



Using the IP Phone

Place a Call:

- 1) Pick up the handset, press the New Call soft key, or press the (1) key.
- 2) Enter the number you wish to call, and press the Dial or Send soft key.

NOTE: You may optionally dial local or toll calls using 10 digits.

Put a Call on Hold:

- 1) During an active call, press the Hold soft key, or press the Hold button.
- 2) To resume the call, press the Resume soft key, or press the (Hold) button.

Consultative Transfer (announce the call before transferring):

- 1) During an active call, press the Trisfer soft key. This will put the caller on hold.
- 2) Enter the number to which you wish to transfer the call and press the Send soft key.
- 3) When the Transfer party picks up you may begin your consultation. The first party will still be on hold.
- 4) When you are done with your consult, press the Trinsfer soft key.
- 5) Call will immediately transfer and you may hang up.

Blind Transfer (transfer without announcement):

- 1) During an active call, press the Trinsfer soft key. This will put the caller on hold.
- 2) Press the Blind soft key.
- 3) Enter the number to which you wish to transfer the call and press the soft key.

4) Call will immediately transfer and you may hang up.

Create a 3-Way Conference Call:

- 1) During an active call, press the Confractor soft key. This will place the current caller on hold.
- 2) Dial the number of the party you wish to add to the call and press the soft key.
- 3) When the party answers, press the **Confrac** soft key. All parties will now be in conference.

Split a 3-Way Conference Call (disconnect conference and place the two other parties on-hold):

- 1) During the conference, press the soft key.
- 2) The two parties will be put on-hold on separate lines.
- 3) Using *Display Control* keys to navigate to the desired party, you may then press Resume to re-establish individual call.

Reject a Call and Let Voice Messaging Answer:

- 1) When an incoming call arrives that you do not wish to answer, press the Reject soft key.
- 2) Your phone will stop ringing and the caller will be sent to your voice messaging.

Note: If *Simultaneous Ring* is active, call will continue to ring on other designated line(s).

Answer a Call on Your Second Line:

1) While the first call is active, and the second call begins ringing, use the *Display Control* keys to select the incoming call.



- 2) Press the Answer soft key to answer the call; this places the first call on hold.
- 3) To reactivate the first call, use the Display Control keys to select the first call and press the Resume soft key, this places the active (second) call on hold and reconnects the first call.
- 4) Using the Display Control keys, you may navigate between active calls as you wish.
- 5) You may disconnect a call at any time by pressing [End Call] soft key.

Note: If multiple calls are on hold, an indicator will display the number of held calls (ex.: 2/3).

Change the Default Ring Tone:

- 1) Press the Menu button.
- 2) Using the Display Control keys, select Settings and then the Basic menu options.
- 3) Select Ring Type.
- 4) Use the Display Control keys to scroll through the different ring tones. Press to hear how the ringers sound.
- 5) Press the Select soft key to select the current highlighted ring tone.
- 6) Press $oxedsymbol{oxed}$ key to exit programming.

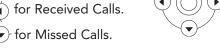
View Missed, Received and **Placed Calls:**

- 1) Press the Menu button.
- 2) Select Features from the list of menu options.
- 3) Select Call Lists from the list of menu options.
- 4) Using the Display Control keys, scroll to Missed, Received or Placed calls.
- 5) Press the Select soft key to select a category.

- 6) Using the Display Control keys, scroll through the calls.
- 7) You may call the party by using the soft key or select another option.
- 8) The call logs will be reset if the phone is rebooted.

To quickly view respective call lists from the idle display:

- 1) Press () for Placed Calls.
- 2) Press (for Received Calls.
- 3) Press (▼) for Missed Calls.



To Add Speed-Dial Keys:

- 1) Press the Menu button.
- 2) Press select Features.
- 3) Use 🔻 key to scroll down.
- 4) Press Select To select Contact Directory. The display will show No Records.
- 5) Press Add
- 6) Enter the first name on the keypad of the telephone. For example, "John". Use 1/A/a soft key to enter small case or numbers.
- 7) Use (to go to Last Name.
- 8) Enter last name on keypad of telephone. For example, "Smith."
- 9) Use (\mathbf{v}) to go to Contact.
- 10) Enter outside phone number or internal extension.
- 11) Press
- 12) Press to add more contacts. Exit
- 13) To add, press and start at step 4. Add

To Edit Speed-Dial Keys:

- 1) Press the Menu button.
- 2) Press Select Teatures.
- 3) Use ve key to scroll down.
- 4) Press Select to select Contact Directory.
- Edit the first name on keypad of telephone. For example, "Mike". Use 1/A/a soft key to enter small case or numbers.
- 6) Use velocit Last Name. For example, "Jones".
- 7) Use velocity key to go to Contact.
- 8) Edit outside phone number or internal extension.
- 9) Press Save
- 10) Press Exit .

Other Features

Call Park

- 1) With live call, press Transfer then *68.
- 2) Enter extension of phone on which call is to be parked. Then press #.
- 3) Hang up telephone handset. The call is parked at the indicated extension.

Call Park Retrieve

- 1) Lift telephone handset. Press *88.
- 2) Enter the extension number the call is parked on.
- 3) You are connected with the call.

Call Pickup

- 1) Lift telephone handset. Press the assigned code (example, *98).
- 2) The longest-ringing phone in your call pick-up group is connected.

Directed Call Pickup

- 1) Lift telephone handset. Press the assigned code (example, *97).
- 2) Enter the extension where the call is ringing. You answer the ringing call at the specified extension.

Last Number Redial

- 1) Lift telephone handset. Press the assigned code (example, *66).
- 2) The last outgoing phone number is redialed.

Speed Dial 8

To program:

- 1) Lift telephone handset. Press the assigned code (ex. *74), and the 2–9 digit number representing the phone number you would like to call.
- 2) The speed number is programmed.

To dial programmed speed dial number:

- 1) Lift handset or use speakerphone.
- 2) Dial the code (either 2–9 or 00–99)
- 3) Press "Send."

Speed Dial 100

To program:

- 1) Lift telephone handset. Press the assigned code (ex. *74), followed by the prefix and two-digit code representing the phone number you would like to call.
- 2) The speed number is programmed.

To dial programmed speed dial number:

- 1) Lift handset or use speakerphone.
- 2) Dial the code (either 2-9 or 00-99)
- 3) Press "Send."

managed IP Voice Messaging

Access Your Voice Messaging:

- 1) Press the Message button. -OR-
- 2) Dial your own extension and press send soft key.
- 3) Enter your password, followed by # key.

Note: not required if auto login is enabled.

4) To navigate, follow the menu choices.

Remotely Access Your Voice Messaging:

- 1) Dial your managed IP phone number.
- 2) When the Voice Messaging system plays your greeting, press the * key.
- 3) Enter your password, followed by # key.
- 4) To navigate, follow the menu choices.

Voice Messaging Controls

Voice Messaging Main Menu	Key
Play Messages	1
Change Busy Greeting	2
Change No Answer Greeting	3
Compose Message	5
Delete All Messages	7
Access Voice Portal	*
Repeat Menu	#

Play Messages Menu	Key
Save	#
Skip Backward	1
Pause/Resume	2
Skip Forward	3
Jump to Beginning	4
Play Message Envelope	5
Jump to End	6
Delete	7
Callback Sender (if enabled)	8
Additional Options	9
– Reply	1
– Forward	2
– Previous Menu	*
– Repeat Menu	#

Transfer a Call to Voice Messaging:

- 1) During the active call, press the Trisfer soft key or button.
- 2) Dial * 5 5. To transfer caller to your own voicemail, press the # key. To transfer caller to another voicemail box, enter the desired extension then #. Hang up or press End Call soft key.

NOTE: Call Forwarding and Do Not Disturb may be activated by either the web portal and toolbar, or the telephone itself. It is recommended that these features be consistently activated and de-activated by the same method.