Using Your Telephone

Press Bin Key 1-10 for Personal Speed Dial The Ring/Message Lamp: Due to the flexibility built into the system. • Flashes slow (green) while a call rings your phone. bins 701-710. Press **DIAL** + **Bin Key** 1-10 for your dialing codes may differ from Personal Speed Dial bins 711-720. • Flashes fast (red) if you have new Voice Mail messages those in this guide. Check with your or unanswered Message Waiting. communications manager and make a note of any differences. 22-Button Display Telephone Shown NEC The Alphanumeric Display helps you use features and tells you about your calls. It may 1-15 TUE 12:10PM also show your caller's name and number. DIR PGM UM00 CL00 **Soft Keys** simplify using your phone. To guide you through your features, the Soft CLEAR BIN 3 Key functions automatically change to help BIN 9 BIN 10 you handle calls. See the Soft Key Glossary for more. If you're on a Handsfree call (see Handsfree Options below), lift the handset for privacy.

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OPER

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4

6

MIC

HOLD

CONF

MW flashes when you have Messages Waiting. If you have Voice Mail, it flashes when you have Voice Mail messages left in your mailbox.

Press a line key then **LND** to automatically redial the last outside number you called.

The Volume Controls are for speaker and handset. They also control the volume for ringing calls and pages. While on-hook, these keys are for Contrast Control (not available on Super Display).

These are **LINE** and/or **FUNCTION** keys. Your key assignments may be different than shown — ask your communications manager.

If you are an attendant . . .

- Key 11 is a Night Key to put your system in the night mode.
- Key 12 (on 22-button telephone) or key 24 (on 34-button telephone) is an Operator Call Key for your incoming Intercom calls.

Press **ICM** to place an Intercom call.

Enable **Do Not Disturb** to block your calls when you don't want to be interrupted.

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

Press **SPK** for **Handsfree** calls, or use the handset instead. See Handsfree Options below. While on a handset call, press **SPK** twice (do not hang up) for Group Listen.

While on a call, press **HOLD** to put the call on Hold. While idle, press **HOLD** to turn Background Music on and off (if installed).

While on a call, press **CONF** to set up a Conference.

Handsfree Options

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

Placing Calls

Placing an Outside Call . . .

Press a line/loop key for quick access:

- 1. (Optional) Lift handset.
- 2. **LINE** + Wait for dial tone + Dial number.
 - If your system is behind a PBX, you may have to dial 9 before your number.

OR

Dial codes for outside lines:

- 1. (Optional) Lift handset.
- 2. Line number (e.g., 01) + Dial outside number.
- 2. Pich + 9 + (Optional) Line group (0-8) + Dial outside number.
- 2. Line number (e.g., 01) + Dial outside number.

To quickly redial your last outside call:

- 1. (Optional) Lift handset.
- 2. Press an idle line key to preselect a line.
- 3. Press .

Calling a Co-Worker . . .

Dial using the Intercom:

- 1. (Optional) Lift handset.
 - For one-touch calling, press a Call Coverage or Hotline function key.
- 2. Press
 - For your **Voice Mailbox**: Press **MW** (then lift handset if not already lifted in step 1).
 - For **Paging:** Dial * 1 + Zone (1-7, 0 = all call).
- 3. Co-worker's extension number.
 - If you hear ringing, wait for an answer. If you hear two beeps, begin speaking (or dial 1 to have call ring).

If your call doesn't go through . . .

Camp On and Callback

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

- 1. Dial (to wait without hanging up).
 - (Intercom calls) When you hear ringing, wait for the called party to answer.
 - (Outside calls) When you hear new dial tone, place your call again.

OR

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

Message Waiting (If you don't have Voice Mail)

Leave a Message Waiting (flashing MW key) if your co-worker doesn't answer:

- 1. Do not hang up + \Box
 - Your co-worker's **MW** flashes fast.
 - With Voice Mail, ICM + MW leaves a message in your co-worker's mailbox.

To answer a Message Waiting left for you:

- 1. (Optional) Lift handset.
- 2. Press \longrightarrow + \longrightarrow .
 - If the extension you call is unanswered, busy or in DND, the system cancels Message Waiting.

To review your Messages Waiting and then select a message for a return call:

- 1. Do not lift the handset.
- 2. Press WW
 - Press MW repeatedly until the extension you want to call displays.
- 3. Press to return the call.

Answering Calls

Answering Outside Calls...

If you hear ringing and see a flashing line key:

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

Answering Intercom Calls...

Listen for two short beeps:

- 1. Speak toward your phone or lift the handset.
 - If you hear one long ring instead, press SPK or lift handset to answer.
 - Dialing #VA + V (#IR in some systems) makes incoming Intercom calls ring your phone.
 - Dialing #VA + R (#IV in some systems) makes incoming Intercom calls voiceannounce your phone.

Picking up calls not ringing your phone . . .

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

- 1. or lift handset.
 - You can press a Group Call Pickup or Call Coverage key instead — then skip step 2.
- 2. \times + Co-worker's extension.
 - To pick up a call ringing a phone in your Pickup Group (if you don't have a Group Call Pickup key), dial *# instead.

Have a telephone meeting (Conference) . . .

Use Conference to have a telephone meeting:

- 1. Place/answer call + \bigcirc .
- 2. Place/answer next call +
 - Repeat this step to add more parties.
 - If you hear error tone, you cannot add additional parties.

Quick Reference for Other Features				
Dial Number Preview:	Do not lift handset + Dial * + Dial outside number + Press line key to dial the displayed number.			
Do Not Disturb:	To activate: Press DND. To cancel: Press DND.			
Group Listen:	To initiate: While on a handset call, press SPK twice (do not hang up). To switch Group Listen to Handsfree: Press SPK twice. To cancel: Do not hang up + Press SPK .			
Meet Me Conference:	To set up a telephone meeting: Make a Page announcing Conference + Do not hang up + ICM + Dial #11 or #12. To join the Conference: ICM + Dial #11 or #12. (If you wait too long to dial, you may not be able to join the meeting.)			
Microphone Mute:	To activate: Press MIC (key on) to mute the Handsfree microphone. To cancel: Press MIC (key off).			

Directory Dialing

At your display telephone, select a co-worker or outside call from a list of names (rather than dialing the phone number): (Check with your communications manager before using this feature.)

- 1. **D**.
- 2. Dial Directory Dialing type:
 - = Co-worker's extensions.
 - **C** = System Speed Dial.
 - P = Personal Speed Dial.
- 3. Dial the first letter of the desired name (e.g., dial 4 if the first letter begins with G, H or I).

OR

Press VOL ▲ or VOL ▼ to scroll alphabetically through the selected directory. To call the displayed name, just press DIAL.

- 4. Look at your phone's display and dial the digit for the letter/number you want to call (e.g., if the name in step 3 began with G, dial 1).
- Press VOL ▲ or VOL ▼ to scroll through all the names/numbers that begin with the letter/number you selected.
- 6. Press **DIAL** to have the system dial your call.



User Programmable Features

To program a feature, press # and the feature's code. For example, to enable incoming Paging, press # and dial V PY, then SPK to hang up. By default, System Speed Dial and Time and Date are only available to the attendant.

Feature	Mnemonic	Operation			
Headset	#HS	#HS + Y to enable or N to disable + SPK to exit			
Hotline	#HL	#HL + Press flashing Hotline key + Enter extension for new Hotline partner + Program another Hotline key or SPK to exit.			
Off Hook Signaling	#OHS	#OHS + Select mode (C=Outside line, D=Hotline, I=ICM) + Select option (see below) + SPK to exit. <u>Outside line options:</u> C=Camp On tone, O=Off Hook Ringing, 0 = None Intercom options: C=Camp On, V=Voice Over, 0=None Hotline Options: C=Camp On, 0=None			
Paging (Incoming)	#VP	#VP + Y to enable or N to disable + SPK to exit.			
Prime Line Assignment	#PLA	#PLA + Press one of your flashing programmable keys or ICM + SPK to exit.			
Programmable Function Key Assignments	#KP	#KP + Press key you want to program + HOLD + ICM + Press VOL Up or VOL Down to select key option + HOLD + enter any additional data (if required) + Press VOL Up or VOL Down to select another key to program, or SPK to exit.			
Programmable Function Key Ringing	#RAC	Call Coverage Keys: #RAC + Call Coverage Key repeatedly to select ringing mode + SPK to exit. Call Coverage Keys flash as follows: Lamp only=On red, Immediated ring=On green, Delay ring=Fast flash green.			
	#RAL	Outside Line Keys: #RAL + Line Key repeatedly to select ringing mode + SPK to exit. Line keys flash as follows: Lamp only=On red, Immediate ring=Or green, Delay ring=Fast flash green, Night ring=Slow flash green.			
	#RAP	Group Call Pickup Keys: #RAP + Group Call Pickup Key repeatedl to select ringing mode + SPK to exit. Group Call Pickup Keys flash as follows: Lamp only=On red, Imm diate ring=On green, Delay ring=Fast flash green.			
Ringing Line Preference	#RLP	#RLP + Y to enable or N to disable + SPK to exit.			
Speed Dial, Personal	#SP	#SP + Press bin key (for bins 701-710) or DIAL then bin key (for bins 711-720) + HOLD + Enter outside line (e.g., 1), line group (e.g., 90), or ICM for Intercom feature + HOLD + Number to store + HOLD + Name + HOLD + Press another bin key or SPK to exit.			
Speed Dial, System	#SP	#\$P + Dial System Speed Dial bin number (e.g., 200) + HOLD + Enter outside line (e.g., 1), line group (e.g., 90), or ICM for Intercor feature + HOLD + Number to store + HOLD + Name + HOLD + Press another bin key or \$PK to exit.			
Time and Date	#TD	#TD + Enter time in 24-hour clock using hours (2 digits), minutes (digits) and seconds (2 digits) + HOLD + Enter date using month (2 digits), day (2 digits) and year (4 digits) + HOLD + SPK to exit.			
Intercom Voice Announce for incoming Intercom calls)	#VA	#VA + V for voice announce or R for ring $+$ SPK to exit.			

NEC

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Your call can wait at your phone . . .

Hold

Use System Hold instead of leaving the handset off-hook:

- 1. Do not hang up + HOLD.
 - Your co-workers can retrieve your System Hold calls. To place the call on Exclusive Hold, press HOLD twice.
 - Intercom calls automatically go on Exclusive Hold when you press HOLD.

Easily retrieve a call from Hold:

- or lift handset.
- 2. Press flashing LINE, OR
- d. Hold if the call was not on a line/loop key (or was an Intercom call).
 - You may be able to press ICM +*4 + line number (e.g., 01) to pick up a call on Hold at a co-worker's phone.

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

Transfer

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

- 1. Dial your co-worker's extension.
 - To transfer the call to Voice Mail, press MW after dialing your co-worker.
 OR
- 1. FUNCTION (Hotline or Call Coverage).

Park a call in orbit

Park your current call in a system orbit so your co-workers can pick it up:

- 1. System Park Orbit (60-69).
 - If you hear busy, press ICM and try another orbit.
 - To Page, press ICM, dial * 1 and the zone number (1-7, 0 for all call).
- 2. Hang up.

Park a call in orbit (Cont'd)

To retrieve a call from system orbit:

- 1. or lift handset.
- 2. + System Park Orbit (60-69).

Park a call at a co-worker's extension:

- 1. Do not hang up.
- 2. + + + Extension (e.g., 300).
 - To Page before hanging up, dial * 1 and the zone number (1-7, 0 for all call).
- 3. Hang up.

To retrieve a call parked at a co-worker's extension:

- 1. (Optional) Lift handset for privacy.
- 2. + + Extension (e.g., 300).

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

While at your desk or out of the office, forward your calls to a co-worker or Voice Mail:

- 1. (Optional) Lift handset for privacy.
- 2. CM + * 3.
- 3. Dial Call Forwarding type:
 - **o** = Cancel forwarding
 - 2 = Busy/No Answer
 - 4 = Immediate
 - 6 = No Answer
- 4. Dial destination extension (or 0 for your operator).

OR

Press **MW** or dial Voice Mail master extension number to forward to Voice Mail.

5. Hang up.

Placing Calls Quickly

Quickly dial co-workers and outside calls . . .

Speed Dial

To store Personal Speed Dial numbers (Intercom codes or outside numbers):

- 1. # 7 7
 - In some systems you may have to press ICM and dial ## instead.
- 2. Dial Personal bin number (701-720).

OR

Press bin key (for bins 701-710), or **DIAL** + bin key (for bins 711-720).

- 3. HOLD
- 4. Enter the line number (e.g., 1 for line 1) the system will use for your stored number.

OR

Enter the line group number (e.g., 90-98 for line groups 0-8) the system will use for your stored number.

OR

Skip this step if storing Intercom codes.

- HOLD
- 6. Enter the number to store + HOLD
 - You can enter up to 16 digits, using 0-9, # and *. Press MIC to insert a pause;
 FLASH to insert a Flash.
- 7. Enter a name for your Speed Dial number.
 - Refer to Keys for Entering Names.
- B. HOLD.
- 9. Repeat from step 2 to program another Personal Speed Dial number.

OR



Speed Dial (Cont'd)

For one-touch access to your stored Speed Dial numbers:

1. Press **Bin Key** for Personal Speed Dial bins 1-10.

OR

Press **DIAL** plus **BIN KEY** for Personal Speed Dial bins 11-20.

OR

Press Programmable Function Key assigned to Personal or System Speed Dial bin.

To dial a stored System or Personal Speed Dial number: 1. (Optional) Lift handset for privacy.

2. The state of th

3. Dial Personal Speed Dial bin number (701-720).

OR

Dial System Speed Dial bin number (normally 200-299).

Keys for Entering Names								
Press this key:	Then one of these keys to enter the character in the white cell:							
	1	2	3	4	#			
1	&	-(dash) ¹	/(backslash) ¹	(apostrophe)	1			
2	Α	В	С		2			
3	D	E	F		3			
4	G	Н	1		4			
5	J	К	L		5			
6	М	N	0		6			
7	P	Q	R	s	7			
8	Т	U	V		8			
9	W	Х	Y	Z	9			
0	SPACE	:			0			
*					*			
#								

To enter characters in lower case (e.g., \mathbf{e} instead of \mathbf{E}), press \mathbf{MW} before pressing the key in the first shaded column. Use \mathbf{LND} to backspace over (erase) any characters you want to correct.

NEC

DS1000/2000

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 $^{^{1}}$ In software versions prior to 02.00.00, the codes for 1 + 2, 1 + 3, and 1 + 4 were not available.