>
<th>First Digit Dialed...</th>
<th>Maximum Digit Length</th>
<th>Minimum Digit Length</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Address No. Default</td>
<td>Address No. Default</td>
</tr>
<tr>
<td>1</td>
<td>0001 4</td>
<td>0002 2</td>
</tr>
<tr>
<td>2</td>
<td>0003 4</td>
<td>0004 2</td>
</tr>
<tr>
<td>3</td>
<td>0005 4</td>
<td>0006 2</td>
</tr>
<tr>
<td>4</td>
<td>0007 4</td>
<td>0008 2</td>
</tr>
<tr>
<td>5</td>
<td>0009 4</td>
<td>0010 2</td>
</tr>
<tr>
<td>6</td>
<td>0011 4</td>
<td>0012 2</td>
</tr>
<tr>
<td>7</td>
<td>0013 3</td>
<td>0014 3</td>
</tr>
<tr>
<td>8</td>
<td>0015 2</td>
<td>0016 2</td>
</tr>
<tr>
<td>9</td>
<td>0017 1</td>
<td>0018 1</td>
</tr>
<tr>
<td>0</td>
<td>0019 1</td>
<td>0020 1</td>
</tr>
<tr>
<td>*</td>
<td>0021 3</td>
<td>0022 2</td>
</tr>
<tr>
<td>#</td>
<td>0023 2</td>
<td>0024 1</td>
</tr>
</tbody>
</table>
Dial Plan A: Flexible Feature Codes at Dial Tone

(All CPCs) - Version 1.0 or higher

Define Flexible Feature Codes that can be dialed during dial tone on extensions assigned to Dial Plan A.

**FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold**

| Address Bin Nos. for Plan A Features available during dial tone | Flexible Feature Code (max. 4 digits) valid entries: 0-9, *, and # |

(see table below for features and defaults)

**Notes:**

**Flexible Feature Code:** A code that can be created in Programming Mode, and dialed by the end-user to perform a feature. All features already have a Fixed Feature Code that cannot be changed or deleted; see pg. 4-2 for a list of these codes. However, a different set of feature codes can be created for the same features. These Flexible Codes can be changed or deleted in programming. This option allows for a more “transparent” phone system replacement (end-users don’t have to learn a whole new set of codes when the DBS 576 is installed; it can be tailored to match the current dial plan).

When creating Flexible Feature Codes, keep in mind the current Extension Numbering (can’t start with the same digits). These feature codes will take priority over any other intention (such as dialing an extension number) for the same dial string. Therefore, the feature codes should be unique.

Digit length of these Flexible Feature Codes must fall within the limits set in Maximum/Minimum Dialing at Intercom Dial Tone (pg. 1-154).

Extension ports can be individually assigned to Dial Plan A or B in FF3: Extension Programming.

**Related Programming:**

Maximum/Minimum Dialing at Intercom Dial Tone (pg. 1-154)  FF1 2 01 (0001-0024) Hold (1-4) Hold
Dial Plan Assignment (pg. 3-27) for digital keyphones/SLTs  FF3 0 BSSC 09 Hold (1 or 2) Hold
Dial Plan Assignment (pg. 3-39) for S-point ISDN extensions  FF3 1 BSSC 08 Hold (1 or 2) Hold
FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
FF-Key Feature Assignment (DSS/72) (pg. 4-14)  FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold
Soft Key Feature Assignment (pg. 4-19)  FF4 2 BSSC 0 (01-30) Hold (Code) Hold

**Table 1-6. Dial Plan A: Flexible Feature Codes at dial tone (FF1 2 02)**

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Feature Description</th>
<th>LCD Display</th>
<th>Default Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Speed Dial Originate</td>
<td>DT1-SD Access</td>
<td>80</td>
</tr>
<tr>
<td>0002</td>
<td>Speed Dial Set</td>
<td>DT1-SD Assign</td>
<td>710</td>
</tr>
<tr>
<td>0003</td>
<td>SLT Redial</td>
<td>DT1-SLT Redial</td>
<td>712</td>
</tr>
<tr>
<td>0004</td>
<td>MCO-1 trunk selection</td>
<td>DT1-MCO1 Access</td>
<td>9</td>
</tr>
<tr>
<td>0005</td>
<td>MCO-2 trunk selection</td>
<td>DT1-MCO2 Access</td>
<td>81</td>
</tr>
<tr>
<td>0006</td>
<td>MCO-3 trunk selection</td>
<td>DT1-MCO3 Access</td>
<td>82</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>--------------------------------------------------</td>
<td>--------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>0007</td>
<td>MCO-4 trunk selection</td>
<td>DT 1-MCO 4 Access</td>
<td>83</td>
</tr>
<tr>
<td>0008</td>
<td>MCO-5 trunk selection</td>
<td>DT 1-MCO 5 Access</td>
<td>84</td>
</tr>
<tr>
<td>0009</td>
<td>Specified Trunk Access</td>
<td>DT 1-TRK Access</td>
<td>88</td>
</tr>
<tr>
<td>0010</td>
<td>Not Used (all CPCs - below Version 1.3)</td>
<td>DT 1-Not Used</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>SLT Flash Send to CO (all CPCs - Version 1.3 and up)</td>
<td>DT 1-Flash Send</td>
<td>765</td>
</tr>
<tr>
<td>0011</td>
<td>Message Waiting Set</td>
<td>DT 1-M. Wait High</td>
<td>☆41</td>
</tr>
<tr>
<td>0012</td>
<td>Message Waiting Cancel</td>
<td>DT 1-M. Wait CLR</td>
<td>☆5</td>
</tr>
<tr>
<td>0013</td>
<td>Message Waiting Callback</td>
<td>DT 1-M. Wait Back</td>
<td>☆6</td>
</tr>
<tr>
<td>0014</td>
<td>Priority Message Waiting Cancel by other extension</td>
<td>DT 1-MW H CLR Via</td>
<td>☆49</td>
</tr>
<tr>
<td>0015</td>
<td>Call Forward All Calls Set</td>
<td>DT 1-CF.All Set</td>
<td>721</td>
</tr>
<tr>
<td>0016</td>
<td>Call Forward All Calls Cancel</td>
<td>DT 1-CF.All CLR</td>
<td>731</td>
</tr>
<tr>
<td>0017</td>
<td>Call Forward All Calls Set via Other Extension</td>
<td>DT 1-CF.All S Via</td>
<td>741</td>
</tr>
<tr>
<td>0018</td>
<td>Call Forward All Calls Cancel via Other Extension</td>
<td>DT 1-CF.All C Via</td>
<td>751</td>
</tr>
<tr>
<td>0019</td>
<td>Call Forward Busy Set</td>
<td>DT 1-CF.Busy Set</td>
<td>722</td>
</tr>
<tr>
<td>0020</td>
<td>Call Forward Busy Cancel</td>
<td>DT 1-CF.Busy CLR</td>
<td>732</td>
</tr>
<tr>
<td>0021</td>
<td>Call Forward Busy Set via Other Extension</td>
<td>DT 1-CF.B S Via</td>
<td>742</td>
</tr>
<tr>
<td>0022</td>
<td>Call Forward Busy Cancel via Other Extension</td>
<td>DT 1-CF.B C Via</td>
<td>752</td>
</tr>
<tr>
<td>0023</td>
<td>Call Forward Answer Set</td>
<td>DT 1-CF.N-ANS Set</td>
<td>723</td>
</tr>
<tr>
<td>0024</td>
<td>Call Forward Answer Cancel</td>
<td>DT 1-CF.N-ANS CLR</td>
<td>733</td>
</tr>
<tr>
<td>0025</td>
<td>Call Forward Answer Set via Other Extension</td>
<td>DT 1-CF.N-A S Via</td>
<td>743</td>
</tr>
<tr>
<td>0026</td>
<td>Call Forward Answer Cancel via Other Extension</td>
<td>DT 1-CF.N-A C Via</td>
<td>753</td>
</tr>
<tr>
<td>0027</td>
<td>Do Not Disturb (DND) Set/Cancel</td>
<td>DT 1-DND Set/CLR</td>
<td>720</td>
</tr>
<tr>
<td>0028</td>
<td>Do Not Disturb (DND) Set via Other Extension</td>
<td>DT 1-DND Set Via</td>
<td>740</td>
</tr>
<tr>
<td>0029</td>
<td>Do Not Disturb (DND) Cancel via Other Extension</td>
<td>DT 1-DND CLR Via</td>
<td>750</td>
</tr>
<tr>
<td>0030</td>
<td>Do Not Disturb (DND) &amp; Call Forward Cancel</td>
<td>DT 1-CF/DND CLR</td>
<td>7**</td>
</tr>
<tr>
<td>0031</td>
<td>Timed Reminder Set</td>
<td>DT 1-Reminder Set</td>
<td>☆31</td>
</tr>
<tr>
<td>0032</td>
<td>Timed Reminder Cancel</td>
<td>DT 1-Reminder CLR</td>
<td>☆39</td>
</tr>
<tr>
<td>0033</td>
<td>Background Music (BGM) On/Off</td>
<td>DT 1-BGM Set/CLR</td>
<td>☆30</td>
</tr>
<tr>
<td>0034</td>
<td>Day/Night Mode Set</td>
<td>DT 1-Day1&lt;-&gt;Night</td>
<td>760</td>
</tr>
<tr>
<td>0035</td>
<td>Day2 Mode Set</td>
<td>DT 1-Day2</td>
<td>761</td>
</tr>
<tr>
<td>0036</td>
<td>Night2 Mode Set</td>
<td>DT 1-Night(1)</td>
<td>762</td>
</tr>
<tr>
<td>0037</td>
<td>Night3 Mode Set</td>
<td>DT 1-Night(2)</td>
<td>763</td>
</tr>
<tr>
<td>0038</td>
<td>Paging Answer</td>
<td>DT 1-Meet Me ANS</td>
<td>##</td>
</tr>
<tr>
<td>0039</td>
<td>Paging</td>
<td>DT 1-Paging</td>
<td>#</td>
</tr>
<tr>
<td>0040</td>
<td>Same Group Call Pickup</td>
<td>DT 1-G. Pickup</td>
<td>701</td>
</tr>
<tr>
<td>0041</td>
<td>Same Group Call Pickup (CO Calls)</td>
<td>DT 1-G. Pickup CO</td>
<td>702</td>
</tr>
<tr>
<td>0042</td>
<td>Specified Group Call Pickup</td>
<td>DT 1-O. G. Pickup</td>
<td>703</td>
</tr>
<tr>
<td>0043</td>
<td>Direct Call Pickup</td>
<td>DT 1-D. Pickup</td>
<td>704</td>
</tr>
<tr>
<td>0044</td>
<td>MCO Incoming Call Answer</td>
<td>DT 1-MCO Answer</td>
<td>709</td>
</tr>
<tr>
<td>0045</td>
<td>Specified Floating Hold Answer</td>
<td>DT 1-Virtual ANS</td>
<td>☆9</td>
</tr>
<tr>
<td>0046</td>
<td>Specified Trunk Answer</td>
<td>DT 1-TRK Answer</td>
<td>☆0</td>
</tr>
<tr>
<td>0047</td>
<td>Account Code Set</td>
<td>DT 1-Account Code</td>
<td>8#</td>
</tr>
</tbody>
</table>
### Dial Plan B: Flexible Feature Codes at Dial Tone

_Dial Plan B: Flexible Feature Codes at Dial Tone (all CPCs) - Version 1.0 or higher_

Define Flexible Feature Codes that can be dialed during dial tone on extensions assigned to Dial Plan B.

#### FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold

- **Address Bin Nos. for Plan B Features available during dial tone**
- **Flexible Feature Code (max. 4 digits)** valid entries: 0-9, *, and 

(see table below for features and defaults)

#### Notes:

See *Notes*, pg. 1-155.

#### Related Programming:

See *Related Programming*, pg. 1-155.

#### Table 1-7. Dial Plan B: Flexible Feature Codes at dial tone (FF1 2 03)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Feature Description</th>
<th>LCD Display</th>
<th>Default Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Speed Dial Originate</td>
<td>DT2-SD Access</td>
<td>80</td>
</tr>
<tr>
<td>0002</td>
<td>Speed Dial Set</td>
<td>DT2-SD Assign</td>
<td>710</td>
</tr>
<tr>
<td>0003</td>
<td>SLT Redial</td>
<td>DT2-SLT Redial</td>
<td>712</td>
</tr>
<tr>
<td>0004</td>
<td>MCO-1 trunk selection</td>
<td>DT2-MCO1 Access</td>
<td>9</td>
</tr>
<tr>
<td>0005</td>
<td>MCO-2 trunk selection</td>
<td>DT2-MCO2 Access</td>
<td>81</td>
</tr>
<tr>
<td>0006</td>
<td>MCO-3 trunk selection</td>
<td>DT2-MCO3 Access</td>
<td>82</td>
</tr>
<tr>
<td>0007</td>
<td>MCO-4 trunk selection</td>
<td>DT2-MCO4 Access</td>
<td>83</td>
</tr>
<tr>
<td>0008</td>
<td>MCO-5 trunk selection</td>
<td>DT2-MCO5 Access</td>
<td>84</td>
</tr>
<tr>
<td>Code</td>
<td>Description</td>
<td>Code</td>
<td>Description</td>
</tr>
<tr>
<td>-------</td>
<td>------------------------------------------------------------------------------</td>
<td>-------------------------------------</td>
<td>----------------------------------</td>
</tr>
<tr>
<td>0009</td>
<td>Specified Trunk Access</td>
<td>DT2-TRK Access</td>
<td>88</td>
</tr>
<tr>
<td>0010</td>
<td>Not Used (all CPCs - below Version 1.3)</td>
<td>DT2-Not Used</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td>SLT Flash Send to CO (all CPCs - Version 1.3 and up)</td>
<td>DT2-Flash Send</td>
<td>765</td>
</tr>
<tr>
<td>0011</td>
<td>Message Waiting Set</td>
<td>DT2-M. Wait High</td>
<td>#41</td>
</tr>
<tr>
<td>0012</td>
<td>Message Waiting Cancel</td>
<td>DT2-M. Wait CLR</td>
<td>#5</td>
</tr>
<tr>
<td>0013</td>
<td>Message Waiting Callback</td>
<td>DT2-M. Wait Back</td>
<td>#6</td>
</tr>
<tr>
<td>0014</td>
<td>Priority Message Waiting Cancel by other extension</td>
<td>DT2-MW H CLR Via</td>
<td>#49</td>
</tr>
<tr>
<td>0015</td>
<td>Call Forward All Calls Set</td>
<td>DT2-CF All Set</td>
<td>721</td>
</tr>
<tr>
<td>0016</td>
<td>Call Forward All Calls Cancel</td>
<td>DT2-CF All CLR</td>
<td>731</td>
</tr>
<tr>
<td>0017</td>
<td>Call Forward All Calls Set via Other Extension</td>
<td>DT2-CF All Via</td>
<td>741</td>
</tr>
<tr>
<td>0018</td>
<td>Call Forward All Calls Cancel via Other Extension</td>
<td>DT2-CF All C Via</td>
<td>751</td>
</tr>
<tr>
<td>0019</td>
<td>Call Forward Busy Set</td>
<td>DT2-CF Busy Set</td>
<td>722</td>
</tr>
<tr>
<td>0020</td>
<td>Call Forward Busy Cancel</td>
<td>DT2-CF Busy CLR</td>
<td>732</td>
</tr>
<tr>
<td>0021</td>
<td>Call Forward Busy Set via Other Extension</td>
<td>DT2-CF B S Via</td>
<td>742</td>
</tr>
<tr>
<td>0022</td>
<td>Call Forward Busy Cancel via Other Extension</td>
<td>DT2-CF B C Via</td>
<td>752</td>
</tr>
<tr>
<td>0023</td>
<td>Call Forward Answer Set</td>
<td>DT2-CF N-ANS Set</td>
<td>723</td>
</tr>
<tr>
<td>0024</td>
<td>Call Forward Answer Cancel</td>
<td>DT2-CF N-ANS CLR</td>
<td>733</td>
</tr>
<tr>
<td>0025</td>
<td>Call Forward Answer Set via Other Extension</td>
<td>DT2-CF N-A S Via</td>
<td>743</td>
</tr>
<tr>
<td>0026</td>
<td>Call Forward Answer Cancel via Other Extension</td>
<td>DT2-CF N-A C Via</td>
<td>753</td>
</tr>
<tr>
<td>0027</td>
<td>Do Not Disturb (DND) Set/Cancel</td>
<td>DT2-DND Set/CLR</td>
<td>720</td>
</tr>
<tr>
<td>0028</td>
<td>Do Not Disturb (DND) Set via Other Extension</td>
<td>DT2-DND Set Via</td>
<td>740</td>
</tr>
<tr>
<td>0029</td>
<td>Do Not Disturb (DND) Cancel via Other Extension</td>
<td>DT2-DND CLR Via</td>
<td>750</td>
</tr>
<tr>
<td>0030</td>
<td>Do Not Disturb (DND) &amp; Call Forward Cancel</td>
<td>DT2-CF/DND CLR</td>
<td>7**</td>
</tr>
<tr>
<td>0031</td>
<td>Timed Reminder Set</td>
<td>DT2-Reminder Set</td>
<td>#31</td>
</tr>
<tr>
<td>0032</td>
<td>Timed Reminder Cancel</td>
<td>DT2-Reminder CLR</td>
<td>#39</td>
</tr>
<tr>
<td>0033</td>
<td>Background Music (BGM) On/Off</td>
<td>DT2-BGM Set/CLR</td>
<td>#30</td>
</tr>
<tr>
<td>0034</td>
<td>Day/Night Mode Set</td>
<td>DT2-Day1&lt;---Night</td>
<td>760</td>
</tr>
<tr>
<td>0035</td>
<td>Day2 Mode Set</td>
<td>DT2-Day2</td>
<td>761</td>
</tr>
<tr>
<td>0036</td>
<td>Night2 Mode Set</td>
<td>DT2-Night(1)</td>
<td>762</td>
</tr>
<tr>
<td>0037</td>
<td>Night3 Mode Set</td>
<td>DT2-Night(2)</td>
<td>763</td>
</tr>
<tr>
<td>0038</td>
<td>Paging Answer</td>
<td>DT2-Meet Me ANS</td>
<td>##</td>
</tr>
<tr>
<td>0039</td>
<td>Paging</td>
<td>DT2-Paging</td>
<td>#</td>
</tr>
<tr>
<td>0040</td>
<td>Same Group Call Pickup</td>
<td>DT2-G. Pickup</td>
<td>701</td>
</tr>
<tr>
<td>0041</td>
<td>Same Group Call Pickup (CO Calls)</td>
<td>DT2-G. Pickup CO</td>
<td>702</td>
</tr>
<tr>
<td>0042</td>
<td>Specified Group Call Pickup</td>
<td>DT2-G. G. Pickup</td>
<td>703</td>
</tr>
<tr>
<td>0043</td>
<td>Direct Call Pickup</td>
<td>DT2-D. Pickup</td>
<td>704</td>
</tr>
<tr>
<td>0044</td>
<td>MCO Incoming Call Answer</td>
<td>DT2-MCO Answer</td>
<td>709</td>
</tr>
<tr>
<td>0045</td>
<td>Specified Floating Hold Answer</td>
<td>DT2-Virtual ANS</td>
<td>#9</td>
</tr>
<tr>
<td>0046</td>
<td>Specified Trunk Answer</td>
<td>DT2-TRK Answer</td>
<td>#0</td>
</tr>
<tr>
<td>0047</td>
<td>Account Code Set</td>
<td>DT2-Account Code</td>
<td>8#</td>
</tr>
<tr>
<td>0048</td>
<td>Voice Mail ID Call Forward Code Set</td>
<td>DT2-CF ID Set</td>
<td>715</td>
</tr>
<tr>
<td>0049</td>
<td>Voice Mail Message Code Set</td>
<td>DT2-VM Access</td>
<td>716</td>
</tr>
</tbody>
</table>
Dial Plan A: Flexible Feature Codes at Ringback Tone
(all CPCs) - Version 1.0 or higher
Define Flexible Feature Codes that can be dialed during ringback tone on extensions assigned to Dial Plan A.

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Feature Description</th>
<th>LCD Display</th>
<th>Default Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Voice Call</td>
<td>RBT1-Voice Call</td>
<td>1</td>
</tr>
<tr>
<td>0002</td>
<td>Message Waiting (normal)</td>
<td>RBT1-M. Wait Low</td>
<td>4</td>
</tr>
<tr>
<td>0003</td>
<td>Message Waiting (priority for VM)</td>
<td>RBT1-M. Wait High</td>
<td>5</td>
</tr>
<tr>
<td>0004 - thru - 0010</td>
<td>Not Used</td>
<td>RBT1-Not Used</td>
<td>--</td>
</tr>
</tbody>
</table>

Notes:
See Notes, pg. 1-155.

Related Programming:
See Related Programming, pg. 1-155.
Dial Plan B: Flexible Feature Codes at Ringback Tone
(all CPCs) - Version 1.0 or higher
Define Flexible Feature Codes that can be dialed during ringback tone on extensions assigned to Dial Plan B.

**FF1 2 05 (0001-0010) Hold (1-digit Code) Hold**

Address Bin Nos. for Plan B Features available during ringback tone
Flexible Feature Code (1 digit only)
valid entries: 0-9, * and #

*(see table below for features and defaults)*

**Notes:**

See **Notes**, pg. 1-155.

**Related Programming:**


**Table 1-9. Dial Plan B: Flexible Feature Codes at ringback tone (FF1 2 05)**

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Feature Description</th>
<th>LCD Display</th>
<th>Default Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Voice Call</td>
<td>RBT2-Voice Call</td>
<td>1</td>
</tr>
<tr>
<td>0002</td>
<td>Message Waiting (normal)</td>
<td>RBT2-M. Wait Low</td>
<td>4</td>
</tr>
<tr>
<td>0003</td>
<td>Message Waiting (priority for VM)</td>
<td>RBT2-M. Wait High</td>
<td>5</td>
</tr>
<tr>
<td>0004</td>
<td>Not Used</td>
<td>RBT2-Not Used</td>
<td>--</td>
</tr>
</tbody>
</table>

- thru - 0010
Dial Plan A: Flexible Feature Codes at Busy Tone

(all CPCs) - Version 1.0 or higher

Define Flexible Feature Codes that can be dialed during busy tone on extensions assigned to Dial Plan A.

**FF1 2 06 (0001-0010) Hold (1-digit Code) Hold**

Address Bin Nos. for Plan A Features available during busy tone
Flexible Feature Code (1 digit only)
valid entries: 0-9, * and #

(see table below for features and defaults)

Notes:

See Notes, pg. 1-155.

Related Programming:

See Related Programming, pg. 1-155.

### Table 1-10. Dial Plan A: Flexible Feature Codes at busy tone (FF1 2 06)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Feature Description</th>
<th>LCD Display</th>
<th>Default Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>CO Queuing and Intercom Callback Request</td>
<td>BT1-Callback</td>
<td>3</td>
</tr>
<tr>
<td>0002</td>
<td>Camp-On</td>
<td>BT1-Camp-On</td>
<td>2</td>
</tr>
<tr>
<td>0003</td>
<td>Message Waiting (normal)</td>
<td>BT1-M. Wait Low</td>
<td>4</td>
</tr>
<tr>
<td>0004</td>
<td>Message Waiting (priority for VM)</td>
<td>BT1-M. Wait High</td>
<td>5</td>
</tr>
<tr>
<td>0005</td>
<td>Busy Override</td>
<td>BT1-B. Override</td>
<td>9</td>
</tr>
<tr>
<td>0006</td>
<td>OHVA Access Code</td>
<td>BT1-OHVA</td>
<td>8</td>
</tr>
<tr>
<td>0007</td>
<td></td>
<td>BT1-Not Used</td>
<td>--</td>
</tr>
</tbody>
</table>

- thru - 0010: Not Used
Dial Plan B: Flexible Feature Codes at Busy Tone
(all CPCs) - Version 1.0 or higher
Define Flexible Feature Codes that can be dialed during busy tone on extensions assigned to Dial Plan B.

**FF1 2 07 (0001-0010) Hold (1-digit Code) Hold**

Address Bin Nos. for Plan B Features available during busy tone
Flexible Feature Code (1 digit only)
valid entries: 0-9, * and #

(see table below for features and defaults)

Notes:
See *Notes*, pg. 1-155.

Related Programming:
See *Related Programming*, pg. 1-155.

Table 1-11. Dial Plan B: Flexible Feature Codes at Busy Tone (FF1 2 07)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Feature Description</th>
<th>LCD Display</th>
<th>Default Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>CO Queuing and Intercom Callback Request</td>
<td>BT2-Callback</td>
<td>3</td>
</tr>
<tr>
<td>0002</td>
<td>Camp-On</td>
<td>BT2-Camp-On</td>
<td>2</td>
</tr>
<tr>
<td>0003</td>
<td>Message Waiting (normal)</td>
<td>BT2-M. Wait Low</td>
<td>4</td>
</tr>
<tr>
<td>0004</td>
<td>Message Waiting (priority for VM)</td>
<td>BT2-M. Wait High</td>
<td>5</td>
</tr>
<tr>
<td>0005</td>
<td>Busy Override</td>
<td>BT2-B. Override</td>
<td>9</td>
</tr>
<tr>
<td>0006</td>
<td>OHVA Access Code</td>
<td>BT2-OHVA</td>
<td>8</td>
</tr>
<tr>
<td>0007 - thru - 0010</td>
<td>Not Used</td>
<td>BT2-Not Used</td>
<td>--</td>
</tr>
</tbody>
</table>
FF1 3: MCO Access in Tenant Groups

NOTE: Tenant Groups provide a way to divide the phone system into different departments, or even different companies sharing the same phone system, for inbound and outbound calls.

Available range of MCO Tenant Groups depends on the CPC card used:
- up to 12 Tenant Groups with a CPC-96
- up to 36 Tenant Groups with a CPC-288
- up to 72 Tenant Groups with a CPC-576.

- Individual trunks are assigned to Tenant Groups in FF2.
- Individual extensions are assigned to Tenant Groups in FF3.
- Trunks are assigned to Outbound Trunk Groups in FF5 - 2.
- Outbound Trunk Groups are assigned to Tenant Groups in:
  - Tenant Group MCO Access: Outbound Trunk Groups (see below)
  
  FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold

- Extension COS: Direct Trunk Access (pg. 1-46)
  
  FF1 0 03 (00-15) 13 Hold (0 or 1) Hold
  0=allow 1=do not allow

- TRS Level for Path (non-ARS) (pg. 6-16)
  
  FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold
  (01-50): TRS Class No. of originating extension.
  (0001-0099): Trunk Group No. of seized trunk
  (0-9): TRS Levels: 0=restrict all calls ... 9=allow all calls

- Route Table: Trunk Group Assignment (pg. 6-36)
  
  FF6 2 04 (001-200) 0001 Hold (0-99) Hold
  (001-200): Route No.
  (0-99): Trunk Group No.
Tenant Group MCO Access: Outbound Trunk Groups
(all CPCs) - Version 1.0 or higher

Assign the trunk group (or trunk group chain, for Advanced Routing) that will be seized by dialing MCO access codes 1-5 within each Tenant Group.

```plaintext
FF1  3  01  (0001-0360)  Hold  (0-99 or 0-72)  Hold

0001=Tenant Group #1, MCO-1
0002=Tenant Group #1, MCO-2
0003=Tenant Group #1, MCO-3
0004=Tenant Group #1, MCO-4
0005=Tenant Group #1, MCO-5
0006=Tenant Group #2, MCO-1
...
0360=Tenant Group #72, MCO-5
```

Notes:

If Advanced Routing for MCO Access (pg. 1-27) is disabled for the system, enter MCO Trunk Groups 1-99 in this address. However, if Advanced Routing is enabled, enter Trunk Group Chain Lists 1-72. See next address (FF1 3 02) to set up Trunk Group chains for Advanced Routing.

Each Tenant Group has 5 MCO trunk access codes which, by initial default, seize the associated trunk group by dialing the following:

- MCO-1 Access Code: 9 (default)
- MCO-2 Access Code: 81 (default)
- MCO-3 Access Code: 82 (default)
- MCO-4 Access Code: 83 (default)
- MCO-5 Access Code: 84 (default)

Related Programming:
- Advanced Routing for MCO Access (pg. 1-27)  FF1 0 02 0011 Hold (0 or 1) Hold
- Extension COS: Direct Trunk Access (pg. 1-46)  FF1 0 03 (00-15) 13 Hold (0 or 1) Hold
- Advanced Routing: Outbound Trunk Group Chains (pg. 1-165)  FF1 3 02 (0001-0360) Hold (0-99) Hold
- MCO-Outbound Trunk Group Members (pg. 5-18)  FF5 2 (01-99) (002-577) Hold (1-576) Hold

Table 1-12. Trunk Group/Chain List Assignment to Tenant Group MCO-1 thru -5 (FF1 3 01)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Tenant Group No.</th>
<th>MCO Access Code</th>
<th>Default Trunk Group No. (or Chain List No.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Tenant Group 1</td>
<td>MCO-1</td>
<td>1</td>
</tr>
<tr>
<td>0002</td>
<td></td>
<td>MCO-2</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0003</td>
<td></td>
<td>MCO-3</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0004</td>
<td></td>
<td>MCO-4</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0005</td>
<td></td>
<td>MCO-5</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0006</td>
<td>Tenant Group 2</td>
<td>MCO-1</td>
<td>2</td>
</tr>
<tr>
<td>0007</td>
<td></td>
<td>MCO-2</td>
<td>0 (no assignment)</td>
</tr>
</tbody>
</table>
### Advanced Routing: Outbound Trunk Group Chains

(all CPCs) - Version 1.0 or higher

Define "chains" of trunk groups that will be searched whenever a user dials one of the MCO access codes (MCO-1 thru MCO-5) to seize an outside line.

Applies only if **Advanced Routing for MCO Access (pg. 1-27)** is enabled.

<table>
<thead>
<tr>
<th>Tenant Group</th>
<th>Trunk Group</th>
<th>Trunk Group No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tenant Group 72</td>
<td>MCO-1</td>
<td>72</td>
</tr>
<tr>
<td>Tenant Group 72</td>
<td>MCO-2</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>Tenant Group 72</td>
<td>MCO-3</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>Tenant Group 72</td>
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<td>MCO-72</td>
<td>0 (no assignment)</td>
</tr>
</tbody>
</table>

**Notes:**

These Trunk Group Chains are assigned to MCO access codes in the previous address (FF1 3 01).

**Related Programming:**

- **Advanced Routing for MCO Access (pg. 1-27)**
- **Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)**
- **MCO-Outbound Trunk Group Members (pg. 5-18)**
Table 1-13. Advanced Routing Trunk Group Chains (Outbound Calls) (FF1 3 02)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Trunk Group Chain List No.</th>
<th>Trunk Group Priority</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>TG Chain List 1</td>
<td>1st-priority TG</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0002</td>
<td></td>
<td>2nd-priority TG</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0003</td>
<td></td>
<td>3rd-priority TG</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0004</td>
<td></td>
<td>4th-priority TG</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0005</td>
<td></td>
<td>5th-priority TG</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0006</td>
<td>TG Chain List 2</td>
<td>1st-priority TG</td>
<td>0 (no assignment)</td>
</tr>
<tr>
<td>0007</td>
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<td>2nd-priority TG</td>
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<tr>
<td>0008</td>
<td></td>
<td>3rd-priority TG</td>
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<td>4th-priority TG</td>
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</tr>
<tr>
<td>0010</td>
<td></td>
<td>5th-priority TG</td>
<td>0 (no assignment)</td>
</tr>
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<td>0011</td>
<td>TG Chain List 3</td>
<td>1st-priority TG</td>
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</tr>
<tr>
<td>0012</td>
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</tr>
<tr>
<td>0014</td>
<td></td>
<td>4th-priority TG</td>
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<tr>
<td>0015</td>
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<td>5th-priority TG</td>
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</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
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<tr>
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</tr>
<tr>
<td>0360</td>
<td></td>
<td>5th-priority TG</td>
<td>0 (no assignment)</td>
</tr>
</tbody>
</table>

MCO Trunk Groups (Inbound Calls)
(all CPCs) - Version 1.0 or higher

Assign the trunk group to be picked by each Tenant Group for an incoming call.

FF1 3 03 (0001-0072) Hold (1-99) Hold

NOTE: Available range for Tenant Groups depends on system size:
- 96-port system: Groups 1-12
- 192-port system: Groups 1-24
- 288-port system: Groups 1-36
- 384-port system: Groups 1-48
- 480-port system: Groups 1-60
- 576-port system: Groups 1-72

0001=Tenant Group #1
0002=Tenant Group #2
...=Tenant Group #72

Inbound Trunk Group No. (1-99)
(see table below for defaults)
Notes:

An MCO Tenant Group number is assigned to each extension in FF3 (see Tenant Group Assignment address for each type of extension in FF3). This is how extension ring assignments are accomplished for incoming calls.

The same Trunk Group can be used for both inbound and outbound calls. However, the same trunk cannot belong to multiple outbound or inbound groups (maximum 1 outbound and 1 inbound group). See FF5 3 for building Inbound Trunk Groups. (See FF5 2 for building Outbound Trunk Groups.)

Related Programming:

Tenant Group Assignment (pg. 3-24) for digital keyphones/SLTs FF3 0 BSSC 05 Hold (1-72) Hold
Tenant Group Assignment (pg. 3-36) for S-point ISDN extensions FF3 1 BSSC 04 Hold (1-72) Hold
Tenant Group Assignment (pg. 3-43) for Virtual extensions FF3 2 (001-576) 02 Hold (1-72) Hold
Tenant Group Assignment (pg. 3-45) for RAI extension port FF3 3 01 Hold (1-72) Hold
MCO-Inbound Trunk Group Members (pg. 5-20) FF5 3 (01-99) (001-576) Hold (1-576) Hold

Table 1-14. MCO Trunk Groups (Inbound Calls) (FF1 3 03)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Description</th>
<th>LCD Display</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Tenant Group #1: Inbound Trunk Group</td>
<td>Tenant01 IN-MCO</td>
<td>1</td>
</tr>
<tr>
<td>0002</td>
<td>Tenant Group #2: Inbound Trunk Group</td>
<td>Tenant02 IN-MCO</td>
<td>2</td>
</tr>
<tr>
<td>0003</td>
<td>Tenant Group #3: Inbound Trunk Group</td>
<td>Tenant03 IN-MCO</td>
<td>3</td>
</tr>
<tr>
<td>0004</td>
<td>Tenant Group #4: Inbound Trunk Group</td>
<td>Tenant04 IN-MCO</td>
<td>4</td>
</tr>
<tr>
<td>0005</td>
<td>Tenant Group #5: Inbound Trunk Group</td>
<td>Tenant05 IN-MCO</td>
<td>5</td>
</tr>
<tr>
<td>0006</td>
<td>Tenant Group #6: Inbound Trunk Group</td>
<td>Tenant06 IN-MCO</td>
<td>6</td>
</tr>
<tr>
<td>0007</td>
<td>Tenant Group #7: Inbound Trunk Group</td>
<td>Tenant07 IN-MCO</td>
<td>7</td>
</tr>
<tr>
<td>0008</td>
<td>Tenant Group #8: Inbound Trunk Group</td>
<td>Tenant08 IN-MCO</td>
<td>8</td>
</tr>
<tr>
<td>0009</td>
<td>Tenant Group #9: Inbound Trunk Group</td>
<td>Tenant09 IN-MCO</td>
<td>9</td>
</tr>
<tr>
<td>0010</td>
<td>Tenant Group #10: Inbound Trunk Group</td>
<td>Tenant10 IN-MCO</td>
<td>10</td>
</tr>
<tr>
<td>...</td>
<td>...</td>
<td>...</td>
<td>...</td>
</tr>
<tr>
<td>0072</td>
<td>Tenant Group #72: Inbound Trunk Group</td>
<td>Tenant72 IN-MCO</td>
<td>72</td>
</tr>
</tbody>
</table>
FF1 4: DID/DNIS Tables

DID/DNIS Numbering ("A" Side)
(all CPCs) - Version 1.0 or higher

Set the digit string length (1-4) of DID or DNIS numbers in the “A” side table (next page).

```
FF1 4 01 0001 Hold (1-4) Hold
```

Digit String Length (1-4 digits) for
“A”-Side DID/DNIS Numbers

default: 4 digits

Notes:

The Digit String Length defined in this address determines the length of the DID/DNIS numbers entered in the DID/DNIS Dial Table (“A” Side) (see next address). It must match what is supplied by the local CO. If the number received by the system does not match an entry in the table, or if the actual Digit String Length is not the same as specified above, the system will treat the call as a misdialed call (see DISA Invalid Number on pg. 1-30).

DID (Direct Inward Dial): An outside caller can reach an internal extension directly by dialing a 7-digit CO phone number. The DID trunk passes the last 2 to 4 digits of the phone number to the PBX, and the digits become (or are modified to become) the equivalent of an extension number. DID trunks can’t be used for outgoing calls (no dialtone offered).

DNIS (Dialed Number Identification Service): Similar to DID, but normally used on digital (T1 or ISDN) lines. The DNIS number (the phone number dialed by the caller) is passed to the PBX, and routed to different extensions based on the DNIS number dialed.

To set up DID and/or DNIS Numbers: Set Analog-CO, ISDN, or T1-CO trunks for DID/DNIS in the Ring Type addresses (FF2). Enter the DID/DNIS numbers, and assign their ring and delayed-ring destinations, in the DID/DNIS Dial Table (see next page).

Two separate DID/DNIS Dial Tables are provided: “A” side and “B” side. One can be used for DID (analog) numbers, and the other for DNIS (digital) numbers. Another advantage of having two separate tables: it wouldn’t be a problem to receive the same block of 4-digit numbers from the CO, such as 277-[2020 thru 2099] and 366-[2020 thru 2099]. The DBS 576 could take care of routing the same 4-digit number to different extensions, based on which side (“A” or “B”) the trunk belongs to. (Trunks are assigned to “A” or “B” side via their Trunk COS assignment in FF2; also, see Trunk COS: DID/DNIS Table on pg. 1-77.)

Related Programming:

DID/DNIS Dial Table (“A” Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
DISA Invalid Number (pg. 1-30) FF1 0 02 0015 Hold (0 or 1) Hold
**Trunk Signal Type...**
- for analog CO trunks (pg. 2-8)  FF2 0 BSSC 01 00 Hold (0-3) Hold
- for T1-CO trunks (pg. 2-87)  FF2 2 BSSCC 02 00 Hold (0-3) Hold

**Day1/Day2/Night Ring Type...**
- for analog CO trunks (pg. 2-28)  FF2 0 BSSC 03 (0, 2 and 4) Hold (0-6) Hold
- for ISDN trunks (pg. 2-75)  FF2 1 BSSC 04 (0, 2 and 4) Hold (0-6) Hold
- for T1-CO trunks (pg. 2-107)  FF2 2 BSSCC 04 (0, 2 and 4) Hold (0-6) Hold

---

**DID/DNIS Dial Table ("A" Side)**

*(all CPCs) - Version 1.0 or higher*

Assign up to 576 DID or DNIS numbers for “A” side. Also in this table, enter their ring destinations and assign them to a Tenant Group.

<table>
<thead>
<tr>
<th>Address Bin Nos. for “A” side DID/DNIS Numbers:</th>
</tr>
</thead>
<tbody>
<tr>
<td>000=DID/DNIS #1</td>
</tr>
<tr>
<td>001=DID/DNIS #2</td>
</tr>
<tr>
<td>...</td>
</tr>
<tr>
<td>575=DID/DNIS #576</td>
</tr>
</tbody>
</table>

1=Digits of DID/DNIS No.  
2=Day Destination  
3=Night Destination  
4=Day Destination (Busy/Delayed)  
5=Night Destination (Busy/Delayed)  
6=Tenant Group No.

**Notes:**

The DID/DNIS numbers entered in this address must match the digit string length defined in **DID/DNIS Numbering ("A" Side)** (see previous address).

Available Bin Nos. for DID/DNIS Numbers depends on system size:
- 96-port system: Addresses 0001-0956 (ports 1-96)
- 192-port system: Addresses 0001-1916 (ports 1-192)
- 288-port system: Addresses 0001-2876 (ports 1-288)
- 384-port system: Addresses 0001-3836 (ports 1-384)
- 480-port system: Addresses 0001-4596 (ports 1-460)
- 576-port system: Addresses 0001-5756 (ports 1-576)

**Related Programming:**

- DID/DNIS Numbering ("A" Side) (pg. 1-168)  FF1 4 01 0001 Hold (1-4) Hold
- Trunk COS: DID/DNIS Table (pg. 1-77)  FF1 0 04 (00-15) 04 Hold (0 or 1) Hold
### Table 1-15. DID/DNIS Dial Table ("A" Side)  FF1 4 02 (0001-5756)

<table>
<thead>
<tr>
<th>DID/DNIS#</th>
<th>Address No.</th>
<th>LCD Display</th>
<th>Assignment Parameters</th>
</tr>
</thead>
<tbody>
<tr>
<td>DID/DNIS#1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0001</td>
<td></td>
<td>A001-RCV DGT #</td>
<td>DID/DNIS No. (0-9999)</td>
</tr>
<tr>
<td>0002</td>
<td></td>
<td>A001-DEST. Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0003</td>
<td></td>
<td>A001-DEST. Night</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0004</td>
<td></td>
<td>A001-Delayed Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0005</td>
<td></td>
<td>A001-Delayed NGT</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0006</td>
<td></td>
<td>A001-Tenant G</td>
<td>Tenant Group No. (1-72)</td>
</tr>
<tr>
<td>DID/DNIS#2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0011</td>
<td></td>
<td>A002-RCV DGT #</td>
<td>DID/DNIS No. (0-9999)</td>
</tr>
<tr>
<td>0012</td>
<td></td>
<td>A002-DEST. Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0013</td>
<td></td>
<td>A002-DEST. Night</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0014</td>
<td></td>
<td>A002-Delayed Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0015</td>
<td></td>
<td>A002-Delayed NGT</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0016</td>
<td></td>
<td>A002-Tenant G</td>
<td>Tenant Group No. (1-72)</td>
</tr>
<tr>
<td>DID/DNIS#3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0021</td>
<td></td>
<td>A003-RCV DGT #</td>
<td>DID/DNIS No. (0-9999)</td>
</tr>
<tr>
<td>0022</td>
<td></td>
<td>A003-DEST. Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0023</td>
<td></td>
<td>A003-DEST. Night</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0024</td>
<td></td>
<td>A003-Delayed Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0025</td>
<td></td>
<td>A003-Delayed NGT</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>0026</td>
<td></td>
<td>A003-Tenant G</td>
<td>Tenant Group No. (1-72)</td>
</tr>
<tr>
<td>DID/DNIS#576</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5751</td>
<td></td>
<td>A576-RCV DGT #</td>
<td>DID/DNIS No. (0-9999)</td>
</tr>
<tr>
<td>5752</td>
<td></td>
<td>A576-DEST. Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>5753</td>
<td></td>
<td>A576-DEST. Night</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>5754</td>
<td></td>
<td>A576-Delayed Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>5755</td>
<td></td>
<td>A576-Delayed NGT</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td>5756</td>
<td></td>
<td>A576-Tenant G</td>
<td>Tenant Group No. (1-72)</td>
</tr>
</tbody>
</table>

### DID/DNIS Numbering ("B" Side)

(all CPCs) - Version 1.0 or higher

Set the digit string length (1-4) of DID or DNIS numbers in the “B” side table (next page).

**Example:**

```
FF1 4 03 0001 Hold (1-4) Hold
```

**Digit String Length (1-4 digits) for “B”-Side DID/DNIS Numbers**

*default: 4 digits*
Notes:

See “A” side Notes on pg. 1-168. The same applies to “B” side.

Related Programming:
(see “A” side Related Programming on pg. 1-168)

---

DID/DNIS Dial Table (“B” Side)
(all CPCs) - Version 1.0 or higher

Assign up to 576 DID/DNIS numbers for “B” side. Also in this table, enter their ring destinations and assign them to a Tenant Group.

<table>
<thead>
<tr>
<th>FF1</th>
<th>4</th>
<th>04</th>
<th>(000-575)</th>
<th>(1-6)</th>
<th>Hold</th>
<th>(0-9999 or 1-72)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>1=Digits of DID/DNIS No.</td>
<td></td>
<td>0-9999 (DID/DNIS No.)</td>
<td></td>
<td>0-9999 (Ext./Virtual/Closed No.)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2=Day Destination</td>
<td></td>
<td>0-9999 (Ext./Virtual/Closed No.)</td>
<td></td>
<td>0-9999 (Ext./Virtual/Closed No.)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>3=Night Destination</td>
<td></td>
<td>0-9999 (Ext./Virtual/Closed No.)</td>
<td></td>
<td>0-9999 (Ext./Virtual/Closed No.)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>4=Day Destination (Busy/Delayed)</td>
<td>6=Tenant Group No.</td>
<td>0-9999 (DID/DNIS No.)</td>
<td></td>
<td>0-9999 (Ext./Virtual/Closed No.)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>5=Night Destination (Busy/Delayed)</td>
<td></td>
<td>1-72 (Tenant Group No.)</td>
<td></td>
<td>0-9999 (Ext./Virtual/Closed No.)</td>
</tr>
</tbody>
</table>

Address Bin Nos. for “B” side DID/DNIS Numbers:
000=DID/DNIS #1
001=DID/DNIS #2
...
575=DID/DNIS #576

(see table, next page)

defaults: 0 [no assignment]

Notes:

See “A” side Notes on pg. 1-169. The same applies to “B” side.

Related Programming:
(see “A” side Related Programming on pg. 1-169)
Table 1-16. DID/DNIS Dial Table ("B" Side) (FF1 4 04)

<table>
<thead>
<tr>
<th>DID/DNIS#</th>
<th>Address No.</th>
<th>LCD Display</th>
<th>Assignment Parameters</th>
</tr>
</thead>
<tbody>
<tr>
<td>DID/DNIS#1</td>
<td>0001 = Digits of DID/DNIS number</td>
<td>B001-RCV DGT #</td>
<td>DID/DNIS No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0002 = Destination, Day Mode</td>
<td>B001-DEST. Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0003 = Destination, Night Mode</td>
<td>B001-DEST. Night</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0004 = Busy/Delayed Destination, Day</td>
<td>B001-Delayed Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0005 = Busy/Delayed Destination, Night</td>
<td>B001-Delayed NGT</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0006 = Tenant Group Number</td>
<td>B001-Tenant G</td>
<td>Tenant Group No. (1-72)</td>
</tr>
<tr>
<td>DID/DNIS#2</td>
<td>0011 = Digits of DID/DNIS number</td>
<td>B002-RCV DGT #</td>
<td>DID/DNIS No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0012 = Destination, Day Mode</td>
<td>B002-DEST. Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0013 = Destination, Night Mode</td>
<td>B002-DEST. Night</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0014 = Busy/Delayed Destination, Day</td>
<td>B002-Delayed Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0015 = Busy/Delayed Destination, Night</td>
<td>B002-Delayed NGT</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0016 = Tenant Group Number</td>
<td>B002-Tenant G</td>
<td>Tenant Group No. (1-72)</td>
</tr>
<tr>
<td>DID/DNIS#3</td>
<td>0021 = Digits of DID/DNIS number</td>
<td>B003-RCV DGT #</td>
<td>DID/DNIS No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0022 = Destination, Day Mode</td>
<td>B003-DEST. Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0023 = Destination, Night Mode</td>
<td>B003-DEST. Night</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0024 = Busy/Delayed Destination, Day</td>
<td>B003-Delayed Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0025 = Busy/Delayed Destination, Night</td>
<td>B003-Delayed NGT</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>0026 = Tenant Group Number</td>
<td>B003-Tenant G</td>
<td>Tenant Group No. (1-72)</td>
</tr>
<tr>
<td>DID/DNIS#576</td>
<td>5751 = Digits of DID/DNIS number</td>
<td>B576-RCV DGT #</td>
<td>DID/DNIS No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>5752 = Destination, Day Mode</td>
<td>B576-DEST. Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>5753 = Destination, Night Mode</td>
<td>B576-DEST. Night</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>5754 = Busy/Delayed Destination, Day</td>
<td>B576-Delayed Day</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>5755 = Busy/Delayed Destination, Night</td>
<td>B576-Delayed NGT</td>
<td>Ext./Virt./Closed No. (0-9999)</td>
</tr>
<tr>
<td></td>
<td>5756 = Tenant Group Number</td>
<td>B576-Tenant G</td>
<td>Tenant Group No. (1-72)</td>
</tr>
</tbody>
</table>

DID Dialing to ISDN “S” Point
(all CPCs) - Version 1.0 or higher
Assign DID extension number(s) to each ISDN S-point.

**FF1 4 05 (0001-0192) Hold (setting) Hold**

Odd Address Nos. (0001, 0003, 0005,...0191)
S-point DID No.

Even Address Nos. (0002, 0004, 0006,...0192)
DID Incoming Destination Ext.No.

Defaults: -- [no assignment]

(see table below)
Notes:
When the extension calls the S-point DID number, the system will call the DID extension number and send the S-point DID number information (see figure below).

**Figure 1-1: DID Dialing to ISDN S-Point (example)**

![Diagram showing DID Dialing to ISDN S-Point](image)

Available range for DID Numbers depends on system size:
- 96-port system: Addresses 0001-0192 (ports 1-96)
- 192-port system: Addresses 0001-0384 (ports 1-192)
- 288-port system: Addresses 0001-0576 (ports 1-288)
- 384-port system: Addresses 0001-0768 (ports 1-384)
- 480-port system: Addresses 0001-0920 (ports 1-460)
- 576-port system: Addresses 0001-1152 (ports 1-576)

Related Programming:
Called Number Indication (pg. 3-34) FF3 BSSC 03 03 Hold (0 or 1) Hold

Table 1-17. DID Dialing for ISDN “S” Point (FF1 4 05)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Description</th>
<th>Setting</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Pattern 1: S-point DID No.</td>
<td>(0-9999)</td>
<td>- -</td>
</tr>
<tr>
<td>0002</td>
<td>Pattern 1: DID Ext.No.</td>
<td>Ext.No.</td>
<td>- -</td>
</tr>
<tr>
<td>0003</td>
<td>Pattern 2: S-point DID No.</td>
<td>(0-9999)</td>
<td>- -</td>
</tr>
<tr>
<td>0004</td>
<td>Pattern 2: DID Ext.No.</td>
<td>Ext.No.</td>
<td>- -</td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0191</td>
<td>Pattern 96: S-point DID No.</td>
<td>(0-9999)</td>
<td>- -</td>
</tr>
<tr>
<td>0192</td>
<td>Pattern 96: DID Ext.No.</td>
<td>Ext.No.</td>
<td>- -</td>
</tr>
</tbody>
</table>
3rd-party VM: DID Number Automatic Send

(all CPCs) - Version 1.0 or higher

Specify how the system will send the DID number to Voice Mail if the called extension does not answer the incoming DID call, and it is then transferred to VM.

FF1  4  06  0001  Hold  (0-3)  Hold

0=Do not send DID No.  (default)
1=Send entire DID No.
2=Send last 2 digits of DID No.
3=Send last 3 digits of DID No.

Notes:

Related Programming:

VM Answer Supervision Code (pg. 1-109)  FF1 0 23 0001 Hold (0000-9999) Hold
VM Transfer Code #1: Prefix (pg. 1-109)  FF1 0 24 0001 Hold (up to 8 char.) Hold
VM Transfer Code #1: Suffix (pg. 1-110)  FF1 0 24 0002 Hold (up to 8 char.) Hold
VM Transfer Code #2: Prefix (pg. 1-110)  FF1 0 24 0003 Hold (up to 8 char.) Hold
VM Transfer Code #2: Suffix (pg. 1-111)  FF1 0 24 0004 Hold (up to 8 char.) Hold

3rd-party VM: ID Code Prefix for DID

(all CPCs) - Version 1.0 or higher

Set an ID Code for 3rd Party Voice Mail, to be sent in front of the DID number.

FF1  4  06  0002  Hold  (up to 8 char.)  Hold

NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or “PAUSE” soft key on a large-display phone.

VM ID Code-Prefix (up to 8 characters, including 0-9, *, #, and Pause)

default: [no assignment]

Notes:

Related Programming:
3rd-party VM: ID Code Suffix for DID
(all CPCs) - Version 1.0 or higher

Set an ID Code for 3rd Party Voice Mail, to be sent at the end of the DID number.

**FF1 4 06 0003 Hold (up to 8 char.) Hold**

NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or “PAUSE” soft key on a large-display phone.

VM ID Code-Suffix (up to 8 characters, including 0-9, *, #, and Pause)

**default: [no assignment]**

Notes:

Related Programming:

---

**FF1 5: Not Used**

**FF1 6: Not Used**

**FF1 7: Not Used**
Digital Pad Settings for Extension Pad Class
(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between Extension Pad Classes 1-8 (the transmitting end of the connection) and 30 other pad classes (the receiving end of the connection).

**FF1 8 01 (0001-0240) Hold (0-31) Hold**

- 0001-0030=transmitted by Extension Pad Class 1
- 0031-0060=transmitted by Extension Pad Class 2
- 0061-0090=transmitted by Extension Pad Class 3
- 0091-0120=transmitted by Extension Pad Class 4
- 0121-0150=transmitted by Extension Pad Class 5
- 0151-0180=transmitted by Extension Pad Class 6
- 0181-0210=transmitted by Extension Pad Class 7
- 0211-0240=transmitted by Extension Pad Class 8

Volume Adjustment Setting:

- 0= 0 dB
- 1= −2 dB
- 2= −4 dB
- 3= −6 dB
- 4= −8 dB
- 5= −10 dB
- 6= −12 dB
- 7= −14 dB
- 8= −16 dB
- 9= −18 dB
- 10= −20 dB
- 11= −22 dB
- 12= −24 dB
- 13= −26 dB
- 14= −28 dB
- 15= −30 dB
- 16= 0 dB
- 17= +2 dB
- 18= +4 dB
- 19= +6 dB
- 20= +8 dB
- 21= +10 dB
- 22= +12 dB
- 23= +14 dB
- 24= +16 dB
- 25= +18 dB
- 26= +20 dB
- 27= +22 dB
- 28= +24 dB
- 29= +26 dB
- 30= +28 dB
- 31= +30 dB

### Notes:

Adjust the default setting(s) in this address whenever other parties have difficulty hearing a particular extension, or the extension user sounds too loud during conversations. Extension Pad Classes 1-8 can be assigned to individual extensions in FF3.

The default settings in this address are intended for different phone types as follows:

- Extension Pad Class 1: for SLT
- Extension Pad Class 2: for SLT/loss compensation
- Extension Pad Class 3: for Digital Key Phones
- Extension Pad Class 4: for Wireless
- Extension Pad Class 5: for ISDN S-point
- Extension Pad Class 6: for VM Playback
- Extension Pad Class 7: for Attendant
- Extension Pad Class 8: for Terminal Adapter

### Related Programming:

- Extension Digital Pad Class Assignment (pg. 3-26) for dig.&SLT extensions
- FF3 0 BSSC 08 Hold (1-8) Hold
- Extension Digital Pad Class Assignment (pg. 3-39) for ISDN extensions
- FF3 1 BSSC 07 0 Hold (1-8) Hold
### Table 1-18. Digital Pad Settings for Extension Pad Class 1-8 (FF1 8 01)

<table>
<thead>
<tr>
<th>Ext. Pad Class 1</th>
<th>Ext. Pad Class 2</th>
<th>Ext. Pad Class 3</th>
<th>Ext. Pad Class 4</th>
<th>Ext. Pad Class 5</th>
<th>Ext. Pad Class 6</th>
<th>Ext. Pad Class 7</th>
<th>Ext. Pad Class 8</th>
<th>for connection to (receiving end) ...</th>
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</table>
Digital Pad Settings for Trunk Pad Class
(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between Trunk Pad Classes 1-16 (the transmitting end of the connection) and 30 other pad classes (the receiving end of the connection).

```
0001-0030=transmitted by Trunk Pad Class 1
0031-0060=transmitted by Trunk Pad Class 2
0061-0090=transmitted by Trunk Pad Class 3
0091-0120=transmitted by Trunk Pad Class 4
0121-0150=transmitted by Trunk Pad Class 5
0151-0180=transmitted by Trunk Pad Class 6
0181-0210=transmitted by Trunk Pad Class 7
0211-0240=transmitted by Trunk Pad Class 8
0241-0270=transmitted by Trunk Pad Class 9
0271-0300=transmitted by Trunk Pad Class 10
0301-0330=transmitted by Trunk Pad Class 11
0331-0360=transmitted by Trunk Pad Class 12
0361-0390=transmitted by Trunk Pad Class 13
0391-0420=transmitted by Trunk Pad Class 14
0421-0450=transmitted by Trunk Pad Class 15
0451-0480=transmitted by Trunk Pad Class 16
```

(see tables, next page)

Notes:

Adjust the default setting(s) in this address whenever extension users have difficulty hearing calls on a particular trunk, or the volume is too loud on it.

The default settings in this address are intended for different trunk types as follows:

- Trunk Pad Class 1: for Analog CO
- Trunk Pad Class 2: for Analog CO/loss compensation
- Trunk Pad Class 3: for Private Line CES (Centralized Extension System) #1
- Trunk Pad Class 4: for Private Line CES #2
- Trunk Pad Class 5: for LDT (Loop Dialing Trunk) Standard
- Trunk Pad Class 6: for Private Line CES #4 (no CES #3)
- Trunk Pad Class 7: for ISDN T-point
- Trunk Pad Class 8: for AC/15 #1 (U.K. only)
- Trunk Pad Class 9: for AC/15 #2 (U.K. only)
- Trunk Pad Class 10: Not Used
- Trunk Pad Class 11: for AC/15 System Connection (U.K. only)
- Trunk Pad Class 12: Not Used
- Trunk Pad Class 13: for 0 dB Highway
- Trunk Pad Class 14: for 4 dB Highway
- Trunk Pad Class 15: for 8 dB Highway
- Trunk Pad Class 16: for Data Highway/ISDN

Related Programming:

- Trunk Digital Pad Class Assignment (pg. 2-36) for analog CO trunks
- Trunk Digital Pad Class Assignment (pg. 2-58) for analog E&M tie trunks

Trunk Digital Pad Class Assignment (pg. 2-16) Hold (1-16) Hold
<table>
<thead>
<tr>
<th>Trk. Pad Class 1</th>
<th>Trk. Pad Class 2</th>
<th>Trk. Pad Class 3</th>
<th>Trk. Pad Class 4</th>
<th>Trk. Pad Class 5</th>
<th>Trk. Pad Class 6</th>
<th>Trk. Pad Class 7</th>
<th>Trk. Pad Class 8</th>
<th>for connection to&lt;br&gt;receiving end</th>
<th>Address: Default for Trunk Pad Class (transmitting end)</th>
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<td>0142:2</td>
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<td>0232:2</td>
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<td>0115:0</td>
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<td>0060:0</td>
<td>0090:0</td>
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<td>0210:0</td>
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# Table 1-20. Digital Pad Settings for Trunk Pad Class 9-16 (FF1 8 02 0241-0480)

<table>
<thead>
<tr>
<th>Trk. Pad Class 9</th>
<th>Trk. Pad Class 10</th>
<th>Trk. Pad Class 11</th>
<th>Trk. Pad Class 12</th>
<th>Trk. Pad Class 13</th>
<th>Trk. Pad Class 14</th>
<th>Trk. Pad Class 15</th>
<th>Trk. Pad Class 16</th>
<th>for connection to Trunk Pad Class 9-16 (transmitting end) ...</th>
<th>for connection to Trunk Pad Class 9-16 (receiving end) ...</th>
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<td>0451:0</td>
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<td>Extension Pad Class 1</td>
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<td>0332:0</td>
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<td>0392:2</td>
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<td>Extension Pad Class 2</td>
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<td>0333:0</td>
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<td>0393:17</td>
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<td>0453:0</td>
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<td>0334:0</td>
<td>0364:0</td>
<td>0394:18</td>
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<td>Extension Pad Class 7</td>
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<td>0370:0</td>
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<td>0373:0</td>
<td>0403:18</td>
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<td>Trunk Pad Class 16</td>
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<td>0385:0</td>
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<td>0445:4</td>
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<td>Conference Call</td>
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<td>0448:0</td>
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<td>RAI Modem</td>
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<td>Conference Call Unit</td>
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<td>0390:0</td>
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<td>0450:0</td>
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<td>(Not Used)</td>
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</table>
Digital Pad Settings for BGM
(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between Background Music (BGM) service tone (the transmitting end of the connection) and Extension Pad Classes 1-8 (the receiving end of the connection).

**FF1 8 03 (0001-0008) Hold (0-31) Hold**

<table>
<thead>
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<th>Address No.</th>
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<th>Volume Adjustment Setting:</th>
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<tr>
<td>0001</td>
<td>Extension Pad Class 1</td>
<td>0= 0 dB</td>
</tr>
<tr>
<td>0002</td>
<td>Extension Pad Class 2</td>
<td>1= −2 dB</td>
</tr>
<tr>
<td>0003</td>
<td>Extension Pad Class 3</td>
<td>2= −4 dB</td>
</tr>
<tr>
<td>0004</td>
<td>Extension Pad Class 4</td>
<td>3= −6 dB</td>
</tr>
<tr>
<td>0005</td>
<td>Extension Pad Class 5</td>
<td>4= −8 dB</td>
</tr>
<tr>
<td>0006</td>
<td>Extension Pad Class 6</td>
<td>5= −10 dB</td>
</tr>
<tr>
<td>0007</td>
<td>Extension Pad Class 7</td>
<td>6= −12 dB</td>
</tr>
<tr>
<td>0008</td>
<td>Extension Pad Class 8</td>
<td>7= −14 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>8= −16 dB</td>
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<td></td>
<td></td>
<td>9= −18 dB</td>
</tr>
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<td></td>
<td></td>
<td>10= −20 dB</td>
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<td></td>
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<td>11= −22 dB</td>
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<td>12= −24 dB</td>
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<td></td>
<td></td>
<td>14= −28 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>15= −30 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>16= 0 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>17= +2 dB</td>
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<td>18= +4 dB</td>
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<td>27= +22 dB</td>
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<td>28= +24 dB</td>
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<td></td>
<td>30= +28 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>31= +30 dB</td>
</tr>
</tbody>
</table>

(see table below for defaults)

**Notes:**

Related Programming:

**Table 1-21. Digital Pad Settings for BGM (FF1 8 03)**

<table>
<thead>
<tr>
<th>Address No.</th>
<th>for connection to (receiving end)</th>
<th>LCD Display</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Extension Pad Class 1</td>
<td>BGM-ECLS01</td>
<td>4</td>
</tr>
<tr>
<td>0002</td>
<td>Extension Pad Class 2</td>
<td>BGM-ECLS02</td>
<td>4</td>
</tr>
<tr>
<td>0003</td>
<td>Extension Pad Class 3</td>
<td>BGM-ECLS03</td>
<td>0</td>
</tr>
<tr>
<td>0004</td>
<td>Extension Pad Class 4</td>
<td>BGM-ECLS04</td>
<td>0</td>
</tr>
<tr>
<td>0005</td>
<td>Extension Pad Class 5</td>
<td>BGM-ECLS05</td>
<td>0</td>
</tr>
<tr>
<td>0006</td>
<td>Extension Pad Class 6</td>
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<td>0007</td>
<td>Extension Pad Class 7</td>
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<td>0</td>
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<tr>
<td>0008</td>
<td>Extension Pad Class 8</td>
<td>BGM-ECLS08</td>
<td>0</td>
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</table>
Digital Pad Settings for Paging Port Adapter
(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections from the Paging Port Adapter (transmitting end) to Extension/Trunk Pad Classes (receiving end) whenever the Talkback function is used.

**FF1**  8  04  (0001-0024)  Hold (0-31)  Hold

Address Nos. for receiving parties of the Paging Port Adapter:
- 0001-0008=Extension Pad Class 1-8
- 0009-0024=Trunk Pad Class 1-16

(see table below for addresses & defaults)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>for connection to (receiving end) ...</th>
<th>LCD Display</th>
<th>Default</th>
</tr>
</thead>
<tbody>
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<td>Extension Pad Class 1</td>
<td>Paging-ECLS01</td>
<td>0</td>
</tr>
<tr>
<td>0002</td>
<td>Extension Pad Class 2</td>
<td>Paging-ECLS02</td>
<td>17</td>
</tr>
<tr>
<td>0003</td>
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<td>0</td>
</tr>
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<td>0004</td>
<td>Extension Pad Class 4</td>
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<td>4</td>
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<tr>
<td>0007</td>
<td>Extension Pad Class 7</td>
<td>Paging-ECLS07</td>
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<tr>
<td>0008</td>
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<td>Paging-ECLS08</td>
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</tr>
</tbody>
</table>

Notes:

Related Programming:

Table 1-22. Digital Pad Settings for Paging Port Adapter  (FF1  8  04)
Digital Pad Settings for 3-Party Conference
(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between an extension initiating a 3-Party Conference (transmitting end) and Extension/Trunk Pad Classes (receiving end).

**FF1 8 05 (0001-0024) Hold (0-31) Hold**

Address Nos. for receiving parties of a 3-Party Conference initiator:
0001-0008=Extension Pad Class 1-8
0009-0024=Trunk Pad Class 1-16

(see table below for addresses & defaults)

<table>
<thead>
<tr>
<th>Address</th>
<th>Pad Class</th>
<th>Volume Adjustment Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001-0008</td>
<td>Extension Pad Class 1-8</td>
<td>0= 0 dB 16= 0 dB</td>
</tr>
<tr>
<td>0009-0024</td>
<td>Trunk Pad Class 1-16</td>
<td>1= −2 dB 17= +2 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2= −4 dB 18= +4 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3= −6 dB 19= +6 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4= −8 dB 20= +8 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>5= −10 dB 21= +10 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>6= −12 dB 22= +12 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>7= −14 dB 23= +14 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>8= −16 dB 24= +16 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>9= −18 dB 25= +18 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>10= −20 dB 26= +20 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>11= −22 dB 27= +22 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>12= −24 dB 28= +24 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>13= −26 dB 29= +26 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>14= −28 dB 30= +28 dB</td>
</tr>
<tr>
<td></td>
<td></td>
<td>15= −30 dB 31= +30 dB</td>
</tr>
</tbody>
</table>
Notes:

Related Programming:
Splash Tone: 3-Party Conference (pg. 1-11)  FF1  0 01 0005 Hold (0 or 1) Hold

Table 1-23. Digital Pad Settings for 3-Party Conference  (FF1  8  05)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>for connection to (receiving end) ...</th>
<th>LCD Display</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Extension Pad Class 1</td>
<td>3 CONF-ECLS01</td>
<td>3</td>
</tr>
<tr>
<td>0002</td>
<td>Extension Pad Class 2</td>
<td>3 CONF-ECLS02</td>
<td>2</td>
</tr>
<tr>
<td>0003</td>
<td>Extension Pad Class 3</td>
<td>3 CONF-ECLS03</td>
<td>3</td>
</tr>
<tr>
<td>0004</td>
<td>Extension Pad Class 4</td>
<td>3 CONF-ECLS04</td>
<td>0</td>
</tr>
<tr>
<td>0005</td>
<td>Extension Pad Class 5</td>
<td>3 CONF-ECLS05</td>
<td>0</td>
</tr>
<tr>
<td>0006</td>
<td>Extension Pad Class 6</td>
<td>3 CONF-ECLS06</td>
<td>20</td>
</tr>
<tr>
<td>0007</td>
<td>Extension Pad Class 7</td>
<td>3 CONF-ECLS07</td>
<td>0</td>
</tr>
<tr>
<td>0008</td>
<td>Extension Pad Class 8</td>
<td>3 CONF-ECLS08</td>
<td>0</td>
</tr>
<tr>
<td>0009</td>
<td>Trunk Pad Class 1</td>
<td>3 CONF-TCLS01</td>
<td>0</td>
</tr>
<tr>
<td>0010</td>
<td>Trunk Pad Class 2</td>
<td>3 CONF-TCLS02</td>
<td>18</td>
</tr>
<tr>
<td>0011</td>
<td>Trunk Pad Class 3</td>
<td>3 CONF-TCLS03</td>
<td>0</td>
</tr>
<tr>
<td>0012</td>
<td>Trunk Pad Class 4</td>
<td>3 CONF-TCLS04</td>
<td>0</td>
</tr>
<tr>
<td>0013</td>
<td>Trunk Pad Class 5</td>
<td>3 CONF-TCLS05</td>
<td>0</td>
</tr>
<tr>
<td>0014</td>
<td>Trunk Pad Class 6</td>
<td>3 CONF-TCLS06</td>
<td>0</td>
</tr>
<tr>
<td>0015</td>
<td>Trunk Pad Class 7</td>
<td>3 CONF-TCLS07</td>
<td>0</td>
</tr>
<tr>
<td>0016</td>
<td>Trunk Pad Class 8</td>
<td>3 CONF-TCLS08</td>
<td>0</td>
</tr>
<tr>
<td>0017</td>
<td>Trunk Pad Class 9</td>
<td>3 CONF-TCLS09</td>
<td>0</td>
</tr>
<tr>
<td>0018</td>
<td>Trunk Pad Class 10</td>
<td>3 CONF-TCLS10</td>
<td>0</td>
</tr>
<tr>
<td>0019</td>
<td>Trunk Pad Class 11</td>
<td>3 CONF-TCLS11</td>
<td>0</td>
</tr>
<tr>
<td>0020</td>
<td>Trunk Pad Class 12</td>
<td>3 CONF-TCLS12</td>
<td>0</td>
</tr>
<tr>
<td>0021</td>
<td>Trunk Pad Class 13</td>
<td>3 CONF-TCLS13</td>
<td>0</td>
</tr>
<tr>
<td>0022</td>
<td>Trunk Pad Class 14</td>
<td>3 CONF-TCLS14</td>
<td>0</td>
</tr>
<tr>
<td>0023</td>
<td>Trunk Pad Class 15</td>
<td>3 CONF-TCLS15</td>
<td>0</td>
</tr>
<tr>
<td>0024</td>
<td>Trunk Pad Class 16</td>
<td>3 CONF-TCLS16</td>
<td>0</td>
</tr>
</tbody>
</table>
Digital Pad Settings for 8-Party Conference
(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between an extension initiatiing an 8-Party Conference (transmitting end) and Extension/Trunk Pad Classes (receiving end).

FF1 8 06 (0001-0024) Hold (0-31) Hold

Address Nos. for receiving parties of an 8-Party Conference initiator:
0001-0008=Extension Pad Class 1-8
0009-0024=Trunk Pad Class 1-16

(see table below for addresses & defaults)

Volume Adjustment Setting:
0= 0 dB
1= −2 dB
2= −4 dB
3= −6 dB
4= −8 dB
5= −10 dB
6= −12 dB
7= −14 dB
8= −16 dB
9= −18 dB
10= −20 dB
11= −22 dB
12= −24 dB
13= −26 dB
14= −28 dB
15= −30 dB
16= 0 dB
17= +2 dB
18= +4 dB
19= +6 dB
20= +8 dB
21= +10 dB
22= +12 dB
23= +14 dB
24= +16 dB
25= +18 dB
26= +20 dB
27= +22 dB
28= +24 dB
29= +26 dB
30= +28 dB
31= +30 dB

Notes:

Related Programming:
Extension COS: 8-Party Conference (pg. 1-62) FF1 0 03 (00-15) 35 Hold (0 or 1) Hold

Table 1-24. Digital Pad Settings for 8-Party Conference (FF1 8 06)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>for connection to (receiving end) ...</th>
<th>LCD Display</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td>0001</td>
<td>Extension Pad Class 1</td>
<td>8 CONF-ECLS01</td>
<td>3</td>
</tr>
<tr>
<td>0002</td>
<td>Extension Pad Class 2</td>
<td>8 CONF-ECLS02</td>
<td>2</td>
</tr>
<tr>
<td>0003</td>
<td>Extension Pad Class 3</td>
<td>8 CONF-ECLS03</td>
<td>3</td>
</tr>
<tr>
<td>0004</td>
<td>Extension Pad Class 4</td>
<td>8 CONF-ECLS04</td>
<td>0</td>
</tr>
<tr>
<td>0005</td>
<td>Extension Pad Class 5</td>
<td>8 CONF-ECLS05</td>
<td>0</td>
</tr>
<tr>
<td>0006</td>
<td>Extension Pad Class 6</td>
<td>8 CONF-ECLS06</td>
<td>20</td>
</tr>
<tr>
<td>0007</td>
<td>Extension Pad Class 7</td>
<td>8 CONF-ECLS07</td>
<td>0</td>
</tr>
<tr>
<td>0008</td>
<td>Extension Pad Class 8</td>
<td>8 CONF-ECLS08</td>
<td>0</td>
</tr>
<tr>
<td>Trunk Pad Class</td>
<td>8 CONF-TCLS</td>
<td>Offset</td>
<td></td>
</tr>
<tr>
<td>-----------------</td>
<td>-------------</td>
<td>--------</td>
<td></td>
</tr>
<tr>
<td>0009</td>
<td>0010</td>
<td>0011</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 1</td>
<td>8 CONF-TCLS01</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 2</td>
<td>8 CONF-TCLS02</td>
<td>18</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 3</td>
<td>8 CONF-TCLS03</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 4</td>
<td>8 CONF-TCLS04</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 5</td>
<td>8 CONF-TCLS05</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 6</td>
<td>8 CONF-TCLS06</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 7</td>
<td>8 CONF-TCLS07</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 8</td>
<td>8 CONF-TCLS08</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 9</td>
<td>8 CONF-TCLS09</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 10</td>
<td>8 CONF-TCLS010</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 11</td>
<td>8 CONF-TCLS011</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 12</td>
<td>8 CONF-TCLS012</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 13</td>
<td>8 CONF-TCLS013</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 14</td>
<td>8 CONF-TCLS014</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 15</td>
<td>8 CONF-TCLS015</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Trunk Pad Class 16</td>
<td>8 CONF-TCLS016</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>
2. Trunk Programming (FF2)

Use the FF2 programming addresses in this chapter to set trunk parameters for the DBS 576:

- FF2 0: Analog Trunks (CO)
- FF2 0: Analog Trunks (E&M Tie)
- FF2 1: ISDN Trunks
- FF2 2: T1 Trunks (CO)
- FF2 2: T1 Trunks (E&M Tie)

This chapter covers the following FF2 addresses:

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 00 00 Hold (0-576) Hold</td>
<td>Trunk Number Assignment</td>
<td>--</td>
<td>2-7</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 00 Hold (0-3) Hold</td>
<td>Trunk Signal Type</td>
<td>LS and LS/GS: 0 GS: 1 DID Immed.: 2</td>
<td>2-8</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 01 Hold (0 or 1) Hold</td>
<td>Loop Detect</td>
<td>1 (Enabled)</td>
<td>2-8</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 02 Hold (0 or 1) Hold</td>
<td>Disconnect Detect</td>
<td>0 (Enabled)</td>
<td>2-9</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 03 Hold (0 or 1) Hold</td>
<td>Dial Pulse Minimum Pause</td>
<td>0 (625ms)</td>
<td>2-9</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 04 Hold (0 or 1) Hold</td>
<td>Ground Start Ring Type</td>
<td>0 (Enabled)</td>
<td>2-10</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 05 Hold (0 or 1) Hold</td>
<td>DID Ring Detect Timer</td>
<td>0 (32ms)</td>
<td>2-10</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 06 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>2-11</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 07 Hold</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 01 08 Hold</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 01 09 Hold (0 or 1) Hold</td>
<td>Reverse Answer Signal Control</td>
<td>1 (Disabled)</td>
<td>2-11</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 10 Hold (0 or 1) Hold</td>
<td>Caller ID</td>
<td>0 (Disabled)</td>
<td>2-12</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 11 Hold (0-6) Hold</td>
<td>Ring Frequency</td>
<td>1 (400/562Hz)</td>
<td>2-12</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 12 Hold (0-12) Hold</td>
<td>Ring Pattern</td>
<td>0 (synch. w/CO)</td>
<td>2-13</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 13 Hold (0-2) Hold</td>
<td>DTMF On/Off Pattern During Talk</td>
<td>1 (Pattern #2)</td>
<td>2-14</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 14 Hold (0-2) Hold</td>
<td>DTMF On/Off Pattern for Outgoing Dialing</td>
<td>0 (Pattern #1)</td>
<td>2-14</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 15 Hold (0-3) Hold</td>
<td>Disconnect Supervision Timer</td>
<td>LS/GS: 0 (281ms) DID: 0 (96ms)</td>
<td>2-15</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 16 Hold (0-3) Hold</td>
<td>Guard Timer for Outbound Calls</td>
<td>0 (.5 seconds)</td>
<td>2-15</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 17 Hold (0-3) Hold</td>
<td>Inbound Ground Detect Timer</td>
<td>0 (1 second)</td>
<td>2-16</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 18 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>2-16</td>
</tr>
<tr>
<td>FF2 0 BSSC 01 19 Hold (0-3) Hold</td>
<td>Ring Interval for Abandoned Calls</td>
<td>0 (5 seconds)</td>
<td>2-17</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 00 Hold (0 or 1) Hold</td>
<td>DTMF/Dial Pulse Dialing</td>
<td>1 (DTMF)</td>
<td>2-17</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 01 Hold (0 or 1) Hold</td>
<td>Flash Pattern</td>
<td>0 (Pattern #1)</td>
<td>2-18</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 02 Hold (0 or 1) Hold</td>
<td>Dial Tone Detection</td>
<td>1 (Enabled)</td>
<td>2-18</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 03 Hold (0 or 1) Hold</td>
<td>Call Duration</td>
<td>1 (use system timer)</td>
<td>2-19</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 04 Hold (0 or 1) Hold</td>
<td>Trunk Connection Type (CO/PBX)</td>
<td>0 (CO)</td>
<td>2-19</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 05 Hold (0 or 1) Hold</td>
<td>Auto-Repeat Dial</td>
<td>1 (Allowed)</td>
<td>2-20</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 06 Hold (0 or 1) Hold</td>
<td>DTMF After Answer (Link Control)</td>
<td>0 (Allowed)</td>
<td>2-20</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 07 Hold (0 or 1) Hold</td>
<td>CO Dial Tone Simulation</td>
<td>0 (Disabled)</td>
<td>2-21</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 08 Hold (0 or 1) Hold</td>
<td>Caller ID Ring Control</td>
<td>0 (Wait)</td>
<td>2-21</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 09 Hold (0 or 1) Hold</td>
<td>SMDR for Outbound Calls</td>
<td>1 (Include)</td>
<td>2-22</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 10 Hold (0 or 1) Hold</td>
<td>SMDR for Inbound Calls</td>
<td>0 (Exclude)</td>
<td>2-22</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 11 Hold (0 or 1) Hold</td>
<td>Flash Key Operation</td>
<td>0 (flash to CO)</td>
<td>2-23</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 12 Hold (0 or 1) Hold</td>
<td>Long Talk Alarm</td>
<td>0 (Disabled)</td>
<td>2-23</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 13 Hold (0 or 1) Hold</td>
<td>Alarm Ringing</td>
<td>0 (Disabled)</td>
<td>2-24</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 14 Hold (0 or 1) Hold</td>
<td>Slide Ringing</td>
<td>0 (Disabled)</td>
<td>2-25</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 15 Hold (0 or 1) Hold</td>
<td>DTMF Conversion (Outbound Calls)</td>
<td>1 (Enabled)</td>
<td>2-26</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 16 Hold (0 or 1) Hold</td>
<td>DTMF Conversion (Inbound Calls)</td>
<td>1 (Enabled)</td>
<td>2-26</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 17 Hold (0 or 1) Hold</td>
<td>Indirect LCR</td>
<td>0 (Disabled)</td>
<td>2-27</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 18 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>2-27</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 19 Hold</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 02 20 Hold</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 03 0 Hold (0-6) Hold</td>
<td>Day1 Ring Type</td>
<td>0 (multi-incoming)</td>
<td>2-28</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 1 Hold (0-9999) Hold</td>
<td>Day1 Ring Destination</td>
<td>--</td>
<td>2-28</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 2 Hold (0-6) Hold</td>
<td>Day2 Ring Type</td>
<td>0 (multi-incoming)</td>
<td>2-29</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 3 Hold (0-9999) Hold</td>
<td>Day2 Ring Destination</td>
<td>--</td>
<td>2-29</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 4 Hold (0-6) Hold</td>
<td>Night Ring Type</td>
<td>0 (multi-incoming)</td>
<td>2-30</td>
</tr>
<tr>
<td>FF2 0 BSSC 03 5 Hold (0-9999) Hold</td>
<td>Night Ring Destination</td>
<td>--</td>
<td>2-30</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 0 Hold (0-4) Hold</td>
<td>Day1 Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-31</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 1 Hold (0-9999) Hold</td>
<td>Day1 Delayed Ring Destination</td>
<td>--</td>
<td>2-31</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 2 Hold (0-4) Hold</td>
<td>Day2 Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-32</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 3 Hold (0-9999) Hold</td>
<td>Day2 Delayed Ring Destination</td>
<td>--</td>
<td>2-32</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 4 Hold (0-4) Hold</td>
<td>Night Delayed Ring Type</td>
<td>0 (Disabled)</td>
<td>2-33</td>
</tr>
<tr>
<td>FF2 0 BSSC 04 5 Hold (0-9999) Hold</td>
<td>Night Delayed Ring Destination</td>
<td>--</td>
<td>2-33</td>
</tr>
<tr>
<td>FF2 0 BSSC 05 Hold (0-72) Hold</td>
<td>Tenant Group Assignment</td>
<td>0 (none)</td>
<td>2-34</td>
</tr>
<tr>
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<tr>
<td>FF2 0 BSSC 07 Hold (1-16) Hold</td>
<td>Trunk COS Assignment</td>
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<td>2-35</td>
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<tr>
<td>FF2 0 BSSC 08 Hold (1-16) Hold</td>
<td>Trunk Digital Pad Class Assignment</td>
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<td>2-36</td>
</tr>
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</table>

**FF2 0: Analog Trunks (E&M Tie)**

| FF2 0 BSSC 00 Hold (0-576) Hold | Trunk Number Assignment | -- | 2-37 |
| FF2 0 BSSC 01 00 Hold (0-5) Hold | Trunk Signal Type | 5 (E&M Wink) | 2-38 |
| FF2 0 BSSC 01 01 Hold thru FF2 0 BSSC 01 04 Hold | Not Used | -- | 2-38 |
| FF2 0 BSSC 01 05 Hold (0 or 1) Hold | Ring Detect Timer | 0 (48ms) | 2-39 |
| FF2 0 BSSC 01 06 Hold (0 or 1) Hold | Auto Answer for Outbound Calls | 0 (Disabled) | 2-39 |
| FF2 0 BSSC 01 07 Hold (0 or 1) Hold | Balance Control | 0 (Long Loop) | 2-40 |
| FF2 0 BSSC 01 08 Hold (0 or 1) Hold | Pad Control | 0 (Far) | 2-40 |
| FF2 0 BSSC 01 09 Hold | Not Used | -- | 2-41 |
| FF2 0 BSSC 01 10 Hold | | | |
| FF2 0 BSSC 01 11 Hold (1-6) Hold | Ring Frequency | 1 (400/562Hz) | 2-41 |
| FF2 0 BSSC 01 12 Hold (0-12) Hold | Ring Pattern | 1 (1on/3off) | 2-42 |
| FF2 0 BSSC 01 13 Hold (0-2) Hold | DTMF On/Off Pattern During Talk | 1 (Pattern #2) | 2-43 |
| FF2 0 BSSC 01 14 Hold (0-2) Hold | DTMF On/Off Pattern for Outgoing Dialing | 0 (Pattern #1) | 2-43 |
| FF2 0 BSSC 01 15 Hold (0-3) Hold | Disconnect Supervision Timer | 0 (160ms) | 2-44 |
| FF2 0 BSSC 01 16 Hold | Not Used | -- | 2-44 |
| FF2 0 BSSC 01 17 Hold | Not Used | -- | 2-44 |
| FF2 0 BSSC 01 18 Hold (0-3) Hold | Auto Answer Timer | 0 (1 second) | 2-45 |
| FF2 0 BSSC 01 19 Hold | Not Used | -- | 2-45 |
| FF2 0 BSSC 02 00 Hold (0 or 1) Hold | DTMF/Dial Pulse Dialing | 1 (DTMF) | 2-46 |
| FF2 0 BSSC 02 01 Hold (0 or 1) Hold | Flash Pattern | 0 (Pattern #1) | 2-46 |
| FF2 0 BSSC 02 02 Hold | Not Used | -- | 2-47 |
| FF2 0 BSSC 02 03 Hold | Not Used | -- | 2-47 |
| FF2 0 BSSC 02 04 Hold (0 or 1) Hold | Trunk Connection Type (CO/PBX) | 0 (CO) | 2-47 |
| FF2 0 BSSC 02 05 Hold | Not Used | -- | 2-47 |
| FF2 0 BSSC 02 06 Hold (0 or 1) Hold | DTMF After Answer (Link Control) | 0 (Allowed) | 2-48 |
| FF2 0 BSSC 02 07 Hold (0 or 1) Hold | CO Dial Tone Simulation | 0 (Disabled) | 2-48 |
| FF2 0 BSSC 02 08 Hold | Not Used | -- | 2-49 |
| FF2 0 BSSC 02 09 Hold (0 or 1) Hold | SMNR for Outbound Calls | 1 (Include) | 2-49 |
| FF2 0 BSSC 02 10 Hold (0 or 1) Hold | SMNR for Inbound Calls | 0 (Exclude) | 2-49 |
| FF2 0 BSSC 02 11 Hold (0 or 1) Hold | Flash Key Operation | 0 (flash to CO) | 2-50 |
| FF2 0 BSSC 02 12 Hold | Not Used | -- | 2-51 |
| FF2 0 BSSC 02 13 Hold | Not Used | -- | 2-51 |
| FF2 0 BSSC 02 14 Hold | Not Used | -- | 2-51 |
| FF2 0 BSSC 02 15 Hold (0 or 1) Hold | DTMF Conversion (Outbound Calls) | 1 (Enabled) | 2-51 |
| FF2 0 BSSC 02 16 Hold (0 or 1) Hold | DTMF Conversion (Inbound Calls) | 1 (Enabled) | 2-52 |
| FF2 0 BSSC 02 17 Hold (0 or 1) Hold | Indirect LCR | 0 (Disabled) | 2-52 |
| FF2 0 BSSC 02 18 Hold | Not Used | -- | 2-53 |
| FF2 0 BSSC 02 19 Hold | Not Used | -- | 2-53 |
| FF2 0 BSSC 02 20 Hold | Not Used | -- | 2-53 |
| FF2 0 BSSC 03 0 Hold (0 or 1) Hold | Day1 Ring Type | 0 (Tie incoming) | 2-53 |
| FF2 0 BSSC 03 1 Hold | Not Used | -- | 2-54 |
| FF2 0 BSSC 03 2 Hold (0 or 1) Hold | Day2 Ring Type | 0 (Tie incoming) | 2-54 |
| FF2 0 BSSC 03 3 Hold | Not Used | -- | 2-54 |
| FF2 0 BSSC 03 4 Hold (0 or 1) Hold | Night Ring Type | 0 (Tie incoming) | 2-55 |
| FF2 0 BSSC 03 5 Hold | Not Used | -- | 2-55 |
| FF2 0 BSSC 04 0 Hold thru | Not Used | -- | 2-56 |
| FF2 0 BSSC 04 5 Hold | Not Used | -- | 2-56 |
| FF2 0 BSSC 05 Hold (0-72) Hold | Tenant Group Assignment | 0 (none) | 2-56 |
| FF2 0 BSSC 06 0 Hold (1-50) Hold | TRS Class Assignment (Day) | 1 | 2-57 |
| FF2 0 BSSC 06 1 Hold (1-50) Hold | TRS Class Assignment (Night) | 1 | 2-57 |
| FF2 0 BSSC 07 Hold (1-16) Hold | Trunk COS Assignment | 1 | 2-58 |
| FF2 0 BSSC 08 Hold (1-16) Hold | Trunk Digital Pad Class Assignment | 8 | 2-58 |

**FF2 1: ISDN Trunks**

| FF2 1 BSSC 00 0 Hold (BSSC) Hold | D-Channel Position | -- | 2-59 |
| FF2 1 BSSC 00 1 Hold (1-127) Hold | D-Channel Interface ID Code | -- | 2-59 |
| FF2 1 BSSC 01 Hold (0-576) Hold | Trunk Number Assignment (1st Channel) | -- | 2-60 |
| FF2 1 BSSC 02 00 Hold (0 or 1) Hold | Trunk Connection Type (Pt-to-Pt/MultiPt) | 0 (Point-to-Point) | 2-61 |
| FF2 1 BSSC 02 01 Hold (0-6) Hold | Ring Frequency | 1 (400/562Hz) | 2-62 |
| FF2 1 BSSC 02 02 Hold (0-12) Hold | Ring Pattern | 1 (1on/3off) | 2-63 |
| FF2 1 BSSC 02 03 Hold (0-2) Hold | DTMF On/Off Pattern During Talk | 1 (Pattern #2) | 2-64 |
| FF2 1 BSSC 02 04 Hold | Not Used | -- | 2-64 |
| FF2 1 BSSC 02 05 Hold | Not Used | -- | 2-64 |
| FF2 1 BSSC 03 00 Hold (0 or 1) Hold | Trunk Connection Type (CO/PBX) | 0 (CO) | 2-65 |
| FF2 1 BSSC 03 01 Hold (0 or 1) Hold | Auto-Repeat Dial | 1 (Allowed) | 2-65 |
| FF2 1 BSSC 03 02 Hold (0 or 1) Hold | SMDR for Outbound Calls | 1 (Include) | 2-66 |
| FF2 1 BSSC 03 03 Hold (0 or 1) Hold | SMDR for Inbound Calls | 0 (Exclude) | 2-66 |
| FF2 1 BSSC 03 04 Hold (0 or 1) Hold | Flash Key Operation | 0 (talk disconnct/keep trunk) | 2-67 |
| FF2 1 BSSC 03 05 Hold (0 or 1) Hold | Long Talk Alarm | 0 (Disabled) | 2-68 |
| FF2 1 BSSC 03 06 Hold (0 or 1) Hold | Alarm Ringing | 0 (Disabled) | 2-68 |
| FF2 1 BSSC 03 07 Hold (0 or 1) Hold | Slide Ringing | 0 (Disabled) | 2-69 |
| FF2 1 BSSC 03 08 Hold (0 or 1) Hold | Indirect LCR | 0 (Disabled) | 2-70 |
| FF2 1 BSSC 03 09 Hold (0 or 1) Hold | B-Channel Select | 0 (Highest- no.'d) | 2-70 |
| FF2 1 BSSC 03 10 Hold (0 or 1) Hold | B-Channel Numbering (Layer 3) | 0 (Slot mapping) | 2-71 |
| FF2 1 BSSC 03 11 Hold (0 or 1) Hold | Call ID Length | 0 (1 byte/BRI) 1 (2 bytes/PRI) | 2-72 |
| FF2 1 BSSC 03 12 Hold (0 or 1) Hold | Calling Number Send | 1 (Enabled) | 2-72 |
| FF2 1 BSSC 03 13 Hold (0 or 1) Hold | Sub-Address Type | 0 (IA5) | 2-73 |
| FF2 1 BSSC 03 14 Hold thru | Not Used | -- | 2-74 |
| FF2 1 BSSC 03 20 Hold | | | |
| FF2 1 BSSC 04 0 Hold (0-6) Hold | Day1 Ring Type | 0 (multi-incoming) | 2-75 |
| FF2 1 BSSC 04 1 Hold (0-9999) Hold | Day1 Ring Destination | -- | 2-75 |
| FF2 1 BSSC 04 2 Hold (0-6) Hold | Day2 Ring Type | 0 (multi-incoming) | 2-76 |
| FF2 1 BSSC 04 3 Hold (0-9999) Hold | Day2 Ring Destination | -- | 2-76 |
| FF2 1 BSSC 04 4 Hold (0-6) Hold | Night Ring Type | 0 (multi-incoming) | 2-77 |
| FF2 1 BSSC 04 5 Hold (0-9999) Hold | Night Ring Destination | -- | 2-77 |
| FF2 1 BSSC 05 0 Hold (0-4) Hold | Day1 Delayed Ring Type | 0 (Disabled) | 2-78 |
| FF2 1 BSSC 05 1 Hold (0-9999) Hold | Day1 Delayed Ring Destination | -- | 2-78 |
| FF2 1 BSSC 05 2 Hold (0-4) Hold | Day2 Delayed Ring Type | 0 (Disabled) | 2-79 |
| FF2 1 BSSC 05 3 Hold (0-9999) Hold | Day2 Delayed Ring Destination | -- | 2-79 |
| FF2 1 BSSC 05 4 Hold (0-4) Hold | Night Delayed Ring Type | 0 (Disabled) | 2-80 |
| FF2 1 BSSC 05 5 Hold (0-9999) Hold | Night Delayed Ring Destination | -- | 2-80 |
| FF2 1 BSSC 06 (00-23) Hold (0-72) Hold | Tenant Group Assignment (B-Channel) | 0 (none) | 2-81 |
| FF2 1 BSSC 07 0 Hold (1-50) Hold | TRS Class Assignment (Day) | 1 | 2-81 |
| FF2 1 BSSC 07 1 Hold (1-50) Hold | TRS Class Assignment (Night) | 1 | 2-82 |
| FF2 1 BSSC 08 Hold (1-16) Hold | Trunk COS Assignment | 1 | 2-82 |
| FF2 1 BSSC 09 0 Hold (up to 6 digits) Hold | Calling Number Area Code | -- | 2-83 |
| FF2 1 BSSC 09 1 Hold (up to 6 digits) Hold | Calling Number Office Code | -- | 2-84 |
| FF2 1 BSSC 09 2 Hold (up to 4 digits) Hold | Calling Number Subscriber Number | -- | 2-84 |
| FF2 1 BSSC 10 Hold (1-16) Hold | Trunk Digital Pad Class Assignment | 7 | 2-85 |
| FF2 2 BSSCC 00 Hold (0-2) Hold | Trunk Connection Type (CO/Network) | 1 (CO) | 2-86 |
| FF2 2 BSSCC 01 Hold (0-576) Hold | Trunk Number Assignment | -- | 2-87 |
| FF2 2 BSSCC 02 00 Hold (0-3) Hold | Trunk Signal Type | 3 (DID-Wink) | 2-87 |
| FF2 2 BSSCC 02 01 Hold (0 or 1) Hold | Disconnect Detect | 0 (Disabled) | 2-88 |
| FF2 2 BSSCC 02 02 Hold (0 or 1) Hold | Dial Pulse Minimum Pause | 0 (625ms) | 2-88 |
| FF2 2 BSSCC 02 03 Hold (0 or 1) Hold | Ground Start Ring Type | 0 (CO signal) | 2-89 |
| FF2 2 BSSCC 02 04 Hold (0 or 1) Hold | DID Ring Detect Timer | 0 (32ms) | 2-89 |
| FF2 2 BSSCC 02 05 Hold | Not Used | -- | 2-90 |
| FF2 2 BSSCC 02 06 Hold (0 or 1) Hold | Frame Format | 0 (SF) | 2-90 |
| FF2 2 BSSCC 02 07 Hold (0 or 1) Hold | Line Coding | 0 (AMI) | 2-91 |
### FF2 BSSCC 02 BSCC 01-16 Hold

<table>
<thead>
<tr>
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<tbody>
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<td>Trunk COS Assignment</td>
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<td>Trunk Digital Pad Class Assignment</td>
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### FF2: T1 Trunks (E&M Tie) 2-116

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<td>FF2 2 BSSCC 02 00 Hold (0-5) Hold</td>
<td>Trunk Signal Type</td>
<td>5 (E&amp;M Wink)</td>
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<td>Ring Detect Timer</td>
<td>0 (48ms)</td>
<td>2-118</td>
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<tr>
<td>FF2 2 BSSCC 02 05 Hold (0 or 1) Hold</td>
<td>Auto Answer for Outbound Calls</td>
<td>0 (Disabled)</td>
<td>2-119</td>
</tr>
<tr>
<td>FF2 2 BSSCC 02 06 Hold (0 or 1) Hold</td>
<td>Frame Format</td>
<td>0 (SF)</td>
<td>2-119</td>
</tr>
<tr>
<td>FF2 2 BSSCC 02 07 Hold (0 or 1) Hold</td>
<td>Line Coding</td>
<td>0 (AMI)</td>
<td>2-120</td>
</tr>
<tr>
<td>FF2 2 BSSCC 02 08 Hold (0-6) Hold</td>
<td>Ring Frequency</td>
<td>1 (400/562Hz)</td>
<td>2-121</td>
</tr>
<tr>
<td>FF2 2 BSSCC 02 09 Hold (0-12) Hold</td>
<td>Ring Pattern</td>
<td>1 (1on/3off)</td>
<td>2-122</td>
</tr>
<tr>
<td>FF2 2 BSSCC 02 10 Hold (0-2) Hold</td>
<td>DTMF On/Off Pattern During Talk</td>
<td>1 (Pattern #2)</td>
<td>2-123</td>
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<tr>
<td>FF2 2 BSSCC 02 11 Hold (0-2) Hold</td>
<td>DTMF On/Off Pattern for Outgoing Dialing</td>
<td>0 (Pattern #1)</td>
<td>2-123</td>
</tr>
<tr>
<td>FF2 2 BSSCC 02 12 Hold (0-3) Hold</td>
<td>Disconnect Supervision Timer</td>
<td>0 (160ms)</td>
<td>2-124</td>
</tr>
<tr>
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<td>FF2 2 BSSCC 02 15 Hold (0-3) Hold</td>
<td>Auto Answer Timer</td>
<td>0 (1 second)</td>
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</tr>
<tr>
<td>FF2 2 BSSCC 03 00 Hold (0 or 1) Hold</td>
<td>DTMF/Dial Pulse Dialing</td>
<td>1 (DTMF)</td>
<td>2-125</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 01 Hold (0 or 1) Hold</td>
<td>Flash Pattern</td>
<td>0 (Pattern #1)</td>
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<tr>
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<td>DTMF After Answer (Link Control)</td>
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<td>2-127</td>
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<tr>
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<td>CO Dial Tone Simulation</td>
<td>0 (Disabled)</td>
<td>2-128</td>
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<tr>
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<td>SMKD for Outbound Calls</td>
<td>1 (Include)</td>
<td>2-128</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 08 Hold (0 or 1) Hold</td>
<td>SMKD for Inbound Calls</td>
<td>0 (Exclude)</td>
<td>2-129</td>
</tr>
<tr>
<td>FF2 2 BSSCC 03 09 Hold (0 or 1) Hold</td>
<td>Flash Key Operation</td>
<td>0 (flash to CO)</td>
<td>2-129</td>
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<td>FF2 2 BSSCC 03 10 Hold</td>
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**FF2 0: Analog Trunks (CO)**

*NOTE:* The same FF2 0 addresses are also used for analog E&M tie trunks. However, their settings are different. See page 2-37 for Analog Trunks (E&M Tie) settings.

### Trunk Number Assignment

(All CPCs) - Version 1.0 or higher

Assign trunk numbers to analog CO trunk circuits. (Maximum 576 trunk circuits are available in a 6-cabinet system with a CPC-576 card.)

**FF2 0 BSSC 00 Hold (0-576) Hold**

- **BSSC:** Analog (CO) Trunk Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-8

**Trunk Number assigned to trunk circuit**

- (0 = no trunk)
- Default: [no assignment]

**Notes:**

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC trunk position and assign it a trunk number (stay in same address).

Before removing a Trunk Card from a Free Slot, you must first clear the Trunk Numbers (if assigned) from all of the Card’s BSSC ports in this address. See pg. 0-3 for more information.

The range of trunk numbers available for assignment depends on the CPC used:

- with a CPC-96: Trunk Nos. 1-96
- with a CPC-288: Trunk Nos. 1-288
- with a CPC-576: Trunk Nos. 1-576

### Related Programming:

- **Trunk Connection Type (CO/PBX) (pg. 2-19)**
  - FF2 0 BSSC 02 04 Hold (0 or 1) Hold
- **Trunk Numbering (pg. 1-22)**
  - FF1 0 02 0001 Hold (0 or 1) Hold
### Trunk Signal Type

(all CPCs) - Version 1.0 or higher

Set the analog CO trunk’s signaling type.

\[ FF2 \ 0 \ BSSC \ 01 \ 00 \ Hold \ (0-3) \ Hold \]

<table>
<thead>
<tr>
<th>BSSC: Analog (CO) Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
</tbody>
</table>

0=Loop Start (default for LS and LS/GS card)
1=Ground Start (default for GS card)
2=DID Immediate Start (default for DID card)
3=DID Wink Start

### Loop Detect

(all CPCs) - Version 1.0 or higher

(“fire-and-disconnect”) Enable/Disable system check for Loop Detect, if the trunk is set for Loop-Start signaling in Trunk Signal Type (previous address).

\[ FF2 \ 0 \ BSSC \ 01 \ 01 \ Hold \ (0 or 1) \ Hold \]

<table>
<thead>
<tr>
<th>BSSC: Analog (CO) Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
</tbody>
</table>

0=No Loop Detect
1=Loop Detect (default)

### Notes:

If this address is set to “1” (Loop Detect enabled), system will check for loop signal when the trunk is seized to place an outgoing call.

### Related Programming:

- Trunk Signal Type (pg. 2-8)  
  - FF2 0 BSSC 01 00 Hold (0-3) Hold
Disconnect Detect
(all CPCs) - Version 1.0 or higher
Enable/Disable system detection of disconnect signal (drop in voltage) sent by
the CO when the other end disconnects first. Applies to outgoing calls on
analog Loop-Start or Ground-Start trunks with Loop Detect enabled.

FF2 0 BSSC 01 02 Hold (0 or 1) Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8
0=Disconnect Detect (default)
1=No Disconnect Detect

Notes:

Related Programming:
Loop Detect (pg. 2-8) FF2 0 BSSC 01 01 Hold (0 or 1) Hold

Dial Pulse Minimum Pause
(all CPCs) - Version 1.0 or higher
Set the dial pulse minimum pause time.

FF2 0 BSSC 01 03 Hold (0 or 1) Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8
0=625 ms (default-US) or
750 ms (default-UK)
1=1000 ms (1 second)

Notes:

Related Programming:
DTMF/Dial Pulse Dialing (pg. 2-17) FF2 0 BSSC 02 00 Hold (0 or 1) Hold
Ground Start Ring Type
(all CPCs) - Version 1.0 or higher
Set whether the CO supplies the real ringing signal. Applies to Ground-Start trunks, which typically need Tip-Ground for incoming signal.

```
FF2 0 BSSC 01 04 Hold (0 or 1) Hold
```

**BSSC:** Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Ringing signal (default)
1=No ringing signal

**Notes:**

Related Programming:
Trunk Signal Type (pg. 2-8)  FF2 0 BSSC 01 00 Hold (0-3) Hold

DID Ring Detect Timer
(all CPCs) - Version 1.0 or higher
Set the DID Ring Detect timer, which will be used to specify the ringing.

```
FF2 0 BSSC 01 05 Hold (0 or 1) Hold
```

**BSSC:** Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=32 ms (default)
1=96 ms

**Notes:**
If CO is set to Immediate Start, system will wait this long before recognizing ring from CO.

This setting is available only if the **Trunk Signal Type** is set for “2” (DID Immediate Start) or “3” (DID Wink Start); it is not available for Loop Start or Ground Start signaling types.

Related Programming:
Trunk Signal Type (pg. 2-8)  FF2 0 BSSC 01 00 Hold (0-3) Hold
Not Used
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>FF2 0 BSSC 06 Hold</th>
<th>BSSC-0106: Not Used</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 07 Hold</td>
<td>BSSC-0107: Not Used</td>
</tr>
<tr>
<td>FF2 0 BSSC 08 Hold</td>
<td>BSSC-0108: Not Used</td>
</tr>
</tbody>
</table>

Reverse Answer Signal Control
(all CPCs) - Version 1.0 or higher

(not used in U.S.) Set whether the CO sends back reverse signaling when the called party answers an outgoing call on this trunk.

| FF2 0 BSSC 09 Hold (0 or 1) Hold |

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Reverse signal from CO.
1=No reverse signal from CO. (default)

Notes:
Typically, COs in the U.S. do not send reverse signaling for called-party answer (set this address to “1”).

The Call Duration Timer for Outbound CO Calls will not work on this trunk if the above address is set to “0” (reverse signal from CO), and the trunk’s Call Duration setting is set to “1” (use system timer).

Related Programming:
- Call Duration (pg. 2-19)  FF2 0 BSSC 03 Hold (0 or 1) Hold
- Call Duration Timer (analog CO) (pg. 1-118)  FF1 1 01 0005 Hold (1-255) Hold
**Caller ID**

*(all CPCs) - Version 1.0 or higher*

Enable/Disable the Caller ID feature on this trunk.

```
FF2  0  BSSC  01  10  Hold  (0 or 1)  Hold
```

**BSSC:** Analog (CO) Trunk Position

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

- 0=Disable Caller ID. (default)
- 1=Enable Caller ID.

**Notes:**

To install Caller ID:

1. Throw switches on the LTRK/8 (Loop-Start Trunk/8-port) Card.
2. Install the CID Card (daughter board, mounted on the LTRK/8 Card).
3. Set this parameter.

See *Section 300-Installation* for more information.

**Related Programming:**

- Caller ID Ring Control (pg. 2-21)  FF2 0 BSSC 02 08 Hold (0 or 1) Hold

---

**Ring Frequency**

*(all CPCs) - Version 1.0 or higher*

*(digital phones only)* Set the ring frequency for incoming calls on this trunk.

```
FF2  0  BSSC  01  11  Hold  (0-6)  Hold
```

**BSSC:** Analog (CO) Trunk Position

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

- 0=Melody
- 1=400/562 Hz (default)
- 2=1000/1340 Hz
- 3=400 Hz
- 4=800/1040 Hz
- 5=1040/1320 Hz
- 6=660/1320 Hz

**Notes:**

If “0” (Melody) is selected, you must set the next address to “12” (Continuous Tone). Otherwise, the Ring Pattern will interrupt the melody heard.

**Related Programming:**


## Ring Pattern

(All CPCs) - Version 1.0 or higher

Set the ring pattern for incoming calls on this trunk.

**FF2 0 BSSC 01 12 Hold (0-12) Hold**

**BSSC:** Analog (CO) Trunk Position

- **B** = Cabinet no. 1-6
- **SS** = Slot no. 01-12
- **C** = Circuit no. 1-8

<table>
<thead>
<tr>
<th>Setting Values for U.K.</th>
<th>Setting Values for U.S. and Hong Kong</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Synchronize with CO</td>
</tr>
<tr>
<td>1</td>
<td>1on/2off (default) (in seconds)</td>
</tr>
<tr>
<td>2</td>
<td>2on/1off</td>
</tr>
<tr>
<td>3</td>
<td>1on/1off</td>
</tr>
<tr>
<td>4</td>
<td>.5on/.5off</td>
</tr>
<tr>
<td>5</td>
<td>.25on/2.75off</td>
</tr>
<tr>
<td>6</td>
<td>.25on/.25off/.25on/2.25off</td>
</tr>
<tr>
<td>7</td>
<td>.25on/2.25off/.25on/1.75off</td>
</tr>
<tr>
<td>8</td>
<td>.25on/.25off/.75on/1.25off</td>
</tr>
<tr>
<td>9</td>
<td>1on/.25off/.25on/1.5off</td>
</tr>
<tr>
<td>10</td>
<td>1on/.25off/.25on/.25on/1off</td>
</tr>
<tr>
<td>11</td>
<td>1.375on/.125off/.125on/.125off</td>
</tr>
<tr>
<td>12</td>
<td>Continuous tone</td>
</tr>
</tbody>
</table>

### Notes:

If this address is left at “0=Synchronize with CO (default),” and the trunk is set for DID/DISA in **Ring Type**, the system will use Ring Pattern 1 (1 second on / 3 seconds off).

If **Trunk COS: Incoming Ring Tone Source (pg. 1-75)** is set to “0=Use trunk’s Ring Pattern (default),” the above Ring Pattern will apply to all incoming-call types: multiple incoming, DIL, DID, DISA. However, if the **Ring Tone Source** is set to “1=Use intercom ring tone,” the above Ring Pattern will apply only to multiple-incoming calls.

### Related Programming:

- **Trunk COS: Incoming Ring Tone Source (pg. 1-75)**
- **Trunk COS Assignment (pg. 2-35)**
- **Ring Type/Destination for analog CO trunks (pg. 2-28)**
- **FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units (pg. 4-7)**
- **FF4 1: FF-Keys on DSS/72 Consoles (pg. 4-14)**
DTMF On/Off Pattern During Talk

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply after an extension user connects to the called party during a CO call on this trunk.

**FF2  0  BSSC  01 13 Hold (0-2) Hold**

<table>
<thead>
<tr>
<th>BSSC: Analog (CO) Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
</tbody>
</table>

Notes:

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

Related Programming:

<table>
<thead>
<tr>
<th>DTMF ON: Pattern #1 (pg. 1-123)</th>
<th>FF1 1 01 0016 Hold (1-255) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>DTMF OFF: Pattern #1 (pg. 1-124)</td>
<td>FF1 1 01 0017 Hold (1-255) Hold</td>
</tr>
<tr>
<td>DTMF ON/OFF: Pattern #2 (pg. 1-125)</td>
<td>FF1 1 01 0018 Hold (1-255) Hold</td>
</tr>
<tr>
<td>DTMF ON/OFF: Pattern #3 (pg. 1-126)</td>
<td>FF1 1 01 0019 Hold (1-255) Hold</td>
</tr>
</tbody>
</table>

DTMF On/Off Pattern for Outgoing Dialing

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply to the dialing of outbound phone numbers (DTMF sent to CO) on this trunk.

**FF2  0  BSSC  01 14 Hold (0-2) Hold**

<table>
<thead>
<tr>
<th>BSSC: Analog (CO) Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
</tbody>
</table>

Notes:

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.
Related Programming:

DTMF ON: Pattern #1 (pg. 1-123)  FF1 01 0016 Hold (1-255) Hold
DTMF OFF: Pattern #1 (pg. 1-124)  FF1 01 0017 Hold (1-255) Hold
DTMF ON/OFF: Pattern #2 (pg. 1-125)  FF1 01 0018 Hold (1-255) Hold
DTMF ON/OFF: Pattern #3 (pg. 1-126)  FF1 01 0019 Hold (1-255) Hold
DTMF/Dial Pulse Dialing (pg. 2-17)  FF2 0 BSSC 00 Hold (0 or 1) Hold

Disconnect Supervision Timer

(normal CPCs) - Version 1.0 or higher
Set how long the system will wait after detecting a drop in voltage from the CO, before recognizing it as a valid disconnect signal.

| FF2 0 BSSC 01 15 Hold (0-3) Hold |

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

if Trunk Signaling is ...
Loop Start/Ground Start:
0=281 ms (default)
1=531 ms
2=781 ms
3=1032 ms (1.032 seconds)

DID:
0=96 ms (default)
1=144 ms
2=240 ms
3=1500 ms (1.500 seconds)

Notes:

Related Programming:

Trunk Signal Type (pg. 2-8)  FF2 0 BSSC 01 00 Hold (0-3) Hold

Guard Timer for Outbound Calls

(all CPCs) - Version 1.0 or higher
Set how long the system guards the trunk after a call is disconnected. The purpose of guarding the trunk is to prevent “glare” (collision between an incoming and outgoing call).

| FF2 0 BSSC 01 16 Hold (0-3) Hold |

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=500 ms (.5 seconds) (default)
1=1000 ms (1 second)
2=1500 ms (1.5 seconds)
3=2000 ms (2 seconds)
**Notes:**

While the trunk is guarded, it cannot be used for another call until this **Guard Timer** has expired.

This setting is available only if the **Trunk Signal Type** is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.

**Related Programming:**

- **Trunk Signal Type (pg. 2-8)**
- **FF2 0 BSSC 01 00 Hold (0-3) Hold**

### Inbound Ground Detect Timer

*(all CPCs) - Version 1.0 or higher*

Set how long a CO Tip-ground signal must be present on a Ground Start trunk, before the system recognizes it as a valid incoming call.

<table>
<thead>
<tr>
<th>FF2 0 BSSC 01 17 Hold (0-3) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BSSC:</strong> Analog (CO) Trunk Position</td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
<tr>
<td><strong>0=1 second (default)</strong></td>
</tr>
<tr>
<td>1=2 seconds</td>
</tr>
<tr>
<td>2=4 seconds</td>
</tr>
<tr>
<td>3=8 seconds</td>
</tr>
</tbody>
</table>

**Notes:**

If this **Inbound Ground Detect Timer** is set too short, the system may generate false ringing when Tip-ground is not removed quickly enough at the end of the call.

**Related Programming:**

- **Trunk Signal Type (pg. 2-8)**
- **FF2 0 BSSC 01 00 Hold (0-3) Hold**

### Not Used

*(all CPCs) - Version 1.0 or higher*

**FF2 0 BSSC 01 18 Hold**

**BSSC-0118:** Not Used
Ring Interval for Abandoned Calls

(all CPCs) - Version 1.0 or higher

Specify the timer for recognizing that a ringing incoming call has been abandoned by the caller. If the next ring isn’t received by the time this Timer expires, the call will be treated as abandoned (stop ringing).

| FF2 | BSSC | 01 | 19 | Hold | (0-3) | Hold |

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=5 seconds (default)
1=6 seconds
2=8 seconds
3=11 seconds

Notes:

Related Programming:

DTMF/Dial Pulse Dialing

(all CPCs) - Version 1.0 or higher

Set the trunk’s signaling type for outbound and inbound dialing.

| FF2 | BSSC | 02 | 00 | Hold | (0 or 1) | Hold |

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Dial-pulse, at 10 pps
1=DTMF (default)

Notes:

Related Programming:
Flash Pattern
(all CPCs) - Version 1.0 or higher
Set which pattern will be used for flash signals to the CO on this trunk.
(see System Timers to define Flash Patterns #1 and #2)

\[
\text{FF2 0 BSSC 02 01 Hold (0 or 1) Hold}
\]

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Flash Pattern #1 (default)
1=Flash Pattern #2

Notes:
Two different Flash Patterns can be defined in Flash Timers 1 and 2, FF1 1 01 (0001-0002).

Related Programming:
Flash Timer 1 for Trunk Line (pg. 1-115)  FF1 1 01 0001 Hold (1-255) Hold
Flash Timer 2 for Trunk Line (pg. 1-116)  FF1 1 01 0002 Hold (1-255) Hold

Dial Tone Detection
(all CPCs) - Version 1.0 or higher
Set whether the system will check for CO dial tone before sending dialed digits on this trunk.

\[
\text{FF2 0 BSSC 02 02 Hold (0 or 1) Hold}
\]

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=No check (use precoded delay timer).
1=Check (send digits after dial tone is detected). (default)

Notes:

Related Programming:
Call Duration
(all CPCs) - Version 1.0 or higher
Set whether the system will use the Call Duration Timer to begin tracking call duration (both on LCD display and in SMDR records) for an outgoing call on this trunk.

FF2  0  BSSC  02 03 Hold (0 or 1) Hold

BSSC: Analog (CO) Trunk Position
 B= Cabinet no. 1-6
 SS= Slot no. 01-12
 C= Circuit no. 1-8

Notes:
This address should be set to “0” (Do not use system timer) if the CO sends back reverse signaling for called-party answer (typical in the U.K.).

Related Programming:
Call Duration Timer (analog CO) (pg. 1-118)  FF1 1 01 0005 Hold (1-255) Hold
Reverse Answer Signal Control (pg. 2-11)  FF2 0 BSSC 01 09 Hold (0 or 1) Hold

Trunk Connection Type (CO/PBX)
(all CPCs) - Version 1.0 or higher
Set whether the trunk connects directly to the CO, or is behind a PBX/Centrex.

FF2  0  BSSC  02 04 Hold (0 or 1) Hold

BSSC: Analog (CO) Trunk Position
 B= Cabinet no. 1-6
 SS= Slot no. 01-12
 C= Circuit no. 1-8

Notes:

Related Programming:
PBX Trunk Access Codes (pg. 1-92)  FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold
Auto-Repeat Dial
(all CPCs) - Version 1.0 or higher
Enable/Disable Auto-Repeat Dialing on this trunk.

FF2  0  BSSC  02  05  Hold  (0 or 1)  Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Do not allow Auto-Repeat Dialing.
1=Allow Auto-Repeat Dialing. (default)

Notes:
Auto-Repeat Dial: Dial an outside call. If busy tone is received, press REDIAL to have the system automatically redial the number at set intervals (max. 15 times) until the called party answers or the user hangs up.

Related Programming:
Flash Timer for Auto-Repeat Dial (pg. 1-117)  FF1 1 01 0003 Hold (1-255) Hold

DTMF After Answer (Link Control)
(all CPCs) - Version 1.0 or higher
For calls on this trunk using pushbutton (DTMF) SLT phones, set whether DTMF signals can be sent through the system after the called party answers.

FF2  0  BSSC  02  06  Hold  (0 or 1)  Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Two-Way Link: DTMF path open both ways. (default)
1=One-Way Link: No DTMF signaling after the called party answers.

Notes:
Set this address to “1” (One-Way Link) to prevent double-dialing -- making an outgoing call on the same trunk after the called party hangs up, thus bypassing TRS restrictions.

Related Programming:
DTMF/Dial Pulse Dialing (pg. 2-17)  FF2 0 BSSC 02 00 Hold (0 or 1) Hold
CO Dial Tone Simulation
(all CPCs) - Version 1.0 or higher
Set whether the system sends a simulated CO dial tone to an extension using this trunk (important for DID Wink-Start trunk signaling).

FF2 0 BSSC 02 07 Hold (0 or 1) Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8
0=Do not send simulated CO dial tone to extension. (default)
1=Send simulated CO dial tone.

Notes:
Set to “1” (Send) if the CO doesn’t support dial tone (typical in U.K.).

Related Programming:
Trunk Signal Type (pg. 2-8) FF2 0 BSSC 01 00 Hold (0-3) Hold

Caller ID Ring Control
(all CPCs) - Version 1.0 or higher
Set whether the system will wait for Caller ID information before ringing an incoming call on this trunk; or whether ringing will commence immediately.

FF2 0 BSSC 02 08 Hold (0 or 1) Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8
0=Wait for Caller ID data. (default)
1=Immediate ring (do not wait).

Notes:
The trunk must be enabled for Caller ID (in FF2 0 BSSC 01 10) in order for this address to take effect.

Related Programming:
Caller ID (pg. 2-12) FF2 0 BSSC 01 10 Hold (0 or 1) Hold
SMDR for Outbound Calls
(all CPCs) - Version 1.0 or higher
Set whether outbound calls on this trunk will be included in SMDR records.

FF2 0 BSSC 02 09 Hold (0 or 1) Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Do not include in SMDR. (default)
1=Include in SMDR.

Notes:

Related Programming:
SMDR Data to Serial Port (pg. 1-88)  FF1 0 06 0001 Hold (0-2) Hold
SMDR Output Format (pg. 1-93)  FF1 0 09 0001 Hold (0-2) Hold

SMDR for Inbound Calls
(all CPCs) - Version 1.0 or higher
Set whether incoming calls on this trunk will be included in SMDR records.

FF2 0 BSSC 02 10 Hold (0 or 1) Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Do not include in SMDR. (default)
1=Include in SMDR.

Notes:

Related Programming:
SMDR Data to Serial Port (pg. 1-88)  FF1 0 06 0001 Hold (0-2) Hold
SMDR Output Format (pg. 1-93)  FF1 0 09 0001 Hold (0-2) Hold
Flash Key Operation
(all CPCs) - Version 1.0 or higher
Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this trunk.

**FF2** 0 **BSSC** 02 11 Hold (0 or 1) Hold

**BSSC:** Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Flash signal is sent to CO. (default)
1=Trunk is released, then user hears internal dial tone.

**Notes:**
The sending of the flash signal can also be enabled/disabled on individual extensions (see Flash-Signal Control on pg. 3-19).

☐ If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal will be sent when the user accesses the trunk and presses FLASH.

(All CPCs - Version 1.3 and higher) If this address is set to 0=Flash signal is sent to CO (default), it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See Dial Plans A and B on pg. 1-155.

**Related Programming:**
Flash-Signal Control (pg. 3-19)  FF3 0 BSSC 04 21 Hold (0 or 1) Hold
Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155)  FF1 2 02 (0001-0056) Hold (max. 4-digit Code)
Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157)  FF1 2 03 (0001-0056) Hold (max. 4-digit Code)

Long Talk Alarm
(all CPCs) - Version 1.0 or higher
Enable/Disable the alarm tone heard by an extension user during an outbound call on this trunk, if the call lasts longer than the Long Talk Alarm Timer.

**FF2** 0 **BSSC** 02 12 Hold (0 or 1) Hold

**BSSC:** Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Disable Long Talk Alarm. (default)
1=Enable Long Talk Alarm.
Notes:
By default, individual extensions are enabled for the Long Talk Alarm (via Extension COS setting).

Related Programming:
- Long Talk Alarm #1 Timer (pg. 1-134)  FF1 0 02 0010 Hold (0-255) Hold
- Long Talk Alarm #2 Timer (pg. 1-135)  FF1 0 02 0011 Hold (0-255) Hold
- Extension COS: Long Talk Alarm (pg. 1-66)  FF1 0 03 (00-15) 40 Hold (0 or 1) Hold

Alarm Ringing
(all CPCs) - Version 1.0 or higher
Enable/Disable Alarm Ringing for incoming calls on this trunk that ring unanswered for longer than the Slide Ring/Alarm Ring Timer.

**FF2 0 BSSC 02 13 Hold (0 or 1) Hold**

**BSSC:** Analog (CO) Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

**Notes:**
- **Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the Slide Ring/Alarm Ring Timer.
- Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

Related Programming:
- Ring Alarm Frequency (pg. 1-106)  FF1 0 21 0001 Hold (0-6) Hold
- Ring Alarm Pattern (pg. 1-107)  FF1 0 21 0002 Hold (0-12) Hold
- Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132)  FF1 0 02 0007 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133)  FF1 0 02 0008 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Night) (pg. 1-133)  FF1 0 02 0009 Hold (0-255) Hold
Slide Ringing
(all CPCs) - Version 1.0 or higher

Enable/Disable Slide Ringing for incoming calls on this trunk that ring unanswered for longer than the Slide Ring/Alarm Ring Timer.

FF2  0  BSSC  02  14  Hold  (0 or 1)  Hold

<table>
<thead>
<tr>
<th>BSSC: Analog (CO) Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
</tbody>
</table>

0=Disable Slide Ringing.  (default)
1=Enable Slide Ringing.

Related Programming:
- Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132)  FF1  1  02  0007  Hold (0-255)  Hold
- Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133)  FF1  1  02  0008  Hold (0-255)  Hold
- Slide Ring/Alarm Ring Timer (Night) (pg. 1-133)  FF1  1  02  0009  Hold (0-255)  Hold
- Slide Ringing Receive (pg. 3-9) on individual extensions  FF3  0  BSSC  04  02  Hold (0 or 1)  Hold
- Ring Type/Destination - Day1, Day2, Night (pg. 2-28)  FF2  0  BSSC  03  (0-5)  Hold (0-6 or 0-9999)  Hold
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  FF4  0  BSSC  0 (01-32)  Hold FLASH (Code)  Hold

Notes:

Slide Ringing:  Applies to extensions that are Slide Ringing-enabled and have trunk FF-key assignments (where the trunk is also enabled for Slide Ringing in the above address).  An incoming call on the trunk will ring at the assigned extension or hunt group first (see Day1/2/Night Ring Assignments in FF2).  Then, after the Slide Ring/Alarm Ring Timer expires, the call will also begin ringing at the extension(s) that have an FF-key for the trunk (see FF-Key Feature Assignment in FF4).
DTMF Conversion (Outbound Calls)
(all CPCs) - Version 1.0 or higher

Set whether the trunk will switch from dial-pulse to DTMF signaling after the called party answers an outgoing call, according to the Call Duration Timer.

**FF2 0 BSSC 02 15 Hold (0 or 1) Hold**

**Notes:**

**Related Programming:**
- Call Duration Timer (analog CO) (pg. 1-118)   FF1 01 0005 Hold (1-255) Hold
- Call Duration (pg. 2-19)   FF2 0 BSSC 02 03 Hold (0 or 1) Hold
- DTMF/Dial Pulse Dialing (pg. 2-17)   FF2 0 BSSC 02 00 Hold (0 or 1) Hold

DTMF Conversion (Inbound Calls)
(all CPCs) - Version 1.0 or higher

Set whether the trunk will switch from dial-pulse to DTMF signaling after the extension user answers an incoming call.

**FF2 0 BSSC 02 16 Hold (0 or 1) Hold**

**Notes:**

**Related Programming:**
- DTMF/Dial Pulse Dialing (pg. 2-17)   FF2 0 BSSC 02 00 Hold (0 or 1) Hold
**Indirect LCR**

*Indirect LCR: System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.*

*U.S.A.: Do not enable this address for MCO access code routing (eg., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.*

**Related Programming:**

FF6 2 05: Digit Modify Table (pg. 6-38)

---

**Not Used**

*Not Used: (all CPCs) - Version 1.0 or higher*

FF2 0 BSSC 02 18 Hold

FF2 0 BSSC 02 19 Hold

FF2 0 BSSC 02 20 Hold

---

**Notes:**

**Indirect LCR**

(Indirect LCR) Enable/Disable the Indirect Least Cost Routing (LCR) function.

**BSSC-0217:0**

**FF2 Trunks**

**BSSC-0218:** Not Used

**BSSC-0219:** Not Used

**BSSC-0220:** Not Used

**BSSC:** Analog (CO) Trunk Position

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=Disable Indirect LCR. (default)

1=Enable Indirect LCR.
Day1 Ring Type
(all CPCs) - Version 1.0 or higher

Set the analog CO trunk’s ringing type for incoming calls during Day1 mode.

FF2 0 BSSC 03 0 Hold (0-6) Hold

<table>
<thead>
<tr>
<th>BSSC: Analog (CO) Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B - Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS - Slot no. 01-12</td>
</tr>
<tr>
<td>C - Circuit no. 1-8</td>
</tr>
<tr>
<td>0 = Multiple Incoming (default)</td>
</tr>
<tr>
<td>1 = DID or DNIS</td>
</tr>
<tr>
<td>2 = DISA</td>
</tr>
<tr>
<td>3 = DIL to Extension</td>
</tr>
<tr>
<td>4 = DIL to Hunt Group</td>
</tr>
<tr>
<td>5 = DIL to SSD</td>
</tr>
<tr>
<td>6 = DIL to Attendant Hunt Group</td>
</tr>
</tbody>
</table>

Day1 Ring Destination
(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

FF2 0 BSSC 03 1 Hold (0-9999) Hold

<table>
<thead>
<tr>
<th>BSSC: Analog (CO) Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B - Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS - Slot no. 01-12</td>
</tr>
<tr>
<td>C - Circuit no. 1-8</td>
</tr>
<tr>
<td>Destination Number:</td>
</tr>
<tr>
<td>Ext. No., Virtual Ext. No., or Closed No.</td>
</tr>
<tr>
<td>Extension Hunt Group No. (1-72)</td>
</tr>
<tr>
<td>SSD Code No.</td>
</tr>
<tr>
<td>Attendant Hunt Group Pilot No.</td>
</tr>
<tr>
<td>default: [no assignment]</td>
</tr>
</tbody>
</table>

Notes:

Multiple Incoming: An incoming call on this trunk can ring on multiple extensions that have a CO or MCO FF-key line appearance for the trunk (see Trunk FF-Key addresses in FF4).

Ring destinations for DID/DNIS trunks are assigned in DID Tables (FF1 4 02 and 04). DISA trunks do not require a ring destination assignment; the DISA caller dials the desired extension after entering the phone system.

To set up Virtual Port Ringing: Choose “3 = DIL to Extension” and enter the Virtual Port Extension No. (not the port no.) in the above addresses. Extension Numbers are assigned to Virtual Ports in FF3 2 (001-576) 00 Hold (0-9999) Hold (pg. 3-40).
Related Programming:

- DID/DNIS Dial Table ("A" Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table ("B" Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- Extension Number Assignment (pg. 3-4) for digital keyphones/SLTs FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-29) for S-point ISDN extensions FF3 1 BSSC 01 Hold (0-9999) Hold
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- FF-Key Feature Assignment (DSS/72) (pg. 4-14) FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold
- FF1: Extension Hunt Groups (pg. 5-13) FF5 1: Extension Hunt Groups (pg. 5-13)
- Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-29) for S-point ISDN extensions FF3 1 BSSC 01 Hold (0-9999) Hold

Day2 Ring Type
(all CPCs) - Version 1.0 or higher
Set the analog CO trunk’s ringing type for incoming calls during Day2 mode.

FF2  0   BSSC  03   2   Hold   (0-6)   Hold

BSSC: Analog (CO) Trunk Position

0=Multiple Incoming (default)
B=Cabinet no. 1-6
1=DID or DNIS
SS=Slot no. 01-12
2=DISA
C=Circuit no. 1-8
3=DIL to Extension

Day2 Ring Destination
(all CPCs) - Version 1.0 or higher
Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

FF2  0   BSSC  03   3   Hold   (0-9999)   Hold

BSSC: Analog (CO) Trunk Position

Destination Number:

B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8
(if “3=DIL to Extension”) Ext.No., Virtual Ext.No., or Closed No.
(if “4=DIL to Hunt Group”) Extension Hunt Group No. (1-72)
(if “5=DIL to SSD”) SSD Code No.
(if “6=DIL to Attendant”) Attendant Hunt Group Pilot No.

default: [no assignment]
### Night Ring Type

*All CPCs* - Version 1.0 or higher

Set the analog CO trunk’s ringing type for incoming calls during Night mode.

<table>
<thead>
<tr>
<th>FF2</th>
<th>0</th>
<th>BSSC</th>
<th>03</th>
<th>4</th>
<th>Hold</th>
<th>(0-6)</th>
<th>Hold</th>
</tr>
</thead>
</table>

- **BSSC**: Analog (CO) Trunk Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - C = Circuit no. 1-8
- **Destination**
  - 0 = Multiple Incoming (default)
  - 1 = DID or DNIS
  - 2 = DISA
  - 3 = DIL to Extension
  - 4 = DIL to Hunt Group
  - 5 = DIL to SSD
  - 6 = DIL to Attendant Hunt Group

### Night Ring Destination

*All CPCs* - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

<table>
<thead>
<tr>
<th>FF2</th>
<th>0</th>
<th>BSSC</th>
<th>03</th>
<th>5</th>
<th>Hold</th>
<th>(0-9999)</th>
<th>Hold</th>
</tr>
</thead>
</table>

- **BSSC**: Analog (CO) Trunk Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - C = Circuit no. 1-8
- **Destination Number**
  - (if “3 = DIL to Extension”)
  - (if “4 = DIL to Hunt Group”)
  - (if “5 = DIL to SSD”)
  - (if “6 = DIL to Attendant”)
  - Ext. No., Virtual Ext. No., or Closed No.
  - Extension Hunt Group No. (1-72)
  - SSD Code No.
  - Attendant Hunt Group Pilot No.
  - Default: [no assignment]
Day1 Delayed Ring Type
(all CPCs) - Version 1.0 or higher
Set the analog CO trunk’s delayed-ringing type during Day1 mode.
NOTE: Day1 Ring Type (pg. 2-28) must be either “DIL” or “Multiple Incoming” to set Day1 Delayed Ringing (DID and DISA do not apply here).

Day1 Delayed Ring Destination
(all CPCs) - Version 1.0 or higher
Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

Notes:
Delayed ringing for DID trunks is set in the DID Tables (FF1 4).

Related Programming:
Day1 Ring Type (pg. 2-28) FF2 0 BSSC 03 0 Hold (0-6) Hold
Extension Number Assignment (pg. 3-4) for digital keyphones/SLTs FF3 0 BSSC 02 Hold (0-9999) Hold
Extension Number Assignment (pg. 3-29) for S-point ISDN extensions FF3 1 BSSC 01 Hold (0-9999) Hold
Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold
Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold
FF5 1: Extension Hunt Groups (pg. 5-13)
Closed Number Table: Digit String (pg. 6-42) FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold
SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold
CO Delayed Ring Timer ...

Day1 unanswered calls (pg. 1-129)  FF1 1 02 0003 Hold (0-255) Hold
Day2 unanswered calls (pg. 1-129)  FF1 1 02 0004 Hold (0-255) Hold
Night unanswered calls (pg. 1-130)  FF1 1 02 0005 Hold (0-255) Hold
Busy (pg. 1-131)  FF1 1 02 0006 Hold (0-255) Hold

Day2 Delayed Ring Type
(all CPCs) - Version 1.0 or higher

Set the analog CO trunk’s delayed-ringing type during Day2 mode.
NOTE: Day2 Ring Type (pg. 2-29) must be either “DIL” or “Multiple Incoming” to set Day2 Delayed Ringing (DID and DISA do not apply here).

**FF2** 0 **BSSC** 04 2 Hold (0-4) Hold

**BSSC**: Analog (CO) Trunk Position
B= Cabinet no. 1-6
SS= Slot no. 01-12
C= Circuit no. 1-8
0= Disabled; no delayed ringing (default)
1= delay-ring to Extension
2= delay-ring to Hunt Group
3= delay-ring to SSD
4= delay-ring to Attendant Hunt Group

Day2 Delayed Ring Destination
(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2** 0 **BSSC** 04 3 Hold (0-9999) Hold

**BSSC**: Analog (CO) Trunk Position
B= Cabinet no. 1-6
SS= Slot no. 01-12
C= Circuit no. 1-8
**Destination Number**: Ext.No., Virtual Ext.No., or Closed No.
(if “1=delay-ring to Extension”) Extension Hunt Group No. (1-72)
(if “2=delay-ring to Hunt Group”) SSD Code No.
(if “3=delay-ring to SSD”) Attendant Hunt Group Pilot No.
(if “4=delay-ring to Attendant”) default: [no assignment]

**Notes**: (see “Day1 Delayed Ring Type/Destination” - pg. 2-31)

**Related Programming**: (see “Day1 Delayed Ring Type/Destination” - pg. 2-31)
Night Delayed Ring Type  
(All CPCs) - Version 1.0 or higher

Set the analog CO trunk’s delayed-ringing type during Night mode.  
NOTE: Night Ring Type (pg. 2-30) must be either “DIL” or “Multiple Incoming” to set Night Delayed Ringing (DID and DISA do not apply here).

\[
\begin{array}{c}
\text{FF2 0 BSSC 04 4 Hold (0-4) Hold}
\end{array}
\]

BSSC: Analog (CO) Trunk Position  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

0=Disabled; no delayed ringing (default)  
1=delay-ring to Extension  
2=delay-ring to Hunt Group  
3=delay-ring to SSD  
4=delay-ring to Attendant Hunt Group

Night Delayed Ring Destination  
(All CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

\[
\begin{array}{c}
\text{FF2 0 BSSC 04 5 Hold (0-9999) Hold}
\end{array}
\]

BSSC: Analog (CO) Trunk Position  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

Destination Number:  
(if “1=delay-ring to Extension”)  
Ext.No., Virtual Ext.No., or Closed No.  
Extension Hunt Group No. (1-72)  
SSD Code No.  
Attendant Hunt Group Pilot No.

default: [no assignment]

Notes:  
(see “Day1 Delayed Ring Type/Destination” - pg. 2-31)

Related Programming:  
(see “Day1 Delayed Ring Type/Destination” - pg. 2-31)
**Tenant Group Assignment**

*(all CPCs) - Version 1.0 or higher*

Assign the trunk to a Tenant Group, which will apply when the trunk originates an outbound call (such as DISA).

```
FF2 0 BSSC 05 Hold (0-72) Hold
```

**BSSC:** Analog (CO) Trunk Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- C = Circuit no. 1-8

**Tenant Group No. --**
- with a CPC-96: Tenant Groups 01-12
- with a CPC-288: Tenant Groups 01-36
- with a CPC-576: Tenant Groups 01-72

**default:** 0 [no assignment]

**Notes:**

**Related Programming:**
- MOH Source for CO Trunks (pg. 1-96)
- FF1 0 12 (0001-0072) Hold (0-3) Hold

**TRS Class Assignment (Day)**

*(all CPCs) - Version 1.0 or higher*

Assign a Toll Restriction Service (TRS) class to the trunk, applicable during Day1 and Day2 modes when the trunk originates an outbound call (such as DISA).

```
FF2 0 BSSC 06 0 Hold (1-50) Hold
```

**BSSC:** Analog (CO) Trunk Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- C = Circuit no. 1-8

**TRS Class No. 1-50 for Day Mode**
- **default:** 1

**Notes:**

**Related Programming:**
- FF6 1: TRS Class Definitions (pg. 6-15)
TRS Class Assignment (Night)
(all CPCs) - Version 1.0 or higher
Assign a Toll Restriction Service (TRS) class to the trunk, applicable during
Night mode when the trunk originates an outbound call (such as DISA).

FF2 0 BSSC 06 1 Hold (1-50) Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

TRS Class No. 1-50 for Night Mode
default: 1

Notes:

Related Programming:
FF6 1: TRS Class Definitions (pg. 6-15)

Trunk COS Assignment
(all CPCs) - Version 1.0 or higher
Assign a Trunk Class of Service (COS) number to the trunk.

FF2 0 BSSC 07 Hold (1-16) Hold

BSSC: Analog (CO) Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

Trunk COS No. 1-16
default: 1

Notes:
This Trunk COS Assignment controls the ring tone for incoming calls on this trunk - CO ring tone,
intercom ring tone, or (for DIL trunks) a specific ring pattern. The Trunk COS also controls various
network settings. See FF1 0 04: Trunk COS Definitions (pg. 1-75).

Related Programming:
Trunk COS: Incoming Ring Tone Source (pg. 1-75)  FF1 0 04 (00-15) 01 Hold (0 or 1) Hold
Trunk COS: DID/DNIS Table (pg. 1-77)  FF1 0 04 (00-15) 04 Hold (0 or 1) Hold
Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78)  FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
Trunk COS: DISA ID Verification (pg. 1-79)  FF1 0 04 (00-15) 06 Hold (0 or 1) Hold
Ring Pattern (pg. 2-13)  FF2 0 BSSC 01 12 Hold (0-12) Hold
Day1/Day2/Night Ring Type/Destination (pg. 2-23)  FF2 0 BSSC 03 (0 thru 5) ...
Trunk Digital Pad Class Assignment

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to the analog trunk.

```
FF2  0  BSSC  08  Hold (1-16)  Hold
```

BSSC: Analog (CO) Trunk Position

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

Trunk Digital Pad Class 1-16
default: 1

Notes:

Based on this setting, you can assign automatic volume adjustments for different connection types to this trunk (see FF1 8 02).

Related Programming:

- Digital Pad Settings for Trunk Pad Class (pg. 1-178)
- FF1 8 02 (0001-0480) Hold (0-31) Hold
**FF2 0: Analog Trunks (E&M Tie)**

**NOTE:** The same FF2 0 addresses are also used for analog CO trunks. However, their settings are different. See page 2-7 for Analog Trunks (CO) settings.

### Trunk Number Assignment

(All CPCs) - Version 1.0 or higher

Assign trunk numbers for E&M tie trunks. (Maximum 288 E&M circuits are available in a 6-cabinet system with a CPC-576 card.)

<table>
<thead>
<tr>
<th>FF2</th>
<th>BSSC</th>
<th>Hold</th>
<th>(0-576)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>00</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**BSSC: E&M Tie Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4

(default: [no assignment])

<table>
<thead>
<tr>
<th>FF2</th>
<th>BSSC</th>
<th>Hold</th>
<th>(0-576)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>00</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(or BLK-DOWN)

**Notes:**

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC trunk position and assign it a trunk number (stay in same address).

Before removing a Trunk Card from a Free Slot, you must first clear the Trunk Numbers (if assigned) from all of the Card’s BSSC ports in this address. See pg. 0-3 for more information.

The range of trunk numbers available for assignment depends on the CPC used:

- with a CPC-96: Trunk Nos. 1-96
- with a CPC-288: Trunk Nos. 1-288
- with a CPC-576: Trunk Nos. 1-576

These ranges do not reflect the actual number of E&M trunk circuits available. For example, in a 576-port system the range of available trunk numbers is 576, but the actual number of circuits available is only 288 (each E&M trunk card has only 4 circuits, as opposed to 8 circuits on a regular analog trunk card).

**Related Programming:**

- Trunk Numbering (pg. 1-22) FF1 0 02 0001 Hold (0 or 1) Hold
- Trunk Connection Type (CO/PBX) (pg. 2-47) FF2 0 BSSC 02 04 Hold (0 or 1) Hold
Trunk Signal Type
(all CPCs) - Version 1.0 or higher
Set the E&M trunk’s signaling type.

```
FF2 0 BSSC 01 00 Hold (0-5) Hold
```

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

4=E&M Immediate Start  
5=E&M Wink Start (default for E&M trunk card)

NOTE: Settings 0-3 apply to Analog Trunks (CO).  
See page 2-7 for more information.

Notes:

Related Programming:

Not Used
(all CPCs) - Version 1.0 or higher

```
FF2 0 BSSC 01 01 Hold
FF2 0 BSSC 01 02 Hold
FF2 0 BSSC 01 03 Hold
FF2 0 BSSC 01 04 Hold
```

BSSC-0100:5
Signal Type

BSSC-0101: Not Used
BSSC-0102: Not Used
BSSC-0103: Not Used
BSSC-0104: Not Used
**Ring Detect Timer**

*(all CPCs) - Version 1.0 or higher*

Set the amount of time allowed for the system to recognize an incoming call on an E&M tie trunk set for *Immediate Start* signaling (see *Trunk Signal Type*).

<table>
<thead>
<tr>
<th>FF2 0 BSSC 01 05 Hold (0 or 1) Hold</th>
</tr>
</thead>
</table>

**BSSC: E&M Tie Trunk Position**
- **B**=Cabinet no. 1-6
- **SS**=Slot no. 01-12
- **C**=Circuit no. 1-4

<table>
<thead>
<tr>
<th>0=48 ms (default)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1=160 ms</td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**
- *Trunk Signal Type* (pg. 2-38)  
  FF2 0 BSSC 01 00 Hold (0-5) Hold

**Auto Answer for Outbound Calls**

*(all CPCs) - Version 1.0 or higher*

Set whether the system will automatically assume that an outgoing call on this trunk has been answered by the other end, without waiting for an answer signal.

<table>
<thead>
<tr>
<th>FF2 0 BSSC 01 06 Hold (0 or 1) Hold</th>
</tr>
</thead>
</table>

**BSSC: E&M Tie Trunk Position**
- **B**=Cabinet no. 1-6
- **SS**=Slot no. 01-12
- **C**=Circuit no. 1-4

| 0=Disable Auto Answer; wait for answer signal from other end, before opening voice path. (default) |
| 1=Enable Auto Answer; open voice path without waiting for answer signal. |

**Notes:**

Set this to “1” (Enable) only if the other system does not send back an answer signal (typically, it does), or if the trunk is used for paging calls.

**Related Programming:**
- *Auto Answer Timer* (pg. 2-45)  
  FF2 0 BSSC 01 18 Hold (0-3) Hold
**Balance Control**

(All CPCs) - Version 1.0 or higher

For impedance matching in balanced networks. Controls sidetone level on the trunk, based on the distance between the phone system and the other end.

```
FF2 0 BSSC 01 07 Hold (0 or 1) Hold
```

<table>
<thead>
<tr>
<th>BSSC: E&amp;M Tie Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-4</td>
</tr>
</tbody>
</table>

```
BSSC-0107:0
Balance Control
```

Notes:

Because there are so many factors involved in choosing Long Loop or Short Loop (such as what kind of wire/match is used for each connection; distance; Ohms/match; R, L, & C; etc.), this setting should be tested on the trunk, or changed only if problems occur.

Related Programming:

**Pad Control**

(All CPCs) - Version 1.0 or higher

For balanced networks. Controls voice level on the E&M tie trunk, depending on the distance between the phone system and the other end (CO or another system).

```
FF2 0 BSSC 01 08 Hold (0 or 1) Hold
```

<table>
<thead>
<tr>
<th>BSSC: E&amp;M Tie Trunk Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-4</td>
</tr>
</tbody>
</table>

```
BSSC-0108:0
PAD Control
```

Notes:

Related Programming:
Not Used
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>FF2</th>
<th>BSSC</th>
<th>01</th>
<th>09</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2</td>
<td>BSSC</td>
<td>01</td>
<td>10</td>
<td>Hold</td>
</tr>
</tbody>
</table>

Ring Frequency
(all CPCs) - Version 1.0 or higher
Set the ring frequency for the E&M tie trunk. Affects ringing pitch on digital phones only.

<table>
<thead>
<tr>
<th>FF2</th>
<th>BSSC</th>
<th>01</th>
<th>11</th>
<th>Hold</th>
<th>(1-6)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

1=400/562 Hz (default)
2=1000/1340 Hz
3=400 Hz
4=800/1040 Hz
5=1040/1320 Hz
6=660/1320 Hz

Notes:

Related Programming:
Ring Pattern
(all CPCs) - Version 1.0 or higher
(This setting does not apply to E&M tie-trunks.)

FF2 0 BSSC 01 12 Hold (0-12) Hold

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

<table>
<thead>
<tr>
<th>Setting Values for U.K.</th>
<th>Setting Values for U.S. and Hong Kong</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0 Synchronize with CO</td>
</tr>
<tr>
<td>1 1on/2off (default)</td>
<td>1 1on/3off (in seconds) (default)</td>
</tr>
<tr>
<td>2 2on/1off</td>
<td>2 2on/2off</td>
</tr>
<tr>
<td>3 1on/1off</td>
<td>3 3on/1off</td>
</tr>
<tr>
<td>4 .5on/.5off</td>
<td>4 1on/1off</td>
</tr>
<tr>
<td>5 .25on/2.75off</td>
<td>5 .5on/.5off</td>
</tr>
<tr>
<td>6 .25on/.25off/.25on/2.25off</td>
<td>6 .5on/3.5off</td>
</tr>
<tr>
<td>7 .25on/.25off/.25on/2.25off/25on/1.75off</td>
<td>7 .5on/5.5off/.5on/2.5off</td>
</tr>
<tr>
<td>8 .75on/.25off/.75on/1.25off</td>
<td>8 .25on/.25off/.25on/3.25off</td>
</tr>
<tr>
<td>9 1on/.25off/25on/1.5off</td>
<td>9 .25on/.25off/25on/2.5off</td>
</tr>
<tr>
<td>10 1on/.25off/25on/25off/25on/1off</td>
<td>10 1on/.25off/25on/25off/25on/2off</td>
</tr>
<tr>
<td>11 1.375on/.125off/.125on/125off/.125on/125off</td>
<td>11 1.375on/.125off/.125on/125off/.125on/125off</td>
</tr>
<tr>
<td>12 Continuous tone</td>
<td>12 Continuous tone</td>
</tr>
</tbody>
</table>

Notes:

Related Programming:
DTMF On/Off Pattern During Talk

(all CPCs - Version 1.0 or higher)

Set the DTMF signaling pattern that will apply after the extension user connects to the called party during a CO call on the E&M tie trunk.

\[
\begin{align*}
\text{FF2} & \quad 0 \quad \text{BSSC} \quad 01 \quad 13 \quad \text{Hold (0-2) Hold} \\
\end{align*}
\]

BSSC: E&M Tie Trunk Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- C = Circuit no. 1-4

0 = DTMF Pattern #1
1 = DTMF Pattern #2 (default)
2 = DTMF Pattern #3

Notes:
- This address applies to the entry of account codes, selection of voice menu options, etc. during a call.
- Up to 3 different DTMF patterns can be defined in FF1 1 01 (0016-0019).

Related Programming:
- DTMF ON: Pattern #1 (pg. 1-123) : FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124) : FF1 1 01 0017 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #2 (pg. 1-125) : FF1 1 01 0018 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #3 (pg. 1-126) : FF1 1 01 0019 Hold (1-255) Hold

DTMF On/Off Pattern for Outgoing Dialing

(all CPCs - Version 1.0 or higher)

Set the DTMF signaling pattern that will apply to the dialing of outbound phone numbers (DTMF sent to CO) on the E&M tie trunk.

\[
\begin{align*}
\text{FF2} & \quad 0 \quad \text{BSSC} \quad 01 \quad 14 \quad \text{Hold (0-2) Hold} \\
\end{align*}
\]

BSSC: E&M Tie Trunk Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- C = Circuit no. 1-4

0 = DTMF Pattern #1 (default)
1 = DTMF Pattern #2
2 = DTMF Pattern #3

Notes:
- Up to 3 different DTMF patterns can be defined in FF1 1 01 (0016-0019).

Related Programming:
- DTMF ON: Pattern #1 (pg. 1-123) : FF1 1 01 0016 Hold (1-255) Hold
Disconnect Supervision Timer
(all CPCs) - Version 1.0 or higher

Set how long the system will wait after detecting a drop in voltage from the CO, before recognizing it as a valid disconnect signal.

**FF2 0 BSSC 01 15 Hold (0-3) Hold**

**BSSC:** E&M Tie Trunk Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- C = Circuit no. 1-4

**Disconnect Time**
- 0 = 160 ms (default)
- 1 = 96 ms
- 2 = 240 ms
- 3 = 800 ms

Notes:

Related Programming:

Not Used
(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 01 16 Hold**

**FF2 0 BSSC 01 17 Hold**
### Auto Answer Timer

(All CPCs) - Version 1.0 or higher

Set how long the system will wait before opening a voice path when the user makes an outgoing call on this trunk.

<table>
<thead>
<tr>
<th>FF2 0 BSSC 01 18 Hold (0-3) Hold</th>
</tr>
</thead>
</table>

**BSSC:** E&M Tie Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4

**Notes:**

Whether **Auto Answer** is enabled or disabled on this trunk (see FF2 0 BSSC 01 1), the **Auto Answer Timer** will begin after the digits are outpulsed.

- If **Auto Answer** is enabled, the system will wait until the **Timer** expires before opening a voice path.
- If **Auto Answer** is disabled, the system will open the voice path when either: (1) the answer signal is received from the other end, or (2) the **Auto Answer Timer** expires -- whichever occurs first.

**Related Programming:**
- Auto Answer for Outbound Calls (pg. 2-39)  
- FF2 0 BSSC 01 06 Hold (0 or 1) Hold

---

### Not Used

(All CPCs) - Version 1.0 or higher

| FF2 0 BSSC 01 19 Hold |

**BSSC-0119:** Not Used
**DTMF/Dial Pulse Dialing**

*(all CPCs) - Version 1.0 or higher*

Set the E&M tie trunk’s signaling type for outbound and inbound dialing.

\[
\text{FF2 0 BSSC 02 00 Hold (0 or 1) Hold}
\]

- **BSSC**: E&M Tie Trunk Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-4

**Related Programming:**

Two different Flash Patterns can be defined in Flash Timers 1 and 2, FF1 1 01 (0001-0002).

**Flash Pattern**

*(all CPCs) - Version 1.0 or higher*

Set which pattern will be used for flash signals to the CO on this trunk.

*(see System Timers to define Flash Patterns #1 and #2)*

\[
\text{FF2 0 BSSC 02 01 Hold (0 or 1) Hold}
\]

- **BSSC**: E&M Tie Trunk Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-4

**Related Programming:**

Flash Timer 1 for Trunk Line (pg. 1-115)  FF1 1 01 0001 Hold (1-255) Hold
Flash Timer 2 for Trunk Line (pg. 1-116)  FF1 1 01 0002 Hold (1-255) Hold
### Not Used

*(all CPCs) - Version 1.0 or higher*

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 02 02 Hold</td>
<td>BSSC-0202: Not Used</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 03 Hold</td>
<td>BSSC-0203: Not Used</td>
</tr>
</tbody>
</table>

### Trunk Connection Type (CO/PBX)

*(all CPCs) - Version 1.0 or higher*

Set whether the E&M tie trunk connects directly to another E&M trunk (through the CO) or is behind a PBX/Centrex.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 02 04 Hold 0 or 1 Hold</td>
<td>BSSC-0204:0 TRK Type CO/PBX</td>
</tr>
</tbody>
</table>

- **BSSC**: E&M Tie Trunk Position
  - **B**: Cabinet no. 1-6
  - **SS**: Slot no. 01-12
  - **C**: Circuit no. 1-4

- **0** = CO (E&M tie) trunk. *(default)*
- **1** = Behind a PBX/Centrex.

### Notes:

### Related Programming:

- PBX Trunk Access Codes (pg. 1-92)
- FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold

### Not Used

*(all CPCs) - Version 1.0 or higher*

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 02 05 Hold</td>
<td>BSSC-0205: Not Used</td>
</tr>
</tbody>
</table>
DTMF After Answer (Link Control)
(all CPCs) - Version 1.0 or higher
For calls on this trunk using pushbutton (DTMF) SLT phones, set whether
DTMF signals can be sent through the system after the called party answers.

\[
\begin{align*}
\text{FF2} & \quad 0 \quad \text{BSSC} \quad 02 \quad 06 \quad \text{Hold} \quad (0 \text{ or } 1) \quad \text{Hold} \\
\end{align*}
\]

\underline{Notes:}
Set this address to “1” (One-Way Link) to prevent double-dialing -- making an outgoing call on the
same trunk after the called party hangs up, thus bypassing TRS restrictions.

\underline{Related Programming:}

CO Dial Tone Simulation
(all CPCs) - Version 1.0 or higher
Set whether the system sends a simulated CO dial tone to an extension using this trunk
(important for DID Wink-Start trunk signaling).

\[
\begin{align*}
\text{FF2} & \quad 0 \quad \text{BSSC} \quad 02 \quad 07 \quad \text{Hold} \quad (0 \text{ or } 1) \quad \text{Hold} \\
\end{align*}
\]

\underline{Notes:}
Set to “1” (Send) if the CO doesn’t support dial tone (typical in U.K.).

\underline{Related Programming:}
Trunk Signal Type (pg. 2-38) \quad FF2 0 BSSC 01 00 Hold (0-5) Hold
Not Used
(all CPCs) - Version 1.0 or higher

FF2  0  BSSC  02  08  Hold

SMDR for Outbound Calls
(all CPCs) - Version 1.0 or higher
Set whether outbound calls on the E&M tie trunk will be included in SMDR records.

FF2  0  BSSC  02  09  Hold  (0 or 1)  Hold

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

0=Do not include in SMDR.
1=Include in SMDR. (default)

Notes:

Related Programming:
SMDR Data to Serial Port (pg. 1-88)   FF1 0 06 0001 Hold (0-2) Hold
SMDR Output Format (pg. 1-93)        FF1 0 09 0001 Hold (0-2) Hold

SMDR for Inbound Calls
(all CPCs) - Version 1.0 or higher
Set whether incoming calls on this E&M tie trunk will be included in SMDR records.

FF2  0  BSSC  02  10  Hold  (0 or 1)  Hold

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

0=Do not include in SMDR. (default)
1=Include in SMDR.
Notes:

Related Programming:

- SMDR Data to Serial Port (pg. 1-88)   FF1 0 06 0001 Hold (0-2) Hold
- SMDR Output Format (pg. 1-93)   FF1 0 09 0001 Hold (0-2) Hold

Flash Key Operation

(all CPCs) - Version 1.0 or higher

Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this E&M tie trunk.

**FF2  0  BSSC  02  11  Hold (0 or 1)  Hold**

**BSSC:** E&M Tie Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4

- 0=Flash signal is sent to CO. (default)
- 1=Trunk is released, then user hears internal dial tone.

Notes:

The sending of the flash signal can also be enabled/disabled on individual extensions (see Flash-Signal Control on pg. 3-19).

- If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal will be sent when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) If this address is set to 0=Flash signal is sent to CO (default), it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See Dial Plans A and B on pg. 1-155.

Related Programming:

- Flash-Signal Control (pg. 3-19)   FF3 0 BSSC 04 21 Hold (0 or 1) Hold
- Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155)   FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
- Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157)   FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold
Not Used
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>FF2 0 BSSC 02 12 Hold</th>
<th>BSSC-0212: Not Used</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 02 13 Hold</td>
<td>BSSC-0213: Not Used</td>
</tr>
<tr>
<td>FF2 0 BSSC 02 14 Hold</td>
<td>BSSC-0214: Not Used</td>
</tr>
</tbody>
</table>

DTMF Conversion (Outbound Calls)
(all CPCs) - Version 1.0 or higher

Set whether the E&M tie trunk will switch from dial-pulse to DTMF signaling after the called party answers an outgoing call, according to the Call Duration Timer.

| FF2 0 BSSC 02 15 Hold (0 or 1) Hold | BSSC-0215:1 PB Convert/Out |

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

0=Do not switch to DTMF signaling.
1=Switch to DTMF signaling after the called (outside) party answers. (default)

Notes:

Related Programming:
- Call Duration Timer (Tie-Lines) (pg. 1-118)  FF1 1 01 0006 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-46)  FF2 0 BSSC 02 00 Hold (0 or 1) Hold
**DTMF Conversion (Inbound Calls)**
*(all CPCs) - Version 1.0 or higher*

Set whether the E&M tie trunk will switch from dial-pulse to DTMF signaling after the extension user answers an incoming call.

**FF2 0 BSSC 02 16 Hold (0 or 1) Hold**

- **BSSC:** E&M Tie Trunk Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - C = Circuit no. 1-4

- **0 = Do not switch to DTMF signaling.**
- **1 = Switch to DTMF signaling after the extension user answers. (default)**

**Notes:**

**Related Programming:**

- **DTMF/Dial Pulse Dialing (pg. 2-46)**
- **FF2 0 BSSC 00 Hold (0 or 1) Hold**

---

**Indirect LCR**
*(all CPCs) - Version 1.0 or higher*

*(U.K. use only)* Enable/Disable the Indirect Least Cost Routing (LCR) function on the E&M tie trunk.

**FF2 0 BSSC 02 17 Hold (0 or 1) Hold**

- **BSSC:** E&M Tie Trunk Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - C = Circuit no. 1-4

- **0 = Disable Indirect LCR. (default)**
- **1 = Enable Indirect LCR.**

**Notes:**

**Indirect LCR:** System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

**U.S.A.:** Do not enable this address for MCO access code routing (eg., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.
Related Programming:
FF6 2 05: Digit Modify Table (pg. 6-38)

Not Used
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>BSSC</th>
<th>02</th>
<th>18</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSSC</td>
<td>02</td>
<td>19</td>
<td>Hold</td>
</tr>
<tr>
<td>BSSC</td>
<td>02</td>
<td>20</td>
<td>Hold</td>
</tr>
</tbody>
</table>

Day1 Ring Type
(all CPCs) - Version 1.0 or higher
Set ring type for incoming calls on the E&M tie trunk during Day1 mode.

<table>
<thead>
<tr>
<th>BSSC</th>
<th>03</th>
<th>0</th>
<th>Hold (0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

0=Tie Incoming. (default) Check digits and ring the extension or paging.
1=Tandem. Check digits based on Tandem Table.

Notes:

Related Programming:
FF6 2 08: Tandem Exchange Table (pg. 6-45)
Not Used
(all CPCs) - Version 1.0 or higher

FF2 0 BSSC 03 1 Hold

Day2 Ring Type
(all CPCs) - Version 1.0 or higher
Set ring type for incoming calls on the E&M tie trunk during Day2 mode.

FF2 0 BSSC 03 2 Hold (0 or 1) Hold

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

0=Tie Incoming. (default) Check digits and ring the extension or paging.
1=Tandem. Check digits based on Tandem Table.

Notes:

Related Programming:
FF6 2 08: Tandem Exchange Table (pg. 6-45)

Not Used
(all CPCs) - Version 1.0 or higher

FF2 0 BSSC 03 3 Hold
Night Ring Type
(all CPCs) - Version 1.0 or higher
Set ring type for incoming calls on the E&M tie trunk during Night mode.

FF2 0 BSSC 03 4 Hold (0 or 1) Hold

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

0=Tie Incoming. (default) Check digits and ring the extension or paging.
1=Tandem. Check digits based on Tandem Table.

Notes:

Related Programming:
FF6 2 08: Tandem Exchange Table (pg. 6-45)

Not Used
(all CPCs) - Version 1.0 or higher

FF2 0 BSSC 03 5 Hold
Not Used
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>Trunk Position</th>
<th>Tenant Group</th>
<th>Hold</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 04 0</td>
<td>Hold</td>
<td>BSSC-040 : Not Used</td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 04 1</td>
<td>Hold</td>
<td>BSSC-041 : Not Used</td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 04 2</td>
<td>Hold</td>
<td>BSSC-042 : Not Used</td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 04 3</td>
<td>Hold</td>
<td>BSSC-043 : Not Used</td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 04 4</td>
<td>Hold</td>
<td>BSSC-044 : Not Used</td>
<td></td>
</tr>
<tr>
<td>FF2 0 BSSC 04 5</td>
<td>Hold</td>
<td>BSSC-045 : Not Used</td>
<td></td>
</tr>
</tbody>
</table>

Tenant Group Assignment
(all CPCs) - Version 1.0 or higher
Assign the E&M tie trunk to a Tenant Group, which will apply when the trunk originates an outbound call (such as DISA).

<table>
<thead>
<tr>
<th>Trunk Position</th>
<th>Tenant Group</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2 0 BSSC 05</td>
<td>Hold (0-72)</td>
<td>BSSC-05 :0 Tenant Group</td>
</tr>
</tbody>
</table>

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

Tenant Group No. ---
with a CPC-96: Tenant Groups 01-12
with a CPC-288: Tenant Groups 01-36
with a CPC-576: Tenant Groups 01-72

default: 0 [no assignment]

Notes:

Related Programming:
MOH Source for Tie-Lines (pg. 1-97)  FF1 0 13 (0001-0072) Hold (0-3) Hold
TRS Class Assignment (Day)
(all CPCs) - Version 1.0 or higher
Assign a Toll Restriction Service (TRS) class to the E&M tie trunk, applicable
during Day1 and Day2 modes when the trunk is the originator of an outbound
call (such as DISA).

**FF2 0 BSSC 06 0 Hold (1-50) Hold**

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

TRS Class No. 1-50 for Day Mode
default: 1

Notes:

Related Programming:
**FF6 1: TRS Class Definitions (pg. 6-15)**

---

TRS Class Assignment (Night)
(all CPCs) - Version 1.0 or higher
Assign a Toll Restriction Service (TRS) class to the E&M tie trunk, applicable during
Night mode when the trunk is the originator of an outbound call (such as DISA).

**FF2 0 BSSC 06 1 Hold (1-50) Hold**

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

TRS Class No. 1-50 for Night Mode
default: 1

Notes:

Related Programming:
**FF6 1: TRS Class Definitions (pg. 6-15)**
Trunk COS Assignment
(all CPCs) - Version 1.0 or higher
Assign a Trunk Class of Service (COS) to the E&M tie trunk.

```plaintext
FF2 0 BSSC 07 Hold (1-16) Hold

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

Trunk Class of Service No. 1-16
default: 1
```

Notes:
This Trunk COS Assignment controls the ring tone for incoming calls on this trunk - intercom ring tone (2 short beeps followed by 3 seconds of silence), or a specific ring pattern. The Trunk COS also controls various tie-line network settings. See FF1 0 04: Trunk COS Definitions (pg. 1-75).

Related Programming:
- Trunk COS: Incoming Ring Tone Source (pg. 1-75)  FF1 0 04 (00-15) 01 Hold (0 or 1) Hold
- Trunk COS: Dial Tone to Tie-Line (pg. 1-76)  FF1 0 04 (00-15) 02 Hold (0 or 1) Hold
- Trunk COS: Fast-Busy Tone to Tie-Line (pg. 1-77)  FF1 0 04 (00-15) 03 Hold (0 or 1) Hold
- Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78)  FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
- Ring Pattern (pg. 2-42)  FF2 0 BSSC 01 12 Hold (0-12) Hold

---

Trunk Digital Pad Class Assignment
(all CPCs) - Version 1.0 or higher
Assign a Digital Pad Class to the E&M tie trunk.

```plaintext
FF2 0 BSSC 08 Hold (1-16) Hold

BSSC: E&M Tie Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4

Trunk Digital Pad Class No. 1-16
default: 8
```

Notes:
Based on this setting, you can assign automatic volume adjustments for different connection types to this trunk (see FF1 8 02).

Related Programming:
- Digital Pad Settings for Trunk Pad Class (pg. 1-178)  FF1 8 02 (0001-0480) Hold (0-31) Hold
FF2 1: ISDN Trunks

D-Channel Position
(all CPCs) - Version 1.0 or higher

If using a common D-Channel, identify the PRI ISDN trunk(s) it will control on the
PRI card (24B). Applicable only if the system is using multiple PRI or BRI cards.

```
FF2 1  BSSC  00  0  Hold (BSSC)  Hold
   BSSC: ISDN Trunk Position
     B=Cabinet no. 1-6
     SS=Slot no. 01-12
     C=PRI Circuit no. 1
   Common D-Channel Position:
     B=Cabinet no. 1-6
     SS=Slot no. 01-12
     C=Circuit no. 1-4 (BRI)
     or 1 (PRI)
   default: [no assignment]
```

Notes:

Skip this address if using only the 23B+D card for PRI, or only one 2B+D card for BRI.

Related Programming:

- Synchronized Clock (pg. 1-103)
- FF1 0 18 (0001-0003) Hold (BSS/C) Hold

D-Channel Interface ID Code
(all CPCs) - Version 1.0 or higher

If using a common D-channel, identify the Interface ID code (supplied by the CO)
that will be used for common D-channel control.

```
FF2 1  BSSC  00  1  Hold (1-127)  Hold
   BSSC: ISDN Trunk Position
     B=Cabinet no. 1-6
     SS=Slot no. 01-12
     C=PRI Circuit no. 1
   Interface ID Code (max. 3 digits)
   default:  [no assignment]
```
Notes:

The D-Channel Position (see above address) must be entered before the D-Channel Interface ID Code can be set. If the D-Channel Position is cleared, the Interface ID Code will be automatically cleared as well.

Related Programming:

**Trunk Number Assignment (1st Channel)**

(all CPCs) - Version 1.0 or higher

Enter the trunk number for the first ISDN channel only. The system will automatically assign sequential trunk numbers to the remaining channels on the card.

```
FF2 1 BSSC 01 Hold (0-576) Hold
```

BSSC: ISDN Trunk Position

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

Trunk No. (max. 3 digits)

default: [no assignment]

Notes:

- **2B+D (BRI) card**: Supports up to 2 trunks.
- **23B+D (PRI) card**: Supports up to 23 trunks (minimum 8).
- **24B (PRI) card**: Supports up to 24 trunks (minimum 8).

Related Programming:

*Trunk Numbering (pg. 1-22)*

```
FF1 0 02 0001 Hold (0 or 1) Hold
```
Trunk Connection Type (Pt-to-Pt/MultiPt)

(ALL CPCs) - Version 1.0 or higher

Set the ISDN trunk for Point-to-Point connection (for either BRI or PRI), or Point-to-MultiPoint (BRI only).

**FF2** 1 BSSC 02 00 Hold (0 or 1) Hold

**BSSC:** ISDN Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)
- 0=Point-to-Point (default)
- 1=Point-to-MultiPoint (BRI only)

Notes:

Related Programming:

*Figure 2-1: BRI Point-to-Multi-Point connection*

- BRI Card
- PBX
- A
- B
- C
- CSU or DSU
- PSTN
- BRI Terminals - Fax Machines, etc.
  (max. 8, in U.S.)
### Ring Frequency

*(all CPCs) - Version 1.0 or higher*

Set the ring frequency for the ISDN trunk. Affects ringing pitch on digital phones only.

<table>
<thead>
<tr>
<th>FF2</th>
<th>1</th>
<th>BSSC</th>
<th>02</th>
<th>01</th>
<th>Hold</th>
<th>(0-6)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSSC: ISDN Trunk Position</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C=Circuit no. 1-4 (BRI)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>or 1 (PRI)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| 0=No Ring |
| 1=400/562 Hz (default) |
| 2=1000/1340 Hz |
| 3=400 Hz |
| 4=800/1040 Hz |
| 5=1040/1320 Hz |
| 6=660/1320 Hz |

**Notes:**

**Related Programming:**
**Ring Pattern**

*(all CPCs) - Version 1.0 or higher*

Set the ring pattern for incoming calls on this ISDN trunk.

**FF2  1  BSSC  02  02  Hold (0-12)  Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI) or 1 (PRI)

<table>
<thead>
<tr>
<th>Setting Values for U.K.</th>
<th>Setting Values for U.S. and Hong Kong</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Synchronize with CO</td>
</tr>
<tr>
<td>1</td>
<td>1on/2off (default) (in seconds)</td>
</tr>
<tr>
<td>2</td>
<td>2on/1off</td>
</tr>
<tr>
<td>3</td>
<td>1on/1off</td>
</tr>
<tr>
<td>4</td>
<td>.5on/.5off</td>
</tr>
<tr>
<td>5</td>
<td>.25on/2.75off</td>
</tr>
<tr>
<td>6</td>
<td>.25on/.25off/.25on/2.25off</td>
</tr>
<tr>
<td>7</td>
<td>.25on/.25off/.25on/.25on/1.75off</td>
</tr>
<tr>
<td>8</td>
<td>.75on/.25off/.75on/1.25off</td>
</tr>
<tr>
<td>9</td>
<td>1on/.25off/25on/1.5off</td>
</tr>
<tr>
<td>10</td>
<td>1on/.25off/25on/25off/25on/1off</td>
</tr>
<tr>
<td>11</td>
<td>1.375on/125off/125on/125off/125on/125off</td>
</tr>
<tr>
<td>12</td>
<td>Continuous tone</td>
</tr>
</tbody>
</table>

**Notes:**

If **Trunk COS: Incoming Ring Tone Source (pg. 1-75)** is set to “0=Use trunk’s Ring Pattern (default),” the above Ring Pattern will apply to all incoming-call types: multiple incoming, DIL, DID, DISA. However, if the **Ring Tone Source** is set to “1=Use intercom ring tone,” the above Ring Pattern will apply only to multiple-incoming calls.

**Related Programming:**

- Trunk COS: Incoming Ring Tone Source (pg. 1-75)  
  FF1 04 (00-15) 01 Hold (0 or 1) Hold
- Trunk COS Assignment (pg. 2-82)  
  FF2 1 BSSC 08 Hold (1-16) Hold
- Ring Type/Destination for ISDN trunks (pg. 2-75)  
  FF2 1 BSSC 04 (0 thru 5) Hold...
- FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units (pg. 4-7)  
  FF4 1: FF-Keys on DSS/72 Consoles (pg. 4-14)
DTMF On/Off Pattern During Talk

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply after the extension user connects to the called party during a CO call on the ISDN trunk.

```
FF2 1 BSSC 02 03 Hold (0-2) Hold
```

Notes:

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

Related Programming:

- DTMF ON: Pattern #1 (pg. 1-123) **FF1 1 01 0016 Hold (1-255) Hold**
- DTMF OFF: Pattern #1 (pg. 1-124) **FF1 1 01 0017 Hold (1-255) Hold**
- DTMF ON/OFF: Pattern #2 (pg. 1-125) **FF1 1 01 0018 Hold (1-255) Hold**
- DTMF ON/OFF: Pattern #3 (pg. 1-126) **FF1 1 01 0019 Hold (1-255) Hold**

Not Used

(all CPCs) - Version 1.0 or higher

```
FF2 1 BSSC 02 04 Hold

FF2 1 BSSC 02 05 Hold
```

Notes:

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).
Trunk Connection Type (CO/PBX)

(all CPCs) - Version 1.0 or higher
Set whether the ISDN trunk connects directly to the CO or is behind a PBX/Centrex.

**FF2 1 BSSC 03 00 Hold (0 or 1) Hold**

BSSC: ISDN Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

0=CO trunk (default)
1=PBX trunk

Notes:

Related Programming:
- PBX Trunk Access Codes (pg. 1-92)  FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold

Auto-Repeat Dial

(all CPCs) - Version 1.0 or higher
Enable/Disable Auto-Repeat Dialing on the ISDN trunk.

**FF2 1 BSSC 03 01 Hold (0 or 1) Hold**

BSSC: ISDN Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

0=Do not allow Auto-Repeat Dialing.
1=Allow Auto-Repeat Dialing. (default)

Notes:

Auto Repeat Dialing: Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

Related Programming:
- Flash Timer for Auto-Repeat Dial (pg. 1-117)  FF1 1 01 0003 Hold (1-255) Hold
**SMDR for Outbound Calls**  
(all CPCs) - Version 1.0 or higher  
Set whether *outbound* calls on the ISDN trunk will be included in SMDR records.

```
FF2  1  BSSC  03  02  Hold  (0 or 1)  Hold
```

**BSSC:** ISDN Trunk Position  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

Notes:

**Related Programming:**
- SMDR Data to Serial Port (pg. 1-88)  
  FF1 0 06 0001 Hold (0-2) Hold  
- SMDR Output Format (pg. 1-93)  
  FF1 0 09 0001 Hold (0-2) Hold

---

**SMDR for Inbound Calls**  
(all CPCs) - Version 1.0 or higher  
Set whether *incoming* calls on the ISDN trunk will be included in SMDR records.

```
FF2  1  BSSC  03  03  Hold  (0 or 1)  Hold
```

**BSSC:** ISDN Trunk Position  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

Notes:

**Related Programming:**
- SMDR Data to Serial Port (pg. 1-88)  
  FF1 0 06 0001 Hold (0-2) Hold  
- SMDR Output Format (pg. 1-93)  
  FF1 0 09 0001 Hold (0-2) Hold
Flash Key Operation
(all CPCs - Version 1.0 or higher)
Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this trunk.

FF2  1  BSSC  03  04  Hold (0 or 1)  Hold

BSSC: ISDN Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
    or 1 (PRI)

0=Current talk path is disconnected but keeps the trunk, then user hears simulated dial tone.
   (default)
1=Trunk is released, then user hears internal dial tone.

Notes:
The sending of the flash signal can also be enabled/disabled on individual extensions (see Flash-Signal Control on pg. 3-19).

☐ If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal will be sent when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) If this address is set to 0=Flash signal is sent to CO (default), it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See Dial Plans A and B on pg. 1-155.

Related Programming:
Flash-Signal Control (pg. 3-19)  FF3 0 BSSC 04 21 Hold (0 or 1) Hold
Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155)  FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157)  FF1 2 03 (0001-0056) Hold (max. 4-digit Code)
Long Talk Alarm
(all CPCs) - Version 1.0 or higher
Enable/Disable the alarm tone heard by an extension user during an outbound call on this trunk, if the call lasts longer than the Long Talk Alarm Timer.

FF2 1 BSSC 03 05 Hold (0 or 1) Hold

BSSC: ISDN Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

0=Disable Long Talk Alarm. (default)
1=Enable Long Talk Alarm.

Notes:
By default, individual extensions are enabled for the Long Talk Alarm (via Extension COS setting).

Related Programming:
- Long Talk Alarm #1 Timer (pg. 1-134)     FF1 1 02 0010 Hold (0-255) Hold
- Long Talk Alarm #2 Timer (pg. 1-135)     FF1 1 02 0011 Hold (0-255) Hold
- Extension COS: Long Talk Alarm (pg. 1-66)     FF1 0 03 (00-15) 40 Hold (0 or 1) Hold

Alarm Ringing
(all CPCs) - Version 1.0 or higher
Enable/Disable Alarm Ringing for incoming calls on this trunk that ring unanswered for longer than the Slide Ring/Alarm Ring Timer.

FF2 1 BSSC 03 06 Hold (0 or 1) Hold

BSSC: ISDN Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

0=Disable Alarm Ringing. (default)
1=Enable Alarm Ringing.

Notes:
- Alarm Ringing: Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the Slide Ring/Alarm Ring Timer.
- Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.
Related Programming:

- **Ring Alarm Frequency** (pg. 1-106)  
  FF1 0 21 0001 Hold (0-6) Hold
- **Ring Alarm Pattern** (pg. 1-107)  
  FF1 0 21 0002 Hold (0-12) Hold
- **Slide Ring/Alarm Ring Timer (Day1)** (pg. 1-132)  
  FF1 1 02 0007 Hold (0-255) Hold
- **Slide Ring/Alarm Ring Timer (Day2)** (pg. 1-133)  
  FF1 1 02 0008 Hold (0-255) Hold
- **Slide Ring/Alarm Ring Timer (Night)** (pg. 1-133)  
  FF1 1 02 0009 Hold (0-255) Hold

---

**Slide Ringing**

*(all CPCs) - Version 1.0 or higher*

Enable/Disable Slide Ringing for incoming calls on this trunk that ring unanswered for longer than the Slide Ring/Alarm Ring Timer.

**FF2 1 BSSC 03 07 Hold (0 or 1) Hold**

BSSC: ISDN Trunk Position

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

- 0=Disable Slide Ringing.  (default)
- 1=Enable Slide Ringing.

---

**Notes:**

- **Slide Ringing:** Applies to extensions that are Slide Ringing-enabled and have trunk FF-key assignments (where the trunk is also enabled for Slide Ringing in the above address). An incoming call on the trunk will ring at the assigned extension or hunt group first (see **Day1/2/Night Ring Assignments** in FF2). Then, after the **Slide Ring/Alarm Ring Timer** expires, the call will begin ringing at the extension(s) that have an FF-key for the trunk (see **FF-Key Feature Assignment** in FF4).

---

**Related Programming:**

- **Slide Ring/Alarm Ring Timer (Day1)** (pg. 1-132)  
  FF1 1 02 0007 Hold (0-255) Hold
- **Slide Ring/Alarm Ring Timer (Day2)** (pg. 1-133)  
  FF1 1 02 0008 Hold (0-255) Hold
- **Slide Ring/Alarm Ring Timer (Night)** (pg. 1-133)  
  FF1 1 02 0009 Hold (0-255) Hold
- **Slide Ringing Receive** (pg. 3-9) on individual extensions  
  FF3 0 BSSC 04 02 Hold (0 or 1) Hold
- **Ring Type/Destination** - Day1, Day2, Night (pg. 2-75)  
  FF2 1 BSSC 04 (0-5) Hold (0-6 or 0-9999) Hold
- **FF-Key Feature Assignment** (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  
  FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
### Indirect LCR

(all CPCs) - Version 1.0 or higher
(U.K. use only) Enable/Disable the Indirect Least Cost Routing (LCR) function on the ISDN trunk.

**FF2** 1 **BSSC** 03 08 **Hold** (0 or 1) **Hold**

**BSSC**: ISDN Trunk Position
- **B**=Cabinet no. 1-6
- **SS**=Slot no. 01-12
- **C**=Circuit no. 1-4 (BRI)
  - or 1 (PRI)

0 = Disable Indirect LCR. (default)
1 = Enable Indirect LCR.

**Notes:**

**Indirect LCR**: System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

**U.S.A.**: Do not enable this address for MCO access code routing (e.g., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.

**Related Programming:**

FF6 2 05: Digit Modify Table (pg. 6-38)

### B-Channel Select

(all CPCs) - Version 1.0 or higher

Set the method used by the system to seize a B-channel for an outgoing call.

**FF2** 1 **BSSC** 03 09 **Hold** (0 or 1) **Hold**

**BSSC**: ISDN Trunk Position
- **B**=Cabinet no. 1-6
- **SS**=Slot no. 01-12
- **C**=Circuit no. 1-4 (BRI)
  - or 1 (PRI)

0 = System will select the highest-numbered channel. (default)
1 = System will select the lowest-numbered channel.

**Notes:**

Set this address to the **opposite** of the CO’s method, to prevent “glare” (when the same channel is simultaneously seized by the CO for an incoming call, and by the system for an outgoing call).
☐ Select 0 (system selects highest-numbered channel) if the CO cannot change channels when “glare” occurs.

☐ Select 1 (system selects lowest-numbered channel) if the CO can change channels when “glare” occurs.

Related Programming:

### B-Channel Numbering (Layer 3)

(all CPCs) - Version 1.0 or higher

Select the Layer 3 format of the messaging commands sent by the CO.

```
FF2 1 BSSC 03 10 Hold (0 or 1) Hold
```

BSSC: ISDN Trunk Position

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

0=Slot Mapping (default - U.S./China)
1=Channel Numbering (default - U.K.)

Notes:

In ISDN, Layers 1, 2 and 3 represent signaling levels over the D-channel. **Layer 1** is the basic hardware level that controls messages regarding electrical characteristics, such as speed, channel structure, etc. **Layer 2** is the “housekeeping” level, containing controls that make sure the messages coincide, providing sequence and flow control, etc. **Layer 3** is the feature level with messages that establish, maintain, and terminate connections, as well as additional information for different applications, such as passing the identity of the calling party, passing terminal compatibility information, allowing the redirection of calls, etc.

Related Programming:

**B-Channel Numbering (Layer 3) (pg. 3-32) (ISDN extensions)**

```
FF3 1 BSSC 03 01 Hold (0 or 1) Hold
```
Call ID Length
(all CPCs) - Version 1.0 or higher
Set the ID method by which the CO flags messages sent to the system
to keep track of the same inbound or outbound call.

\[
\text{FF2 1 BSSC 03 11 Hold (0 or 1) Hold}
\]

**BSSC:** ISDN Trunk Position
- \(B=\text{Cabinet no. 1-6}\)
- \(SS=\text{Slot no. 01-12}\)
- \(C=\text{Circuit no. 1-4 (BRI)}\)
or \(1 \text{ (PRI)}\)

0=1 byte/octet (default for BRI)
1=2 bytes/octets (default for PRI)

Notes:

“1 byte/octet” rotates from 1 to 127 IDs. “2 bytes/octets” rotates from 1 to 32,767 IDs.

Related Programming:

Calling Number Send
(all CPCs) - Version 1.0 or higher
Set whether the system will send the “calling number” (originating phone number)
to the CO when an outgoing call is placed on this trunk.

\[
\text{FF2 1 BSSC 03 12 Hold (0 or 1) Hold}
\]

**BSSC:** ISDN Trunk Position
- \(B=\text{Cabinet no. 1-6}\)
- \(SS=\text{Slot no. 01-12}\)
- \(C=\text{Circuit no. 1-4 (BRI)}\)
or \(1 \text{ (PRI)}\)

0=Do not send calling number to CO.
1=Send calling number to CO. (default)

Notes:

Related Programming:

- Calling Number Area Code (pg. 2-83)  \(\text{FF2 1 BSSC 09 0 Hold (up to 6 digits) Hold}\)
- Calling Number Office Code (pg. 2-84)  \(\text{FF2 1 BSSC 09 1 Hold (up to 6 digits) Hold}\)
- Calling Number Subscriber Number (pg. 2-84)  \(\text{FF2 1 BSSC 09 2 Hold (up to 4 digits) Hold}\)
Sub-Address Type
(all CPCs) - Version 1.0 or higher
Set the coding type used for sub-addressing on the ISDN terminal.

**FF2  1  BSSC  03  13  Hold (0 or 1)  Hold**

BSSC: ISDN Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

0=IA5 coding (default)
1=BCD coding

Notes:
IA5 stands for “International Alphabet No. 5” coding. BCD stands for “Binary Coded Decimal” coding, used for the type of numbers.

Related Programming:
- Calling Number Area Code (pg. 2-83)  FF2  1  BSSC  09  0  Hold (up to 6 digits)  Hold
- Calling Number Office Code (pg. 2-84)  FF2  1  BSSC  09  1  Hold (up to 6 digits)  Hold
- Calling Number Subscriber Number (pg. 2-84)  FF2  1  BSSC  09  2  Hold (up to 4 digits)  Hold
### Not Used

(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>FF2</th>
<th>1</th>
<th>BSSC</th>
<th>03 14</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2</td>
<td>1</td>
<td>BSSC</td>
<td>03 15</td>
<td>Hold</td>
</tr>
<tr>
<td>FF2</td>
<td>1</td>
<td>BSSC</td>
<td>03 16</td>
<td>Hold</td>
</tr>
<tr>
<td>FF2</td>
<td>1</td>
<td>BSSC</td>
<td>03 17</td>
<td>Hold</td>
</tr>
<tr>
<td>FF2</td>
<td>1</td>
<td>BSSC</td>
<td>03 18</td>
<td>Hold</td>
</tr>
<tr>
<td>FF2</td>
<td>1</td>
<td>BSSC</td>
<td>03 19</td>
<td>Hold</td>
</tr>
<tr>
<td>FF2</td>
<td>1</td>
<td>BSSC</td>
<td>03 20</td>
<td>Hold</td>
</tr>
</tbody>
</table>

BSSC-0314: Not Used
BSSC-0315: Not Used
BSSC-0316: Not Used
BSSC-0317: Not Used
BSSC-0318: Not Used
BSSC-0319: Not Used
BSSC-0320: Not Used
Day1 Ring Type
(all CPCs) - Version 1.0 or higher

Set the ISDN trunk’s ringing type for incoming calls during Day1 mode.

```
FF2  1 BSSC  04 0 Hold (0-6) Hold
```

**BSSC**: ISDN Trunk Position
- **B**: Cabinet no. 1-6
- **SS**: Slot no. 01-12
- **C**: Circuit no. 1-4 (BRI) or 1 (PRI)

**Hold**: 0 = Multiple Incoming (default)
- 1 = DID or DNIS
- 2 = DISA
- 3 = DIL to Extension
- 4 = DIL to Hunt Group
- 5 = DIL to SSD
- 6 = DIL to Attendant Hunt Group

Day1 Ring Destination
(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

```
FF2  1 BSSC  04 1 Hold (0-9999) Hold
```

**BSSC**: ISDN Trunk Position
- **B**: Cabinet no. 1-6
- **SS**: Slot no. 01-12
- **C**: Circuit no. 1-4 (BRI) or 1 (PRI)

**Hold**: (0-9999) Hold

**Destination Number**:
- (if “3=DIL to Extension”) Ext.No., Virtual Ext.No., or Closed No.
- (if “4=DIL to Hunt Group”) Extension Hunt Group No. (1-72)
- (if “5=DIL to SSD”) SSD Code No.
- (if “6=DIL to Attendant”) Attendant Hunt Group Pilot No.

**default**: [no assignment]

Notes:

When the system receives the digits from the CO on the ISDN trunk, it will handle the call as a DID call.

**Multiple Incoming**: An incoming call on this trunk can ring on multiple extensions that have a CO or MCO FF-key line appearance for the trunk (see Trunk FF-Key addresses in FF4).

Ring destinations for DID/DNIS trunks are assigned in DID Tables (FF1 4 02 and 04). DISA trunks do not require a ring destination assignment; the DISA caller dials the desired extension after entering the phone system.

**To set up Virtual Port Ringing**: Choose “3=DIL to Extension” and enter the Virtual Port Extension No. (not the port no.) in the above addresses. Extension Numbers are assigned to Virtual Ports in FF3 2 (001-576) 00 Hold (0-9999) Hold (pg. 3-40).
Related Programming:

- DID/DNIS Dial Table ("A" Side) (pg. 1-169)  FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table ("B" Side) (pg. 1-171)  FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- Extension Number Assignment (pg. 3-4) (digital keyphones/SLTs)  FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-29) (S-point ISDN ext.)  FF3 1 BSSC 01 Hold (0-9999) Hold
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- FF-Key Feature Assignment (DSS/72) (pg. 4-14)  FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold
- Attendant HG Pilot Number (pg. 5-3)  FF5 0 01 Hold (0-9999) Hold
- FF5 1: Extension Hunt Groups (pg. 5-13)
- Closed Number Table: Digit String (pg. 6-42)  FF6 2 07 (001-150) 00 Hold (1-4 digits) Hold
- SSD Numbers (pg. 8-46)  FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

Day2 Ring Type

(all CPCs) - Version 1.0 or higher

Set the ISDN trunk’s ringing type for incoming calls during Day2 mode.

**FF2 1 BSSC 04 2 Hold (0-6) Hold**

BSSC: ISDN Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI) or 1 (PRI)

0=Multiple Incoming (default)
1=DID or DNIS
2=DISA
3=DIL to Extension
4=DIL to Hunt Group
5=DIL to SSD
6=DIL to Attendant Hunt Group

Day2 Ring Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

**FF2 1 BSSC 04 3 Hold (0-9999) Hold**

BSSC: ISDN Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI) or 1 (PRI)

Destination Number:
- Ext.No., Virtual Ext.No., or Closed No.
- Extension Hunt Group No. (1-72)
- SSD Code No.
- Attendant Hunt Group Pilot No.

default: [no assignment]
Night Ring Type
(all CPCs) - Version 1.0 or higher

Set the ISDN trunk’s ringing type for incoming calls during Night mode.

```
FF2 1 BSSC 04 4 Hold (0-6) Hold
```

- **BSSC:** ISDN Trunk Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-4 (BRI) or 1 (PRI)

  - 0=Multiple Incoming (default)
  - 1=DID or DNIS
  - 2=DISA
  - 3=DIL to Extension
  - 4=DIL to Hunt Group
  - 5=DIL to SSD
  - 6=DIL to Attendant Hunt Group

Night Ring Destination
(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

```
FF2 1 BSSC 04 5 Hold (0-9999) Hold
```

- **BSSC:** ISDN Trunk Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-4 (BRI) or 1 (PRI)

  - Destination Number:
    - Ext.No., Virtual Ext.No., or Closed No.
    - Extension Hunt Group No. (1-72)
    - SSD Code No.
    - Attendant Hunt Group Pilot No.

    default: [no assignment]
Day 1 Delayed Ring Type  
(all CPCs) - Version 1.0 or higher

Set the ISDN trunk’s delayed-ringing type during Day 1 mode.
NOTE: Day 1 Ring Type (pg. 2-75) must be either “DIL” or “Multiple Incoming” to set Day 1 Delayed Ringing (DID and DISA do not apply here).

```
FF2 1 BSSC 05 0 Hold (0-4) Hold
```

- **BSSC**: ISDN Trunk Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - C = Circuit no. 1-4 (BRI) or 1 (PRI)
  - 0 = Disabled; no delayed ringing (default)
  - 1 = Delay-ring to Extension
  - 2 = Delay-ring to Hunt Group
  - 3 = Delay-ring to SSD
  - 4 = Delay-ring to Attendant Hunt Group

Day 1 Delayed Ring Destination  
(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

```
FF2 1 BSSC 05 1 Hold (0-9999) Hold
```

- **BSSC**: ISDN Trunk Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - C = Circuit no. 1-4 (BRI) or 1 (PRI)
  - Destination Number:
    - (if “1 = delay-ring to Extension”) Ext.No., Virtual Ext.No., or Closed No.
    - (if “2 = delay-ring to Hunt Group”) Extension Hunt Group No. (1-72)
    - (if “3 = delay-ring to SSD”) SSD Code No.
    - (if “4 = delay-ring to Attendant”) Attendant Hunt Group Pilot No.
  - default: [no assignment]

Notes:

Delayed ringing for DID trunks is set in the DID Tables (FF1 4).

Related Programming:

- Day1 Ring Type (pg. 2-75) FF2 1 BSSC 04 0 Hold (0-6) Hold
- Extension Number Assignment (pg. 3-4) for digital keyphones/SLTs FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-29) for S-point ISDN extensions FF3 1 BSSC 01 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold
- Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold
- FF5 1: Extension Hunt Groups (pg. 5-13)
- Closed Number Table: Digit String (pg. 6-42) FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold
- SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold
Day2 Delayed Ring Type
(all CPCs) - Version 1.0 or higher

Set the ISDN trunk’s delayed-ringing type during Day2 mode.
NOTE: **Day2 Ring Type** (pg. 2-76) must be either “DIL” or “Multiple Incoming” to set Day2 Delayed Ringing (DID and DISA do not apply here).

**FF2  1  BSSC  05  2  Hold  (0-4)  Hold**

<table>
<thead>
<tr>
<th>BSSC: ISDN Trunk Position</th>
<th>0=Disabled; no delayed ringing (default)</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Trunk no. 1-6</td>
<td>1=delay-ring to Extension</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
<td>2=delay-ring to Hunt Group</td>
</tr>
<tr>
<td>C=Circuit no. 1-4 (BRI)</td>
<td>3=delay-ring to SSD</td>
</tr>
<tr>
<td>or 1 (PRI)</td>
<td>4=delay-ring to Attendant Hunt Group</td>
</tr>
</tbody>
</table>

Day2 Delayed Ring Destination
(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2  1  BSSC  05  3  Hold  (0-9999)  Hold**

<table>
<thead>
<tr>
<th>BSSC: ISDN Trunk Position</th>
<th>Destination Number:</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Trunk no. 1-6</td>
<td>Ext.No., Virtual Ext.No., or Closed No.</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
<td>Extension Hunt Group No. (1-72)</td>
</tr>
<tr>
<td>C=Circuit no. 1-4 (BRI)</td>
<td>SSD Code No.</td>
</tr>
<tr>
<td>or 1 (PRI)</td>
<td>Attendant Hunt Group Pilot No.</td>
</tr>
</tbody>
</table>

**Notes:** (see “Day1 Delayed Ring Type/Destination” - pg. 2-78)

**Related Programming:** (see “Day1 Delayed Ring Type/Destination” - pg. 2-78)
**Night Delayed Ring Type**  
* (all CPCs) - Version 1.0 or higher  
Set the ISDN trunk’s delayed-ringing type during Night mode.  
NOTE: **Night Ring Type** *(pg. 2-77)* must be either “DIL” or “Multiple Incoming” to set Night Delayed Ringing *(DISA does not apply here).*

```
FF2  1  BSSC  05  4  Hold (0-4)  Hold
```

- **BSSC**: ISDN Trunk Position  
  - B=Cabinet no. 1-6  
  - SS=Slot no. 01-12  
  - C=Circuit no. 1-4 (BRI) or 1 (PRI)

- **0**=Disabled; no delayed ringing *(default)*  
  - 1=delay-ring to Extension  
  - 2=delay-ring to Hunt Group  
  - 3=delay-ring to SSD  
  - 4=delay-ring to Attendant Hunt Group

---

**Night Delayed Ring Destination**  
* (all CPCs) - Version 1.0 or higher  
Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

```
FF2  1  BSSC  05  5  Hold (0-9999)  Hold
```

- **BSSC**: ISDN Trunk Position  
  - B=Cabinet no. 1-6  
  - SS=Slot no. 01-12  
  - C=Circuit no. 1-4 (BRI) or 1 (PRI)

- **Destination Number:**  
  - (if “1=delay-ring to Extension”) Ext.No., Virtual Ext.No., or Closed No.  
  - (if “2=delay-ring to Hunt Group”) Extension Hunt Group No. (1-72)  
  - (if “3=delay-ring to SSD”) SSD Code No.  
  - (if “4=delay-ring to Attendant”) Attendant Hunt Group Pilot No.

**default:** [no assignment]

**Notes:** *(see “Day1 Delayed Ring Type/Destination” - pg. 2-78)*

**Related Programming:** *(see “Day1 Delayed Ring Type/Destination” - pg. 2-78)*
Tenant Group Assignment (B-Channel)
(all CPCs) - Version 1.0 or higher

Assign the B-channels of an ISDN trunk to Tenant Groups, which will apply when the trunk originates an outbound call (such as DISA).

<table>
<thead>
<tr>
<th>FF2</th>
<th>1</th>
<th>BSSC</th>
<th>06 (00-23)</th>
<th>Hold</th>
<th>(0-72)</th>
<th>Hold</th>
</tr>
</thead>
</table>

**BSSC: ISDN Trunk Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI) or 1 (PRI)

**B-Channel 1-24:**
- 00=B-Channel 1
- 01=B-Channel 2
- 02=B-Channel 3
- ... 23=B-Channel 24

**Tenant Group No. --**
- with a CPC-96: Tenant Groups 01-12
- with a CPC-288: Tenant Groups 01-36
- with a CPC-576: Tenant Groups 01-72
- default: 0 [no assignment]

**NOTE:** B-Channel 24 is available when common D-Channel is used.

Notes:

Related Programming:
- MOH Source for CO Trunks (pg. 1-96)  FF1 0 12 (0001-0072) Hold (0-3) Hold

---

TRS Class Assignment (Day)
(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the trunk, applicable during Day1 and Day2 modes when the trunk originates an outbound call (such as DISA).

<table>
<thead>
<tr>
<th>FF2</th>
<th>1</th>
<th>BSSC</th>
<th>07 0</th>
<th>Hold</th>
<th>(1-50)</th>
<th>Hold</th>
</tr>
</thead>
</table>

**BSSC: ISDN Trunk Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI) or 1 (PRI)

**TRS Class No. 1-50 for Day Mode**
- default: 1

Notes:
Related Programming:

FF6 1: TRS Class Definitions (pg. 6-15)

---

**TRS Class Assignment (Night)**

(All CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the trunk, applicable during Night mode when the trunk originates an outbound call (such as DISA).

**FF2 1 BSSC 07 1 Hold (1-50) Hold**

**BSSC:** ISDN Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**TRS Class No. 1-50 for Night Mode**
- Default: 1

---

**Notes:**

---

Related Programming:

FF6 1: TRS Class Definitions (pg. 6-15)

---

**Trunk COS Assignment**

(All CPCs) - Version 1.0 or higher

Assign a Trunk Class of Service (COS) to the ISDN trunk.

**FF2 1 BSSC 08 Hold (1-16) Hold**

**BSSC:** ISDN Trunk Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**Trunk Class of Service No. 1-16**
- Default: 1
Notes:

This Trunk COS Assignment controls the ring tone for incoming calls on this trunk - CO ring tone, intercom ring tone, or (for DIL trunks) a specific ring pattern. The Trunk COS also controls various network settings. See FF1 0 04: Trunk COS Definitions (pg. 1-75).

Related Programming:

- Trunk COS: Incoming Ring Tone Source (pg. 1-75)  
  FF1 0 04 (00-15) 01 Hold (0 or 1) Hold
- Trunk COS: DID/DNIS Table (pg. 1-77)  
  FF1 0 04 (00-15) 04 Hold (0 or 1) Hold
- Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78)  
  FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
- Trunk COS: DISA ID Verification (pg. 1-79)  
  FF1 0 04 (00-15) 06 Hold (0 or 1) Hold
- Ring Pattern (pg. 2-63)  
  FF2 1 BSSC 02 02 Hold (0-12) Hold
- Day1/Day2/Night Ring Type/Destination (pg. 2-75)  
  FF2 1 BSSC 04 (0 thru 5) ...

Calling Number Area Code

(all CPCs) - Version 1.0 or higher

Assign a Calling Number Area Code to the ISDN trunk.

**FF2 1 BSSC 09 0 Hold (up to 6 digits) Hold**

BSSC: ISDN Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

Calling Number Area Code
(max. 6 digits)
default: [no assignment]

Notes:

This Calling Number Area Code will be sent to the CO for outbound calls on the ISDN trunk, along with other Calling Number digits (if assigned) in the following sequence:

Calling Number Area Code + Calling Number Office Code + Subscriber Number

Related Programming:

Calling Number Send (pg. 2-72)  
FF2 1 BSSC 03 12 Hold (0 or 1) Hold
Calling Number Office Code
(all CPCs) - Version 1.0 or higher
Assign a Calling Number Office Code to the ISDN trunk.

**FF2 1 BSSC 09 1 Hold (up to 6 digits) Hold**

- **BSSC**: ISDN Trunk Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-4 (BRI)
    or 1 (PRI)
- Calling Number Office Code (max. 6 digits)
  - default: [no assignment]

**Notes:**
This **Calling Number Office Code** will be sent to the CO for outbound calls on the ISDN trunk, along with other Calling Number digits (if assigned) in the following sequence:

- Calling Number Area Code + Calling Number Office Code + Subscriber Number

**Related Programming:**
- Calling Number Send (pg. 2-72)  
- FF2 1 BSSC 03 12 Hold (0 or 1) Hold

Calling Number Subscriber Number
(all CPCs) - Version 1.0 or higher
Assign a Calling Number Subscriber Number to the ISDN trunk.

**FF2 1 BSSC 09 2 Hold (up to 4 digits) Hold**

- **BSSC**: ISDN Trunk Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-4 (BRI)
    or 1 (PRI)
- Subscriber Number (max. 4 digits)
  - default: [no assignment]

**Notes:**
This **Calling Number Subscriber Number** will be sent to the CO for outbound calls on the ISDN trunk, along with other Calling Number digits (if assigned) in the following sequence:

- Calling Number Area Code + Calling Number Office Code + Subscriber Number

**Related Programming:**
- Calling Number Send (pg. 2-72)  
- FF2 1 BSSC 03 12 Hold (0 or 1) Hold
Trunk Digital Pad Class Assignment
(all CPCs) - Version 1.0 or higher
Assign a Digital Pad Class to the ISDN trunk

FF2 1 BSSC 10 Hold (1-16) Hold

BSSC: ISDN Trunk Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

Trunk Digital Pad Class No. 1-16
default: 7

Notes:
Based on this setting, you can assign automatic volume adjustments for different connection types to this trunk (see FF1 8 02).

Related Programming:
Digital Pad Settings for Trunk Pad Class (pg. 1-178)  FF1 8 02 (0001-0480) Hold (0-31) Hold
FF2 2: T1 Trunks (CO)

NOTE: For T1 point-to-point private networks (trunk connections between 2 or more switches), go to pg. 2-116 for T1 Trunks (E&M Tie).

If the carrier is providing DID/DNIS trunks with E&M signaling, use these T1 Trunks (CO) settings - not the T1 E&M Tie settings.

Trunk Connection Type (CO/Network)
(all CPCs) - Version 1.0 or higher
Set whether the T1 channel is connected to the CO or to a private network.

```
  FF2  2  BSSCC  00  Hold  (0-2)  Hold
```

BSSCC: T1 Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

Notes:
The remaining addresses in this T1 Trunks (CO) section will apply if the T1 trunk is set to 1=CO (default) in the above address. If 2=Private Network is selected instead (for trunk connections between 2 or more switches), go to pg. 2-116.

The 1=CO (default) setting should be used for DID/DNIS trunks with E&M signaling, and the T1 Trunks (CO) addresses followed. (Set the Ring Type for these trunks as 1=DID or DNIS.)

Related Programming:
Ring Type/Destination for T1/CO trunks (pg. 2-107)   FF2 2 BSSCC 04 (0 thru 5) ...
Trunk Number Assignment

(all CPCs) - Version 1.0 or higher

Assign a trunk number to each T1 channel.

**FF2** 2 **BSSCC** 01 **Hold** (0-576) **Hold**

**BSSCC:** T1 (CO) Channel Position

| B | Cab. no. 1-6 |
| SS | Slot no. 01-12 |
| CC | Channel no. 01-24 |

Trunk Number 1-576

(0 = no trunk)

**Notes:**

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC trunk position and assign it a trunk number (stay in same address).

Before removing a Trunk Card from a Free Slot, you must first clear the Trunk Numbers (if assigned) from all of the Card’s BSSC ports in this address. See pg. 0-3 for more information.

The range of trunk numbers available for assignment depends on the CPC used:

- with a CPC-96: Trunk Nos. 1-96
- with a CPC-288: Trunk Nos. 1-288
- with a CPC-576: Trunk Nos. 1-576

**Related Programming:**

Trunk Numbering (pg. 1-22)  FF1 0 02 0001 Hold (0 or 1) Hold

Trunk Signal Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel’s signaling type.

**FF2** 2 **BSSCC** 02 00 **Hold** (0-3) **Hold**

**BSSCC:** T1 (CO) Channel Position

| B | Cab. no. 1-6 |
| SS | Slot no. 01-12 |
| CC | Channel no. 01-24 |

0=Loop Start
1=Ground Start
2=DID Immediate Start
3=DID Wink Start (default)

**Notes:**
Related Programming:

- Disconnect Detect (pg. 2-88)  FF2  2  BSSCC  02  01  Hold (0 or 1) Hold
- Dial Pulse Minimum Pause (pg. 2-88)  FF2  2  BSSCC  02  02  Hold (0 or 1) Hold
- Ground Start Ring Type (pg. 2-89)  FF2  2  BSSCC  02  03  Hold (0 or 1) Hold
- DID Ring Detect Timer (pg. 2-89)  FF2  2  BSSCC  02  04  Hold (0 or 1) Hold
- Disconnect Supervision Timer (pg. 2-95)  FF2  2  BSSCC  02  12  Hold (0-3) Hold
- Guard Timer for Outbound Calls (pg. 2-96)  FF2  2  BSSCC  02  13  Hold (0-3) Hold
- Inbound Ground Detect Timer (pg. 2-96)  FF2  2  BSSCC  02  14  Hold (0-3) Hold

---

**Disconnect Detect**  
*(all CPCs) - Version 1.0 or higher*

Enable/Disable system detection of disconnect signal sent by the CO if the outside party disconnects first.

```
FF2  2  BSSCC  02  01  Hold (0 or 1) Hold
```

**Notes:**

This setting is available only if the **Trunk Signal Type** is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.

**Related Programming:**

- Trunk Signal Type (pg. 2-87)  FF2  2  BSSCC  02  00  Hold (0-3) Hold
- Disconnect Supervision Timer (pg. 2-95)  FF2  2  BSSCC  02  12  Hold (0-3) Hold

---

**Dial Pulse Minimum Pause**  
*(all CPCs) - Version 1.0 or higher*

Set the minimum pause time for dial-pulse signaling.

```
FF2  2  BSSCC  02  02  Hold (0 or 1) Hold
```

**Notes:**

<table>
<thead>
<tr>
<th>0=</th>
<th>No detection of disconnect signal from CO. (default)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1=</td>
<td>System will detect disconnect signal.</td>
</tr>
</tbody>
</table>

**Related Programming:**

- Trunk Signal Type (pg. 2-87)  FF2  2  BSSCC  02  00  Hold (0-3) Hold
- Disconnect Supervision Timer (pg. 2-95)  FF2  2  BSSCC  02  12  Hold (0-3) Hold
Notes:
This setting is available only if the **Trunk Signal Type** is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.

### Related Programming:
- **Trunk Signal Type (pg. 2-87)**  
  FF2 2 BSSCC 02 00 Hold (0-3) Hold

---

### Ground Start Ring Type

**Set whether the CO supplies the real ringing signal or not. Applies to Ground-Start trunks, which typically need Tip-Ground for incoming signal.**

**FF2 2 BSSCC 02 03 Hold (0 or 1) Hold**

- **BSSCC:** T1 (CO) Channel Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - CC=Channel no. 01-24

**Notes:**
This setting is available only if the **Trunk Signal Type** is set for “1” (Ground Start); it is not available for Loop Start or DID signaling types. (Ground Start trunks typically need Tip-side ground for incoming signal.)

### Related Programming:
- **Trunk Signal Type (pg. 2-87)**  
  FF2 2 BSSCC 02 00 Hold (0-3) Hold

---

### DID Ring Detect Timer

**Set the timer for detecting DID ringing, which will be used to specify the ringing.**

**FF2 2 BSSCC 02 04 Hold (0 or 1) Hold**

- **BSSCC:** T1 (CO) Channel Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - CC=Channel no. 01-24

**Notes:**
This setting is available only if the **Trunk Signal Type** is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.
**Notes:**

If CO is set to Immediate Start, system will wait this long before recognizing ring from CO.

This setting is available only if the **Trunk Signal Type** is set for “2” (DID Immediate Start) or “3” (DID Wink Start); it is not available for Loop Start or Ground Start signaling types.

**Related Programming:**

Trunk Signal Type (pg. 2-87)    FF2 2 BSSCC 00 00 Hold (0-3) Hold

---

**Not Used**

(All CPCs) - Version 1.0 or higher

FF2 2 BSSCC 02 05 Hold

---

**Frame Format**

(All CPCs) - Version 1.0 or higher

Set the framing format ordered from the CO (assign to Channel #1).

**FF2 2 BSSCC 02 06 Hold (0 or 1) Hold**

**BSSCC:** T1 (CO) Channel Position (“01” only)
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01

**Notes:**

This setting is available only for Channel 01.

“SF” stands for SuperFrame (also known as D4), in which sampling frames are transmitted in groups of 12.

“ESF” stands for Extended SuperFrame, in which sampling frames are transmitted in groups of 24. ESF provides monitoring and maintenance capabilities that aren’t available with SF.

Both “SF” and “ESF” use robbed-bit signaling, in which the 8th bit is robbed from every 6th frame to transmit signaling states such as On-Hook and Off-Hook.
Related Programming:
Synchronized Clock (pg. 1-103)  FF1 0 18 (0001-0003) Hold (BSS/C) Hold

---

**Line Coding**
(all CPCs) - Version 1.0 or higher
Set the clear-channel format ordered from the CO (assign to Channel #1).

```
FF2  2   BSSCC  02  07 Hold (0 or 1) Hold
```

BSSCC: T1 (CO) Channel Position (“01” only)
B=Cabinet no. 1-6
S=Slot no. 01-12
C=Channel no. 01

0=AMI (default)
1=B8ZS

Notes:
This setting is available only for Channel 01.
“AMI” stands for Alternate Mark Inversion.
“B8ZS” stands for Binary 8-Zeros Suppression.

Related Programming:
Ring Frequency
(all CPCs) - Version 1.0 or higher
Set the ring frequency for incoming calls on the T1 channel. Affects ringing pitch on digital phones.

| FF2 | 2 | BSSCC | 02 | 08 | Hold | (0-6) | Hold |

BSSCC: T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

0=No Ring
1=400/562 Hz (default)
2=1000/1340 Hz
3=400 Hz
4=800/1040 Hz
5=1040/1320 Hz
6=660/1320 Hz

Notes:

Related Programming:
Ring Pattern
(all CPCs) - Version 1.0 or higher
Set the ring pattern for incoming calls on this trunk.

**FF2 2 BSSCC 02 09 Hold (0-12) Hold**

**BSSCC:** T1 (CO) Channel Position

- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- CC = Channel no. 01-24

### Setting Values for U.K.

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Synchronize with CO</td>
</tr>
<tr>
<td>1</td>
<td>1on/2off (default) (in seconds)</td>
</tr>
<tr>
<td>2</td>
<td>2on/1off</td>
</tr>
<tr>
<td>3</td>
<td>1on/1off</td>
</tr>
<tr>
<td>4</td>
<td>.5on/.5off</td>
</tr>
<tr>
<td>5</td>
<td>.25on/.75off</td>
</tr>
<tr>
<td>6</td>
<td>.25on/.25off/.25on/2.25off</td>
</tr>
<tr>
<td>7</td>
<td>.25on/.25off/.25on/2.5on/1.75off</td>
</tr>
<tr>
<td>8</td>
<td>.75on/.25off/.75on/1.25off</td>
</tr>
<tr>
<td>9</td>
<td>1on/.25off/.25on/1.5off</td>
</tr>
<tr>
<td>10</td>
<td>1on/.25off/.25on/2.5on/1off</td>
</tr>
<tr>
<td>11</td>
<td>1.375on/.125off/.125on/.125off/1.25off</td>
</tr>
<tr>
<td>12</td>
<td>Continuous tone</td>
</tr>
</tbody>
</table>

### Setting Values for U.S. and Hong Kong

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>(use Pattern 1 below)</td>
</tr>
<tr>
<td>1</td>
<td>1on/3off (in seconds) (default)</td>
</tr>
<tr>
<td>2</td>
<td>2on/2off</td>
</tr>
<tr>
<td>3</td>
<td>3on/1off</td>
</tr>
<tr>
<td>4</td>
<td>1on/1off</td>
</tr>
<tr>
<td>5</td>
<td>.5on/.5off</td>
</tr>
<tr>
<td>6</td>
<td>.5on/3.5off</td>
</tr>
<tr>
<td>7</td>
<td>.5on/.5off/.5on/2.5off</td>
</tr>
<tr>
<td>8</td>
<td>.25on/.25off/.25on/3.25off</td>
</tr>
<tr>
<td>9</td>
<td>1on/.25off/.25on/2.5off</td>
</tr>
<tr>
<td>10</td>
<td>1on/.25off/.25on/2.5on/2.5off</td>
</tr>
<tr>
<td>11</td>
<td>1.375on/.125off/.125on/.125off/1.25off</td>
</tr>
<tr>
<td>12</td>
<td>Continuous tone</td>
</tr>
</tbody>
</table>

**Notes:**

If **Trunk COS: Incoming Ring Tone Source** (pg. 1-75) is set to “0=Use trunk’s Ring Pattern (default),” the above Ring Pattern will apply to all incoming-call types: multiple incoming, DIL, DID, DISA. However, if the **Ring Tone Source** is set to “1=Use intercom ring tone,” the above Ring Pattern will apply only to multiple-incoming calls.

### Related Programming:

- **Trunk COS: Incoming Ring Tone Source** (pg. 1-75)  
  Trunk COS 04 (00-15) 01 Hold (0 or 1) Hold
- **Trunk COS Assignment** (pg. 2-114)  
  FF2 2 BSSCC 08 Hold (1-16) Hold
- **Ring Type/Destination for T1/CO trunks** (pg. 2-107)  
  FF2 2 BSSCC 04 (0 thru 5) Hold...
- **FF4 0:** **FF-Keys on Digital Keyphones, SLTs, and EM/24 Units** (pg. 4-7)  
  FF4 1: **FF-Keys on DSS/72 Consoles** (pg. 4-14)
DTMF On/Off Pattern During Talk  
(all CPCs - Version 1.0 or higher)

Set the DTMF signaling pattern that will apply after an extension user connects to the called party during a CO call on this T1 channel.

**FF2 2 BSSCC 02 10 Hold (0-2) Hold**

BSSCC: T1 (CO) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

- 0=DTMF Pattern #1
- 1=DTMF Pattern #2 (default)
- 2=DTMF Pattern #3

**Notes:**

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019).**

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

Related Programming:
- DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #2 (pg. 1-125) FF1 1 01 0018 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #3 (pg. 1-126) FF1 1 01 0019 Hold (1-255) Hold

DTMF On/Off Pattern for Outgoing Dialing  
(all CPCs - Version 1.0 or higher)

Set the DTMF signaling pattern that will apply to the dialing of outbound phone numbers (DTMF sent to CO) on this T1 channel.

**FF2 2 BSSCC 02 11 Hold (0-2) Hold**

BSSCC: T1 (CO) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

- 0=DTMF Pattern #1 (default)
- 1=DTMF Pattern #2
- 2=DTMF Pattern #3

**Notes:**

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019).**
Related Programming:

- DTMF ON: Pattern #1 (pg. 1-123)  FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124)  FF1 1 01 0017 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #2 (pg. 1-125)  FF1 1 01 0018 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #3 (pg. 1-126)  FF1 1 01 0019 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-97)  FF2 2 BSSCC 03 00 Hold (0 or 1) Hold

---

**Disconnect Supervision Timer**

*(all CPCs) - Version 1.0 or higher*

Set how long the system will wait after detecting a drop in voltage from the CO, before recognizing it as a valid disconnect signal.

**FF2 2 BSSCC 02 12 Hold (0-3) Hold**

**BSSCC: T1 (CO) Channel Position**

- **B**=Cabinet no. 1-6
- **SS**=Slot no. 01-12
- **CC**=Channel no. 01-24

if Trunk Signaling type is...

- **Loop Start / Ground Start:**
  - 0=281 ms (default)
  - 1=531 ms
  - 2=781 ms
  - 3=1032 ms (1.032 seconds)

- **DID:**
  - 0=96 ms (default)
  - 1=144 ms
  - 2=240 ms
  - 3=1500 ms (1.500 seconds)

---

**Notes:**

---

**Related Programming:**

- Trunk Signal Type (pg. 2-87)  FF2 2 BSSCC 00 00 Hold (0-3) Hold
- Disconnect Detect (pg. 2-88)  FF2 2 BSSCC 02 01 Hold (0 or 1) Hold

---

---

---
### Guard Timer for Outbound Calls

**Guard Timer for Outbound Calls**

(All CPCs) - Version 1.0 or higher

Set how long the system guards the T1 channel after a call is disconnected. The purpose of guarding the trunk is to prevent “glare” (collision between an incoming and outgoing call).

```
FF2 2 BSSCC 02 13 Hold (0-3) Hold
```

**BSSCC: T1 (CO) Channel Position**

- **B** = Cabinet no. 1-6
- **SS** = Slot no. 01-12
- **CC** = Channel no. 01-24

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0=500 ms (.5 seconds)</td>
</tr>
<tr>
<td>1</td>
<td>1=1000 ms (1 second)</td>
</tr>
<tr>
<td>2</td>
<td>2=1500 ms (1.5 seconds)</td>
</tr>
<tr>
<td>3</td>
<td>3=2000 ms (2 seconds) (default)</td>
</tr>
</tbody>
</table>

**Notes:**

While the T1 channel is guarded, it cannot be used for another call until this Guard Timer has expired.

This setting is available only if the Trunk Signal Type is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.

**Related Programming:**

- Trunk Signal Type (pg. 2-87)  
- FF2 2 BSSCC 02 00 Hold (0-3) Hold

### Inbound Ground Detect Timer

**Inbound Ground Detect Timer**

(All CPCs) - Version 1.0 or higher

Set how long a CO Tip-ground signal must be present on a Ground Start T1 channel, before the system recognizes it as a valid incoming call.

```
FF2 2 BSSCC 02 14 Hold (0-3) Hold
```

**BSSCC: T1 (CO) Channel Position**

- **B** = Cabinet no. 1-6
- **SS** = Slot no. 01-12
- **CC** = Channel no. 01-24

<table>
<thead>
<tr>
<th>Setting</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0=1 second (default)</td>
</tr>
<tr>
<td>1</td>
<td>1=2 seconds</td>
</tr>
<tr>
<td>2</td>
<td>2=4 seconds</td>
</tr>
<tr>
<td>3</td>
<td>3=8 seconds</td>
</tr>
</tbody>
</table>

**Notes:**

If this Inbound Ground Detect Timer is set too short, the system may generate false ringing when Tip-ground is not removed quickly enough at the end of the call.

**Related Programming:**

- Trunk Signal Type (pg. 2-87)  
- FF2 2 BSSCC 02 00 Hold (0-3) Hold
**Not Used**  
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>FF2</th>
<th>2</th>
<th>BSSCC</th>
<th>02</th>
<th>15</th>
<th>Hold</th>
</tr>
</thead>
</table>

**Related Programming:**

---

**DTMF/Dial Pulse Dialing**  
(all CPCs) - Version 1.0 or higher

Set the T1 channel’s signaling type for outbound and inbound dialing.

<table>
<thead>
<tr>
<th>FF2</th>
<th>2</th>
<th>BSSCC</th>
<th>03</th>
<th>00</th>
<th>Hold</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
</table>

**Notes:**

BSSCC: T1 (CO) Channel Position  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

0=Dial-pulse, at 10 pps  
1=DTMF (default)

---

**Flash Pattern**  
(all CPCs) - Version 1.0 or higher

Set the signal pattern used for flash signals sent to the CO on the T1 channel.  
(see **System Timers** to define Flash Patterns #1 and #2)

<table>
<thead>
<tr>
<th>FF2</th>
<th>2</th>
<th>BSSCC</th>
<th>03</th>
<th>01</th>
<th>Hold</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
</table>

**Notes:**

Two different Flash Patterns can be defined in **Flash Timers 1 and 2**, FF1 1 01 (0001-0002).
Related Programming:
Flash Timer 1 for Trunk Line (pg. 1-115) FF1 01 0001 Hold (1-255) Hold
Flash Timer 2 for Trunk Line (pg. 1-116) FF1 01 0002 Hold (1-255) Hold

**Dial Tone Detection**
(all CPCs) - Version 1.0 or higher
Set whether the phone system will check for CO dial tone before sending dialed digits on this trunk.

```
FF2  2  BSSCC  03  02  Hold  (0 or 1)  Hold
```

BSSCC: T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

0=No check (use precoded delay timer).
1=Check (send digits after dial tone is detected). (default)

**Notes:**

Related Programming:

**Trunk Connection Type (CO/PBX)**
(all CPCs) - Version 1.0 or higher
Set whether the T1 channel connects directly to the CO or is behind a PBX/Centrex.

```
FF2  2  BSSCC  03  03  Hold  (0 or 1)  Hold
```

BSSCC: T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

0=CO trunk (default)
1=PBX trunk

**Notes:**

Related Programming:

PBX Trunk Access Codes (pg. 1-92) FF1 08 (0001-0006) Hold FLASH (0-9999) Hold
Auto-Repeat Dial
(all CPCs) - Version 1.0 or higher
Enable/Disable Auto-Repeat Dialing on the T1 channel.

**FF2  2  BSSCC  03  04  Hold (0 or 1) Hold**

BSSCC: T1 (CO) Channel Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- CC = Channel no. 01-24

0 = Do not allow Auto-Repeat Dialing.
1 = Allow Auto-Repeat Dialing. (default)

Notes:
- **Auto-Repeat Dial**: Dial an outside call. If busy tone is received, press REDIAL to have the system automatically redial the number at set intervals (max. 15 times) until the called party answers or the user hangs up.

Related Programming:
- Flash Timer for Auto-Repeat Dial (pg. 1-117)   FF1  1 01 0003 Hold (1-255) Hold

DTMF After Answer (Link Control)
(all CPCs) - Version 1.0 or higher
For calls on this T1 channel using pushbutton (DTMF) SLT phones, set whether DTMF signals can be sent through the system after the called party answers.

**FF2  2  BSSCC  03  05  Hold (0 or 1) Hold**

BSSCC: T1 (CO) Channel Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- CC = Channel no. 01-24

0 = Two-Way Link: DTMF path open both ways. (default)
1 = One-Way Link: No DTMF signaling after the called party answers.

Notes:
Set this address to “1” (One-Way Link) to prevent double-dialing -- making an outgoing call on the same trunk after the called party hangs up, thus bypassing TRS restrictions.

Related Programming:
- DTMF/Dial Pulse Dialing (pg. 2-97)   FF2 2 BSSCC 03 00 Hold (0 or 1) Hold
**CO Dial Tone Simulation**

*(all CPCs) - Version 1.0 or higher*

Set whether the system will send a simulated CO dial tone to an extension using this T1 channel (important for DID Wink-Start trunk signaling).

**FF2 2 BSSCC 03 06 Hold (0 or 1) Hold**

**Notes:**
Set to “1” (Send) if the CO doesn’t support dial tone (typical in U.K.).

**Related Programming:**
Trunk Signal Type (pg. 2-87)   FF2 2 BSSCC 00 00 Hold (0-3) Hold

**SMDR for Outbound Calls**

*(all CPCs) - Version 1.0 or higher*

Set whether *outbound* calls on the T1 channel will be included in SMDR records.

**FF2 2 BSSCC 03 07 Hold (0 or 1) Hold**

**Notes:**

**Related Programming:**
SMDR Data to Serial Port (pg. 1-88)   FF1 0 06 0001 Hold (0-2) Hold
SMDR Output Format (pg. 1-93)   FF1 0 09 0001 Hold (0-2) Hold
SMDR for Inbound Calls
(all CPCs - Version 1.0 or higher)
Set whether incoming calls on the T1 channel will be included in SMDR records.

**FF2** 2 BSSCC 03 08 Hold (0 or 1) Hold

BSSCC: T1 (CO) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

0=Do not include in SMDR. (default)
1=Include in SMDR.

Notes:

Related Programming:
- SMDR Data to Serial Port (pg. 1-88)    FF1 0 06 0001 Hold (0-2) Hold
- SMDR Output Format (pg. 1-93)    FF1 0 09 0001 Hold (0-2) Hold

Flash Key Operation
(all CPCs - Version 1.0 or higher)
Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this T1 channel.

**FF2** 2 BSSCC 03 09 Hold (0 or 1) Hold

BSSCC: T1 (CO) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

0=Flash signal is sent to CO. (default)
1=T1 channel is released, then user hears internal dial tone.

Notes:

The sending of the flash signal can also be enabled/disabled on individual extensions (see Flash-Signal Control on pg. 3-19).

☐ If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal will be sent when the user accesses the trunk and presses FLASH.

☐ (all CPCs - Version 1.3 and higher) If this address is set to 0=Flash signal is sent to CO (default), it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See Dial Plans A and B on pg. 1-155.
Related Programming:
- Flash-Signal Control (pg. 3-19)  
  FF3 0 BSSC 04 21 Hold (0 or 1) Hold
- Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155)  
  FF1 02 (0001-0056) Hold (max. 4-digit Code) Hold
- Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157)  
  FF1 03 (0001-0056) Hold (max. 4-digit Code) Hold

---

**Long Talk Alarm**
(all CPCs) - Version 1.0 or higher

Enable/Disable alarm tone heard by extension user during an outbound call on the T1 channel, if the call lasts longer than the Long Talk Alarm Timer.

```
FF2  2 BSSCC  03  10  Hold (0 or 1) Hold
```

**BSSCC:** T1 (CO) Channel Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- CC = Channel no. 01-24

**Notes:**
By default, individual extensions are enabled for the Long Talk Alarm (via Extension COS setting).

**Related Programming:**
- Long Talk Alarm #1 Timer (pg. 1-134)  
  FF1 1 02 0010 Hold (0-255) Hold
- Long Talk Alarm #2 Timer (pg. 1-135)  
  FF1 1 02 0011 Hold (0-255) Hold
- Extension COS: Long Talk Alarm (pg. 1-66)  
  FF1 0 03 (00-15) 40 Hold (0 or 1) Hold

---

**Alarm Ringing**
(all CPCs) - Version 1.0 or higher

Enable/Disable Alarm Ringing for incoming calls on this T1 channel that ring unanswered for longer than the Slide Ring/Alarm Ring Timer.

```
FF2  2 BSSCC  03  11  Hold (0 or 1) Hold
```

**BSSCC:** T1 (CO) Channel Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- CC = Channel no. 01-24

**Notes:**
0 = Disable Alarm Ringing. (default)
1 = Enable Alarm Ringing.
Notes:

**Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

**Related Programming:**

- **Ring Alarm Frequency (pg. 1-106)**  
  FF1 0 21 0001 Hold (0-6) Hold

- **Ring Alarm Pattern (pg. 1-107)**  
  FF1 0 21 0002 Hold (0-12) Hold

- **Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132)**  
  FF1 1 02 0007 Hold (0-255) Hold

- **Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133)**  
  FF1 1 02 0008 Hold (0-255) Hold

- **Slide Ring/Alarm Ring Timer (Night) (pg. 1-133)**  
  FF1 1 02 0009 Hold (0-255) Hold

---

**Slide Ringing**

(apply CPCs) - Version 1.0 or higher

Enable/Disable Slide Ringing for incoming calls on this T1 channel that ring unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

```
FF2  2  BSSCC  03  12 Hold (0 or 1) Hold
```

- **BSSCC:** T1 (CO) Channel Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - CC=Channel no. 01-24

- **0=Disable Slide Ringing. (default)**
- **1=Enable Slide Ringing.**

Notes:

**Slide Ringing:** Applies to extensions that are Slide Ring-enabled and have trunk FF-key assignments (where the trunk is also enabled for Slide Ringing in the above address). An incoming call on the trunk will ring at the assigned extension or hunt group first (see **Day1/2/Night Ring Assignments** in FF2). Then, after the **Slide Ring/Alarm Ring Timer** expires, the call will begin ringing at the extension(s) that have an FF-key for the trunk (see **FF-Key Feature Assignment** in FF4).

**Related Programming:**

- **Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132)**  
  FF1 1 02 0007 Hold (0-255) Hold

- **Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133)**  
  FF1 1 02 0008 Hold (0-255) Hold

- **Slide Ring/Alarm Ring Timer (Night) (pg. 1-133)**  
  FF1 1 02 0009 Hold (0-255) Hold

- **Slide Ringing Receive (pg. 3-9) (on individual extensions)**  
  FF3 0 BSSC 04 02 Hold (0 or 1) Hold

- **Ring Type/Destination - Day1, Day2, Night (pg. 2-107)**  
  FF2 2 BSSC 04 (0-5) Hold (0-6 or 0-9999) Hold

- **FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)**  
  FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
DTMF Conversion (Outbound Calls)  
(all CPCs) - Version 1.0 or higher
Set whether the T1 channel will switch from dial-pulse to DTMF signaling after the called party answers an outbound call, according to the Call Duration Timer.

\[
FF2 \ 2 \ BSSCC \ 03 \ 13 \ \text{Hold} \ (0 \ or \ 1) \ \text{Hold}
\]

**BSSCC: T1 (CO) Channel Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

0=Do not switch to DTMF signaling.
1=Switch to DTMF signaling after the called (outside) party answers. (default)

**Notes:**

**Related Programming:**
- Call Duration Timer (analog CO) (pg. 1-118)  FF1 1 01 0005 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-97)  FF2 2 BSSCC 03 00 Hold (0 or 1) Hold

DTMF Conversion (Inbound Calls)  
(all CPCs) - Version 1.0 or higher
Set whether the T1 channel will switch from dial-pulse to DTMF signaling after the extension user answers an incoming call.

\[
FF2 \ 2 \ BSSCC \ 03 \ 14 \ \text{Hold} \ (0 \ or \ 1) \ \text{Hold}
\]

**BSSCC: T1 (CO) Channel Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

0=Do not switch to DTMF signaling.
1=Switch to DTMF signaling after the phone user answers. (default)

**Notes:**

**Related Programming:**
- DTMF/Dial Pulse Dialing (pg. 2-97)  FF2 2 BSSCC 03 00 Hold (0 or 1) Hold
**Indirect LCR**

*(all CPCs) - Version 1.0 or higher*

*(U.K. use only)* Enable/Disable the Indirect Least Cost Routing (LCR) function.

<table>
<thead>
<tr>
<th>FF2 2 BSSCC 03 15 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSSCC: T1 (CO) Channel Position</td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>CC=Channel no. 01-24</td>
</tr>
<tr>
<td>0=Disable Indirect LCR. (default)</td>
</tr>
<tr>
<td>1=Enable Indirect LCR.</td>
</tr>
</tbody>
</table>

**Notes:**

**Indirect LCR:** System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

**U.S.A.:** Do not enable this address for MCO access code routing (e.g., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.

**Related Programming:**

FF6 2 05: Digit Modify Table (pg. 6-38)

---

**Call Duration**

*(all CPCs) - Version 1.0 or higher*

Set whether the system will use the Call Duration Timer to begin tracking call duration (both on LCD display and in SMDR records) for an outgoing call on this trunk.

<table>
<thead>
<tr>
<th>FF2 2 BSSCC 03 16 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSSCC: T1 (CO) Channel Position</td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>CC=Channel no. 01-24</td>
</tr>
<tr>
<td>0=Do not use system timer to start call duration.</td>
</tr>
<tr>
<td>1=Use system timer to start call duration. (default)</td>
</tr>
</tbody>
</table>

**Notes:**

This address should be set to “0” *(Do not use system timer)* if the CO sends back reverse signaling for called-party answer (typical in the U.K.).
Related Programming:
Call Duration Timer (analog CO) (pg. 1-118)  FF1 01 0005 Hold (1-255) Hold

Not Used
(all CPCs) - Version 1.0 or higher

FF2 2 BSSCC 03 17 Hold
FF2 2 BSSCC 03 18 Hold
**Day1 Ring Type**

*(all CPCs) - Version 1.0 or higher*

Set the T1 channel’s ringing type for incoming calls during Day1 mode.

<table>
<thead>
<tr>
<th>FF2</th>
<th>2</th>
<th>BSSCC</th>
<th>04</th>
<th>0</th>
<th>Hold</th>
<th>(0-6)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSSCC: T1 (CO) Channel Position

- **B**=Cabinet no. 1-6
- **SS**=Slot no. 01-12
- **CC**=Channel no. 01-24

0=Multiple Incoming (default)
1=DID or DNIS
2=DISA
3=DIL to Extension
4=DIL to Hunt Group
5=DIL to SSD
6=DIL to Attendant Hunt Group

**Notes:**

**Multiple Incoming:** An incoming call on this trunk can ring on multiple extensions that have a CO or MCO FF-key line appearance for the trunk (see **Trunk FF-Key** addresses in FF4).

Ring destinations for DID/DNIS trunks are assigned in **DID Tables** (FF1 4 02 and 04). DISA trunks do not require a ring destination assignment; the DISA caller dials the desired extension after entering the phone system.

**To set up Virtual Port Ringing:** Choose “3=DIL to Extension” and enter the Virtual Port Extension No. (*not* the port no.) in the above addresses. Extension Numbers are assigned to Virtual Ports in FF3 2 (001-576) 00 Hold (0-9999) Hold (pg. 3-40).
Related Programming:

- DID/DNIS Dial Table ("A" Side) (pg. 1-169)  FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table ("B" Side) (pg. 1-171)  FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- Extension Number Assignment (pg. 3-4) for digital keyphones/SLTs  FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-29) for S-point ISDN extensions  FF3 1 BSSC 01 Hold (0-9999) Hold
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- FF-Key Feature Assignment (DSS/72) (pg. 4-14)  FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold
- Attendant HG Pilot Number (pg. 5-3)  FF5 0 01 Hold (0-9999) Hold
- FF5 1: Extension Hunt Groups (pg. 5-13)
- Closed Number Table: Digit String (pg. 6-42)  FF6 2 07 (001-150) 00 Hold (1-4 digits) Hold
- SSD Numbers (pg. 8-46)  FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

Day2 Ring Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel’s ringing type for incoming calls during Day2 mode.

```
FF2  2  BSSCC  04  2  Hold  (0-6)  Hold
```

BSSCC: T1 (CO) Channel Position

B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

0=Multiple Incoming (default)
1=DID or DNIS
2=DISA
3=DIL to Extension
4=DIL to Hunt Group
5=DIL to SSD
6=DIL to Attendant Hunt Group

Day2 Ring Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

```
FF2  2  BSSCC  04  3  Hold  (0-9999)  Hold
```

BSSCC: T1 (CO) Channel Position

B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

Destination Number:

Ext.No., Virtual Ext.No., or Closed No.
Extension Hunt Group No. (1-72)
SSD Code No.
Attendant Hunt Group Pilot No.

default: [no assignment]
Notes:  (see “Day 1 Ring Type/Destination” - pg. 2-107)

Related Programming:  (see “Day 1 Ring Type/Destination” - pg. 2-107)

Night Ring Type
(all CPCs) - Version 1.0 or higher
Set the T1 channel’s ringing type for incoming calls during Night mode.

FF2  2  BSSCC  04  4  Hold  (0-6)  Hold

BSSCC: T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24
0=Multiple Incoming  (default)
1=DID or DNIS
2=DISA
3=DIL to Extension
4=DIL to Hunt Group
5=DIL to SSD
6=DIL to Attendant Hunt Group

Night Ring Destination
(all CPCs) - Version 1.0 or higher
Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt
Group for a “DIL” (Direct In-Line) setting in the above address.

FF2  2  BSSCC  04  5  Hold  (0-9999)  Hold

BSSCC: T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24
Destination Number:
Ext.No., Virtual Ext.No., or Closed No.
Extension Hunt Group No. (1-72)
SSD Code No.
Attendant Hunt Group Pilot No.
default: [no assignment]

Notes:  (see “Day 1 Ring Type/Destination” - pg. 2-107)

Related Programming:  (see “Day 1 Ring Type/Destination” - pg. 2-107)
Day1 Delayed Ring Type
(all CPCs) - Version 1.0 or higher

Set the T1 channel’s delayed-ringing type during Day1 mode.
NOTE: Day1 Ring Type (pg. 2-107) must be either “DIL” or “Multiple Incoming” to set Day1 Delayed Ringing (DID and DISA do not apply here).

FF2 2 BSSCC 05 0 Hold (0-4) Hold

BSSCC: T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24
0=Disabled; no delayed ringing (default)
1=delay-ring to Extension
2=delay-ring to Hunt Group
3=delay-ring to SSD
4=delay-ring to Attendant Hunt Group

Day1 Delayed Ring Destination
(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

FF2 2 BSSCC 05 1 Hold (0-9999) Hold

BSSCC: T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

Destination Number:
(if “1=delay-ring to Extension”) Ext.No., Virtual Ext.No., or Closed No.
(if “2=delay-ring to Hunt Group”) Extension Hunt Group No. (1-72)
(if “3=delay-ring to SSD”) SSD Code No.
(if “4=delay-ring to Attendant”) Attendant Hunt Group Pilot No.

default: [no assignment]

Notes:
Delayed ringing for DID trunks is set in the DID Tables (FF1 4).

Related Programming:
Day1 Ring Type (pg. 2-107)  FF2 2 BSSCC 04 0 Hold (0-6) Hold
Extension Number Assignment (pg. 3-4) on digital keyphones/SLTs  FF3 0 BSSC 02 Hold (0-9999) Hold
Extension Number Assignment (pg. 3-29) on S-point ISDN extensions  FF3 1 BSSC 01 Hold (0-9999) Hold
Extension Number Assignment (pg. 3-40)  FF3 2 (001-576) 00 Hold (0-9999) Hold
Attendant HG Pilot Number (pg. 5-3)  FF5 0 01 Hold (0-9999) Hold
FF5 1: Extension Hunt Groups (pg. 5-13)
Closed Number Table: Digit String (pg. 6-42)  FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold
SSD Numbers (pg. 8-46)  FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold
CO Delayed Ring Timer ...
Day1 unanswered calls (pg. 1-129)  FF1 1 02 0003 Hold (0-255) Hold
Day2 unanswered calls (pg. 1-129)  FF1 1 02 0004 Hold (0-255) Hold
Night unanswered calls (pg. 1-130)  FF1 1 02 0005 Hold (0-255) Hold
Busy (pg. 1-131)  FF1 1 02 0006 Hold (0-255) Hold

Day2 Delayed Ring Type
(all CPCs) - Version 1.0 or higher
Set the T1 channel’s delayed-ringing type during Day2 mode.
NOTE: Day2 Ring Type (pg. 2-108) must be either “DIL” or “Multiple Incoming” to set Day2 Delayed Ringing (DID and DISA do not apply here).

FF2  2  BSSCC  05  2  Hold  (0-4)  Hold

BSSCC:  T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

0=Disabled; no delayed ringing (default)
1=delay-ring to Extension
2=delay-ring to Hunt Group
3=delay-ring to SSD
4=delay-ring to Attendant Hunt Group

Day2 Delayed Ring Destination
(all CPCs) - Version 1.0 or higher
Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

FF2  2  BSSCC  05  3  Hold  (0-9999)  Hold

BSSCC:  T1 (CO) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

Destination Number:
(if “1=delay-ring to Extension”)  Ext.No., Virtual Ext.No., or Closed No.
(if “2=delay-ring to Hunt Group”)  Extension Hunt Group No. (1-72)
(if “3=delay-ring to SSD”)  SSD Code No.
(if “4=delay-ring to Attendant”)  Attendant Hunt Group Pilot No.

default: [no assignment]

Notes:  (see “Day1 Delayed Ring Type/Destination” - pg. 2-110)

Related Programming:  (see “Day1 Delayed Ring Type/Destination” - pg. 2-110)
Night Delayed Ring Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel’s delayed-ringing type during Night mode.

**NOTE:**  Night Ring Type (pg. 2-109) must be either “DIL” or “Multiple Incoming” to set Night Delayed Ringing (DID and DISA do not apply here).

```
FF2  2  BSSCC  05  4  Hold (0-4)  Hold
```

**BSSCC:** T1 (CO) Channel Position
- **B:** Cabinet no. 1-6
- **SS:** Slot no. 01-12
- **CC:** Channel no. 01-24

**0=Disabled; no delayed ringing (default)**
- **1=delay-ring to Extension**
- **2=delay-ring to Hunt Group**
- **3=delay-ring to SSD**
- **4=delay-ring to Attendant Hunt Group**

Night Delayed Ring Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

```
FF2  2  BSSCC  05  5  Hold (0-9999)  Hold
```

**BSSCC:** T1 (CO) Channel Position
- **B:** Cabinet no. 1-6
- **SS:** Slot no. 01-12
- **CC:** Channel no. 01-24

**Destination Number:**
- If “1=delay-ring to Extension” — Ext.No., Virtual Ext.No., or Closed No.
- If “2=delay-ring to Hunt Group” — Extension Hunt Group No. (1-72)
- If “3=delay-ring to SSD” — SSD Code No.
- If “4=delay-ring to Attendant” — Attendant Hunt Group Pilot No.

**default:** [no assignment]

**Notes:**  (see “Day1 Delayed Ring Type/Destination” - pg. 2-110)

**Related Programming:**  (see “Day1 Delayed Ring Type/Destination” - pg. 2-110)
Tenant Group Assignment

(all CPCs) - Version 1.0 or higher

Assign the T1 channel to a Tenant Group, which will apply when the T1 channel originates an outbound call (such as DISA).

**FF2 2 BSSCC 06 Hold (1-72) Hold**

<table>
<thead>
<tr>
<th>BSSCC: T1 (CO) Channel Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>CC=Channel no. 01-24</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Tenant Group No. --</th>
</tr>
</thead>
<tbody>
<tr>
<td>with a CPC-96: Tenant Groups 01-12</td>
</tr>
<tr>
<td>with a CPC-288: Tenant Groups 01-36</td>
</tr>
<tr>
<td>with a CPC-576: Tenant Groups 01-72</td>
</tr>
</tbody>
</table>

| default: 0 [no assignment] |

Notes:

Related Programming:

- MOH Source for CO Trunks (pg. 1-96)
- FF1 0 12 (0001-0072) Hold (0-3) Hold

---

TRS Class Assignment (Day)

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) Class to the T1 channel, applicable during Day1 and Day2 modes when the trunk originates an outbound call (such as DISA).

**FF2 2 BSSCC 07 0 Hold (1-50) Hold**

<table>
<thead>
<tr>
<th>BSSCC: T1 (CO) Channel Position</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>CC=Channel no. 01-24</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TRS Class No. 1-50 for Day Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>default: 1</td>
</tr>
</tbody>
</table>

Notes:

Related Programming:

- FF6 1: TRS Class Definitions (pg. 6-15)
**TRS Class Assignment (Night)**

(All CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) Class to the T1 channel, applicable during Night mode when the trunk originates an outbound call (such as DISA).

**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

---

**Trunk COS Assignment**

(All CPCs) - Version 1.0 or higher

Assign a Trunk Class of Service (COS) number to the T1 channel.

**Notes:**

This Trunk COS Assignment controls the ring tone for incoming calls on this trunk - CO ring tone, intercom ring tone, or (for DIL trunks) a specific ring pattern. The Trunk COS also controls various network settings. See FF1 0 04: Trunk COS Definitions (pg. 1-75).

**Related Programming:**

Trunk COS: Incoming Ring Tone Source (pg. 1-75)  FF1 0 04 (00-15) 01 Hold (0 or 1) Hold
Trunk COS: DID/DNIS Table (pg. 1-77)  FF1 0 04 (00-15) 04 Hold (0 or 1) Hold
Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78)  FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
Trunk COS: DISA ID Verification (pg. 1-79)  FF1 0 04 (00-15) 06 Hold (0 or 1) Hold
Ring Pattern (pg. 2-93)  FF2 2 BSSCC 02 09 Hold (0-12) Hold
Day1/Day2/Night Ring Type/Destination (pg. 2-107)  FF2 2 BSSCC 04 (0 thru 5) ...

**Trunk Digital Pad Class Assignment**

(all CPCs) - Version 1.0 or higher
Assign a Digital Pad Class to the T1 channel.

<table>
<thead>
<tr>
<th>FF2 2 BSSCC 09 Hold (1-16) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>BSSCC:</strong> T1 (CO) Channel Position</td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>CC=Channel no. 01-24</td>
</tr>
<tr>
<td><strong>Trunk Digital Pad Class No. 1-16</strong></td>
</tr>
<tr>
<td>default: 7</td>
</tr>
</tbody>
</table>

**Notes:**

Based on this setting, you can assign automatic volume adjustments for different connection types to this T1 channel (see FF1 8 02).

**Related Programming:**

Digital Pad Settings for Trunk Pad Class (pg. 1-178)  FF1 8 02 (0001-0480) Hold (0-31) Hold
FF2 2: T1 Trunks (E&M Tie)

**NOTE:** These settings apply to point-to-point network trunks (connections between 2 or more switches). For “CO” T1 trunk programming, go to pg. 2-86.

### Trunk Connection Type (CO/Network)

*(all CPCs) - Version 1.0 or higher*

Set whether the T1 channel is connected to the CO or to a private network.

```
FF2 2 BSSCC 00 Hold (1-2) Hold
```

BSSCC: T1 (E&M Tie) Channel Position

<table>
<thead>
<tr>
<th>B</th>
<th>SS</th>
<th>CC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cabinet no. 1-6</td>
<td>Slot no. 01-12</td>
<td>Channel no. 01-24</td>
</tr>
</tbody>
</table>

1=CO (default)

2=Private Network (E&M)

**Notes:**

The remaining addresses in this T1 Trunks (E&M Tie) section will apply if the T1 trunk is set to 2=Private Network in the above address. If 1=CO (default) is chosen instead, go to pg. 2-86.

Choose 1=CO and follow the addresses starting on pg. 2-86 if the carrier is providing DID/DNIS trunks with E&M signaling.

**Related Programming:**

Trunk Connection Type (CO/PBX) (pg. 2-127)  FF2 2 BSSCC 03 03 Hold (0 or 1) Hold

### Trunk Number Assignment

*(all CPCs) - Version 1.0 or higher*

Assign a trunk number to each T1 channel.

```
FF2 2 BSSCC 01 Hold (0-576) Hold
```

BSSCC: T1 (E&M Tie) Channel Position

<table>
<thead>
<tr>
<th>B</th>
<th>SS</th>
<th>CC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cabinet no. 1-6</td>
<td>Slot no. 01-12</td>
<td>Channel no. 01-24</td>
</tr>
</tbody>
</table>

Trunk Number 1-576

0 = no trunk

default: [no assignment]
Notes:

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC trunk position and assign it a trunk number (stay in same address).

Before removing a Trunk Card from a Free Slot, you must first clear the Trunk Numbers (if assigned) from all of the Card’s BSSC ports in this address. See pg. 0-3 for more information.

The range of trunk numbers available for assignment depends on the CPC used:

- with a CPC-96: Trunk Nos. 1-96
- with a CPC-288: Trunk Nos. 1-288
- with a CPC-576: Trunk Nos. 1-576

Related Programming:

Trunk Numbering (pg. 1-22)  FF1 0 02 0001 Hold (0 or 1) Hold

Trunk Signal Type
(all CPCs) - Version 1.0 or higher

Set the T1 channel’s signaling type.

```
FF2 2 BSSCC 02 00 Hold (0-5) Hold
```

BSSCC: T1 (E&M Tie) Channel Position

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

- 4=E&M/AC15 (Immediate Start)
- 5=E&M/AC15 (Wink Start) (default)

NOTE: Settings 0-3 apply to T1 Trunks (CO).
See pg. 2-86 for more information.

Notes:

Related Programming:
**Not Used**

*(all CPCs) - Version 1.0 or higher*

- FF2 2 BSSCC 02 01 Hold
- FF2 2 BSSCC 02 02 Hold
- FF2 2 BSSCC 02 03 Hold

**Ring Detect Timer**

*(all CPCs) - Version 1.0 or higher*

Set the amount of time allowed for the system to recognize an incoming call on a T1 channel set for **Immediate Start** signaling (see **Trunk Signal Type**).

- FF2 2 BSSCC 02 04 Hold (0 or 1) Hold

BSSCC: T1 (E&M Tie) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

0=48 ms (default)
1=160 ms

**Notes:**

**Related Programming:**

- Trunk Signal Type (pg. 2-117)
- FF2 2 BSSCC 02 00 Hold (0-5) Hold
Auto Answer for Outbound Calls

(All CPCs) - Version 1.0 or higher

Set whether the system will automatically assume that an outgoing call on this T1 channel has been answered by the other end, without waiting for an answer signal.

**FF2 2 BSSCC 02 05 Hold (0 or 1) Hold**

**BSSCC:** T1 (E&M Tie) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

**Notes:**
This address should be set to “1” (Enable) if the other system does not send back an answer signal, or if the trunk is used for paging calls.

**Related Programming:**
- Auto Answer Timer (pg. 2-125)  FF2 2 BSSCC 02 15 Hold (0-3) Hold

Frame Format

(All CPCs) - Version 1.0 or higher

Set the framing format ordered from the CO (assign to Channel #1).

**FF2 2 BSSCC 02 06 Hold (0 or 1) Hold**

**BSSCC:** T1 (E&M Tie) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01

**Notes:**
This setting is available only for Channel 01.

“SF” stands for SuperFrame (also known as D4), in which sampling frames are transmitted in groups of 12.

“ESF” stands for Extended SuperFrame, in which sampling frames are transmitted in groups of 24. ESF provides monitoring and maintenance capabilities that aren’t available with SF.
Both “SF” and “ESF” use robbed-bit signaling, in which the 8th bit is robbed from every 6th frame to transmit signaling states such as On-Hook and Off-Hook.

Related Programming:

Synchronized Clock (pg. 1-103)       FF1 0 18 (0001-0003) Hold (BSS/C) Hold

---

**Line Coding**

(All CPCs) - Version 1.0 or higher

Set the clear-channel format ordered from the CO (assign to Channel #1).

```
FF2  2  BSSCC  02  07  Hold  (0 or 1)  Hold

BSSCC:  T1 (E&M Tie)
Channel Position (“01” only):
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01
```

**Notes:**

This setting is available only for Channel 01.

“AMI” stands for Alternate Mark Inversion.

“B8ZS” stands for Binary 8-Zeros Suppression.

Related Programming:
Ring Frequency
(all CPCs) - Version 1.0 or higher
Set the ring frequency for incoming calls on the T1 channel. Affects ringing pitch on digital phones.

FF2 2 BSSCC 02 08 Hold (0-6) Hold

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

0=No Ring
1=400/562 Hz (default)
2=1000/1340 Hz
3=400 Hz
4=800/1040 Hz
5=1040/1320 Hz
6=660/1320 Hz

Notes:

Related Programming:
**Ring Pattern**

(All CPCs) - Version 1.0 or higher

(This setting does not apply to E&M tie-trunks.)

```
FF2  2  BSSCC  02 09  Hold (0-12)  Hold
```

BSSCC: T1 (E&M Tie) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

<table>
<thead>
<tr>
<th>Setting Values for U.K.</th>
<th>Setting Values for U.S. and Hong Kong</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Synchronize with CO</td>
</tr>
<tr>
<td>1</td>
<td>1on/0off (default)  (in seconds)</td>
</tr>
<tr>
<td>2</td>
<td>2on/0off</td>
</tr>
<tr>
<td>3</td>
<td>1on/1off</td>
</tr>
<tr>
<td>4</td>
<td>.5on/.5off</td>
</tr>
<tr>
<td>5</td>
<td>.25on/2.25off</td>
</tr>
<tr>
<td>6</td>
<td>.25on/.25off/.25on/2.25off</td>
</tr>
<tr>
<td>7</td>
<td>.25on/.25off/.25on/2.5on/1.75off</td>
</tr>
<tr>
<td>8</td>
<td>.75on/.25off/.75on/1.25off</td>
</tr>
<tr>
<td>9</td>
<td>.25on/1.5off</td>
</tr>
<tr>
<td>10</td>
<td>1on/.25off/.25on/2.5on/1off</td>
</tr>
<tr>
<td>11</td>
<td>1.375on/.125off/.125on/.125off/.125off</td>
</tr>
<tr>
<td>12</td>
<td>Continuous tone</td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**
DTMF On/Off Pattern During Talk  
(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply after an extension user connects to the called party during a CO call on this T1 channel.

FF2 2 BSSCC 02 10 Hold (0-2) Hold

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

0=DTMF Pattern #1 (default)
1=DTMF Pattern #2
2=DTMF Pattern #3

Notes:
This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in FF1 1 01 (0016-0019).

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

Related Programming:
- DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #2 (pg. 1-125) FF1 1 01 0018 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #3 (pg. 1-126) FF1 1 01 0019 Hold (1-255) Hold

DTMF On/Off Pattern for Outgoing Dialing  
(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply to the dialing of outbound phone numbers (DTMF sent to CO) on this T1 channel.

FF2 2 BSSCC 02 11 Hold (0-2) Hold

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

0=DTMF Pattern #1 (default)
1=DTMF Pattern #2
2=DTMF Pattern #3

Notes:
Up to 3 different DTMF patterns can be defined in FF1 1 01 (0016-0019).
Related Programming:

- DTMF ON: Pattern #1 (pg. 1-123)  FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124)  FF1 1 01 0017 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #2 (pg. 1-125)  FF1 1 01 0018 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #3 (pg. 1-126)  FF1 1 01 0019 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-125)  FF2 2 BSSCC 03 00 Hold (0 or 1) Hold

Disconnect Supervision Timer

(set all CPCs) - Version 1.0 or higher

Set how long the system will wait after detecting a drop in voltage from the CO, before recognizing it as a valid disconnect signal.

```
FF2 2 BSSCC 02 12 Hold (0-3) Hold
```

BSSCC: T1 (E&M Tie) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

- 0=160 ms (default)
- 1=96 ms
- 2=240 ms
- 3=800 ms

Notes:

Related Programming:

Not Used

(set all CPCs) - Version 1.0 or higher

```
FF2 2 BSSCC 02 13 Hold
FF2 2 BSSCC 02 14 Hold
```

BSSCC-0212: Disconnect Timer
BSSCC-0213: Not Used
BSSCC-0214: Not Used
Auto Answer Timer

(All CPCs) - Version 1.0 or higher

Set how long the system will wait before opening a voice path when the user makes an outgoing call on this T1 channel.

**FF2 2 BSSCC 02 15 Hold (0-3) Hold**

- **BSSCC**: T1 (E&M Tie) Channel Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - CC = Channel no. 01-24

Notes:

- Whether **Auto Answer** is enabled or disabled on this trunk (see pg. 2-119), the **Auto Answer Timer** will begin after the digits are outputted.

- If **Auto Answer** is enabled, the system will wait until the **Timer** expires before opening a voice path.

- If **Auto Answer** is disabled, the system will open the voice path when either: (1) the answer signal is received from the other end, or (2) the **Timer** expires -- whichever occurs first.

Related Programming:

- **Auto Answer for Outbound Calls (pg. 2-119)**
- **FF2 2 BSSCC 02 05 Hold (0 or 1) Hold**

DTMF/Dial Pulse Dialing

(All CPCs) - Version 1.0 or higher

Set the T1 channel’s signaling type for outbound and inbound dialing.

**FF2 2 BSSCC 03 00 Hold (0 or 1) Hold**

- **BSSCC**: T1 (E&M Tie) Channel Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - CC = Channel no. 01-24

Notes:

- **Auto Answer Timer** (all CPCs) - Version 1.0 or higher
  - Set how long the system will wait before opening a voice path when the user makes an outgoing call on this T1 channel.

- **DTMF/Dial Pulse Dialing** (all CPCs) - Version 1.0 or higher
  - Set the T1 channel’s signaling type for outbound and inbound dialing.
Related Programming:

Flash Pattern

(all CPCs) - Version 1.0 or higher
Set the pattern number that will be used for flash signals to the CO on the T1 channel.

```
FF2 2 BSSCC 03 01 Hold (0 or 1) Hold
```

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

| BSSCC-0301:0 | Flash Length
|---------------|-----------------
| FF2 2 BSSCC   | 03 01 Hold (0 or 1) Hold

Notes:
Two different Flash Patterns can be defined in Flash Timers 1 and 2, FF1 1 01 (0001-0002).

Related Programming:
Flash Timer 1 for Trunk Line (pg. 1-115)  FF1 1 01 0001 Hold (1-255) Hold
Flash Timer 2 for Trunk Line (pg. 1-116)  FF1 1 01 0002 Hold (1-255) Hold

Not Used

(all CPCs) - Version 1.0 or higher

```
FF2 2 BSSCC 03 02 Hold
```

| BSSCC-0302: | Not Used
|-------------|-----------------
| FF2 2 BSSCC | 03 02 Hold

**Trunk Connection Type (CO/PBX)**

*(all CPCs) - Version 1.0 or higher*

Set whether the T1 channel connects directly to another E&M tie trunk (through the CO) or is behind a PBX/Centrex.

<table>
<thead>
<tr>
<th>FF2</th>
<th>BSSCC</th>
<th>03</th>
<th>03 Hold</th>
<th>(0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>BSSCC: T1 (E&amp;M Tie) Channel Position</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>B=Cabinet no. 1-6</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>SS=Slot no. 01-12</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CC=Channel no. 01-24</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

0=CO (E&M tie) trunk. (default)
1=Behind a PBX/Centrex.

**Notes:**

**Related Programming:**

PBX Trunk Access Codes (pg. 1-92)  FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold

**Not Used**

*(all CPCs) - Version 1.0 or higher*

<table>
<thead>
<tr>
<th>FF2</th>
<th>BSSCC</th>
<th>03</th>
<th>04 Hold</th>
</tr>
</thead>
</table>

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

**DTMF After Answer (Link Control)**

*(all CPCs) - Version 1.0 or higher*

For calls on this T1 channel using pushbutton (DTMF) SLT phones, set whether DTMF signals can be sent through the system after the called party answers.

<table>
<thead>
<tr>
<th>FF2</th>
<th>BSSCC</th>
<th>03</th>
<th>05 Hold</th>
<th>(0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>BSSCC: T1 (E&amp;M Tie) Channel Position</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>B=Cabinet no. 1-6</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>SS=Slot no. 01-12</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>CC=Channel no. 01-24</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

0=Two-Way Link: DTMF path open both ways. (default)
1=One-Way Link: No DTMF signaling after the called party answers.
Notes:

Set this address to “1” (One-Way Link) to prevent double-dialing -- making an outgoing call on the same trunk after the called party hangs up, thus bypassing TRS restrictions.

Related Programming:

CO Dial Tone Simulation

(all CPCs) - Version 1.0 or higher

Set whether the system sends simulated CO dial tone to an extension using this T1 channel (important for DID Wink-Start trunk signaling).

```
FF2 2 BSSCC 03 06 Hold (0 or 1) Hold
```

BSSCC: T1 (E&M Tie) Channel Position
B = Cabinet no. 1-6
SS = Slot no. 01-12
CC = Channel no. 01-24

Notes:

Set to “1” (Send) if the CO doesn’t support dial tone (typical in U.K.).

Related Programming:

Trunk Signal Type (pg. 2-117) FF2 2 BSSCC 02 00 Hold (0-5) Hold

SMDR for Outbound Calls

(all CPCs) - Version 1.0 or higher

Set whether outbound calls on the T1 channel will be included in SMDR records.

```
FF2 2 BSSCC 03 07 Hold (0 or 1) Hold
```

BSSCC: T1 (E&M Tie) Channel Position
B = Cabinet no. 1-6
SS = Slot no. 01-12
CC = Channel no. 01-24

Notes:

0 = Do not include in SMDR.
1 = Include in SMDR. (default)
Related Programming:

- SMDR Data to Serial Port (pg. 1-88)  FF1 0 06 0001 Hold (0-2) Hold
- SMDR Output Format (pg. 1-93)  FF1 0 09 0001 Hold (0-2) Hold

### SMDR for Inbound Calls

(all CPCs) - Version 1.0 or higher

Set whether *incoming* calls on the T1 channel will be included in SMDR records.

**FF2 2 BSSCC 03 08 Hold (0 or 1) Hold**

- **BSSCC**: T1 (E&M Tie) Channel Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - CC=Channel no. 01-24

- **0=Do not include in SMDR.  (default)**
- **1=Include in SMDR.**

### Notes:

- The sending of the flash signal can also be enabled/disabled on individual extensions (see Flash-Signal Control on pg. 3-19).
- □ If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal *will be sent* when the user accesses the trunk and presses FLASH.

Related Programming:

- SMDR Data to Serial Port (pg. 1-88)  FF1 0 06 0001 Hold (0-2) Hold
- SMDR Output Format (pg. 1-93)  FF1 0 09 0001 Hold (0-2) Hold

### Flash Key Operation

(all CPCs) - Version 1.0 or higher

Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this T1 channel.

**FF2 2 BSSCC 03 09 Hold (0 or 1) Hold**

- **BSSCC**: T1 (E&M Tie) Channel Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - CC=Channel no. 01-24

- **0=Flash signal is sent to CO.  (default)**
- **1=T1 channel is released, then user hears internal dial tone.**

### Notes:

- The sending of the flash signal can also be enabled/disabled on individual extensions (see Flash-Signal Control on pg. 3-19).
- □ If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal *will be sent* when the user accesses the trunk and presses FLASH.
(all CPCs - Version 1.3 and higher) If this address is set to 0=Flash signal is sent to CO (default), it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See Dial Plans A and B on pg. 1-155.

Related Programming:
Flash-Signal Control (pg. 3-19) FF3 0 BSSC 04 21 Hold (0 or 1) Hold
Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155) FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157) FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold

Not Used
(all CPCs) - Version 1.0 or higher

| FF2 2 BSSCC 03 10 Hold |
| FF2 2 BSSCC 03 11 Hold |
| FF2 2 BSSCC 03 12 Hold |

DTMF Conversion (Outbound Calls)
(all CPCs) - Version 1.0 or higher

Set whether the T1 channel will switch from dial-pulse to DTMF signaling after the called party answers an outgoing call, according to the Call Duration Timer.

| FF2 2 BSSCC 03 13 Hold (0 or 1) Hold |

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

Notes:

Related Programming:
Call Duration Timer (Tie-Lines) (pg. 1-118) FF1 1 01 0006 Hold (1-255) Hold
DTMF/Dial Pulse Dialing (pg. 2-125) FF2 2 BSSCC 03 00 Hold (0 or 1) Hold
DTMF Conversion (Inbound Calls)

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel will switch from dial-pulse to DTMF signaling after the extension user answers an incoming call.

\[ \text{FF2 2 BSSCC 03 14 Hold (0 or 1) Hold} \]

BSSCC: T1 (E&M Tie) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

0=Do not switch to DTMF signaling.
1=Switch to DTMF signaling after the extension user answers. (default)

Notes:

Related Programming:
- DTMF/Dial Pulse Dialing (pg. 2-125)  FF2 2 BSSCC 03 00 Hold (0 or 1) Hold

Indirect LCR

(all CPCs) - Version 1.0 or higher

(U.K. use only) Enable/Disable the Indirect Least Cost Routing (LCR) function on the T1 channel.

\[ \text{FF2 2 BSSCC 03 15 Hold (0 or 1) Hold} \]

BSSCC: T1 (E&M Tie) Channel Position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

0=Disable Indirect LCR. (default)
1=Enable Indirect LCR.

Notes:

Indirect LCR: System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

U.S.A.: Do not enable this address for MCO access code routing (eg., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.

Related Programming:
- FF6 2 05: Digit Modify Table (pg. 6-38)
**Not Used**  
*(all CPCs) - Version 1.0 or higher*

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2</td>
<td>2</td>
<td>BSSCC</td>
<td>03</td>
<td>16 Hold</td>
</tr>
<tr>
<td>FF2</td>
<td>2</td>
<td>BSSCC</td>
<td>03</td>
<td>17 Hold</td>
</tr>
<tr>
<td>FF2</td>
<td>2</td>
<td>BSSCC</td>
<td>03</td>
<td>18 Hold</td>
</tr>
</tbody>
</table>

**Day1 Ring Type**  
*(all CPCs) - Version 1.0 or higher*

Set ring type for incoming calls on the T1 channel during Day1 mode.

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2</td>
<td>2</td>
<td>BSSCC</td>
<td>04</td>
<td>0 Hold (0 or 1) Hold</td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**  
FF6 2 08: Tandem Exchange Table (pg. 6-45)

**Not Used**  
*(all CPCs) - Version 1.0 or higher*

<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>FF2</td>
<td>2</td>
<td>BSSCC</td>
<td>04</td>
<td>1 Hold</td>
</tr>
</tbody>
</table>
Day2 Ring Type
(all CPCs) - Version 1.0 or higher
Set ring type for incoming calls on the T1 channel during Day2 mode.

```
FF2 2 BSSCC 04 2 Hold (0 or 1) Hold
```

**BSSCC**: T1 (E&M Tie) Channel Position
- B = Cabinet no. 1-6
- SS = Slot no. 01-12
- CC = Channel no. 01-24

- 0 = Tie Incoming. (default) Check digits and ring the extension or page.
- 1 = Tandem. Check digits based on Tandem Table.

Notes:

Related Programming:
- FF6 2 08: Tandem Exchange Table (pg. 6-45)

Not Used
(all CPCs) - Version 1.0 or higher

```
FF2 2 BSSCC 04 3 Hold
```

**BSSCC-043**: Not Used
Night Ring Type
(all CPCs) - Version 1.0 or higher

Set ring type for incoming calls on the T1 channel during Night mode.

**FF2  2  BSSCC  04  4  Hold (0 or 1)  Hold**

**BSSCC: T1 (E&M Tie) Channel Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

**0**=Tie Incoming. (default) Check digits and ring the extension or page.

**1**=Tandem. Check digits based on Tandem Table.

Notes:

Related Programming:
- **FF6 2 08: Tandem Exchange Table (pg. 6-45)**

Not Used
(all CPCs) - Version 1.0 or higher

**FF2  2  BSSCC  04  5  Hold**

**BSSCC-045: Not Used**
Not Used
(all CPCs) - Version 1.0 or higher

FF2 2 BSSCC 05 0 Hold
FF2 2 BSSCC 05 1 Hold
FF2 2 BSSCC 05 2 Hold
FF2 2 BSSCC 05 3 Hold
FF2 2 BSSCC 05 4 Hold
FF2 2 BSSCC 05 5 Hold

Tenant Group Assignment
(all CPCs) - Version 1.0 or higher
Assign the T1 channel to a Tenant Group, which will apply when the T1 channel originates an outbound call (such as DISA).

FF2 2 BSSCC 06 Hold (0-72) Hold

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

Tenant Group No. --
with a CPC-96: Tenant Groups 01-12
with a CPC-288: Tenant Groups 01-36
with a CPC-576: Tenant Groups 01-72
default: 0 [no assignment]

Notes:

Related Programming:
MOH Source for Tie-Lines (pg. 1-97)    FF1 0 13 (0001-0072) Hold (0-3) Hold
TRS Class Assignment (Day)
(all CPCs) - Version 1.0 or higher
Assign a Toll Restriction Service (TRS) Class to the T1 channel, applicable during Day1
and Day2 modes when the channel is the originator of an outbound call (such as DISA).

<table>
<thead>
<tr>
<th>FF2</th>
<th>2</th>
<th>BSSCC</th>
<th>07</th>
<th>0</th>
<th>Hold</th>
<th>(1-50)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

Notes:

Related Programming:
FF6 1: TRS Class Definitions (pg. 6-15)

TRS Class Assignment (Night)
(all CPCs) - Version 1.0 or higher
Assign a Toll Restriction Service (TRS) Class to the T1 channel, applicable during Night
mode when the channel is the originator of an outbound call (such as DISA).

<table>
<thead>
<tr>
<th>FF2</th>
<th>2</th>
<th>BSSCC</th>
<th>07</th>
<th>1</th>
<th>Hold</th>
<th>(1-50)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSSCC: T1 (E&M Tie) Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
CC=Channel no. 01-24

Notes:

Related Programming:
FF6 1: TRS Class Definitions (pg. 6-15)
Trunk COS Assignment
(all CPCs) - Version 1.0 or higher

Assign a Trunk Class of Service (COS) to the T1 channel.

**FF2 2 BSSCC 08 Hold (1-16) Hold**

<table>
<thead>
<tr>
<th>BSSCC: T1 (E&amp;M Tie) Channel Position</th>
<th>Trunk Class of Service No. 1-16</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
<td>default: 1</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
<td></td>
</tr>
<tr>
<td>CC=Channel no. 01-24</td>
<td></td>
</tr>
</tbody>
</table>

Notes:
This Trunk COS Assignment controls the ring tone for incoming calls on this trunk - intercom ring tone (2 short beeps followed by 3 seconds of silence), or a specific ring pattern. The Trunk COS also controls various tie-line network settings. See FF1 004: Trunk COS Definitions (pg. 1-75).

**Related Programming:**
- Trunk COS: Incoming Ring Tone Source (pg. 1-75)     FF1 004 (00-15) 01 Hold (0 or 1) Hold
- Trunk COS: Dial Tone to Tie-Line (pg. 1-76)     FF1 004 (00-15) 02 Hold (0 or 1) Hold
- Trunk COS: Fast-Busy Tone to Tie-Line (pg. 1-77)     FF1 004 (00-15) 03 Hold (0 or 1) Hold
- Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78)     FF1 004 (00-15) 05 Hold (0 or 1) Hold
- Ring Pattern (pg. 2-122)     FF2 2 BSSCC 02 09 Hold (0-12) Hold

Trunk Digital Pad Class Assignment
(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to the T1 channel.

**FF2 2 BSSCC 09 Hold (1-16) Hold**

<table>
<thead>
<tr>
<th>BSSCC: T1 (E&amp;M Tie) Channel Position</th>
<th>Trunk Digital Pad Class No. 1-16</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
<td>default: 7</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
<td></td>
</tr>
<tr>
<td>CC=Channel no. 01-24</td>
<td></td>
</tr>
</tbody>
</table>

Notes:
Based on this setting, you can assign automatic volume adjustments for different connection types to this T1 channel (see FF1 8 02).

**Related Programming:**
- Digital Pad Settings for Trunk Pad Class (pg. 1-178)     FF1 8 02 (0001-0480) Hold (0-31) Hold
### 3. Extension Programming (FF3)

Use the FF3 addresses in this chapter to set parameters for extensions in the DBS 576 phone system:

**FF3 0: Digital Keyphones and SLTs**  
**FF3 1: S-Point ISDN Extensions**  
**FF3 2: Virtual Ports**  
**FF3 3: RAI Extension Port**

This chapter covers the following FF3 addresses:

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FF3 0: Digital Keyphones and SLTs</strong></td>
<td></td>
<td></td>
<td>3-3</td>
</tr>
<tr>
<td>FF3 0 BSSC 00 Hold (1-3) Hold</td>
<td>Phone Type</td>
<td>1 (digitl.keyphone or SLT)</td>
<td>3-3</td>
</tr>
<tr>
<td>FF3 0 BSSC 01 Hold (1-5) Hold</td>
<td>Phone Version (Digital Keyphones)</td>
<td>Auto detect</td>
<td>3-4</td>
</tr>
<tr>
<td>FF3 0 BSSC 02 Hold (0-9999) Hold</td>
<td>Extension Number Assignment</td>
<td></td>
<td>3-4</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 0 Hold (0 or 1) Hold</td>
<td>SLT Hookflash</td>
<td>0 (Detect)</td>
<td>3-5</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 1 Hold (0 or 1) Hold</td>
<td>SLT Dial Type</td>
<td>1 (DTMF)</td>
<td>3-6</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 2 Hold (0-3) Hold</td>
<td>SLT On-Hook Detection Timer</td>
<td>1 (1008ms detect; 112ms ignore)</td>
<td>3-6</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 3 Hold (0-3) Hold</td>
<td>SLT Hookflash Timer</td>
<td>2 (208ms)</td>
<td>3-7</td>
</tr>
<tr>
<td>FF3 0 BSSC 03 4 Hold</td>
<td>Not Used</td>
<td></td>
<td>3-7</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 00 Hold (0 or 1) Hold</td>
<td>Auto Answer (Handset)</td>
<td>1 (Enabled)</td>
<td>3-8</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 01 Hold (0 or 1) Hold</td>
<td>Ringing Line Preference (ON/OFF)</td>
<td>0 (Disabled)</td>
<td>3-8</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 02 Hold (0 or 1) Hold</td>
<td>Slide Ringing Receive</td>
<td>0 (Disabled)</td>
<td>3-9</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 03 Hold (0 or 1) Hold</td>
<td>Busy Override on Trunk Key</td>
<td>0 (Disabled)</td>
<td>3-9</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 04 Hold (0 or 1) Hold</td>
<td>Auto Camp-On Receive</td>
<td>0 (Disabled)</td>
<td>3-10</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 05 Hold (0 or 1) Hold</td>
<td>CO Off-Hook Signal</td>
<td>1 (Enabled)</td>
<td>3-10</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 06 Hold (0 or 1) Hold</td>
<td>SLT Voice Mail Connection</td>
<td>0 (Not VM port)</td>
<td>3-11</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 07 Hold (0 or 1) Hold</td>
<td>SLT Fixed Ring Pattern</td>
<td>0 (Different)</td>
<td>3-12</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 08 Hold (0 or 1) Hold</td>
<td>End-to-End Signaling</td>
<td>1 (Enabled)</td>
<td>3-12</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 09 Hold (0 or 1) Hold</td>
<td>Message Waiting LED</td>
<td>1 (Enabled)</td>
<td>3-13</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 10 Hold (0 or 1) Hold</td>
<td>Data Security</td>
<td>0 (Allow interrupt)</td>
<td>3-13</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 11 Hold (0 or 1) Hold</td>
<td>Large-LCD Fixed Menu Display During Idle</td>
<td>1 (Allowed)</td>
<td>3-14</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 12 Hold (0 or 1) Hold</td>
<td>Trunk Key Operation: Direct Calls</td>
<td>1 (Ignored)</td>
<td>3-14</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 13 Hold (0 or 1) Hold</td>
<td>Trunk Key Operation: HOLD</td>
<td>0 (Ignored)</td>
<td>3-15</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 14 Hold (0 or 1) Hold</td>
<td>Trunk Key Operation: Multiple Call Pickup</td>
<td>0 (Retrieved)</td>
<td>3-15</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 15 Hold (0 or 1) Hold</td>
<td>Trunk Key Operation: Brokers Hold</td>
<td>0 (Disabled)</td>
<td>3-16</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 16 Hold (0 or 1) Hold</td>
<td>System Mode Display</td>
<td>0 (Disabled)</td>
<td>3-17</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 17 Hold (0 or 1) Hold</td>
<td>Flash on PROG (Recall)</td>
<td>0 (Ignored)</td>
<td>3-17</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 18 Hold (0 or 1) Hold</td>
<td>Call Duration Display</td>
<td>0 (Enabled)</td>
<td>3-18</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 19 Hold (0 or 1) Hold</td>
<td>Ring Volume Control</td>
<td>1 (Separate)</td>
<td>3-18</td>
</tr>
<tr>
<td>FF3 0 BSSC 04 20 Hold (0 or 1) Hold</td>
<td>Loop (AEC) Disconnect Signal for VM</td>
<td>0 (No signal)</td>
<td>3-19</td>
</tr>
</tbody>
</table>
### FF3: Extension Programming

#### FF3 0: BSSC 04

<table>
<thead>
<tr>
<th>Extension</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>021</td>
<td>Hold (0 or 1)</td>
<td>0 (Flash to CO)</td>
<td>3-19</td>
</tr>
<tr>
<td>022</td>
<td>Hold (0 or 1)</td>
<td>0 (Release)</td>
<td>3-20</td>
</tr>
<tr>
<td>023</td>
<td>Hold (0 or 1)</td>
<td>0 (Disabled)</td>
<td>3-21</td>
</tr>
<tr>
<td>024</td>
<td>Hold (0 or 1)</td>
<td>0 (Not Forced)</td>
<td>3-21</td>
</tr>
<tr>
<td>025</td>
<td>Hold (0 or 1)</td>
<td>0 (Unverified)</td>
<td>3-22</td>
</tr>
<tr>
<td>026</td>
<td>Not Used</td>
<td>--</td>
<td>3-23</td>
</tr>
<tr>
<td>027</td>
<td>Hold (0 or 1)</td>
<td>1 (Enabled)</td>
<td>3-23</td>
</tr>
<tr>
<td>028</td>
<td>Hold (1-72)</td>
<td>1</td>
<td>3-24</td>
</tr>
<tr>
<td>029</td>
<td>Hold (1-50)</td>
<td>1</td>
<td>3-25</td>
</tr>
<tr>
<td>030</td>
<td>Hold (0-9999)</td>
<td>1</td>
<td>3-25</td>
</tr>
<tr>
<td>031</td>
<td>Hold (0 or 1)</td>
<td>0 (Point-to-Point)</td>
<td>3-30</td>
</tr>
<tr>
<td>032</td>
<td>Hold (0 or 1)</td>
<td>0 (Short Loop)</td>
<td>3-30</td>
</tr>
<tr>
<td>033</td>
<td>Hold (1-72)</td>
<td>0 (Active)</td>
<td>3-31</td>
</tr>
<tr>
<td>034</td>
<td>Hold (0 or 1)</td>
<td>--</td>
<td>3-31</td>
</tr>
<tr>
<td>035</td>
<td>Hold (0 or 1)</td>
<td>0 (Highest-no.'d)</td>
<td>3-32</td>
</tr>
<tr>
<td>036</td>
<td>Hold (0 or 1)</td>
<td>0 (Slot mapping)</td>
<td>3-32</td>
</tr>
<tr>
<td>037</td>
<td>Hold (0 or 1)</td>
<td>0 (1byte/BRI)</td>
<td>3-33</td>
</tr>
<tr>
<td>038</td>
<td>Hold (0 or 1)</td>
<td>1 (2byte/PRI)</td>
<td>3-33</td>
</tr>
<tr>
<td>039</td>
<td>Hold (0 or 1)</td>
<td>0 (no indication)</td>
<td>3-34</td>
</tr>
<tr>
<td>040</td>
<td>Hold (0 or 1)</td>
<td>0 (no indication)</td>
<td>3-34</td>
</tr>
<tr>
<td>041</td>
<td>Hold (0 or 1)</td>
<td>--</td>
<td>3-35</td>
</tr>
<tr>
<td>042</td>
<td>Hold (0 or 1)</td>
<td>1 (Send)</td>
<td>3-35</td>
</tr>
<tr>
<td>043</td>
<td>Hold (0 or 1)</td>
<td>0 (Off)</td>
<td>3-36</td>
</tr>
<tr>
<td>044</td>
<td>Hold (1-72)</td>
<td>1</td>
<td>3-36</td>
</tr>
<tr>
<td>045</td>
<td>Hold (1-50)</td>
<td>1</td>
<td>3-37</td>
</tr>
<tr>
<td>046</td>
<td>Hold (1-50)</td>
<td>1</td>
<td>3-38</td>
</tr>
<tr>
<td>047</td>
<td>Hold (1-16)</td>
<td>1</td>
<td>3-38</td>
</tr>
<tr>
<td>048</td>
<td>Hold (1-8)</td>
<td>5</td>
<td>3-39</td>
</tr>
<tr>
<td>049</td>
<td>Hold (1-2)</td>
<td>1 (Plan &quot;A&quot;)</td>
<td>3-39</td>
</tr>
</tbody>
</table>

#### FF3 1: S-Point ISDN Extensions

<table>
<thead>
<tr>
<th>Extension</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 Hold (BSSC)</td>
<td>Common D-Channel Position</td>
<td>--</td>
<td>3-28</td>
</tr>
<tr>
<td>01 Hold (1-127)</td>
<td>D-Channel Interface ID Code</td>
<td>--</td>
<td>3-28</td>
</tr>
<tr>
<td>01 Hold (0-9999)</td>
<td>Extension Number Assignment</td>
<td>--</td>
<td>3-28</td>
</tr>
<tr>
<td>02 Hold (0 or 1)</td>
<td>Connection Type</td>
<td>0 (Point-to-Point)</td>
<td>3-30</td>
</tr>
<tr>
<td>02 Hold (0 or 1)</td>
<td>Passive Bus</td>
<td>0 (Short Loop)</td>
<td>3-30</td>
</tr>
<tr>
<td>02 Hold (0 or 1)</td>
<td>Layer 1 Operate Mode</td>
<td>0 (Active)</td>
<td>3-31</td>
</tr>
<tr>
<td>03 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>3-31</td>
</tr>
<tr>
<td>03 Hold (0 or 1)</td>
<td>B-Channel Select</td>
<td>0 (Highest-no.'d)</td>
<td>3-32</td>
</tr>
<tr>
<td>03 Hold (0 or 1)</td>
<td>B-Channel Numbering (Layer 3)</td>
<td>0 (Slot mapping)</td>
<td>3-32</td>
</tr>
<tr>
<td>03 Hold (0 or 1)</td>
<td>Call ID Length</td>
<td>0 (1byte/BRI)</td>
<td>3-33</td>
</tr>
<tr>
<td>03 Hold (0 or 1)</td>
<td>Call ID Length</td>
<td>1 (2byte/PRI)</td>
<td>3-33</td>
</tr>
<tr>
<td>03 Hold (0 or 1)</td>
<td>Called Number Indication</td>
<td>0 (no indication)</td>
<td>3-34</td>
</tr>
<tr>
<td>03 Hold (0 or 1)</td>
<td>Called Sub-Address Indication</td>
<td>0 (no indication)</td>
<td>3-34</td>
</tr>
<tr>
<td>05 Hold</td>
<td>Not Used</td>
<td>--</td>
<td>3-35</td>
</tr>
<tr>
<td>06 Hold (0 or 1)</td>
<td>Progress Tone</td>
<td>1 (Send)</td>
<td>3-35</td>
</tr>
<tr>
<td>07 Hold (0 or 1)</td>
<td>Data Security</td>
<td>0 (Off)</td>
<td>3-36</td>
</tr>
<tr>
<td>08 Hold (1-72)</td>
<td>Tenant Group Assignment</td>
<td>1</td>
<td>3-36</td>
</tr>
<tr>
<td>09 Hold (1-50)</td>
<td>TRS Class Assignment (Day)</td>
<td>1</td>
<td>3-37</td>
</tr>
<tr>
<td>09 Hold (1-50)</td>
<td>TRS Class Assignment (Night)</td>
<td>1</td>
<td>3-38</td>
</tr>
<tr>
<td>10 Hold (1-16)</td>
<td>Extension COS Assignment</td>
<td>1</td>
<td>3-38</td>
</tr>
<tr>
<td>11 Hold (1-8)</td>
<td>Extension Digital Pad Class Assignment</td>
<td>5</td>
<td>3-39</td>
</tr>
<tr>
<td>12 Hold (1 or 2)</td>
<td>Dial Plan Assignment</td>
<td>1 (Plan &quot;A&quot;)</td>
<td>3-39</td>
</tr>
</tbody>
</table>

#### FF3 2: Virtual Ports

<table>
<thead>
<tr>
<th>Extension</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 Hold (0-9999)</td>
<td>Extension Number Assignment</td>
<td>--</td>
<td>3-40</td>
</tr>
<tr>
<td>01 Hold (1-6)</td>
<td>Ring Frequency</td>
<td>1 (400/562Hz)</td>
<td>3-41</td>
</tr>
<tr>
<td>01 Hold (1-12)</td>
<td>Ring Pattern</td>
<td>1 (1on/3off)</td>
<td>3-42</td>
</tr>
<tr>
<td>02 Hold (1-72)</td>
<td>Tenant Group Assignment</td>
<td>1</td>
<td>3-43</td>
</tr>
<tr>
<td>03 Hold (1-16)</td>
<td>Extension COS Assignment</td>
<td>1</td>
<td>3-43</td>
</tr>
</tbody>
</table>

#### FF3 3: RAI Extension Port

<table>
<thead>
<tr>
<th>Extension</th>
<th>Description</th>
<th>Value</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 Hold (0-9999)</td>
<td>RAI Extension Number Assignment</td>
<td>699</td>
<td>3-45</td>
</tr>
<tr>
<td>01 Hold (1-72)</td>
<td>Tenant Group Assignment</td>
<td>1</td>
<td>3-45</td>
</tr>
<tr>
<td>02 Hold (1-16)</td>
<td>Extension COS Assignment</td>
<td>1</td>
<td>3-46</td>
</tr>
</tbody>
</table>
FF3 0: Digital Keyphones and SLTs

Phone Type
(all CPCs) - Version 1.0 or higher
Define the type of phone at the extension port.

<table>
<thead>
<tr>
<th>FF3 0 BSSC 00 Hold (1-3) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSSC: Extension Port</td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
<tr>
<td>1=Digital Keyphone or SLT</td>
</tr>
<tr>
<td>2=EM/24</td>
</tr>
<tr>
<td>3=DSS/72</td>
</tr>
</tbody>
</table>

Notes:

The default setting “1=Digital Keyphone or SLT” is automatically detected by the system when the phone is plugged into the port.

DSS/72 consoles and EM/24 units require their own port, separate from the phone. To match them to a phone, assign the same Extension Number (see next page) to both ports.

☒ There is no limit on the number of EM/24s per phone system; but not more than one EM/24 unit per phone can be assigned.

☒ DSS/72 assignment is limited by the CPC used:
  with a CPC-96: max. 12 DSS/72 consoles
  with a CPC-288: max. 36 DSS/72 consoles
  with a CPC-576: max. 72 DSS/72 consoles

DSS/72s and EM/24s can have Automatic BLF key assignments, if FF1 0 01 0020 is enabled first. See pg. 1-19 for more information.

Related Programming:
- Extension Number Assignment (pg. 3-4)  FF3 0 BSSC 02 Hold (0-9999) Hold
- Automatic BLF on DSS and EM/24 Units (pg. 1-19)  FF1 0 01 0020 Hold (0 or 1) Hold
Phone Version (Digital Keyphones)
(all CPCs) - Version 1.0 or higher

Define the version of the digital keyphone (if present) at the extension port.

**FF3 0 BSSC 01 Hold (1-5) Hold**

<table>
<thead>
<tr>
<th>BSSC: Extension Port</th>
<th>1=Digital Keyphone</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
<td>2=Digital Keyphone</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
<td>3=Digital Keyphone</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
<td>4=Digital Keyphone</td>
</tr>
<tr>
<td></td>
<td>5=Digital SLT</td>
</tr>
</tbody>
</table>

**defaults:** (see Notes below)

**Notes:**

These phone versions include digital keyphones, EM/24s, and DSS/72s.

Only Digital SLTs require this setting (set to “5”). For VB-44 and VB-43 series phones (settings “1” thru “4”), the system will automatically detect the phone type when you re-plug the station cable.

If this address is set to “5” (Digital SLT) and a VB-43 or VB-44 series keyphone is later plugged into the station, you must reset this address to “1” thru “4”.

If an analog SLT phone is plugged in, this address will display a “0” setting for the station.

**Related Programming:**

---

Extension Number Assignment
(all CPCs) - Version 1.0 or higher

Assign an extension number (0-9999) to the extension port.

**FF3 0 BSSC 02 Hold (0-9999) Hold**

<table>
<thead>
<tr>
<th>BSSC: Extension Port</th>
<th>Extension Number (0-9999)</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
<td>default: [no assignment]</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
<td></td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC extension port position and assign it an Extension Number (stay in same address).
DSS/72 consoles and EM/24 units require their own port, separate from the phone. To match them to a phone, assign the same **Extension Number** to both ports.

Multiple DSS/72 consoles can be assigned to the same keyphone. (EM/24 units are limited to 1 per phone.)

☒ There is no limit on how many EM/24s can be assigned to a phone, other than the number of ports available in the system.

☒ DSS/72 assignment is limited by the CPC used:
   - with a CPC-96: max. 12 DSS/72 consoles
   - with a CPC-288: max. 36 DSS/72 consoles
   - with a CPC-576: max. 72 DSS/72 consoles

To view Extension Port/Number assignments in normal operating mode, you must first program an FF-key with the Extension Port Confirm feature code, *59. See FF4 addresses starting on pg. 4-7 for programming instructions.

**Related Programming:**
- **Phone Type** (pg. 3-3)   FF3 0 BSSC 00 Hold (1-3) Hold

---

**SLT Hookflash**

*(all CPCs) - Version 1.0 or higher*

Set whether the system will recognize a hookflash on an SLT phone as placing the call on hold.

```
FF3 0 BSSC 03 0 Hold (0 or 1) Hold
```

**BSSC:** Extension Port
- **B**=Cabinet no. 1-6
- **SS**=Slot no. 01-12
- **C**=Circuit no. 1-8

0=Detect SLT hookflash. (default)
1=Ignore SLT hookflash.

**Notes:**
Set this address to “0” (Detect SLT hookflash) to be able to transfer or make conference calls. Set it to “1” (Ignore SLT hookflash) to avoid unexpected call holding.

**Related Programming:**
- **SLT On-Hook Detection Timer** (pg. 3-6)   FF3 0 BSSC 03 2 Hold (0-3) Hold
- **SLT Hookflash Timer** (pg. 3-7)   FF3 0 BSSC 03 3 Hold (0-3) Hold
- **Extension COS: Brokers Hold on SLTs** (pg. 1-42)   FF1 0 03 (00-15) 07 Hold (0 or 1) Hold
- **Extension COS: Hookflash Control on SLTs** (pg. 1-43)   FF1 0 03 (00-15) 08 Hold (0 or 1) Hold
SLT Dial Type
(all CPCs) - Version 1.0 or higher
Set signaling for dialing on SLT phones.

**FF3 0 BSSC 03 1 Hold (0 or 1) Hold**

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

0=Dial pulse
1=DTMF (default)

Notes:

Related Programming:

SLT On-Hook Detection Timer
(all CPCs) - Version 1.0 or higher
Set minimum on-hook time (how long hookswitch must be held down) before the system disconnects the call. This setting value depends on SLT Hookflash setting (“Detect” or “Ignore”).

**FF3 0 BSSC 03 2 Hold (0-3) Hold**

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

<table>
<thead>
<tr>
<th>Hold</th>
<th>Flash Detect</th>
<th>Flash Ignore</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>240 ms</td>
<td>160 ms (default (U.K.))</td>
</tr>
<tr>
<td>1</td>
<td>1008 ms</td>
<td>112 ms (default U.S.)</td>
</tr>
<tr>
<td>2</td>
<td>1200 ms</td>
<td>208 ms</td>
</tr>
<tr>
<td>3</td>
<td>1504 ms</td>
<td>304 ms</td>
</tr>
</tbody>
</table>

Notes:
If the hookswitch is held down for less than this timer, but longer than the SLT Hookflash Timer (see next address), the system will recognize it as a hookflash.

Related Programming:
- SLT Hookflash (pg. 3-5)   FF3 0 BSSC 03 0 Hold (0 or 1) Hold
- SLT Hookflash Timer (pg. 3-7)  FF3 0 BSSC 03 3 Hold (0-3) Hold
SLT Hookflash Timer
(all CPCs) - Version 1.0 or higher
Set minimum on-hook time (how long hookswitch must be held down) before the system recognizes it as a hookflash.

\[
\begin{array}{c}
\text{FF3 0 BSSC 03 3 Hold (0-3) Hold} \\
\text{BSSC: Extension Port} \\
\text{B=Cabinet no. 1-6} \\
\text{SS=Slot no. 01-12} \\
\text{C=Circuit no. 1-8} \\
\text{0=80-176 ms (default - U.K.)} \\
\text{1=96-176 ms} \\
\text{2=208 ms (default - U.S.)} \\
\text{3=208 ms}
\end{array}
\]

Notes:
If the hookswitch is held down for less than this timer, system will ignore the hookflash.
If the hookswitch is held down for longer than this timer, but shorter than the SLT On-Hook Detection Timer (see previous address), system will recognize it as a hookflash.

Related Programming:
SLT Hookflash (pg. 3-5) FF3 0 BSSC 03 0 Hold (0 or 1) Hold
SLT On-Hook Detection Timer (pg. 3-6) FF3 0 BSSC 03 2 Hold (0-3) Hold

Not Used
(all CPCs) - Version 1.0 or higher

\[
\begin{array}{c}
\text{FF3 0 BSSC 03 4 Hold}
\end{array}
\]
## Auto Answer (Handset)

*(all CPCs) - Version 1.0 or higher*

Set whether a trunk key must be pressed to answer an incoming call, or whether the call can be answered by simply picking up the handset.

### FF3 0 BSSC 04 00 Hold (0 or 1) Hold

**BSSC:** Extension Port  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

- **0**=Pick up handset AND press trunk key.  
- **1**=Pick up handset only. (default)

### Notes:

### Related Programming:

## Ringing Line Preference (ON/OFF)

*(all CPCs) - Version 1.0 or higher*

Set whether the trunk key must be pressed to answer an incoming call, or if the call can be answered by pressing ON/OFF.

### FF3 0 BSSC 04 01 Hold (0 or 1) Hold

**BSSC:** Extension Port  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

- **0**=Must press trunk key to pick up call. (default)  
- **1**=Pressing ON/OFF picks up call.

### Notes:

### Related Programming:
Slide Ringing Receive
(all CPCs) - Version 1.0 or higher
Enable/Disable the extension for receiving a Slide Ringing call.

**FF3  0  BSSC  04  02  Hold (0 or 1)  Hold**

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Do not allow Slide Ringing receive. (default)
1=Allow Slide Ringing receive.

Notes:
**Slide Ringing**: An unanswered trunk call begins ringing on other extensions with a line appearance for that trunk. Equivalent to Delayed Ringing on an MCO key.

Related Programming:
- Slide Ringing (pg. 2-25) on analog CO trunks  
  FF2 0 BSSC 02 14 Hold (0 or 1) Hold
- Slide Ringing (pg. 2-69) on ISDN trunks  
  FF2 1 BSSC 03 07 Hold (0 or 1) Hold
- Slide Ringing (pg. 2-103) on T1 CO trunks  
  FF2 2 BSSC 03 12 Hold (0 or 1) Hold
- Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132)  
  FF1 1 02 0007 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133)  
  FF1 1 02 0008 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Night) (pg. 1-133)  
  FF1 1 02 0009 Hold (0-255) Hold

Busy Override on Trunk Key
(all CPCs) - Version 1.0 or higher
Enable/Disable the extension’s ability to barge into a trunk call by pressing the trunk key.

**FF3  0  BSSC  04  03  Hold (0 or 1)  Hold**

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Do not allow Busy Override on trunk key. (default)
1=Allow Busy Override on trunk key.

Notes:
The extension must have a direct CO line appearance (MCO line appearance won’t work).

Related Programming:
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  
  FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
Auto Camp-On Receive
(all CPCs) - Version 1.0 or higher
Enable/Disable the ability of other extensions to automatically “camp” onto this (busy) extension simply by calling it.

```
FF3 0 BSSC 04 04 Hold (0 or 1) Hold
```

- **BSSC**: Extension Port
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-8
- **Hold**: 0=Do not allow Auto Camp-On Receive. (default)
  - 1=Allow Auto Camp-On Receive.

**Notes:**

Related Programming:
- Extension COS: Manual Camp-On Send (pg. 1-57)
- Extension COS: Manual Camp-On Receive (pg. 1-58)

CO Off-Hook Signal
(all CPCs) - Version 1.0 or higher
Set whether the extension phone will indicate a second multiple-incoming call while the first call is ringing on the trunk key.

```
FF3 0 BSSC 04 05 Hold (0 or 1) Hold
```

- **BSSC**: Extension Port
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-8
- **Hold**: 0=Do not ring for another multiple-incoming call.
  - 1=Ring for another multiple-incoming call. (default)

**Notes:**

Digital key phones indicate a second multiple-incoming call with a “beep” on speaker. SLT phones “beep” in receiver.

**Multiple Incoming**: An incoming trunk call can ring on multiple extensions that have an FF-key line appearance for the trunk (see Trunk FF-Key addresses in FF4).

The destination extensions for receiving **Multiple Incoming** trunks are assigned in FF4.
Related Programming:

Outbound Call Restriction (pg. 4-10)  FF4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold
Inbound Answer Restriction (pg. 4-11)  FF4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold
Day1 Ringing (pg. 4-11)  FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold
Day2 Ringing (pg. 4-12)  FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold
Night Ringing (pg. 4-12)  FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold
No-Ring Auto Answer (pg. 4-13)  FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold

SLT Voice Mail Connection

(all CPCs) - Version 1.0 or higher

Set whether an SLT extension is connected to 3rd-Party Voice Mail.

FF3  0  BSSC  04  06  Hold  (0 or 1)  Hold

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=This SLT extension is not a voice mail port. (default)
1=This SLT extension is a voice mail port.

Notes:

Related Programming:

Loop (AEC) Disconnect Signal for VM (pg. 3-19)  FF3 0 BSSC 04 20 Hold (0 or 1) Hold
Extension COS Assignment (pg. 3-26)  FF3 0 BSSC 07 Hold (1-16) Hold
FF1 0 23 and 24: Voice Mail Codes (pg. 1-109)
Call-Forward ID Codes for Voice Mail (pg. 8-51)  FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold
Extension COS: Priority Message Waiting Send (VM) (pg. 1-54)  FF1 0 03 (00-15) 24 Hold (0 or 1) Hold
SLT Fixed Ring Pattern

(all CPCs) - Version 1.0 or higher
Set whether an SLT’s receiving ring pattern is fixed (same pattern always) or differs based on the call type (recall, intercom, trunk, etc.).

```
FF3  0  BSSC  04  07  Hold  (0 or 1)  Hold
```

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Different ring patterns for receiving different call types. (default)
1=Fixed ring pattern for receiving all call types (1 second on / 3 seconds off).

Notes:

Related Programming:

End-to-End Signaling

(all CPCs) - Version 1.0 or higher
Set whether an SLT extension port will receive DTMF signals from a digital keyphone port.

```
FF3  0  BSSC  04  08  Hold  (0 or 1)  Hold
```

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Do not receive DTMF from digital key phone.
1=Receive DTMF from digital key phone. (default)

Notes:

This address must be set to “1” (Receive DTMF) if the SLT port is Voice Mail, answering machine, etc. (a device requiring DTMF).

Related Programming:
Message Waiting LED
(all CPCs) - Version 1.0 or higher
Enable/Disable Message Waiting LED on the extension for messages received from other extensions.

```
FF3 0 BSSC 04 09 Hold (0 or 1) Hold
```

Notes:
Even if this is set to "Disable," the phone’s LCD display will indicate the Message-Waiting.

(all CPCs - Version 1.3 and higher) Message-Waiting can now be sent during a Voice call without first having to switch to Tone calling.

Related Programming:
Extension COS: Message Waiting Send (pg. 1-55) FF1 0 03 (00-15) 25 Hold (0 or 1) Hold

Data Security
(all CPCs) - Version 1.0 or higher
Enable/Disable interruptions such as Busy Override-Receive on this extension.

```
FF3 0 BSSC 04 10 Hold (0 or 1) Hold
```

Notes:
Set this address to “1” (Do not allow interruptions) to protect data transmissions from being interrupted.

Related Programming:
Large-LCD Fixed Menu Display During Idle
(all CPCs) - Version 1.0 or higher

Set whether a Large-LCD phone’s display will return to the “Idle” Fixed Feature Code menu screen when the phone returns to idle.

**FF3 0 BSSC 04 11 Hold (0 or 1) Hold**

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

- 0=Do not allow return to “Idle” Fixed menu.
- 1=Allow return to “Idle” Fixed menu. (default)

**Notes:**

This address applies only to handset off-hook calls (doesn’t apply to ON/OFF key).

If “0” (do not allow return to “Idle” menu) is selected, the first page of the directory accessed will appear when the user hangs up.

If “1” (allow return to “Idle” menu) is selected, the phone will return to the Fixed Idle menu each time the user hangs up. To select a different menu for idle, display the desired menu during idle, then press:

**ON/OFF PROG ## ON/OFF**

**Related Programming:**

Trunk Key Operation: Direct Calls
(all CPCs) - Version 1.0 or higher

Enable/Disable the extension’s ability to seize a trunk by pressing the trunk key for it while the phone is ringing for an incoming call.

**FF3 0 BSSC 04 12 Hold (0 or 1) Hold**

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

- 0=Seize trunk.
- 1=Ignore key press. (default)

**Notes:**

The incoming call can be an intercom call, DID, DISA, DIL, etc.
Related Programming:

Trunk FF-Key ...

- Outbound Call Restriction (pg. 4-10)  FF4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold
- Inbound Answer Restriction (pg. 4-11)  FF4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold
- Day1 Ringing (pg. 4-11)  FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold
- Day2 Ringing (pg. 4-12)  FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold
- Night Ringing (pg. 4-12)  FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold
- No-Ring Auto Answer (pg. 4-13)  FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold

Trunk Key Operation: HOLD

(all CPCs) - Version 1.0 or higher

Set whether a trunk call appearing on a trunk key and placed on hold, can be retrieved by pressing HOLD again.

FF3 0 BSSC 04 13 Hold (0 or 1) Hold

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

0=Ignore pressing of HOLD. (default)
1=Call is retrieved.

Notes:

Even if this is left at the default 0=Ignore, the call can still be retrieved by pressing the trunk key.

Related Programming:

Trunk Key Operation: Multiple Call Pickup

(all CPCs) - Version 1.0 or higher

Set whether a second trunk call appearing on a trunk key and ringing for an incoming call, can be retrieved by pressing the trunk key.

FF3 0 BSSC 04 14 Hold (0 or 1) Hold

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

0=Call is retrieved. (default)
1=Ignore pressing of trunk key.
Notes:

If this is set to 1=Ignore, the extension user will still be connected to the first call.

Related Programming:

---

**Trunk Key Operation: Brokers Hold**

*(all CPCs) - Version 1.0 or higher*

Enable/Disable the Brokers Hold feature on a digital keyphone extension.

```
FF3  0  BSCC  04  15  Hold  (0 or 1)  Hold
```

BSSC: Extension Port
- **B**=Cabinet no. 1-6
- **SS**=Slot no. 01-12
- **C**=Circuit no. 1-8

Notes:

**Brokers Hold:** The ability to toggle between two calls on trunk keys by pressing HOLD.

☐ If this address is set to 1=Enable Brokers Hold, the first call will be automatically retrieved when the second call is put on hold.

☐ If this address is left at the default 0=Disable Brokers Hold, the extension user will receive intercom dial tone after putting the second call on hold (both calls will be on hold).

( the following applies only if Brokers Hold is left at default 0=Disable)

☐ If an appearance call (on an FF-key) and a non-appearance call (on “EXT” LED/no FF-key) are both on hold...

☐ the appearance call’s FF-key will blink. Retrieve it by pressing the FF-key.

☐ the “EXT” LED will blink for the non-appearance call. Retrieve it by pressing HOLD.

Related Programming:
**System Mode Display**  
*(all CPCs) - Version 1.0 or higher*

Enable/Disable the display of System Mode status (Day1/Day2/Night) on the extension’s LCD.

```
FF3 0 BSSC 04 16 Hold (0 or 1) Hold
```

- **BSSC**: Extension Port  
  - B=Cabinet no. 1-6  
  - SS=Slot no. 01-12  
  - C=Circuit no. 1-8  

**0** = Do not display System Mode. (default)  
**1** = Display System Mode.

**Notes:**

By default, only the Attendant (via Extension COS assignment; see FF1 0 03 [00-15] 26 Hold) can change the system mode.

**Related Programming:**

**Flash on PROG (Recall)**  
*(all CPCs) - Version 1.0 or higher*

Enable/Disable the PROG key for Recall function (release line & seize new trunk).

```
FF3 0 BSSC 04 17 Hold (0 or 1) Hold
```

- **BSSC**: Extension Port  
  - B=Cabinet no. 1-6  
  - SS=Slot no. 01-12  
  - C=Circuit no. 1-8  

**0** = Ignore pressing of PROG or RECALL key for flash to CO. (default - U.S.)  
**1** = Send short flash when PROG or RECALL is pressed. (default - U.K.)

**Notes:**

Some sites require a shorter flash than is provided by the FLASH key. So, for example, the system could be set for two types of flash: one is FLASH key for long Flash Timer; the other is PROG key for short Flash Timer.

**Related Programming:**

- Flash-Signal Control (pg. 3-19)  
  ```
  FF3 0 BSSC 04 17 Hold (0 or 1) Hold
  ```
- Flash Timer 2 for Trunk Line (pg. 1-116)  
  ```
  FF1 1 01 0002 Hold (1-255) Hold
  ```
Call Duration Display
(all CPCs) - Version 1.0 or higher
Set whether call duration timing or the current date/time is displayed on the extension phone after receiving a CO call.

```
FF3 0 BSSC 04 18 Hold (0 or 1) Hold
```

**BSSC: Extension Port**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

- 0=Call duration is displayed. (default)
- 1=Date/Time is displayed.

Notes:

**Related Programming:**
- Call Duration (pg. 2-19) on analog CO trunks
- Call Duration Timer (analog CO) (pg. 1-118)

Ring Volume Control
(all CPCs) - Version 1.0 or higher
Enable/Disable separate volume controls for incoming call ringing and intercom ringing on the extension.

```
FF3 0 BSSC 04 19 Hold (0 or 1) Hold
```

**BSSC: Extension Port**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

- 0=Same volume control for both.
- 1=Separate volume controls for incoming call and intercom call ringing. (default)

Notes:

**Related Programming:**
Loop (AEC) Disconnect Signal for VM

(All CPCs) - Version 1.0 or higher
Enable/Disable a 1-second (open-loop) disconnect signal sent from this extension port at hangup, allowing for quick-disconnect from 3rd-Party and Built-In Voice Mail systems.

```
FF3  0  BSSC  04  20  Hold  (0 or 1)  Hold
```

<table>
<thead>
<tr>
<th>BSSC: Extension Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
</tbody>
</table>

0=Do not send Loop Disconnect signal. (default)
1=Send Loop Disconnect signal.

Notes:

Related Programming:
SLT Voice Mail Connection (pg. 3-11)  FF3 0 BSSC 04 06 Hold (0 or 1) Hold

Flash-Signal Control

(All CPCs) - Version 1.0 or higher
Enable/Disable flash signal sent from this extension whenever the user presses the FLASH, PROG or Recall key.

```
FF3  0  BSSC  04  21  Hold  (0 or 1)  Hold
```

<table>
<thead>
<tr>
<th>BSSC: Extension Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
</tr>
</tbody>
</table>

0=Send flash signal to CO. (default)
1=Send intercom dial tone.

Notes:

The sending of the flash signal can also be enabled/disabled on individual trunks.

☑ If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal will be sent when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) This setting will also affect the “SLT Flash Send” Flexible Feature Code (765 by default). See FF1 2: Dial Plan (pg. 1-154).
Related Programming:

Flash Key Operation ...

- (pg. 2-23) on analog CO trunks: FF2 0 BSSC 02 11 Hold (0 or 1) Hold
- (pg. 2-50) on analog E&M tie-trunks: FF2 0 BSSC 02 11 Hold (0 or 1) Hold
- (pg. 2-67) on ISDN trunks: FF2 1 BSSC 03 04 Hold (0 or 1) Hold
- (pg. 2-101) on T1-CO trunks: FF2 2 BSSCC 03 09 Hold (0 or 1) Hold
- (pg. 2-129) on T1-E&M tie-trunks: FF2 2 BSSCC 03 09 Hold (0 or 1) Hold

Flexible Feature Codes at Dial Tone ...

- (pg. 1-155) for Dial Plan “A”: FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
- (pg. 1-157) for Dial Plan “B”: FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold

Variable Mode Release

(all CPCs) - Version 1.0 or higher

Set whether the phone stays in Variable Mode after the extension user executes a feature in Variable Mode. This address applies to Small-Display phones only (Large-Display phones will automatically stay in Variable Mode).

```
FF3 0 BSSC 04 22 Hold (0 or 1) Hold

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Release Variable Mode. (default)
1=Stay in Variable Mode.
```

Notes:

**Variable Mode**: Activated via an FF-key programmed with the Variable Mode feature code. Provides one-touch access to features on large-display and small-display phones. While Variable Mode is activated (the FF-key will be lit red), a different menu of features can appear for each call state (intercom calling, CO dial tone, trunk call, and busy tone). Any of these features can be executed during the call state in which they appear, by pressing the soft key next to the displayed feature.

Related Programming:
MCO Prime Line
(all CPCs) - Version 1.0 or higher
Enable/Disable the MCO Prime Line feature on the extension.

FF3 0 BSSC 04 23 Hold (0 or 1) Hold

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Disable MCO Prime Line. (default)
1=Enable MCO Prime Line.

Notes:

MCO Prime Line: When the user picks up the handset (ON/OFF not affected; it always gets intercom
dial tone), the 1st-priority MCO group is picked up automatically.

Related Programming:
FF1 3: MCO Access in Tenant Groups (pg. 1-163)

Forced Account Codes
(all CPCs) - Version 1.0 or higher
Enable/Disable “Forced” entry of Account Codes for calls on this extension.

FF3 0 BSSC 04 24 Hold (0 or 1) Hold

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Disabled/Not Forced (default)
1=Enabled/Forced

Notes:

Account Codes: The user dials the feature code for Account Code Entry (#8 by default), the Account
Code (1-10 digits long), and # before dialing an outbound call. Or, during an inbound call, the user dials
AUTO # [Account Code] #. Account Codes are useful for allocating telephone expenses on SMDR
reports. They are also useful (as Forced, Not Forced, Verified, or Unverified) for overriding the
extension’s TRS Class for outbound calls that are “exceptions to the rule,” as shown in the table below:
Table 3-1. Account Codes and their interaction with TRS for outbound calls

<table>
<thead>
<tr>
<th>Forcing Type</th>
<th>Verified/unverified</th>
<th>TRS Class</th>
<th>Action if user doesn't enter Account Code</th>
<th>Action if user enters Account Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forced</td>
<td>Verified*</td>
<td>System-wide TRS Class for Forced Account Codes (FF8 1 04)</td>
<td>Account Code TRS Class (FF8 1 04)</td>
<td></td>
</tr>
<tr>
<td>Forced</td>
<td>Unverified</td>
<td>System-wide TRS Class for Forced Account Codes (FF8 1 04)</td>
<td>Extension TRS Class (FF3 0 BSSC 06)</td>
<td></td>
</tr>
<tr>
<td>Not Forced</td>
<td>Verified*</td>
<td>Extension TRS Class (FF3 0 BSSC 06)</td>
<td>Account Code TRS Class (FF8 1 04)</td>
<td></td>
</tr>
<tr>
<td>Not Forced</td>
<td>Unverified</td>
<td>Extension TRS Class (FF3 0 BSSC 06)</td>
<td>Extension TRS Class (FF3 0 BSSC 06)</td>
<td></td>
</tr>
</tbody>
</table>

* Anytime the extension is set for “Verified” Account Codes, and the user enters an Account Code, it is checked against the Verified Account Code Table in FF8 1 04. If no match is found, further dialing is not allowed (TRS Class isn’t even considered; the user gets fast-busy immediately).

For more information about Account Codes and their interaction with TRS, see Section 700-Feature Operation.

Related Programming:

- TRS Class for Forced Account Codes (pg. 1-104) FF1 0 19 0001 Hold (1-50) Hold
- Verified Account Codes (pg. 3-22) for extensions FF3 0 BSSC 04 25 Hold (0 or 1) Hold
- TRS Class Assignment (Day) (pg. 3-25) for extensions FF3 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-25) for extensions FF3 0 BSSC 06 1 Hold (1-50) Hold
- FF6 1: TRS Class Definitions (pg. 6-15)
- Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold
- TRS Class for Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold

**Verified Account Codes**

(all CPCs) - Version 1.0 or higher

Enable/Disable Verified Account Codes for calls on this extension.

```
FF3 0 BSSC 04 25 Hold (0 or 1) Hold
```

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

0=Unverified (default)
1=Verified
Notes:
If this address is set to 1=Verified, the system will check the entered Account Code for a matching entry in Verified Account Codes (FF8 1 04). If no match is found, the phone user receives fast-busy tone and further dialing is not allowed. See the table (previous page) for other interactions.

Related Programming:
- TRS Class for Forced Account Codes (pg. 1-104) FF1 0 19 0001 Hold (1-50) Hold
- Forced Account Codes (pg. 3-21) for extensions FF3 0 BSSC 04 24 Hold (0 or 1) Hold
- TRS Class Assignment (Day) (pg. 3-25) for extensions FF3 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-25) for extensions FF3 0 BSSC 06 1 Hold (1-50) Hold
- FF6 1: TRS Class Definitions (pg. 6-15)
- Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold
- TRS Class for Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold

Not Used
(all CPCs) - Version 1.0 or higher

```
FF3 0 BSSC 04 26 Hold
```

BSSC-0426: Not Used

Hot Dial Pad
(all CPCs) - Version 1.3 or higher
Enable/Disable the Hot Dial Pad feature on this extension.

```
FF3 0 BSSC 04 27 Hold (0 or 1) Hold
```

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

0=Disable Hot Dial Pad.
1=Enable Hot Dial Pad. (default)

Notes:
Hot Dial Pad: The ability to dial a phone number without going off-hook.

Related Programming:
Tenant Group Assignment
(all CPCs) - Version 1.0 or higher
Assign the extension to a Tenant Group.

<table>
<thead>
<tr>
<th>FF3</th>
<th>0</th>
<th>BSSC</th>
<th>05</th>
<th>Hold</th>
<th>(1-72)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSSC: Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

Tenant Group No. 1-72
default: 1

NOTE: The available range of Tenant Group Nos. depends on the CPC used:
with a CPC-96: Tenant Groups 1-12
with a CPC-288: Tenant Groups 1-36
with a CPC-576: Tenant Groups 1-72

Notes:

This is the ring assignment for incoming calls in the Inbound MCO Trunk Group assigned to this Tenant Group in FF1 303: MCO Trunk Groups (Inbound Calls) (pg. 1-166).

In addition to ring assignments for incoming calls, Tenant Groups can be used for controlling the extension’s MCO access, MOH (Music-On-Hold) source for intercom calls, and SSD block assignment.

Related Programming:

MOH Source for Intercom Calls (pg. 1-98)   FF1 0 14 (0001-0072) Hold (0-3) Hold
SSD Block Assignment to MCO Tenant Groups (pg. 1-99)   FF1 0 15 (0001-0072) Hold (0-72) Hold
MCO Trunk Groups (Inbound Calls) (pg. 1-166)   FF1 3 03 (0001-0072) Hold (1-99) Hold
TRS Class Assignment (Day)

(All CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the extension, applicable during Day1 and Day2 modes.

```
FF  0  BSSC   06  0  Hold  (1-50)  Hold
```

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

TRS Class No. 1-50 (Day)
- Default: 1

Notes:

Related Programming:
- FF6 1: TRS Class Definitions (pg. 6-15)

---

TRS Class Assignment (Night)

(All CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the extension, applicable during Night mode.

```
FF  0  BSSC   06  1  Hold  (1-50)  Hold
```

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

TRS Class No. 1-50 (Night)
- Default: 1

Notes:

Related Programming:
- FF6 1: TRS Class Definitions (pg. 6-15)
Extension COS Assignment
(all CPCs) - Version 1.0 or higher
Assign a Class of Service (COS) to the extension.

```
FF3 0 BSSC 07 Hold (1-16) Hold
```

**BSSC:** Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

**Extension COS No. 1-16**
**default:** 1

**NOTE:** Based on default settings, Extension COS 15 is used for Voice Mail ports, and COS 16 for Attendant phones.

**Notes:**
Based on this Extension COS Assignment, extension features can be enabled/disabled.

**Related Programming:**
FF1 0 03: Extension COS Definitions (pg. 1-35)

---

Extension Digital Pad Class Assignment
(all CPCs) - Version 1.0 or higher
Assign a Digital Pad Class to the extension.

```
FF3 0 BSSC 08 Hold (1-8) Hold
```

**BSSC:** Extension Port
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-8

**Extension Digital Pad Class No. 1-8**
**default:** 1 (for Analog Extension Card)
3 (for Digital Extension Card)

**Notes:**
This Digital Pad Class assignment can be used for controlling volume adjustments between the extension and other extensions, trunks, conference calls, etc. See Digital Pad Settings (FF1 8).

**Related Programming:**
FF1 8: Digital Pad Settings (pg. 1-176)
### Dial Plan Assignment

**Dial Plan Assignment**

(all CPCs) - Version 1.0 or higher

Assign a Dial Plan to the extension.

<table>
<thead>
<tr>
<th>FF3</th>
<th>0</th>
<th>BSSC</th>
<th>09</th>
<th>Hold</th>
<th>(1 or 2)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSSC: Extension Port</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SS=Slot no. 01-12</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1=Dial Plan ”A” (default)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2=Dial Plan “B”</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

The phone system supports two Dial Plans, each with a programmable set of Flexible Feature Codes.

**Related Programming:**

- FF1 2: Dial Plan (pg. 1-154)
**FF3: Extension Programming Section 400-Programming**

**FF3  1:** S-Point ISDN Extensions

**NOTE:** This section is basically the same as ISDN Trunk settings, but here the PBX side is the CO.

**Common D-Channel Position**

(all CPCs) - Version 1.0 or higher

Identify the position of the common D-channel (if used) that will control the ISDN extension located on a 24B PRI card.

```
FF3  1  BSSC  00  0  Hold (BSSC)  Hold
```

**BSSC: Extension Port position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=PRI Circuit no. 1

**Common D-Channel Position:**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**default:** [no assignment]

**Notes:**

This address is applicable only if the system is using multiple PRI or BRI cards. Skip this address if using only the 23B+D card for PRI, or only one 2B+D card for BRI.

**Related Programming:**

D-Channel Interface ID Code (pg. 3-29)  FF3 1 BSSC 00 1 Hold (1-127) Hold
D-Channel Interface ID Code

(All CPCs) - Version 1.0 or higher

When Common D-Channel (see previous address) is used, identify the Interface ID code (supplied by the CO) that will be used for common D-channel control.

FF3 1 BSSC 00 1 Hold (1-127) Hold

BSSC: Extension Port position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=PRI Circuit no. 1

D-Channel Interface ID Code (max. 3 digits)
default: [no assignment]

Notes:

The Common D-Channel Position must be set for the port before this address can be entered. If Common D-Channel Position is cleared, this address will automatically be cleared also.

Related Programming:

Common D-Channel Position (pg. 3-28) FF3 1 BSSC 00 0 Hold (BSSC) Hold

Extension Number Assignment

(All CPCs) - Version 1.0 or higher

Assign an extension number to the ISDN port only.

FF3 1 BSSC 01 Hold (0-9999) Hold

BSSC: Extension Port position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

Extension Number of ISDN Port
default: [no assignment]

Notes:

Related Programming:
Connection Type
(all CPCs) - Version 1.0 or higher
Choose the connection type for the ISDN extension.

FF3 1 BSSC 02 00 Hold (0 or 1) Hold

BSSC: Extension Port position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

0=Point-to-Point (default)
1=Point-to-MultiPoint (BRI only)

Notes:
If set to “1” (Point-to-MultiPoint), you can parallel-connect up to 8 different ISDN-BRI devices. This is normally used with S-Point DID.

Related Programming:
DID Dialing to ISDN “S” Point (pg. 1-172)  FF1 4 05 (0001-0192) Hold (setting) Hold
Called Number Indication (pg. 3-34)  FF3 1 BSSC 03 03 Hold (0 or 1) Hold

Passive Bus
(all CPCs) - Version 1.0 or higher
Set the distance between the phone system and a station or another system.
Controls voice level on the ISDN extension.

FF3 1 BSSC 02 01 Hold (0 or 1) Hold

BSSC: Extension Port position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

0=Short Loop (200m) (default)
1=Long Loop (1 km)

Notes:

Related Programming:
Layer 1 Operate Mode
(all CPCs) - Version 1.0 or higher
Set the ISDN detection method by the CO. (The CO should be contacted to match this detection method.)

```
FF3  1  BSSC  02  02  Hold  (0 or 1)  Hold
```

BSSC: Extension Port position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

0=Active mode (default)
1=Activated per call

Notes:

If “Active mode” (default) is selected, PBX will inform the CO of the existence of the ISDN extension when PBX power is turned on.

If “Activated per call” is selected, system will inform the CO of the existence of the ISDN extension when the extension makes an outgoing call, or the system detects an incoming call.

Related Programming:

Not Used
(all CPCs) - Version 1.0 or higher

```
FF3  1  BSSC  02  03  Hold
```

BSSC-0203: Not Used
B-Channel Select
(all CPCs) - Version 1.0 or higher

Set the method used by the system to seize a B-channel for an outgoing call.

```
FF3  1  BSSC  03  00  Hold  (0 or 1)  Hold
```

**BSSC: Extension Port position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**Notes:**

- When ordering span from CO, specify **Slot Mapping** or **Channel Numbering**:
  - Choose **Slot Mapping** for multirate (64kbps base rate) bearer capability on a Primary Rate Interface, when you want to combine channels together -- for example, using many channels to provide a larger bandwidth for video-conferencing.

**Related Programming:**

---

B-Channel Numbering (Layer 3)
(all CPCs) - Version 1.0 or higher

Select the Layer 3 format of the messaging commands sent by the system/PBX to the ISDN device.

```
FF3  1  BSSC  03  01  Hold  (0 or 1)  Hold
```

**BSSC: Extension Port position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**Notes:**

- Choose **Slot Mapping** for multirate (64kbps base rate) bearer capability on a Primary Rate Interface, when you want to combine channels together -- for example, using many channels to provide a larger bandwidth for video-conferencing.
Choose Channel Numbering when the information transfer rate is 64 kbps, and the channels on the span are used as single channels. For example, specify to CO:

1st interface=channels 1-24
2nd interface=channels 25-49

In ISDN, Layers 1, 2 and 3 represent signaling levels over the D-channel. Layer 1 is the basic hardware level that controls messages regarding electrical characteristics, such as speed, channel structure, etc. Layer 2 is the “housekeeping” level, containing controls that make sure the messages coincide, providing sequence and flow control, etc. Layer 3 is the feature level with messages that establish, maintain, and terminate connections, as well as additional information for different applications, such as passing the identity of the calling party, passing terminal compatibility information, allowing the redirection of calls, etc.

Related Programming:
B-Channel Numbering (Layer 3) (pg. 2-71) on ISDN trunks  FF2 1 BSSC 03 10 Hold (0 or 1) Hold

Call ID Length
(all CPCs) - Version 1.0 or higher

Set the ID method by which the system/PBX flags messages sent to the ISDN PRI equipment for calls.

FF3 1 BSSC 03 02 Hold (0 or 1) Hold

BSSC: Extension Port position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
or 1 (PRI)

0=1 byte/octet  (default for BRI)
1=2 bytes/octet  (default for PRI)

Notes:
“1 byte/octet” rotates from 1 to 127 IDs. “2 bytes/octet” rotates from 1 to 32,767 IDs.

Related Programming:
Called Number Indication
(all CPCs) - Version 1.0 or higher
For incoming calls, set whether the system will send the called party’s number to the ISDN terminal.

```
FF3 1 BSSC 03 03 Hold (0 or 1) Hold
```

**BSSC: Extension Port position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**Notes:**
This must be set to “1” (Called-number indication) when using S-Point DID (parallel connection).

**Related Programming:**
- DID Dialing to ISDN “S” Point (pg. 1-172)  FF1 4 05 (0001-0192) Hold (setting) Hold
- Connection Type (pg. 3-30) for ISDN extensions  FF3 1 BSSC 02 00 Hold (0 or 1) Hold

Called Sub-Address Indication
(all CPCs) - Version 1.0 or higher
For incoming calls, set whether the PRI/BRI card will send the sub-address that identifies the originating terminal, to the ISDN extension.

```
FF3 1 BSSC 03 04 Hold (0 or 1) Hold
```

**BSSC: Extension Port position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**Notes:**

**Related Programming:**
Not Used
(all CPCs) - Version 1.0 or higher

FF3  1  BSSC  03  05  Hold

Progress Tone
(all CPCs) - Version 1.0 or higher
Set whether the system will send progress tones indicating call status (e.g., ringback tone, busy tone) to the analog terminal connected to the ISDN extension.

FF3  1  BSSC  03  06  Hold  (0 or 1)  Hold

BSSC: Extension Port position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=Circuit no. 1-4 (BRI)
    or 1 (PRI)

0=Do not send progress tones.
1=Send progress tones. (default)

Notes:

Related Programming:
### Data Security

*(all CPCs) - Version 1.0 or higher*

Set whether to allow interruptions (such as Busy Override-Receive) at the analog terminal connected to the ISDN extension.

<table>
<thead>
<tr>
<th>FF3</th>
<th>BSSC</th>
<th>Hold</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>03</td>
<td>07</td>
<td>0 or 1</td>
<td></td>
</tr>
</tbody>
</table>

**BSSC: Extension Port position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI) or 1 (PRI)

**0**=Data Security OFF; interruptions are allowed. (default)

**1**=Data Security ON; do not allow interruptions.

---

### Tenant Group Assignment

*(all CPCs) - Version 1.0 or higher*

Assign the ISDN extension’s PRI-/BRI-line to a Tenant Group.

<table>
<thead>
<tr>
<th>FF3</th>
<th>BSSC</th>
<th>Hold</th>
<th>(1-72)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>04</td>
<td></td>
<td>1-72</td>
<td></td>
</tr>
</tbody>
</table>

**BSSC: Extension Port position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI) or 1 (PRI)

**Default: 1**

**NOTE:** The available range of Tenant Group Nos. depends on the CPC used:

- with a CPC-96: Tenant Groups 1-12
- with a CPC-288: Tenant Groups 1-36
- with a CPC-576: Tenant Groups 1-72

---

**Notes:**

- Tenant Groups cannot be assigned to individual channels; instead, they are assigned by PRI- or BRI-line basis.
This is the ring assignment for incoming calls in the Inbound MCO Trunk Group assigned to this Tenant Group in **FF1 3 03: MCO Trunk Groups (Inbound Calls)** (pg. 1-166).

In addition to ring assignments for incoming calls, Tenant Groups can be used for controlling the extension’s MCO access, MOH (Music-On-Hold) source for intercom calls, and SSD block assignment.

**Related Programming:**

- MOH Source for Intercom Calls (pg. 1-98) FF1 0 14 (0001-0072) Hold (0-3) Hold
- SSD Block Assignment to MCO Tenant Groups (pg. 1-99) FF1 0 15 (0001-0072) Hold (0-72) Hold
- MCO Trunk Groups (Inbound Calls) (pg. 1-166) FF1 3 03 (0001-0072) Hold (1-99) Hold

---

**TRS Class Assignment (Day)**

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the ISDN extension, applicable during Day1 and Day2 modes.

```
FF3 1 BSSC 05 0 Hold (1-50) Hold
```

**BSSC:** Extension Port position

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**Default:** 1

---

**Notes:**

**Related Programming:**

- FF6 1: TRS Class Definitions (pg. 6-15)
**TRS Class Assignment (Night)**

(All CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the ISDN extension, applicable during Night mode.

**FF3 1 BSSC 05 1 Hold (1-50) Hold**

**BSSC:** Extension Port position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**TRS Class No. 1-50 (Night)**
- **Default:** 1

**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

---

**Extension COS Assignment**

(all CPCs) - Version 1.0 or higher

Assign a Class of Service (COS) to the ISDN extension.

**FF3 1 BSSC 06 Hold (1-16) Hold**

**BSSC:** Extension Port position
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)
  or 1 (PRI)

**Extension COS No. 1-16**
- **Default:** 1

**Notes:**

Based on this Extension COS Assignment, extension features can be enabled/disabled.

**Related Programming:**

FF1 0 03: Extension COS Definitions (pg. 1-35)
Extension Digital Pad Class Assignment
(all CPCs) - Version 1.0 or higher
Assign a Digital Pad Class to an ISDN extension.

```
FF3  1  BSSC  07  0  Hold  (1-8)  Hold
```

- **BSSC**: Extension Port position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-4 (BRI)
  - or 1 (PRI)

- **Extension Pad Class No. 1-8**
  - default: 5

**Notes:**
This Digital Pad Class assignment can be used for controlling volume adjustments between the extension and other extensions, trunks, conference calls, etc. (To set these volume adjustment levels, see Digital Pad Settings.)

**Related Programming:**
- FF1 8: Digital Pad Settings (pg. 1-176)

---

Dial Plan Assignment
(all CPCs) - Version 1.0 or higher
Assign a Dial Plan to the ISDN extension.

```
FF3  1  BSSC  08  Hold  (1 or 2)  Hold
```

- **BSSC**: Extension Port position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
  - C=Circuit no. 1-4 (BRI)
  - or 1 (PRI)

- **1=Dial Plan “A”** (default)
- **2=Dial Plan “B”**

**Notes:**
The phone system supports two Dial Plans, each with a programmable set of Flexible Feature Codes.

**Related Programming:**
- FF1 2: Dial Plan (pg. 1-154)
FF3 2: Virtual Ports

Extension Number Assignment
(all CPCs) - Version 1.0 or higher
Assign an extension number to the Virtual Port. This will be the number dialed to reach the Virtual Port.

**FF3 2 (001-576) 00 Hold (0-9999) 00 Hold**

Virtual Port No.  
Extension No. assignment 0-9999  
**default: [no assignment]**

NOTE: Available range of Virtual Port Nos. depends on the CPC used --
- with a CPC-96: Virtual Port Nos. 001-096
- with a CPC-288: Virtual Port Nos. 001-288
- with a CPC-576: Virtual Port Nos. 001-576

NOTE: If this Extension No. starts with a “9”, it may not work if the “9” trunk access code is being used. Check the Tenant Group Assignment (FF3 2 [001-576] 03 Hold [1-72] Hold).

Notes:
Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC extension port position and assign it an Extension Number (stay in same address).

**Virtual Ports:** Extensions that do not physically exist, and do not require any hardware (doesn’t take up a slot, port, etc.). Virtual Ports can be used for multiple ringing. Some examples are as follows:
- Incoming DID or DIL calls to a Virtual Port can ring on multiple phones.
- Virtual Ports can be assigned to Hunt Groups.
- Virtual Ports can receive calls going through Auto Attendant (e.g., “for Customer Service, press 1”).
- Virtual Ports can be used as System Park orbits.

There are two kinds of Virtual Ports -- a **Virtual Extension** which is a Virtual Port with an assigned (dialable) extension number (to set up multiple ringing), and a **Floating Virtual Port** which does not have an extension number (similar to a Park Orbit).

Related Programming:
- Virtual Key LED: Answer Control #1 (pg. 1-12) FF1 0 01 0007 Hold (0 or 1) Hold
- Virtual Key LED: Answer Control #2 (pg. 1-13) FF1 0 01 0008 Hold (0 or 1) Hold
- Floating Hold on Trunk Key (pg. 1-14) FF1 0 01 0009 Hold (0 or 1) Hold
- Floating Hold on Virtual Port Key (pg. 1-14) FF1 0 01 0010 Hold (0 or 1) Hold
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
Ring Frequency
(all CPCs) - Version 1.0 or higher
Set the ring frequency for incoming calls to the Virtual Port.

FF3 2 (001-576) 01 00 Hold (1-6) Hold

Virtual Port No.

NOTE: Available range of Virtual Port Nos. depends on the CPC used --
with a CPC-96: Virtual Port Nos. 001-096
with a CPC-288: Virtual Port Nos. 001-288
with a CPC-576: Virtual Port Nos. 001-576

1=400/562 Hz (default)
2=1000/1340 Hz
3=400 Hz
4=800/1040 Hz
5=1040/1320 Hz
6=660/1320 Hz

Related Programming:
Ring Pattern
(all CPCs) - Version 1.0 or higher
Set the interval between rings for incoming calls to the Virtual Port.

FF3 2 (001-576) 01 01 Hold (1-12) Hold

Virtual Port No.

NOTE: Available range of Virtual Port Nos. depends on the CPC used --
with a CPC-96: Virtual Port Nos. 001-096
with a CPC-288: Virtual Port Nos. 001-288
with a CPC-576: Virtual Port Nos. 001-576

<table>
<thead>
<tr>
<th>Setting Values for U.K.</th>
<th>Setting Values for U.S. and Hong Kong</th>
</tr>
</thead>
<tbody>
<tr>
<td>0  Synchronize with CO</td>
<td>0  No ring alarm</td>
</tr>
<tr>
<td>1  1on/2off (default)</td>
<td>1  1on/3off (in seconds) (default)</td>
</tr>
<tr>
<td>2  2on/1off</td>
<td>2  2on/2off</td>
</tr>
<tr>
<td>3  1on/1off</td>
<td>3  3on/1off</td>
</tr>
<tr>
<td>4  .5on/.5off</td>
<td>4  1on/1off</td>
</tr>
<tr>
<td>5  .25on/.25off</td>
<td>5  .5on/.5off</td>
</tr>
<tr>
<td>6  .25on/.25off/.25on/2.25off</td>
<td>6  .5on/3.5off</td>
</tr>
<tr>
<td>7  .25on/.25off/.25on/.25off/.25on/1.75off</td>
<td>7  .5on/.5off/.5on/2.5off</td>
</tr>
<tr>
<td>8  .75on/.25off/.75on/1.25off</td>
<td>8  .25on/.25off/.25on/3.25off</td>
</tr>
<tr>
<td>9  1on/.25off/.25on/1.5off</td>
<td>9  1on/.25off/.25on/2.5off</td>
</tr>
<tr>
<td>10 1on/.25off/.25on/2.5off/.25on/1off</td>
<td>10 1on/.25off/.25on/.25off/.25on/2off</td>
</tr>
<tr>
<td>11 1.375on/.125off/.125on/.125off/.125on/.125off</td>
<td>11 1.375on/.125off/.125on/.125off/.125on/.125off</td>
</tr>
<tr>
<td>12 Continuous tone</td>
<td>12 Continuous tone</td>
</tr>
</tbody>
</table>

Notes:

Related Programming:
Tenant Group Assignment
(all CPCs) - Version 1.0 or higher
Assign the Virtual Port to a Tenant Group.

FF3  2 (001-576)  02 Hold (1-72) Hold

Virtual Port No.  Tenant Group No.

NOTE: Available range of Virtual Port Nos. depends on the CPC used:
with a CPC-96: Virtual Port Nos. 001-096
with a CPC-288: Virtual Port Nos. 001-288
with a CPC-576: Virtual Port Nos. 001-576

default:  1

NOTE: The available range of Tenant Group Nos. depends on the CPC used:
with a CPC-96: Tenant Groups 1-12
with a CPC-288: Tenant Groups 1-36
with a CPC-576: Tenant Groups 1-72

Notes:
This is the ring assignment for incoming calls in the Inbound MCO Trunk Group assigned to this Tenant Group in FF1 3 03: MCO Trunk Groups (Inbound Calls) (pg. 1-166).

In addition to ring assignments for incoming calls, Tenant Groups can be used for controlling the extension’s MCO access, MOH (Music-On-Hold) source for intercom calls, and SSD block assignment.

Related Programming:
MOH Source for Intercom Calls (pg. 1-98)     FF1 0 14 (0001-0072) Hold (0-3) Hold
SSD Block Assignment to MCO Tenant Groups (pg. 1-99)     FF1 0 15 (0001-0072) Hold (0-72) Hold
MCO Trunk Groups (Inbound Calls) (pg. 1-166)     FF1 3 03 (0001-0072) Hold (1-99) Hold

Extension COS Assignment
(all CPCs) - Version 1.0 or higher
Assign a Class of Service (COS) to the Virtual Port.

FF3  2 (001-576)  03 Hold (1-16) Hold

Virtual Port No.  Extension COS No. 1-16

default:  1

NOTE: Available range of Virtual Port Nos. depends on the CPC used:
with a CPC-96: Virtual Port Nos. 001-096
with a CPC-288: Virtual Port Nos. 001-288
with a CPC-576: Virtual Port Nos. 001-576

NOTE: Available range of Virtual Port Nos. depends on the CPC used --
with a CPC-96: Virtual Port Nos. 001-096
with a CPC-288: Virtual Port Nos. 001-288
with a CPC-576: Virtual Port Nos. 001-576
Notes:

Based on this Extension COS Assignment, extension features for incoming calls can be enabled/disabled, such as restricting the receiving of camp-on calls or callbacks.

Related Programming:

FF1 003: Extension COS Definitions (pg. 1-35)
**FF3 3: RAI Extension Port**

*NOTE:* RAI is not available in the U.S.

### RAI Extension Number Assignment

*(all CPCs) - Version 1.0 or higher*

Assign an extension number to the system’s Remote Administration Interface (RAI) port.

```
FF3 3 00 Hold (0-9999) Hold
```

RAI Extension No. assignment 0-9999

*default:* 699

**Notes:**

- The RAI port is mounted on the CPC card.
- Assign an extension number to the RAI port so that DISA, DIL, DID, etc. calls can ring directly to the RAI port unattended, or a call can be transferred to it.

**Related Programming:**

### Tenant Group Assignment

*(all CPCs) - Version 1.0 or higher*

Assign the RAI port to a Tenant Group.

```
FF3 3 01 Hold (1-72) Hold
```

Tenant Group No. 1-72

*default:* 1

*NOTE:* The available range of Tenant Group Nos. depends on the CPC used:

- with a CPC-96: Tenant Groups 1-12
- with a CPC-288: Tenant Groups 1-36
- with a CPC-576: Tenant Groups 1-72
Notes:

This is the ring assignment for incoming calls in the Inbound MCO Trunk Group assigned to this Tenant Group in FF1 3 03: MCO Trunk Groups (Inbound Calls) (pg. 1-166).

In addition to ring assignments for incoming calls, Tenant Groups can be used for controlling the extension’s MCO access, MOH (Music-On-Hold) source for intercom calls, and SSD block assignment.

Related Programming:

- MOH Source for Intercom Calls (pg. 1-98) FF1 0 14 (0001-0072) Hold (0-3) Hold
- SSD Block Assignment to MCO Tenant Groups (pg. 1-99) FF1 0 15 (0001-0072) Hold (0-72) Hold
- MCO Trunk Groups (Inbound Calls) (pg. 1-166) FF1 3 03 (0001-0072) Hold (1-99) Hold

---

**Extension COS Assignment**

(all CPCs) - Version 1.0 or higher

Assign a Class of Service (COS) to the RAI port.

```
FF3 3 02 Hold (1-16) Hold
```

Extension COS No. 1-16

default: 1

---

Notes:

Based on this **Extension COS Assignment**, RAI extension features can be enabled/disabled.

Related Programming:

- FF1 0 03: Extension COS Definitions (pg. 1-35)
4. FF-Key/Soft Key Feature Assignment (FF4)

Use the FF4 programming addresses in this chapter to assign Feature Codes (including trunk ringing) to FF-keys and soft keys on DBS 576 phones:

**FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units**
**FF4 1: FF-Keys on DSS/72 Consoles**
**FF4 2: Soft Keys on Display Phones**

This chapter covers the following FF4 addresses:

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units</strong></td>
<td></td>
<td></td>
<td>4-7</td>
</tr>
<tr>
<td>FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold</td>
<td>FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)</td>
<td>--</td>
<td>4-7</td>
</tr>
<tr>
<td>FF4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold</td>
<td>Trunk FF-Key: Outbound Call Restriction</td>
<td>0 (Allowed)</td>
<td>4-10</td>
</tr>
<tr>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold</td>
<td>Trunk FF-Key: Inbound Answer Restriction</td>
<td>0 (Allowed)</td>
<td>4-11</td>
</tr>
<tr>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold</td>
<td>Trunk FF-Key: Day1 Ringing</td>
<td>0 (No ring)</td>
<td>4-11</td>
</tr>
<tr>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold</td>
<td>Trunk FF-Key: Day2 Ringing</td>
<td>0 (No ring)</td>
<td>4-12</td>
</tr>
<tr>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold</td>
<td>Trunk FF-Key: Night Ringing</td>
<td>0 (No ring)</td>
<td>4-12</td>
</tr>
<tr>
<td>FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold</td>
<td>Trunk FF-Key: No-Ring Auto Answer</td>
<td>0 (Disabled)</td>
<td>4-13</td>
</tr>
<tr>
<td><strong>FF4 1: FF-Keys on DSS/72 Consoles</strong></td>
<td></td>
<td></td>
<td>4-14</td>
</tr>
<tr>
<td>FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold</td>
<td>FF-Key Feature Assignment (DSS/72)</td>
<td>--</td>
<td>4-14</td>
</tr>
<tr>
<td>FF4 1 BSSC 1 (01-72) Hold CONF (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Outbound Call Restriction</td>
<td>0 (Allowed)</td>
<td>4-15</td>
</tr>
<tr>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Hold (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Inbound Answer Restriction</td>
<td>0 (Allowed)</td>
<td>4-16</td>
</tr>
<tr>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Holdx2 (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Day1 Ringing</td>
<td>0 (No ring)</td>
<td>4-16</td>
</tr>
<tr>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Holdx3 (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Day2 Ringing</td>
<td>0 (No ring)</td>
<td>4-17</td>
</tr>
<tr>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Holdx4 (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: Night Ringing</td>
<td>0 (No ring)</td>
<td>4-17</td>
</tr>
<tr>
<td>FF4 1 BSSC 1 (01-72) Hold CONF Holdx5 (0 or 1) Hold</td>
<td>DSS Trunk FF-Key: No-Ring Auto Answer</td>
<td>0 (Disabled)</td>
<td>4-18</td>
</tr>
<tr>
<td><strong>FF4 2: Soft Keys on Display Phones</strong></td>
<td></td>
<td></td>
<td>4-19</td>
</tr>
<tr>
<td>FF4 2 BSSC 0 (01-30) Hold (Code) Hold</td>
<td>Soft Key Feature Assignment</td>
<td>--</td>
<td>4-19</td>
</tr>
</tbody>
</table>
Introduction: Feature Codes in Programming Mode

Use the Feature Codes table below for all FF4 addresses. (Some features cannot be programmed into soft keys; these features are noted in the table below.)

The codes shown in the “Fixed Feature Codes” column are hard-coded and cannot be changed. However, most of the features can also be assigned another “flexible” code in FF1: Dial Plan (pg. 1-154) for end-user programming. Exceptions are noted in the table below.

When assigning features to keys in Programming Mode, you must always use the Fixed Feature Code. However, end-users programming their own keys can use the Flexible Code. If the Flexible Codes are changed in the Dial Plan, it is not necessary to reprogram extensions. When an end-user programs a Flexible Code into an FF-key or soft key, the system will translate the Flexible Code into the Fixed Code. The end-user can still press the same FF-key or soft key to perform the feature, even if the feature’s Flexible Code is changed in programming.

When you display the FF-key or soft key setting, it will always show the Fixed Code.

Table 4-1. FF-Key/Soft Key Fixed Feature Codes

<table>
<thead>
<tr>
<th>Feature Description</th>
<th>Fixed Feature Code</th>
<th>End-User</th>
<th>Soft Key</th>
</tr>
</thead>
<tbody>
<tr>
<td>CO Trunk Key</td>
<td># + (Trunk 1-576)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MCO Trunk Key</td>
<td>For incoming and outgoing calls. MCO No. 1 = “9” access code MCO No. 2 = “81” access code MCO No. 3 = “82” access code MCO No. 4 = “83” access code MCO No. 5 = “84” access code</td>
<td>1 + (MCO 1-5) + (MCO-Incoming Group 00-99)</td>
<td></td>
</tr>
<tr>
<td>Virtual Port Key</td>
<td>*9 + (Virtual Port 001-576)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DSS/BLF - Outgoing only</td>
<td>Call ext. / View status only.</td>
<td>9 + (Extension 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>DSS/BLF - Immediate Ring</td>
<td>Call ext. / View status / Also rings immediately for incoming call (can answer).</td>
<td>81+(Extension 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>DSS/BLF - Delayed Ring</td>
<td>Call ext. / View status / Also delay-rings incoming call (can answer).</td>
<td>82+(Extension 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>DSS/BLF - Flash/No-Ring</td>
<td>Call ext. / View status / Also flashes for incoming call (can answer).</td>
<td>83+(Extension 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>Built-In VM Unit #1: Mailbox Access</td>
<td>Access mailbox options.</td>
<td>61 + (Mailbox No. 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
<td>Fixed Feature Code</td>
<td>End-User</td>
</tr>
<tr>
<td>----------------------------------------</td>
<td>--------------------------------------------------</td>
<td>---------------------------------------------------------</td>
<td>----------</td>
</tr>
<tr>
<td>Built-In VM Unit #2: Mailbox Access</td>
<td>Access mailbox options.</td>
<td>62 + (Mailbox No. 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #3: Mailbox Access</td>
<td>Access mailbox options.</td>
<td>63 + (Mailbox No. 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #4: Mailbox Access</td>
<td>Access mailbox options.</td>
<td>64 + (Mailbox No. 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #1: Message Broadcast</td>
<td>Copy a recording to other (pre-programmed) mailboxes.</td>
<td>61 + (Broadcast Code 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #2: Message Broadcast</td>
<td>Copy a recording to other (pre-programmed) mailboxes.</td>
<td>62 + (Broadcast Code 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #3: Message Broadcast</td>
<td>Copy a recording to other (pre-programmed) mailboxes.</td>
<td>63 + (Broadcast Code 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #4: Message Broadcast</td>
<td>Copy a recording to other (pre-programmed) mailboxes.</td>
<td>64 + (Broadcast Code 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Retrieve Messages</td>
<td>Listen to messages in mailbox.</td>
<td>5 + (Mailbox No. 00-9999)</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Start/Restart</td>
<td>2-Way Call Recording</td>
<td>*#50</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Stop</td>
<td>2-Way Call Recording</td>
<td>*#51</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Re-Record</td>
<td>(over the same call)</td>
<td>*#52</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Pause</td>
<td>2-Way Call Recording</td>
<td>*#53</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Stop/End</td>
<td>2-Way Call Recording</td>
<td>*#54</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Add Comment</td>
<td>(to end of recording)</td>
<td>*#55</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Clear</td>
<td>(delete recording)</td>
<td>*#56</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Notify</td>
<td>(call outside pager or phone)</td>
<td>*#57</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Copy</td>
<td>(a message into another mailbox)</td>
<td>*#58</td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Dial Pulse/DTMF Switch</td>
<td>2-Way Call Recording</td>
<td>*#59</td>
<td></td>
</tr>
<tr>
<td>ACD-1 Log-In/Out Button</td>
<td></td>
<td>*#80</td>
<td></td>
</tr>
<tr>
<td>ACD-1 Work Unit</td>
<td></td>
<td>*#81 + (Work Unit 00-19)</td>
<td></td>
</tr>
<tr>
<td>ACD-1 Unavailable Button</td>
<td></td>
<td>*#82</td>
<td></td>
</tr>
<tr>
<td>ACD-2 Log-In/Out Button</td>
<td></td>
<td>*#85</td>
<td></td>
</tr>
<tr>
<td>ACD-2 Work Unit</td>
<td></td>
<td>*#86 + (Work Unit 00-19)</td>
<td></td>
</tr>
<tr>
<td>ACD-2 Unavailable Button</td>
<td></td>
<td>*#87</td>
<td></td>
</tr>
<tr>
<td>Speed-Dial Send Button</td>
<td></td>
<td>*01 + (SSD 000-799 or PSD 80-99)</td>
<td>End-User</td>
</tr>
<tr>
<td>Direct Trunk Access</td>
<td></td>
<td>*02</td>
<td>End-User</td>
</tr>
<tr>
<td>Verified ID Code Send</td>
<td></td>
<td>*03</td>
<td>End-User</td>
</tr>
<tr>
<td>Floating Hold Answer</td>
<td></td>
<td>*04</td>
<td>End-User</td>
</tr>
<tr>
<td>Voice Mail Message-Waiting: Send</td>
<td></td>
<td>*05</td>
<td>End-User</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
<td>Fixed Feature Code</td>
<td>End-User</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>--------------------------------------------------</td>
<td>----------------------------------------</td>
<td>----------</td>
</tr>
<tr>
<td>Voice Mail Message-Waiting: Cancel</td>
<td></td>
<td>*06</td>
<td>End-User</td>
</tr>
<tr>
<td>Message-Waiting: Cancel</td>
<td></td>
<td>*07</td>
<td>End-User</td>
</tr>
<tr>
<td>Message-Waiting: Callback</td>
<td></td>
<td>*08</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (All): Set</td>
<td></td>
<td>70 + (Extension 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (All): Clear</td>
<td></td>
<td>*09</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (All): Set via Attendant</td>
<td></td>
<td>*10</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (All): Clear via Attendant</td>
<td></td>
<td>*11</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (No Answer): Set</td>
<td></td>
<td>71 + (Extension 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (No Answer): Clear</td>
<td></td>
<td>*12</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (No Answer): Set via Attendant</td>
<td></td>
<td>*13</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (No Answer): Clear via Attendant</td>
<td></td>
<td>*14</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (Busy): Set</td>
<td></td>
<td>72 + (Extension 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (Busy): Clear</td>
<td></td>
<td>*15</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (Busy): Set via Attendant</td>
<td></td>
<td>*16</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Forward (Busy): Clear via Attendant</td>
<td></td>
<td>*17</td>
<td>End-User</td>
</tr>
<tr>
<td>DND Set/Clear</td>
<td></td>
<td>*18</td>
<td>End-User</td>
</tr>
<tr>
<td>DND Set from Attendant</td>
<td></td>
<td>*19</td>
<td>End-User</td>
</tr>
<tr>
<td>DND Clear from Attendant</td>
<td></td>
<td>*20</td>
<td>End-User</td>
</tr>
<tr>
<td>DND &amp; Call Forward Clear</td>
<td></td>
<td>*21</td>
<td>End-User</td>
</tr>
<tr>
<td>Alarm Set</td>
<td></td>
<td>*22</td>
<td>End-User</td>
</tr>
<tr>
<td>Alarm Clear</td>
<td></td>
<td>*23</td>
<td>End-User</td>
</tr>
<tr>
<td>BGM On/Off</td>
<td></td>
<td>*24</td>
<td>End-User</td>
</tr>
<tr>
<td>Day 1/Night Toggle</td>
<td></td>
<td>*25</td>
<td>End-User</td>
</tr>
<tr>
<td>Day 2</td>
<td></td>
<td>*26</td>
<td>End-User</td>
</tr>
<tr>
<td>Night 1</td>
<td></td>
<td>*27</td>
<td>End-User</td>
</tr>
<tr>
<td>Night 2 (for 2-Way VM)</td>
<td></td>
<td>*28</td>
<td>End-User</td>
</tr>
<tr>
<td>Paging</td>
<td></td>
<td>*29 + (Page Grp.No.0-9)</td>
<td>End-User</td>
</tr>
<tr>
<td>Meet-Me Answer</td>
<td></td>
<td>*30</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Pickup Group-All Calls</td>
<td></td>
<td>*31</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Pickup Group-CO Calls Only</td>
<td></td>
<td>*32</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Pickup Group-Specified</td>
<td>Pick up a call in another Call Pickup Group.</td>
<td>*33 + (Call Pickup Grp 1-99)</td>
<td>End-User</td>
</tr>
<tr>
<td>Direct Call Pickup</td>
<td></td>
<td>73 + (Extension 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>CO Trunk Call Pickup</td>
<td></td>
<td>*34</td>
<td>End-User</td>
</tr>
<tr>
<td>Headset Mode On/Off</td>
<td></td>
<td>*35</td>
<td>End-User</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
<td>Fixed Feature Code</td>
<td>End-User</td>
</tr>
<tr>
<td>------------------------------------</td>
<td>------------------------------------------------------</td>
<td>--------------------</td>
<td>---------</td>
</tr>
<tr>
<td>3-party Conference Key</td>
<td></td>
<td>*36</td>
<td>End-User</td>
</tr>
<tr>
<td>Transfer Key</td>
<td></td>
<td>*37</td>
<td>End-User</td>
</tr>
<tr>
<td>Program Key</td>
<td></td>
<td>*38</td>
<td>End-User</td>
</tr>
<tr>
<td>Recall - Flash Key</td>
<td></td>
<td>*39</td>
<td></td>
</tr>
<tr>
<td>PSD Name Assignment</td>
<td></td>
<td>*40</td>
<td>End-User</td>
</tr>
<tr>
<td>Ext. Directory Name Assignment</td>
<td></td>
<td>*41</td>
<td>End-User</td>
</tr>
<tr>
<td>Speed-Dial Directory Name Assignment</td>
<td></td>
<td>*42</td>
<td>End-User</td>
</tr>
<tr>
<td>MCO-1 Access</td>
<td>For outgoing calls (default: 9)</td>
<td>*43</td>
<td>End-User</td>
</tr>
<tr>
<td>MCO-2 Access</td>
<td>For outgoing calls (default: 81)</td>
<td>*44</td>
<td>End-User</td>
</tr>
<tr>
<td>MCO-3 Access</td>
<td>For outgoing calls (default: 82)</td>
<td>*45</td>
<td>End-User</td>
</tr>
<tr>
<td>MCO-4 Access</td>
<td>For outgoing calls (default: 83)</td>
<td>*46</td>
<td>End-User</td>
</tr>
<tr>
<td>MCO-5 Access</td>
<td>For outgoing calls (default: 84)</td>
<td>*47</td>
<td>End-User</td>
</tr>
<tr>
<td>NOTE: No more than 5 MCO keys can be assigned per phone.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mic/Mute (Talkback Key)</td>
<td></td>
<td>*48</td>
<td></td>
</tr>
<tr>
<td>Callback at Busy Tone</td>
<td></td>
<td>*49</td>
<td>End-User</td>
</tr>
<tr>
<td>Camp-On at Busy Tone</td>
<td></td>
<td>*50</td>
<td>End-User</td>
</tr>
<tr>
<td>Message-Waiting Set at Busy Tone</td>
<td></td>
<td>*51</td>
<td>End-User</td>
</tr>
<tr>
<td>Message-Waiting Priority Set at Busy Tone</td>
<td></td>
<td>*52</td>
<td>End-User</td>
</tr>
<tr>
<td>Busy Override Send</td>
<td></td>
<td>*53</td>
<td>End-User</td>
</tr>
<tr>
<td>Switch to Voice Call at Ringback Tone</td>
<td></td>
<td>*54</td>
<td>End-User</td>
</tr>
<tr>
<td>Message-Waiting Set at Ringback Tone</td>
<td></td>
<td>*55</td>
<td>End-User</td>
</tr>
<tr>
<td>Message-Waiting Priority Set at Ringback Tone</td>
<td></td>
<td>*56</td>
<td>End-User</td>
</tr>
<tr>
<td>Account Code Entry</td>
<td></td>
<td>*57</td>
<td>End-User</td>
</tr>
<tr>
<td>8-Party Conference</td>
<td></td>
<td>*58</td>
<td>End-User</td>
</tr>
<tr>
<td>Extension Port Number Confirm</td>
<td></td>
<td>*59</td>
<td>End-User</td>
</tr>
<tr>
<td>Trunk Port Number Confirm</td>
<td></td>
<td>*60</td>
<td>End-User</td>
</tr>
<tr>
<td>Voice Mail Transfer Key #1</td>
<td></td>
<td>74 + (VM Voice Port Ext.No. 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>Voice Mail Transfer Key #2</td>
<td></td>
<td>75 + (VM Pilot Ext.No. 0-9999)</td>
<td>End-User</td>
</tr>
<tr>
<td>Variable Mode</td>
<td></td>
<td>*61</td>
<td>End-User</td>
</tr>
<tr>
<td>Call Logging Confirmation Mode</td>
<td></td>
<td>*62</td>
<td>End-User</td>
</tr>
<tr>
<td>Station Call Park Hold/Answer</td>
<td></td>
<td>*63</td>
<td>End-User</td>
</tr>
<tr>
<td>Station Call Park Hold</td>
<td></td>
<td>*64</td>
<td>End-User</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
<td>Fixed Feature Code</td>
<td>End-User</td>
</tr>
<tr>
<td>-------------------------------</td>
<td>--------------------------------------------------</td>
<td>--------------------</td>
<td>----------</td>
</tr>
<tr>
<td><strong>Station Call Park Answer</strong></td>
<td>(own extension)</td>
<td>*65</td>
<td>End-User</td>
</tr>
<tr>
<td><strong>Station Call Park Answer</strong></td>
<td>(other extensions)</td>
<td>*66</td>
<td>End-User</td>
</tr>
<tr>
<td><strong>Station Call Park Transfer</strong></td>
<td></td>
<td>*67</td>
<td>End-User</td>
</tr>
<tr>
<td><strong>Release Key</strong></td>
<td>for headset on regular phone</td>
<td>*68</td>
<td></td>
</tr>
<tr>
<td><strong>Answer Key</strong></td>
<td>for headset on regular phone</td>
<td>*69</td>
<td></td>
</tr>
<tr>
<td><strong>OHVA</strong></td>
<td></td>
<td>*70</td>
<td>End-User</td>
</tr>
<tr>
<td><strong>Split Key</strong></td>
<td>OHVA/Silent Transfer/Talkback</td>
<td>*71</td>
<td>End-User</td>
</tr>
<tr>
<td><strong>Walking TRS</strong></td>
<td></td>
<td>*72</td>
<td>End-User</td>
</tr>
<tr>
<td><strong>ANY Key</strong></td>
<td>(all CPCs-Version 1.3 or higher)</td>
<td>*8 + (up to 4 digits, including 0-9, #, *)</td>
<td>End-User</td>
</tr>
</tbody>
</table>

- **Feature Description**: Change phone status to “Monitor ON”; put current CO call on hold. NOTE: The ANY key LED won’t light.
**FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units**

**Notes:**

- The extension’s Phone Type must be set to “1” (for Digital Keyphone or SLT - default) or “2” (for EM/24). See **Phone Type (pg. 3-3): FF3 0 BSSC 00 Hold (1-3) Hold**.
- Although SLTs don’t have Flexible Function Keys, the following addresses can be used for assigning trunk or Virtual Port ringing to them.
- There are 32 assignments for FF-keys in the following FF4 0 addresses. The largest phone programmed by this address, the 34-Button Small-Display phone (see illustration, next page) has 24 FF-keys. The remaining 8 assignments for this phone can be used for Virtual Port ringing. Virtual Ports can also be assigned on other phones using the extra FF-key assignments.

**FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)**

(all CPCs) - Version 1.0 or higher

Assign Feature Codes to the FF-keys on digital keyphones, SLTs, or EM/24 units.

<table>
<thead>
<tr>
<th>FF4 0 BSSC 0 (01-32) Holdallback</th>
<th>FLASH (Code) Holdedback</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSSC: Extension Port</td>
<td></td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
<td>01=FF1 key</td>
</tr>
<tr>
<td>SS=Card Slot no. 01-12</td>
<td>02=FF2 key</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
<td>03=FF3 key</td>
</tr>
<tr>
<td></td>
<td>...</td>
</tr>
<tr>
<td></td>
<td>32=FF32 key</td>
</tr>
</tbody>
</table>

Feature Code Assignment (see pg. 4-2) initial default: [no assignment]

See figures starting on pg. 4-8 for FF-key numbering on phones.

**Notes:**

To copy **FF-key and ring assignments** from one phone to another, use the COPY and PASTE commands (soft keys 6 and 7) as follows:

1. Enter the first part of the above address without specifying an FF-key number to program:
   
   **FF4 0 BSSC 0 Hold**

   (for **BSSC**, enter the port position of the phone you want to copy settings from)

2. Press the COPY soft key. The display won’t change, but the phone will beep once to indicate it has recognized the copy command.

3. Use the BLK-DOWN or BLK_UP soft key to toggle to the next extension you want to copy to. The display will change to the new BSSC port position and extension number assignment.
4. Press the PASTE soft key. The display won’t change, but the phone will beep once to indicate the paste command.

5. Repeat steps (3) and (4) for all extensions you want to copy to.

**EM/24 units require their own extension port**, separate from the phone. Therefore, when programming the FF-keys on an EM/24 unit, enter the EM/24 port position (not the phone’s port position).

If you assign the FF-key as a CO Trunk, MCO Trunk, Virtual Port, or DSS/BLF Key: FF1 through FF6 on the phone will become toggle switches for the Trunk FF-Key addresses starting on pg. 4-10. These keys will be lit either green for a “0” setting, or red for a “1” setting. Press the corresponding FF-key to change the setting:

- FF1 = Outbound Call Restriction (green/0=Allow)
- FF2 = Inbound Answer Restriction (green/0=Allow)
- FF3 = Day1 Ringing (green/0=Do not ring)
- FF4 = Day2 Ringing (green/0=Do not ring)
- FF5 = Night Ringing (green/0=Do not ring)
- FF6 = No-Ring Auto Answer (green/0=Disabled-No effect)

**NOTE:** This applies only if you start from the FF40 BSSC0 address (not if you punch-in the Trunk FF-Key address directly).

**For Example:** Extension No. 300 is located in Cabinet 1, Card Slot 01, Circuit 1. Extension 300’s FF1 key is already assigned Trunk #1. To restrict incoming calls for FF1 (Trunk #1), first display FF1’s assignment:

... punch in: **FF4 0 1011 001 Hold**  LCD display shows: **1011-001 :#1**  
(FF1 thru FF6 are all lit green for “0” setting)

... punch **FF2** to restrict incoming calls for Trunk #1 on the FF1 key. FF2 will now be lit red for “1=Restrict”. (Corresponding address is FF4 0 BSSC 101 Hold CONF Hold 1 Hold.)

**Related Programming:**
Section 400-Programming  FF4: FF-Key/Soft Key Feature Assignment

Figure 4-1: FF-key layout on a Small-Display phone (44-series)

Figure 4-2: FF-key layout on an EM/24 unit (44-series)
### Trunk FF-Key: Outbound Call Restriction

_(all CPCs) - Version 1.0 or higher_

_(for digital keyphones, SLTs, and EM24s)_ Allow/Restrict outbound calls on the FF-key programmed as a CO trunk, MCO trunk group, Virtual Port, or DSS/BLF key.

<table>
<thead>
<tr>
<th>FF4</th>
<th>0</th>
<th>BSSC</th>
<th>1 (01-32)</th>
<th>Hold</th>
<th>CONF</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSSC: Extension Port</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>B=Cabinet no. 1-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SS=Card Slot no. 01-12</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>01=FF1 key</td>
<td>0=Allow outbound calls on this FF-key. (default)</td>
<td>0=Allow outbound calls on this FF-key. (default)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>02=FF2 key</td>
<td>1=Do Not Allow outbound calls on this FF-key.</td>
<td>1=Do Not Allow outbound calls on this FF-key.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>03=FF3 key</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>32=FF32 key</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes:

The LCD display will show the allow/restrict settings for this and the next 5 addresses after the first “Hold” is pressed in the above address.

If “Outbound Call Restriction” is set to 0=Allow, and “Inbound Answer Restriction” is set to 1=Do Not Allow, the FF-key can’t be used while an incoming call is ringing in on it (the LED will blink green). Once the call is answered on another phone, however, the LED will extinguish and the FF-key will become available for making an outbound call.

To set delayed ringing for trunk FF-keys, use the **Day1/2/Night Delayed Ring Type/Destination** addresses in FF2.

### Related Programming:

- **Trunk Key Operation: Direct Calls (pg. 3-14)**
  - FF3 0 BSSC 04 12 Hold (0 or 1) Hold
- **Trunk Key Operation: HOLD (pg. 3-15)**
  - FF3 0 BSSC 04 13 Hold (0 or 1) Hold
- **Trunk Key Operation: Multiple Call Pickup (pg. 3-15)**
  - FF3 0 BSSC 04 14 Hold (0 or 1) Hold
- **Trunk Key Operation: Brokers Hold (pg. 3-16)**
  - FF3 0 BSSC 04 15 Hold (0 or 1) Hold
### Trunk FF-Key: Inbound Answer Restriction

**BSCC-1012:0**

Inbound TRS

(All CPCs) - Version 1.0 or higher

*For digital keyphones, SLTs, and EM24s* Allow/Restrict the ability to answer incoming calls on the FF-key programmed as a CO trunk, MCO trunk group, Virtual Port, or DSS/BLF key.

#### FF4 0 BSCC 1 (01-32) Hold CONF Hold (0 or 1) Hold

<table>
<thead>
<tr>
<th>BSCC: Extension Port</th>
<th>01=FF1 key</th>
<th>02=FF2 key</th>
<th>03=FF3 key</th>
<th>...</th>
<th>32=FF32 key</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SS=Card Slot no. 01-12</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0=Allow answering inbound calls on this FF-key. (default)</td>
<td></td>
<td></td>
<td></td>
<td>1=Do Not Allow answering inbound calls on this FF-key.</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

If **“Inbound Answer Restriction”** is set to 1=Do Not Allow, the FF-key will still flash green for an incoming CO or MCO call, although the user won’t be able to answer it.

**Related Programming:**

#### Trunk FF-Key: Day1 Ringing

**BSCC-1013:0**

Day1 Ring Assign

(All CPCs) - Version 1.0 or higher

*For digital keyphones, SLTs, and EM24s* Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Day1 mode.

#### FF4 0 BSCC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold

<table>
<thead>
<tr>
<th>BSCC: Extension Port</th>
<th>01=FF1 key</th>
<th>02=FF2 key</th>
<th>03=FF3 key</th>
<th>...</th>
<th>32=FF32 key</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Cabinet no. 1-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SS=Card Slot no. 01-12</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0=Do Not Ring inbound calls on this FF-key during Day1 mode. (default)</td>
<td></td>
<td></td>
<td></td>
<td>1=Ring inbound calls on this FF-key during Day1 mode.</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

Even if this address is set to 0=Do Not Ring (default), the user can still pick up the incoming call by pressing the FF-key, as long as **“Inbound Answer Restriction”** (pg. 4-11) is set to 0=Allow (default).

**(All CPCs - Version 1.3 or higher)** For DSS/BLF keys, if this address is set to 1=Ring, Auto-Answer will apply; user simply picks up the handset to answer the incoming call on the DSS/BLF key.

**Related Programming:**

BLF Call Pickup (pg. 1-24) FF1 0 01 0006 Hold (0 or 1) Hold
Trunk FF-Key: Day2 Ringing
(all CPCs) - Version 1.0 or higher
(for digital keyphones, SLTs, and EM24s) Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Day2 mode.

<table>
<thead>
<tr>
<th>FF4</th>
<th>0</th>
<th>BSSC</th>
<th>1</th>
<th>(01-32)</th>
<th>Hold</th>
<th>CONF</th>
<th>Holdx3</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Card Slot no. 01-12
- C=Circuit no. 1-8

- 01=FF1 key
- 02=FF2 key
- 03=FF3 key
- 32=FF32 key

Notes: (same as Day1 Ringing - previous page)
Related Programming: (same as Day1 Ringing - previous page)

Trunk FF-Key: Night Ringing
(all CPCs) - Version 1.0 or higher
(for digital keyphones, SLTs, and EM24s) Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Night mode.

<table>
<thead>
<tr>
<th>FF4</th>
<th>0</th>
<th>BSSC</th>
<th>1</th>
<th>(01-32)</th>
<th>Hold</th>
<th>CONF</th>
<th>Holdx4</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSSC: Extension Port
- B=Cabinet no. 1-6
- SS=Card Slot no. 01-12
- C=Circuit no. 1-8

- 01=FF1 key
- 02=FF2 key
- 03=FF3 key
- 32=FF32 key

Notes: (same as Day1 Ringing - previous page)
Related Programming: (same as Day1 Ringing - previous page)
**Trunk FF-Key: No-Ring Auto Answer**

*(all CPCs) - Version 1.0 or higher*

*(for digital keyphones, SLTs, and EM24s)* Allow/Restrict the ability to answer incoming calls that are blinking, but not ringing, on this Trunk/MCO/Virtual Port/DSS/BLF key, simply by picking up the handset.

```
| FF4 | 0  | BSSC | 1  | (01-32) | Hold | CONF | Holdx5 | (0 or 1) | Hold |
```

**BSSC: Extension Port**
- B=Cabinet no. 1-6
- SS=Card Slot no. 01-12
- C=Circuit no. 1-8

- 01=FF1 key
- 02=FF2 key
- 03=FF3 key
- ... 32=FF32 key

0=Disabled; this address has no effect. (default)

1=Enabled; pick up handset to answer call. (don’t have to press FF-key)

**Notes:**

Even if this is set to 1=Enabled, pressing ON/OFF will not pick up the call (user must pick up handset).

**Related Programming:**

BLF Call Pickup (pg. 1-24)  FF1 0 01 0006 Hold (0 or 1) Hold
FF4: FF-Key/Soft Key Feature Assignment

Section 400-Programming

FF4 1: FF-Keys on DSS/72 Consoles

FF-Key Feature Assignment (DSS/72)
(all CPCs) - Version 1.0 or higher

Assign Feature Codes to the FF-keys on DSS/72 Attendant Consoles.

BSSC-001: Function# nnnn

FF4 1 BSSC 0 (01-72) Hold

BSSC: Attendant Port
B= Cabinet no. 1-6
SS= Card Slot no. 01-12
C= Circuit no. 1-8

01= FF1 key
02= FF2 key
03= FF3 key
...
72= FF72 key

Initial default: [no assignment]

Feature Code Assignment (see pg. 4-2)

Notes:
See Notes on pg. 4-7. The same applies to DSS/72 consoles.
The port must already be set for DSS/72. See Extensions - Phone Type.

Related Programming:
Phone Type (pg. 3-3) on extensions
FF3 0 BSSC 00 Hold (1-3) Hold

Figure 4-3: FF-key layout on a DSS/72 Attendant Console (44-series)

Large-Display phone, mated with a DSS/72 console

To program these FF-keys, use the FF4 0 addresses.
DSS Trunk FF-Key: Outbound Call Restriction
(all CPCs) - Version 1.0 or higher
Allow/Restrict outbound calls on this Trunk/MCO/Virtual Port/DSS/BLF key.

**FF4 1 BSSC 1 (01-72) Hold CONF (0 or 1) Hold**

**BSSC: Attendant Port**
- B=Cabinet no. 1-6
- SS=Card Slot no. 01-12
- C=Circuit no. 1-8

<table>
<thead>
<tr>
<th>BSSC</th>
<th>Hold</th>
<th>CONF</th>
</tr>
</thead>
<tbody>
<tr>
<td>01={FF1 key}</td>
<td>0=Allow outbound calls on this FF-key. (default)</td>
<td>1=Do Not Allow outbound calls on this FF-key.</td>
</tr>
<tr>
<td>02={FF2 key}</td>
<td></td>
<td></td>
</tr>
<tr>
<td>03={FF3 key}</td>
<td></td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
</tr>
<tr>
<td>72={FF72 key}</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

The LCD display will show the allow/restrict settings for this and the next 5 addresses after the first “Hold” is pressed in the above address:

**BSSC-1011:0 Outgoing TRS**

If “Outbound Call Restriction” is set to 0=Allow, and “Inbound Answer Restriction” is set to 1=Do Not Allow, the FF-key can’t be used while an incoming call is ringing in on it (the LED will blink green). Once the call is answered on another phone, however, the LED will extinguish and the FF-key will become available for making an outbound call.

To set delayed ringing for trunk FF-keys, use the **Day1/2/Night Delayed Ring Type/Destination** addresses in FF2.

**Related Programming:**

- Trunk Key Operation: Direct Calls (pg. 3-14)   FF3 0 BSSC 04 12 Hold (0 or 1) Hold
- Trunk Key Operation: HOLD (pg. 3-15)     FF3 0 BSSC 04 13 Hold (0 or 1) Hold
- Trunk Key Operation: Multiple Call Pickup (pg. 3-15)   FF3 0 BSSC 04 14 Hold (0 or 1) Hold
- Trunk Key Operation: Brokers Hold (pg. 3-16)   FF3 0 BSSC 04 15 Hold (0 or 1) Hold
DSS Trunk FF-Key: Inbound Answer Restriction

(All CPCs) - Version 1.0 or higher

Allow/Restrict the ability to answer incoming calls on this Trunk/MCO/Virtual Port/DSS/BLF key.

FF4 1 BSSC 1 (01-72) Hold CONF Hold (0 or 1) Hold

BSSC: Attendant Port
B=Cabinet no. 1-6
SS=Card Slot no. 01-12
C=Circuit no. 1-8
01=FF1 key
02=FF2 key
03=FF3 key
...72=FF72 key
0=Allow answering inbound calls on this FF-key. (default)
1=Do Not Allow answering inbound calls on this FF-key.

Notes:

If “Inbound Answer Restriction” is set to 1=Do Not Allow, the FF-key will still flash green for an incoming CO or MCO call, although the user won’t be able to answer it.

Related Programming:

DSS Trunk FF-Key: Day1 Ringing

(All CPCs) - Version 1.0 or higher

Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Day1 mode.

FF4 1 BSSC 1 (01-72) Hold CONF Holdx2 (0 or 1) Hold

BSSC: Attendant Port
B=Cabinet no. 1-6
SS=Card Slot no. 01-12
C=Circuit no. 1-8
01=FF1 key
02=FF2 key
03=FF3 key
...72=FF72 key
0=Do Not Ring inbound calls on this FF-key during Day1 mode. (default)
1=Ring inbound calls on this FF-key during Day1 mode.

Notes:

Even if this address is set to 0=Do Not Ring (default), the user can still pick up the incoming call by pressing the FF-key, as long as “Inbound Answer Restriction” (pg. 4-16) is set to 0=Allow (default).

(All CPCs - Version 1.3 or higher) For DSS/BLF keys, if this address is set to 1=Ring, Auto-Answer will apply; user simply picks up the handset to answer the incoming call on the DSS/BLF key.

Related Programming:

BLF Call Pickup (pg. 1-24) FF1 0 01 0006 Hold (0 or 1) Hold
**DSS Trunk FF-Key: Day2 Ringing**

*(all CPCs) - Version 1.0 or higher*

Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Day2 mode.

```
FF4  1  BSSC   1   (01-72)  Hold   CONF   Holdx3   (0 or 1)   Hold
```

**BSSC: Attendant Port**
- B=Cabinet no. 1-6
- SS=Card Slot no. 01-12
- C=Circuit no. 1-8

01=FF1 key
02=FF2 key
03=FF3 key
...
72=FF72 key

0=Do Not Ring inbound calls on this FF-key during Day2 mode. (default)
1=Ring inbound calls on this FF-key during Day2 mode.

**Notes:** (same as Day1 Ringing - previous page)

**Related Programming:** (same as Day1 Ringing - previous page)

---

**DSS Trunk FF-Key: Night Ringing**

*(all CPCs) - Version 1.0 or higher*

Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Night mode. Applies to DSS/72 consoles.

```
FF4  1  BSSC   1   (01-72)  Hold   CONF   Holdx4   (0 or 1)   Hold
```

**BSSC: Attendant Port**
- B=Cabinet no. 1-6
- SS=Card Slot no. 01-12
- C=Circuit no. 1-8

01=FF1 key
02=FF2 key
03=FF3 key
...
72=FF72 key

0=Do Not Ring inbound calls on this FF-key during Night mode. (default)
1=Ring inbound calls on this FF-key during Night mode.

**Notes:** (same as Day1 Ringing - previous page)

**Related Programming:** (same as Day1 Ringing - previous page)
**DSS Trunk FF-Key: No-Ring Auto Answer**

*(all CPCs) - Version 1.0 or higher*

Allow/Restrict the ability to answer incoming calls that are blinking, but not ringing, on this Trunk/MCO/Virtual Port/DSS/BLF key, simply by picking up the handset.

<table>
<thead>
<tr>
<th>FF4</th>
<th>BSSC</th>
<th>(01-72)</th>
<th>Hold</th>
<th>CONF</th>
<th>Holdx5</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| BSSC: Attendant Port | FF1 key | FF2 key | FF3 key | FF4 key | ...
|----------------------|---------|---------|---------|---------|--------|
| B=Cabinet no. 1-6    | 01      | 02      | 03      | 04      | ...
| SS=Card Slot no. 01-12 | 05      | 06      | 07      | 08      | ...
| C=Circuit no. 1-8    | 09      | 10      | 11      | 12      |...

0=Disabled; this address has no effect. (default)

1=Enabled; pick up handset to answer call. (don’t have to press FF-key)

Notes:

Even if this is set to 1=Enabled, pressing ON/OFF will not pick up the call (user must pick up handset).

**Related Programming:**

- BLF Call Pickup (pg. 1-24)
- FF1 0 01 0006 Hold (0 or 1) Hold
**FF4 2: Soft Keys on Display Phones**

**Notes:**

- This address applies to both Large-Display and Small-Display phones.
- The extension’s Phone Type must be set to “1” (for Digital Key Phone - default).
  See Phone Type (pg. 3-3): FF3 0 BSSC 00 Hold (1-3) Hold.

---

**Soft Key Feature Assignment**

*(all CPCs) - Version 1.0 or higher*

Assign Feature Codes to the soft keys on Large-Display and Small-Display phones.

<table>
<thead>
<tr>
<th>BSSC: Extension Port</th>
<th>Soft Key Feature No. 01-30:</th>
<th>Feature Code Assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>B=Extension Port no. 1-6</td>
<td>01-10 = during Dial Tone or Dialing</td>
<td>(see pg. 4-2)</td>
</tr>
<tr>
<td>SS=Card Slot no. 01-12</td>
<td>11-15 = during Ringback Tone</td>
<td>default: [no assignment]</td>
</tr>
<tr>
<td>C=Circuit no. 1-8</td>
<td>16-20 = during Busy Tone</td>
<td></td>
</tr>
<tr>
<td></td>
<td>21-25 = during OHVA/Receive</td>
<td></td>
</tr>
<tr>
<td></td>
<td>26-30 = during Talk</td>
<td></td>
</tr>
</tbody>
</table>

*(See figures, next page, for soft key numbering on phones)*

**Notes:**

These features will apply in the following modes:

- **On Large-Display phones,** press the FUNCTION EXT soft key to access these features. Up to 5 features are displayed at a time, and are executable by pressing the soft keys on the left side of the LCD. During Dial Tone or Dialing (which can have up to 10 feature assignments), press the NEXT or PREV keys to toggle between the 2 screens of 5 functions each. Press the MENU key to exit.

- **On Small-Display phones,** activate Variable Mode (default code = *61, or press the FF-key programmed with this code). One feature at a time is displayed, and can be executed by pressing the EXEC (R) or (L). Use the ▼VOLUME▲ key to change the feature name to be displayed. Press the FF-key again to exit.

**Related Programming:**

Dial Plan Assignment (pg. 3-27) to extensions  FF3 0 BSSC 09 Hold (1 or 2) Hold
Flexible Feature Codes ...  
- at Dial Tone, for Dial Plan “A” (pg. 1-155)  FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold  
- at Dial Tone, for Dial Plan “B” (pg. 1-157)  FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold  
- at Ringback Tone, for Dial Plan “A” (pg. 1-159)  FF1 2 04 (0001-0010) Hold (1-digit Code) Hold  
- at Ringback Tone, for Dial Plan “B” (pg. 1-160)  FF1 2 05 (0001-0010) Hold (1-digit Code) Hold  
- at Busy Tone, for Dial Plan “A” (pg. 1-161)  FF1 2 06 (0001-0010) Hold (1-digit Code) Hold  
- at Busy Tone, for Dial Plan “B” (pg. 1-162)  FF1 2 07 (0001-0010) Hold (1-digit Code) Hold  

**Figure 4-4: Soft key layout on a Large-Display phone (44-series)**

<table>
<thead>
<tr>
<th>26</th>
<th>21</th>
<th>16</th>
<th>11</th>
<th>06</th>
<th>01</th>
</tr>
</thead>
<tbody>
<tr>
<td>27</td>
<td>22</td>
<td>17</td>
<td>12</td>
<td>07</td>
<td>02</td>
</tr>
<tr>
<td>28</td>
<td>23</td>
<td>18</td>
<td>13</td>
<td>08</td>
<td>03</td>
</tr>
<tr>
<td>29</td>
<td>24</td>
<td>19</td>
<td>14</td>
<td>09</td>
<td>04</td>
</tr>
<tr>
<td>30</td>
<td>25</td>
<td>20</td>
<td>15</td>
<td>10</td>
<td>05</td>
</tr>
</tbody>
</table>

* (these soft keys are the same)

**Figure 4-5: Soft key layout on a Small-Display phone (44-series)**

| 26-30 | 21-25 | 16-20 | 11-15 | 01-10 |
5. Groups (FF5)

Use the FF5 programming addresses in this chapter to set parameters for the following groups in the DBS 576:

**FF5 0: Attendant Hunt Group**
**FF5 1: Extension Hunt Groups**
**FF5 2: MCO Trunk Groups (Outbound)**
**FF5 3: MCO Trunk Groups (Inbound)**
**FF5 4: Paging Groups**
**FF5 5: Hot Line Group**
**FF5 6: Call Pickup Groups**

This chapter covers the following FF5 addresses:

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FF5 0: Attendant Hunt Group</strong></td>
<td></td>
<td></td>
<td>5-3</td>
</tr>
<tr>
<td>FF5 0 01 Hold (0-9999) Hold</td>
<td>Attendant HG Pilot Number</td>
<td>0</td>
<td>5-3</td>
</tr>
<tr>
<td>FF5 0 02 01 Hold (0-2) Hold</td>
<td>Attendant HG/Day1 Hunt Mode</td>
<td>1 (Pilot terminal)</td>
<td>5-3</td>
</tr>
<tr>
<td>FF5 0 02 (02-21) Hold (0-9999) Hold</td>
<td>Attendant HG/Day1 Members</td>
<td>--</td>
<td>5-4</td>
</tr>
<tr>
<td>FF5 0 02 22 Hold (0-255) Hold</td>
<td>Attendant HG/Day1 Delayed (No Answer) Hunt Timer</td>
<td>0 (Stay at idle ext.)</td>
<td>5-5</td>
</tr>
<tr>
<td>FF5 0 02 23 Hold (0-255) Hold</td>
<td>Attendant HG/Day1 Queuing Timer</td>
<td>0 (Stay in HG)</td>
<td>5-5</td>
</tr>
<tr>
<td>FF5 0 03 01 Hold (1 or 2) Hold</td>
<td>Attendant HG/Day2 Hunt Mode</td>
<td>1 (Pilot terminal)</td>
<td>5-6</td>
</tr>
<tr>
<td>FF5 0 03 (02-21) Hold (0-9999) Hold</td>
<td>Attendant HG/Day2 Members</td>
<td>--</td>
<td>5-7</td>
</tr>
<tr>
<td>FF5 0 03 22 Hold (0-255) Hold</td>
<td>Attendant HG/Day2 Delayed (No Answer) Hunt Timer</td>
<td>0 (Stay at idle ext.)</td>
<td>5-7</td>
</tr>
<tr>
<td>FF5 0 03 23 Hold (0-255) Hold</td>
<td>Attendant HG/Day2 Queuing Timer</td>
<td>0 (Stay in HG)</td>
<td>5-8</td>
</tr>
<tr>
<td>FF5 0 03 24 Hold (0-9999) Hold</td>
<td>Attendant HG/Day2 Next Extension/Hunt Group</td>
<td>--</td>
<td>5-9</td>
</tr>
<tr>
<td>FF5 0 04 01 Hold (1 or 2) Hold</td>
<td>Attendant HG/Night Hunt Mode</td>
<td>1 (Pilot terminal)</td>
<td>5-9</td>
</tr>
<tr>
<td>FF5 0 04 (02-21) Hold (0-9999) Hold</td>
<td>Attendant HG/Night Members</td>
<td>--</td>
<td>5-10</td>
</tr>
<tr>
<td>FF5 0 04 22 Hold (0-255) Hold</td>
<td>Attendant HG/Night Delayed (No Answer) Hunt Timer</td>
<td>0 (Stay at idle ext.)</td>
<td>5-10</td>
</tr>
<tr>
<td>FF5 0 04 23 Hold (0-255) Hold</td>
<td>Attendant HG/Night Queuing Timer</td>
<td>0 (Stay in HG)</td>
<td>5-11</td>
</tr>
<tr>
<td>FF5 0 04 24 Hold (0-9999) Hold</td>
<td>Attendant HG/Night Next Extension/Hunt Group</td>
<td>--</td>
<td>5-11</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FF5 1: Extension Hunt Groups</strong></td>
<td></td>
<td></td>
<td>5-13</td>
</tr>
<tr>
<td>FF5 1 (01-72) 01 Hold (0-4) Hold</td>
<td>Extension HG Hunt Mode</td>
<td>1 (Terminal)</td>
<td>5-13</td>
</tr>
<tr>
<td>FF5 1 (01-72) 02 Hold (0-9999) Hold</td>
<td>Extension HG Pilot Number</td>
<td>--</td>
<td>5-14</td>
</tr>
<tr>
<td>FF5 1 (01-72) (03-22) Hold FLASH (0-9999) Hold</td>
<td>Extension HG Members</td>
<td>--</td>
<td>5-14</td>
</tr>
<tr>
<td>FF5 1 (01-72) 23 Hold (0-255) Hold</td>
<td>Extension HG Delayed (No Answer) Hunt Timer</td>
<td>16 (seconds)</td>
<td>5-15</td>
</tr>
<tr>
<td>FF5 1 (01-72) 24 Hold (0-255) Hold</td>
<td>Extension HG Queuing Timer</td>
<td>0 (Stay in HG)</td>
<td>5-16</td>
</tr>
<tr>
<td>FF5 1 (01-72) 25 Hold (0-9999) Hold</td>
<td>Extension HG Next Extension/Hunt Group</td>
<td>--</td>
<td>5-17</td>
</tr>
</tbody>
</table>
### FF5: Groups

**FF5 2: MCO Trunk Groups (Outbound)**

| FF5 2 (01-99) 001 Hold (0 or 1) Hold | MCO-Outbound Search Mode | 0 (Reverse order) | 5-18 |
| FF5 2 (01-99) (002-577) Hold (1-576) Hold | MCO-Outbound Trunk Group Members | -- | 5-18 |

**FF5 3: MCO Trunk Groups (Inbound)**

| FF5 3 (01-99) (001-576) Hold (1-576) Hold | MCO-Inbound Trunk Group Members | -- | 5-20 |

**FF5 4: Paging Groups**

| FF5 4 (01-10) 01 Hold (BSSC) Hold | External Page Port | * (use SCC port) | 5-21 |
| FF5 4 (01-10) (02-73) Hold (0-9999) Hold | Paging Group Members | -- | 5-22 |

**FF5 5: Hot Line Group**

| FF5 5 (01-20) 01 Hold (0-9999) Hold | Hot Line Extension | -- | 5-23 |
| FF5 5 (01-20) 02 Hold (0 or 1) Hold | Hot Line Mode | 0 (Extension) | 5-23 |
| FF5 5 (01-20) 03 Hold (1-9999 or 000-799) Hold | Hot Line Destination | -- | 5-24 |

**FF5 6: Call Pickup Groups**

| FF5 6 (01-72) (01-20) Hold (1-9999) Hold | Call Pickup Group Members | -- | 5-25 |
FF5 0: Attendant Hunt Group

Attendant HG Pilot Number
(all CPCs) - Version 1.0 or higher
Enter the pilot number for the system’s Attendant Hunt Group.

```
FF5 0 01 Hold (0-9999) Hold
```

Attendant Hunt Group Pilot No. 0-9999
(range depends on Extenson No. configuration, 1 to 4 digits)

default: 0

Notes:

Only one Attendant Hunt Group is allowed per system.

A pilot number is a “phantom” extension number not assigned to a physical port. In pilot hunting, calls are directed to the pilot number and sent to hunt group members from there.

Related Programming:

Attendant HG/Day1 Hunt Mode
(all CPCs) - Version 1.0 or higher
Set the hunting method for the Attendant Hunt Group during Day1 mode.

```
FF5 0 02 01 Hold (0-2) Hold
```

Day1 Attendant Hunt Group

0=no hunting
1=Pilot Terminal hunting (default)
2=Pilot Distributed hunting

NOTE: If this address is reset to “0” (no hunting), the members in the next address will be automatically cleared.

(see explanation in Notes below)
Notes:

*Pilot Terminal hunting.* Calls are directed to the pilot number. Hunting begins at the first member position, and proceeds forward through the sequential members until the end of the hunt group is reached. If no member is available, the call is queued until a member becomes available.

*Pilot Distributed hunting.* Calls are directed to the pilot number. Hunting begins at the next sequential member after the member that received the last call. Hunting then proceeds forward through the sequential members until the member who received the last call is reached. After a complete search in the hunt group, the call is queued until a member becomes available.

Related Programming:

---

**Attendant HG/Day1 Members**

(all CPCs) - Version 1.0 or higher

Assign extensions as members of the Attendant Hunt Group during Day1 mode.

<table>
<thead>
<tr>
<th>FF5</th>
<th>0</th>
<th>02</th>
<th>(02-21) Hold</th>
<th>(0-9999) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Day1</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Attendant Hunt Group</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Member Position No.:</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>02=Member position 1</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>03=Member position 2</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>04=Member position 3</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>...</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>21=Member position 20</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

Day1 Attendant Hunt Group Members can also be **Day2 and Night Attendant Hunt Group Members.** However, an **Extension Hunt Group Member** cannot also be an **Attendant Hunt Group Member.**

Related Programming:
Attendant HG/Day1 Delayed (No Answer) Hunt Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time before an unanswered call ringing an idle member in the Attendant Hunt Group, is forwarded to the next member during Day1.

\[
\text{FF5 0 02 22 Hold (0-255) Hold}
\]

Day1
Attendant Hunt Group

Delayed (No Answer) Hunt Timer:

0=stay at idle extension (default)
1-255=no. of seconds

Notes:

Related Programming:

Attendant HG/Day1 Queuing Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time an incoming call is queued in the Attendant Hunt Group (waiting for a member to become available) before being forwarded to the next hunt group or extension, during Day1 mode.

\[
\text{FF5 0 02 23 Hold (0-255) Hold}
\]

Day1
Attendant Hunt Group

Queuing Timer:

0=stay in the same Hunt Group (default)
1-255=no. of seconds

Notes:

A call is queued in a hunt group after the idle members are tried (once each) and the remaining members are busy.

If there is no assigned Next Extension/Hunt Group (see next address), intercom and network calls will be dropped after the Queuing Timer expires. CO calls will return to “multiple CO incoming” status.

Related Programming:

Attendant HG/Day1 Next Extension/Hunt Group (pg. 5-6) FF5 0 02 24 Hold (0-9999) Hold
### Attendant HG/Day1 Next Extension/Hunt Group

*(all CPCs) - Version 1.0 or higher*

Enter the Hunt Group pilot number or Extension number that will receive the Attendant Hunt Group’s unanswered calls during Day1.

**FF5 0 02 24 Hold (0-9999) Hold**

**Day1 Attendant Hunt Group**

Next Extension/Hunt Group

(enter Hunt Group Pilot No. or Extension No.)

default: [no assignment]

**Notes:**

The Pilot No. can be an Extension Hunt Group or Attendant Hunt Group. The Extension No. can be a Virtual Extension or an actual extension number.

**Related Programming:**

- Attendant HG Pilot Number (pg. 5-3)  
  FF5 0 01 Hold (0-9999) Hold
- Extension HG Pilot Number (pg. 5-14)  
  FF5 1 (01-72) 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40)  
  FF3 2 (001-576) 00 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-4)  
  FF3 0 BSSC 02 Hold (0-9999) Hold

### Attendant HG/Day2 Hunt Mode

*(all CPCs) - Version 1.0 or higher*

Set the hunting method for the Attendant Hunt Group during Day2 mode.

**FF5 0 03 01 Hold (1 or 2) Hold**

**Day2 Attendant Hunt Group**

1=Pilot Terminal hunting (default)
2=Pilot Distributed hunting

(see explanation in Notes below)

**Notes:**

**Pilot Terminal hunting.** Calls are directed to the pilot number. Hunting begins at the first member position, and proceeds forward through the sequential members until the end of the hunt group is reached. The call is then queued until a member becomes available.

**Pilot Distributed hunting.** Calls are directed to the pilot number. Hunting begins at the next sequential member after the member that received the last call. Hunting then proceeds forward through the sequential members until the member who received the last call is reached. After a complete search in the hunt group, the call is queued until a member becomes available.
Related Programming:

Attendant HG/Day2 Members
(all CPCs) - Version 1.0 or higher

Assign extensions as members of the Attendant Hunt Group during Day2 mode.

\[
\text{FF5 0 03 (02-21) Hold (0-9999) Hold}
\]

Day2 Attendant Hunt Group

Member Position No.:
02=Member position 1
03=Member position 2
04=Member position 3
...
21=Member position 20

Extension No. 0-9999
default: [no assignment]

Notes:

Day2 Attendant Hunt Group Members can also be Day1 and Night Attendant Hunt Group Members. However, an Extension Hunt Group Member cannot also be an Attendant Hunt Group Member.

Related Programming:

Attendant HG/Day2 Delayed (No Answer) Hunt Timer
(all CPCs) - Version 1.0 or higher

Set the amount of time before an unanswered call ringing an idle member in the Attendant Hunt Group, is forwarded to the next member during Day2.

\[
\text{FF5 0 03 22 Hold (0-255) Hold}
\]

Day2 Attendant Hunt Group

Delayed (No Answer) Hunt Timer:
0=stay at idle extension (default)
1-255=no. of seconds
Notes:

Related Programming:

**Attendant HG/Day2 Queuing Timer**

(all CPCs) - Version 1.0 or higher

Set the amount of time an incoming call is queued in the Attendant Hunt Group (waiting for a member to become available) before being forwarded to the next hunt group or extension, during Day2 mode.

```
FF5 0 03 23 Hold (0-255) Hold
```

Day2 Attendant Hunt Group

Queuing Timer:
0=stay in the same Hunt Group (default)
1-255=no. of seconds

Notes:

A call is queued in a hunt group after the idle members are tried (once each) and the remaining members are busy.

If there is no assigned Next Extension/Hunt Group (see next address), intercom and network calls will be dropped after the Queuing Timer expires. CO calls will return to “multiple CO incoming” status.

Related Programming:

Attendant HG/Day2 Next Extension/Hunt Group (pg. 5-9)   FF5 0 03 24 Hold (0-9999) Hold
Notes:
The Pilot No. can be an Extension Hunt Group or Attendant Hunt Group. The Extension No. can be a Virtual Extension or an actual extension number.

Related Programming:
- Attendant HG Pilot Number (pg. 5-3)  FF5 0 01 Hold (0-9999) Hold
- Extension HG Pilot Number (pg. 5-14)  FF5 1 (01-72) 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40)  FF3 2 (001-576) 00 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-4)  FF3 0 BSSC 02 Hold (0-9999) Hold

Notes:
- **Pilot Terminal hunting.** Calls are directed to the pilot number. Hunting begins at the first member position, and proceeds forward through the sequential members until the end of the hunt group is reached. The call is then queued until a member becomes available.
- **Pilot Distributed hunting.** Calls are directed to the pilot number. Hunting begins at the next sequential member after the member that received the last call. Hunting then proceeds forward through the sequential members until the end of the hunt group is reached, then proceeds to the first member in the hunt group. After a complete search in the hunt group, the call is queued until a member becomes available.
Related Programming:

**Attendant HG/Night Members**

* (all CPCs) - Version 1.0 or higher

Assign extensions as members of the Attendant Hunt Group during Night mode.

```
FF5  0  04  (02-21)  Hold  (0-9999)  Hold
```

**Notes:**

Night Attendant Hunt Group Members can also be Day1 and Day2 Attendant Hunt Group Members. However, an Extension Hunt Group Member cannot also be an Attendant Hunt Group Member.

Related Programming:

**Attendant HG/Night Delayed (No Answer) Hunt Timer**

* (all CPCs) - Version 1.0 or higher

Set the amount of time before an unanswered call ringing an idle member in the Attendant Hunt Group, is forwarded to the next member during Night mode.

```
FF5  0  04  22  Hold  (0-255)  Hold
```

**Notes:**

Delayed (No Answer) Hunt Timer:

0=stay at idle extension  (default)
1-255=no. of seconds
Related Programming:

**Attendant HG/Night Queuing Timer**
(all CPCs) - Version 1.0 or higher

Set the amount of time an incoming call is queued in the Attendant Hunt Group (waiting for a member to become available) before being forwarded to the next hunt group or extension, during Night mode.

```
FF5  0  04  23  Hold  (0-255)  Hold
```

- **Night Attendant Hunt Group**
- Queuing Timer:
  - 0 = stay in the same Hunt Group (default)
  - 1-255 = no. of seconds

Notes:

A call is queued in a hunt group after the idle members are tried (once each) and the remaining members are busy.

If there is no assigned Next Extension/Hunt Group (see next address), intercom and network calls will be dropped after the Queuing Timer expires. CO calls will return to “multiple CO incoming” status.

Related Programming:

Attendant HG/Night Next Extension/Hunt Group (pg. 5-11)  FF5 0 04 24 Hold (0-9999) Hold

**Attendant HG/Night Next Extension/Hunt Group**
(all CPCs) - Version 1.0 or higher

Enter the Hunt Group pilot number or Extension number that will receive the Attendant Hunt Group’s unanswered calls during Night mode.

```
FF5  0  04  24  Hold  (0-9999)  Hold
```

- **Night Attendant Hunt Group**
- Next Extension/Hunt Group
  - (enter Hunt Group Pilot No. or Extension No.)
  - default: [no assignment]
Notes:

The Pilot No. can be an Extension Hunt Group or Attendant Hunt Group. The Extension No. can be a Virtual Extension or an actual extension number.

Related Programming:

- Attendant HG Pilot Number (pg. 5-3)  F5 0 01 Hold (0-9999) Hold
- Extension HG Pilot Number (pg. 5-14)  F5 1 (01-72) 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40)  F3 2 (001-576) 00 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-4)  F3 0 BSSC 02 Hold (0-9999) Hold
**FF5 1: Extension Hunt Groups**

**Extension HG Hunt Mode**

* (all CPCs) - Version 1.0 or higher

Set the hunting method for each Extension Hunt Group.

```
FF5 1 (01-72) 01 Hold (0-4) Hold
```

- **Extension Hunt Group No.**
- **NOTE:** Available range depends on the CPC used:
  - with a CPC-96: Hunt Group No. 01-12
  - with a CPC-288: Hunt Group No. 01-36
  - with a CPC-576: Hunt Group No. 01-72

<table>
<thead>
<tr>
<th>Address</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No hunting.</td>
</tr>
<tr>
<td>1</td>
<td>Terminal hunting. (default)</td>
</tr>
<tr>
<td>2</td>
<td>Pilot Distributed hunting.</td>
</tr>
<tr>
<td>3</td>
<td>Switchback hunting.</td>
</tr>
<tr>
<td>4</td>
<td>Circular hunting.</td>
</tr>
</tbody>
</table>

*NOTE:* If this address is reset to “0=No hunting,” the pilot number and members in the next addresses will be automatically cleared.

**Notes:**

- **Terminal hunting.** Calls are directed to the pilot number or member extension. Hunting proceeds forward through the sequential members until the end of the Hunt Group is reached. The call is then queued until a member becomes available.

- **Pilot Distributed hunting.** Calls are directed to the pilot number. Hunting begins at the next sequential member after the member that received the last call. Hunting then proceeds forward through the sequential members until the member who received the last call is reached. After all members in the Hunt Group have been tried, the call is queued until a member becomes available.

- **Switchback hunting.** Hunting begins at the member extension receiving the call. Hunting proceeds forward through the sequential members until the end of the Hunt Group is reached, then returns to the member extension that first received the call, and rings it again. It then hunts backward through the members until the first Hunt Group member is reached. The call is then queued until a member becomes available.

- **Circular hunting.** Hunting begins at the member extension receiving the call. Hunting proceeds forward through the sequential members until the end of the Hunt Group is reached, then proceeds to the first member in the Hunt Group. After a complete search of the Hunt Group, the call is queued until a member becomes available.

**Related Programming:**
Extension HG Pilot Number
(all CPCs) - Version 1.0 or higher
Enter the pilot number of the Extension Hunt Group. Applies only if the hunt group is assigned Terminal or Pilot Distributed hunting (see previous address).

FF5 1 (01-72) 02 Hold (0-9999) Hold

Extension Hunt Group
(available range depends on system size)
(01-12) for a 96-port system
(01-24) for a 192-port system
(01-36) for a 288-port system
(01-48) for a 384-port system
(01-60) for a 460-port system
(01-72) for a 576-port system

Extension Hunt Group Pilot No. 0-9999
(range depends on Extension No. configuration - 1 to 4 digits)
default: [no assignment]

NOTE: This Pilot No. cannot match an Ext.No. or a Flexible Feature Code.

Notes:
A pilot number is a “phantom” extension number not assigned to a physical port. In pilot hunting, calls are directed to the pilot number and sent to hunt group members from there.

Related Programming:
Extension HG Hunt Mode (pg. 5-13)   FF5 1 (01-72) 01 Hold (0-4) Hold

Extension HG Members
(all CPCs) - Version 1.0 or higher
Assign extensions as members of an Extension Hunt Group.

FF5 1 (01-72) (03-22) Hold FLASH (0-9999) Hold

Extension Hunt Group No.
(available range depends on system size)
(01-12) for a 96-port system
(01-24) for a 192-port system
(01-36) for a 288-port system
(01-48) for a 384-port system
(01-60) for a 460-port system
(01-72) for a 576-port system

Extension Hunt Group Member Position:
03=Member position 1
04=Member position 2
05=Member position 3
... 22=Member position 20

default: [no assignment]
Notes:

An Extension Hunt Group Member cannot also be an Attendant Hunt Group Member.

Each extension can belong to only one Extension Hunt Group. (The most recent assignment is the priority.)

To change an Extension Hunt Group Member, clear the current member by pressing FLASH first, then entering the new extension member. Otherwise, the new extension will have the member position, and the current assignment will move backward one member position. (You cannot override an extension number, unless you press FLASH to clear it first.)

Related Programming:

Extension HG Delayed (No Answer) Hunt Timer
(all CPCs) - Version 1.0 or higher

Set the amount of time before an unanswered call ringing an idle member in the Extension Hunt Group, is forwarded to the next member in the group.

```
FF5 1 (01-72) 23 Hold (0-255) Hold
```

Extension Hunt Group No. (available range depends on system size)
(01-12) for a 96-port system
(01-24) for a 192-port system
(01-36) for a 288-port system
(01-48) for a 384-port system
(01-60) for a 460-port system
(01-72) for a 576-port system

Delayed (No Answer) Hunt Timer:
0=stay at idle extension
1-255=no. of seconds
default: 16 seconds

Notes:

Related Programming:
Extension HG Queuing Timer
(all CPCs) - Version 1.0 or higher

Set the amount of time an incoming call is queued in the Extension Hunt Group (waiting for a member to become available) before being forwarded to the next hunt group or extension.

\[
\text{FF5} \quad 1 \quad (01-72) \quad 24 \quad \text{Hold} \quad (0-255) \quad \text{Hold}
\]

- Extension Hunt Group No. (available range depends on system size)
  - (01-12) for a 96-port system
  - (01-24) for a 192-port system
  - (01-36) for a 288-port system
  - (01-48) for a 384-port system
  - (01-60) for a 460-port system
  - (01-72) for a 576-port system

- Queuing Timer:
  - 0 = stay in the same Hunt Group (default)
  - 1-255 = no. of seconds

Notes:

A call is queued in a hunt group after the idle members are tried (once each) and the remaining members are busy.

If there is no assigned Next Extension/Hunt Group (see next address), intercom and network calls will be dropped after the Queuing Timer expires. CO calls will return to “multiple CO incoming” status.

Related Programming:

Extension HG Next Extension/Hunt Group   FF5 1 (01-72) 25 Hold (0-9999) Hold
**Extension HG Next Extension/Hunt Group**

(All CPCs) - Version 1.0 or higher

Enter the Hunt Group pilot number or Extension number that will receive the Extension Hunt Group’s unanswered calls.

```
FF5  1  (01-72)  25  Hold  (0-9999)  Hold
```

- **Extension Hunt Group No.** (available range depends on system size)
  - (01-12) for a 96-port system
  - (01-24) for a 192-port system
  - (01-36) for a 288-port system
  - (01-48) for a 384-port system
  - (01-60) for a 460-port system
  - (01-72) for a 576-port system

- **Next Extension/Hunt Group** (enter Hunt Group Pilot No. or Extension No.)
  - **default:** [no assignment]

**Notes:**

The Pilot No. can be an Extension Hunt Group or Attendant Hunt Group. The Extension No. can be a Virtual Extension or an actual extension number.

**Related Programming:**

- **Attendant HG Pilot Number**  
  FF5 0 01 Hold (0-9999) Hold

- **Extension HG Pilot Number**  
  FF5 1 (01-72) 02 Hold (0-9999) Hold

- **Extension Number Assignment**  
  FF3 2 (001-576) 00 Hold (0-9999) Hold

- **Extension Number Assignment**  
  FF3 0 BSSC 02 Hold (0-9999) Hold
FF5  2:  MCO Trunk Groups (Outbound)

MCO-Outbound Search Mode
(all CPCs) - Version 1.0 or higher
Set the hunting method for trunks in the MCO-Outbound Trunk Group.

FF5  2  (01-99)  001  Hold  (0 or 1)  Hold

MCO-Outbound Trunk Group No.  (maximum 99 groups)
0=Hunt for trunks in reverse order by Member No. (default)
1=Hunt for trunks in distributed order.

Notes:

Related Programming:

MCO-Outbound Trunk Group Members
(all CPCs) - Version 1.0 or higher
Assign trunks as members of the MCO-Outbound Trunk Group.

FF5  2  (01-99)  (002-577)  Hold  (1-576)  Hold

MCO-Outbound Trunk Group No.  (max. 99 groups)
Member Position:
002=Member position #1
003=Member position #2
004=Member position #3
... 577=Member position #576

Trunk No. 1-576
default: [none]

NOTE: The system performs a “live” re-sort every time you add a trunk member.
1st Member (address 002): Highest-no’d. trunk entered. --thru--
Last Member (address depends on total no. of trunks entered): Lowest-no’d. trunk entered.
This means you can enter trunk numbers in no particular order, regardless of Search Mode.
Notes:

A trunk cannot belong to more than one Trunk Group (the most recent assignment is the priority).

MCO-Outbound Trunk Groups can be assigned to MCO Access codes (e.g., MCO-1 is “9” dialing by default; assign the Trunk Group to be accessed when the user dials “9” or selects MCO-1).

MCO-Outbound Trunk Groups are also used in Toll Restriction (TRS) and Automatic Route Selection (ARS).

Related Programming:

Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)  FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold
**FF5 3: MCO Trunk Groups (Inbound)**

*NOTE:* There is no search method for MCO-Inbound Trunk Groups.

### MCO-Inbound Trunk Group Members

(all CPCs) - Version 1.0 or higher

Assign trunks as members of the MCO-Inbound Trunk Group.

<table>
<thead>
<tr>
<th>FF5</th>
<th>3</th>
<th>(01-99)</th>
<th>(001-576)</th>
<th>Hold</th>
<th>(1-576)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>MCO-Inbound Trunk Group No. (max. 99 groups)</td>
<td>Member Position: 001=Member position #1 002=Member position #2 003=Member position #3 ... 576=Member position #576</td>
<td>Trunk No. 1-576 default: [none]</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

A trunk cannot belong to more than one Trunk Group (the most recent assignment is the priority).

MCO-Inbound Trunk Groups are used in the Trunk Group Pickup feature. See *Section 700-Feature Operation* for more information.

### Related Programming:

- MCO Trunk Groups (Inbound Calls) (pg. 1-166)
- FF1 3 03 (0001-0072) Hold (1-99) Hold
FF5 4: Paging Groups

External Page Port
(all CPCs) - Version 1.0 or higher

Set the position on the card (e.g., trunk card) where the Paging Adapter for external paging is installed for each Paging Group.

FF5 4 (01-10) 01 Hold (BSSC) Hold

Paging Group:
01=Paging Group 1
02=Paging Group 2
...
10=Paging Group 0

External Paging Adapter port position:
B=Cabinet no. 1-6
SS=Card Slot no. 01-12
C=Circuit no. 1-8

default: * (use paging port on SCC board)

Notes:
If the above address is left at the default “*”, voice will be sent through the paging port on the SCC board. To disable external page output, press FLASH after 01 Hold in the above address to clear the “*” setting.

Related Programming:
Paging Group Members
(all CPCs - Version 1.0 or higher)

Assign extensions as members of the Paging Group (up to 72 extensions per group).

\[
\text{Paging Group:} \quad 01=\text{Paging Group 1} \\
\text{02=Paging Group 2} \\
\vdots \\
\text{10=Paging Group 0}
\]

\[
\begin{align*}
\text{Paging Group Member position:} \\
02=\text{Member position 1} \\
03=\text{Member position 2} \\
04=\text{Member position 3} \\
\vdots \\
73=\text{Member position 72}
\end{align*}
\]

\[
\text{Extension No.} \\
\text{(range depends on dial configuration: 1 to 4 digits)}
\]

default: [no assignment]

Notes:
(all CPCs - Version 1.3 or higher) Phones set to DND will \textit{not} receive pages. However, phones set to Call Forward/All \textit{will} receive pages.

Related Programming:
Extension COS: Paging (pg. 1-48) \quad FF1 0 03 (00-15) 15 Hold (0 or 1) Hold
## FF5 5: Hot Line Group

### Hot Line Extension

*(all CPCs) - Version 1.0 or higher*

Assign up to 20 “Hot Line” extensions.

<table>
<thead>
<tr>
<th>FF5 5</th>
<th>(01-20)</th>
<th>01</th>
<th>Hold</th>
<th>(0-9999)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Hot Line Member No.:**
  - 01 = Hot Line #1
  - 02 = Hot Line #2
  - ...
  - 20 = Hot Line #20

- **Extension No. 0-9999**
  - (range depends on dial configuration: 1 to 4 digits)
  - **default:** [no assignment]

### Notes:

- **Hot Line Extension:** Go off-hook. Phone automatically dials another extension or SSD code.

### Related Programming:

### Hot Line Mode

*(all CPCs) - Version 1.0 or higher*

Set whether the Hot Line destination is another extension or a System Speed Dial (SSD) code.

<table>
<thead>
<tr>
<th>FF5 5</th>
<th>(01-20)</th>
<th>02</th>
<th>Hold</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **Hot Line Member No.:**
  - 01 = Hot Line #1
  - 02 = Hot Line #2
  - ...
  - 20 = Hot Line #20

- **0=Extension** (default)
  - 1 = SSD Code

### Notes:
Related Programming:

Hot Line Extension (pg. 5-23)  FF5 5 (01-20) 01 Hold (0-9999) Hold
SSD Numbers (pg. 8-46)      FF8 1 02 Hold 1 Hold Hold (SSD) Hold FLASH (Name) Hold

Hot Line Destination
(all CPCs) - Version 1.0 or higher

Assign an extension number or System Speed Dial (SSD) code as the Hot Line destination.

FF5 5 (01-20) 03 Hold (1-9999 or 000-799) Hold

- Hot Line Member No.:
  - 01=Hot Line #1
  - 02=Hot Line #2
  - ... 20=Hot Line #20

- Extension No. (1-9999) or SSD Code (000-799)
  - default: [no assignment]

Notes:

Related Programming:

Hot Line Extension (pg. 5-23)  FF5 5 (01-20) 01 Hold (0-9999) Hold
SSD Numbers (pg. 8-46)      FF8 1 02 Hold 1 Hold Hold (SSD) Hold FLASH (Name) Hold
FF5 6: Call Pickup Groups

Call Pickup Group Members
(all CPCs) - Version 1.0 or higher

Assign extensions as members of a Call Pickup Group.

<table>
<thead>
<tr>
<th>FF5 6 (01-72)</th>
<th>(01-20)</th>
<th>Hold</th>
<th>(1-9999)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Call Pickup Group No.</td>
<td>Call Pickup Group Member No.</td>
<td>Extension No. (1-9999)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTE: Available range depends on the CPC used:
- with a CPC-96: Group No. 01-12
- with a CPC-288: Group No. 01-36
- with a CPC-576: Group No. 01-72

default: [no assignment]

Notes:

Group Call Pickup can be performed for both single-ringing calls (ringing only one extension) or multiple-ringing calls (ringing on multiple extensions).

The following types of single-ringing calls can be retrieved via Group Call Pickup:

- DIL (Direct-In Line)
- DID (Direct Inward Dialing)
- DISA (Direct Inward System Access)
- Caller ID
- Network
- Intercom (tone and voice)
- Virtual

The following types of multiple-ringing calls can be retrieved via Group Call Pickup:

- Multiple Incoming trunks
- BLF (Busy Lamp Field)

Related Programming:
6. TRS/ARS (FF6)

Use the FF6 addresses in this chapter to set Toll Restriction Service (TRS) and Automatic Route Selection (ARS) parameters in the DBS 576.

**FF6 0: TRS/ARS Common**  
**FF6 1: TRS Class Definitions**  
**FF6 2: ARS Settings**

This chapter covers the following FF6 addresses:

<table>
<thead>
<tr>
<th>FF-key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF6 0: TRS/ARS Common</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF6 0 00: Leading Digits Table</td>
<td></td>
<td>6-5</td>
<td></td>
</tr>
<tr>
<td>FF6 0 00 (001-100) 0001 Hold</td>
<td>Leading Digits Table: Prefix String</td>
<td>--</td>
<td>6-6</td>
</tr>
<tr>
<td>FF6 0 00 (001-100) 0002 Hold</td>
<td>Leading Digits Table: Prefix ID</td>
<td>0 (not linked to Analyz.Dig.)</td>
<td>6-6</td>
</tr>
<tr>
<td>FF6 0 00 (001-100) 0003 Hold</td>
<td>Leading Digits Table: Follow Digit Maximum</td>
<td>0</td>
<td>6-7</td>
</tr>
<tr>
<td>FF6 0 00 (001-100) 0004 Hold</td>
<td>Leading Digits Table: TRS Level</td>
<td>0</td>
<td>6-8</td>
</tr>
<tr>
<td>FF6 0 00 (001-100) 0005 Hold</td>
<td>Leading Digits Table: Route Type</td>
<td>0 (use Route)</td>
<td>6-9</td>
</tr>
<tr>
<td>FF6 0 00 (001-100) 0006 Hold</td>
<td>Leading Digits Table: Route Number</td>
<td>0 (None)</td>
<td>6-9</td>
</tr>
<tr>
<td>FF6 0 01: Analyze Digits Table</td>
<td></td>
<td>6-10</td>
<td></td>
</tr>
<tr>
<td>FF6 0 01 (001-500) 0001 Hold</td>
<td>Analyze Digits Table: Prefix ID</td>
<td>0 (No code)</td>
<td>6-10</td>
</tr>
<tr>
<td>FF6 0 01 (001-500) 0002 Hold</td>
<td>Analyze Digits Table: Digit String</td>
<td>--</td>
<td>6-11</td>
</tr>
<tr>
<td>FF6 0 01 (001-500) 0003 Hold</td>
<td>Analyze Digits Table: Follow Digit Maximum</td>
<td>0</td>
<td>6-12</td>
</tr>
<tr>
<td>FF6 0 01 (001-500) 0004 Hold</td>
<td>Analyze Digits Table: TRS Level</td>
<td>0</td>
<td>6-12</td>
</tr>
<tr>
<td>FF6 0 01 (001-500) 0005 Hold</td>
<td>Analyze Digits Table: Route Type</td>
<td>0 (use Route)</td>
<td>6-13</td>
</tr>
<tr>
<td>FF6 0 01 (001-500) 0006 Hold</td>
<td>Analyze Digits Table: Route Number</td>
<td>0 (None)</td>
<td>6-14</td>
</tr>
<tr>
<td>FF6 1: TRS Class Definitions</td>
<td></td>
<td>6-15</td>
<td></td>
</tr>
<tr>
<td>FF6 1 00: TRS Class: Path Settings (non-ARS)</td>
<td></td>
<td>6-15</td>
<td></td>
</tr>
<tr>
<td>FF6 1 00 (01-50) Hold</td>
<td>TRS Level for Path (non-ARS)</td>
<td>9 (Allow all)</td>
<td>6-16</td>
</tr>
<tr>
<td>FF6 1 01: TRS Class: Originator Settings (ARS/TRS)</td>
<td></td>
<td>6-18</td>
<td></td>
</tr>
<tr>
<td>FF6 1 01 (01-50) 0001 Hold</td>
<td>TRS Level for Originator (ARS/TRS)</td>
<td>9 (Allow all)</td>
<td>6-18</td>
</tr>
<tr>
<td>FF6 1 01 (01-50) 0002 Hold</td>
<td>ARS Level for Originator (Route List)</td>
<td>9</td>
<td>6-19</td>
</tr>
<tr>
<td>FF6 1 01 (01-50) 0003 Hold</td>
<td>Trunk Queuing for Originator (Route List)</td>
<td>1 (Queuing)</td>
<td>6-20</td>
</tr>
<tr>
<td>FF6 1 02: TRS Class: Dialing Restrictions</td>
<td></td>
<td>6-21</td>
<td></td>
</tr>
<tr>
<td>FF6 1 02 (01-50) 0001 Hold</td>
<td>Outbound Dialed-Digit Maximum</td>
<td>0 (No restr.)</td>
<td>6-21</td>
</tr>
<tr>
<td>FF6 1 02 (01-50) 0002 Hold</td>
<td>Dialing Restriction During Inbound Calls</td>
<td>0 (No restr.)</td>
<td>6-22</td>
</tr>
<tr>
<td>FF6 1 02 (01-50) 0003 Hold</td>
<td>TRS Override on SSD Dialing</td>
<td>0 (Restricted)</td>
<td>6-23</td>
</tr>
<tr>
<td>FF6 1 02 (01-50) 0004 Hold</td>
<td>Star (Q) and Pound (#) Dialing Restriction</td>
<td>0 (Allowed)</td>
<td>6-23</td>
</tr>
<tr>
<td>FF6 1 03: TRS Class: SSD Range</td>
<td></td>
<td>6-24</td>
<td></td>
</tr>
<tr>
<td>FF6 1 03 0001 Hold</td>
<td>Allowed SSD Range</td>
<td>0 (No TRS)</td>
<td>6-24</td>
</tr>
</tbody>
</table>
### FF6 2: ARS Settings

#### FF6 2 00 thru 02: Time List Tables

| FF6 2 00 | (0001-0007) Hold (1-4) Hold | Day of the Week for Time List Table | 1 | 6-25 |
| FF6 2 01 | (0001-0040) Hold (MMDD or 1-4) Hold | Day of the Year for Time List Table | 0000 and 1 | 6-26 |
| FF6 2 02 | (0-3) (01-50) (0001-0010) Hold (0000-2359 or 0-100) Hold | Time List Tables | 0000 and 0 | 6-27 |

#### FF6 2 03: Route List Table

| FF6 2 03 | (001-100) 0001 Hold (0-200) Hold | Route List Table: 1st Priority Route No. | 0 | 6-28 |
| FF6 2 03 | (001-100) 0002 Hold (0-9) Hold | Route List Table: 1st Priority ARS Level | 0 | 6-29 |
| FF6 2 03 | (001-100) 0003 Hold (0-200) Hold | Route List Table: 2nd Priority Route No. | 0 | 6-29 |
| FF6 2 03 | (001-100) 0004 Hold (0-9) Hold | Route List Table: 2nd Priority ARS Level | 0 | 6-30 |
| FF6 2 03 | (001-100) 0005 Hold (0 or 1) Hold | Route List Table: 2nd Priority ARS Alarm | 0 (Alarm off) | 6-30 |
| FF6 2 03 | (001-100) 0006 Hold (0-200) Hold | Route List Table: 3rd Priority Route No. | 0 | 6-31 |
| FF6 2 03 | (001-100) 0007 Hold (0-9) Hold | Route List Table: 3rd Priority ARS Level | 0 | 6-31 |
| FF6 2 03 | (001-100) 0008 Hold (0 or 1) Hold | Route List Table: 3rd Priority ARS Alarm | 0 (Alarm off) | 6-32 |
| FF6 2 03 | (001-100) 0009 Hold (0-200) Hold | Route List Table: 4th Priority Route No. | 0 | 6-32 |
| FF6 2 03 | (001-100) 0010 Hold (0-9) Hold | Route List Table: 4th Priority ARS Level | 0 | 6-33 |
| FF6 2 03 | (001-100) 0011 Hold (0 or 1) Hold | Route List Table: 4th Priority ARS Alarm | 0 (Alarm off) | 6-33 |
| FF6 2 03 | (001-100) 0012 Hold (0-200) Hold | Route List Table: 5th Priority Route No. | 0 | 6-34 |
| FF6 2 03 | (001-100) 0013 Hold (0-9) Hold | Route List Table: 5th Priority ARS Level | 0 | 6-34 |
| FF6 2 03 | (001-100) 0014 Hold (0 or 1) Hold | Route List Table: 5th Priority ARS Alarm | 0 (Alarm off) | 6-35 |

#### FF6 2 04: Route Table

| FF6 2 04 | (001-200) 0001 Hold (0-99) Hold | Route Table: Trunk Group Assignment | 0 (None) | 6-36 |
| FF6 2 04 | (001-200) 0002 Hold (0-50) Hold | Route Table: Digit Modify Pattern No. | 0 (None) | 6-37 |

#### FF6 2 05: Digit Modify Table

| FF6 2 05 | (01-50) 0001 Hold (0-24) Hold | Digit Modify Table: Delete Beginning Digits | 0 | 6-38 |
| FF6 2 05 | (01-50) 0002 Hold (up to 10 char.) Hold | Digit Modify Table: Add Beginning Digits | -- | 6-39 |
| FF6 2 05 | (01-50) 0003 Hold (up to 10 char.) Hold | Digit Modify Table: Add Ending Digits | -- | 6-40 |

#### FF6 2 06: Authorization Code

| FF6 2 06 | (0001-0008) Hold (up to 10 digits) Hold | Authorization Code | -- | 6-41 |

#### FF6 2 07: Closed Number Table

| FF6 2 07 | (001-150) 0001 Hold (1-4 digits) Hold | Closed Number Table: Digit String | -- | 6-42 |
| FF6 2 07 | (001-150) 0002 Hold (0-16) Hold | Closed Number Table: Follow Digit Maximum | 0 (None) | 6-43 |
| FF6 2 07 | (001-150) 0003 Hold (0-8) Hold | Closed Number Table: TRS Level | 0 (Restrict all outbound) | 6-43 |
| FF6 2 07 | (001-150) 0004 Hold (0 or 1) Hold | Closed Number Table: Route Type | 0 (use Route) | 6-44 |
| FF6 2 07 | (001-150) 0005 Hold (1-200/100) Hold | Closed Number Table: Route Number | 0 (None) | 6-44 |

#### FF6 2 08: Tandem Exchange Table

| FF6 2 08 | (01-50) 0001 Hold (1-4 digits) Hold | Tandem Exchange Table: Digit String | -- (None) | 6-45 |
| FF6 2 08 | (01-50) 0002 Hold (0-16) Hold | Tandem Exchange Table: Follow Digit Maximum | 0 (None) | 6-46 |
| FF6 2 08 | (01-50) 0003 Hold (0-2) Hold | Tandem Exchange Table: Route Type | 0 (use Route) | 6-46 |
| FF6 2 08 | (01-50) 0004 Hold (1-200/100) Hold | Tandem Exchange Table: Route Number | 0 (None) | 6-47 |
General TRS/ARS Concepts in the DBS 576

**TRS:**  
Toll Restriction Service.  
Outgoing calls are allowed or blocked, based on the *path* (originating extension or DISA trunk seizing an outgoing trunk) and the *dialed digits*.

**ARS:**  
Automatic Route Selection.  
(also called *Least Cost Routing*) Calls are automatically routed to the least expensive trunk when the user dials MCO-1 (“9” by default) to make an outgoing call. The routing is based on the *originating extension or DISA trunk*, the *dialed phone number*, and *when the call is placed* (Time of Day, Day of Week, or Special Day such as a holiday).

**Implementing TRS/ARS:**  
There are two ways you can use TRS/ARS in the DBS 576:

- **TRS by itself.**
- **TRS and ARS together.**  
  (You cannot use ARS alone; it must go through TRS restrictions also.)

  **If TRS is used by itself,** the trunk is selected *before* the system analyzes the *path* and the *dialed phone number* to determine whether to allow/restrict the call.

  **If TRS is used with ARS,** however, *the system will not select a trunk until the user has dialed enough digits* to match an entry in the Leading Digits Table. (Remember, ARS works when the user dials the MCO-1 access code to get an outside line.) TRS will allow or block the call by comparing the TRS Levels assigned to the *originator* and the *dialed phone number*. If the call passes TRS, a *trunk group* is then selected for the call based on ARS settings.

  For a detailed description of TRS/ARS operation, see *Section 700-Feature Operation: Appendix A.*

**Important Program Settings**

- **TRS is always on.** All calls are allowed by default (via the TRS Class assignments to extensions and trunks). To activate ARS also, enable the following address:

  ARS/LCR Setting (pg. 1-27)  
  FF1 002 0010 Hold (0 or 1) Hold  
  (default: 0=disabled. Set it to 1=enabled.)

- **Before programming TRS/ARS in FF6,** it is important to group extensions and DISA trunks (as originators of outbound calls) into TRS Classes:

  *defaults for all:*  
  **TRS Class 1 during Day Mode and Night Mode**

  **for Digital Keyphones and SLTs:**
  **TRS Class Assignment (Day) (pg. 3-25)**  
  FF3 0 BSSC 06 0 Hold (0 or 1) Hold  
  **TRS Class Assignment (Night) (pg. 3-25)**  
  FF3 0 BSSC 06 1 Hold (1-50) Hold
for S-Point ISDN Extensions:
- TRS Class Assignment (Day) (pg. 3-37)
  FF3 1 BSSC 05 0 Hold (1-50) Hold
  FF3 1 BSSC 05 1 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-38)

for analog CO trunks:
- TRS Class Assignment (Day) (pg. 2-34)
  FF2 0 BSSC 06 0 Hold (1-50) Hold
  FF2 0 BSSC 06 1 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-35)

for analog E&M tie-trunks:
- TRS Class Assignment (Day) (pg. 2-57)
  FF2 0 BSSC 06 0 Hold (1-50) Hold
  FF2 0 BSSC 06 1 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-57)

for ISDN trunks:
- TRS Class Assignment (Day) (pg. 2-81)
  FF2 1 BSSC 07 0 Hold (1-50) Hold
  FF2 1 BSSC 07 1 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-82)

for T1 CO trunks:
- TRS Class Assignment (Day) (pg. 2-113)
  FF2 2 BSSCC 07 0 Hold (1-50) Hold
  FF2 2 BSSCC 07 1 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-114)

for T1 E&M tie-trunks:
- TRS Class Assignment (Day) (pg. 2-136)
  FF2 2 BSSCC 07 0 Hold (1-50) Hold
  FF2 2 BSSCC 07 1 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-136)

Before programming TRS/ARS in FF6, it is important to set up trunk groups, assign them to the MCO-1 access code in each Tenant Group, and assign extensions to the Tenant Groups:

- MCO-Outbound Trunk Group Members (pg. 5-18)
  FF5 2 (01-99) (002-577) Hold (1-576) Hold  (default: no assignment)

- Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)
  FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold
  defaults:  Tenant Group #1/MCO-1=Trunk Group 1
             Tenant Group #2/MCO-1=Trunk Group 2
             Tenant Group #3/MCO-1=Trunk Group 3
             ...
             Tenant Group #72/MCO-1=Trunk Group 72

- Advanced Routing: Outbound Trunk Group Chains (pg. 1-165)
  FF1 3 02 (0001-0360) Hold (0-99) Hold  (default: 0=no assignment)

for Digital Keyphones and SLTs:
- Tenant Group Assignment (pg. 3-24)
  FF3 0 BSSC 05 Hold (1-72) Hold  (default: Tenant Group #1)

for S-Point ISDN Extensions:
- Tenant Group Assignment (pg. 3-36)
  FF3 1 BSSC 04 Hold (1-72) Hold  (default: Tenant Group #1)

for Virtual Ports:
- Tenant Group Assignment (pg. 3-43)
  FF3 2 (001-576) 02 Hold (1-72) Hold  (default: Tenant Group #1)

Groups of extensions can be limited to MCO-1 access only, to get an outside line:

- Extension COS: Forced ARS (pg. 1-68)
  FF1 0 03 (00-15) 42 Hold (0 or 1) Hold  (default: 0=Not Forced. Set it to 1=Forced)

- Extension COS Assignment (pg. 3-26)
  FF3 0 BSSC 07 Hold (1-16) Hold  (default: Extension COS #1)
FF6 0: TRS/ARS Common

**NOTE:** These FF6 0 addresses contain the Leading Digits Table and the Analyze Digits Table. These tables store the dialed-digit string definitions, along with their assigned TRS Level and ARS route. These tables are used with ARS/TRS and TRS alone.

**IMPORTANT:** In these tables, all dial string possibilities should be entered. If there is no match, there is no restriction. As a catch-all, use * as a wild-card (for example, enter 900976* to cover all 1-900-976 phone calls). If there is more than one match, the system will pick the most exact match and follow its settings (in the same example, the system would follow the 900976* entry instead of a 900* entry).

FF6 0 00: Leading Digits Table

**Table 6-1. Leading Digits Table: FF6 0 00 (001-100) (0001 thru 0006) Hold**

<table>
<thead>
<tr>
<th>Leading Digits Table: FF6 0 00 ........</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>(001-100)</td>
<td>0001</td>
<td>0002</td>
<td>0003</td>
<td>0004</td>
<td>0005</td>
<td>0006</td>
</tr>
<tr>
<td>Bin No.</td>
<td>Prefix String</td>
<td>Prefix ID</td>
<td>Follow Digit Maximum</td>
<td>TRS Level</td>
<td>Route Type</td>
<td>Route No.</td>
</tr>
<tr>
<td>001</td>
<td>0-9, * (up to 10 dig.)</td>
<td>0-99</td>
<td>(up to 16 dig. after Prefix string)</td>
<td>0-8</td>
<td>0=Route 1=Route List 2=Time List</td>
<td>0-200 0-100 0-50</td>
</tr>
<tr>
<td>002</td>
<td>0-9, * (up to 10 dig.)</td>
<td>0-99</td>
<td>(up to 16 dig. after Prefix string)</td>
<td>0-8</td>
<td>0=Route 1=Route List 2=Time List</td>
<td>0-200 0-100 0-50</td>
</tr>
<tr>
<td>...</td>
<td>0-9, * (up to 10 dig.)</td>
<td>0-99</td>
<td>(up to 16 dig. after Prefix string)</td>
<td>0-8</td>
<td>0=Route 1=Route List 2=Time List</td>
<td>0-200 0-100 0-50</td>
</tr>
<tr>
<td>100</td>
<td>0-9, * (up to 10 dig.)</td>
<td>0-99</td>
<td>(up to 16 dig. after Prefix string)</td>
<td>0-8</td>
<td>0=Route 1=Route List 2=Time List</td>
<td>0-200 0-100 0-50</td>
</tr>
</tbody>
</table>

**NOTE:** The system will automatically re-sort this table after you exit Programming Mode. The purpose of the re-sort is to place exact phone-number matches first, and the most *'s last. (The system will start at the beginning of the Table when it searches for a match with an actual dialed number; it will select the first match it comes to.) You can view the re-sort by re-entering Programming Mode.
Notes:

These prefix dial strings will be searched by the system to check for TRS restrictions and ARS call routing when the digits are dialed by the user.

This address includes all leading digits dialed except for the ARS Access Code, which is equal to the MCO-1 Access Code (“9” by default).

Related Programming:

Leading Digits Table: Prefix String

Assign up to 100 dial strings, which will be matched with the first dialed digits of outbound calls.

<table>
<thead>
<tr>
<th>FF6 0 00</th>
<th>0001</th>
<th>Hold</th>
<th>(up to 10 digits)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leading Digits Entry (Bin) No. 001-100</td>
<td>Leading Digits Prefix String (up to 10 digits) valid entries: digits 0-9, and * (for wild-card)</td>
<td>default: [no assignment]</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Leading Digits Table: Prefix ID

Assign a prefix ID to each Leading Digits entry, if you intend to use FF6 0 01:

Analyze Digits Table (pg. 6-10) to further analyze this Leading Digits dial string.

<table>
<thead>
<tr>
<th>FF6 0 00</th>
<th>0002</th>
<th>Hold</th>
<th>(0-99)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leading Digits Entry (Bin) No. 001-100</td>
<td>Prefix ID No. 1-99 default: 0 (not linked to Analyze Digits Table)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Prefix IDs serve as “pointers” to the Analyze Digits Table, for the purpose of determining TRS and ARS for the dial string. The same Leading Digits can have several different routing possibilities depending on what is dialed after the Leading Digits. The Analyze Digits Table can handle these possibilities.

If you assign a prefix ID 1-99 here, the system will not check the remaining FF6 0 00 addresses. Instead, it will go straight to the Analyze Digits Table and look for the closest match to the entire dialed number (not just the Leading Digits).
Related Programming:

- **FF6 0 01**: Analyze Digits Table (pg. 6-10)

---

**Leading Digits Table: Follow Digit Maximum**

*(all CPCs) - Version 1.0 or higher*

*(for ARS/TRS only)* For each Leading Digits entry, enter the maximum number of digits a phone user can dial after the digits defined in *Leading Digits Table: Prefix String* (pg. 6-6).

<table>
<thead>
<tr>
<th>FF6 0 00 (001-100) 0003 Hold (0-16) Hold</th>
<th>0003 :0 LD001 Follow DGT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Leading Digits Entry (Bin) No. 001-100</td>
<td>Maximum No. of Dialed Digits Allowed after Prefix String (0-16)</td>
</tr>
<tr>
<td></td>
<td>default: 0 (no maximum)</td>
</tr>
</tbody>
</table>

**Notes:**

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

The system will start analyzing the call immediately after the end-user has dialed the maximum number of digits set in this address (1-16). However, if this address is set to 0 (no maximum), the system doesn’t know how many digits will be dialed. Therefore, the system will wait until the appropriate **Interdigit Timer** expires before processing the call.

**Related Programming:**

- **Leading Digits Table: Prefix String**: FF6 0 00 (001-100) 0001 Hold (up to 10 digits) Hold
- **Interdigit Timer (ARS and ISDN CO)**: FF1 1 01 0010 Hold (1-255) Hold
- **Interdigit Timer (DP SLTs)**: FF1 1 03 0006 Hold (0-255) Hold
- **Interdigit Timer (DTMF SLTs)**: FF1 1 03 0007 Hold (0-255) Hold
- **Interdigit Timer (Digital Keyphones)**: FF1 1 03 0008 Hold (0-255) Hold
Leading Digits Table: TRS Level
(all CPCs) - Version 1.0 or higher

Assign a TRS Level to each Leading Digits entry. This TRS Level must be lower than the path’s or originator’s TRS Level for the call to be allowed.

| FF6 0 00 (001-100) 0004 Hold (0-8) Hold |
| Leading Digits Entry (Bin) No. 001-100 |
| TRS Level 0-8 default: 0 |

Notes:

The TRS Level you assign to this dial string (above address) will be compared to the TRS Level assigned (in FF6 1) to the path or originator of the call attempt. The call will be allowed only if the dial string’s TRS Level is lower than the path/originator’s TRS Level.

- The “path” is the extension or DISA trunk seizing an outbound trunk. Applies when TRS is used by itself (without ARS).
- The “originator” is the extension or DISA trunk attempting an outgoing call (before the system selects a trunk). Applies when ARS/TRS is used.

TRS Level 0 (when assigned to the path/originator) blocks all calls. TRS Level 9 (when assigned to the path/originator) allows all calls. TRS Level 9 can be assigned to the path or originator, but not to the dial string (0-8 only).

Related Programming:

for analog CO trunks:
- TRS Class Assignment (Day) (pg. 2-34) FF2 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-35) FF2 0 BSSC 06 1 Hold (1-50) Hold

for analog E&M tie-trunks:
- TRS Class Assignment (Day) (pg. 2-57) FF2 0 BSSC 06 0 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-57) FF2 0 BSSC 06 1 0 Hold (1-50) Hold

for ISDN trunks:
- TRS Class Assignment (Day) (pg. 2-81) FF2 1 BSSC 07 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-82) FF2 1 BSSC 07 1 Hold (1-50) Hold

for T1 CO trunks:
- TRS Class Assignment (Day) (pg. 2-113) FF2 2 BSSCC 07 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-114) FF2 2 BSSCC 07 1 Hold (1-50) Hold

for T1 E&M tie-trunks:
- TRS Class Assignment (Day) (pg. 2-136) FF2 2 BSSCC 07 0 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-136) FF2 2 BSSCC 07 1 0 Hold (1-50) Hold

for digital keyphones and SLTs:
- TRS Class Assignment (Day) (pg. 3-25) FF3 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-25) FF3 0 BSSC 06 1 Hold (1-50) Hold

for 5-Point ISDN extensions:
- TRS Class Assignment (Day) (pg. 3-37) FF3 1 BSSC 05 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-38) FF3 1 BSSC 05 1 Hold (1-50) Hold

TRS Level for Path (non-ARS) (pg. 6-16) FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold
TRS Level for Originator (ARS/TRS) (pg. 6-18) FF6 1 01 (01-50) 0001 Hold (0-9) Hold
Leading Digits Table: Route Type

(all CPCs) - Version 1.0 or higher
(for ARS/TRS only) Assign the route type for each Leading Digits entry.

FF6 0 00 (001-100) 0005 Hold (0-2) Hold

Leading Digits Entry
(Bin) No. 001-100

0005 :0
LD001 Route Type

0=Follow the assigned Route. (default)
1=Follow the assigned Route List.
2=Follow the assigned Time List.

Notes:
Assign the Route, Route List, or Time List number in the next address.
This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

Related Programming:
Leading Digits Table: Route Number (pg. 6-9)
FF6 0 00 (001-100) 0006 Hold (1-200/100/50) Hold

Leading Digits Table: Route Number
(all CPCs) - Version 1.0 or higher
(for ARS/TRS only) Assign a route number for each Leading Digits entry, depending on the Route Type set in the previous address.

FF6 0 00 (001-100) 0006 Hold (1-200/100/50) Hold

Leading Digits Entry
(Bin) No. 001-100

0006 :0
LD001 Route #

0=Follow the assigned Route. (default)
1=Follow the assigned Route List.
2=Follow the assigned Time List.
3=Follow the assigned Time List (for CPCs only)

Notes:
This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

Related Programming:
Leading Digits Table: Route Type (pg. 6-9)
FF6 0 00 (001-100) 0005 Hold (0-2) Hold
FF6 2 02: Time List Tables (pg. 6-27)
FF6 2 03: Route List Table (pg. 6-28)
FF6 2 04: Route Table (pg. 6-36)
### FF6 0 01: Analyze Digits Table

#### Table 6-2. Analyze Digits Table: FF6 0 01 (001-500) (0001 thru 0006) Hold

<table>
<thead>
<tr>
<th>Bin No.</th>
<th>Prefix ID</th>
<th>Digit String</th>
<th>Follow Digit Maximum</th>
<th>TRS Level</th>
<th>Route Type</th>
<th>Route No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td>0-99</td>
<td>0-9, ✶</td>
<td>(up to 16 dig. after Analyze Digit string)</td>
<td>0-8</td>
<td>0=Route</td>
<td>0-200</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1=Route List</td>
<td>0-100</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2=Time List</td>
<td>0-50</td>
</tr>
<tr>
<td>002</td>
<td>0-99</td>
<td>0-9, ✶</td>
<td>(up to 16 dig. after Analyze Digit string)</td>
<td>0-8</td>
<td>0=Route</td>
<td>0-200</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1=Route List</td>
<td>0-100</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2=Time List</td>
<td>0-50</td>
</tr>
<tr>
<td>...</td>
<td>0-99</td>
<td>0-9, ✶</td>
<td>(up to 16 dig. after Analyze Digit string)</td>
<td>0-8</td>
<td>0=Route</td>
<td>0-200</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1=Route List</td>
<td>0-100</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2=Time List</td>
<td>0-50</td>
</tr>
<tr>
<td>500</td>
<td>0-99</td>
<td>0-9, ✶</td>
<td>(up to 16 dig. after Analyze Digit string)</td>
<td>0-8</td>
<td>0=Route</td>
<td>0-200</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1=Route List</td>
<td>0-100</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2=Time List</td>
<td>0-50</td>
</tr>
</tbody>
</table>

**NOTE:** The system will search the Analyze Digits Table only if a Prefix ID 1-99 is entered for a dial string defined in the Leading Digits Table (pg. 6-5). The Analyze Digits Table allows further analysis of a dialed phone number whose beginning digits match an entry in the Leading Digits Table.

If the Analyze Digits Table is used, the system will ignore the Leading Digits Table settings (Follow Digit Maximum, TRS Level, Route Type and Route Number), and will follow the settings here instead.

---

#### Analyze Digits Table: Prefix ID

*(all CPCs) - Version 1.0 or higher*

Enter the Prefix ID created in **Leading Digits Table: Prefix ID (pg. 6-6).**

```
<table>
<thead>
<tr>
<th>FF6 0 01 (001-500)</th>
<th>0001 Hold</th>
<th>(0-99) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Analyze Digits Entry (Bin) No. 001-500</td>
<td>Prefix ID No. 1-99</td>
<td></td>
</tr>
<tr>
<td>default: 0 (none)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```
Notes:
Prefix IDs serve as index numbers for Leading Digit strings. The same Prefix ID (Leading Digit string) can be entered in the Analyze Digits Table as many times as necessary to cover all dialing possibilities for that Leading Digit string.

For example, Prefix ID #1 is assigned to Leading Digit String “1-900.” Prefix ID #1 can have multiple entries in the Analyze Digits Table, to cover such dialing possibilities as “1-900-976,” “1-900-888,” “1-900-973-5555,” etc.:

<table>
<thead>
<tr>
<th>Bin No.</th>
<th>Prefix ID</th>
<th>Analyze Digit String</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td>1</td>
<td>976*</td>
</tr>
<tr>
<td>002</td>
<td>1</td>
<td>888*</td>
</tr>
<tr>
<td>003</td>
<td>1</td>
<td>9735555</td>
</tr>
</tbody>
</table>

Related Programming:
Leading Digits Table: Prefix ID (pg. 6-6)  FF6 0 00 (001-100) 0002 Hold (0-99) Hold

Analyze Digits Table: Digit String
(all CPCs) - Version 1.0 or higher
Assign up to 500 dial strings, which (along with the Leading Digits prefix string) will be matched with an actual dialed number.

FF6 0 01 (001-500) 0002 Hold (up to 8 digits) Hold

Notes:

Related Programming:
Leading Digits Table: Prefix String (pg. 6-6)  FF6 0 00 (001-100) 0001 Hold (up to 10 digits) Hold
**Notes:**

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

The system will start analyzing the call immediately after the end-user has dialed the maximum (1-16) set in this address. However, if this address is set to 0 (no maximum), the system doesn’t know how many digits will be dialed. Therefore, the system will wait until the appropriate **Interdigit Timer** expires before processing the call.

**Related Programming:**

- **Analyze Digits Table: Digit String (pg. 6-11)**
  - FF6 0 01 (001-500) 0002 Hold (up to 8 digits) Hold

- **Interdigit Timer (ARS and ISDN CO) (pg. 1-120)**
  - FF1 1 01 0010 Hold (1-255) Hold

- **Interdigit Timer (DP SLTs) (pg. 1-141)**
  - FF1 1 03 0006 Hold (0-255) Hold

- **Interdigit Timer (DTMF SLTs) (pg. 1-142)**
  - FF1 1 03 0007 Hold (0-255) Hold

- **Interdigit Timer (Digital Keyphones) (pg. 1-142)**
  - FF1 1 03 0008 Hold (0-255) Hold

---

**Analyze Digits Table: TRS Level**

(All CPCs) - Version 1.0 or higher

Assign a TRS Level to each Analyze Digits entry. This TRS Level must be lower than the path’s or originator’s TRS Level for the call to be allowed.

**Notes:**

The TRS Level you assign to this dial string (above address) will be compared to the TRS Level assigned (in FF6 1) to the path or originator of the call attempt. The call will be allowed only if the dial string’s TRS Level is lower than the path/originator’s TRS Level.
☐ The “path” is the extension or DISA trunk seizing an outbound trunk. Applies when TRS is used by itself (without ARS).

☐ The “originator” is the extension or DISA trunk attempting an outgoing call (before the system selects a trunk). Applies when TRS/ARS is used.

TRS Level 0 (when assigned to the path/originator) blocks all calls. TRS Level 9 (when assigned to the path/originator) allows all calls. TRS Level 9 can be assigned to the path or originator, but not to the dial string (0-8 only).

**Related Programming:**

---

**for analog CO trunks:**
- TRS Class Assignment (Day) (pg. 2-34) FF2 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-35) FF2 0 BSSC 06 1 Hold (1-50) Hold

---

**for analog E&M tie-trunks:**
- TRS Class Assignment (Day) (pg. 2-57) FF2 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-57) FF2 0 BSSC 06 1 Hold (1-50) Hold

---

**for ISDN trunks:**
- TRS Class Assignment (Day) (pg. 2-81) FF2 1 BSSC 07 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-82) FF2 1 BSSC 07 1 Hold (1-50) Hold

---

**for T1 CO trunks:**
- TRS Class Assignment (Day) (pg. 2-113) FF2 2 BSSCC 07 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-114) FF2 2 BSSCC 07 1 Hold (1-50) Hold

---

**for T1 E&M tie-trunks:**
- TRS Class Assignment (Day) (pg. 2-136) FF2 2 BSSCC 07 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-136) FF2 2 BSSCC 07 1 Hold (1-50) Hold

---

**for digital keyphones and SLTs:**
- TRS Class Assignment (Day) (pg. 3-25) FF3 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-25) FF3 0 BSSC 06 1 Hold (1-50) Hold

---

**for S-Point ISDN extensions:**
- TRS Class Assignment (Day) (pg. 3-37) FF3 1 BSSC 05 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-38) FF3 1 BSSC 05 1 Hold (1-50) Hold

**TRS Level for Path (non-ARS) (pg. 6-16)** FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold

**TRS Level for Originator (ARS/TRS) (pg. 6-18)** FF6 1 01 (01-50) 0001 Hold (0-9) Hold

---

### Analyze Digits Table: Route Type

*(all CPCs) - Version 1.0 or higher*

*(for ARS/TRS only)* Assign the route type for each Analyze Digits entry.

<table>
<thead>
<tr>
<th>FF6 0 01 (001-500)</th>
<th>0005 Hold (0-2) Hold</th>
</tr>
</thead>
</table>

Analyze Digits Entry (Bin) No. 001-500

0005 :0
FD001 Route Type

0=Follow the assigned Route. (default)
1=Follow the assigned Route List.
2=Follow the assigned Time List.
Notes:

Assign the Route, Route List, or Time List number in the next address.

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

Related Programming:

Analyze Digits Table: Route Number (pg. 6-14)   FF6 0 01 (001-500) 0006 Hold (0-200/100/50) Hold

Analyze Digits Table: Route Number
(all CPCs) - Version 1.0 or higher
(for ARS/TRS only) Assign a route number for each Analyze Digits entry, depending on the Route Type set in the previous address.

FF6 0 01 (001-500) 0006 Hold (0-200/100/50) Hold

Notes:

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

Related Programming:

Analyze Digits Table: Route Type (pg. 6-13)   FF6 0 01 (001-500) 0005 Hold (0-2) Hold
FF6 2 02: Time List Tables (pg. 6-27)
FF6 2 03: Route List Table (pg. 6-28)
FF6 2 04: Route Table (pg. 6-36)
**FF6 1: TRS Class Definitions**

**NOTE:** In these FF6 1 addresses, define TRS Classes 1-50 by assigning TRS restrictions and ARS routing to each of them.

These TRS Classes can be assigned to extensions and trunks in FF2 and FF3 (the default for all is TRS Class 1). The TRS Class assignment is used for ARS/TRS (or TRS alone) when the extension or DISA trunk originates an outbound call.

**FF6 1 00: TRS Class: Path Settings (non-ARS)**

Table 6-3. TRS Level for Path: FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold

<table>
<thead>
<tr>
<th>TRS Class</th>
<th>Trunk Group No.</th>
<th>TRS Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>0001</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0002</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0003</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>...</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0099</td>
<td>0-9</td>
</tr>
<tr>
<td>02</td>
<td>0001</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0002</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0003</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>...</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0099</td>
<td>0-9</td>
</tr>
<tr>
<td>...</td>
<td>0001</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0002</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0003</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>...</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0099</td>
<td>0-9</td>
</tr>
<tr>
<td>50</td>
<td>0001</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0002</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0003</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>...</td>
<td>0-9</td>
</tr>
<tr>
<td></td>
<td>0099</td>
<td>0-9</td>
</tr>
</tbody>
</table>

**NOTE:** This applies only when TRS is used without ARS. It does not apply to ARS/TRS.
TRS Level for Path (non-ARS)
(all CPCs - Version 1.0 or higher)
(for TRS only) Assign a TRS Level to each path possibility (between the originator’s TRS Class and the seized Trunk Group).

Notes:
This address applies only when TRS is used by itself. It does not apply to ARS/TRS.

The TRS Level you assign to the path (above address) will be compared to the TRS Level assigned (in FF6 0) to the dialed digit string. The call will be allowed only if the path’s TRS Level is higher than the dialed digit string’s TRS Level.

☐ The “path” is the extension or DISA trunk seizing an outbound trunk.

TRS Level 0 (when assigned to the path) blocks all calls. TRS Level 9 (when assigned to the path) allows all calls.

See figure (next page) for illustration.

Related Programming:
FF1 3: MCO Access in Tenant Groups (pg. 1-163)
for analog CO trunks:
TRS Class Assignment (Day) (pg. 2-34) FF2 0 BSSC 06 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-35) FF2 0 BSSC 06 1 Hold (1-50) Hold
for analog E&M tie-trunks:
TRS Class Assignment (Day) (pg. 2-57) FF2 0 BSSC 06 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-57) FF2 0 BSSC 06 1 Hold (1-50) Hold
for ISDN trunks:
TRS Class Assignment (Day) (pg. 2-81) FF2 1 BSSC 07 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-82) FF2 1 BSSC 07 1 Hold (1-50) Hold
for T1 CO trunks:
TRS Class Assignment (Day) (pg. 2-113) FF2 2 BSSCC 07 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-114) FF2 2 BSSCC 07 1 Hold (1-50) Hold
for T1 E&M tie-trunks:
TRS Class Assignment (Day) (pg. 2-136) FF2 2 BSSCC 07 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-136) FF2 2 BSSCC 07 1 Hold (1-50) Hold
for digital keyphones and SLTs:
TRS Class Assignment (Day) (pg. 3-25) FF3 0 BSSC 06 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 3-25) FF3 0 BSSC 06 1 Hold (1-50) Hold
**for S-Point ISDN extensions:**

- TRS Class Assignment (Day) (pg. 3-37)
- TRS Class Assignment (Night) (pg. 3-38)
- FF3 1 BSSC 05 0 Hold (1-50) Hold
- FF3 1 BSSC 05 1 Hold (1-50) Hold
- FF6 0 00: Leading Digits Table (pg. 6-5)
- FF6 0 01: Analyze Digits Table (pg. 6-10)

**Figure 6-1: TRS Levels comparison to allow/block the call**

**EXAMPLE #1:** The originator/path’s TRS Level is higher than the dialed-digit string’s TRS Level.

<table>
<thead>
<tr>
<th>TRS Level 9</th>
<th>Call Is Allowed</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRS Level 8</td>
<td></td>
</tr>
<tr>
<td>TRS Level 7</td>
<td></td>
</tr>
<tr>
<td>TRS Level 6</td>
<td></td>
</tr>
<tr>
<td>TRS Level 5</td>
<td></td>
</tr>
<tr>
<td>TRS Level 4</td>
<td></td>
</tr>
<tr>
<td>TRS Level 3</td>
<td></td>
</tr>
<tr>
<td>TRS Level 2</td>
<td></td>
</tr>
<tr>
<td>TRS Level 1</td>
<td></td>
</tr>
<tr>
<td>TRS Level 0</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TRS Level 7</th>
<th>assigned to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Path or Originator</td>
<td></td>
</tr>
<tr>
<td>in FF6 1</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TRS Level 6</th>
<th>assigned to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dialed Digit String</td>
<td></td>
</tr>
<tr>
<td>in FF6 0</td>
<td></td>
</tr>
</tbody>
</table>

**EXAMPLE #2:** The originator/path’s TRS Level is equal to the dialed-digit string’s TRS Level.

<table>
<thead>
<tr>
<th>TRS Level 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRS Level 8</td>
</tr>
<tr>
<td>TRS Level 7</td>
</tr>
<tr>
<td>TRS Level 6</td>
</tr>
<tr>
<td>TRS Level 5</td>
</tr>
<tr>
<td>TRS Level 4</td>
</tr>
<tr>
<td>TRS Level 3</td>
</tr>
<tr>
<td>TRS Level 2</td>
</tr>
<tr>
<td>TRS Level 1</td>
</tr>
<tr>
<td>TRS Level 0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TRS Level 7</th>
<th>assigned to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Path or Originator</td>
<td></td>
</tr>
<tr>
<td>in FF6 1</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TRS Level 7</th>
<th>assigned to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dialed Digit String</td>
<td></td>
</tr>
<tr>
<td>in FF6 0</td>
<td></td>
</tr>
</tbody>
</table>

**EXAMPLE #3:** The originator/path’s TRS Level is lower than the dialed-digit string’s TRS Level.

<table>
<thead>
<tr>
<th>TRS Level 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>TRS Level 8</td>
</tr>
<tr>
<td>TRS Level 7</td>
</tr>
<tr>
<td>TRS Level 6</td>
</tr>
<tr>
<td>TRS Level 5</td>
</tr>
<tr>
<td>TRS Level 4</td>
</tr>
<tr>
<td>TRS Level 3</td>
</tr>
<tr>
<td>TRS Level 2</td>
</tr>
<tr>
<td>TRS Level 1</td>
</tr>
<tr>
<td>TRS Level 0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TRS Level 7</th>
<th>assigned to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Path or Originator</td>
<td></td>
</tr>
<tr>
<td>in FF6 1</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TRS Level 8</th>
<th>assigned to</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dialed Digit String</td>
<td></td>
</tr>
<tr>
<td>in FF6 0</td>
<td></td>
</tr>
</tbody>
</table>
**FF6 1 01: TRS Class: Originator Settings (ARS/TRS)**

Table 6-4. TRS Class: ARS/TRS Levels: FF6 1 01 (01-50) (0001 thru 0003) Hold

<table>
<thead>
<tr>
<th>TRS Class No.</th>
<th>TRS Level</th>
<th>ARS Level</th>
<th>Trunk Queuing?</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>0-9</td>
<td>0-9</td>
<td>0=No 1=Yes</td>
</tr>
<tr>
<td>02</td>
<td>0-9</td>
<td>0-9</td>
<td>0=No 1=Yes</td>
</tr>
<tr>
<td>...</td>
<td>0-9</td>
<td>0-9</td>
<td>0=No 1=Yes</td>
</tr>
<tr>
<td>50</td>
<td>0-9</td>
<td>0-9</td>
<td>0=No 1=Yes</td>
</tr>
</tbody>
</table>

Notes:

This address applies only when ARS/TRS is used. It does not apply when TRS alone is used.

The TRS Level you assign to the originator (above address) will be compared to the TRS Level assigned (in FF6 0) to the dialed digit string. The call will be **allowed** only if the originator’s TRS Level is **higher than** the dialed digit string’s TRS Level.

The “originator” is the extension or DISA trunk attempting an outbound call (the system has not yet seized the trunk).

TRS Level 0 (when assigned to the originator) blocks all calls. TRS Level 9 (when assigned to the originator) allows all calls.

See figure (previous page) for illustration.
Related Programming:

for analog CO trunks:
- TRS Class Assignment (Day) (pg. 2-34) FF2 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-35) FF2 0 BSSC 06 1 Hold (1-50) Hold

for analog E&M tie-trunks:
- TRS Class Assignment (Day) (pg. 2-57) FF2 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-57) FF2 0 BSSC 06 1 Hold (1-50) Hold

for ISDN trunks:
- TRS Class Assignment (Day) (pg. 2-81) FF2 1 BSSC 07 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-82) FF2 1 BSSC 07 1 Hold (1-50) Hold

for T1 CO trunks:
- TRS Class Assignment (Day) (pg. 2-113) FF2 2 BSSCC 07 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-114) FF2 2 BSSCC 07 1 Hold (1-50) Hold

for T1 E&M tie-trunks:
- TRS Class Assignment (Day) (pg. 2-136) FF2 2 BSSCC 07 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 2-136) FF2 2 BSSCC 07 1 Hold (1-50) Hold

for digital keyphones and SLTs:
- TRS Class Assignment (Day) (pg. 3-25) FF3 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-25) FF3 0 BSSC 06 1 Hold (1-50) Hold

for S-Point ISDN extensions:
- TRS Class Assignment (Day) (pg. 3-37) FF3 1 BSSC 05 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-38) FF3 1 BSSC 05 1 Hold (1-50) Hold

FF6 0 00: Leading Digits Table (pg. 6-5)
FF6 0 01: Analyze Digits Table (pg. 6-10)

ARS Level for Originator (Route List)

(all CPCs) - Version 1.0 or higher

(for ARS/TRS only) Assign an ARS Level to each originator (via their TRS Class).

FF6 1 01 (01-50) 0002 Hold (0-9) Hold

ARS Level 0-9
default: 9

Notes:

This address applies only when ARS/TRS is used. It does not apply when TRS alone is used.

This setting will be used in the Route List Table (pg. 6-28). If the originator’s ARS Level (assigned in the above address) is higher than (or equal to) the ARS Level assigned to the Route in the Route List Table, the trunk group for that Route will be searched for an available trunk. However, if the originator’s ARS level is lower than the Route’s ARS Level, call routing will stop and the user will receive busy tone.
Related Programming:

FF6 2 03: Route List Table (pg. 6-28)

Trunk Queuing for Originator (Route List)
(all CPCs) - Version 1.0 or higher
(for ARS/TRS only) Set whether the phone user will be queued (waiting) for an available trunk when attempting to seize a busy Trunk Group during ARS routing.

```
FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold
```

- **0=Disable Queuing; go to next-priority route in Route List Table.**
- **1=Enable Queuing; wait for available trunk in current Trunk Group. (default)**

**Notes:**

This address applies only when ARS/TRS is used. It does not apply when TRS alone is used.

This setting will be used in the Route List Table (pg. 6-28). If set to 1=Enable (default), the call will be queued until a trunk in the current Route’s trunk group becomes available, or the Queuing Timer (ARS) (pg. 1-136) expires, whichever occurs first. If the Queuing Timer expires first, the call will move to the next-priority route.

However, if set to 0=Disable, the call will go immediately to the next-priority route in the Route List Table.

Related Programming:

FF6 2 03: Route List Table (pg. 6-28)
Queuing Timer (ARS) (pg. 1-136) FF1 1 02 0014 Hold (0-255) Hold
**FF6 1 02: TRS Class: Dialing Restrictions**

Table 6-5. TRS Class: Dialing Restrictions: FF6 1 02 (01-50) (0001 thru 0004) Hold

<table>
<thead>
<tr>
<th>TRS Class No.</th>
<th>Outbound Dialed-Digit Maximum</th>
<th>Dialing Restriction During Inbound Calls</th>
<th>TRS Override on SSD Dialing</th>
<th>Star (*) and Pound (#) Restriction</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>0=no restriction 1-20=max. no. of digits allowed</td>
<td>0=no restriction 1=restrict</td>
<td>0=restrict 1=no restriction</td>
<td>0=no restriction 1=restrict</td>
</tr>
<tr>
<td>02</td>
<td>0=no restriction 1-20=max. no. of digits allowed</td>
<td>0=no restriction 1=restrict</td>
<td>0=restrict 1=no restriction</td>
<td>0=no restriction 1=restrict</td>
</tr>
<tr>
<td>...</td>
<td>0=no restriction 1-20=max. no. of digits allowed</td>
<td>0=no restriction 1=restrict</td>
<td>0=restrict 1=no restriction</td>
<td>0=no restriction 1=restrict</td>
</tr>
<tr>
<td>50</td>
<td>0=no restriction 1-20=max. no. of digits allowed</td>
<td>0=no restriction 1=restrict</td>
<td>0=restrict 1=no restriction</td>
<td>0=no restriction 1=restrict</td>
</tr>
</tbody>
</table>

Outbound Dialed-Digit Maximum

*(all CPCs) - Version 1.0 or higher*

Set the maximum number of digits that can be dialed by originators with this TRS Class.

**FF6 1 02 (01-50) 0001 Hold (0-20) Hold**

- TRS Class No. 1-50 assigned to the originator of an outbound call (extension, DISA trunk, etc.)
- 0=No restriction. (default)
- 1-20=Maximum number of digits allowed in dial string.

Notes:

When a user makes an outbound call attempt in ARS/TRS routing, the system will read this setting first, then (if the maximum is not exceeded) will check the Leading Digits Table.

Related Programming:

- **FF6 0 00: Leading Digits Table (pg. 6-5)**
- **FF6 0 01: Analyze Digits Table (pg. 6-10)**
### for analog CO trunks:

- **TRS Class Assignment (Day)** (pg. 2-34)  
  - FF2 0 BSSC 06 0 Hold (1-50) Hold
- **TRS Class Assignment (Night)** (pg. 2-35)  
  - FF2 0 BSSC 06 1 Hold (1-50) Hold

### for analog E&M tie-trunks:

- **TRS Class Assignment (Day)** (pg. 2-57)  
  - FF2 0 BSSC 06 0 Hold (1-50) Hold
- **TRS Class Assignment (Night)** (pg. 2-57)  
  - FF2 0 BSSC 06 1 Hold (1-50) Hold

### for ISDN trunks:

- **TRS Class Assignment (Day)** (pg. 2-81)  
  - FF2 1 BSSC 07 0 Hold (1-50) Hold
- **TRS Class Assignment (Night)** (pg. 2-82)  
  - FF2 1 BSSC 07 1 Hold (1-50) Hold

### for T1 CO trunks:

- **TRS Class Assignment (Day)** (pg. 2-113)  
  - FF2 2 BSSCC 07 0 Hold (1-50) Hold
- **TRS Class Assignment (Night)** (pg. 2-114)  
  - FF2 2 BSSCC 07 1 Hold (1-50) Hold

### for T1 E&M tie-trunks:

- **TRS Class Assignment (Day)** (pg. 2-136)  
  - FF2 2 BSSCC 07 0 Hold (1-50) Hold
- **TRS Class Assignment (Night)** (pg. 2-136)  
  - FF2 2 BSSCC 07 1 Hold (1-50) Hold

### for digital keyphones and SLTs:

- **TRS Class Assignment (Day)** (pg. 3-25)  
  - FF3 0 BSSC 06 0 Hold (1-50) Hold
- **TRS Class Assignment (Night)** (pg. 3-25)  
  - FF3 0 BSSC 06 1 Hold (1-50) Hold

### for S-Point ISDN extensions:

- **TRS Class Assignment (Day)** (pg. 3-37)  
  - FF3 1 BSSC 05 0 Hold (1-50) Hold
- **TRS Class Assignment (Night)** (pg. 3-38)  
  - FF3 1 BSSC 05 1 Hold (1-50) Hold

#### Leading Digits Table:
- FF6 0 00: Leading Digits Table (pg. 6-5)
- FF6 0 01: Analyze Digits Table (pg. 6-10)

---

**Dialing Restriction During Inbound Calls**

(all CPCs) - Version 1.0 or higher

Set whether dialing during an incoming call is restricted for originators with this TRS Class.

```
FF6  1    02 (01-50)    0002 Hold (0 or 1) Hold
```

**Notes:**

If an extension user receives an incoming call and remains off-hook after the caller hangs up, sometimes the CO will send dial tone to the extension, allowing an outgoing call to be placed without being routed through ARS/TRS. This address prevents that from happening, if set to 1=Do not allow.

**Related Programming:**
TRS Override on SSD Dialing
(all CPCs) - Version 1.0 or higher

Set whether SSD dialing will override TRS for originators with this TRS Class.

FF6 1 02 (01-50) 0003 Hold (0 or 1) Hold

- TRS Class No. 1-50 assigned to the originator of an outbound call (extension, DISA trunk, etc.)
- 0 = Do not allow TRS override for SSDs. (default)
- 1 = Allow TRS override for SSDs.

Notes:

If this is set to 0 = Do Not Allow (default), the system will check the phone number stored inside the SSD bin for TRS restrictions, and allow or block the call based on those restrictions.

If this is set to 1 = Allow, users in this TRS Class can dial SSD numbers regardless of any TRS restrictions that may apply to the dialed number.

Related Programming:

- Allowed SSD Range (pg. 6-24): FF6 1 03 0001 Hold (000-799) Hold
- SSD Numbers (pg. 8-46): FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

Star (✱) and Pound (#) Dialing Restriction
(all CPCs) - Version 1.0 or higher

Allow/Restrict dialing the ◆ or # key for originators with this TRS Class.

FF6 1 02 (01-50) 0004 Hold (0 or 1) Hold

- TRS Class No. 1-50 assigned to the originator of an outbound call (extension, DISA trunk, etc.)
- 0 = Allow ◆ and # dialing. (default)
- 1 = Do not allow ◆ or # dialing.

Notes:
### FF6 1 03: TRS Class: SSD Range

#### Allowed SSD Range

(All CPCs) - Version 1.0 or higher

Set the highest-numbered SSD code allowed to be dialed by originators with TRS Classes that are enabled for TRS Override on SSD Dialing (pg. 6-23).

**NOTE:** The lowest allowed SSD code is always 000.

Set the highest-numbered SSD Code Allowed default: 0 (No TRS)

#### Notes:

The system will check this setting only if TRS Override on SSD Dialing (pg. 6-23) is set to 1=Allow (the default is 0=Do Not Allow).

#### Related Programming:

- TRS Override on SSD Dialing (pg. 6-23)
- FF6 1 02 (01-50) 0002 Hold (0 or 1) Hold
FF6 2: ARS Settings

NOTE: These addresses include ARS routing tables:
- Time List Tables
- Route List Table
- Closed Numbering Table
- Tandem Exchange Table

FF6 2 00 thru 02: Time List Tables

NOTE: In the Time List Tables, you can set up ARS routing based on when the call is placed -- time of day, day of week, or day of year (such as holiday). Each entry points to a Route List Table.

Day of the Week for Time List Table
(all CPCs) - Version 1.0 or higher

Assign a Time List Table number to each day of the week.

**FF6 2 00 (0001-0007) Hold (1-4) Hold**

- 0001=Sunday
- 0002=Monday
- 0003=Tuesday
- 0004=Wednesday
- 0005=Thursday
- 0006=Friday
- 0007=Saturday

Time List Table No. 1-4
default: 1

Notes:

Related Programming:
Day of the Year for Time List Table
(all CPCs) - Version 1.0 or higher

Assign up to 20 Special Days during the year that are “exceptions to the rule”
(such as holidays), and assign a Time List Table number to each.

FF6 2 01 (0001-0040) Hold (MMDD or 1-4) Hold

0001=Special Day 1: Date ... 0101-1231
0002=Special Day 1: Time List Tbl ... 1-4
0003=Special Day 2: Date ... 0101-1231
0004=Special Day 2: Time List Tbl ... 1-4
0005=Special Day 3: Date ... 0101-1231
0006=Special Day 3: Time List Tbl ... 1-4
...
0039=Special Day 20: Date ... 0101-1231
0040=Special Day 20: Time List Tbl ... 1-4

default: 0000 (Date) or 1 (Time List Table)
for all Special Days

Notes:

Related Programming:
Time List Tables
(all CPCs) - Version 1.0 or higher

Define up to 4 different Time List Tables, each with up to 50 time-period groups. Within each group, up to 5 different time periods can be entered, with each entry pointing to a Route List Table.

<table>
<thead>
<tr>
<th>FF6 2 02</th>
<th>(0-3)</th>
<th>(01-50)</th>
<th>(0001-0010) hold</th>
<th>(0000-2359 or 0-100) hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time List Table No.</td>
<td>Group No.</td>
<td>Table 0001=Time Period #1 Start Time ... HHMM (0000-2359)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0=Table #1</td>
<td>01-50</td>
<td>0002=Time Period #1 Route List ... (0-100)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1=Table #2</td>
<td></td>
<td>0003=Time Period #2 Start Time ... HHMM (0000-2359)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2=Table #3</td>
<td></td>
<td>0004=Time Period #2 Route List ... (0-100)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3=Table #4</td>
<td></td>
<td>0005=Time Period #3 Start Time ... HHMM (0000-2359)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>defaults: 0000 (Start Time) and 0 (no assigned Route List)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:
FF6 2 03: Route List Table (pg. 6-28)

Table 6-6. Time List Tables #1 thru #4: FF6 2 02 (0-3) (01-50) (0001-0010) Hold

<table>
<thead>
<tr>
<th>Time List Tables #1 thru #4: FF6 2 02 ......</th>
</tr>
</thead>
<tbody>
<tr>
<td>(0-3)</td>
</tr>
<tr>
<td>Table No.</td>
</tr>
<tr>
<td>0 (Tbl.#1)</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>1 (Tbl.#2)</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>2 (Tbl.#3)</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>3 (Tbl.#4)</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>
## FF6 2 03: Route List Table

**NOTE:** The Route List Table can contain up to 100 different routing paths. Each path can have up to 5 different Routes to be checked by the system in priority order when an outbound call is ARS-routed. Each Route points to an entry in the Route Table.

### Table 6-7. Route List Table: FF6 2 03 (001-100) (0001 thru 0014) Hold

<table>
<thead>
<tr>
<th>Bin No.</th>
<th>Route</th>
<th>ARS Level</th>
<th>Route</th>
<th>ARS Level</th>
<th>Route</th>
<th>ARS Level</th>
<th>Route</th>
<th>ARS Level</th>
<th>Route</th>
<th>ARS Level</th>
<th>Route</th>
<th>ARS Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td>0-200</td>
<td>0-9</td>
<td>0-200</td>
<td>0-9</td>
<td>0=OFF</td>
<td>1=ON</td>
<td>0-200</td>
<td>0-9</td>
<td>0=OFF</td>
<td>1=ON</td>
<td></td>
<td></td>
</tr>
<tr>
<td>002</td>
<td>0-200</td>
<td>0-9</td>
<td>0-200</td>
<td>0-9</td>
<td>0=OFF</td>
<td>1=ON</td>
<td>0-200</td>
<td>0-9</td>
<td>0=OFF</td>
<td>1=ON</td>
<td></td>
<td></td>
</tr>
<tr>
<td>...</td>
<td>0-200</td>
<td>0-9</td>
<td>0-200</td>
<td>0-9</td>
<td>0=OFF</td>
<td>1=ON</td>
<td>0-200</td>
<td>0-9</td>
<td>0=OFF</td>
<td>1=ON</td>
<td></td>
<td></td>
</tr>
<tr>
<td>100</td>
<td>0-200</td>
<td>0-9</td>
<td>0-200</td>
<td>0-9</td>
<td>0=OFF</td>
<td>1=ON</td>
<td>0-200</td>
<td>0-9</td>
<td>0=OFF</td>
<td>1=ON</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Route List Table: 1st Priority Route No.

(all CPCs) - Version 1.0 or higher

For each Route List Table entry, assign the first Route to be checked by the system.

**Notes:**

Route Nos. 1-200 are defined in **FF6 2 04: Route Table (pg. 6-36)**, in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

### Related Programming:

- Route Table: Trunk Group Assignment (pg. 6-36)
- FF6 2 04 (001-200) 0001 Hold (0-99) Hold
- Route Table: Digit Modify Pattern No. (pg. 6-37)
- FF6 2 04 (001-200) 0002 Hold (0-50) Hold
Notes:

If the route’s ARS Level is higher than the call originator’s ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route’s ARS level is lower than or equal to the originator’s ARS Level, the system will search for an available trunk in the current-priority Route. If all trunks are busy, the system will either continue to the next-priority route, or queue the call to wait for an available trunk on the current-priority route (if Trunk Queuing for Originator (Route List) is enabled/default).

Related Programming:

<table>
<thead>
<tr>
<th>Programming</th>
<th>Page</th>
<th>FF6 1 01 (01-50)</th>
<th>FF6 1 01 (01-50)</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARS Level for Originator (Route List)</td>
<td>6-19</td>
<td>0002 Hold (0-9)</td>
<td>0003 Hold (0-9)</td>
</tr>
<tr>
<td>Trunk Queuing for Originator (Route List)</td>
<td>6-20</td>
<td>0003 Hold (0 or 1)</td>
<td>0003 Hold (0 or 1)</td>
</tr>
<tr>
<td>Route List Table: 1st Priority Route No.</td>
<td>6-28</td>
<td>FF6 2 03 (001-100) 0001 Hold (0-200)</td>
<td>FF6 2 03 (001-100) 0001 Hold (0-200)</td>
</tr>
<tr>
<td>Route List Table: 2nd Priority Route No.</td>
<td>6-29</td>
<td>FF6 2 03 (001-100) 0003 Hold (0-200)</td>
<td>FF6 2 03 (001-100) 0003 Hold (0-200)</td>
</tr>
</tbody>
</table>

Notes:

Route Nos. 1-200 are defined in FF6 2 04: Route Table (pg. 6-36), in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

Related Programming:

<table>
<thead>
<tr>
<th>Programming</th>
<th>Page</th>
<th>FF6 2 04 (001-200)</th>
<th>FF6 2 04 (001-200)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Route Table: Trunk Group Assignment</td>
<td>6-36</td>
<td>0001 Hold (0-99)</td>
<td>0002 Hold (0-99)</td>
</tr>
<tr>
<td>Route Table: Digit Modify Pattern No.</td>
<td>6-37</td>
<td>FF6 2 04 (001-200) 0002 Hold (0-50)</td>
<td></td>
</tr>
</tbody>
</table>
Notes:

If the route’s ARS Level is higher than the call originator’s ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route’s ARS level is lower than or equal to the originator’s ARS Level, the system will search for an available trunk in the current-priority Route. If all trunks are busy, the system will either continue to the next-priority route, or queue the call to wait for an available trunk on the current-priority route (if Trunk Queuing for Originator (Route List) is enabled/default).

Related Programming:

<table>
<thead>
<tr>
<th>Programming</th>
<th>FF6 2 03 (001-100) 0004 Hold (0-9) Hold</th>
<th>FF6 2 03 (001-100) 0005 Hold (0 or 1) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARS Level for Originator (Route List)</td>
<td>FF6 1 01 (01-50) 0002 Hold (0-9) Hold</td>
<td>FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold</td>
</tr>
<tr>
<td>Trunk Queuing for Originator (Route List)</td>
<td>FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold</td>
<td>FF6 2 03 (001-100) 0003 Hold (0-200) Hold</td>
</tr>
<tr>
<td>Route List Table: 2nd Priority Route No.</td>
<td>FF6 2 03 (001-100) 0003 Hold (0-200) Hold</td>
<td>FF6 2 03 (001-100) 0006 Hold (0-200) Hold</td>
</tr>
<tr>
<td>Route List Table: 3rd Priority Route No.</td>
<td>FF6 2 03 (001-100) 0003 Hold (0-200) Hold</td>
<td>FF6 2 03 (001-100) 0006 Hold (0-200) Hold</td>
</tr>
</tbody>
</table>

Notes:

The ARS Alarm tells callers they are going to be using a more-expensive (lower-priority) trunk. The ARS Alarm sounds in the receiver only once, just before the system seizes the trunk.

Related Programming:

<table>
<thead>
<tr>
<th>Programming</th>
<th>FF6 2 03 (001-100) 0003 Hold (0-200) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Route List Table: 2nd Priority Route No.</td>
<td>FF6 2 03 (001-100) 0003 Hold (0-200) Hold</td>
</tr>
</tbody>
</table>

Notes:
## Route List Table: 3rd Priority Route No.

### Notes:

Route Nos. 1-200 are defined in **FF6 2 04: Route Table** (pg. 6-36), in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

### Related Programming:

- Route Table: Trunk Group Assignment (pg. 6-36)
- Route Table: Digit Modify Pattern No. (pg. 6-37)

## Route List Table: 3rd Priority ARS Level

### Notes:

If the `route`’s ARS Level is higher than the `call originator`’s ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route’s ARS level is lower than or equal to the originator’s ARS Level, the system will search for an available trunk in the current-priority Route. If all trunks are busy, the system will either continue to the next-priority route, or queue the call to wait for an available trunk on the current-priority route (if **Trunk Queuing for Originator (Route List)** is enabled/default).
Route List Table: 3rd Priority ARS Alarm

(All CPCs) - Version 1.0 or higher
Enable/Disable the ARS Alarm for the third-priority Route.

**FF6 2 03 (001-100) 0008 Hold (0 or 1) Hold**

Route List Table Entry (Bin) No. 1-100
0: Alarm OFF for 3rd Route (default) 1: Alarm ON for 3rd Route

**Notes:**

The **ARS Alarm** tells callers they are going to be using a more-expensive (lower-priority) trunk. The ARS Alarm sounds in the receiver only once, just before the system seizes the trunk.

**Related Programming:**

Route List Table: 3rd Priority Route No. (pg. 6-31) FF6 2 03 (001-100) 0006 Hold (0-200) Hold

Route List Table: 4th Priority Route No. (all CPCs) - Version 1.0 or higher
For each Route List Table entry, assign the fourth Route to be checked by the system.

**FF6 2 03 (001-100) 0009 Hold (0-200) Hold**

Route List Table Entry (Bin) No. 1-100
4th-Priority Route No. 1-200 default: 0 (not linked to Route Table)

**Notes:**

Route Nos. 1-200 are defined in **FF6 2 04: Route Table** (pg. 6-36), in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

**Related Programming:**

Route Table: Trunk Group Assignment (pg. 6-36) FF6 2 04 (001-200) 0001 Hold (0-99) Hold
Route Table: Digit Modify Pattern No. (pg. 6-37) FF6 2 04 (001-200) 0002 Hold (0-50) Hold
**Route List Table: 4th Priority ARS Level**  
*(all CPCs) - Version 1.0 or higher*

Assign an ARS Level to the fourth-priority Route.

```
FF6 2 03 (001-100) 0010 Hold (0-9) Hold
```

Notes:

If the route’s ARS Level is higher than the call originator’s ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route’s ARS level is lower than or equal to the originator’s ARS Level, the system will search for an available trunk in the current-priority Route. If all trunks are busy, the system will either continue to the next-priority route, or queue the call to wait for an available trunk on the current-priority route (if Trunk Queuing for Originator (Route List) is enabled/default).

**Related Programming:**
- ARS Level for Originator (Route List) (pg. 6-19) FF6 1 01 (01-50) 0002 Hold (0-9) Hold
- Trunk Queuing for Originator (Route List) (pg. 6-20) FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold
- Route List Table: 4th Priority Route No. (pg. 6-32) FF6 2 03 (001-100) 0009 Hold (0-200) Hold
- Route List Table: 5th Priority Route No. (pg. 6-34) FF6 2 03 (001-100) 0012 Hold (0-200) Hold

**Route List Table: 4th Priority ARS Alarm**  
*(all CPCs) - Version 1.0 or higher*

Enable/Disable the ARS Alarm for the fourth-priority Route.

```
FF6 2 03 (001-100) 0011 Hold (0 or 1) Hold
```

Notes:

The ARS Alarm tells callers they are going to be using a more-expensive (lower-priority) trunk. The ARS Alarm sounds in the receiver only once, just before the system seizes the trunk.

**Related Programming:**
- Route List Table: 4th Priority Route No. (pg. 6-32) FF6 2 03 (001-100) 0009 Hold (0-200) Hold
Route List Table: 5th Priority Route No.
(all CPCs) - Version 1.0 or higher

For each Route List Table entry, assign the fifth Route to be checked by the system.

```
FF6 2 03 (001-100) 0012 Hold (0-200) Hold
```

Route List Table Entry
(Bin) No. 1-100

5th-Priority Route No. 1-200
default: 0 (not linked to Route Table)

Notes:
Route Nos. 1-200 are defined in FF6 2 04: Route Table (pg. 6-36), in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

Related Programming:
Route Table: Trunk Group Assignment (pg. 6-36) FF6 2 04 (001-200) 0001 Hold (0-99) Hold
Route Table: Digit Modify Pattern No. (pg. 6-37) FF6 2 04 (001-200) 0002 Hold (0-50) Hold

Route List Table: 5th Priority ARS Level
(all CPCs) - Version 1.0 or higher

Assign an ARS Level to the fifth-priority Route.

```
FF6 2 03 (001-100) 0013 Hold (0-9) Hold
```

Route List Table Entry
(Bin) No. 1-100

ARS Level 0-9 for 5th-Priority Route
default: Level 0

Notes:
If the route’s ARS Level is higher than the call originator’s ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route’s ARS level is lower than or equal to the originator’s ARS Level, the system will search for an available trunk in the current (5th)-priority Route. If all trunks are busy, the system will either queue the call to wait for an available trunk on the 5th-priority route (if Trunk Queuing for Originator (Route List) is enabled/default), or give the caller busy tone (if Trunk Queuing is disabled).

Related Programming:
ARS Level for Originator (Route List) (pg. 6-19) FF6 1 01 (01-50) 0002 Hold (0-9) Hold
Trunk Queuing for Originator (Route List) (pg. 6-20) FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold
Route List Table: 5th Priority Route No. (pg. 6-34) FF6 2 03 (001-100) 0012 Hold (0-200) Hold
Route List Table: 5th Priority ARS Alarm
(all CPCs) - Version 1.0 or higher
Enable/Disable the ARS Alarm for the fifth-priority Route.

FF6 2 03 (001-100) 0014 Hold (0 or 1) Hold

Route List Table Entry (Bin) No. 1-100
0=Alarm OFF for 5th Route (default)
1=Alarm ON for 5th Route

Notes:
The ARS Alarm tells callers they are going to be using a more-expensive (lower-priority) trunk. The ARS Alarm sounds in the receiver only once, just before the system seizes the trunk.

Related Programming:
Route List Table: 5th Priority Route No. (pg. 6-34)  FF6 2 03 (001-100) 0012 Hold (0-200) Hold
**NOTE**: The Route Table contains up to 200 entries. Each entry is assigned a Trunk Group and a Digit Modify Pattern No. (which points to the Digit Modify Table in FF6 205, for adding digits to the beginning or end of the dialed number, or deleting digits from the beginning of it).

Table 6-8. Route Table: FF6 2 04 (001-200) (0001 and 0002) Hold

<table>
<thead>
<tr>
<th>Route Table: FF6 2 04 ......</th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>(001-200)</td>
<td>0001</td>
<td>0002</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Route No.</th>
<th>Trunk Group</th>
<th>Digit Modify Pattern</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td>0-99</td>
<td>0-50</td>
</tr>
<tr>
<td>002</td>
<td>0-99</td>
<td>0-50</td>
</tr>
<tr>
<td>...</td>
<td>0-99</td>
<td>0-50</td>
</tr>
<tr>
<td>200</td>
<td>0-99</td>
<td>0-50</td>
</tr>
</tbody>
</table>

**Route Table: Trunk Group Assignment**

(all CPCs) - Version 1.0 or higher

Assign a Trunk Group to each Route.

```
FF6 2 04 (001-200) 0001 Hold (0-99) Hold
```

**Notes:**

Trunks are assigned to Trunk Groups in FF5 2.

**Related Programming:**

- MCO-Outbound Search Mode (pg. 5-18) FF5 2 (01-99) 001 Hold (0 or 1) Hold
- MCO-Outbound Trunk Group Members (pg. 5-18) FF5 2 (01-99) (002-577) Hold (1-576) Hold
# Route Table: Digit Modify Pattern No.

(All CPCs) - Version 1.0 or higher

Assign a Digit Modify Pattern to each Route.

<table>
<thead>
<tr>
<th>FF6 2 04 (001-200)</th>
<th>0002 Hold (0-50) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Route 1-200</td>
<td>Digit Modify Pattern No. 1-50</td>
</tr>
<tr>
<td>default: 0 [no assignment]</td>
<td></td>
</tr>
</tbody>
</table>

## Notes:

Digit Modify Patterns are used for deleting digits from the beginning of a dialed number, or adding digits to the beginning and/or end of it.

## Related Programming:

- Route Table: Trunk Group Assignment (pg. 6-36)   FF6 2 04 (001-200) 0001 Hold (0-99) Hold
- Digit Modify Table: Delete Beginning Digits (pg. 6-38)   FF6 2 05 (01-50) 0001 Hold (0-24) Hold
- Digit Modify Table: Add Beginning Digits (pg. 6-39)   FF6 2 05 (01-50) 0002 Hold (up to 10 char.) Hold
- Digit Modify Table: Add Ending Digits (pg. 6-40)   FF6 2 05 (01-50) 0003 Hold (up to 10 char.) Hold
**FF6 2 05: Digit Modify Table**

**NOTE:** The Digit Modify Table contains up to 50 entries (“Patterns”) for any combination of the following:
- deleting digits from the beginning of the dialed number
- adding digits to the beginning of the dialed number
- adding digits to the end of the dialed number.

The Digit Modify Patterns can be assigned to Route Table entries in FF6 2 04.

Table 6-9. Digit Modify Table: **FF6 2 05 (01-50) (0001 thru 0003) Hold**

<table>
<thead>
<tr>
<th>Digit Modify Pattern No.</th>
<th>Delete Beginning Digits</th>
<th>Add Beginning Digits</th>
<th>Add Ending Digits</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>up to 24 digits</td>
<td>up to 10 digits, including 0-9, *, #, and One-Touch keys + codes</td>
<td>up to 100 digits, including 0-9, *, #, and One-Touch keys + codes</td>
</tr>
<tr>
<td>02</td>
<td>up to 24 digits</td>
<td>up to 10 digits, including 0-9, *, #, and One-Touch keys + codes</td>
<td>up to 100 digits, including 0-9, *, #, and One-Touch keys + codes</td>
</tr>
<tr>
<td>...</td>
<td>up to 24 digits</td>
<td>up to 10 digits, including 0-9, *, #, and One-Touch keys + codes</td>
<td>up to 100 digits, including 0-9, *, #, and One-Touch keys + codes</td>
</tr>
<tr>
<td>50</td>
<td>up to 24 digits</td>
<td>up to 10 digits, including 0-9, *, #, and One-Touch keys + codes</td>
<td>up to 100 digits, including 0-9, *, #, and One-Touch keys + codes</td>
</tr>
</tbody>
</table>

**Digit Modify Table: Delete Beginning Digits**

(all CPCs) - Version 1.0 or higher

Set the number of digits the system will take away from the beginning of the dialed-digit string when the number is sent to the CO.

**FF6 2 05 (01-50) 0001 Hold (0-24) Hold**

Digit Modify Pattern 1-50

Number of Digits to be removed from the beginning of a dialed number

default: 0
**Notes:**

The Digit Modify Patterns can be assigned to Routes in the Route Table (pg. 6-36).

**Related Programming:**

Route Table: Digit Modify Pattern No. (pg. 6-37)  FF6 2 04 (001-200) 0002 Hold (0-50) Hold

---

**Digit Modify Table: Add Beginning Digits**

(All CPCs) - Version 1.0 or higher

Specify the digit(s) that the system will add to the beginning of a dialed-digit string when the number is sent to the CO.

<table>
<thead>
<tr>
<th>FF6 2 05 (01-50)</th>
<th>0002</th>
<th>Hold (up to 10 char.)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digit Modify Pattern 1-50</td>
<td>Digits or Codes to be added to the beginning of a dialed number, including: Digits 0-9</td>
<td>* and #</td>
<td></td>
</tr>
<tr>
<td>NOTE: “OT-x”=One-Touch keys 1-10.</td>
<td>OT-4 (for pause)</td>
<td>OT-5 + 6 (for DTMF conversion)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>OT-5 + 9 (for itemized code) (U.K. use only)</td>
<td>OT-5 + (1-8) (for authorization code (U.K. use only)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>default: [no assignment]</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

The “itemized code” (OT-5 + 9) is used in the U.K. to send the calling extension’s number to the CO.

The “authorization code” (OT-5 + [1-8]) is used in the U.K. to send a system identifier code to the CO when the system seizes the trunk.

The Digit Modify Patterns can be assigned to Routes in the Route Table (pg. 6-36).

**Related Programming:**

Route Table: Digit Modify Pattern No. (pg. 6-37)  FF6 2 04 (001-200) 0002 Hold (0-50) Hold
Authorization Code (pg. 6-41)  FF6 2 06 (0001-0008) Hold (up to 10 digits) Hold
Digit Modify Table: Add Ending Digits

(All CPCs) - Version 1.0 or higher

Specify the digit(s) that the system will add to the end of a dialed digit string when the number is sent to the CO.

**FF6 2 05 (01-50) 0003 Hold (up to 10 char.) Hold**

Digit Modify Pattern 1-50

Digits or Codes to be added to the end of a dialed number, including:

- Digits 0-9
- * and 

NOTE: “OT-x”=One-Touch keys 1-10.

- OT-4 (for pause)
- OT-5 + 6 (for DTMF conversion)
- OT-5 + 9 (for itemized code) *(U.K. use only)*
- OT-5 + (1-8) (for authorization code *(U.K. use only)*

**default:** [no assignment]

Notes:

The “itemized code” (OT-5 + 9) is used in the U.K. to send the calling extension’s number to the CO.

The “authorization code” (OT-5 + [1-8]) is used in the U.K. to send a system identifier code to the CO when the system seizes the trunk.

The Digit Modify Patterns can be assigned to Routes in the **Route Table** *(pg. 6-36).*

**Related Programming:**

- **Route Table: Digit Modify Pattern No.** *(pg. 6-37)*
- FF6 2 04 (001-200) 0002 Hold (0-50) Hold
- **Authorization Code** *(pg. 6-41)*
- FF6 2 06 (0001-0008) Hold (up to 10 digits) Hold
FF6 2 06: Authorization Code

### Authorization Code
(All CPCs) - Version 1.0 or higher
(U.K. use only) Specify the digit(s) of the Authorization Code sent to the CO every time a trunk is seized.

\[ FF6 2 06 (0001-0008) \text{Hold} \quad \text{(up to 10 digits)} \quad \text{Hold} \]

- Code Entry No. 1-8
- Authorization Code (up to 10 digits, including 0-9)
- Default: [no assignment]

### Notes:
When the Authorization Code is assigned in this address, it is not displayed on the LCD (per government regulations). Instead, \* appears for every digit in the Code.

### Related Programming:
- Digit Modify Table: Add Beginning Digits (pg. 6-39)  \( FF6 2 05 (01-50) 0002 \text{Hold} \) (up to 10 char.) Hold
- Digit Modify Table: Add Ending Digits (pg. 6-40)  \( FF6 2 05 (01-50) 0003 \text{Hold} \) (up to 10 char.) Hold
**FF6 2 07: Closed Number Table**

### Table 6-10. Closed Number Table: FF6 2 07 (001-150) (0001 thru 0005) Hold

<table>
<thead>
<tr>
<th>Entry No.</th>
<th>Closed No.</th>
<th>Follow Digit</th>
<th>TRS Level</th>
<th>Route Type</th>
<th>Route No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td>1 to 4 digits long, including 0-9, * and #</td>
<td>0-16 digits can be dialed after Closed No. Digits</td>
<td>0-8</td>
<td>0=Route 1=Route List</td>
<td>1-200 1-100</td>
</tr>
<tr>
<td>002</td>
<td>1 to 4 digits long, including 0-9, * and #</td>
<td>0-16 digits can be dialed after Closed No. Digits</td>
<td>0-8</td>
<td>0=Route 1=Route List</td>
<td>1-200 1-100</td>
</tr>
<tr>
<td>...</td>
<td>1 to 4 digits long, including 0-9, * and #</td>
<td>0-16 digits can be dialed after Closed No. Digits</td>
<td>0-8</td>
<td>0=Route 1=Route List</td>
<td>1-200 1-100</td>
</tr>
<tr>
<td>150</td>
<td>1 to 4 digits long, including 0-9, * and #</td>
<td>0-16 digits can be dialed after Closed No. Digits</td>
<td>0-8</td>
<td>0=Route 1=Route List</td>
<td>1-200 1-100</td>
</tr>
</tbody>
</table>

**Closed Number Table: Digit String**

*(all CPCs) - Version 1.0 or higher*

Define up to 150 different Closed Numbers.

```plaintext
FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold
```

Closed Number Entry:
- 001=Closed Number #1
- 002=Closed Number #2
- ...
- 150=Closed Number #150

Closed Number Digits (can be 1-4 digits in length, including digits 0-9, * and #)

default: [no assignment]

**Important:** The Closed Number Digits MUST NOT MATCH an extension number.

**Notes:**

If a “*” is entered in this address, the system will dial it as a “*” (it is not a wild-card character).

**Related Programming:**
- Ext.No. Display for Closed-Number Calls (pg. 1-105)  FF1 0 20 0001 Hold (0-4) Hold
### Closed Number Table: Follow Digit Maximum

**Notes:**

Closed Number Table: Digit String (pg. 6-42)  
Closed Number Table: TRS Level (all CPCs) - Version 1.0 or higher

### Closed Number Table: Follow Digit Maximum

Specify the maximum number of digits that can be dialed after a Closed Number.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF6</td>
<td>System Configuration</td>
</tr>
<tr>
<td>FF2</td>
<td>Trunks</td>
</tr>
<tr>
<td>FF3</td>
<td>Extensions</td>
</tr>
<tr>
<td>FF4</td>
<td>FF-/Soft Keys</td>
</tr>
<tr>
<td>FF5</td>
<td>Groups</td>
</tr>
<tr>
<td>FF6</td>
<td>TRS/ARS</td>
</tr>
<tr>
<td>FF7</td>
<td>Applications</td>
</tr>
<tr>
<td>FF8</td>
<td>Maintenance</td>
</tr>
</tbody>
</table>

**Related Programming:**

- Closed Number Table: Digit String (pg. 6-42)  
- TRS Level for Originator (ARS/TRS) (pg. 6-18)

---

#### Closed Number Table: Follow Digit Maximum

**Notes:**

- Related Programming:
  - Closed Number Table: Digit String (pg. 6-42)  
  - TRS Level for Originator (ARS/TRS) (pg. 6-18)

**Related Programming:**

- Closed Number Table: Digit String (pg. 6-42)  
- TRS Level for Originator (ARS/TRS) (pg. 6-18)

---

#### Closed Number Table: Follow Digit Maximum

**Notes:**

- Related Programming:
  - Closed Number Table: Digit String (pg. 6-42)  
  - TRS Level for Originator (ARS/TRS) (pg. 6-18)

**Related Programming:**

- Closed Number Table: Digit String (pg. 6-42)  
- TRS Level for Originator (ARS/TRS) (pg. 6-18)
### Closed Number Table: Route Type

**Description:**
Set which table the system will follow when the Closed Number is dialed.

**Syntax:**
```
FF6  2  07  (001-150)  0004  Hold  (0 or 1)  Hold
```

**Notes:**
- The Route or Route List number is assigned in the next address.

**Related Programming:**
- **Closed Number Table: Route Number (pg. 6-44)**
- **Closed Number Table: Route Type (pg. 6-44)**
- **FF6  0  3: Route List Table (pg. 6-28)**
- **FF6  0  4: Route Table (pg. 6-36)**

### Closed Number Table: Route Number

**Description:**
Assign a route to the Closed Number, depending on the setting in the previous address.

**Syntax:**
```
FF6  2  07  (001-150)  0005  Hold  (1-200/100)  Hold
```

**Notes:**
- The Route or Route List number is assigned in the next address.

**Related Programming:**
- **Closed Number Table: Route Type (pg. 6-44)**
- **Closed Number Table: Route Number (pg. 6-44)**
- **FF6  0  3: Route List Table (pg. 6-28)**
- **FF6  0  4: Route Table (pg. 6-36)**
**FF6 2 08: Tandem Exchange Table**

Table 6-11. Tandem Exchange Table: FF6 2 08 (01-50) (0001 thru 0004) Hold

<table>
<thead>
<tr>
<th>Entry No.</th>
<th>Tandem Exchange Digit String</th>
<th>Follow Digit Maximum</th>
<th>Route Type</th>
<th>Route No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>1 to 4 digits long, including 0-9, ** and #</td>
<td>0-16</td>
<td>0=Route</td>
<td>1-200</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1=Route List</td>
<td>1-100</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2=local PBX</td>
<td></td>
</tr>
<tr>
<td>02</td>
<td>1 to 4 digits long, including 0-9, ** and #</td>
<td>0-16</td>
<td>0=Route</td>
<td>1-200</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1=Route List</td>
<td>1-100</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2=local PBX</td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>1 to 4 digits long, including 0-9, ** and #</td>
<td>0-16</td>
<td>0=Route</td>
<td>1-200</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1=Route List</td>
<td>1-100</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>2=local PBX</td>
<td></td>
</tr>
</tbody>
</table>

**Tandem Exchange Table: Digit String**

(all CPCs) - Version 1.0 or higher

Define up to 50 different Tandem Exchange numbers.

**FF6 2 08 (01-50) 0001 Hold (1-4 digits) Hold**

Tandem Exchange Entry 1-50

Tandem Exchange Number
(can be 1-4 digits long, including digits 0-9, ** and #)

default: No Assignment

**Notes:**

Tandem Exchange applies to E&M Trunks set to “Tandem.”

**Related Programming:**

- Day1 Ring Type (pg. 2-53) for analog E&M tie trunks: FF2 0 BSSC 03 0 Hold (0 or 1) Hold
- Day2 Ring Type (pg. 2-54) for analog E&M tie trunks: FF2 0 BSSC 03 2 Hold (0 or 1) Hold
- Night Ring Type (pg. 2-55) for analog E&M tie trunks: FF2 0 BSSC 03 4 Hold (0 or 1) Hold
- Day1 Ring Type (pg. 2-132) for T1 E&M tie trunks: FF2 2 BSSCC 04 0 Hold (0 or 1) Hold
- Day2 Ring Type (pg. 2-133) for T1 E&M tie trunks: FF2 2 BSSCC 04 2 Hold (0 or 1) Hold
- Night Ring Type (pg. 2-134) for T1 E&M tie trunks: FF2 2 BSSCC 04 4 Hold (0 or 1) Hold

576-13-400 DBS 576 (USA) issued 05/20/98
Tandem Exchange Table: Follow Digit Maximum

(All CPCs) - Version 1.0 or higher

Specify the maximum number of digits that can be dialed after a Tandem Exchange number.

```
FF6 2 08 (01-50) 0002 Hold (0-16) Hold
```

- Tandem Exchange Entry 1-50
- Maximum Number of dialed digits after the Tandem Exchange Number
- Default: 0 (no accumulated dial)

Notes:

Related Programming:

Tandem Exchange Table: Route Type

(All CPCs) - Version 1.0 or higher

Set which table the system will follow when the Tandem Exchange number is dialed.

```
FF6 2 08 (01-50) 0003 Hold (0-2) Hold
```

- Tandem Exchange Entry 1-50
- 0=Route (default)
- 1=Route List
- 2=Local PBX

Notes:

The Route or Route List number is assigned in the next address.

Related Programming:

- Tandem Exchange Table: Route Number (pg. 6-47) FF6 2 08 (01-50) 0004 Hold (1-200/100) Hold
Tandem Exchange Table: Route Number

(all CPCs) - Version 1.0 or higher

Assign a route to the Tandem Exchange Number, depending on the setting in the previous address.

```
FF6 2 08 (01-50) 0004 Hold (1-200/100) Hold
```

Tandem Exchange Entry 1-50

Route 1-200 or Route List 1-100

default: 0

Notes:

Related Programming:

Tandem Exchange Table: Route Type (pg. 6-46) FF6 2 08 (01-50) 0003 Hold (0-2) Hold
# 7. Applications (FF7)

Use the FF7 programming addresses in this chapter to set parameters for the following optional applications of the DBS 576:

- **FF7 0: Built-In Voice Mail**
- **FF7 1: Built-In ACD**
- **FF7 2: API**

This chapter covers the following FF7 addresses:

<table>
<thead>
<tr>
<th>FF Key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FF7 0: Built-In Voice Mail</strong></td>
<td></td>
<td></td>
<td>7-3</td>
</tr>
<tr>
<td>FF7 0 (B11) 00 Hold (0-4) Hold</td>
<td>VM Unit Number</td>
<td>0 (None)</td>
<td>7-3</td>
</tr>
<tr>
<td>FF7 0 (B11) 01 (01-16) 00 Hold (Ext.No.) Hold</td>
<td>VPU Port Extension Numbers</td>
<td>--</td>
<td>7-4</td>
</tr>
<tr>
<td>FF7 0 (B11) 01 (01-16) 01 Hold (1-72) Hold</td>
<td>VPU Port Tenant Group Assignment</td>
<td>1</td>
<td>7-5</td>
</tr>
<tr>
<td>FF7 0 (B11) 01 (01-16) 02 (0 and 1) Hold (1-50) Hold</td>
<td>VPU Port TRS Class Assignment (Day/Night)</td>
<td>1</td>
<td>7-5</td>
</tr>
<tr>
<td>FF7 0 (B11) 01 (01-16) 03 Hold (1-8) Hold</td>
<td>VPU Port Digital Pad Class Assignment</td>
<td>6</td>
<td>7-6</td>
</tr>
<tr>
<td>FF7 0 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold</td>
<td>Built-In VM: Service Range Assignment</td>
<td>0/00 (None)</td>
<td>7-7</td>
</tr>
<tr>
<td>FF7 0 (B11) 03 Hold CONF...</td>
<td>Built-In VM: Detail Settings</td>
<td>--</td>
<td>7-8</td>
</tr>
<tr>
<td><strong>FF7 1: Built-In ACD</strong></td>
<td></td>
<td></td>
<td>7-9</td>
</tr>
<tr>
<td>FF7 1 (B11) 00 Hold (0-2) Hold</td>
<td>ACD Unit Number</td>
<td>0 (None)</td>
<td>7-9</td>
</tr>
<tr>
<td>FF7 1 (B11) 01 (01-24) 00 Hold (Ext.No.) Hold</td>
<td>ACD Port Extension Numbers</td>
<td>--</td>
<td>7-9</td>
</tr>
<tr>
<td>FF7 1 (B11) 01 (01-24) 01 Hold (1-72) Hold</td>
<td>ACD Port Tenant Group Assignment</td>
<td>1</td>
<td>7-10</td>
</tr>
<tr>
<td>FF7 1 (B11) 01 (01-24) 02 (0 and 1) Hold (1-50) Hold</td>
<td>ACD Port TRS Class Assignment (Day/Night)</td>
<td>1</td>
<td>7-10</td>
</tr>
<tr>
<td>FF7 1 (B11) 01 (01-24) 03 Hold (1-8) Hold</td>
<td>ACD Port Digital Pad Class Assignment</td>
<td>6</td>
<td>7-11</td>
</tr>
<tr>
<td>FF7 1 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold</td>
<td>Built-In ACD: Service Range Assignment</td>
<td>0/00 (None)</td>
<td>7-11</td>
</tr>
<tr>
<td>FF7 1 (B11) 03 Hold CONF...</td>
<td>Built-In ACD: Detail Setting</td>
<td>--</td>
<td>7-12</td>
</tr>
<tr>
<td><strong>FF7 2: API</strong></td>
<td></td>
<td></td>
<td>7-13</td>
</tr>
<tr>
<td>FF7 2 (BSS) 00 Hold (0-6) Hold</td>
<td>API Unit Number</td>
<td>0 (None)</td>
<td>7-13</td>
</tr>
<tr>
<td>FF7 2 (BSS) 01 (01-08) 02 (0 and 1) Hold (1-50) Hold</td>
<td>API Port Extension Numbers</td>
<td>--</td>
<td>7-14</td>
</tr>
<tr>
<td>FF7 2 (BSS) 01 (01-08) 01 Hold (1-72) Hold</td>
<td>API Port Tenant Group Assignment</td>
<td>1</td>
<td>7-14</td>
</tr>
<tr>
<td>FF7 2 (BSS) 01 (01-08) 02 (0 and 1) Hold (1-50) Hold</td>
<td>API Port TRS Class Assignment (Day/Night)</td>
<td>1</td>
<td>7-15</td>
</tr>
<tr>
<td>FF7 2 (BSS) 01 (01-08) 03 Hold (1-8) Hold</td>
<td>API Port Digital Pad Class Assignment</td>
<td>3 (DEC card)</td>
<td>7-15</td>
</tr>
<tr>
<td>FF7 2 (BSS) 02 01 0001 Hold (0-7) Hold</td>
<td>API: Data Format via RS-232C</td>
<td>6 (8bits/Even/1 stop bit)</td>
<td>7-16</td>
</tr>
<tr>
<td>FF7 2 (BSS) 02 01 0002 Hold (0-6) Hold</td>
<td>API: Baud Rate</td>
<td>5 (9600 bps)</td>
<td>7-16</td>
</tr>
<tr>
<td>FF7 2 (BSS) 02 02 (0001-0016) Hold (0-6 or 0-11) Hold</td>
<td>API: Service Range Assignment</td>
<td>0/00 (None)</td>
<td>7-17</td>
</tr>
</tbody>
</table>
**FF7 0: Built-In Voice Mail**

**NOTE:** See Section 510: Built-In Voice Mail Reference Manual for complete instructions on installing, programming, and using this DBS 576 option.

---

**VM Unit Number**

*(all CPCs) - Version 1.0 or higher*

Identify the cabinet in which each Built-In Voice Mail Unit is installed.

<table>
<thead>
<tr>
<th>FF7 0 (B11) 00 Hold (0-4) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>B11: VSSC Card Position --</td>
</tr>
<tr>
<td>B=Cabinet 1-6</td>
</tr>
<tr>
<td>11=Free Slot 11</td>
</tr>
<tr>
<td>0=[no assignment] (default)</td>
</tr>
<tr>
<td>1=Built-In Voice Mail Unit #1</td>
</tr>
<tr>
<td>2=Built-In Voice Mail Unit #2</td>
</tr>
<tr>
<td>3=Built-In Voice Mail Unit #3</td>
</tr>
<tr>
<td>4=Built-In Voice Mail Unit #4</td>
</tr>
</tbody>
</table>

**Notes:**

- This setting will be used when programming an FF-key for Voice Mail Access. When the end-user presses the FF-key, the system will dial this number to reach the VM Unit.
- A maximum of 1 VM Unit can be installed per cabinet. A maximum of 4 VM Units can be installed per phone system.
- Each VM Unit is distinct and separate from the other VM Units, with separate directories, separate pilot numbers, etc. A phone user cannot simultaneously access more than one VM Unit at a time, nor can a mailbox recording be forwarded or a call transferred from one VM Unit to another.

**Related Programming:**

- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)  
  FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- Free Slot Assignment (pg. 0-5)  
  01 (1-6) (01-12) Hold (1-99) Hold
- Card Type Verification (pg. 8-23)  
  FF8 0 04 1 BSS 00 Hold [01-99 displays]
### VPU Port Extension Numbers

*(all CPCs) - Version 1.0 or higher*

Assign extension numbers to the VPU Ports. These extension numbers will serve as Voice Mail access numbers.

<table>
<thead>
<tr>
<th>FF7</th>
<th>0 (B11)</th>
<th>01</th>
<th>(01-16)</th>
<th>00</th>
<th>Hold</th>
<th>(Ext.No.)</th>
<th>Hold</th>
</tr>
</thead>
</table>

**B11: VSSC Card Position**
- \(B=\text{Cabinet 1-6}\)
- \(11=\text{Free Slot 11}\)

<table>
<thead>
<tr>
<th>VPU Port No.</th>
<th>Extension No. (1 to 4 digits)</th>
<th>default: [no assignment]</th>
</tr>
</thead>
<tbody>
<tr>
<td>NOTE: Available range depends on VPU card(s) installed:</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VPU/4 = 01-04</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VPU/8 = 01-08</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VPU/4 + VPU/4 = 01-08</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VPU/4 + VPU/8 = 01-12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>VPU/8 + VPU/8 = 01-16</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

- A **VPU Port** is a channel, not a physical port.
- Extension COS #15 will automatically apply to VPU ports.
- For internal calls, Voice Mail has its own built-in hunting. However, external calls require Extension Hunt Group assignments.

**For Example:**

<table>
<thead>
<tr>
<th>Ext. Hunt Group Pilot No. (\rightarrow 200) (hunting)</th>
</tr>
</thead>
<tbody>
<tr>
<td>201 (\rightarrow ) 202 (\rightarrow ) 203 (\rightarrow ) 204 (\leftrightarrow) VPU Port Extension Nos.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>VM1</th>
<th>VM2</th>
<th>VM3</th>
<th>VM4</th>
</tr>
</thead>
</table>

VPU Ports 01-16 (depending on VPU configuration)

**Related Programming:**

- Extension HG Pilot Number (pg. 5-14) FF5 1 (01-72) 02 Hold (0-9999) Hold
- Extension HG Members (pg. 5-14) FF5 1 (01-72) (03-22) Hold FLASH (0-9999) Hold
- FF1 0 03: Extension COS Definitions (pg. 1-35)
VPU Port Tenant Group Assignment
(all CPCs) - Version 1.0 or higher
Assign a Tenant Group to each VPU Port (if required). This Tenant Group assignment will apply during outbound dialing.

\[
\text{FF7 0 (B11) 01 (01-16) 01 Hold (1-72) Hold}
\]

B11: VSSC Card Position --
B=Cabinet 1-6
11=Free Slot 11

VPU Port No.

Tenant Group No. 1-72

NOTE: Available range depends on VPU card(s) installed:

- VPU/4 = 01-04
- VPU/8 = 01-08
- VPU/4 + VPU/4 = 01-08
- VPU/4 + VPU/8 = 01-12
- VPU/8 + VPU/8 = 01-16

default: 1

Notes:

This Tenant Group assignment can be used for outside notification (for example, Voice Mail automatically calling your pager after receiving a message in your mailbox).

Related Programming:

VPU Port TRS Class Assignment (Day/Night)
(all CPCs) - Version 1.0 or higher
Assign a TRS Class (if required) to each VPU Port.

\[
\text{FF7 0 (B11) 01 (01-16) 02 (0 and 1) Hold (1-50) Hold}
\]

B11: VSSC Card Position --
B=Cabinet 1-6
11=Free Slot 11

VPU Port No.

TRS Class No. 1-50

NOTE: Available range depends on VPU card(s) installed:

- VPU/4 = 01-04
- VPU/8 = 01-08
- VPU/4 + VPU/4 = 01-08
- VPU/4 + VPU/8 = 01-12
- VPU/8 + VPU/8 = 01-16

default: 1
Notes:

This **TRS Class** assignment can be used for restricting outside notification (for example, whether Voice Mail can automatically call your pager after receiving a message in your mailbox).

Related Programming:

---

**VPU Port Digital Pad Class Assignment**

*(all CPCs) - Version 1.0 or higher*

Assign a Digital Pad Class to each VPU Port.

<table>
<thead>
<tr>
<th>FF7</th>
<th>0</th>
<th>(B11)</th>
<th>01</th>
<th>(01-16)</th>
<th>03</th>
<th>Hold</th>
<th>(1-8)</th>
<th>Hold</th>
</tr>
</thead>
</table>

**B11: VSSC Card Position**
- B=Cabinet 1-6
- 11=Free Slot 11

**VPU Port No.**

**Digital Pad Class No. 1-8**

Default: 6

**NOTE:** Available range depends on VPU card(s) installed:
- VPU/4 = 01-04
- VPU/8 = 01-08
- VPU/4 + VPU/4 = 01-08
- VPU/4 + VPU/8 = 01-12
- VPU/8 + VPU/8 = 01-16

---

Notes:

The default "6" setting in this address (Pad Class 6) is optimal in most systems for hearing messages.

Related Programming:

**FF1 8: Digital Pad Settings (pg. 1-176)**
Built-In VM: Service Range Assignment
(all CPCs) - Version 1.0 or higher
Assign up to 4 ranges of extensions that will get Voice Mail service.

**FF7** 0 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold

**B11: VSSC Card Position --**
B=Cabinet 1-6
11=Free Slot 11

First/Last Free Slot Position in Range (up to 4 ranges):

- 0001=Range #1 First Cabinet
- 0002=Range #1 First Slot
- 0003=Range #1 Last Cabinet
- 0004=Range #1 Last Slot
- 0005=Range #2 First Cabinet
- 0006=Range #2 First Slot
- 0007=Range #2 Last Cabinet
- 0008=Range #2 Last Slot
- 0009=Range #3 First Cabinet
- 0100=Range #3 First Slot
- 0011=Range #3 Last Cabinet
- 0012=Range #3 Last Slot
- 0013=Range #4 First Cabinet
- 0014=Range #4 First Slot
- 0015=Range #4 Last Cabinet
- 0016=Range #4 Last Slot

Cabinet 1-6 or Slot 1-12
default: 0/00 [no assignment]

**NOTE #1:** The total number of extensions defined in Ranges #1 thru #4 must not exceed 248.

**NOTE #2:** These extension numbers will **automatically become the Mailbox Numbers** - there's no need to assign mailboxes to extensions in FF4 (FF-Key Feature Assignments). The system will automatically send the extension number to the Voice Mail Unit.

**Notes:**

To specify only one Extension Card, enter the same Cabinet/Slot number in the First and Last positions.

The total number of extensions included in Card Ranges 1-4 must not exceed 248.

The defined range cannot include any type of card other than DEC or AEC Extension Cards. For example, if there's a Trunk Card installed between Extension Cards, you must define two separate Extension Card ranges in the above address.

**Related Programming:**

- Free Slot Assignment (pg. 0-5) 01 (1-6) (01-12) Hold (1-99) Hold
- Card Type Verification (pg. 8-23) FF8 0 04 1 BSS 00 Hold [01-99 displays]
Built-In VM: Detail Settings
(all CPCs) - Version 1.0 or higher
This is the gateway for entering detailed settings for Built-In Voice Mail.

```
FF7 0 (B11) 03 Hold CONF...
```

**B11: VSSC Card Position --**
B=Cabinet 1-6
11=Free Slot 11

**Notes:**

See Section 510: Built-In Voice Mail Reference Manual for the addresses contained within this portion of programming.

**Related Programming:**
**FF7 1: Built-In ACD**

*NOTE:* “ACD” means “Automated Call Distributor.” See Section 520: Built-In ACD Reference Manual for complete instructions on installing, programming, and using this DBS 576 option.

### ACD Unit Number

*(all CPCs) - Version 1.0 or higher*

Assign a number to each Built-In ACD unit installed.

<table>
<thead>
<tr>
<th>FF7</th>
<th>(B11)</th>
<th>00</th>
<th>Hold</th>
<th>(0-2)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSS: ACD Card Position --</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>B=Card no. 1-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SS=Slot no. 11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0=[no assignment] (default)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1=Built-In ACD #1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2=Built-In ACD #2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

- A maximum of 1 ACD Unit can be installed per cabinet. A maximum of 2 ACD Units can be installed per phone system.

**Related Programming:**

- Free Slot Assignment (pg. 0-5) 01 (1-6) (01-12) Hold (1-99) Hold
- Card Type Verification (pg. 8-23) FF8 0 04 1 BSS 00 Hold [01-99 displays]

### ACD Port Extension Numbers

*(all CPCs) - Version 1.0 or higher*

Assign the extension number that can be dialed to reach Built-In ACD.

<table>
<thead>
<tr>
<th>FF7</th>
<th>(B11)</th>
<th>01</th>
<th>(01-24)</th>
<th>00</th>
<th>Hold</th>
<th>(Ext.No.)</th>
<th>Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>BSS: ACD Card Position --</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>B=Card no. 1-6</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SS=Slot no. 11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>ACD Port No. (max. 24 channels can be assigned)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Extension No. (1 to 4 digits)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>default: [no assignment]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**
Related Programming:

ACD Port Tenant Group Assignment
(all CPCs) - Version 1.0 or higher
Assign each ACD port to a Tenant Group, for incoming call functions.

<table>
<thead>
<tr>
<th>FF7</th>
<th>1 (B11)</th>
<th>01</th>
<th>(01-24)</th>
<th>01</th>
<th>Hold</th>
<th>(1-72)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSS: ACD Card Position --
B=Cabinet no. 1-6
SS=Slot no. 11
ACD Port No.
(max. 24 channels can be assigned)
Tenant Group No. 1-72
default: 1

Notes:

Related Programming:
MCO-Inbound Trunk Group Members (pg. 5-20)  FF5 3 (01-99) (001-576) Hold (1-576) Hold

ACD Port TRS Class Assignment (Day/Night)
(all CPCs) - Version 1.0 or higher
Assign a TRS Class to each ACD port, for incoming call functions.

<table>
<thead>
<tr>
<th>FF7</th>
<th>1 (B11)</th>
<th>01</th>
<th>(01-24)</th>
<th>02</th>
<th>(0 and 1)</th>
<th>Hold</th>
<th>(1-50)</th>
<th>Hold</th>
</tr>
</thead>
</table>

BSS: ACD Card Position --
B=Cabinet no. 1-6
SS=Slot no. 11
ACD Port No.
(max. 24 channels can be assigned)
0=Day 1&2 mode
1=Night mode
TRS Class No. 1-50
default: 1

Notes:

Related Programming:
FF6 0: TRS/ARS Common (pg. 6-5)
FF6 1: TRS Class Definitions (pg. 6-15)
ACD Port Digital Pad Class Assignment

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to each Built-In ACD port.

**FF7** 1 (B11) 01 (01-24) 03 Hold (1-8) Hold

BSS: ACD Card Position --
B= Cabinet no. 1-6
SS= Slot no. 11

ACD Port No.
(max. 24 channels can be assigned)

Digital Pad Class No. 1-8
default: 6

---

Notes:

Related Programming:

**FF1 8: Digital Pad Settings (pg. 1-176)**

---

Built-In ACD: Service Range Assignment

(all CPCs) - Version 1.0 or higher

Assign up to 4 ranges of extensions that will have Built-In ACD service.

**FF7** 1 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold

BSS: ACD Card Position --
B= Cabinet no. 1-6
SS= Slot no. 11

0001= Range #1 First Shelf
0002= Range #1 First Slot
0003= Range #1 Last Shelf
0004= Range #1 Last Slot
0005= Range #2 First Shelf
0006= Range #2 First Slot
0007= Range #2 Last Shelf
0008= Range #2 Last Slot
0009= Range #3 First Shelf
0010= Range #3 First Slot
0011= Range #3 Last Shelf
0012= Range #3 Last Slot
0013= Range #4 First Shelf
0014= Range #4 First Slot
0015= Range #4 Last Shelf
0016= Range #4 Last Slot

Sheel No. 1-6 or Slot No. 1-12
default: 0/00 [no assignment]
Notes:

The defined range cannot include any type of card other than DEC or AEC Extension Cards. For example, if there’s a Trunk Card installed between Extension Cards, you must define two separate Extension Card ranges in the above address.

Related Programming:

Free Slot Assignment (pg. 0-5)  01 (1-6) (01-12) Hold (1-99) Hold
Card Type Verification (pg. 8-23)  FF8 0 04 1 BSS 00 Hold [01-99 displays]

---

**Built-In ACD: Detail Setting**

(all CPCs) - Version 1.0 or higher

This is the gateway for entering more detail settings for Built-In ACD.

```
FF7  1  (B11)  03  Hold  CONF...
```

BSS: ACD Card Position --
B=Cabinet no. 1-6
SS=Slot no. 11

Notes:

See Section 520: ACD Reference Manual for the addresses contained within this portion of programming.

Related Programming:
NOTE: “API” means “Application Processor Interface.” The API card provides an interface path between the phone system’s information BUS and an external, PC-based application such as 3rd-party (integrated) Voice Mail, Enhanced ACD, etc. An RS232C port (19,200bps maximum) located on the API card provides the external interface connection.

See “General Notes” in System Configuration (pg. 0-2) for more information about using API with 3rd-party Voice Mail.

API Unit Number
(all CPCs) - Version 1.0 or higher
Assign a number to each API unit installed.

FF7 2 (BSS) 00 Hold (0-6) Hold

BSS: API Card Position
B=Cabinet no. 1-6
SS=Slot No. where API port is located (01-11)

0=[no assignment] (default)
1=API #1
2=API #2
... 
6=API #6

Notes:
One API card is available for each cabinet. An AEC or DEC card should be installed in the slot to the right of the API card, to provide up to 8 voice ports.

Related Programming:
Free Slot Assignment (pg. 0-5) 01 (1-6) (01-12) Hold (1-99) Hold
Card Type Verification (pg. 8-23) FF8 0 04 1 BSS 00 Hold [01-99 displays]
API Port Extension Numbers
(all CPCs) - Version 1.0 or higher

Assign the extension number that can be dialed to reach the API port.

**FF7 2 (BSS) 01 (01-08) 00 Hold (Ext.No.) Hold**

BSS: API Card Position
- B=Cabinet no. 1-6
- SS=Slot No. where API port is located (01-11)

API Port No.
- (max. 8 channels)

Extension No. (1 to 4 digits)
- default: [no assignment]

**Notes:**

The API Port Number should be the phantom extension number. It cannot be the existing extension number.

For example, when you select Card Type 80 (2 API ports) in Free Slot Assignment, you can only enter API Port No.1 or No. 2 in this address.

**Related Programming:**

Free Slot Assignment (pg. 0-5) 01 (1-6) (01-12) Hold (1-99) Hold

---

API Port Tenant Group Assignment
(all CPCs) - Version 1.0 or higher

Assign each API port to a Tenant Group, for the outgoing function.

**FF7 2 (BSS) 01 (01-08) 01 Hold (1-72) Hold**

BSS: API Card Position
- B=Cabinet no. 1-6
- SS=Slot No. where API port is located (01-11)

API Port No.
- (max. 8 channels)

Tenant Group No. 1-72
- default: 1

**Notes:**

Tenant Groups can be used for controlling MCO access and SSD block assignment.

**Related Programming:**

FF1 3: MCO Access in Tenant Groups (pg. 1-163)
FF1 0 15, 16, and 17: SSD Blocks (pg. 1-99)
### API Port TRS Class Assignment (Day/Night)

(all CPCs) - Version 1.0 or higher

Assign a TRS Class of Service to each API port, for the outgoing function.

<table>
<thead>
<tr>
<th>FF7</th>
<th>2 (BSS)</th>
<th>01 (01-08)</th>
<th>02 (0 and 1)</th>
<th>Hold (1-50)</th>
<th>Hold</th>
</tr>
</thead>
</table>

- **BSS:** API Card Position
  - B = Cabinet no. 1-6
  - SS = Slot No. where API port is located (01-11)
- **API Port No.**
  - (max. 8 channels)
- **0 = Day 1&2 mode**
- **1 = Night mode**
- **TRS Class No. 1-50**

**default:** 1

### Notes:

**Related Programming:**

- FF6 0: TRS/ARS Common (pg. 6-5)
- FF6 1: TRS Class Definitions (pg. 6-15)

### API Port Digital Pad Class Assignment

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to each API port.

<table>
<thead>
<tr>
<th>FF7</th>
<th>2 (BSS)</th>
<th>01 (01-08)</th>
<th>03 Hold (1-8)</th>
<th>Hold</th>
</tr>
</thead>
</table>

- **BSS:** API Card Position
  - B = Cabinet no. 1-6
  - SS = Slot No. where API port is located (01-11)
- **API Port No.**
  - (max. 8 channels)
- **Extension Digital Pad Class No. 1-8**

**default:**
- 3 (for a DEC card)
- 1 (for an AEC card)

### Notes:

**Related Programming:**

- FF1 8: Digital Pad Settings (pg. 1-176)
API: Data Format via RS-232C
(all CPCs) - Version 1.0 or higher
Set the data length, stop bits, and parity for the API RS-232C port.

```
FF7  2 (BSS)  02  01  0001  Hold (0-7)  Hold

BSS: API Card Position
B=Cabinet no. 1-6
SS=Slot No. where API port
    is located (01-11)

0=7 bits / Even parity / 2 stop bits
1=7 bits / Odd parity / 2 stop bits
2=7 bits / Even parity / 1 stop bit
3=7 bits / Odd parity / 1 stop bit
4=8 bits / No parity / 2 stop bits
5=8 bits / No parity / 1 stop bit
6=8 bits / Even parity / 1 stop bit (default)
7=8 bits / Odd parity / 1 stop bit
```

Notes:

Related Programming:

API: Baud Rate
(all CPCs) - Version 1.0 or higher
Set baud rate (bits per second) for the API RS-232C port.

```
FF7  2 (BSS)  02  01  0002  Hold (0-6)  Hold

BSS: API Card Position
B=Cabinet no. 1-6
SS=Slot No. where API port
    is located (01-11)

0=300 bps
1=600 bps
2=1200 bps
3=2400 bps
4=4800 bps
5=9600 bps (default)
6=19200 bps
```

Notes:
Related Programming:

API: Service Range Assignment
(all CPCs) - Version 1.0 or higher
Assign up to 4 ranges of extensions that will have API service.

<table>
<thead>
<tr>
<th>BSS</th>
<th>API Card Position</th>
<th>FF7</th>
<th>02</th>
<th>02</th>
<th>(0001-0016)</th>
<th>Hold</th>
<th>(0-6 or 0-11)</th>
<th>Hold</th>
<th>Shelf No. 1-6 or Slot No. 1-11</th>
</tr>
</thead>
<tbody>
<tr>
<td>API</td>
<td></td>
<td>0001</td>
<td>First Shelf</td>
<td>0002</td>
<td>First Slot</td>
<td>0009</td>
<td>Range #3 First Shelf</td>
<td>010</td>
<td>Range #3 First Slot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0003</td>
<td>Last Shelf</td>
<td>001</td>
<td>First Slot</td>
<td>008</td>
<td>Range #4 First Shelf</td>
<td>008</td>
<td>First Slot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0004</td>
<td>Last Slot</td>
<td>001</td>
<td>First Slot</td>
<td>008</td>
<td>Range #4 First Shelf</td>
<td>008</td>
<td>First Slot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0005</td>
<td>First Shelf</td>
<td>001</td>
<td>First Slot</td>
<td>008</td>
<td>Range #4 First Shelf</td>
<td>008</td>
<td>First Slot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0006</td>
<td>First Slot</td>
<td>001</td>
<td>First Slot</td>
<td>008</td>
<td>Range #4 First Shelf</td>
<td>008</td>
<td>First Slot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0007</td>
<td>Last Shelf</td>
<td>001</td>
<td>Last Slot</td>
<td>008</td>
<td>Range #4 First Shelf</td>
<td>008</td>
<td>First Slot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0008</td>
<td>Last Slot</td>
<td>001</td>
<td>Last Slot</td>
<td>008</td>
<td>Range #4 First Shelf</td>
<td>008</td>
<td>First Slot</td>
</tr>
</tbody>
</table>

Notes:

The defined range cannot include any type of card other than DEC or AEC Extension Cards. For example, if there’s a Trunk Card installed between Extension Cards, you must define two separate Extension Card ranges in the above address.

Related Programming:

Free Slot Assignment (pg. 0-5)  01 (1-6) (01-12) Hold (1-99) Hold
8. Maintenance (FF8)

Use the FF8 addresses in this chapter to perform DBS 576 system maintenance settings:

**FF8 0: Dealer Maintenance**
**FF8 1: User Maintenance**

This chapter covers the following FF8 addresses:

<table>
<thead>
<tr>
<th>FF-key Address</th>
<th>Topic</th>
<th>Default</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>FF8 0: Dealer Maintenance</strong></td>
<td></td>
<td></td>
<td>8-4</td>
</tr>
<tr>
<td>FF8 0 00 0 (01-50) Hold (Code) Hold</td>
<td>Large-LCD FUNCTION SYSTEM Assignment at Idle/Dial Tone</td>
<td>See pg. 8-9</td>
<td>8-9</td>
</tr>
<tr>
<td>FF8 0 00 1 (01-10) Hold (Code) Hold</td>
<td>Large-LCD FUNCTION SYSTEM Assignment at Ringback Tone</td>
<td>See pg. 8-11</td>
<td>8-11</td>
</tr>
<tr>
<td>FF8 0 00 2 (01-10) Hold (Code) Hold</td>
<td>Large-LCD FUNCTION SYSTEM Assignment at Busy Tone</td>
<td>See pg. 8-12</td>
<td>8-12</td>
</tr>
<tr>
<td>FF8 0 00 3 (01-10) Hold (Code) Hold</td>
<td>Large-LCD FUNCTION SYSTEM Assignment during Talk</td>
<td>See pg. 8-13</td>
<td>8-13</td>
</tr>
<tr>
<td><strong>FF8 0 01: Traffic Control</strong></td>
<td></td>
<td></td>
<td>8-14</td>
</tr>
<tr>
<td>FF8 0 01 0 00 Hold CONF (0 or 1) Hold</td>
<td>Traffic Control Start/Stop Memory</td>
<td>0 (Stop)</td>
<td>8-14</td>
</tr>
<tr>
<td>FF8 0 01 0 00 Hold CONF Hold (0 or 1) Hold</td>
<td>Traffic Control Start/Stop Print</td>
<td>0 (Stop)</td>
<td>8-14</td>
</tr>
<tr>
<td>FF8 0 01 0 00 Hold CONF (Holdx2) thru (Holdx5) Not Used</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF8 0 01 0 (01-48) Hold (0-16) Hold</td>
<td>Traffic Control Timing Storage</td>
<td>0 (Not stored)</td>
<td>8-15</td>
</tr>
<tr>
<td>FF8 0 01 1 Hold (0 or 1) Hold</td>
<td>Trunk Call Traffic (Outbound Calls)</td>
<td></td>
<td>8-17</td>
</tr>
<tr>
<td>FF8 0 01 2 Hold (0 or 1) Hold</td>
<td>Trunk Call Traffic (Inbound Calls)</td>
<td></td>
<td>8-18</td>
</tr>
<tr>
<td>FF8 0 01 3 Hold (0 or 1) Hold</td>
<td>Intercom Call Traffic</td>
<td></td>
<td>8-18</td>
</tr>
<tr>
<td><strong>FF8 0 02: Trunk Names</strong></td>
<td></td>
<td></td>
<td>8-19</td>
</tr>
<tr>
<td>FF8 0 02 Hold Hold (1-576) Hold FLASH (up to 10 char.) Hold</td>
<td>Trunk Name Assignment</td>
<td>--</td>
<td>8-19</td>
</tr>
<tr>
<td><strong>FF8 0 03: Alarms</strong></td>
<td></td>
<td></td>
<td>8-21</td>
</tr>
<tr>
<td>FF8 0 03 Hold Hold Hold 1 Hold</td>
<td>Confirm Major Alarm</td>
<td></td>
<td>8-21</td>
</tr>
<tr>
<td>FF8 0 03 Hold Hold Hold 2 Hold</td>
<td>Confirm Minor Alarm</td>
<td></td>
<td>8-21</td>
</tr>
<tr>
<td>FF8 0 03 Hold Hold Hold 3 Hold</td>
<td>Confirm AL Alarms</td>
<td></td>
<td>8-22</td>
</tr>
<tr>
<td>FF8 0 03 1 Hold OT-1 OT-1 Hold Hold 1 Hold</td>
<td>Dump All Trouble Records</td>
<td></td>
<td>8-22</td>
</tr>
<tr>
<td><strong>FF8 0 04: Card Settings</strong></td>
<td></td>
<td></td>
<td>8-23</td>
</tr>
<tr>
<td>FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)</td>
<td>Card Reset</td>
<td>--</td>
<td>8-23</td>
</tr>
<tr>
<td>FF8 0 04 1 BSS 00 Hold [01-99 displays] Card Type Verification</td>
<td></td>
<td>See pg. 8-24</td>
<td>8-23</td>
</tr>
<tr>
<td>FF8 0 04 1 BSS 01 Hold [Version No. displays] Card Version Verification</td>
<td></td>
<td>--</td>
<td>8-24</td>
</tr>
<tr>
<td><strong>FF8 0 05: Line Control</strong></td>
<td></td>
<td></td>
<td>8-25</td>
</tr>
<tr>
<td>FF8 0 05 0 BSSCC Hold (0 or 1) Hold</td>
<td>Line Lockout</td>
<td>--</td>
<td>8-25</td>
</tr>
<tr>
<td>FF8 0 05 1 BSSC Hold (0 or 1) Hold</td>
<td>ISDN/T1 Error Information Control</td>
<td>--</td>
<td>8-25</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 00 Hold (digits) Signal Loss Alarm Counter</td>
<td>0000</td>
<td>8-26</td>
<td></td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 01 Hold (digits) OOF Alarm Counter</td>
<td>0000</td>
<td>8-26</td>
<td></td>
</tr>
<tr>
<td>Command</td>
<td>Description</td>
<td>Value</td>
<td>Page</td>
</tr>
<tr>
<td>---------</td>
<td>-------------</td>
<td>-------</td>
<td>------</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 02 Hold (digits)</td>
<td>Sync Loss Alarm Counter</td>
<td>0000</td>
<td>8-27</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 03 Hold (digits)</td>
<td>Yellow Alarm Counter</td>
<td>0000</td>
<td>8-27</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 04 Hold (digits)</td>
<td>AIS Alarm Counter</td>
<td>0000</td>
<td>8-28</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 05 Hold (digits)</td>
<td>Slip Alarm Counter</td>
<td>0000</td>
<td>8-28</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 06 Hold (digits)</td>
<td>CRC Alarm Counter</td>
<td>0000</td>
<td>8-29</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 07 Hold (digits)</td>
<td>BPV Alarm Counter</td>
<td>0000</td>
<td>8-29</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 08 Hold (digits)</td>
<td>Layer 1 Status Error Counter (ISDN)</td>
<td>00</td>
<td>8-30</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 09 Hold (digits)</td>
<td>Layer 1 Receive Error Counter (ISDN)</td>
<td>000000</td>
<td>8-30</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC 10 Hold (digits)</td>
<td>Layer 1 Transmit Error Counter (ISDN)</td>
<td>000000</td>
<td>8-31</td>
</tr>
<tr>
<td>FF8 0 05 2 BSSC (11-90) Hold (digits)</td>
<td>TE1 Layer 2 Error Counter (ISDN)</td>
<td>000000</td>
<td>8-31</td>
</tr>
<tr>
<td>FF8 0 05 3 BSS(C) Hold (0 or 1) Hold</td>
<td>T1 Loopback 1 Diagnostics</td>
<td>0 (Stop)</td>
<td>8-34</td>
</tr>
<tr>
<td>FF8 0 05 4 BSS(C) Hold 1 Hold</td>
<td>T1 Loopback 2 Diagnostics</td>
<td>1 (Start)</td>
<td>8-34</td>
</tr>
</tbody>
</table>

**FF8 0 06: ISDN Channel Control**

- FF8 0 06 BSSC (0-3) Hold CONF... (0 or 1) Hold ISDN Channel Control 0 (Lockout) | 8-35 |

**FF8 0 07: Bus Monitor (for factory use)**

- FF8 0 07 0 00 Hold (0 or 1) Hold Bus Monitor Save Control 0 (stop/no save) | 8-37 |
| FF8 0 07 0 (01-15) Hold (code) Hold Trigger Codes See pg. 8-38 | 8-37 |

**FF8 0 08: Table Dump**

- FF8 0 08 Hold Hold (vvvv-dddd-iiii) Hold Table Dump | 8-39 |

**FF8 0 09: Memory Dump**

- FF8 0 09 Hold Hold (aaaaaaa) Hold Memory Dump | 8-40 |

**FF8 0 10: DID Names**

- FF8 0 10 Hold Hold (001-576) Hold (up to 10 char.) Hold DID Names | 8-41 |

**FF8 1: User Maintenance**

**FF8 1 00: System Clock**

- FF8 1 00 0 Hold (YYMMDD) Hold System Date 970101 (after initialization) | 8-42 |
| FF8 1 00 1 Hold (HHMM) Hold System Time 00:00 (after initialization) | 8-42 |
| FF8 1 00 2 Hold (1-7) Hold System Day of Week 3 (Wed.) | 8-43 |

**FF8 1 01: Personal Speed Dial (PSD)**

- FF8 1 01 Hold 0 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Phone No.) Hold PSD Numbers | 8-44 |
| FF8 1 01 Hold 1 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Name) Hold PSD Names | 8-45 |

**FF8 1 02: System Speed Dial (SSD)**

- FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold SSD Numbers | 8-46 |
| FF8 1 02 Hold 1 Hold Hold (SSD) Hold FLASH (Name) Hold SSD Names | 8-47 |
| FF8 1 02 Hold 2 Hold Hold (1 or 2) Hold FLASH (Name) Hold SSD Index | 8-48 |

**FF8 1 03: Extension Names**

- FF8 1 03 Hold 0 Hold Hold Hold Hold (Ext.No.) Hold (up to 10 char.) Hold Extension Name Assignment | 8-49 |
| FF8 1 03 | Hold 1 Hold Hold (1 or 2) Hold FLASH (Name) Hold | Extension Index | -- | 8-49 |
| FF8 1 04 thru 06: ID Codes | 8-50 |
| FF8 1 04 | Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold | Verified Account Codes | -- | 8-50 |
| FF8 1 04 | Hold Hold (001-500) 0002 Hold (1-50) Hold | TRS Class for Verified Account Codes | -- | 8-50 |
| FF8 1 05 | Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold | Call-Forward ID Codes for Voice Mail | -- | 8-51 |
| FF8 1 06 | Hold Hold (Ext.No.) Hold FLASH (Code) Hold | MSG Key ID Codes | -- | 8-43 |
| FF8 1 07: Special Days/Times | 8-53 |
| FF8 1 07 0 | (00-09) Hold (HHMM or 0-5) Hold | Weekdays | -- | 8-53 |
| FF8 1 07 0 | (10-19) Hold (HHMM or 0-5) Hold | Weekend “A” | -- | 8-54 |
| FF8 1 07 0 | (20-29) Hold (HHMM or 0-2) Hold | Weekend “B” | -- | 8-54 |
| FF8 1 07 1 | (000-219) Hold (MMDD, HHMM or 0-5) Hold | Holidays | -- | 8-55 |
| FF8 1 07 2 | (00-11) Hold (MMDD) Hold | Extended Holidays | -- | 8-59 |
| FF8 1 07 3 | (00-34) Hold (0-3) Hold | Special Days of the Month | -- | 8-60 |
| FF8 1 08: Walking TRS Codes | 8-61 |
| FF8 1 08 | Hold (0-9999) Hold (4-digit Code) Hold | Walking TRS Code | -- | 8-61 |
| FF8 1 09: Call-Foward Destination | 8-62 |
| FF8 1 09 0 | Hold (0-9999) Hold (0-9999) Hold | Call-Forward/Busy Destination Extension | -- | 8-62 |
| FF8 1 09 1 | Hold (0-9999) Hold (0-9999) Hold | Call-Forward/No Answer Destination Extension | -- | 8-62 |
| FF8 1 10: Caller ID Log Extensions | 8-64 |
| FF8 1 10 | Hold Hold (001-120) Hold (0-9999) Hold | Caller ID Log Extensions | -- | 8-64 |
FF8 0: Dealer Maintenance

FF8 0 00: Large-LCD FUNCTION SYSTEM Assignments

Figure 8-1: Soft Key Numbering for Large-LCD FUNCTION SYSTEM Features (FF8 0 00)

The end-user can press FUNCTION SYSTEM to see the first 5 features.

The end-user can press NEXT to see the next 5 features, or PREV to display the previous 5 features.
### Table 8-1. List of Available Feature Codes

**NOTE:** All features can be programmed on FF-Keys, and most (but not all) can also be programmed on Soft Keys (the “Soft Key” column will be shaded for exceptions). Also, some features cannot be assigned a Flexible Code for end-users, and can be set only in Programming Mode (the “End-User” column will be shaded for these exceptions).

<table>
<thead>
<tr>
<th>Feature</th>
<th>Description</th>
<th>Fixed Feature Code</th>
<th>End-User</th>
<th>Soft Key</th>
</tr>
</thead>
<tbody>
<tr>
<td>CO Trunk Key</td>
<td>For incoming and outgoing calls. MCO No. 1 = “9” access code MCO No. 2 = “81” access code MCO No. 3 = “82” access code MCO No. 4 = “83” access code MCO No. 5 = “84” access code</td>
<td># + (Trunk 1-576)</td>
<td>1 + (MCO 1-5) + (MCO-Incoming Group 00-99)</td>
<td></td>
</tr>
<tr>
<td>MCO Trunk Key</td>
<td>For incoming and outgoing calls. MCO No. 1 = “9” access code MCO No. 2 = “81” access code MCO No. 3 = “82” access code MCO No. 4 = “83” access code MCO No. 5 = “84” access code</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Virtual Port Key</td>
<td>Call ext. / View status only.</td>
<td>*9 + (Virtual Port 001-576)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>DSS/BLF - Outgoing only</td>
<td>Call ext. / View status only.</td>
<td>9 + (Extension 0-9999)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>DSS/BLF - Immediate Ring</td>
<td>Call ext. / View status / Also rings immediately for incoming call (can answer).</td>
<td>81+(Extension 0-9999)</td>
<td>End-User</td>
<td></td>
</tr>
<tr>
<td>DSS/BLF - Delayed Ring</td>
<td>Call ext. / View status / Also delay-rings incoming call (can answer).</td>
<td>82+(Extension 0-9999)</td>
<td>End-User</td>
<td></td>
</tr>
<tr>
<td>DSS/BLF - Flash/No-Ring</td>
<td>Call ext. / View status / Also flashes for incoming call (can answer).</td>
<td>83+(Extension 0-9999)</td>
<td>End-User</td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #1: Mailbox Access</td>
<td>Access mailbox options.</td>
<td>61 + (Mailbox No. 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #2: Mailbox Access</td>
<td>Access mailbox options.</td>
<td>62 + (Mailbox No. 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #3: Mailbox Access</td>
<td>Access mailbox options.</td>
<td>63 + (Mailbox No. 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #4: Mailbox Access</td>
<td>Access mailbox options.</td>
<td>64 + (Mailbox No. 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #1: Message Broadcast</td>
<td>Copy a recording to other (pre-programmed) mailboxes.</td>
<td>61 + (Broadcast Code 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #2: Message Broadcast</td>
<td>Copy a recording to other (pre-programmed) mailboxes.</td>
<td>62 + (Broadcast Code 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #3: Message Broadcast</td>
<td>Copy a recording to other (pre-programmed) mailboxes.</td>
<td>63 + (Broadcast Code 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM Unit #4: Message Broadcast</td>
<td>Copy a recording to other (pre-programmed) mailboxes.</td>
<td>64 + (Broadcast Code 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Retrieve Messages</td>
<td>Listen to messages in mailbox.</td>
<td>5 + (Mailbox No. 00-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Start/Restart</td>
<td>2-Way Call Recording</td>
<td>*#50</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Stop</td>
<td>2-Way Call Recording</td>
<td>*#51</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Re-Record</td>
<td>2-Way Call Recording</td>
<td>*#52</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Pause</td>
<td>2-Way Call Recording</td>
<td>*#53</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Stop/End</td>
<td>2-Way Call Recording</td>
<td>*#54</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
<td>Fixed Feature Code</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>--------------------------------------------------</td>
<td>--------------------</td>
<td>----------</td>
<td>----------</td>
</tr>
<tr>
<td>Built-In VM: Add Comment</td>
<td>(to end of recording) 2-Way Call Recording</td>
<td>*#55</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Clear</td>
<td>(delete recording) 2-Way Call Recording</td>
<td>*#56</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Notify</td>
<td>(call outside pager or phone) 2-Way Call Recording</td>
<td>*#57</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Copy</td>
<td>(a message into another mailbox) 2-Way Call Recording</td>
<td>*#58</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Dial Pulse/DTMF Switch</td>
<td>2-Way Call Recording</td>
<td>*#59</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ACD-1 Log-In/Out Button</td>
<td></td>
<td>*#80</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ACD-1 Work Unit</td>
<td></td>
<td>*#81 + (Work Unit 00-19)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ACD-1 Unavailable Button</td>
<td></td>
<td>*#82</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ACD-2 Log-In/Out Button</td>
<td></td>
<td>*#85</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ACD-2 Work Unit</td>
<td></td>
<td>*#86 + (Work Unit 00-19)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ACD-2 Unavailable Button</td>
<td></td>
<td>*#87</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Built-In VM: Notify</td>
<td></td>
<td></td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (All): Set</td>
<td></td>
<td>70 + (Extension 0-9999)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (All): Clear</td>
<td></td>
<td>*#09</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (All): Set via Attendant</td>
<td></td>
<td>*#10</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (All): Clear via Attendant</td>
<td></td>
<td>*#11</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (No Answer): Set</td>
<td></td>
<td>71 + (Extension 0-9999)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (No Answer): Clear</td>
<td></td>
<td>*#12</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (No Answer): Set via Attendant</td>
<td></td>
<td>*#13</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (No Answer): Clear via Attendant</td>
<td></td>
<td>*#14</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (Busy): Set</td>
<td></td>
<td>72 + (Extension 0-9999)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (Busy): Clear</td>
<td></td>
<td>*#15</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Forward (Busy): Set via Attendant</td>
<td></td>
<td>*#16</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
<td>Fixed Feature Code</td>
<td></td>
<td></td>
</tr>
<tr>
<td>-------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------------</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Call Forward (Busy): Clear via Attendant</td>
<td></td>
<td>*17</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DND Set/Clear</td>
<td></td>
<td>*18</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DND Set from Attendant</td>
<td></td>
<td>*19</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DND Clear from Attendant</td>
<td></td>
<td>*20</td>
<td></td>
<td></td>
</tr>
<tr>
<td>DND &amp; Call Forward Clear</td>
<td></td>
<td>*21</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alarm Set</td>
<td></td>
<td>*22</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Alarm Clear</td>
<td></td>
<td>*23</td>
<td></td>
<td></td>
</tr>
<tr>
<td>BGM On/Off</td>
<td></td>
<td>*24</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Day 1/Night Toggle</td>
<td></td>
<td>*25</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Day 2</td>
<td></td>
<td>*26</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Night 1</td>
<td></td>
<td>*27</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Night 2 (for 2-Way VM)</td>
<td></td>
<td>*28</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Paging</td>
<td></td>
<td>*29 + (Page Grp.No.0-9)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Meet-Me Answer</td>
<td></td>
<td>*30</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Call Pickup Group-All Calls</td>
<td></td>
<td>*31</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Call Pickup Group-CO Calls Only</td>
<td></td>
<td>*32</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Call Pickup Group-Specified</td>
<td>Pick up a call in another Call Pickup Group.</td>
<td>*33 + (Call Pickup Grp 1-99)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Direct Call Pickup</td>
<td></td>
<td>73 + (Extension 0-9999)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CO Trunk Call Pickup</td>
<td></td>
<td>*34</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Headset Mode On/Off</td>
<td></td>
<td>*35</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3-party Conference Key</td>
<td></td>
<td>*36</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Transfer Key</td>
<td></td>
<td>*37</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Program Key</td>
<td></td>
<td>*38</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Recall - Flash Key</td>
<td></td>
<td>*39</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PSD Name Assignment</td>
<td></td>
<td>*40</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ext. Directory Name Assignment</td>
<td></td>
<td>*41</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Speed-Dial Directory Name Assignment</td>
<td></td>
<td>*42</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MCO-1 Access</td>
<td>For outgoing calls (default: 9)</td>
<td>*43</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MCO-2 Access</td>
<td>For outgoing calls (default: 81)</td>
<td>*44</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MCO-3 Access</td>
<td>For outgoing calls (default: 82)</td>
<td>*45</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MCO-4 Access</td>
<td>For outgoing calls (default: 83)</td>
<td>*46</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MCO-5 Access</td>
<td>For outgoing calls (default: 84)</td>
<td>*47</td>
<td></td>
<td></td>
</tr>
<tr>
<td>NOTE: No more than 5 MCO keys can be assigned per phone.</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mic/Mute (Talkback Key)</td>
<td></td>
<td>*48</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Callback at Busy Tone</td>
<td></td>
<td>*49</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Camp-On at Busy Tone</td>
<td></td>
<td>*50</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Message-Waiting Set at Busy Tone</td>
<td></td>
<td>*51</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Feature</td>
<td>Description</td>
<td>Fixed Feature Code + (additional digits to program into key)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------------------------------------------------------</td>
<td>---------</td>
<td>----------</td>
</tr>
<tr>
<td>Message-Waiting Priority Set at Busy Tone</td>
<td></td>
<td>*52</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Busy Override Send</td>
<td></td>
<td>*53</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Switch to Voice Call at Ringback Tone</td>
<td></td>
<td>*54</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Message-Waiting Set at Ringback Tone</td>
<td></td>
<td>*55</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Message-Waiting Priority Set at Ringback Tone</td>
<td></td>
<td>*56</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Account Code Entry</td>
<td></td>
<td>*57</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>8-Party Conference</td>
<td></td>
<td>*58</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Extension Port Number Confirm</td>
<td></td>
<td>*59</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Trunk Port Number Confirm</td>
<td></td>
<td>*60</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Voice Mail Transfer Key #1</td>
<td></td>
<td>74 + (VM Voice Port Ext.No. 0-9999)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Voice Mail Transfer Key #2</td>
<td></td>
<td>75 + (VM Pilot Ext.No. 0-9999)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Variable Mode</td>
<td></td>
<td>*61</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Call Logging Confirmation Mode</td>
<td></td>
<td>*62</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Station Call Park Hold/Answer</td>
<td></td>
<td>*63</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Station Call Park Hold</td>
<td></td>
<td>*64</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Station Call Park Answer (own extension)</td>
<td></td>
<td>*65</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Station Call Park Answer (other extensions)</td>
<td></td>
<td>*66</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Station Call Park Transfer</td>
<td></td>
<td>*67</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Release Key</td>
<td>for headset on regular phone</td>
<td>*68</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Answer Key</td>
<td>for headset on regular phone</td>
<td>*69</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>OHVA</td>
<td></td>
<td>*70</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Split Key</td>
<td>OHVA/Silent Transfer/Talkback</td>
<td>*71</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>Walking TRS</td>
<td></td>
<td>*72</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
<tr>
<td>ANY Key (all CPCs-Version 1.3 or higher)</td>
<td>Change phone status to &quot;Monitor ON&quot;; put current CO call on hold.</td>
<td>*8 + (up to 4 digits, including 0-9, #, *)</td>
<td>End-User</td>
<td>Soft Key</td>
</tr>
</tbody>
</table>
Large-LCD FUNCTION SYSTEM Assignment at Idle/Dial Tone

(all CPCs) - Version 1.0 or higher

Assign up to 50 soft key functions (up to 10 menu screens) for the FUNCTION SYSTEM option, which appears on soft key #4 while the Large-LCD phone is idle (on-hook/no activity) or receiving dial tone.

FF8 0 00 0 (01-50) Hold (Code) Hold

Soft Key #1 thru #50

Fixed Feature Code

defaults: [see Table 8-2 below]

Notes:

This address will affect all Large-LCD phones in the system. To change the default setting for a soft key, enter another Fixed Feature Code for it in this address.

When the Large-LCD phone user selects the FUNCTION SYSTEM option (soft key #4) during idle or dial tone, the functions you assign to soft keys #1 thru #5 in this address, will appear on the LCD. When the phone user presses the NEXT key, the features assigned to soft keys #6 thru #10 will appear (and so on, up to soft keys #46 thru #50, maximum 10 screens).

Related Programming:

Table 8-2. “FUNCTION SYSTEM” Default Assignments at Idle/Dial Tone (FF8 0 00)

<table>
<thead>
<tr>
<th>Soft Key No.</th>
<th>Feature Default for Soft Key</th>
<th>Fixed Feature Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>BGM On/Off</td>
<td>*24</td>
</tr>
<tr>
<td>2</td>
<td>Mic/Mute (Talkback Key)</td>
<td>*48</td>
</tr>
<tr>
<td>3</td>
<td>DND Set/Clear</td>
<td>*18</td>
</tr>
<tr>
<td>4</td>
<td>Call Forward (All): Set</td>
<td>70 + (Extension 0-9999)</td>
</tr>
<tr>
<td>5</td>
<td>Call Forward (All): Clear</td>
<td>*09</td>
</tr>
<tr>
<td>6</td>
<td>Call Forward (Busy): Set</td>
<td>72 + (Extension 0-9999)</td>
</tr>
<tr>
<td>7</td>
<td>Call Forward (Busy): Clear</td>
<td>*15</td>
</tr>
<tr>
<td>8</td>
<td>Call Forward (No Answer): Set</td>
<td>71 + (Extension 0-9999)</td>
</tr>
<tr>
<td>9</td>
<td>Call Forward (No Answer): Clear</td>
<td>*12</td>
</tr>
<tr>
<td>10</td>
<td>DND &amp; Call Forward Clear</td>
<td>*21</td>
</tr>
<tr>
<td>11</td>
<td>Alarm Set</td>
<td>*22</td>
</tr>
<tr>
<td>12</td>
<td>Alarm Clear</td>
<td>*23</td>
</tr>
<tr>
<td>13</td>
<td>Message-Waiting: Callback</td>
<td>*08</td>
</tr>
<tr>
<td>14</td>
<td>Message-Waiting: Cancel</td>
<td>*07</td>
</tr>
<tr>
<td>15</td>
<td>Headset Mode On/Off</td>
<td>*35</td>
</tr>
<tr>
<td>16</td>
<td>Meet Me Answer</td>
<td>*30</td>
</tr>
<tr>
<td>Soft Key No.</td>
<td>Feature Default for Soft Key</td>
<td>Fixed Feature Code</td>
</tr>
<tr>
<td>-------------</td>
<td>---------------------------------------------------------------------------------------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>17</td>
<td>System Park Answer (Floating Hold Answer)</td>
<td>*04</td>
</tr>
<tr>
<td>18</td>
<td>Call Pickup Group-All Calls</td>
<td>*31</td>
</tr>
<tr>
<td>19</td>
<td>Call Pickup Group-CO Calls Only</td>
<td>*32</td>
</tr>
<tr>
<td>20</td>
<td>Call Pickup Group-Specified (pick up a call in another Pickup Group)</td>
<td>*33 + (Call Pickup Grp 1-99)</td>
</tr>
<tr>
<td>21</td>
<td>Extension Call Pickup</td>
<td>73 + (Extension 0-9999)</td>
</tr>
<tr>
<td>22</td>
<td>CO Trunk Call Pickup</td>
<td>*34</td>
</tr>
<tr>
<td>23</td>
<td>PSD Name Assignment</td>
<td>*40</td>
</tr>
<tr>
<td>24</td>
<td>Account Code</td>
<td>*57</td>
</tr>
<tr>
<td>25</td>
<td>Direct Trunk Access</td>
<td>*02</td>
</tr>
<tr>
<td>26</td>
<td>Station Call Park Hold</td>
<td>*64</td>
</tr>
<tr>
<td>27</td>
<td>Station Call Park Answer(own)</td>
<td>*65</td>
</tr>
<tr>
<td>28</td>
<td>Station Call Park Answer(others)</td>
<td>*66</td>
</tr>
<tr>
<td>29</td>
<td>Station Call Park Transfer</td>
<td>*67</td>
</tr>
<tr>
<td>30</td>
<td>Walking TRS</td>
<td>*72</td>
</tr>
<tr>
<td>31</td>
<td>8-party Conference</td>
<td>*58</td>
</tr>
<tr>
<td>32</td>
<td>Call Logging Confirmation</td>
<td>*62</td>
</tr>
<tr>
<td>33</td>
<td>Extension Port Confirm</td>
<td>*59</td>
</tr>
<tr>
<td>34</td>
<td>Trunk Port Confirm</td>
<td>*60</td>
</tr>
<tr>
<td>35</td>
<td>Extension Name Assignment</td>
<td>*41</td>
</tr>
<tr>
<td>36</td>
<td>Speed-Dial Directory Name Assignment</td>
<td>*42</td>
</tr>
<tr>
<td>37</td>
<td>Day 1/Night Toggle</td>
<td>*25</td>
</tr>
<tr>
<td>38</td>
<td>Day 2</td>
<td>*26</td>
</tr>
<tr>
<td>39</td>
<td>Night 1</td>
<td>*27</td>
</tr>
<tr>
<td>40</td>
<td>Night 2 (for 2-Way VM)</td>
<td>*28</td>
</tr>
<tr>
<td>41</td>
<td>Voice Mail Message-Waiting: Send</td>
<td>*05</td>
</tr>
<tr>
<td>42</td>
<td>Voice Mail Message-Waiting: Cancel</td>
<td>*06</td>
</tr>
<tr>
<td>43</td>
<td>Call Forward (All): Set via Attendant</td>
<td>*10</td>
</tr>
<tr>
<td>44</td>
<td>Call Forward (All): Clear via Attendant</td>
<td>*11</td>
</tr>
<tr>
<td>45</td>
<td>Call Forward (Busy): Set via Attendant</td>
<td>*16</td>
</tr>
<tr>
<td>46</td>
<td>Call Forward (Busy): Clear via Attendant</td>
<td>*17</td>
</tr>
<tr>
<td>47</td>
<td>Call Forward (No Answer): Set via Attendant</td>
<td>*13</td>
</tr>
<tr>
<td>48</td>
<td>Call Forward (No Answer): Clear via Attendant</td>
<td>*14</td>
</tr>
<tr>
<td>49</td>
<td>DND Set from Attendant</td>
<td>*19</td>
</tr>
<tr>
<td>50</td>
<td>DND Clear from Attendant</td>
<td>*20</td>
</tr>
</tbody>
</table>
Large-LCD FUNCTION SYSTEM Assignment at Ringback Tone
(all CPCs) - Version 1.0 or higher
Assign up to 10 soft key functions (2 menu screens) for the FUNCTION SYSTEM option, which appears on soft key #4 while the Large-LCD phone is receiving ringback tone.

```
FF8 0 00 1 (01-10) Hold (Code) Hold
```

Soft Key #1 thru #10
(see Figure 8-1 for soft key numbering)

Fixed Feature Code
(see Table 8-1 for a complete list of Codes)

**Ringback Defaults**
Soft Key #1: Transfer (*37)
Soft Key #2: Voice Call (*54)
Soft Key #3: Message Wait Set (*55)
Soft Key #4: (no assignment)
Soft Key #5: (no assignment)
Soft Keys #6 thru #10: (no assignment)

**Notes:**
This address will affect all Large-LCD phones in the system. To change the default setting for a soft key, enter another Fixed Feature Code for it in this address.

When the Large-LCD phone user selects the FUNCTION SYSTEM option (soft key #4) during ringback tone, the functions you assign to soft keys #1 thru #5 in this address, will appear on the LCD. When the phone user presses the NEXT key, the features assigned to soft keys #6 thru #10 will appear.

**Related Programming:**
Large-LCD FUNCTION SYSTEM Assignment at Busy Tone
(all CPCs) - Version 1.0 or higher

Assign up to 10 soft key functions (2 menu screens) for the FUNCTION SYSTEM option, which appears on soft key #4 while the Large-LCD phone is receiving busy tone.

```
FF8 0 00 2 (01-10) Hold (Code) Hold
```

Soft Key #1 thru #10
(see Figure 8-1 for soft key numbering)

Fixed Feature Code
(see Table 8-1 for a complete list of Codes)

**Busy Tone Defaults**
- Soft Key #1: Callback (*49)
- Soft Key #2: Camp-On (*50)
- Soft Key #3: Message Wait Set (*51)
- Soft Key #4: Busy Override (*53)
- Soft Key #5: OHVA (*70)
- Soft Key #6: Transfer (*37)
- Soft Keys #7 thru #10: (no assignment)

**Notes:**

This address will affect all Large-LCD phones in the system. To change the default setting for a soft key, enter another Fixed Feature Code for it in this address.

When the Large-LCD phone user selects the FUNCTION SYSTEM option (soft key #4) during busy tone, the functions you assign to soft keys #1 thru #5 in this address, will appear on the LCD. When the phone user presses the NEXT key, the features assigned to soft keys #6 thru #10 will appear.

**Related Programming:**
Large-LCD FUNCTION SYSTEM Assignment during Talk

(all CPCs) - Version 1.0 or higher

Assign up to 10 soft key functions (2 menu screens) for the FUNCTION SYSTEM option, which appears on soft key #4 while the Large-LCD phone is in use (off-hook/talk path).

**FF8** 0 00 3 (01-10) **Hold** (Code) Hold

Soft Key #1 thru #10

(see Figure 8-1 for soft key numbering)

Fixed Feature Code
(see Table 8-1 for a complete list of Codes)

**Talk Defaults**
Soft Key #1: Transfer (*37)
Soft Key #2: 3-Party Conference (*36)
Soft Key #3: Recall/Flash (*39)
Soft Key #4: Acct.Code Entry (*57)
Soft Keys #5 thru #10: (no assignment)

**Notes:**

This address will affect all Large-LCD phones in the system. To change the default setting for a soft key, enter another Fixed Feature Code for it in this address.

When the Large-LCD phone user selects the FUNCTION SYSTEM option (soft key #4) during talk, the functions you assign to soft keys #1 thru #5 in this address, will appear on the LCD. When the phone user presses the NEXT key, the features assigned to soft keys #6 thru #10 will appear.

**Related Programming:**

```plaintext
FF8  0 00 3 (01-10) Hold (Code) Hold

Soft Key #1 thru #10

(see Figure 8-1 for soft key numbering)

Fixed Feature Code
(see Table 8-1 for a complete list of Codes)

**Talk Defaults**
Soft Key #1: Transfer (*37)
Soft Key #2: 3-Party Conference (*36)
Soft Key #3: Recall/Flash (*39)
Soft Key #4: Acct.Code Entry (*57)
Soft Keys #5 thru #10: (no assignment)
```
FF8 0 01: Traffic Control

Traffic Control Start/Stop Memory
(all CPCs) - Version 1.0 or higher
Start/Stop the storing of Call Traffic data in system memory.

```
0001 : Store Start/Stop
FF8 0 01 0 00 Hold CONF (0 or 1) Hold
```

Notes:
When you restart the Traffic Control, previous data is gone.

Related Programming:
Traffic Control Timing Storage (pg. 8-15)    FF8 0 01 0 (01-48) Hold (0-16) Hold

Traffic Control Start/Stop Print
(all CPCs) - Version 1.0 or higher
Start/Stop the printing of Call Traffic data to the RS-232C port.

```
0002 : Not Used
FF8 0 01 0 00 Hold CONF Hold (0 or 1) Hold
```

Notes:

Related Programming:
FF1 0 05: Serial Ports (pg. 1-80)
FF1 0 06: Serial Port Output Data (pg. 1-88)
Not Used
(all CPCs) - Version 1.0 or higher

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Parameter 1</th>
<th>Parameter 2</th>
<th>Parameter 3</th>
<th>Parameter 4</th>
<th>Parameter 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF8 0 01 0 00 Hold CONF (Holdx2)</td>
<td>(press Hold 2 times)</td>
<td>0003 : Not Used</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF8 0 01 0 00 Hold CONF (Holdx3)</td>
<td>(press Hold 3 times)</td>
<td>0004 : Not Used</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF8 0 01 0 00 Hold CONF (Holdx4)</td>
<td>(press Hold 4 times)</td>
<td>0005 : Not Used</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>FF8 0 01 0 00 Hold CONF (Holdx5)</td>
<td>(press Hold 5 times)</td>
<td>0006 : Not Used</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:

Traffic Control Timing Storage
(all CPCs) - Version 1.0 or higher

Assign a data area to each 30-minute interval of Call Traffic data during a 24-hour period. The traffic data currently stored in memory will be printed through the RS-232C port.

<table>
<thead>
<tr>
<th>Code</th>
<th>Description</th>
<th>Parameter 1</th>
<th>Parameter 2</th>
<th>Parameter 3</th>
<th>Parameter 4</th>
<th>Parameter 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF8 0 01 0 (01-48) Hold (0-16) Hold</td>
<td>30-Minute Intervals</td>
<td>0=Not stored (default)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Notes:

Related Programming:

Traffic Control Start/Stop Memory (pg. 8-14) FF8 0 01 0 00 Hold CONF (0 or 1) Hold
### Table 8-3. Traffic Control Timing Storage (FF8 0 01 0)

<table>
<thead>
<tr>
<th>Address No. (FF8 0 01 0 ...)</th>
<th>Value (in 30-minute intervals)</th>
<th>Data Area</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>00:00-00:29</td>
<td>0=not stored 1-16=Data Area 1-16</td>
</tr>
<tr>
<td>02</td>
<td>00:30-00:59</td>
<td></td>
</tr>
<tr>
<td>03</td>
<td>01:00-01:29</td>
<td></td>
</tr>
<tr>
<td>04</td>
<td>01:30-01:59</td>
<td></td>
</tr>
<tr>
<td>05</td>
<td>02:00-02:29</td>
<td></td>
</tr>
<tr>
<td>06</td>
<td>02:30-02:59</td>
<td></td>
</tr>
<tr>
<td>07</td>
<td>03:00-03:29</td>
<td></td>
</tr>
<tr>
<td>08</td>
<td>03:30-03:59</td>
<td></td>
</tr>
<tr>
<td>09</td>
<td>04:00-04:29</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>04:30-04:59</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>05:00-05:29</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>05:30-05:59</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>06:00-06:29</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>06:30-06:59</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>07:00-07:29</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>07:30-07:59</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>08:00-08:29</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>08:30-08:59</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>09:00-09:29</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>09:30-09:59</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>10:00-10:29</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>10:30-10:59</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>11:00-11:29</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>11:30-11:59</td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>12:00-12:29</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>12:30-12:59</td>
<td></td>
</tr>
<tr>
<td>27</td>
<td>13:00-13:29</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>13:30-13:59</td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>14:00-14:29</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>14:30-14:59</td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>15:00-15:29</td>
<td></td>
</tr>
<tr>
<td>32</td>
<td>15:30-15:59</td>
<td></td>
</tr>
<tr>
<td>33</td>
<td>16:00-16:29</td>
<td></td>
</tr>
<tr>
<td>34</td>
<td>16:30-16:59</td>
<td></td>
</tr>
<tr>
<td>35</td>
<td>17:00-17:29</td>
<td></td>
</tr>
<tr>
<td>36</td>
<td>17:30-17:59</td>
<td></td>
</tr>
<tr>
<td>37</td>
<td>18:00-18:29</td>
<td></td>
</tr>
<tr>
<td>38</td>
<td>18:30-18:59</td>
<td></td>
</tr>
<tr>
<td>39</td>
<td>19:00-19:29</td>
<td></td>
</tr>
<tr>
<td>40</td>
<td>19:30-19:59</td>
<td></td>
</tr>
<tr>
<td>Address No. (FF8 0 01 0 ...)</td>
<td>Value (in 30-minute intervals)</td>
<td>Data Area</td>
</tr>
<tr>
<td>-----------------------------</td>
<td>-------------------------------</td>
<td>-----------</td>
</tr>
<tr>
<td>41</td>
<td>20:00-20:29</td>
<td>0=not stored 1-16=Data Area 1-16</td>
</tr>
<tr>
<td>42</td>
<td>20:30-20:59</td>
<td></td>
</tr>
<tr>
<td>43</td>
<td>21:00-21:29</td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>21:30-21:59</td>
<td></td>
</tr>
<tr>
<td>45</td>
<td>22:00-22:29</td>
<td></td>
</tr>
<tr>
<td>46</td>
<td>22:30-22:59</td>
<td></td>
</tr>
<tr>
<td>47</td>
<td>23:00-23:29</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>23:30-23:59</td>
<td></td>
</tr>
</tbody>
</table>

**Trunk Call Traffic (Outbound Calls)**

(All CPCs) - Version 1.0 or higher

Enable/Disable printing of outbound call traffic data.

```
FF8 0 01 1 Hold (0 or 1) Hold
```

0=Print.
1=Do not print.

Notes:

Related Programming:
Trunk Call Traffic (Inbound Calls)  
(all CPCs) - Version 1.0 or higher  
Enable/Disable printing of incoming trunk calls.

\[
\text{FF8 0 01 2 Hold (0 or 1) Hold}
\]

0=Print.  
1=Do not print.

Notes:

Related Programming:

Intercom Call Traffic  
(all CPCs) - Version 1.0 or higher  
Enable/Disable printing of intercom (extension-to-extension) calls.

\[
\text{FF8 0 01 3 Hold (0 or 1) Hold}
\]

0=Print.  
1=Do not print.

Notes:

Related Programming:
FF8 0 02: Trunk Names

Trunk Name Assignment
(all CPCs) - Version 1.0 or higher
Assign names to trunks. The trunk name will display on the phone whenever the trunk is used on that phone.

FF8 0 02 Hold Hold (1-576) Hold FLASH (up to 10 char.) Hold

Trunk No. 1-576
Trunk Name
(up to 10 characters)

NOTE: See illustrations, next page for
Trunk Name Assignment examples.

Notes:
To Assign Trunk Names using a display phone:
☐ First, press FLASH to clear current data (if any).
☐ Then press the soft key that represents the group of letters you want to choose from.
☐ Then press one of the FF-keys on the bottom row (underneath the LCD), that is in the same position as the letter you want to choose.

Use the * key to erase an entry. Use the # key to enter a space.
Press Hold when finished.
See illustrations, next page.

Related Programming:
Trunk Number Assignment (pg. 2-7) for analog CO trunks   FF2 0 BSSC 00 Hold (0-576) Hold
Trunk Number Assignment (pg. 2-37) for analog E&M tie-trunks   FF2 0 BSSC 00 Hold (0-576) Hold
Trunk Number Assignment (1st Channel) (pg. 2-60) for ISDN trunks   FF2 1 BSSC 01 Hold (0-576) Hold
Trunk Number Assignment (pg. 2-87) for T1 CO trunks   FF2 2 BSSCC 01 Hold (0-576) Hold
Trunk Number Assignment (pg. 2-116) for T1 E&M tie-trunks   FF2 2 BSSCC 01 Hold (0-576) Hold

Trunk Name Assignment - Version 1.0 or higher
Assign names to trunks. The trunk name will display on the phone whenever the trunk is used on that phone.

FF8 0 02 Hold Hold (1-576) Hold FLASH (up to 10 char.) Hold

Trunk No. 1-576
Trunk Name
(up to 10 characters)

NOTE: See illustrations, next page for
Trunk Name Assignment examples.

default: [no assignment]
**Figure 8-2: Name Assignments using a Large-Display phone**

**FOR EXAMPLE:**

To enter the letter "D" ...

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th>P80</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
</tr>
</tbody>
</table>

1. ABCDFD ABcdeF
2. GHIJKLGHIijkL
3. MNOPQRMNOPQR
4. STUWXStuwX
5. YZ,y-' yz:s'/

To enter a space ...

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th>P80</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. ABCDFD ABcdeF
2. GHIJKLGHIijkL
3. MNOPQRMNOPQR
4. STUWXStuwX
5. YZ,y-' yz:s'/

**Figure 8-3: Name Assignments using a Small-Display phone**

**FOR EXAMPLE:**

To enter the letter "D" ...

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th>P80</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>E</td>
</tr>
</tbody>
</table>

1. A-F G-L M-R S-X Y--

To enter a space ...

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th>P80</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. A-F G-L M-R S-X Y--
**FF8 0 03: Alarms**

**Confirm Major Alarm**
(all CPCs) - Version 1.0 or higher
Confirm Major Alarms on Large-LCD phones.

| FF8 0 03 Hold Hold Hold 1 Hold |

Notes:
- You can see the Major Alarm on the LCD line base.
- When the MJ Alarm is lit on CPC card, you can enter this address.
  - Press Hold to increment the record.
  - After the data displays, press **FLASH Hold** to clear the data.

Related Programming:

**Confirm Minor Alarm**
(all CPCs) - Version 1.0 or higher
Confirm Minor Alarms on Large-LCD phones.

| FF8 0 03 Hold Hold Hold 2 Hold |

Notes:
- You can see the Minor Alarm on the LCD line base.
  - Press Hold to increment the record.
  - After the data displays, press **FLASH Hold** to clear the data.

Related Programming:
Confirm AL Alarms
(all CPCs) - Version 1.0 or higher
Confirm “AL” Alarms on Large-LCD phones.

| FF8 | 0 | 03 | Hold | Hold | Hold | 3 | Hold |

Notes:

- Ten AL Alarms occurring within 10 minutes will be counted as 1 Minor Alarm, and will appear on the “Minor” LED on the CPC.
- You can see AL Alarms on the LCD line base.
- Press Hold to increment the record.
- After the data displays, press **FLASH Hold** to clear the data.

Related Programming:

Dump All Trouble Records
(all CPCs) - Version 1.0 or higher
Print alarms to RS-232C port.

| FF8 | 0 | 03 | 1 | Hold | OT-1 | OT-1 | Hold | Hold | 1 | Hold |

Notes:

- OT-1 = One-Touch Key 1
  - (press once to start printer)
  - (press again to stop printer)

Related Programming:

- Programmed Data to Serial Port (pg. 1-89)  FF1 0 06 0003 Hold (0-2) Hold
Card Reset

(all CPCs) - Version 1.0 or higher
Reset a card if the system cannot communicate with it.

```
FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)
```

- **BSS**: Card Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-12
- 0=Not installed, or idle (no communication).
- 1=Installed and busy.
- (press FLASH* and Hold simultaneously)
- *Not available for FLASH, programmed via FF-key.

**Notes:**
- When you reset a card, the system will display the next card. You can then reset the card in the free slot.
- Even if the display shows “0” (Not installed, or idle), you can reset the card.
- If the entered card position is an EXT (extension) card, only “0” (Not installed, or idle) is available for display.

**Related Programming:**

Card Type Verification

(all CPCs) - Version 1.0 or higher
Verifies the existing card type. For display only (you cannot change the card type).

```
FF8 0 04 1 BSS 00 Hold [01-99 displays]
```

- **BSS**: Card Position
  - B=Cabinet no. 1-6
  - SS=Slot no. 01-14
- Card Type Setting 01-99
  - (see table below for values)

**Notes:**
- The Card Type No. displayed will not match the card’s address entry in **Free Slot/Option Slot Assignment** (see **0: System Configuration**). The table below shows the actual values for the displayed Card Type No.

**Related Programming:**
- **Free Slot Assignment (pg. 0-5)** 01 (1-6) (01-12) Hold (1-99) Hold
- **Option Slot Assignment (pg. 0-6)** 02 (1-6) (13 or 14) Hold (50) Hold
### Table 8-4. Card Verification (FF8 0 04 1)

<table>
<thead>
<tr>
<th>Display No.</th>
<th>Card Type</th>
<th>Card Description</th>
<th>Address Entry in 0: System Configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>MFR/8</td>
<td></td>
<td>50</td>
</tr>
<tr>
<td>14</td>
<td>RAI</td>
<td></td>
<td>51</td>
</tr>
<tr>
<td>16</td>
<td>CONF</td>
<td></td>
<td>52</td>
</tr>
<tr>
<td>29</td>
<td>LTRK/8</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>2A</td>
<td>LGTRK/8</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>2B</td>
<td>DIDTR8</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>2C</td>
<td>Caller ID</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>30</td>
<td>AEC/8</td>
<td></td>
<td>31</td>
</tr>
<tr>
<td>33</td>
<td>DEC/8</td>
<td></td>
<td>30</td>
</tr>
<tr>
<td>50</td>
<td>PRI/23</td>
<td>11/12/13</td>
<td></td>
</tr>
<tr>
<td>53</td>
<td>PRI/30</td>
<td>11/12/14/15</td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>DEC/8</td>
<td>Digital Extension Card/8-port</td>
<td></td>
</tr>
<tr>
<td>70</td>
<td>AEC/8</td>
<td>Analog Extension Card/8-port</td>
<td></td>
</tr>
<tr>
<td>73</td>
<td>SBRI/4</td>
<td>BRI Card/S-point</td>
<td></td>
</tr>
<tr>
<td>80</td>
<td>PRI/8</td>
<td>ISDN PRI Extension Card/S-point/8-channel use</td>
<td></td>
</tr>
<tr>
<td>C1</td>
<td>PRI/23</td>
<td>ISDN PRI Extension Card/S-point/23- or 24-channel</td>
<td></td>
</tr>
<tr>
<td>D2</td>
<td>MFR/8</td>
<td>DTMF Receiver Card</td>
<td></td>
</tr>
<tr>
<td>D3</td>
<td>RAI</td>
<td></td>
<td></td>
</tr>
<tr>
<td>D6</td>
<td>API+</td>
<td></td>
<td></td>
</tr>
<tr>
<td>D9</td>
<td>ACD</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Card Version Verification

(all CPCs) - Version 1.0 or higher

Verifies the version number of the card. For display only (you cannot change the version).

**FF8 0 04 1 BSS 01 Hold**  
[Version No. displays]

**BSS: Card Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-14

### Notes:

### Related Programming:
Line Lockout
(all CPCs) - Version 1.0 or higher
Enable/Disable the line. You can use pre-lockout to make the line idle (the system will lockout the line).

```
FF8 0 05 0 BSSCC Hold (0 or 1) Hold
```

**BSSCC: Line Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24 or Trunk No. 01-08

**IF DISPLAYED:**
- 0=Normal
- 1=Trunk close
- 2=wait for Trunk close

**IF INPUT:**
- 0=Release
- 1=Lockout

**Notes:**
If the line is busy when you lockout the trunk, “2” (meaning “wait for Trunk close”) will appear on the display. When the line becomes idle, the display will change to “1” (“Trunk close”). Trunk Lockout status is not indicated on FF-key line appearances.

**Related Programming:**
- Line Lockout (all CPCs) - Version 1.0 or higher
  - Enable/Disable the line. You can use pre-lockout to make the line idle (the system will lockout the line).

**ISDN/T1 Error Information Control**
(all CPCs) - Version 1.0 or higher
View or clear ISDN/T1 error information.

```
FF8 0 05 1 BSSC Hold (0 or 1) Hold
```

**BSSC: Channel Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=1-4 (BRI) or 1 (PRI//T1)

**IF INPUT:**
- 0=Clear error information
- 1=Read error information

**Notes:**
- default: [no assignment]
Related Programming:

- Layer 1 Status Error Counter (ISDN) (pg. 8-30)  FF8 0 05 2 BSSC 08 Hold (digits)
- Layer 1 Receive Error Counter (ISDN) (pg. 8-30)  FF8 0 05 2 BSSC 09 Hold (digits)
- Layer 1 Transmit Error Counter (ISDN) (pg. 8-31)  FF8 0 05 2 BSSC 10 Hold (digits)
- TEI Layer 2 Error Counter (ISDN) (pg. 8-31)  FF8 0 05 2 BSSC (11-90) Hold (digits)

Signal Loss Alarm Counter
(all CPCs) - Version 1.0 or higher

View historical Signal Loss Alarm errors.

```
FF8 0 05 2 BSSC 00 Hold (digits)
```

**BSSCC: Channel Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=1-4 (BRI) or 1 (PRI/T1)

**Signal Loss Alarm count**
- default: 0000

Notes:

Related Programming:

OOF Alarm Counter
(all CPCs) - Version 1.0 or higher

View historical Out-Of-Frame (OOF) Alarm errors.

```
FF8 0 05 2 BSSC 01 Hold (digits)
```

**BSSCC: Channel Position**
- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=1-4 (BRI) or 1 (PRI/T1)

**OOF Alarm Count**
- default: 0000

Notes:
Related Programming:

Sync Loss Alarm Counter
(all CPCs) - Version 1.0 or higher
View historical Sync Loss Alarm errors.

**FF8 0 05 2 BSSC 02 Hold (digits)**

BSSCC: Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=1-4 (BRI) or
1 (PRI//T1)

Sync Loss Alarm Count
default: 0000

Notes:

Related Programming:

Yellow Alarm Counter
(all CPCs) - Version 1.0 or higher
View historical Yellow Alarm errors.

**FF8 0 05 2 BSSC 03 Hold (digits)**

BSSCC: Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=1-4 (BRI) or
1 (PRI//T1)

Yellow Alarm Count
default: 0000

Notes:

Related Programming:
AIS Alarm Counter
(all CPCs) - Version 1.0 or higher
View historical Alarm Indication Signal (AIS) errors.

\[
\text{FF8 0 05 2 BSSC 04 Hold (digits)}
\]

BSSCC: Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=1-4 (BRI) or
1 (PRI/T1)
AIS Alarm Count
default: 0000

Notes:

Related Programming:

Slip Alarm Counter
(all CPCs) - Version 1.0 or higher
View historical Slip Alarm errors.

\[
\text{FF8 0 05 2 BSSC 05 Hold (digits)}
\]

BSSCC: Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=1-4 (BRI) or
1 (PRI/T1)
Slip Alarm Count
default: 0000

Notes:

Related Programming:
CRC Alarm Counter
(all CPCs) - Version 1.0 or higher
View historical CRC Alarm errors.

**FF8 0 05 2 BSSC 06 Hold (digits)**

BSSCC: Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=1-4 (BRI) or 1 (PRI/T1)

CRC Alarm Count
default: 0000

Notes:

Related Programming:

BPV Alarm Counter
(all CPCs) - Version 1.0 or higher
View historical BPV Alarm errors.

**FF8 0 05 2 BSSC 07 Hold (digits)**

BSSCC: Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=1-4 (BRI) or 1 (PRI/T1)

BPV Alarm Count
default: 0000

Notes:

Related Programming:
Layer 1 Status Error Counter (ISDN)
(all CPCs) - Version 1.0 or higher
View historical Layer 1 status errors.

FF8 0 05 2 BSSC 08 Hold (digits)
BSSCC: Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=1-4 (BRI) or
1 (PRI/T1)
Layer 1 Status Error Count
default: 00

Notes:

Related Programming:

Layer 1 Receive Error Counter (ISDN)
(all CPCs) - Version 1.0 or higher
View historical Layer 1 Receive errors.

FF8 0 05 2 BSSC 09 Hold (digits)
BSSCC: Channel Position
B=Cabinet no. 1-6
SS=Slot no. 01-12
C=1-4 (BRI) or
1 (PRI/T1)
Layer 1 Receive Error Count
default: 000000

Notes:

Related Programming:
### Layer 1 Transmit Error Counter (ISDN)

(all CPCs) - Version 1.0 or higher

View historical Layer 1 Transmit errors.

**Syntax:**
```
FF8 0 05 2 BSSC 10 Hold (digits)
```

- **BSSCC:** Channel Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - C = 1-4 (BRI) or 1 (PRI/T1)

- Layer 1 Transmit Error Count
  - **Default:** 000000

**Notes:**

**Related Programming:**

### TEI Layer 2 Error Counter (ISDN)

(all CPCs) - Version 1.0 or higher

View historical TEI Layer 2 errors.

**Syntax:**
```
FF8 0 05 2 BSSC (11-90) Hold (digits)
```

- **BSSCC:** Channel Position
  - B = Cabinet no. 1-6
  - SS = Slot no. 01-12
  - C = 1-4 (BRI) or 1 (PRI/T1)

- TEI Error No.
  - **Default:** 000000

**Notes:**

**Related Programming:**
Table 8-5. TEI Layer 2 Error Counter (FF8 0 05 2)

<table>
<thead>
<tr>
<th>Address No.</th>
<th>Error No.</th>
<th>for TEI No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>Error 1</td>
<td>TEI-0</td>
</tr>
<tr>
<td>12</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>Error 1</td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>19</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>20</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>21</td>
<td>Error 1</td>
<td></td>
</tr>
<tr>
<td>22</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>23</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>24</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>25</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>26</td>
<td>Error 1</td>
<td></td>
</tr>
<tr>
<td>27</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>28</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>29</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>30</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>31</td>
<td>Error 1</td>
<td></td>
</tr>
<tr>
<td>32</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>33</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>34</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>35</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>36</td>
<td>Error 1</td>
<td></td>
</tr>
<tr>
<td>37</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>38</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>39</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>40</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>41</td>
<td>Error 1</td>
<td></td>
</tr>
<tr>
<td>42</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>43</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>44</td>
<td>Error 4</td>
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</tr>
<tr>
<td>45</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>46</td>
<td>Error 1</td>
<td></td>
</tr>
<tr>
<td>47</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>48</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>49</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>50</td>
<td>Error 5</td>
<td></td>
</tr>
</tbody>
</table>

(PRI: display)
<table>
<thead>
<tr>
<th>Address No.</th>
<th>Error No.</th>
<th>for TEI No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>51</td>
<td>Error 1</td>
<td>TEI-8</td>
</tr>
<tr>
<td>52</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>53</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>54</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>55</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>56</td>
<td>Error 1</td>
<td>TEI-9</td>
</tr>
<tr>
<td>57</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>58</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>59</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>60</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>61</td>
<td>Error 1</td>
<td>TEI-10</td>
</tr>
<tr>
<td>62</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>63</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>64</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>65</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>66</td>
<td>Error 1</td>
<td>TEI-11</td>
</tr>
<tr>
<td>67</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>68</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>69</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>70</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>71</td>
<td>Error 1</td>
<td>TEI-12</td>
</tr>
<tr>
<td>72</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>73</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>74</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>75</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>76</td>
<td>Error 1</td>
<td>TEI-13</td>
</tr>
<tr>
<td>77</td>
<td>Error 2</td>
<td></td>
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<tr>
<td>78</td>
<td>Error 3</td>
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</tr>
<tr>
<td>79</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>80</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>81</td>
<td>Error 1</td>
<td>TEI-14</td>
</tr>
<tr>
<td>82</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>83</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>84</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>85</td>
<td>Error 5</td>
<td></td>
</tr>
<tr>
<td>86</td>
<td>Error 1</td>
<td>TEI-15</td>
</tr>
<tr>
<td>87</td>
<td>Error 2</td>
<td></td>
</tr>
<tr>
<td>88</td>
<td>Error 3</td>
<td></td>
</tr>
<tr>
<td>89</td>
<td>Error 4</td>
<td></td>
</tr>
<tr>
<td>90</td>
<td>Error 5</td>
<td></td>
</tr>
</tbody>
</table>
### T1 Loopback 1 Diagnostics
(all CPCs) - Version 1.0 or higher
Enable/Disable T1 Loopback mode 1.

<table>
<thead>
<tr>
<th>FF8</th>
<th>0</th>
<th>05</th>
<th>3</th>
<th>BSS(C)</th>
<th>Hold</th>
<th>(0 or 1)</th>
<th>Hold</th>
</tr>
</thead>
</table>

**Notes:**
When you enter “1”, the T1 card starts loopback mode. (Loopback mode 1 is one of the diagnostics which is used to check a T1 card.)

**Related Programming:**

### T1 Loopback 2 Diagnostics
(all CPCs) - Version 1.0 or higher
Enable/disable T1 Loopback mode 2.

<table>
<thead>
<tr>
<th>FF8</th>
<th>0</th>
<th>05</th>
<th>4</th>
<th>BSS(C)</th>
<th>Hold</th>
<th>1</th>
<th>Hold</th>
</tr>
</thead>
</table>

**Notes:**

**Related Programming:**
**FF8 0 06: ISDN Channel Control**

**ISDN Channel Control**

*(all CPCs) - Version 1.0 or higher*

Enable/Disable the lockout of ISDN on the line base.

![Diagram](image)

**Notes:**

**Related Programming:**

**Table 8-6. ISDN Channel Lockout (FF8 0 06)**

<table>
<thead>
<tr>
<th>Address</th>
<th>Channel No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>FF8 0 06 (BSSC) 0 Hold CONF</td>
<td>Channel 1</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 0 Hold CONF Hold</td>
<td>Channel 2</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 0 Hold CONF (Hold x2)</td>
<td>Channel 3</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 0 Hold CONF (Hold x3)</td>
<td>Channel 4</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 0 Hold CONF (Hold x4)</td>
<td>Channel 5</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 0 Hold CONF (Hold x5)</td>
<td>Channel 6</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 1 Hold CONF</td>
<td>Channel 7</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 1 Hold CONF Hold</td>
<td>Channel 8</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 1 Hold CONF (Hold x2)</td>
<td>Channel 9</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 1 Hold CONF (Hold x3)</td>
<td>Channel 10</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 1 Hold CONF (Hold x4)</td>
<td>Channel 11</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 1 Hold CONF (Hold x5)</td>
<td>Channel 12</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 2 Hold CONF</td>
<td>Channel 13</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 2 Hold CONF Hold</td>
<td>Channel 14</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 2 Hold CONF (Hold x2)</td>
<td>Channel 15</td>
</tr>
<tr>
<td>Address</td>
<td>Channel No.</td>
</tr>
<tr>
<td>---------</td>
<td>-------------</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 2 Hold CONF (Hold x3)</td>
<td>Channel 16</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 2 Hold CONF (Hold x4)</td>
<td>Channel 17</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 2 Hold CONF (Hold x5)</td>
<td>Channel 18</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 3 Hold CONF</td>
<td>Channel 19</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 3 Hold CONF Hold</td>
<td>Channel 20</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 3 Hold CONF (Hold x2)</td>
<td>Channel 21</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 3 Hold CONF (Hold x3)</td>
<td>Channel 22</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 3 Hold CONF (Hold x4)</td>
<td>Channel 23</td>
</tr>
<tr>
<td>FF8 0 06 (BSSC) 3 Hold CONF (Hold x5)</td>
<td>Channel 24</td>
</tr>
</tbody>
</table>
FF8 0 07: Bus Monitor (for factory use)

Bus Monitor Save Control
(all CPCs) - Version 1.0 or higher
Save internal bus communication, which can then be used to investigate a problem that occurs.

```
FF8 0 07 0 00 Hold (0 or 1) Hold
```

0=Stop/Do not save. (default)
1=Start.

Notes:

Related Programming:

Trigger Codes
(all CPCs) - Version 1.0 or higher
Specify up to 5 Trigger Codes, which are used for saving Bus Monitor information.

```
FF8 0 07 0 (01-15) Hold (code) Hold
```

01-03=for Code 1
04-06=for Code 2
07-09=for Code 3
10-12=for Code 4
13-15=for Code 5

Notes:

This address should be used only under the supervision of Panasonic Technical Support.

Related Programming:
Table 8-7. Trigger Codes (FF8 0 07 0 [01-15])

<table>
<thead>
<tr>
<th>FF8 0 07 0...</th>
<th>Address Description</th>
<th>Data Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Trigger Code 1</td>
<td></td>
</tr>
<tr>
<td>02</td>
<td>Data Position (Code 1)</td>
<td></td>
</tr>
<tr>
<td>03</td>
<td>Stop Data (Code 1)</td>
<td></td>
</tr>
<tr>
<td>04</td>
<td>Trigger Code 2</td>
<td></td>
</tr>
<tr>
<td>05</td>
<td>Data Position (Code 2)</td>
<td></td>
</tr>
<tr>
<td>06</td>
<td>Stop Data (Code 2)</td>
<td></td>
</tr>
<tr>
<td>07</td>
<td>Trigger Code 3</td>
<td></td>
</tr>
<tr>
<td>08</td>
<td>Data Position (Code 3)</td>
<td></td>
</tr>
<tr>
<td>09</td>
<td>Stop Data (Code 3)</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Trigger Code 4</td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Data Position (Code 4)</td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Stop Data (Code 4)</td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>Trigger Code 5</td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>Data Position (Code 5)</td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>Stop Data (Code 5)</td>
<td></td>
</tr>
</tbody>
</table>
**FF8 0 08: Table Dump**

**Table Dump**

(all CPCs) - Version 1.0 or higher

This address provides Problem Report information and should be used only if requested by Panasonic Technical Support.

```
FF8 0 08 Hold Hold (vvvv-dddd-iiii) Hold
```

**Notes:**

**Related Programming:**
**Memory Dump**

*(all CPCs) - Version 1.0 or higher*

This address provides Problem Report information and should be used only if requested by Panasonic Technical Support.

```
FF8  0  09  Hold  Hold (aaaaaaaa)  Hold
```

**Notes:**

**Related Programming:**
**FF8 0 10: DID Names**

**Did Names**

*(all CPCs) - Version 1.0 or higher*

Assign names of up to 10 characters each to DID numbers in the “A” side DID Dial Table (pg. 1-169).

```
FF8 0 10 Hold Hold (001-576) Hold (up to 10 char.) Hold
```

- **DID No. 1-576**
- **DID Name (up to 10 characters, including AA-zz, 0-9, * and #)**

**Notes:**

See pg. 8-20 for instructions on entering names.

DID Names do not apply to the “B” side DID Dial Table.

**Related Programming:**

- DID/DNIS Numbering (“A” Side) (pg. 1-168)  
  FF1 4 01 0001 Hold (1-4) Hold
- DID/DNIS Dial Table (“A” Side) (pg. 1-169)  
  FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
FF8 1: User Maintenance

FF8 1 00: System Clock

System Date
(all CPCs) - Version 1.0 or higher
Set the current date for the DBS 576 phone system.

FF8 1 00 0 Hold (YYMMDD) Hold

System Date (Year/Month/Day)
default (after initializing system): 970101

Notes:

Related Programming:

System Time
(all CPCs) - Version 1.0 or higher
Set the current time for the DBS 576 phone system.

FF8 1 00 1 Hold (HHMM) Hold

System Time (Hour/Minute) in military format
example: 1328 for 1:28 pm.
default (after initializing system): 00:00

Notes:

Related Programming:

Time Display Mode (pg. 1-21) FF1 0 01 0023 Hold (0 or 1) Hold
**System Day of Week**

*(all CPCs) - Version 1.0 or higher*

Set current day of the week for the phone system.

```
FF8  1  00  2  Hold  (1-7)  Hold
```

System Day of Week:
1=Mon
2=Tue
3=Wed
4=Thu
5=Fri
6=Sat
7=Sun

default: 3 (Wed -- for default System Date: 970101)

**Notes:**

When you enter **System Date**, the system will automatically pick the correct **System Day of Week**.

**Related Programming:**

System Date (pg. 8-42)  FF8 1 00 0 Hold (YYMMDD) Hold
You can assign up to 10 PSDs to the one-touch keys on a non-display or small-display phone. You can assign up to 20 PSDs to the soft keys on a Large-LCD phone.

Speed Dial numbers can contain up to 24 characters. The following table shows which keys to use for entering special characters.

<table>
<thead>
<tr>
<th>To indicate...</th>
<th>Enter...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digit or character</td>
<td>0, 1 - 9, *, #</td>
</tr>
<tr>
<td>Intercom Level</td>
<td>AUTO * #</td>
</tr>
<tr>
<td>MCO Code 9</td>
<td>AUTO * 0</td>
</tr>
<tr>
<td>MCO Code 81</td>
<td>AUTO * 71</td>
</tr>
<tr>
<td>MCO Code 82</td>
<td>AUTO * 72</td>
</tr>
<tr>
<td>MCO Code 83</td>
<td>AUTO * 73</td>
</tr>
<tr>
<td>MCO Code 84</td>
<td>AUTO * 74</td>
</tr>
<tr>
<td>Pause</td>
<td>REDIAL</td>
</tr>
<tr>
<td>DP - DTMF Code</td>
<td>AUTO **</td>
</tr>
<tr>
<td>SSD Code</td>
<td>AUTO NN(N)</td>
</tr>
<tr>
<td>Hyphen (-)</td>
<td>PROG</td>
</tr>
<tr>
<td>Display Number (Start/Stop)</td>
<td>AUTO * 2</td>
</tr>
</tbody>
</table>

Special Instructions for Large-Display Phones:

When you enter this address, the display on the Large-LCD phone will change to HYPHEN (soft key #3), PAUSE (soft key #4), and SPD-ID (soft key #5) so you can enter these characters into the PSD phone number. (On non-display or small-display phones, use the one-touch keys #3 thru #5 for entering these characters.)

- “SPD-ID” represents AUTO, which must precede each special code you enter into the phone number (such as another SSD/PSD code, Account Code, etc.).
When you press soft key #3 (HYPHEN) to enter a hyphen, it will display as F. Pressing soft key #4 (PAUSE) will display as R. Pressing soft key #5 (SPD-ID) will display as A.

Related Programming:
Trunk Access in Speed Dialing (pg. 1-23)  FF1 0 02 0004 Hold (0 or 1) Hold

PSD Names
(all CPCs) - Version 1.0 or higher
Assign names to PSD codes for each extension.

| FF8 1 01 Hold 1 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Name) Hold |
| --- | --- | --- |
| Extension No. | PSD Code 80-99 | Name for PSD Code (up to 7 char.) |

Notes:
PSD Names are displayed alphabetically on Large-LCD phones.

To assign PSD Names:
☐ After entering the PSD Code and Hold in the above address, press FLASH to clear current data (if any).
☐ Then press the soft key that represents the group of letters you want to choose from.
☐ Then press one of the FF-keys on the bottom row (underneath the LCD), that is in the same position as the letter you want to choose.

Use the * key to erase an entry. Use the # key to enter a space.

Press Hold when finished.

See figures, pg. 8-20 for instructions on entering names.

Related Programming:
FF8 1 02: System Speed Dial (SSD)

SSD Numbers
(all CPCs) - Version 1.0 or higher

Assign System Speed Dial (SSD) codes for the system.

SSD Code (Bin No.)
range: 00-79 or 000-799

Phone No. stored in SSD bin
(up to 24 char.)

Notes:

Speed Dial numbers can contain up to 24 characters. The following table shows which keys to use for entering special characters.

Table 8-9. Keys for Speed-Dial Number Entry

<table>
<thead>
<tr>
<th>To indicate...</th>
<th>Enter...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digit or character</td>
<td>0, 1 - 9, *, #</td>
</tr>
<tr>
<td>Intercom Level</td>
<td>AUTO * #</td>
</tr>
<tr>
<td>MCO Code 9</td>
<td>AUTO * 0</td>
</tr>
<tr>
<td>MCO Code 81</td>
<td>AUTO * 71</td>
</tr>
<tr>
<td>MCO Code 82</td>
<td>AUTO * 72</td>
</tr>
<tr>
<td>MCO Code 83</td>
<td>AUTO * 73</td>
</tr>
<tr>
<td>MCO Code 84</td>
<td>AUTO * 74</td>
</tr>
<tr>
<td>Pause</td>
<td>REDIAL</td>
</tr>
<tr>
<td>DP - DTMF Code</td>
<td>AUTO **</td>
</tr>
<tr>
<td>SSD Code</td>
<td>AUTO NN(N)</td>
</tr>
<tr>
<td>Hyphen (-)</td>
<td>PROG</td>
</tr>
<tr>
<td>Display Number (Start/Stop)</td>
<td>AUTO * 2</td>
</tr>
</tbody>
</table>

Special Instructions for Large-Display Phones:

When you enter this address, the display on the Large-LCD phone will change to HYPHEN (soft key #3), PAUSE (soft key #4), and SPD-ID (soft key #5) so you can enter these characters into the SSD phone number. (On non-display or small-display phones, use the one-touch keys #3 thru #5 for entering these characters.)

- “SPD-ID” represents AUTO, which must precede each special code you enter into the phone number (such as another SSD/PSD code, Account Code, etc.).
- When you press soft key #3 (HYPHEN) to enter a hyphen, it will display as F. Pressing soft key #4 (PAUSE) will display as R. Pressing soft key #5 (SPD-ID) will display as A.
Related Programming:

SSD Code Numbering (pg. 1-22)    FF1 0 02 0002 Hold (0 or 1) Hold
Trunk Access in Speed Dialing (pg. 1-23)    FF1 0 02 0004 Hold (0 or 1) Hold

SSD Names
(all CPCs) - Version 1.0 or higher
Assign names to SSD codes.

SSD Code (Bin No.)      Name for SSD Code
(up to 16 char.)

SSD Code (Bin No.)      Name for SSD Code
(up to 16 char.)

Notes:

SSD Names are displayed alphabetically on Large-LCD phones.

To assign SSD Names, use the same procedure as PSD Names:

☐ After entering the SSD Code and Hold in the above address, press FLASH to clear current data (if any).

☐ Then press the soft key that represents the group of letters you want to choose from.

☐ Then press one of the FF-keys on the bottom row (underneath the LCD), that is in the same position as the letter you want to choose.

Use the * key to erase an entry. Use the # key to enter a space.

Press Hold when finished.

See figures, pg. 8-20 for instructions on entering names.

Related Programming:
SSD Index
(all CPCs) - Version 1.0 or higher
Assign a name to SSD Indexes #1 and #2.

<table>
<thead>
<tr>
<th>FF8</th>
<th>02</th>
<th>Hold</th>
<th>2</th>
<th>Hold</th>
<th>Hold</th>
<th>(1 or 2)</th>
<th>Hold</th>
<th>FLASH</th>
<th>(Name)</th>
<th>Hold</th>
</tr>
</thead>
</table>

SSD Index No. 1 or 2
Name for SSD Index (up to 4 char.)

Notes:

Related Programming:
**FF8 1 03: Extension Names**

### Extension Name Assignment

*(all CPCs) - Version 1.0 or higher*

Assign names to extensions.

- **FF8 1 03** Hold 0 Hold Hold (Ext.No.) Hold FLASH (up to 10 char.) Hold
  
  Extension No. 0-9999  
  Name for Extension (up to 10 char.)

**Notes:**

*If Using a Large-Display phone to program Extension Names:* After punching-in:

- **FF8 1 03** Hold 0 Hold Hold

  in the above address, the display will show a list of existing extension numbers and name assignments, in alphabetical order. If you don’t already know the extension number, press the PREV or NEXT key to toggle through the list. Then press the soft key next to the extension number whose name you want to change.

To enter the name, use the same procedure as **SSD and PSD Names**. See figures, pg. 8-20 for instructions on entering names.

During normal phone-system operating mode, each display phone’s Extension Name will appear on the 2nd line of the display while the phone is idle. When the phone is used to call another extension, the destination extension’s assigned Name will appear on the 1st line of the display.

**Related Programming:**

- Extension Number Assignment (pg. 3-4)  
  FF3 0 BSSC 02 Hold (0-9999) Hold

### Extension Index

*(all CPCs) - Version 1.0 or higher*

Assign a name to Extension Indexes #1 and #2.

- **FF8 1 03** Hold 1 Hold Hold (1 or 2) Hold FLASH (Name) Hold
  
  Extension Index No. 1 or 2  
  Name for Extension Index (up to 4 char.)

**Notes:**

**Related Programming:**
FF8 1 04 thru 06: ID Codes

Verified Account Codes
(all CPCs) - Version 1.0 or higher
Enter up to 500 Verified Account Codes to be stored in system memory.

Enter No. (max. 500 entries)

FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold

Verified Account Code (up to 10 digits)
default: [no assignment]

Notes:
Using Verified Account Codes: The user enters the feature code for Account Code Entry (#8 by default), dials the Account Code and # before making a call. If the dialed Code matches an entry in the above address, the user can then proceed to dial a phone number. The Account Code’s TRS Class (assigned in the next address) will determine whether the call is allowed or not, overriding the extension’s TRS Class which is normally used. See pg. 3-22 for more information.

Related Programming:
TRS Class for Forced Account Codes (pg. 1-104) FF1 0 19 0001 Hold (1-50) Hold
Forced Account Codes (pg. 3-21) for extensions FF3 0 BSSC 04 24 Hold (0 or 1) Hold
Verified Account Codes (pg. 3-22) for extensions FF3 0 BSSC 04 25 Hold (0 or 1) Hold
TRS Class Assignment (Day) (pg. 3-25) for extensions FF3 0 BSSC 06 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 3-25) for extensions FF3 0 BSSC 06 1 Hold (1-50) Hold
FF6 1: TRS Class Definitions (pg. 6-15)
TRS Class for Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold

TRS Class for Verified Account Codes
(all CPCs) - Version 1.0 or higher
Assign a TRS Class to each Verified Account Code.

FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold

Entry No. (max. 500 entries)

TRS Class No. (1-50)
default: [no assignment]

Notes:
This TRS Class will override the extension’s TRS Class for outbound calls, if the user enters a Verified Account Code. See pg. 3-22 for more information.
Related Programming:

TRS Class for Forced Account Codes (pg. 1-104)  FF1 0 19 0001 Hold (1-50) Hold
Forced Account Codes (pg. 3-21) for extensions  FF3 0 BSSC 04 24 Hold (0 or 1) Hold
Verified Account Codes (pg. 3-22) for extensions  FF3 0 BSSC 04 25 Hold (0 or 1) Hold
TRS Class Assignment (Day) (pg. 3-25) for extensions  FF3 0 BSSC 06 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 3-25) for extensions  FF3 0 BSSC 06 1 Hold (1-50) Hold
FF6 1: TRS Class Definitions (pg. 6-15)
Verified Account Codes (pg. 8-50)  FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold

Call-Forward ID Codes for Voice Mail
(all CPCs) - Version 1.0 or higher
Assign a Voice Mail Call-Forward ID code to each extension.

<table>
<thead>
<tr>
<th>Extension No.</th>
<th>Call-Forward ID Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>00-99 or 000-999 or 0000-9999</td>
<td>for Voice Mail (up to 16 characters, including digits 0-9, *, #, and Pause)</td>
</tr>
<tr>
<td>default: [no assignment]</td>
<td></td>
</tr>
</tbody>
</table>

Notes:

For Built-In VM:  Code= [VPU Port Hunt Group Pilot No.] * [Ext.No.] #
(must program this Code for every mailbox)

(all CPCs - Version 1.3 or higher) When the system sends intercom DTMF signals for the Voice Mail ID Code, DTMF On/Off Pattern #1 will automatically be used (it is defined in FF1 1 01 0016 and 0017).

Related Programming:

FF1 0 23 and 24: Voice Mail Codes (pg. 1-109)
DTMF ON: Pattern #1 (pg. 1-123)  FF1 1 01 0016 Hold (1-255) Hold
DTMF OFF: Pattern #1 (pg. 1-124)  FF1 1 01 0017 Hold (1-255) Hold
Extension Number Assignment (pg. 3-4)  FF3 0 BSSC 02 Hold (0-9999) Hold
Extension HG Pilot Number (pg. 5-14)  FF5 1 (01-72) 02 Hold (0-9999) Hold
MSG Key ID Codes

(all CPCs) - Version 1.0 or higher

(for 44-series Large-Display phones only) Assign a code (such as a VM Access Code) to the extension phone’s “MSG” one-touch key.

<table>
<thead>
<tr>
<th>FF8 1 06 Hold Hold (Ext.No.) Hold FLASH (Code) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extension No.</td>
</tr>
<tr>
<td>00-99 or</td>
</tr>
<tr>
<td>000-999 or</td>
</tr>
<tr>
<td>0000-9999</td>
</tr>
<tr>
<td>MSG Key ID Code</td>
</tr>
<tr>
<td>(up to 16 characters, including digits 0-9, *, #, and Pause)</td>
</tr>
<tr>
<td>default: [no assignment]</td>
</tr>
</tbody>
</table>

Notes:

The MSG key can be used to retrieve Voice Mail messages, as well as Message-Waiting calls received from other extensions. If the extension receives both kinds of messages at the same time, pressing the MSG key will retrieve Voice Mail messages first.

(all CPCs - Version 1.3 or higher) When the system sends intercom DTMF signals for the Voice Mail ID Code, DTMF On/Off Pattern #1 will automatically be used (it is defined in FF1 01 0016 and 0017).

Related Programming:

Built-In VM: Message Retrieve Key (pg. 1-17) FF1 0 01 0015 Hold (0 or 1) Hold
FF1 0 23 and 24: Voice Mail Codes (pg. 1-109)
DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold
DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold
Call-Forward ID Codes for Voice Mail (pg. 8-51) FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold
**Weekdays**

(All CPCs) - Version 1.0 or higher

Assign up to 5 weekday start times and modes.

<table>
<thead>
<tr>
<th>FF8 1 07 0 (00-09) Hold</th>
<th>(HHMM or 0-5) Hold</th>
</tr>
</thead>
<tbody>
<tr>
<td>00=Weekday1 Start Time</td>
<td>(HHMM)=Start Time</td>
</tr>
<tr>
<td>01=Weekday1 Start Mode</td>
<td>(Hour/Minute)</td>
</tr>
<tr>
<td>02=Weekday2 Start Time</td>
<td>(0-5)=Start Mode:</td>
</tr>
<tr>
<td>03=Weekday2 Start Mode</td>
<td>0: No switch</td>
</tr>
<tr>
<td>04=Weekday3 Start Time</td>
<td>1: Day1</td>
</tr>
<tr>
<td>05=Weekday3 Start Mode</td>
<td>2: Day2</td>
</tr>
<tr>
<td>06=Weekday4 Start Time</td>
<td>3: Night</td>
</tr>
<tr>
<td>07=Weekday4 Start Mode</td>
<td>4: Night1</td>
</tr>
<tr>
<td>08=Weekday5 Start Time</td>
<td>5: Night2</td>
</tr>
<tr>
<td>09=Weekday5 Start Mode</td>
<td></td>
</tr>
</tbody>
</table>

**Notes:**

**Related Programming:**

- Special Days of the Month (pg. 8-60)
- FF8 1 07 3 (00-34) Hold (0-3) Hold
Weekend “A”
(all CPCs) - Version 1.0 or higher

Set up to 5 different Weekend “A” start times and modes.

```
FF8 1 07 0 (10-19) Hold (HHMM or 0-5) Hold
```

- 10 = “A” Weekend1 Start Time
- 11 = “A” Weekend1 Start Mode
- 12 = “A” Weekend2 Start Time
- 13 = “A” Weekend2 Start Mode
- 14 = “A” Weekend3 Start Time
- 15 = “A” Weekend3 Start Mode
- 16 = “A” Weekend4 Start Time
- 17 = “A” Weekend4 Start Mode
- 18 = “A” Weekend5 Start Time
- 19 = “A” Weekend5 Start Mode

(HHMM) = Start Time (Hour/Minute)

(0-5) = Start Mode:
0: no switch
1: Day1
2: Day2
3: Night
4: Night1
5: Night2

Notes:
Weekend “A” typically applies to days like Saturdays, where only one mode (Day1, Day2, Night, Night1, or Night2) will be used for the entire day.

Related Programming:
- Special Days of the Month (pg. 8-60) FF8 1 07 3 (00-34) Hold (0-3) Hold

Weekend “B”
(all CPCs) - Version 1.0 or higher

Set up to 5 different Weekend “B” start times and modes.

```
FF8 1 07 0 (20-29) Hold (HHMM or 0-2) Hold
```

- 20 = “B” Weekend1 Start Time
- 21 = “B” Weekend1 Start Mode
- 22 = “B” Weekend2 Start Time
- 23 = “B” Weekend2 Start Mode
- 24 = “B” Weekend3 Start Time
- 25 = “B” Weekend3 Start Mode
- 26 = “B” Weekend4 Start Time
- 27 = “B” Weekend4 Start Mode
- 28 = “B” Weekend5 Start Time
- 29 = “B” Weekend5 Start Mode

(HHMM) = Start Time (Hour/Minute)

(0-2) = Start Mode:
0: Day1
1: Day2
2: Night
Notes:

Weekend “B” is typically used for Sundays, where only one of the modes (Day1, Day2, or Night) applies for the day.

Related Programming:

Holidays
(all CPCs) - Version 1.0 or higher

Set up to 20 different holidays, each with up to five different time periods.

FF8 1 07 1 (000-219) Hold (MMDD, HHMM or 0-5) Hold

Address Nos. for Holidays 1-20
(for each holiday, set the Date and five Start Times/Modes)

(MMDD)=Holiday Date (Month/Day)
(HHMM)=Start Time (Hour/Minute)
(0-5)=Start Mode:
0: No switch
1: Day1
2: Day2
3: Night
4: Night1
5: Night2

Notes:

Related Programming:
### Table 8-10. Holidays (FF8 1 07 1)

<table>
<thead>
<tr>
<th>Holidays: FF8 1 07 1 (000-219) Hold (MMDD or HHMM or 0-5)</th>
<th>-- VALUES -- (MMDD, HHMM, or 0-5)</th>
<th>-- ADDRESS NOs. (000-219) -- TIME PERIODS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Date (MMDD)</td>
<td>PERIOD 1</td>
</tr>
<tr>
<td>HOLIDAY 1</td>
<td>000</td>
<td>001</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mode (0-5): 0=No switch, 1=Day1, 2=Day2, 3=Night, 4=Night1, 5=Night2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>001</td>
<td>002</td>
</tr>
<tr>
<td>HOLIDAY 2</td>
<td>011</td>
<td>012</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mode (0-5): 0=No switch, 1=Day1, 2=Day2, 3=Night, 4=Night1, 5=Night2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>012</td>
<td>013</td>
</tr>
<tr>
<td>HOLIDAY 3</td>
<td>022</td>
<td>023</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mode (0-5): 0=No switch, 1=Day1, 2=Day2, 3=Night, 4=Night1, 5=Night2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>023</td>
<td>024</td>
</tr>
<tr>
<td>HOLIDAY 4</td>
<td>033</td>
<td>034</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mode (0-5): 0=No switch, 1=Day1, 2=Day2, 3=Night, 4=Night1, 5=Night2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>034</td>
<td>035</td>
</tr>
<tr>
<td>HOLIDAY 5</td>
<td>044</td>
<td>045</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mode (0-5): 0=No switch, 1=Day1, 2=Day2, 3=Night, 4=Night1, 5=Night2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>045</td>
<td>046</td>
</tr>
<tr>
<td>HOLIDAY 6</td>
<td>055</td>
<td>056</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mode (0-5): 0=No switch, 1=Day1, 2=Day2, 3=Night, 4=Night1, 5=Night2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>056</td>
<td>057</td>
</tr>
<tr>
<td>HOLIDAY 7</td>
<td>066</td>
<td>067</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Mode (0-5): 0=No switch, 1=Day1, 2=Day2, 3=Night, 4=Night1, 5=Night2</td>
<td></td>
</tr>
<tr>
<td></td>
<td>067</td>
<td>068</td>
</tr>
<tr>
<td>Holidays: FF8 1 07 1 (000-219) Hold (MMDD or HHMM or 0-5) Hold</td>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>-- VALUES --</td>
<td>-- ADDRESS NOs. (000-219) --</td>
<td></td>
</tr>
<tr>
<td>(MMDD, HHMM, or 0-5)</td>
<td>PERIOD 1</td>
<td>PERIOD 2</td>
</tr>
<tr>
<td><strong>HOLIDAY 8</strong></td>
<td>Date (MMDD)</td>
<td>077</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td>078</td>
</tr>
<tr>
<td></td>
<td>Mode (0-5)</td>
<td>079</td>
</tr>
<tr>
<td><strong>HOLIDAY 9</strong></td>
<td>Date (MMDD)</td>
<td>088</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td>089</td>
</tr>
<tr>
<td></td>
<td>Mode (0-5)</td>
<td>090</td>
</tr>
<tr>
<td><strong>HOLIDAY 10</strong></td>
<td>Date (MMDD)</td>
<td>099</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td>100</td>
</tr>
<tr>
<td></td>
<td>Mode (0-5)</td>
<td>101</td>
</tr>
<tr>
<td><strong>HOLIDAY 11</strong></td>
<td>Date (MMDD)</td>
<td>110</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td>111</td>
</tr>
<tr>
<td></td>
<td>Mode (0-5)</td>
<td>112</td>
</tr>
<tr>
<td><strong>HOLIDAY 12</strong></td>
<td>Date (MMDD)</td>
<td>121</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td>122</td>
</tr>
<tr>
<td></td>
<td>Mode (0-5)</td>
<td>123</td>
</tr>
<tr>
<td><strong>HOLIDAY 13</strong></td>
<td>Date (MMDD)</td>
<td>132</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td>133</td>
</tr>
<tr>
<td></td>
<td>Mode (0-5)</td>
<td>134</td>
</tr>
<tr>
<td><strong>HOLIDAY 14</strong></td>
<td>Date (MMDD)</td>
<td>143</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td>144</td>
</tr>
<tr>
<td></td>
<td>Mode (0-5)</td>
<td>145</td>
</tr>
<tr>
<td><strong>HOLIDAY 15</strong></td>
<td>Date (MMDD)</td>
<td>154</td>
</tr>
<tr>
<td></td>
<td>Start Time (HHMM)</td>
<td>155</td>
</tr>
<tr>
<td></td>
<td>Mode (0-5)</td>
<td>156</td>
</tr>
<tr>
<td>Holidays:  FF8  1  07  1 (000-219) Hold (MMDD or HHMM or 0-5) Hold</td>
<td></td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
<td></td>
</tr>
<tr>
<td><strong>-- VALUES --</strong></td>
<td><strong>-- ADDRESS NOs. (000-219) --</strong></td>
<td></td>
</tr>
<tr>
<td>(MMDD, HHMM, or 0-5)</td>
<td>TIME PERIODS</td>
<td></td>
</tr>
<tr>
<td></td>
<td>PERIOD 1</td>
<td>PERIOD 2</td>
</tr>
<tr>
<td><strong>HOLIDAY 16</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Date (MMDD)</td>
<td>165</td>
<td></td>
</tr>
<tr>
<td>Start Time (HHMM)</td>
<td>166</td>
<td>168</td>
</tr>
<tr>
<td>Mode (0-5)</td>
<td>167</td>
<td>169</td>
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<tr>
<td><strong>HOLIDAY 17</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Date (MMDD)</td>
<td>176</td>
<td></td>
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<tr>
<td>Start Time (HHMM)</td>
<td>177</td>
<td>179</td>
</tr>
<tr>
<td>Mode (0-5)</td>
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<td>180</td>
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<tr>
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<td></td>
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<tr>
<td>Date (MMDD)</td>
<td>187</td>
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<tr>
<td>Start Time (HHMM)</td>
<td>188</td>
<td>190</td>
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<td>Mode (0-5)</td>
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<td>Start Time (HHMM)</td>
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<td>Mode (0-5)</td>
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<td></td>
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<tr>
<td>Date (MMDD)</td>
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<tr>
<td>Start Time (HHMM)</td>
<td>210</td>
<td>212</td>
</tr>
<tr>
<td>Mode (0-5)</td>
<td>211</td>
<td>213</td>
</tr>
</tbody>
</table>
Extended Holidays
(all CPCs) - Version 1.0 or higher

Set up to 6 extended holidays in which the holiday lasts more than one day.

```
FF8 1 07 2 (00-11) Hold (MMDD) Hold
```

Address Nos. for Extended Holidays 1-6: MMDD=Month/Day
00=Extended Holiday 1 Start Day
01=Extended Holiday 1 End Day (inclusive)
02=Extended Holiday 2 Start Day
03=Extended Holiday 2 End Day (inclusive)
04=Extended Holiday 3 Start Day
05=Extended Holiday 3 End Day (inclusive)
06=Extended Holiday 4 Start Day
07=Extended Holiday 4 End Day (inclusive)
08=Extended Holiday 5 Start Day
09=Extended Holiday 5 End Day (inclusive)
10=Extended Holiday 6 Start Day
11=Extended Holiday 6 End Day (inclusive)

**Notes:**

Examples of extended holidays include vacations, factory shutdowns, etc.

For extended holidays, the system will automatically switch to Night mode.

**Related Programming:**
Special Days of the Month
(all CPCs) - Version 1.0 or higher

Assign special days (e.g., Saturday) within any given month. All Special Day possibilities (every day within the month) are included.

FF8 1 07 3 (00-34) Hold (0-3) Hold

Address Nos. for Special Days:
00 = first occurrence of a Sunday within the month
01 = first occurrence of a Monday within the month
... 
06 = first occurrence of a Saturday within the month
07-13 = second occurrence of Sunday thru Saturday
14-20 = third occurrence
21-27 = fourth occurrence
28-34 = fifth occurrence

(see table below)

Notes:
An example of a Special Day of the Month is working half-day on the 2nd Saturday of each month.

Related Programming:
Weekdays (pg. 8-53)  FF8 1 07 0 (00-09) Hold (HHMM or 0-5) Hold
Weekend “A” (pg. 8-54)  FF8 1 07 0 (10-19) Hold (HHMM or 0-5) Hold
Weekend “B” (pg. 8-54)  FF8 1 07 0 (20-29) Hold (HHMM or 0-2) Hold

Table 8-11. Special Days of the Month (FF8 1 07 3)

<table>
<thead>
<tr>
<th>ADDRESSES FOR THESE DAYS OF THE WEEK:</th>
<th>-- SPECIAL DAY OCCURRENCE IN MONTH --</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>(e.g., 1st Sunday=address 00; 2nd Sunday=address 07)</td>
</tr>
<tr>
<td>Sunday</td>
<td>1st</td>
</tr>
<tr>
<td>Sunday</td>
<td>00</td>
</tr>
<tr>
<td>Monday</td>
<td>01</td>
</tr>
<tr>
<td>Tuesday</td>
<td>02</td>
</tr>
<tr>
<td>Wednesday</td>
<td>03</td>
</tr>
<tr>
<td>Thursday</td>
<td>04</td>
</tr>
<tr>
<td>Friday</td>
<td>05</td>
</tr>
<tr>
<td>Saturday</td>
<td>06</td>
</tr>
</tbody>
</table>
Walking TRS Code
(all CPCs) - Version 1.0 or higher
Assign a 4-digit Walking TRS Code to each extension.

```
    FF8  1  08  Hold  (0-9999)  Hold  (4-digit Code)  Hold

    Extension No.  Walking TRS Code (4 digits)
```

NOTE: The same Walking TRS Code can be assigned to multiple extensions.

Notes:

**Walking TRS:** End-users can make calls on other extensions that would normally block the call, by entering: Walking TRS Feature Access Code + user’s own extension number + user’s Walking TRS Code. The user can then access a trunk line and dial the call; the TRS Class assigned to the user’s own extension (not the extension currently being used) will determine whether the dialed phone number is allowed or not. ON/OFF or hangup will return the phone to its normal state. A hookflash will keep the phone in Walking TRS mode.

In SMDR reports, Walking TRS calls will be preceded by “Wxxxx” (“xxxx” is the extension number dialed).

Related Programming:
**FF8 1 09: Call-Foward Destination**

### Call-Forward/Busy Destination Extension

(All CPCs) - Version 1.0 or higher

For each extension, assign another extension to receive its Call Forward/Busy calls.

```
FF8 1 09 0 Hold (0-9999) Hold (0-9999) Hold
```

Original Extension No.  Destination Extension No. for Call Forward/Busy

**Notes:**

(for Voice Mail) the Destination Extension No. can be the VPU Port Hunt Group Pilot No. assigned in FF5 1.

**NOTE:** This is not Permanent Call Forwarding! It is simply an easier way for the technician to program all extensions to call-forward/Busy to Voice Mail (for example) from the same phone, instead of setting it on each phone using the Feature Code (72 by default). When Call-Forward/Busy is changed or cancelled on the phone (either by re-dialing the Feature Code or by entering User Maintenance programming), the setting in the above address will change also.

**Related Programming:**

- Extension COS: Call Forward/Busy (pg. 1-52)  FF1 0 03 (00-15) 21 Hold (0 or 1) Hold
- Extension Number Assignment (pg. 3-4)  FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension COS Assignment (pg. 3-26)  FF3 0 BSSC 07 Hold (1-16) Hold
- Extension HG Pilot Number (pg. 5-14)  FF5 1 (01-72) 02 Hold (0-9999) Hold

### Call-Forward/No Answer Destination Extension

(All CPCs) - Version 1.0 or higher

For each extension, assign another extension to receive its Call Forward/No Answer calls.

```
FF8 1 09 1 Hold (0-9999) Hold (0-9999) Hold
```

Original Extension No.  Destination Extension No. for Call Forward/No Answer

**Notes:**

(for Voice Mail) the Destination Extension No. can be the VPU Port Hunt Group Pilot No. assigned in FF5 1.
NOTE: This is not Permanent Call Forwarding! It is simply an easier way for the technician to program all extensions to call-forward/No-Answer to Voice Mail (for example) from the same phone, instead of setting it on each phone using the Feature Code (71 by default). When Call-Forward/No-Answer is changed or cancelled on the phone (either by re-dialing the Feature Code or by entering User Maintenance programming), the setting in the above address will change also.

Related Programming:

Extension COS: Call Forward/No Answer (pg. 1-51)  FF1 0 03 (00-15) 20 Hold (0 or 1) Hold
Extension Number Assignment (pg. 3-4)  FF3 0 BSSC 02 Hold (0-9999) Hold
Extension COS Assignment (pg. 3-26)  FF3 0 BSSC 07 Hold (1-16) Hold
Extension HG Pilot Number (pg. 5-14)  FF5 1 (01-72) 02 Hold (0-9999) Hold
**FF8 1 10: Caller ID Log Extensions**

**Caller ID Log Extensions**

*(all CPCs) - Version 1.0 or higher*

Assign extensions that will have the Caller ID Log feature.

```
FF8 1 10 Hold Hold (001-120) Hold (0-9999) Hold
```

**Notes:**

**Caller ID Log:** The last 5 Caller ID calls received at the phone can be displayed, and redialed by pressing the soft key next to the displayed call. On a Large-Display phone, 5 log entries can be seen at a time. To toggle between screens, press the NEXT or PREV key.

**Related Programming:**

- Caller ID Log Outgoing Control (pg. 1-20)  FF1 0 01 0021 Hold (0 or 1) Hold
- Caller ID Log Private/Out-of-Area Control (pg. 1-20)  FF1 0 01 0022 Hold (0 or 1) Hold

**Notes:**

- Number of extensions that can have the Caller ID Log is limited by the number of cabinets:
  - 96-port (1 cabinet) = up to 20 Extensions
  - 192-port (2 cabinets) = up to 40 Extensions
  - 288-port (3 cabinets) = up to 60 Extensions
  - 384-port (4 cabinets) = up to 80 Extensions
  - 460-port (5 cabinets) = up to 100 Extensions
  - 576-port (6 cabinets) = up to 120 Extensions

- **Number of Extensions**
- **Extension No. that will have the Caller ID Log feature**

**Related Programming:**

- Caller ID Log Outgoing Control (pg. 1-20)  FF1 0 01 0021 Hold (0 or 1) Hold
- Caller ID Log Private/Out-of-Area Control (pg. 1-20)  FF1 0 01 0022 Hold (0 or 1) Hold
# Appendix A. Programming Structure

The following tables include all programming addresses and their defaults.

## 0: System Configuration

### (page 0-1)

<table>
<thead>
<tr>
<th>No.</th>
<th>System Config</th>
<th>Address No./Display</th>
<th>Position Entry</th>
<th>Available Settings</th>
<th>Defaults US</th>
<th>UK</th>
<th>CH</th>
<th>Page No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>System Size</td>
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<td>1-8 (cabinet no.)</td>
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<td>Card ID # for FS</td>
<td>BSS (B-Cabinet 1-4)</td>
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<td>1-82 (card type no.)</td>
<td></td>
<td></td>
<td></td>
<td>0-5</td>
</tr>
<tr>
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<td>Card ID # for OPR</td>
<td>BSS (B-Cabinet 1-4)</td>
<td></td>
<td>1-82 (card type no.)</td>
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<td></td>
<td></td>
<td>0-6</td>
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### FF1 0: System Common

### (page 1-9)

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<th>Address No./Display</th>
<th>Available Settings</th>
<th>Defaults US</th>
<th>UK</th>
<th>CH</th>
<th>Page No.</th>
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<td>SPT for Paging</td>
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<td>SPT Override 1</td>
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<td>0004</td>
<td>SPT Override 2</td>
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<td>SPT for CONF</td>
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<td>Exclusive Htl</td>
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<td>0007</td>
<td>Virtual CONT 1</td>
<td>0: LED out 1:LED In</td>
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<td>Auto Floating</td>
<td>0: No 1:Yes</td>
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<td>VM Key CONT 2</td>
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<td>VM Key CONT 3</td>
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<td>0016</td>
<td>O/H Hook Monitor</td>
<td>0: No 1:Yes</td>
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<td>0017</td>
<td>Handset Mute</td>
<td>0: No 1:Yes</td>
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<td>0018</td>
<td>SLT HK CONT</td>
<td>0: hook/flash 1:dig 1:1c puls.</td>
<td>0 0 0 1-18</td>
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<td>EDN Setup CONT</td>
<td>0: No 1:Yes</td>
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<td>BLF Auto Assign</td>
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<td>0021</td>
<td>CID Log Dial</td>
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<td>0022</td>
<td>CID Logging CONT</td>
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<td>0023</td>
<td>24/12 Hours</td>
<td>0:24 hour format 1:12 hour format</td>
<td>1 1 1-21</td>
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### FF2 0: System Common

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<th>Address No./Display</th>
<th>Address No./Display</th>
<th>Available Settings</th>
<th>Defaults US</th>
<th>UK</th>
<th>CH</th>
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<tbody>
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<td>System Program</td>
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<td>T/RK Numbering</td>
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<tr>
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<td></td>
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<td>0002</td>
<td>SSD Numbering</td>
<td>0:2dig 1:3dig</td>
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<td>0003</td>
<td>SSD Type</td>
<td>0:All can use 1:MC0 Ten/Group assigned</td>
<td>0 0 0 1-23</td>
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<td>Speed Dial Mode</td>
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<td>Pick-up V-call</td>
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<td>Pick-up BLF</td>
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<td>Day/Night Mode</td>
<td>0: System set 1:MC0 Tenant Group set</td>
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<td>EXT Stop Call</td>
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<td>Address No./Display</td>
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<td>Defaults US</td>
<td>Defaults UK</td>
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Appendix A: Program Structure
## Appendix A: Program Structure

### Section 400-Programming

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### Section 400-Programming

#### Appendix A: Program Structure

**FF1: System Timers**

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**FF1 1: System Timers**

(page 1-115)
### Appendix A: Program Structure

#### Section 400-Programming

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**Trunk Timer 2**

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| 0002               |         | DISA No.ANS 2      | 0.5 second 1.25s to 60s | 16 | 16 | 16 | 1-128 |
| 0003               |         | Delayed Day 1      | 0.5 second 1.25s to 60s | 0 | 0 | 0 | 1-129 |
| 0004               |         | Delayed Day 2      | 0.5 second 1.25s to 60s | 0 | 0 | 0 | 1-129 |
| 0005               |         | Delayed Night      | 0.5 second 1.25s to 60s | 0 | 0 | 0 | 1-130 |
| 0006               |         | DL Busy Timer      | 0 or true queueing extension 1.25s to 60s | 120 | 120 | 120 | 1-131 |
| 0007               |         | Slide Day 1        | 0.5 second 1.25s to 60s | 20 | 20 | 20 | 1-132 |
| 0008               |         | Slide Day 2        | 0.5 second 1.25s to 60s | 20 | 20 | 20 | 1-133 |
| 0009               |         | Slide Night        | 0.5 second 1.25s to 60s | 20 | 20 | 20 | 1-133 |
| 0010               |         | Long Talk ALM 1    | 0.5 second 1.25s to 60s | 180 | 180 | 180 | 1-134 |
| 0011               |         | Long Talk ALM 2    | 0.5 second 1.25s to 60s | 60 | 60 | 60 | 1-135 |
| 0012               |         | Paging Time TIE    | 0.5 second 1.25s to 60s | 30 | 30 | 30 | 1-135 |
| 0013               |         | TRK to TRK Timer   | 0 or infinite seconds 1.25s to 60s | 60 | 60 | 60 | 1-136 |
| 0014               |         | ARS Queueing       | 0.5 second 1.25s to 60s | 15 | 15 | 15 | 1-136 |
| 0015               |         | Delayed VisVid     | 0 or 0.5 second 1.25s to 60s | 20 | 20 | 20 | 1-137 |

**EXT Timer 1**

<p>| 0001               |         | CFW/DDHD Tone      | 0 or 0.5 second 1.25s to 60s | 3 | 3 | 3 | 1-138 |
| 0002               |         | MSG Wait Tone      | 0 or 0.5 second 1.25s to 60s | 3 | 3 | 3 | 1-138 |
| 0003               |         | Pre-Pause SLTDP    | 0 or 0.5 second 1.25s to 60s | 30 | 30 | 30 | 1-138 |
| 0004               |         | Pre-Pause SLTFB    | 0 or 0.5 second 1.25s to 60s | 15 | 15 | 15 | 1-140 |
| 0005               |         | Pre-Pause KTEL     | 0 or 0.5 second 1.25s to 60s | 0 | 0 | 0 | 1-140 |
| 0006               |         | Interdigit SLTDP   | 0 or 0.5 second 1.25s to 60s | 15 | 15 | 15 | 1-141 |
| 0007               |         | Interdigit SLTFB   | 0 or 0.5 second 1.25s to 60s | 15 | 15 | 15 | 1-142 |
| 0008               |         | Interdigit KTEL    | 0 or 0.5 second 1.25s to 60s | 0 | 0 | 0 | 1-142 |
| 0009               |         | DT MF/R SLT FB    | 0 or 0.5 second 1.25s to 60s | 6 | 6 | 6 | 1-143 |
| 0010               |         | Not Used           | 0 or 0.5 second 1.25s to 60s | 1-143 |
| 0011               |         | Not Used           | 0 or 0.5 second 1.25s to 60s | 1-143 |
| 0012               |         | SLT INC on Busy    | 0 or 0.5 second 1.25s to 60s | 10 | 1-144 |
| 0013               |         | BLF Delayed        | 0 or 0.5 second 1.25s to 60s | 16 | 1-144 |</p>
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Appendix A: Program Structure

Section 400-Programming
### Appendix A: Program Structure

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**Appendix A**

576-13-400  DBS 576 (USA) issued 05/20/98  ●  Page A-9
## FF1 3: MCO Access

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| MCO Outgoing |
| 0001 | Tenant1 MCO1 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 1 1 1 | 1-164 |
| 0002 | Tenant1 MCO2 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 0 0 0 | 1-164 |
| 0003 | Tenant1 MCO3 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 0 0 0 | 1-164 |
| 0004 | Tenant1 MCO4 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 0 0 0 | 1-164 |
| 0005 | Tenant1 MCO5 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 0 0 0 | 1-164 |
| 0006 | Tenant2 MCO1 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 2 2 2 | 1-164 |
| 0007 | Tenant2 MCO2 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 0 0 0 | 1-164 |
| 0008 | Tenant2 MCO3 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 0 0 0 | 1-164 |
| 0009 | Tenant2 MCO4 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 0 0 0 | 1-164 |
| 0010 | Tenant2 MCO5 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 0 0 0 | 1-164 |
| 0011 | Tenant3 MCO1 TG | One 1.99 (Trunk Group) or 1.72 (Trunk Group) | 3 3 3 | 1-164 |

### Address No./Display | Available Settings | Defaults | Page No.
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| 0002 | Tenant1 2nd TG | One 1.99 (Trunk Group) | 0 0 0 | 1-165 |
| 0003 | Tenant1 3rd TG | One 1.99 (Trunk Group) | 0 0 0 | 1-165 |
| 0004 | Tenant1 4th TG | One 1.99 (Trunk Group) | 0 0 0 | 1-165 |
| 0005 | Tenant1 5th TG | One 1.99 (Trunk Group) | 0 0 0 | 1-165 |
| 0006 | Tenant2 1st TG | One 1.99 (Trunk Group) | 0 0 0 | 1-165 |

### Address No./Display | Available Settings | Defaults | Page No.
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| 0008 | Tenant2 In-MCO | 1.99 (Trunk Group) | 2 2 2 | 1-166 |
| 0009 | Tenant3 In-MCO | 1.99 (Trunk Group) | 3 3 3 | 1-166 |
| 0010 | Tenant4 In-MCO | 1.99 (Trunk Group) | 72 72 72 | 1-166 |
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Appendix A

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Page A-12  -  DBS 576 (USA) issued 05/20/98  -  576-13-400
## Appendix A: Program Structure

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### Appendix A: Program Structure

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**Appendix A**

Section 400-Programming

**Introduction**

Configuration

**Section 400-Programming Appendix A: Program Structure**

**Table 400-2**: Program Structure
### Appendix A: Program Structure

#### Section 400-Programming

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## Section 400-Programming

### Appendix A: Program Structure

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Appendix A
### FF2 1: ISDN Trunks

**Address No./Display**

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<td>B=1-6</td>
<td>SS-01-12</td>
<td>C=1 (PRI)</td>
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<td>SS-01-12</td>
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#### Available Settings

- **BSSC** (B:48, SS:01-12, C:4 or 1)
- **1 Dch VID Code** 1-127 (max. 3 digits)
- **01 Trunk Number** 0:None 1:576 trunk number
- **02 Connection Type** 0:Point-to-Point 1:Point-to-Multi-Point
- **03 Connection Type** 0:Point-to-Point 1:Point-to-Multi-Point
- **04 Ring Frequency** 0:On 1:Off
- **05 Ring Cycle PTN** 1:Continuous Tone 2:Partial Tone
- **06 Ring Type** 0:Normal 1:Extended
- **07 Ring Type** 0:Normal 1:Extended
- **08 Ring Type** 0:Normal 1:Extended
- **09 Ring Type** 0:Normal 1:Extended
- **10 Ring Type** 0:Normal 1:Extended
- **11 Ring Type** 0:Normal 1:Extended
- **12 Ring Type** 0:Normal 1:Extended
- **13 Ring Type** 0:Normal 1:Extended
- **14 Ring Type** 0:Normal 1:Extended
- **15 Ring Type** 0:Normal 1:Extended
- **16 Ring Type** 0:Normal 1:Extended
- **17 Ring Type** 0:Normal 1:Extended
- **18 Ring Type** 0:Normal 1:Extended
- **19 Ring Type** 0:Normal 1:Extended
- **20 Ring Type** 0:Normal 1:Extended

#### Defaults

- **US**
- **UK**
- **CH**

#### Page No.

- **2-59**
### FF2 Trunks (CO)

**Section 400-Programming**  
**Appendix A: Program Structure**

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#### FF2 2: T1 Trunks (CO)

(Appendix A, page 2-86)

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576-13-400  
DBS 576 (USA) issued 05/20/98  
Page A-21
### Appendix A: Program Structure

#### FF2 Trunks 2 T1/CO BSCCC Omni/Pos

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### FF2 2: T1 Trunks (E&M Tie)

#### FF2 Trunks 2 T1/E&M BSCCC Omni/Pos

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**Appendix B**

**Appendix A**

**Maintenance**

**Applications**

**Introduction**

**System Configuration**

---

**Section 400-Programming**

---

**Page A-22**

**DBS 576 (USA) issued 05/20/98**

**576-13-400**
### Section 400-Programming

#### Appendix A: Program Structure

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<td>Slide Ringing</td>
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<td>MW-LED Control</td>
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<td>0: Disabled (allow interruptions) 1: Enabled (don't allow interruptions)</td>
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<td>Idle Screen Set</td>
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<td>0: Do not allow 1: Allow return to idle menu</td>
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<td>0: Seize trunk on FF-JKey press 1: Ignore</td>
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<td>C0 Key Off 2</td>
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<td>0: Ignore HOLD press 1: Retrieve held call by pressing HOLD again</td>
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<td>C0 Key Off 3</td>
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<td>0: Retrieve second trunk call by pressing FF-JKey 1: Ignore trunk FF-JKey press</td>
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<td>C0 Key Off 4</td>
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<td>Recall Key</td>
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<td>In-Talk Duration</td>
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<td>Ring VOL Control</td>
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<td>0: Crane 1: Separate volume controls for intercom and trunk ringing</td>
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<td>Loop Disconnect</td>
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<td>0: Do not send 1: Send loop disconnect signal upon hangup</td>
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<td>Flash Control</td>
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<td>0: Send flash to C0 1: Send intercom data</td>
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<td>Variable Mode</td>
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<td>MCO Preference</td>
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<td>Forced ACOD</td>
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<td>Hot Dial Pad</td>
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<td>Tenant Group</td>
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<td>06</td>
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<td>EXT-TRS Class</td>
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<td>1:40</td>
<td>US: 1 UK: 1 CH: 1</td>
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<td>07</td>
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<td>Extension COS</td>
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<td>US: 1 UK: 1 CH: 1</td>
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<td>EXT-FAIL-CLS</td>
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<td></td>
<td>Dial Plan PTL</td>
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<td>1: Dial Plan 'A' 2: Dial Plan 'B'</td>
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### Section 400-Programming

**FF3 1: S-Point ISDN Extensions**

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<td>SS=0,1,12</td>
<td>C=1</td>
<td>(PRI)</td>
<td>00 Common Dch</td>
<td>0 Shared Dch POS</td>
<td>BSSC</td>
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<td>01 Dch IF ID Code</td>
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<td>B-1,6</td>
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<td>SS=0,1,12</td>
<td>C=1</td>
<td>(for BRI)</td>
<td>02 EXIT Number</td>
<td>0.9999</td>
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<td>03 General1</td>
<td>0 Connection Type</td>
<td>0:Point-to-Point 1:Points Multi-Point</td>
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<td>0 Passive Bus</td>
<td>0:Short loop 200m 1:Long loop 1km</td>
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<td>04 General2</td>
<td>0 Select</td>
<td>0:Highest numbered 1:Lowest numbered</td>
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<td>0 Select</td>
<td>0:Selected Mapping 1:Channel Numbering</td>
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<td>0 Call ID Length</td>
<td>0:1 byte/1octet 1:2 bytes/1octets</td>
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<td>0 Called # INFO</td>
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<td>06 EXT-TS Class</td>
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<td>1:Night TRS CLS</td>
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<td>07 Digital Port</td>
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### FF3 2: Virtual Ports

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<td>00 EXIT Number</td>
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<td>01 General1</td>
<td>0 Frequency</td>
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<td>0 Ring Cycle PTN</td>
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### FF3 3: RAI Extension Port

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### Appendix A: Program Structure
### FF4: FF-Key/Soft Key Assignments

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<td>NN</td>
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<td>1 Trunk Ringing</td>
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<td>(NN=FF-Key 01-32)</td>
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| BSS C | 1 DSS/72s | Feature Code | NN | (NN=FF-Key 01-72) | Function #mm | enter Read Feature Code (see table, pg. 4-2) | -- | -- | 4-14 |
| | | | | | | | | |
| 1 DSS/72s | Trunk Ringing | NN | (NN=FF-Key 01-72) | 1 | Outgoing TRS | 0 | Allow | 0 | 0 | 0 | 4-15 |
| | | | | 2 | Incoming TRS | 0 | Allow | 0 | 0 | 0 | 4-16 |
| | | | | 3 | Day 1 Ring Assign | 0 | Do not ring | 1 | Ring | 0 | 0 | 0 | 4-16 |
| | | | | 4 | Day 2 Ring Assign | 0 | Do not ringing | 1 | Ring | 0 | 0 | 0 | 4-17 |
| | | | | 5 | Night R Assign | 0 | Do not ringing | 1 | Ring | 0 | 0 | 0 | 4-17 |
| | | | | 6 | No-Ring Auto Ans | 0 | Disabled | 1 | Enabled | 0 | 0 | 0 | 4-18 |

| BSS C | 2 Soft Keys or Display Phones | Soft Key Feature | NN | (NN=Soft Key 01-30) | Function #mm | enter Read Feature Code (see table, pg. 4-2) | -- | -- | 4-19 |

### FF5: Groups

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### Section 400-Programming

#### Appendix A: Program Structure

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### FF6: TRS/ARS

#### (page 6-1)

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### Appendix A: Program Structure

#### Section 400-Programming

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### Appendix A: Program Structure

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**Section 400-Programming**  
**Appendix A**

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576-13-400  
DBS 576 (USA) issued 05/20/98  
Page A-29
Appendix A: Program Structure

Section 400-Programming

### FF8 0: Dealer Maintenance

(page 8-4)
## Section 400-Programming

### Appendix A: Program Structure

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1. Outgoing
2. Incoming
3. Intercom

### 02 Trunk Name
1. Trunk No. 1 A B C D E F 001 Trunk Name (max. 10 char.) 
2. 
3. 

### 03 Fault Records
0 Fault INFO DISP
1. Major Fault
2. Minor Fault
3. Alarm Fault

1. Fault Output

Appendix A

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Page A-32   DBS 576 (USA) issued 05/20/98   576-13-400
## Section 400-Programming

### Appendix A: Program Structure

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### Appendix A: Program Structure

#### Section 400-Programming

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<td>8-64</td>
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</table>
# Index (Section 400-Programming)

## Symbols

* and # Dialing Restriction ......................... 6-23

## Numeric

3-Party Conference--
  Digital Pad Class settings for .................... 1-183
  on SLTs ........................................... 1-174
  splash tone for ................................ 1-11

3rd-party Voice Mail--
  AEC Loop Disconnect Signal for ....................... 3-19
  Call-Foward ID Codes ................................ 8-51
  DID No. auto-send to ................................ 1-174
  ID Code ......................................... 1-174
  MSG Key ID Codes ................................ 8-52

8-Party Conference--
  enabling ......................................... 1-51
  Digital Pad Class settings for .......... 1-185
  feature code (defining) ............. 1-157, 1-159

## A

Abandoned Calls--
  Ring Interval for ................................ 2-17

Account Codes--
  Forced, on extensions ....................... 3-21
  Forced, TRS Class for ................. 1-104
  Set, feature code (defining) .......... 1-156, 1-158
  Verified, creating .................. 8-50
  Verified, on extensions ............. 3-22

ACD--
  Built-In -- see Built-In ACD

Add Beginning Digits ............................. 6-39

Add Ending Digits ................................ 6-40

Advanced Routing--
  Chain List for MCO access codes .......... 1-164
  enabling ....................................... 1-27
  Trunk Group Chains (defining) ............ 1-165

AEC Card--
  with PanaVOICE ................................ 0-3

AEC Loop Disconnect ................................ 3-19

AIS--
  Alarm Counter .................................. 8-28

Alarms--
  AL, confirming .................................. 8-22
  ARS .............................................. 6-30–6-35
  Confirm Major .................................. 8-21
  Confirm Minor .................................. 8-21
  Counter, AIS ................................... 8-28
  CRC, Counter .................................. 8-29
  Fault Alarm data to serial port ........ 1-88
  Long Talk -- see Long Talk Alarm
  OOF, Counter .................................. 8-26
  ring frequency for unanswered calls ...... 1-106
  ring pattern for unanswered calls ........ 1-107
  ring timers for unanswered calls ........ 1-132–1-133
  ringing, enabling on analog CO trunk ... 2-24
  ringing, enabling on ISDN trunk ........ 2-68
  ringing, enabling on T1 (CO) trunk ...... 2-102
  Signal Loss, Counter ......................... 8-26
  Slip, Counter .................................. 8-28
  Sync Loss, Counter .......................... 8-27
  Yellow, Counter ............................... 8-27

Analog (CO) Trunk settings ....................... 2-7

Analog (E&M) Trunk settings ..................... 2-37

Analyze Digits--
  Follow Digits .................................. 6-12
  Prefix ID ....................................... 6-10
  Prefix String .................................. 6-11
  Routing .......................................... 6-13
  Routing Entry .................................. 6-14
  TRS Level ....................................... 6-12

Answer Supervision--
  Code for VM .................................... 1-109

API--
  Baud Rate ....................................... 7-16
  Card, for use with PanaVOICE .............. 0-3
  Data Format .................................... 7-16
  Digital Pad Class ......................... 7-15
  event reporting (enabling) ............. 1-69
  Port Extension Nos. ......................... 7-14
  Service Range (extensions) ............. 7-17
  Tenant Group .................................. 7-14
  TRS Class ..................................... 7-15
  Unit Number .................................. 7-13

ARS--
  Add Beginning Digits ......................... 6-39
  Add Ending Digits ......................... 6-40

---

576-13-400  DBS 576 (USA) issued 05/20/98  ● Index-1
Index

Section 400-Programming

<table>
<thead>
<tr>
<th>CO Busy Tone Detect Timer for</th>
<th>1-123</th>
</tr>
</thead>
<tbody>
<tr>
<td>enabling, on analog CO trunk</td>
<td>2-20</td>
</tr>
<tr>
<td>enabling, on ISDN trunk</td>
<td>2-65</td>
</tr>
<tr>
<td>enabling, on T1 (CO) trunk</td>
<td>2-99</td>
</tr>
<tr>
<td>Flash Timer for</td>
<td>1-117</td>
</tr>
<tr>
<td>Auto-Mode Switching</td>
<td>1-25</td>
</tr>
</tbody>
</table>

B

| Balance Control--            | 2-40  |
| on analog E&M trunks        |       |
| Baud Rate--                 |       |
| for API port                | 7-16  |
| for RAI serial port         | 1-83  |
| for Serial Port 1           | 1-81  |
| for Serial Port 2           | 1-86  |
| B-Channel--                 |       |
| Numbering (Layer 3)         | 2-71, 3-32 |
| Select, for ISDN extensions | 3-32  |
| Select, for ISDN trunks     | 2-70  |
| Beginning Digits--          |       |
| Add                         | 6-39  |
| Delete                      | 6-38  |
| BGM--                       |       |
| Digital Pad Class settings  | 1-181 |
| on/off, feature code (defining) | 1-156, 1-158 |
| BLF Key--                   |       |
| automatic assignment        | 1-19  |
| call pickup                 | 1-24  |
| Delayed Ring Timer for      | 1-144 |
| BPF Alarm--                 |       |
| Counter                     | 8-29  |
| Brokers Hold--              |       |
| on SLTs                     | 1-42  |
| trunk key operation with    | 3-16  |
| Built-In ACD--              |       |
| ACD Port Extension Nos.     | 7-9   |
| Detail Settings address     | 7-12  |
| Digital Pad Class           | 7-11  |
| Service Range (extensions)  | 7-11  |
| Tenant Group                | 7-10  |
| TRS Class                   | 7-10  |
| Unit Number                 | 7-9   |
| Built-In Voice Mail--       |       |
| Detail Settings address     | 7-8   |
| FF-key (allowing)           | 1-16  |
| mailbox key (allowing)      | 1-16  |
| MSG key (allowing)          | 1-17  |

Analyze Digit Follow Digits ........................................ 6-12
Analyze Digit Prefix ID ........................................... 6-10
Analyze Digit Prefix String ....................................... 6-11
Analyze Digit Routing ............................................ 6-13
Analyze Digit Routing Entry ...................................... 6-14
Analyze Digit TRS Level .......................................... 6-12
and ISDN automatic outdialing .................................. 1-19
and TRS, Common settings ........................................ 6-5
Authorization Codes .............................................. 6-41
Days of the Week ................................................. 6-25
Delete Beginning Digits ......................................... 6-38
Dial Conversion Pattern assignment .............................. 6-37
Dial Conversion Tables ........................................... 6-38
forcing ..................................................................... 1-68
LCR setting (MCO-I routing) ...................................... 1-27
Leading Digit Follow Digits ....................................... 6-7
Leading Digit Prefix ID ........................................... 6-6
Leading Digit Prefix String ...................................... 6-6
Leading Digit Routing ............................................. 6-9
Leading Digit Routing Entry ....................................... 6-9
Leading Digit TRS Level .......................................... 6-8
Queuing Timer for outgoing calls ................................ 1-136
Route List Table .................................................. 6-28
Route Tables .......................................................... 6-36
Special Days ......................................................... 6-26
Time List Tables .................................................... 6-27

Attendant--
delay-ring to (on analog CO trunks) ..................2-31–2-33
delay-ring to (on ISDN trunks) .........................2-78–2-80
delay-ring to (on T1 CO trunks) .......................2-110–2-112
DIL to (on analog CO trunks) .........................2-28–2-30
DIL to (on ISDN trunks) ..................................2-75–2-77
DIL to (on T1 CO trunks) ..................................2-107–2-109
Hold Recall Start Timer ....................................... 1-145
Hunt Group settings ........................................... 5-3
Reversion Duration Timer ...................................... 1-148
Transfer Recall Start Timer ............................... 1-147
Authorization Codes (ARS) ..................................... 6-41
Auto Answer--
enabling, on analog E&M trunks .......................2-39
enabling, on T1 E&M trunks ..................................2-119
for trunk FF-key ..................................................4-13, 4-18
on extensions .....................................................3-8
Timer, for analog E&M trunks .........................2-45
Timer, for T1 E&M trunks .....................................2-125
Auto Camp-On ..................................................... 3-10
Auto Pause--
Position Behind PBX .......................................... 1-91
Auto Repeat Dial--
allowing .......................................................... 1-48
CO Busy Tone Detect Start Timer for ............1-122

Index-2  ●  DBS 576 (USA) issued 05/20/98  576-13-400
Appendix B

Introduction

Configuration

Call ID Length--
Call Forwarding--
Busy Tone--
Call Duration--
Cabinets (no. of) ........................................................ 0-5

Bus Monitor--
data to serial port .................................................. 1-90
Save Control ............................................................ 8-37
Trigger Codes .......................................................... 8-37

Busy Override--
feature code (defining) ........................................... 1-161, 1-162
on extension, via trunk key ....................................... 3-9
recurring splash tone for ........................................ 1-10
Send (allowing) ...................................................... 1-56
splash tone for start of ........................................... 1-10

Busy Tone--
CO, Delayed Ring Timer ........................................... 1-131
CO, Detect Start Timer ........................................... 1-122
CO, Detect Timer ................................................... 1-123
Flexible Feature Codes during .................. 1-161, 1-162
soft key features at ................................................ 8-12

Cabinet Configuration Notes ...................................... 0-2
Cabinets (no. of) ........................................................ 0-5

Call Duration--
display, on extension ............................................. 3-18
Timer for outbound CO calls ................................ 1-118
Timer for outbound tie-line calls ....................... 1-118
Timer, and DTMF switch ........................................ 2-26
Timer, enabling on trunk ..................................... 2-19, 2-105

Call Forwarding--
All Calls, set/clear (allowing) ............................ 1-50
Busy Dest.Ext. ....................................................... 8-62
Busy, set/clear (allowing) ..................................... 1-52
confirmation tone timer ......................................... 1-138
feature codes (defining) ......................................... 1-156, 1-158
No Answer, set/clear (allowing) ......................... 1-51
No-Answer Dest.Ex. ............................................. 8-62
No-Answer Timers (Day/Night) ......................... 1-149, 1-150
Other, set/clear (allowing) .................................. 1-52
Outside (Ext.COS) ............................................... 1-69
Voice Mail ID Code Set (feature code) .................. 1-157, 1-158

Call ID Length--
on ISDN extensions ............................................. 3-33
on ISDN trunks ................................................... 2-72

Call Park--
Answer ................................................................. 1-71
Station, Answer code for .................................. 1-157, 1-159
Station, code for .................................................. 1-157, 1-159
Station, Recall Timer ........................................... 1-153
Station, Transfer code for ..................................... 1-157, 1-159
Transfer ............................................................... 1-72

Call Pickup--
feature codes (defining) ................. 1-156, 1-158
Group, members .................................................. 5-25
intercom voice calls .......................................... 1-24
multiple, on trunk key ..................................... 3-15
of other MCO groups ....................................... 1-47
on BLF key ............................................................ 1-24

Call Traffic--
Intercom Calls (print) ........................................ 8-18
Start/Stop Memory ............................................... 8-14
Start/Stop Print .................................................. 8-14
Timing Storage ................................................... 8-15
Trunk Calls-Inbound (print) ......................... 8-18, 8-17
Trunk Calls-Outlet (print) ............................... 8-17

Callback Request--
Callback Ring Timer for ................................... 1-150
feature code ("A" side) ......................................... 1-161
feature code ("B" side) ......................................... 1-162
Receive (allowing) ............................................. 1-59
Send (allowing) ................................................... 1-58

Called Number--
Indication ............................................................. 3-34

Called Sub-Address--
Indication ............................................................. 3-34

Caller ID--
enabling on trunks .............................................. 2-12
Installing, notes on ........................................... 2-12
Log, auto-outdialing from ............................... 1-20
Log, Extensions ..................................................... 8-64
Log, Outgoing Add Digits ............................. 1-112
Log, Private/Out-of-Area outdialing ............... 1-20
Ringing/Display control ...................................... 2-21

Call-Forwarding--
Voice Mail ID Code (creating) ......................... 8-51

Calling Number--
Area Code ........................................................ 2-83
Office Code ....................................................... 2-84
Send ................................................................. 2-72
Subscriber Number ............................................. 2-84

Call-Waiting--
Answer at HOLD .................................................. 1-74

Camp-On--
Auto, on extension .............................................. 3-10

Service Range (extensions) ....................... 7-7
Unit Number ......................................................... 7-3
VPU Port Digital Pad Class ............................... 7-6
VPU Port Extension Nos ...................................... 7-4
VPU Port Tenant Group ........................................ 7-5
VPU Port TRS Class ................................................ 7-5

Intercom Calls (print) ............................... 8-18
Start/Stop Memory ............................................. 8-14
Start/Stop Print ................................................... 8-14
Timing Storage ................................................... 8-15
Trunk Calls-Inbound (print) ......................... 8-18, 8-17
Trunk Calls-Outlet (print) ............................... 8-17

Callback Request--
Callback Ring Timer for ................................... 1-150
feature code ("A" side) ......................................... 1-161
feature code ("B" side) ......................................... 1-162
Receive (allowing) ............................................. 1-59
Send (allowing) ................................................... 1-58

Called Number--
Indication ............................................................. 3-34

Called Sub-Address--
Indication ............................................................. 3-34

Caller ID--
enabling on trunks .............................................. 2-12
Installing, notes on ........................................... 2-12
Log, auto-outdialing from ............................... 1-20
Log, Extensions ..................................................... 8-64
Log, Outgoing Add Digits ............................. 1-112
Log, Private/Out-of-Area outdialing ............... 1-20
Ringing/Display control ...................................... 2-21

Call-Forwarding--
Voice Mail ID Code (creating) ......................... 8-51

Calling Number--
Area Code ........................................................ 2-83
Office Code ....................................................... 2-84
Send ................................................................. 2-72
Subscriber Number ............................................. 2-84

Call-Waiting--
Answer at HOLD .................................................. 1-74

Camp-On--
Auto, on extension .............................................. 3-10
by onhook transfer ........................................ 1-39
feature code (defining) ........................................ 1-161, 1-162
Manual, receive (allowing) ...................................... 1-58
Manual, send (allowing) ......................................... 1-57

Cards--
API w/DEC or AEC, for PanaVOICE ......................... 0-3
Free Slot assignment ............................................ 0-5
LS/GS, using for ground-start .................................. 0-3
Option Slot assignment ......................................... 0-6
removing from a Free Slot ..................................... 0-3
Reset .................................................................. 8-23
System CPC Modes ................................................. Intro-8
Type, verifying ....................................................... 8-23
Version, verifying ................................................. Intro-19, 8-24

Circuit Type--
Trunk (analog E&M) ............................................. 2-38
Trunk (T1 CO) ..................................................... 2-87
Trunk (T1 E&M) .................................................. 2-117

Closed Numbering--
Digits .................................................................. 6-42
displaying in Ext. Directory ...................................... 1-105
Follow Digits ........................................................ 6-43
Routing .................................................................. 6-44
Routing Entry ........................................................ 6-44
TRS Level ............................................................ 6-43

CO Off-Hook Signal ................................................. 3-10

Codes--
Account, Forced .................................................. 3-21
Account, Verified ................................................. 3-22
Answer Supervision (for VM) .................................. 1-109
Authorization (ARS) ............................................... 6-41
Call-Forward ID for VM ........................................... 8-51
DISA ID .................................................................. 1-113
DISA ID, verification of .......................................... 1-79

Feature -- see Feature Codes
Flexible Feature -- see Flexible Feature Codes
Forced Account, TRS Class for .................................. 1-104
MSG Key ID .......................................................... 8-52
OHVVA Access ..................................................... 1-161, 1-162
PBX trunk access .................................................. 1-92
Station Call Park .................................................... 1-157, 1-159
Station Call Park Answer ......................................... 1-157, 1-159
Station Call Park Transfer ....................................... 1-157, 1-159
Transfer #1 (for VM) .............................................. 1-109
Transfer #2 (for VM) .............................................. 1-110
Walking TRS .......................................................... 1-157, 1-159
Walking TRS, creating .......................................... 8-61
Conference Calls--
8-Party, allowing .................................................. 1-62
8-Party, feature code (defining) .............................. 1-157, 1-159
splash tone for 3-party ............................................. 1-11

Confirm Alarms--
AL ................................................................. 8-22
Major ............................................................... 8-21
Minor ............................................................... 8-21

COPY and PASTE Commands ............................... 4-7

COS--
Extension, assignment ........................................ 3-26, 3-38, 3-43, 3-46
Extension, defining .............................................. 1-35
Extension, restricting intercom calls between ........... 1-94
Trunk, defining ..................................................... 1-75
Trunk, restricting calls between .......................... 1-95

Counters--
AIS Alarm .......................................................... 8-26
BPV Alarm .......................................................... 8-29
CRC Alarm .......................................................... 8-29
Layer 1 Receive Error .......................................... 8-30
Layer 1 Status Error ............................................. 8-30
Layer 1 Transmit Error ......................................... 8-31
Layer 2 TEI Error ............................................... 8-31
OOF Alarm .......................................................... 8-26
Signal Loss .......................................................... 8-26
Slip Alarm ........................................................... 8-28
Sync Loss Alarm .................................................. 8-27
Yellow Alarm ....................................................... 8-27

CPC--
Copy ............................................................... Intro-9
System Modes ....................................................... Intro-8

CPC Reset--
for Time Display Mode ......................................... 1-21

CRC Alarms--
Counter .............................................................. 8-29

D

Data Format--
for API RS-232C port .......................................... 7-16
for RAI serial port ............................................... 1-83
for Serial Port 1 ................................................... 1-80
for Serial Port 2 ................................................... 1-85
for SMDR output .................................................. 1-93

Data Length-- see Maximum Input Digits

Data Security--
on extension ...................................................... 3-13, 3-36

Data to Serial Port--
Bus Monitor data .................................................. 1-90
Fault Alarm data ................................................. 1-88
Programmed data ................................................ 1-89
SMKDR data ............................................................. 1-88
Traffic Measurement data ........................................... 1-89
Day/Night Mode--
  Attendant Hunt Group during ................................ 5-3–5-10
  Call Forward/No Answer Timers ............................. 1-149, 1-150
  CO Delayed Ring timers for .................................... 1-129, 1-130
Delayed Ring Type/Dest. (analog CO trunks) 2-31–2-33
Delayed Ring Type/Dest. (ISDN trunks) 2-78–2-80
Delayed Ring Type/Dest. (T1 CO trunks) ... 2-110–2-112
DID to busy extension during ............................... 1-31
DID to incorrect number during ............................. 1-33
DID/DNIS destinations ("A" side) ............................. 1-169
DID/DNIS destinations ("B" side) ............................. 1-171
display, on extension ........................................... 3-17
  for MCO Tenant Groups ...................................... 1-25
Holidays .............................................................. 8-55
Holidays (Extended) ............................................ 8-59
Ring Type (analog E&M trunks) ............................. 2-53–2-55
Ring Type (T1 E&M trunks) .................................... 2-132–2-134
Ring Type/Dest. (analog CO trunks) .................. 2-28–2-30
Ring Type/Dest. (ISDN trunks) ............................... 2-75–2-77
Ring Type/Dest. (T1 CO trunks) ............................... 2-107–2-109
  set, feature codes (defining) ............................. 1-156, 1-158
Slide Ring/Alarm Ring timers .............................. 1-132–1-133
switching (allowing) .......................................... 1-155
TRS Class for analog CO trunk ......................... 2-34–2-35
TRS Class for analog E&M trunk ......................... 2-57
TRS Class for ISDN trunk ..................................... 2-81–2-82
TRS Class for T1 CO trunk ................................. 2-113–2-114
TRS Class for T1 E&M trunk ............................... 2-136
Trunk FF-Key ringing .................. 4-11–4-12, 4-16–4-17
Weekdays ........................................................... 8-53
Weekend "A" ...................................................... 8-54
Weekend "B" ...................................................... 8-54
Days of the Month (Special) ....................... 8-60
Days of the Week--
  System Clock .................................................. 8-43
Days of the Week (ARS) ....................................... 6-25
D-Channel--
  Interface ID Code .................................. 2-59, 3-29
  Position, for ISDN extensions ............................. 2-38
  Position, for ISDN trunks ................................ 2-59
Dealer Maintenance ............................................... 8-4
Dealer Programming--
  ID code for ................................................. 1-108
DEC Card--
  with PanaVOICE ........................................... 0-3

Appendix A
Introduction ....................................................... 8-7
Configuration .................................................... 8-8

Appendix B
Maintenance .................................................... 8-9
Applications .................................................... 8-10
FF1--
FF2--
FF3--
FF4--
FF-/Soft Keys .................................................. 8-13
Extensions ..................................................... 8-14

Index

Definitions--
  3-Party Conference .......................................... 1-42
  Account Codes ............................................. 3-21
  Advanced Routing ........................................ 1-28
  Alarm Ringing ............................................ 1-106
  Auto Camp-On .............................................. 1-57
  Auto Repeat Dialing ..................................... 1-49
  Blind Transfer ........................................... 1-37
  Brokers Hold .............................................. 1-42
  Callback Request ......................................... 1-59
  Caller ID Log .............................................. 1-112
  DID ........................................................... 1-31
  DISA ......................................................... 1-30
  DNIS ......................................................... 1-168
  DSS/BLF Key ............................................... 1-24
  Exclusive Hold .......................................... 1-40
  Extension COS ............................................ 1-35
  Flexible Feature Code .................................... 1-155
  Floating Feature Code ................................... 1-14
  Forced Account Codes .................................... 1-104
  Handset Hold .............................................. 1-18
  Hot Dial Pad .............................................. 3-23
  Howler Tone ............................................... 1-29
  Indirect LCR ................................................ 2-27
  Intercom Ring Tone ....................................... 1-75
  Manual Camp-On .......................................... 1-57
  Multiple Incoming ....................................... 1-30
  Off-Hook Monitoring ..................................... 1-17
  Onhook Transfer at Camp-On ............................ 1-39
  Onhook Transfer at Ringback ......................... 1-37
  Onhook Transfer at Talk ................................ 1-38
  Private/Out-of-Area Calls .............................. 1-21
  RAI Serial Port ........................................... 1-83
  Serial Port 1 .............................................. 1-80
  Serial Port 2 .............................................. 1-85
  Slide Ringing .............................................. 1-132
  SMDR Formats #1 and #2 ................................ 1-93
  Station Park .............................................. 1-71
  Step Calling ............................................... 1-26
  Supervised Transfer .................................... 1-38
  System Hold ............................................... 1-40
  Tenant Groups ............................................ 1-163
  Timed Reminder .......................................... 1-151
  Tone Calling ............................................... 1-37
  Trunk COS .................................................. 1-75
  Trunk Queuing ............................................. 1-60
  Trunk-to-Trunk Transfer ................................ 1-70
  Variable Mode ............................................. 3-20
  Virtual Ports .............................................. 1-12
  Voice Calling ............................................. 1-37
  Walking TRS .............................................. 8-61
Delayed Ringing--
DID/DNIS destinations ("A" side) ................. 1-169
DID/DNIS destinations ("B" side) ................. 1-171
Timer (CO/Busy) ............... 1-131
Timer (CO/Day1) ............... 1-129
Timer (CO/Day2) ............... 1-129
Timer (CO/ Night) ............ 1-130
Timer (DID) ............... 1-137
Timer for BLF Keys ............ 1-144
Timers for Att. Hunt Grp ..... 5-5–5-10
Timers for Ext. Hunt Grps ........ 5-15
Type/Dest. (analog CO trunks) ........ 2-31–2-33
Type/Dest. (ISDN trunks) ........ 2-78–2-80
Type/Dest. (T1 CO trunks) ..... 2-110–2-112
Delete Beginning Digits ................................ 6-38
Dial Conversion--
Pattern, for ARS routing ................................ 6-37
Tables (ARS) .................................................. 6-38
Dial Plan--
"A" and "B" (defining) ...................................... 1-154
assignment to extension .................................. 3-27, 3-39
Dial Tone--
detection of CO ............................................. 2-18, 2-98
Flexible Feature Codes during ............. 1-155, 1-157
Intercom, max./min. dialing at ............ 1-154
internal, Flash key with .......... 2-50, 2-67, 2-101, 2-129
internal, with Flash key ......................... 2-23
pre-pause check ............................................. 1-65
Pre-Pause Timers at (internal DT) ........... 1-139, 1-140
receive at off-hook ....................................... 1-64
Simulation (CO) ............... 2-21, 2-48, 2-100, 2-128
soft key features at ......................... 8-9
to tie lines ................................................. 1-76
Dial-Pulse--
dialing, on analog CO trunk ......................... 2-17
dialing, on analog E&M trunk ......................... 2-46
dialing, on T1 (CO) trunk ......................... 2-97
dialing, on T1 E&M trunk ......................... 2-125
Minimum Pause, on analog CO trunk ............ 2-9
Minimum Pause, on T1-CO trunk ..................... 2-88
signaling on SLT phones ......................... 3-6
SLTs, hookflash on ......................... 1-18
SLTs, Interdigit Timer ......................... 1-141
SLTs, Pre-Pause Timer ......................... 1-139
switch to DTMF (inbound calls) ............ 2-26, 2-52, 2-104, 2-131
switch to DTMF (outbound calls) ............ 2-26, 2-51, 2-104, 2-130
DID--
auto-send to VM .................................. 1-174
Delayed Ring Timer .............................. 1-137
Dialing for ISDN S-Point ............................ 1-172
Names ................................................. 8-41
Ring Detect Timer .............................. 2-10, 2-89
Ring Type (analog CO trunks) ............ 2-28–2-30
Ring Type (ISDN trunks) ............... 2-75–2-77
Ring Type (T1 CO trunks) ............ 2-107–2-109
to busy extension during Day/Night mode .... 1-31
to incorrect number during Day/Night mode .... 1-33
to trunk circuit type (T1 CO) ............ 2-87
trunk signal type (analog CO) ............ 2-8
DID/DNIS--
Dial Table ("A" side) ....................... 1-169
Dial Table ("B" side) ....................... 1-171
Numbering ("A" side) ....................... 1-168
Table, choosing .................................... 1-77
Digital Key Phones--
extension settings .................................. 3-3
Interdigit Timer ............................... 1-142
Pre-Pause Timer .............................. 1-140
Digital Pad Class--
3-Party Conference settings ............ 1-183
8-Party Conference settings ............ 1-185
assignment to analog CO trunk ............ 2-36
assignment to analog E&M trunk .......... 2-58
assignment to API port ......................... 7-15
assignment to Built-In ACD port ............. 7-11
assignment to Built-In VM VPU port .......... 7-6
assignment to extension ......................... 3-26
assignment to extension (Voice) ............. 3-39
assignment to ISDN trunk ............... 2-85
assignment to T1 CO trunk ............... 2-115
assignment to T1 E&M trunk ............... 2-137
BGM settings ........................................... 1-181
Extension Pad Class settings ............. 1-176
 Paging Port Adapter settings ............. 1-182
Trunk Pad Class settings ............... 1-178
DIL--
Ring Type/Dest. (analog CO trunks) ........ 2-28–2-30
Ring Type/Dest. (ISDN trunks) ........ 2-75–2-77
Ring Type/Dest. (T1 CO trunks) ........ 2-107–2-109
Directory--
Extension, displaying Closed Nos. in ........ 1-105
DISA--
ID Codes and TRS assignments ............. 1-114
ID Codes, digit length of ..................... 1-113
ID Verification ........................................ 1-79
interdigit timeout, handling of ............. 1-30
invalid numbers, handling of ............. 1-30
no-answer timeout, handling of ............. 1-31
No-Answer Timer .............................. 1-127
paging on ........................................ 1-78
Appendix B
Applications

Introduction

Configuration

System

FF1

0   System

FF2

System

FF3

Introduction

Configuration

System

FF4

Extensions

FF-/Soft Keys

FF5

Groups

FF6

TRS/ARS

FF7

Applications

FF8

Appendix A

Index

Table of Contents

Index-7

Section 400-Programming

Ring Type (analog CO trunks) .......... 2-28–2-30
Ring Type (ISDN trunks) .............. 2-75–2-77
Ring Type (T1 CO trunks) ............ 2-107–2-109
step calling ........................................ 1-26

Disconnect Detect--
AEC loop disconnect signal .......... 3-19
enabling, on T1 CO trunks .......... 2-88
enabling, on trunks .................. 2-9

Disconnect Supervision Timer--
for analog CO trunks .............. 2-15
for analog E&M trunks ............ 2-44
for T1/CO trunks .................. 2-95
for T1/E&M tie-trunks ....... 2-124

DND--
confirmation tone timer ............ 1-138
feature codes for (defining) ...... 1-156, 1-158
forced override of ................. 1-61
manual override send ............ 1-61
set/clear (allowing) ............ 1-49
set/clear others (allowing) .... 1-50

DSS/72--
automatic BLF assignment ........ 1-19
FF-key assignments ................. 4-14
port assignment .............. 3-3

DTMF--
dialing, on analog CO trunk ...... 2-17
dialing, on analog E&M trunk .... 2-46
dialing, on T1 (CO) trunk .... 2-97
dialing, on T1 E&M trunk ...... 2-125
dead-to-end signaling ............ 3-12
Link Control, on SLTs .................... 3-12
OFF Signal Pattern #1 .................. 1-124
ON Signal Pattern #1 .............. 1-123
ON/OFF Signal Pattern #2 ........ 1-125
ON/OFF Signal Pattern #3 .... 1-126
pattern during outbound dialing .2-14, 2-43, 2-94, 2-123
pattern during talk ...... 2-14, 2-43, 2-64, 2-94, 2-123
Receiver Queuing Timer .............. 1-143
signaling on SLT phones .......... 3-6
SLTs, Interdigit Timer ............. 1-142
SLTs, Pre-Pause Timer ............. 1-140
Switch (Inbound Calls) ....... 2-26, 2-52, 2-104, 2-131
Switch (Outbound Calls) ....... 2-26, 2-51, 2-130
Switch (outbound calls) ........ 2-104

Dump--
All Trouble Records .................. 8-22
Memory ........................................... 8-40
Table ........................................... 8-39

E

Echo--
control for RAI serial port ........ 1-84
Control for Serial Port 1 .......... 1-82
control for Serial Port 2 .......... 1-87

EM/24--
automatic BLF assignment .......... 1-19
port assignment .................. 3-3

Ending Digits--
Add ........................................... 6-40

End-to-End Signaling .................... 3-12

Exclusive Hold--
by trunk FF-key ...................... 1-11
enabling .................................. 1-40
enabling on SLTs .................. 1-41

Extension Card--
removing from a Free Slot ........ 0-3

Extension COS--
8-Party Conference .................... 1-62
API Event Reporting .................. 1-69
assignment to extension ........ 3-26, 3-38, 3-43, 3-46
Auto Repeat Dial ..................... 1-48
Brokers Hold on SLTs ............. 1-42
Busy Override Send ............... 1-56
Call Forward/All Calls .......... 1-50
Call Forward/Busy ................. 1-52
Call Forward/No Answer .......... 1-51
Call Forward/Other ............... 1-52
Call Forward/Outside ........... 1-69
Callback Request Receive ....... 1-59
Callback Request Send .......... 1-58
Call-Waiting Answer at Hold ...... 1-74
Dial Tone Pre-Pause Check ....... 1-65
Dial Tone Stop ................. 1-64
Direct Trunk Access ............... 1-46
DND Set/Clr ......................... 1-49
DND Set/Clear-Other .......... 1-50
Exclusive Hold ...................... 1-40
Exclusive Hold on SLTs ....... 1-41
Forced ARS ......................... 1-68
Forced DND Override .......... 1-61
intercom call restriction between .......... 1-94
Intercom Calling Type (tone/voice) ........ 1-36
Long Talk Alarm ................. 1-66
Manual Camp-On Receive ...... 1-58
Manual Camp-On Send .......... 1-57
Manual DND Override Send .... 1-61
MCO Incoming Call Answer .... 1-47
Msg-Waiting Send ............ 1-55
### Index

<table>
<thead>
<tr>
<th>Feature</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Message Waiting Send (Priority) for VM</td>
<td>1-54</td>
</tr>
<tr>
<td>OHVA Answer</td>
<td>1-73</td>
</tr>
<tr>
<td>OHVA Send</td>
<td>1-72</td>
</tr>
<tr>
<td>Onhook Transfer at Camp-On</td>
<td>1-39</td>
</tr>
<tr>
<td>Onhook Transfer at Ringback</td>
<td>1-37</td>
</tr>
<tr>
<td>Onhook Transfer at Talk</td>
<td>1-38</td>
</tr>
<tr>
<td>Onhook Trk-to-Trk Transfer</td>
<td>1-70</td>
</tr>
<tr>
<td>Paging</td>
<td>1-48</td>
</tr>
<tr>
<td>Recall Timer Apply</td>
<td>1-67</td>
</tr>
<tr>
<td>Redialing Intercom Calls</td>
<td>1-46</td>
</tr>
<tr>
<td>SLT Hookflash</td>
<td>1-43</td>
</tr>
<tr>
<td>SSD Assignment</td>
<td>1-43</td>
</tr>
<tr>
<td>SSD Assignment to MCO Tenant Groups</td>
<td>1-44</td>
</tr>
<tr>
<td>SSD Dialing</td>
<td>1-45</td>
</tr>
<tr>
<td>Station Call Park Answer</td>
<td>1-71</td>
</tr>
<tr>
<td>Station Call Park Transfer</td>
<td>1-72</td>
</tr>
<tr>
<td>System Mode Switch</td>
<td>1-55</td>
</tr>
<tr>
<td>Trunk Queuing</td>
<td>1-60</td>
</tr>
<tr>
<td>User Log-In</td>
<td>1-53</td>
</tr>
<tr>
<td>Voice Call Receive</td>
<td>1-64</td>
</tr>
<tr>
<td>Voice Call Send</td>
<td>1-63</td>
</tr>
</tbody>
</table>

### Extensions

<table>
<thead>
<tr>
<th>Extension</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>API service</td>
<td>7-17</td>
</tr>
<tr>
<td>Built-In AC service</td>
<td>7-11</td>
</tr>
<tr>
<td>Built-In VM service</td>
<td>7-7</td>
</tr>
<tr>
<td>Connection Type (ISDN)</td>
<td>3-30</td>
</tr>
<tr>
<td>COS definitions</td>
<td>1-35</td>
</tr>
<tr>
<td>delay-ring to (on analog CO trunks)</td>
<td>2-31-2-33</td>
</tr>
<tr>
<td>delay-ring to (on ISDN trunks)</td>
<td>2-78-2-80</td>
</tr>
<tr>
<td>delay-ring to (on T1 CO trunks)</td>
<td>2-110-2-112</td>
</tr>
<tr>
<td>Digital Key Phone settings</td>
<td>3-3</td>
</tr>
<tr>
<td>DIL to (on analog CO trunks)</td>
<td>2-28-2-30</td>
</tr>
<tr>
<td>DIL to (on ISDN trunks)</td>
<td>2-75-2-77</td>
</tr>
<tr>
<td>DIL to (on T1 CO trunks)</td>
<td>2-107-2-109</td>
</tr>
<tr>
<td>Directory, displaying Closed Nos. in</td>
<td>1-105</td>
</tr>
<tr>
<td>Hot Line</td>
<td>5-23</td>
</tr>
<tr>
<td>Hot Line destination</td>
<td>5-23</td>
</tr>
<tr>
<td>Hunt Group settings</td>
<td>5-13</td>
</tr>
<tr>
<td>Index</td>
<td>8-49</td>
</tr>
<tr>
<td>intercom call restriction between</td>
<td>1-94</td>
</tr>
<tr>
<td>Naming</td>
<td>8-49</td>
</tr>
<tr>
<td>Numbering, for API ports</td>
<td>7-14</td>
</tr>
<tr>
<td>Numbering, for Built-In AC ports</td>
<td>7-9</td>
</tr>
<tr>
<td>Numbering, for Built-In VM VPU ports</td>
<td>7-4</td>
</tr>
<tr>
<td>Numbering, for dig.keyphone/SLT exts</td>
<td>3-4</td>
</tr>
<tr>
<td>Numbering, for ISDN extensions</td>
<td>3-29</td>
</tr>
<tr>
<td>Numbering, for RAI extensions</td>
<td>3-45</td>
</tr>
<tr>
<td>Numbering, for virtual exts</td>
<td>3-40</td>
</tr>
<tr>
<td>Paging Group members</td>
<td>5-22</td>
</tr>
<tr>
<td>phone type</td>
<td>3-3</td>
</tr>
<tr>
<td>RAI Port settings</td>
<td>3-45</td>
</tr>
<tr>
<td>SLT settings</td>
<td>3-3</td>
</tr>
<tr>
<td>S-Point ISDN settings</td>
<td>3-28</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Feature</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Timers (#1)</td>
<td>1-138</td>
</tr>
<tr>
<td>Timers (#2)</td>
<td>1-145</td>
</tr>
<tr>
<td>virtual -- see Virtual Extensions</td>
<td></td>
</tr>
<tr>
<td>Virtual Port settings</td>
<td>3-40</td>
</tr>
<tr>
<td>External Page Port</td>
<td>5-21</td>
</tr>
</tbody>
</table>

### F

#### Fast-Busy--
- after Pre-Pause Timer                     | 1-139, 1-140 |
- forced recovery at                        | 1-77 |

#### Feature Codes--
- assignment to FF-keys                     | 4-7, 4-14 |
- assignment to soft keys                   | 4-19 |
- defining, at Ringback Tone (Pattern #2)   | 1-160 |
- Fixed, display of "Idle"                  | 3-14 |

#### FF-Key--
- for Built-In Voice Mail                   | 1-16 |
- sample address entries                    | Intro-20 |
- trunk (CO), Exclusive Hold on             | 1-11 |
- virtual extension, LED control on         | 1-12 |

#### FF-Keys--
- copying feature assignments              | 4-7 |
- feature code assignment to                | 4-7, 4-14 |
- in Programming Mode                       | Intro-13 |
- programming, software structure           | A-1 |

#### Flash--
- Key Operation                            | 2-23, 2-50, 2-67, 2-101, 2-129 |
- pattern for analog CO trunk               | 2-18 |
- pattern for T1 (CO) trunk                 | 2-97 |
- pattern, for analog E&M trunk             | 2-46 |
- pattern, for T1 E&M trunk                 | 2-126 |
- PROG (Recall)                             | 3-17 |
- Signal Control                            | 3-19 |
- Timer 1 for trunk line                    | 1-115 |
- Timer 2 for trunk line                    | 1-116 |
- Timer for Auto-Repeat Dial                | 1-117 |

#### Flexible Feature Codes--
- defining, at Busy Tone                    | 1-161, 1-162 |
- defining, at Dial Tone                    | 1-155, 1-157 |
- defining, at Ringback Tone                | 1-159 |

#### Floating Hold--
- feature code (defining)                   | 1-156, 1-158 |
- on HOLD key                                | 1-14 |
- on virtual extension FF-key                | 1-14 |

#### Follow Digits--
- after Analyze Digit                       | 6-12 |
- after Leading Digit string                 | 6-7 |
Closed Number............................................. 6-43
Tandem Exchange ............................................. 6-46
Forced Account Codes--
on extensions .................................................. 3-21
Forced ARS--
   enabling .................................................. 1-68
Frame Format--
   for T1 (CO) trunks ........................................ 2-90
   for T1 (E&M) trunks ...................................... 2-119
Free Slots--
   Card assignment ......................................... 0-5
   Card reset .................................................. 8-23
   Card type verification .................................... 8-23
   Card version verification ................................ 8-24
   removing cards from .................................... 0-3
FUNCTION EXT--
   soft keys during ......................................... 4-19
FUNCTION SYSTEM--
   soft key features @ busy tone ......................... 8-12
   soft key features @ idle/dial tone .................... 8-9
   soft key features @ ringback ............................ 8-11
   soft key features @ talk ................................ 8-13

**G**

General 1 settings--
in System Common ........................................... 1-9
Ground Start--
   trunk circuit type (T1 CO) ............................. 2-87
   trunk signal type (analog CO) .......................... 2-8
Ground-Start--
   Inbound Detect Timer .................................. 2-16, 2-96
   Ring Type .................................................. 2-10, 2-89
Groups--
   Attendant -- see Attendant Groups
   Call Pickup -- see Call Pickup Groups
   Hot Line -- see Hot Line Groups
   Hunt -- see Hunt Groups
   MCO Tenant -- see MCO Tenant Groups
   MCO Trunk -- see MCO Trunk Groups
   Paging -- see Paging
Guard Timers--
   for outbound calls .................................... 2-15, 2-96

**H**

Handset Mute--
   enabling system-wide .................................. 1-18
Hold--
   Brokers, on SLTs ........................................ 1-42
   Call-Waiting Answer at .................................. 1-74
   Exclusive .................................................. 1-40
   Exclusive, on SLTs ....................................... 1-41
   Exclusive, on trunk FF-key ............................. 1-11
   Floating, feature code (defining) ........................ 1-156, 1-158
   Floating, on HOLD key .................................... 1-14
   Floating, on virtual extension FF-key .................. 1-14
   Recall Duration Timer .................................... 1-148
   Recall Start Timer (Attendant Group) ................. 1-145
   Recall Start Timer (extension) .......................... 1-145
   Recall Start Timer (SLT) .................................. 1-146
   trunk key operation with ................................ 3-15
Holidays ...................................................... 8-55
Holidays (Extended) ......................................... 8-59
Hookflash--
   2nd, on SLTs ............................................. 1-42
   hold on SLTs ............................................. 1-41
   on rotary SLTs ........................................... 1-18
   on SLT ..................................................... 3-5
   on SLTs .................................................... 1-43
   Timer (SLT) ................................................ 3-7
Hot Dial Pad (enabling on ext.) .......................... 3-23
Hot Line--
   Extensions ................................................ 5-23
   MCO seize at ON/OFF .................................... 1-15
   Mode ....................................................... 5-23
Howler Tone--
   Duration Timer .......................................... 1-153
   enabling ................................................... 1-29
Hunt Groups--
   Attendant, delayed hunt timers ....................... 5-5–5-10
   Attendant, hunt mode/members ......................... 5-3–5-10
   Attendant, Next Ext./HG ................................. 5-6–5-11
   Attendant, pilot number .................................. 5-3
   Attendant, queuing timers ............................... 5-5–5-11
   delay-ring to (on analog CO trunks) .................. 2-31–2-33
   delay-ring to (on ISDN trunks) ......................... 2-78–2-80
   delay-ring to (on T1 CO trunks) ........................ 2-110–2-112
   DIL to (on analog CO trunks) ........................... 2-28–2-30
   DIL to (on ISDN trunks) .................................. 2-75–2-77
   DIL to (on T1 CO trunks) ................................ 2-107–2-109
   Extension, delayed hunt timers ...................... 5-15
   Extension, hunt mode/members ......................... 5-13–5-14
Index

Extension, Next Ext./HG........................................ 5-17
Extension, pilot number ........................................ 5-14
Extension, queuing timer ...................................... 5-16

Hz--
alarm ringing for unanswered calls...................... 1-106
ring frequency for analog CO trunks..................... 2-12
ring frequency for analog E&M trunks................... 2-41
ring frequency for ISDN trunks................................ 2-62
ring frequency for T1 CO trunks............................ 2-92
ring frequency for T1 E&M trunks......................... 2-121
ring frequency for Virtual Ext. ports.................... 3-41

I

Immediate Start--
Outpulse Delay Timer....................................... 1-119
Ring Detect Timer (analog E&M).............................. 2-39
Ring Detect Meter (T1 E&M)................................. 2-118
trunk circuit type (analog E&M)........................... 2-38
trunk circuit type (T1 CO).................................. 2-87
trunk circuit type (T1 E&M)................................. 2-117
trunk signal type (analog CO)............................... 2-8

Inbound Ground Detect Timer.............................. 2-16, 2-96

Index--
Extension......................................................... 8-49
SSD ...................................................................... 8-48

Initializing (System)............................................Intro-4

Intercom Calls--
at ON/OFF..................................................... 1-15
Callback Request feature code (“A” side).............. 1-161
Callback Request feature code (“B” side)............... 1-162
Dial Tone, max./min. dialing at........................... 1-154
MOH source for ............................................... 1-98
print call traffic............................................... 8-18
redialing............................................................... 1-94
restricting between extensions......................... 1-26
tone/voice set..................................................... 1-36
Voice-- see Voice Calls

Interdigit--
Timers ...............................................................1-120, 1-141, 1-142

Internal Paging--
splash tone for .............................................. 1-9

Introduction to System Programming....................Intro-1

ISDN--
automatic outdialing on ARS match...................... 1-19
BPV Alarm Counter ............................................. 8-29
Channel Control..................................................8-35
CRC Alarm Counter............................................... 8-29

DID Dialing for S-point........................................1-172
Error Info View/clear..........................................8-25
Interdigit view...................................................1-120
Layer 1 Operate Mode....................................... 3-31
Layer 1 Receive Error Counter............................ 8-30
Layer 1 Status Error Counter................................ 8-30
Layer 1 Transmit Error Counter........................... 8-31
Layer 2 TEI Error Counter................................... 8-31
OOF Alarm Counter............................................ 8-26
Pre-Pause Timer for outbound (CO) calls.............. 1-120
Signal Loss Alarm Counter.................................. 8-26
Slip Alarm Counter............................................. 8-28
S-Point Error Counter........................................ 8-28
Sync Loss Alarm Counter.................................... 8-27
trunk extension settings..................................... 3-28

L

Large-LCD Phones--
displaying Fixed “Idle” menu......................... 3-14
soft key assignments................................. 4-19
soft key features @ Busy Tone......................... 8-12
soft key features @ Idle/Dial Tone............... 8-9
soft key features @ Ringback.......................... 8-11
soft key features @ Talk.................................... 8-13

Layer 1--
Operate Mode................................................... 3-31
Receive Error Counter.................................... 8-30
Status Error Counter........................................ 8-30
Transmit Error Counter..................................... 8-31

Layer 2--
TEI Error Counter............................................ 8-31

Layer 3--
B-channel numbering on................................. 2-71, 3-32

LCR--
Indirect, enabling on analog CO trunk............. 2-27
Indirect, enabling on analog E&M tie-trunk.... 2-52
Indirect, enabling on ISDN trunk............ 2-70
Indirect, enabling on T1 E&M tie-trunk........ 2-131
Indirect, enabling on T1-CO trunk.................. 2-105

Leading Digits--
Beginning -- see Beginning Digits

Follow Digits................................................... 6-7
Prefix ID......................................................... 6-6
Prefix String.................................................... 6-6
Routing......................................................... 6-9
Routing Entry................................................... 6-9
TRS Level......................................................... 6-8
| Line Coding-- | \n| for T1 (CO) trunks | 2-91 |
| for T1 (E&M) trunks | 2-120 |
| Link Control | 2-20, 2-48, 2-99, 2-127 |
| Lockout-- | \n| ISDN Channel | 8-35 |
| Line | 8-25 |
| Log-In Code-- | \n| allowing | 1-53 |
| entering programming mode without | 1-15 |
| Long Talk Alarm-- | \n| enabling | 1-66 |
| enabling, on analog CO trunk | 2-23 |
| enabling, on ISDN trunk | 2-68 |
| enabling, on T1 (CO) trunk | 2-102 |
| Timer #1 | 1-134 |
| Timer #2 | 1-135 |
| Loop (AEC) Disconnect Signal | 3-19 |
| Loop Detect-- | \n| enabling, on trunks | 2-8 |
| Loop Start-- | \n| trunk circuit type (T1 CO) | 2-87 |
| trunk signal type (analog CO) | 2-8 |
| Loopback Diagnostics (T1) | 8-34 |
| LS/GS Card-- | \n| using for ground-start | 0-3 |

### M

| Mailbox-- | \n| key for Built-In Voice Mail | 1-16 |
| Maintenance-- | \n| Dealer | 8-4 |
| User | 8-42 |
| Major Alarms (Confirm) | 8-21 |
| Maximum Input Digits-- | \n| for RAI serial port | 1-85 |
| for Serial Port 1 | 1-82 |
| for Serial Port 2 | 1-87 |
| Maximum/Minimum Dialing-- | \n| at intercom dial tone | 1-154 |
| MCO-- | \n| Advanced Routing (enabling) | 1-27 |
| ARS routing for MCO-1 | 1-27 |
| call pickup | 1-47 |
| forcing for trunk access | 1-46 |
| hot line preference at ON/OFF | 1-15 |
| incoming Call Answer (feature code-"A"side) | 1-156 |
| incoming Call Answer (feature code-"B"side) | 1-158 |
| Prime Line, on extension | 3-21 |
| Trunk Groups for MCO access codes | 1-164 |
| trunk selection feature code (defining) | 1-155, 1-157 |
| MCO Tenant Groups-- | \n| Day/Night mode for | 1-25 |
| Inbound Calls, assigning trunk groups to | 1-166 |
| MOH sources for | 1-96 |
| Outbound, for "A" DID/DNIS nos | 1-169 |
| Outbound, for "B" DID/DNIS nos | 1-171 |
| SSD assignment to | 1-23, 1-44 |
| SSD block assignment to | 1-99 |
| SSD common block for | 1-100 |
| MCO Trunk Groups-- | \n| Inbound, trunk members | 5-20 |
| Outbound, search mode for | 5-18 |
| Outbound, trunk members | 5-18 |
| Message Retrieval-- | \n| via MSG key | 1-17 |
| Message-Waiting-- | \n| feature code (defining) | 1-159, 1-160, 1-161, 1-162 |
| feature codes (defining) | 1-156, 1-158 |
| LED, enabling | 3-13 |
| Priority (for VM) Send (allowing) | 1-54 |
| Priority, feature code (defining) | 1-159, 1-160, 1-161, 1-162 |
| Send (allowing) | 1-55 |
| tone timer | 1-138 |
| Minor Alarms (Confirm) | 8-21 |
| MOH-- | \n| source for CO trunks | 1-96 |
| source for intercom calls | 1-98 |
| source for tie-lines | 1-97 |
| MSG Key-- | \n| for message retrieval | 1-17 |
| ID Code (creating) | 8-52 |
| Multiple Incoming-- | \n| No-Answer Timer | 1-128 |
| off-hook signal for | 3-10 |
| Ring Pattern (analog E&M tie-trunks) | 2-42 |
| Ring Pattern (ISDN trunks) | 2-63 |
| Ring Pattern (T1/CO trunks) | 2-93 |
| Ring Pattern (T1/E&M tie-trunks) | 2-122 |
| Ring Type (analog CO trunks) | 2-28–2-30 |
| Ring Type (ISDN trunks) | 2-75–2-77 |
| Ring Type (T1 CO trunks) | 2-107–2-109 |
| Mute-- | \n| Handset, enabling system-wide | 1-18 |
### Index

**N**

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Names--</td>
<td></td>
</tr>
<tr>
<td>DID</td>
<td>8-41</td>
</tr>
<tr>
<td>Extension</td>
<td>8-49</td>
</tr>
<tr>
<td>Extension Index</td>
<td>8-49</td>
</tr>
<tr>
<td>PSD</td>
<td>8-45</td>
</tr>
<tr>
<td>SSD</td>
<td>8-47</td>
</tr>
<tr>
<td>SSD Index</td>
<td>8-48</td>
</tr>
<tr>
<td>Trunk</td>
<td>8-19</td>
</tr>
<tr>
<td>Night Mode -- see Day/Night Mode</td>
<td></td>
</tr>
<tr>
<td>No-Answer--</td>
<td></td>
</tr>
<tr>
<td>Alarm Ring Timers</td>
<td>1-132–1-133</td>
</tr>
<tr>
<td>Attendant Reversion Duration Timer</td>
<td>1-148</td>
</tr>
<tr>
<td>Call Forward (allowing)</td>
<td>1-51</td>
</tr>
<tr>
<td>Call Forward Times (Day/Night)</td>
<td>1-149, 1-150</td>
</tr>
<tr>
<td>DISA No-Answer Timeout</td>
<td>1-31</td>
</tr>
<tr>
<td>Hold/Transfer Recall Duration Timer</td>
<td>1-148</td>
</tr>
<tr>
<td>Next Ext./HG, for Att.HG</td>
<td>5-6– 5-11</td>
</tr>
<tr>
<td>Next Ext./HG, for Ext.HG</td>
<td>5-17</td>
</tr>
<tr>
<td>recall destination</td>
<td>1-67</td>
</tr>
<tr>
<td>Ring Alarm frequency</td>
<td>1-106</td>
</tr>
<tr>
<td>Ring Alarm pattern</td>
<td>1-107</td>
</tr>
<tr>
<td>Timer #1 (unanswered DISA calls)</td>
<td>1-127</td>
</tr>
<tr>
<td>Timer #2 (unanswered multiple-incoming)</td>
<td>1-128</td>
</tr>
<tr>
<td>Transfer Recall Start Timers</td>
<td>1-147</td>
</tr>
<tr>
<td>Numbering--</td>
<td></td>
</tr>
<tr>
<td>API units</td>
<td>7-13</td>
</tr>
<tr>
<td>API units</td>
<td>7-14</td>
</tr>
<tr>
<td>Built-In ACD ports</td>
<td>7-9</td>
</tr>
<tr>
<td>Built-In ACD units</td>
<td>7-9</td>
</tr>
<tr>
<td>Built-In VM units</td>
<td>7-3</td>
</tr>
<tr>
<td>Built-In VM VPU ports</td>
<td>7-4</td>
</tr>
<tr>
<td>Closed -- see Closed Numbering</td>
<td></td>
</tr>
<tr>
<td>DISA ID Codes</td>
<td>1-113</td>
</tr>
<tr>
<td>extension (RAI)</td>
<td>3-45</td>
</tr>
<tr>
<td>extensions (dig.keyphone&amp;SLT)</td>
<td>3-4</td>
</tr>
<tr>
<td>extensions (ISDN)</td>
<td>3-29</td>
</tr>
<tr>
<td>extensions (virtual)</td>
<td>3-40</td>
</tr>
<tr>
<td>PSD</td>
<td>8-44</td>
</tr>
<tr>
<td>SSD</td>
<td>8-46</td>
</tr>
<tr>
<td>SSD codes</td>
<td>1-22</td>
</tr>
<tr>
<td>Subscriber -- see Calling Number</td>
<td></td>
</tr>
<tr>
<td>trunks</td>
<td>1-22</td>
</tr>
<tr>
<td>trunks (analog CO)</td>
<td>2-7</td>
</tr>
<tr>
<td>trunks (analog E&amp;M)</td>
<td>2-37</td>
</tr>
<tr>
<td>trunks (ISDN)</td>
<td>2-60</td>
</tr>
<tr>
<td>trunks (T1 CO)</td>
<td>2-87</td>
</tr>
<tr>
<td>trunks (T1 E&amp;M)</td>
<td>2-116</td>
</tr>
</tbody>
</table>

**O**

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Off-Hook Monitoring--</td>
<td></td>
</tr>
<tr>
<td>enabling</td>
<td>1-17</td>
</tr>
<tr>
<td>Off-Hook Signal--</td>
<td></td>
</tr>
<tr>
<td>for multiple incoming</td>
<td>3-10</td>
</tr>
<tr>
<td>Interval, for SLT phones</td>
<td>1-144</td>
</tr>
<tr>
<td>OHVA--</td>
<td></td>
</tr>
<tr>
<td>Access Code</td>
<td>1-161, 1-162</td>
</tr>
<tr>
<td>Answer</td>
<td>1-73</td>
</tr>
<tr>
<td>Send</td>
<td>1-72</td>
</tr>
<tr>
<td>ON/OFF Key--</td>
<td></td>
</tr>
<tr>
<td>Hot Line/MCO preference for</td>
<td>1-15</td>
</tr>
<tr>
<td>Ringing Line Preference</td>
<td>3-8</td>
</tr>
<tr>
<td>On-Hook Detection Timer (SLT)</td>
<td>3-6</td>
</tr>
<tr>
<td>Onhook Transfer--</td>
<td></td>
</tr>
<tr>
<td>by camp-on</td>
<td>1-39</td>
</tr>
<tr>
<td>during ringback</td>
<td>1-37</td>
</tr>
<tr>
<td>during talk</td>
<td>1-38</td>
</tr>
<tr>
<td>Onhook Trunk-to-Trunk Transfer</td>
<td>1-70</td>
</tr>
<tr>
<td>OOF Alarms--</td>
<td></td>
</tr>
<tr>
<td>Counter</td>
<td>8-26</td>
</tr>
<tr>
<td>Option Slots--</td>
<td></td>
</tr>
<tr>
<td>Card assignment</td>
<td>0-6</td>
</tr>
<tr>
<td>Card reset</td>
<td>8-23</td>
</tr>
<tr>
<td>Card type verification</td>
<td>8-23</td>
</tr>
<tr>
<td>Card version verification</td>
<td>8-24</td>
</tr>
<tr>
<td>Outpulse Delay Timers--</td>
<td></td>
</tr>
<tr>
<td>for analog (CO) calls</td>
<td>1-119</td>
</tr>
<tr>
<td>for analog (tie-line) calls</td>
<td>1-119</td>
</tr>
</tbody>
</table>

**P**

<table>
<thead>
<tr>
<th>Name</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pad Control--</td>
<td></td>
</tr>
<tr>
<td>on analog E&amp;M trunksother</td>
<td>2-40</td>
</tr>
<tr>
<td>Paging--</td>
<td></td>
</tr>
<tr>
<td>allowing</td>
<td>1-48</td>
</tr>
<tr>
<td>answer, on tie-line</td>
<td>1-29</td>
</tr>
<tr>
<td>External Page Port</td>
<td>5-21</td>
</tr>
<tr>
<td>feature codes (defining)</td>
<td>1-156, 1-158</td>
</tr>
<tr>
<td>Group, extension members</td>
<td>5-22</td>
</tr>
<tr>
<td>internal, splash tone for</td>
<td>1-9</td>
</tr>
<tr>
<td>on DISA/tie line</td>
<td>1-78</td>
</tr>
<tr>
<td>Override, enabling</td>
<td>1-28</td>
</tr>
<tr>
<td>Timer, for Tie-Lines</td>
<td>1-135</td>
</tr>
</tbody>
</table>
Appendix B

Section 400-Programming

Paging Port Adapter--
  Digital Pad Class settings ........................................ 1-182

PanAVOICE--
  API Card and ............................................................. 0-3

Parity -- see Data Format

Park -- see Call Park

Passive Bus--
  on ISDN extensions ..................................................... 3-30

Pause--
  Auto Pause Position Behind PBX .................................. 1-91
  Minimum, for dial-pulse signaling ................................ 2-9, 2-88
  Outpulse Delay timers .................................................. 1-119
  Pre-Pause Check (after dial tone) ................................ 1-65
  Pre-Pause Timers ...................................................... 1-120, 1-139, 1-140
  Timer .............................................................................. 1-117

PBX--
  auto-pause position behind ........................................ 1-91
  trunk access codes ...................................................... 1-92
  trunk connection type: 2-19, 2-47, 2-65, 2-98, 2-127

Phone Version ................................................................. 3-3

Pilot Number--
  Attendant Hunt Group .................................................. 5-3
  Extension Hunt Group ................................................... 5-14

Power-Cycling Requirement--
  for DTMF ON/OFF Pattern #2 ..................................... 1-124, 1-125
  for DTMF ON/OFF Pattern #3 ..................................... 1-126

Priority Message-Waiting--
  Cancel (feature code) .................................................. 1-156, 1-158
  feature code (defining) .............................................. 1-159, 1-160, 1-161, 1-162
  Send (allowing) ............................................................ 1-54

PROG Key--
  Flash on (Recall) ......................................................... 3-17
  Flash Timer for ............................................................. 1-115, 1-116
  in Programming Mode ..................................................... Intro-19

Program Software Structure ............................. Intro-13, A-1

Program Software Version .............................................. Intro-19

Programmed Data to Serial Port ..................................... 1-89

Programming Mode--
  Dealer, ID code for ...................................................... 1-108
  entering without Log-In code .................................. 1-15
  how to enter ............................................................... Intro-19

Progress Tone ................................................................. 3-35

Protocol--
  for RAI serial port ..................................................... 1-84
  for Serial Port 1 ......................................................... 1-81
  for Serial Port 2 ......................................................... 1-86

PSD--
  assignment (feature code for) .................................. 1-155, 1-157
  auto-pause position (behind PBX) ................................ 1-91
  dialing (feature code for) ......................................... 1-155, 1-157
  Names ............................................................................. 8-45
  Numbers ......................................................................... 8-44
  trunk access for .......................................................... 1-23

Queuing--
  DTMF Receiver, timer for ........................................... 1-143
  Timer for ARS outgoing calls ................................... 1-136
  Timer for Ext.Hunt Grps .............................................. 5-16
  Timer for incoming calls to busy ext. ......................... 1-131
  Timers for Att.Hunt Grps ............................................. 5-5–5-11
  TRS/ARS ................................................................. 6-20
  Trunk (allowing) ............................................................. 1-60
  Trunk, callback ring timer for ................................... 1-150
  Trunk, feature code (defining) ................................ 1-161, 1-162

RAI--
  Ext. COS assignment .................................................. 3-46
  extension number ......................................................... 3-45
  serial port settings ..................................................... 1-83
  Tenant Group assignment ............................................ 3-45

Recall--
  Hold/Transfer Duration Timer .................................... 1-148
  Start Timers for calls on hold .................................. 1-145, 1-146
  Station Call Park, timer for ........................................ 1-153
  to extension/Attendant ................................................ 1-67
  Transfer Start Timers .................................................. 1-147

Redial--
  intercom calls .............................................................. 1-46
  on SLT (feature code) .................................................. 1-155, 1-157

Remote Maintenance--
  feature code (defining) .............................................. 1-157, 1-159
  max.input digits for serial port .................................. 1-85

Re-Order Tone--
  after Interdigit Timer .................................................. 1-141, 1-142

Reports--
  API extension events ................................................. 1-69
Reset Card .......................................................... 8-23
Reverse Answer Signal Control ................................. 2-11
Reversion--
  after Hold/Transfer Recall Duration Timer ............... 1-148
  Duration Timer for Attendant phones ..................... 1-148
Ringback Tone--
  Feature Codes at (Pattern #2) ................................ 1-160
  Flexible Feature Codes during .............................. 1-159
  onhook transfer at .............................................. 1-37
  soft key features at ........................................... 8-11
Ringing--
  Alarm Frequency for unanswered calls .................. 1-106
  Alarm Pattern for unanswered calls ...................... 1-107
  Alarm, enabling on analog CO trunk ...................... 2-24
  Alarm, enabling on ISDN trunk ............................... 2-68
  Alarm, enabling on T1 (CO) trunk ......................... 2-102
  Caller ID display and .......................................... 2-21
  Detect Timer for analog E&M trunks ..................... 2-39
  Detect Timer for T1 E&M trunks ............................ 2-118
  DID Detect Timer ................................................ 2-10, 2-89
  frequency for analog CO trunks ........................... 2-12
  frequency for analog E&M trunks .......................... 2-41
  frequency for ISDN trunks .................................... 2-62
  frequency for T1 CO trunks ................................... 2-92
  frequency for T1 E&M trunks ................................ 2-121
  frequency for Virtual Ext. ports ........................... 3-41
  Ground Start Ring Type ....................................... 2-89
  Ground-Start Ring Type ....................................... 2-10
  Interval for abandoned calls .............................. 2-17
  Line Preference (On/Off) .................................... 3-8
  pattern (fixed) for SLT ........................................ 3-12
  pattern for analog CO trunks ............................... 2-13
  pattern for analog E&M trunks ............................. 2-42
  pattern for ISDN trunks ....................................... 2-63
  pattern for T1 CO trunks ...................................... 2-93
  pattern for T1 E&M trunks ................................... 2-122
  pattern for Virtual Ext. ports .............................. 3-42
  Slide -- see Slide Ringing ....................................
  Timed Reminder, interval on busy ext .................... 1-152
  Timed Reminder, timer for .................................. 1-151
  Tone Source for direct incoming calls .................... 1-75
  Type (analog E&M trunks) .................................... 2-53–2-55
  Type (T1 E&M trunks) .......................................... 2-132–2-134
  Type/Dest. (analog CO trunks) ............................... 2-28–2-30
  Type/Dest. (ISDN trunks) ..................................... 2-75–2-77
  Type/Dest. (T1 CO trunks) .................................... 2-107–2-109
  volume control, on extension ............................. 3-18
Route List Table (ARS) ........................................... 6-28
Route Tables (ARS) ............................................... 6-36
Routing--
  Closed Numbering ............................................. 6-44
  Entry for Closed Numbering ................................. 6-44
  Entry for Tandem Exchange .................................. 6-47
  for Tandem Exchange ......................................... 6-46
RS-232C--
  API port, data format ........................................ 7-16
  Call Traffic data areas/interval ......................... 8-15
  Call Traffic data printed to ............................... 8-14
  Dump Trouble Records to .................................... 8-22

S

Serial Ports--
  Port 1 settings ................................................ 1-80
  Port 2 settings ................................................ 1-85
  RAI port settings ............................................. 1-83
  receiving Bus Monitor data ................................. 1-90
  receiving Fault Alarm data ................................. 1-88
  receiving Programmed data ................................. 1-89
  receiving SMDR data ......................................... 1-88
  receiving Traffic Measurement data ..................... 1-89

Service Range--
  for API extensions .......................................... 7-17
  for Built-In ACD extensions ............................... 7-11
  for Built-In VM extensions .................................. 7-7

Sidetone--
  level on analog E&M trunks ............................... 2-40

Signal Loss Alarms--
  Counter ......................................................... 8-26

Signal Type--
  Trunk (analog CO) ............................................. 2-8

Slide Ringing--
  enabling on analog CO trunk ............................... 2-25
  enabling on extension ....................................... 3-9
  enabling on ISDN trunk .................................... 2-69
  enabling on T1 (CO) trunk .................................. 2-103

  Timers for .................................................... 1-132–1-133

Slip Alarms--
  Counter ......................................................... 8-28

SLT Phones--
  Brokers Hold/3-Party Conference on ..................... 1-42
  Dial Pulse/DTMF signaling ................................. 3-6
  DTMF Receiver Queuing Timer for ......................... 1-143
  Exclusive Hold on ............................................ 1-41
  extension settings .......................................... 3-3
  Fixed Ring Pattern .......................................... 3-12
  Hold Recall Start Timer for ................................ 1-146
  hookflash on .................................................. 1-43, 3-5
  hookflash on (rotary) ...................................... 1-18
  Hookflash Timer ............................................... 3-7
Appendix B

Introduction

Configuration

SSD--
  Call Duration Timer, enabling on trunk ........................................ 2-19, 2-105
data to serial port ................................................................................. 1-88
inbound calls on analog CO trunks ....................................................... 2-22
inbound calls on analog E&M tie-trunks ................................................. 2-49
inbound calls on ISDN trunks .............................................................. 2-66
inbound calls on T1 E&M tie-trunks ...................................................... 2-129
inbound calls on T1-CO trunks .......................................................... 2-101
outbound calls on analog CO trunks .................................................... 2-22
outbound calls on analog E&M tie-trunks .......................................... 2-49
outbound calls on ISDN trunks .......................................................... 2-66
outbound calls on T1 E&M tie-trunks ............................................... 2-128
outbound calls on T1-CO trunks ......................................................... 2-100
Output Format ..................................................................................... 1-93

Soft Keys--
  feature code assignment to ......................................................... 4-19
  features at busy tone ........................................................................ 8-12
  features at idle/dial tone .............................................................. 8-9
  features at ringback ...................................................................... 8-11
  features at talk ............................................................................ 8-13
in Programming Mode ..................................................................... Intro-16

Special Days--
  during each Month ...................................................................... 8-60
Holidays ............................................................................................ 8-55
Holidays (Extended) ................................................................. 8-59
Weekdays ......................................................................................... 8-53
Weekend "A" ................................................................................. 8-54
Weekend "B" .................................................................................. 8-54

Special Days (ARS) .............................................................. 6-26

Splash Tone--
  for 3-Party Conference ................................................................ 1-11
  for Busy Override/Continuous ...................................................... 1-10
  for Busy Override/Start .................................................................. 1-10
  for internal paging ............................................................... 1-9
  for voice calls ........................................................................... 1-9

S-Point--
  ISDN, extension settings ............................................................. 3-28

SSD--
  Allowed Range (TRS) ............................................................... 6-24
  assignment (allowing) ............................................................ 1-43
  assignment (feature code for) ................................................. 1-155, 1-157
  assignment to MCO Tenant Grps (allowing) .................. 1-44
  auto-pause position (behind PBX) ........................................... 1-91
  block assignment to MCO Tenant Groups ....................... 1-99
  blocks (defining) .............................................................. 1-100
  code numbering ................................................................. 1-100
  common block for MCO Tenant Groups ................... 1-22
  delay-ring to (on analog CO trunks) .................. 2-31–2-33
  delay-ring to (on ISDN trunks) ........................................... 2-78–2-80
  delay-ring to (on T1 CO trunks) ...................... 2-110–2-112
dialing (allowing) ................................................................. 1-45
dialing (feature code for) ............................................. 1-155, 1-157
DIL to (on analog CO trunks) ............................................. 2-28–2-30
DIL to (on ISDN trunks) ......................................................... 2-75–2-77
DIL to (on T1 CO trunks) ............................................. 2-107–2-109
grouping ................................................................. 1-23
Hot Line destination ................................................................. 5-23
Index ......................................................................................... 8-48
Names ....................................................................................... 8-47
Numbers ................................................................. 8-46
TRS Override on ................................................................. 8-46
trunk access for ................................................................. 1-123

Station Call Park--
  Code ....................................................................................... 1-157, 1-159
  Code, Answer ................................................................. 1-157, 1-159
  Code, Transfer ............................................................... 1-157, 1-159
  Recall Timer ............................................................................. 1-153

Step Calling--
  DISA/Tie Line ................................................................. 1-26
  intercom calls ................................................................. 1-26

Stop Bits -- see Data Format

Sub-Address Type (ISDN trunks) ............................................... 2-73
Subscriber Numbers (on ISDN trunks) ..................................... 2-84
Sync Loss Alarms--
  Counter ................................................................................. 8-27
Synchronized Clock ............................................................. 1-103
System Clock--
  setting ................................................................................. 8-42
time display ................................................................. 1-21

System Common settings .......................................................... 1-9
System CPC Modes ............................................................ Intro-9
System Initialization .......................................................... Intro-9
System Programming--
  preparations ................................................................. Intro-9
System Size (no. of cabinets) .................................................. 0-5
System Timers ............................................................................. 1-115

T

T1--
   BPV Alarm Counter ................................................................. 8-29
   CRC Alarm Counter ................................................................ 8-29
   Error Info view/clear ............................................................... 8-25
   Layer 1 Receive Error Counter ............................................... 8-30
   Layer 1 Status Error Counter ................................................... 8-30
   Layer 1 Transmit Error Counter ............................................... 8-31
   Layer 2 TEI Error Counter ........................................................ 8-31
   Loopback 1 Diagnostics ............................................................ 8-34
   Loopback 2 Diagnostics ............................................................ 8-34
   OOF Alarm Counter ................................................................. 8-26
   Signal Loss Alarm Counter ....................................................... 8-26
   Slip Alarm Counter .................................................................. 8-28
   Sync Loss Alarm Counter ......................................................... 8-27
   Trunk (E&M Tie) settings .......................................................... 2-116
   Trunks (CO) settings .................................................................. 2-86
   Yellow Alarm Counter ................................................................ 8-27

Talkback--
   Digital Pad settings for Paging Port Adapter ......................... 1-182

Tandem--
   Ring Type, for analog E&M trunks ........................................... 2-53–2-55, 2-132–2-134
   Ring Type, for T1 E&M trunks ................................................... 2-132–2-134

Tandem Exchange--
   Digits ....................................................................................... 6-45
   Follow Digits ............................................................................ 6-46
   Routing ....................................................................................... 6-46
   Routing Entry ............................................................................. 6-47

TEI--
   Layer 2 Error Counter .............................................................. 8-31

Tenant Groups--
   assignment to analog CO trunk ............................................... 2-34
   assignment to analog E&M trunk .............................................. 2-56
   assignment to API ports ............................................................. 7-14
   assignment to Built-In ACD port ................................................. 7-10
   assignment to Built-In VM VPU ports ........................................ 7-5
   assignment to extension ............................................................. 3-24, 3-36, 3-43, 3-45
   assignment to ISDN trunk (B-channel) ...................................... 2-81
   assignment to T1 CO trunk ......................................................... 2-113
   assignment to T1 E&M trunk ...................................................... 2-135
   MCO -- see MCO Tenant Groups

Tie Lines--
   Analog E&M Trunk settings ...................................................... 2-37
   answering pages on ................................................................. 1-29
   Call Duration Timer for outbound calls .................................... 1-118
   dial tone to ............................................................................. 1-76
   MOH source for ......................................................................... 1-97
   paging on .................................................................................. 1-78
   Paging Timer for ....................................................................... 1-135
   step calling on ........................................................................ 1-26
   Tie Incoming (ring type) ........................................................... 2-53–2-55, 2-132–2-134
   Wink Wait Timer, outbound (analog) calls ................................ 1-121

Time (displaying current) ............................................................. 1-21

Timed Reminder--
   Interval for Busy Extensions ................................................. 1-152
   Ring Timer ................................................................................. 1-151
   set/clear, feature codes (defining) ......................................... 1-156, 1-158

Timers--
   Attendant Reversion Duration ................................................. 1-148
   Auto Answer ............................................................. 2-45, 2-125
   BLF Delayed Ring ................................................................. 1-144
   Call Duration ................................................................. 1-118
   Call Forward/DND Confirmation Tone ...................................... 1-138
   Call Forward/No Answer ....................................................... 1-149, 1-150
   Callback Ring ......................................................................... 1-150
   CO Busy Tone Detect ............................................................. 1-123
   CO Busy Tone Detect Start .................................................... 1-122
   Delayed Ring ................................................................. 1-129, 1-130, 1-131
   Delayed Ringing for Att.Hunt Grp .......................................... 5-5–5-10
   Delayed Ringing for Ext.Hunt Grps ......................................... 5-15
   DID Delayed Ring ................................................................. 1-137
   DID Ring Detect ................................................................. 2-10, 2-89
   Disconnect Supervision ......................................................... 2-15, 2-44, 2-95, 2-124
   DTMF ON/OFF Patterns .......................................................... 1-123, 1-124, 1-125, 1-126
   DTMF Receiver Queuing ........................................................... 1-143
   Flash, for Auto-Repeat Dial ..................................................... 1-117
   Flash, for trunk line ................................................................. 1-115, 1-116
   Guard, for outbound calls ....................................................... 2-15, 2-96
   Hold Recall Start ................................................................. 1-145, 1-146
   Hold/Transfer Recall Duration ............................................... 1-148
   Hookflash (SLT) ................................................................. 3-7
   Howler Tone Duration ............................................................. 1-153
   Inbound Ground Detect ......................................................... 2-16, 2-96
   Interdigit ................................................................. 1-120, 1-141, 1-142
   Long Talk Alarm ................................................................. 1-134, 1-135
   Message-Waiting Tone .......................................................... 1-138
   No-Answer for DISA calls ..................................................... 1-127
   No-Answer for multiple-incoming calls ................................... 1-128
   On-Hook Detection (SLT) ......................................................... 3-6
   Outpulse Delay ................................................................. 1-119
   Paging, for Tie-Lines ............................................................. 1-135
   Pause .................................................................................. 1-117
   Pre-Pause ................................................................. 1-120, 1-139, 1-140
   Queuing, for ARS outgoing calls ............................................. 1-136
   Queuing, for Att.Hunt Grp ....................................................... 5-5–5-11
   Queuing, for Ext.Hunt Grps .................................................... 5-16
Recall, destination .................................................. 1-67
Ring Detect (analog E&M trunks) ............................... 2-39
Ring Detect (T1 E&M trunks).................................. 2-118
Slide Ring/Alarm Ring ........................................... 1-132–1-133
SLT Offhook Signal Interval ..................................... 1-144
Station Call Park Recall ........................................... 1-153
Timed Reminder Interval (to busy ext.) ...................... 1-152
Timed Reminder Ring ........................................... 1-151
Transfer Recall Start ............................................. 1-147
Trunk-to-Trunk Connection .................................. 1-136
Wink Wait ............................................................ 1-121

Tone--
Busy -- see Busy Tone
Call Forward/DND confirmation, timer for ...... 1-138
Dial -- see Dial Tone
fast-busy, forced recovery at ................................. 1-77
Howler, duration timer for .................................... 1-153
Howler, enabling .................................................. 1-29
Message-Waiting, timer for .................................. 1-138
MOH source ....................................................... 1-96, 1-97, 1-98
Progress .............................................................. 3-35
Ringback -- see Ringback Tone
ringing, for incoming calls .................................. 1-75
Sidetone -- see Sidetone
Traffic -- see Call Traffic
Traffic Measurement Data to Serial Port ............ 1-89
Transfer--
Call Park .......................................................... 1-72
Code #1 for VM ................................................... 1-109
Code #2 for VM ................................................... 1-110
Onhook Trunk-to-Trunk ......................................... 1-70
Recall Duration Timer ........................................... 1-148
Recall Start Timers ................................................. 1-147
Station Call Park, code for ................................. 1-157, 1-159
Trigger Codes ...................................................... 8-37
Trouble Records--
Dump All ........................................................... 8-22

TRS--
Allowed SSD Range ............................................. 6-24
Analyze Digit Follow Digits ................................. 6-12
Analyze Digit Prefix ID ....................................... 6-10
Analyze Digit Prefix String .................................. 6-11
Analyze Digit Routing ......................................... 6-13
Analyze Digit Routing Entry ................................. 6-14
Analyze Digit TRS Level ...................................... 6-12
ARS Routing ......................................................... 6-18
assignments for DISA ID Codes ......................... 1-114
Class for analog CO trunk .................................... 2-34–2-35
Class for analog E&M trunk .................................. 2-57
Class for API port ................................................. 7-15
Class for Built-In ACD port .................................. 7-10
Class for Built-In VM VPU port ...................... 7-20
Class for extension ................................. 3-25, 3-37–3-38
Class for Forced Acct Codes ............................. 1-104
Class for ISDN trunk ........................................ 2-81–2-82
Class for T1 CO trunk ........................................ 2-113–2-114
Class for T1 E&M trunk ....................................... 2-136
Class for Verified Account Codes ...................... 8-50
Dialing Restrictions ............................................. 6-21
Leading Digit Follow Digits ................................. 6-7
Leading Digit Prefix ID ....................................... 6-6
Leading Digit Prefix String .................................. 6-6
Leading Digit Routing ......................................... 6-9
Leading Digit Routing Entry ................................. 6-9
Leading Digit TRS Level ....................................... 6-8
Level for Closed Number .................................... 6-43
Non-ARS Routing ............................................... 6-15

TRS/ARS--
Common settings ............................................... 6-5

Trunk Card--
LS/GS, using for ground-start ............................. 0-3
removing from a Free Slot .................................. 0-3

Trunk COS--
assignment to analog CO trunk ......................... 2-35
assignment to analog E&M trunk ......................... 2-58
assignment to ISDN trunk .................................. 2-60
assignment to T1 CO trunk .................................. 2-114
assignment to T1 E&M trunk ................................ 2-137
Dial Tone to Tie Line ........................................... 1-76
DID/DNIS Table for (choosing) ............................ 1-77
DISA ID Verification ........................................... 1-79
Forced Recovery at Fast-Busy ............................. 1-77
Incoming Ring Tone ............................................. 1-75
Paging on DISA/Tie-Line Call ............................. 1-78

Trunk FF-Key--
Exclusive Hold on ............................................... 1-11
operation, for Brokers Hold ......................... 3-16–3-18
operation, for direct calls ....................... 3-14–3-15
operation, for HOLD ......................................... 3-15
operation, for multiple call pickup .......... 3-15–3-18
settings for ........................................... 4-10–4-13, 4-15–4-18

Trunk Groups--
assignment to ARS Route .................................. 6-36

Trunks--
access for SSD/PSDs ......................................... 1-23
Analog (CO) settings ........................................ 2-7
Analog (E&M) settings ....................................... 2-37
answer, feature code (defining) ................. 1-156, 1-158
Caller ID .......................................................... 2-12
Caller ID Ringing/Display ................................. 2-21
Chains (trunk groups), defining .................. 1-165
Circuit type (analog E&M) ..................... 2-38

576-13-400  DBS 576 (USA) issued 05/20/98
### Index Section 400-Programming

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Circuit Type (T1 CO)</td>
<td>2-87</td>
</tr>
<tr>
<td>Circuit Type (T1 E&amp;M)</td>
<td>2-117</td>
</tr>
<tr>
<td>CO, MOH source for</td>
<td>1-96</td>
</tr>
<tr>
<td>Connection Type (CO/Network)</td>
<td>2-86, 2-116</td>
</tr>
<tr>
<td>Connection Type (CO/PBX)</td>
<td>2-19, 2-47, 2-65, 2-98, 2-127</td>
</tr>
<tr>
<td>Connection Type (Pt-to-MultiPt)</td>
<td>2-61</td>
</tr>
<tr>
<td>COS settings</td>
<td>1-75</td>
</tr>
<tr>
<td>direct access (allowing)</td>
<td>1-46</td>
</tr>
<tr>
<td>direct access (feature code)</td>
<td>1-156, 1-158</td>
</tr>
<tr>
<td>ISDN settings</td>
<td>2-59</td>
</tr>
<tr>
<td>Name</td>
<td>8-19</td>
</tr>
<tr>
<td>numbering (digit length)</td>
<td>1-22</td>
</tr>
<tr>
<td>numbering, for analog (E&amp;M)</td>
<td>2-37</td>
</tr>
<tr>
<td>numbering, for analog CO</td>
<td>2-7</td>
</tr>
<tr>
<td>numbering, for ISDN</td>
<td>2-60</td>
</tr>
<tr>
<td>numbering, for T1 (CO)</td>
<td>2-87</td>
</tr>
<tr>
<td>numbering, for T1 (E&amp;M))</td>
<td>2-116</td>
</tr>
<tr>
<td>PBX access codes</td>
<td>1-92</td>
</tr>
<tr>
<td>print inbound call traffic</td>
<td>8-18</td>
</tr>
<tr>
<td>print outbound call traffic</td>
<td>8-17</td>
</tr>
<tr>
<td>queuing (allowing)</td>
<td>1-60</td>
</tr>
<tr>
<td>restricting calls between trunks (COS)</td>
<td>1-95</td>
</tr>
<tr>
<td>Ring Interval for abandoned calls</td>
<td>2-17</td>
</tr>
<tr>
<td>Signal Type (analog CO)</td>
<td>2-8</td>
</tr>
<tr>
<td>T1 (CO) settings</td>
<td>2-86</td>
</tr>
<tr>
<td>T1 (E&amp;M Tie) settings</td>
<td>2-116</td>
</tr>
<tr>
<td>Timers (#1)</td>
<td>1-115</td>
</tr>
<tr>
<td>Timers (#2)</td>
<td>1-127</td>
</tr>
<tr>
<td>Trunk-to-Trunk Connection--</td>
<td></td>
</tr>
<tr>
<td>Timer</td>
<td>1-136</td>
</tr>
<tr>
<td>Trunk-to-Trunk Transfer (Onhook)</td>
<td>1-70</td>
</tr>
<tr>
<td>Verified Account Codes--</td>
<td></td>
</tr>
<tr>
<td>assigning TRS Class to</td>
<td>8-50</td>
</tr>
<tr>
<td>creating</td>
<td>8-50</td>
</tr>
<tr>
<td>on extensions</td>
<td>3-22</td>
</tr>
<tr>
<td>Virtual Extensions--</td>
<td></td>
</tr>
<tr>
<td>FF-key LED control</td>
<td>1-12</td>
</tr>
<tr>
<td>floating hold on FF-keys</td>
<td>1-14</td>
</tr>
<tr>
<td>settings (FF3 - 2)</td>
<td>3-40</td>
</tr>
<tr>
<td>Voice Calls--</td>
<td></td>
</tr>
<tr>
<td>feature code (defining)</td>
<td>1-159, 1-160</td>
</tr>
<tr>
<td>receiving (allowing)</td>
<td>1-64</td>
</tr>
<tr>
<td>sending (allowing)</td>
<td>1-63</td>
</tr>
<tr>
<td>setting extensions for</td>
<td>1-36</td>
</tr>
<tr>
<td>splash tone for</td>
<td>1-9</td>
</tr>
<tr>
<td>Voice Mail--</td>
<td></td>
</tr>
<tr>
<td>Answer Supervision Code</td>
<td>1-109</td>
</tr>
<tr>
<td>Built-In -- see Built-In Voice Mail</td>
<td></td>
</tr>
<tr>
<td>Call-Forward ID Code (creating)</td>
<td>8-51</td>
</tr>
<tr>
<td>feature codes (defining)</td>
<td>1-157, 1-158</td>
</tr>
<tr>
<td>PanaVOICE and API Card</td>
<td>0-3</td>
</tr>
<tr>
<td>Priority Msg-Waiting Send (allowing)</td>
<td>1-54</td>
</tr>
<tr>
<td>SLT connection</td>
<td>3-11</td>
</tr>
<tr>
<td>Transfer Code #1</td>
<td>1-109</td>
</tr>
<tr>
<td>Transfer Code #2</td>
<td>1-110</td>
</tr>
</tbody>
</table>

### W

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Walking TRS--</td>
<td></td>
</tr>
<tr>
<td>access code (defining)</td>
<td>1-157, 1-159</td>
</tr>
<tr>
<td>Codes, creating</td>
<td>8-61</td>
</tr>
<tr>
<td>Weekdays</td>
<td>8-53</td>
</tr>
<tr>
<td>Weekend &quot;A&quot;</td>
<td>8-54</td>
</tr>
<tr>
<td>Weekend &quot;B&quot;</td>
<td>8-54</td>
</tr>
<tr>
<td>Wink--</td>
<td></td>
</tr>
<tr>
<td>Wait Timer</td>
<td>1-121</td>
</tr>
<tr>
<td>Wink Start--</td>
<td></td>
</tr>
<tr>
<td>trunk circuit type (analog E&amp;M)</td>
<td>2-38</td>
</tr>
<tr>
<td>trunk circuit type (T1 E&amp;M)</td>
<td>2-117</td>
</tr>
</tbody>
</table>

### V

<table>
<thead>
<tr>
<th>Topic</th>
<th>Page(s)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Variable Mode--</td>
<td></td>
</tr>
<tr>
<td>Release on extensions</td>
<td>3-20</td>
</tr>
<tr>
<td>soft keys during</td>
<td>4-19</td>
</tr>
<tr>
<td>Verification--</td>
<td></td>
</tr>
<tr>
<td>of Card type</td>
<td>8-23</td>
</tr>
<tr>
<td>of Card version</td>
<td>8-24</td>
</tr>
<tr>
<td>Yellow Alarms--</td>
<td></td>
</tr>
<tr>
<td>Counter</td>
<td>8-27</td>
</tr>
</tbody>
</table>

---

**U**

- Unanswered Calls -- see No-Answer
- User Maintenance--
  - Log-In Code (allowing)                            | 1-53
  - settings (FF8 - 1)                                | 8-42

---

**Y**

- Yellow Alarms--
  - Counter                                           | 8-27

---

**DBS 576 (USA) issued 05/20/98**