MITEL

# 5000 Communications Platform (CP)

## 5304 IP Phone

User Guide

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# 5304 IP Phone Quick Reference Guide

This guide provides information for frequently used features. For more information about these and other features, refer to the user guide. For voice mail information, refer to the voice mail user guide for your system.

## Programmable Buttons

The 5304 IP phone has nine programmable buttons. When you first receive your phone, the buttons are pre-programmed as indicated in the table below. You may be able to reprogram the buttons for quick access to features or frequently called phone numbers.

Button 1 is located just below the external speaker, and button 9 is located just above the volume buttons.

| Button | Action |
|---|---|
| 1 | **Special**: Activates features while on a call or off-hook. |
| 2 | **DND**: Enables/disables the DND feature for your phone. When enabled, internal calling parties see your selected DND message. |
| 3 | **Forward**: Forwards all incoming calls to a specified destination. |
| 4 | **Message**: Connects to your voice mailbox. Toggles between Alpha Mode and Numeric Mode when entering dialpad characters. |
| 5 | **Redial**: Calls the last *external* number dialed. You cannot redial internal numbers. |
| 6 | **Transfer**: Transfers the current call. Also functions as a forward space when entering dialpad characters. |
| 7 | **Hold**: Places the current call on hold. Also functions as a backspace button. |
| 8 | **Intercom (IC)**: Provides a call line for internal (intercom) calls. |
| 9 | **Call**: Provides a call line for external calls. |
| ▲ Up ▼ Down | **Volume**: Provide volume control for the ringer, handset and speaker. Also provides the ability to scroll through display options. |

## Commonly Used Feature Codes

Most of the feature codes work when your phone is idle or "on hook." If you are on an active call or if you are off-hook, you may need to press the **Special** button before you enter the feature code to activate the feature.

| Feature | Code |
|---|---|
| ACD Agent – Log In/Out | 328 |
| Background Music – On/Off | 313 |
| Call Forward – All Calls | 355 |
| Call Logging | 333 |
| Conference | 5 |
| Default Station | 394 |
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## Answering Calls

Lift the handset to answer a call.

## Placing Emergency Calls

Dial the emergency number (911 U.S. or 999/112 Europe). The system immediately places the emergency call as soon as you dial the number, even if you do not select an outside line.

## Placing Internal (Intercom) Calls

Lift the handset and dial the extension number. If you enter incorrect digits, you can press the **Hold** button to move the cursor backward, deleting the last digit entered.

## Placing External Calls

Lift the handset, press the unlit **Call** button, and then dial the number.

## Redialing External Numbers

Lift the handset and press the **Redial** button. The system automatically selects a line and dials the number.

## Transferring Calls to Other Extensions

1. While on the call, press the **Transfer** button, and then enter the extension number.
2. Do one of the following:
   - Wait for an answer, announce the call, and then hang up. If the extension is unavailable, press the flashing **IC** or **Call** button to return to the caller.
   - Hang up to transfer the call and disconnect the call from your phone.

## Forwarding Calls

1. Press the **Forward** button, and then enter the feature code, if applicable. ENTER FORWARD DEST appears.
2. Do one of the following:
   - Enter the extension number.
   - Dial the Outgoing Call access code (**8** is the default code), and then dial the telephone number.

## Placing Ad Hoc Conference Calls

1. While on the first call, press the **Special** button and then dial **5** to place the call on hold. CALL NEXT PARTY TO CNF appears.
2. Place a call to the next conference party. For external calls, dial the Outgoing Call access code (**8** is the default code), and then dial the number.
3. After the party answers, announce the conference, and then press **Special – 5** to place the call on hold. If necessary, repeat this step to add the remaining conference party.
4. Press **Special – 5** again to start the conference. CNF IN PROGRESS appears.

## Viewing Messages

With the handset on-hook, press the **Message** button. Messages are displayed as first in/first out. If there is more than one message, you can repeatedly press the **Message** button to scroll through the messages.

## Responding to Messages

When the desired message is displayed, lift the handset, and then press **#** to respond. (If your handset is off-hook and you press the **Message** button, you automatically place a call to the party who left the message or the message center.)

## Using Do-Not-Disturb

1. With the handset on-hook, press the **DND** button, and then do one of the following:
   - Press ▲ (Up) or ▼ (Down) to scroll through the messages.
   - Enter the two-digit number for the DND message.
2. After selecting the message, enter the additional text for the DND description, if applicable.
3. Lift and replace the handset.

## Placing a Page Announcement

1. Lift the handset, and dial **7**.
2. Enter the page-zone number (**0** to **9**).
3. After the tone, make your announcement, and then hang up.

# Notice

This guide is released by Mitel Networks Corporation and provides information necessary to use the 5304 IP phone. The guide contents, which reflect current Mitel standards, are subject to revision or change without notice.

Some features or applications mentioned may require a future release and are not available in the initial release. Future product features and applications are subject to availability and cost. Some features or applications may require additional hardware, software, or system administrator assistance.

**For sales, service, or technical support, contact your local authorized provider:**

Enter provider information above.

If you do not know the contact information for your local provider, use the "Partners" link at the top of the Mitel home page (www.mitel.com) to find a location near you.

If you have any questions or comments regarding this user guide or other technical documentation, contact the Technical Publications Department (USA) at:

tech_pubs@mitel.com

# Important Safety Instructions and Precautions

Remember the following safety guidelines when using the IP phone.

# Programming Emergency Numbers

Make sure to do the following when programming emergency numbers and/or making test calls to emergency numbers:

- Remain on the line and briefly explain to the dispatcher the reason for the call.
- Perform tests during off-peak hours such as early morning or late evenings.

# Safety Notices

The following notices may appear on the product or in the technical documentation.

| Notice | Description |
|---|---|
| ⚠ CAUTION | Caution indicates a potentially hazardous situation which, if not avoided, may result in minor or moderate injury and/or damage to the equipment or property. |
| ⚠ WARNING | Warning indicates a potentially hazardous situation which, if not avoided, could result in death or serious injury. |
| ⚠ DANGER | Danger indicates an imminently hazardous situation which, if not avoided, will result in death or serious injury. |
| ⚠ | The exclamation point within an equilateral triangle indicates that important operating and maintenance (servicing) instructions are included in the literature accompanying the product. |

# Maintenance and Repair

There are no user serviceable parts inside the IP phone. For repairs, return the IP phone to an authorized Mitel provider.

| NOTE | Changes or modifications not expressly approved by Mitel may void the user's right to operate the equipment. |

# Power Requirements

| ⚠ CAUTION |
|---|
| **IP Phone Damage Hazard**. To avoid damaging the IP phone, make sure the IP phone is connected to the proper power supply before powering on. Contact your system administrator for more information. |

The IP phone requires *any* one of the following power supplies:

- Mitel 48-volt DC Ethernet power adaptor 100-240 volt AC 50-60Hz (ES) -part number 50005301
- An industry-standard IEEE 802.3af Power over Ethernet (PoE) power supply unit

If your phone uses a centralized PoE power supply unit, do ***not*** use the 48-volt DC Ethernet power adaptor. If necessary, contact your system administrator for assistance before connecting your phone to the centralized power source.

Make sure the IP phone is plugged into an uninterruptible power supply (UPS). If your phone is plugged into the UPS and the power fails, it should remain powered on for about 10 minutes. If the IP phone is not plugged into a UPS and the power fails, the current call is dropped and you will not be able to use the IP phone until the power is restored.

# Software Updates

| ⚠ CAUTION |
|---|
| **IP Phone Damage Hazard**. Do not use your phone or disconnect it from the power supply while it is updating software. |

The IP phone may require occasional software updates when new versions are available. The IP phone is configured to download the updates automatically. Contact your system administrator for more information.

# Product Disposal Instructions

This symbol indicates that the product is classified as electrical or electronic equipment and should not be disposed of with other commercial or household waste at the end of its working life. For appropriate disposal and recycling instructions, contact your local Mitel provider.

*The Waste of Electrical and Electronic Equipment (WEEE) Directive (2002/96/EC) was established by the European Union to minimize negative impact on the environment, control hazardous substances, and curtail landfill expansion by using the best available recovery and recycling techniques.*

# IP Phone Usage

This equipment is not for connection to the telephone network or public coin phone service. It is only for use when connected to Mitel systems.

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### ⚠ WARNING

When using your phone equipment, basic safety precautions should always be followed to reduce the risk of fire, electric shock and injury to persons, including the following:

- Do not use this product near water, for example, near a bath tub, wash bowl, kitchen sink or laundry tub, in a wet basement, or near a swimming pool.

- Avoid using an IP phone (other than a cordless type) during an electrical storm. There may be a remote risk of electric shock from lightning.

- Do not use the IP phone to report a gas leak in the vicinity of a leak.

- Do not connect directly to the Public Switched Telephone Network (PSTN). Any connection of this IP phone to an off premise application, an out of plant application, any other exposed plant application, or to any equipment other than the intended application may result in a safety hazard, and/or defective operation, and/or equipment damage. "Exposed plant" means where any portion of the circuit is subject to accidental contact with electric lighting or power conductors operating at a voltage exceeding 300 volts between conductors or is subject to lightning strikes.

- The socket outlet, if used, shall be located near the equipment and shall be easily located by the user.

- Use only Mitel approved power adaptors.See "Power Requirements" on .

- The handset supplied with the IP phone is not certified for use with any other phone. Use of the handset with any other phone may have the potential to cause hearing loss in the event of a lighting strike on the outside plant wiring.

# Notice to Canadian Customers

The Class B digital apparatus complies with Canadian ICES-003.

# Notice to U.S. Customers

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

# Notice to European Customers



We, Mitel Networks LTD.
Of, Mitel Castlegate Business Park
Portskewett
Caldicot
NP26 5YR
UK

Declare that for the hereinafter mentioned product the presumption of conformity with the applicable essential requirements of DIRECTIVE 1999/5/EC OF THE EUROPEAN PARLIAMENT (RTTE DIRECTIVE) AND OF THE COUNCIL is given.

Mitel IP Phone: 5304

Any unauthorized modification of the product voids this Declaration.

For a copy of the original signed Declaration of Conformity (in full conformance with EN45014), please contact the Regulatory Approvals Manager at the above address.

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# Getting Started

## Welcome

The instructions in this guide are for using the Mitel® 5304 Internet Protocol (IP) phone on the Mitel 5000 Communications Platform (CP). The 5304 IP Phone Quick Reference Guide located at the beginning of this guide is an overview of frequently used features.

Your IP phone should be powered on and ready to use. If the display is blank, or if the display name, extension number, or time or date are incorrect, contact your system administrator for assistance.

Because a variety of voice mail products work with the Mitel 5000 CP, this guide does not include voice mail instructions. For voice mail instructions, refer to the voice mail user guide for your system. For example, refer to the *Enterprise Messaging, Unified Voice Messaging, and Embedded Voice Mail Card User Guide,* part number 835.3205, or the *Mitel NuPoint Unified Messaging User Guide* on the Mitel Web site (http://edocs.mitel.com). Contact your system administrator for more information about your voice mail system.

| NOTE | Because many IP phone features can be programmed to perform various tasks, some features may work differently than the descriptions in this guide. Contact your system administrator for more information. |
| --- | --- |

## About Your IP Phone

The Mitel 5304 IP phone is a compact, feature-rich phone that provides voice communication over an IP network. The 5304 has a back-lit liquid crystal display (LCD), display-assisted feature access, and a Ring/Message Indicator. In addition, for one-touch feature access, the 5304 has nine programmable buttons.

## 5304 Features

The 5304 is shown here. See "Phone Feature Descriptions" on for more information about the IP phone features.

| | | |
|---|---|---|
| 1 – Liquid Crystal Display (LCD) | 5 – Programmable buttons | |
| 2 – Ring/Message Indicator | 6 – Volume buttons | |
| 3 – External speaker | 7 – Dialpad buttons | |
| 4 – Handset | 8 – Hookswitch | |

# Phone Feature Descriptions

The following sections describe default configurations. Your phone may be programmed differently. Contact your system administrator for more information. See "5304 Features" on page 2 for phone feature locations.

## Display

The display provides a two-line, 20-character viewing area for using features and identifying callers. When idle, the display shows your user extension, name, and the time and date.

## Ring/Message Indicator

The Ring/Message Indicator flashes or stays lit to indicate call, message, and feature activity. For more information about messaging features, see "Messages" on page 53. Ring/Message Indicator signals are described in the following table.

| Indicator Signals | Description |
|---|---|
| Rapidly flashing | You have an incoming call. |
| Slowly flashing | You have a waiting message or callback message. |
| On | You are on a call or using a feature. |
| Off | Your phone is idle. |

## Speaker

The 5304 speaker provides incoming audio. You can use the speaker to listen to calls or background music. See "Viewing Button Assignments" on page 16 for more information about background music.

The 5304 does not have an external microphone. Therefore, if you want to respond to a caller, you must use the handset.

## Handset and Hookswitch

The handset provided with this equipment is hearing aid compatible (HAC). One end of the handset cord plugs into the handset and the other end plugs into the handset jack on the phone. The hookswitch is located under the handset. When the handset is in the cradle, the hookswitch is engaged and the phone is "on hook." When you lift the handset, the hookswitch is disengaged and the phone is "off hook."
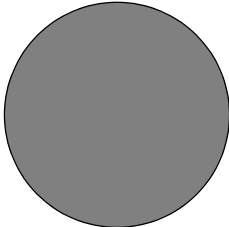
Most of the feature codes work when your phone is idle or "on hook." Because the dialpad buttons are located under the handset, you may find it easier to lift the handset, press the hookswitch down, and then dial the feature code.

If you are on an active call or if you are off hook, you may need to press the **Special** button before you enter the feature code to activate the feature.

## Programmable Buttons

The 5304 has nine programmable buttons. When you first receive your phone, the buttons are pre-programmed as indicated in the table below.

You may be able to reprogram the buttons for quick access to features or frequently called phone numbers. See "Using Programmable Buttons" on page 12 for instructions. After reprogramming the buttons, replace the phone's original designation card with a new card that reflects the reprogrammed buttons. See "Installing Designation Cards" on page 7.

| Location | Button and Default Feature/Function |
|---|---|
| **Speaker**<br><br>**Designation Label**  **Buttons**<br>① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨<br><br>**Volume** | **1 – Special**: Activates features while on a call or off-hook. The Special button does not cancel features. To cancel features, press the star button (∗). |
| | **2 – Do-Not-Disturb (DND)**: Enables/disables the DND feature for your phone. When enabled, internal calling parties see your selected DND message. You can use DND to stop calls and pages to your extension. See "Using Do-Not-Disturb (DND)" on page 55. |
| | **3 – Forward**: Forwards all incoming calls to a specified destination. See "Forwarding Calls" on page 33. |
| | **4 – Message**: Connects to your voice mailbox. Toggles between Alpha Mode and Numeric Mode when entering dialpad characters. See "Using the Dialpad Buttons to Enter Characters" on page 10. |
| | **5 – Redial**: Calls the last *external* number dialed. You cannot redial internal numbers. |
| | **6 – Transfer**: Transfers the current call. Also functions as a forward space when entering dialpad characters. See "Using the Dialpad Buttons to Enter Characters" on page 10. |
| | **7 – Hold**: Places the current call on hold. Also functions as a backspace button. See "Using the Dialpad Buttons to Enter Characters" on page 10. |
| | **8 – Intercom**: Provides a call line for internal (intercom) calls. The Intercom button has a lamp, which flashes when an internal call is ringing in, and is lit continuously during an active call. |
| | **9 – Call**: Provides a call line for external calls. The Call button has a lamp which flashes when an external call is ringing in, and is lit continuously during an active call. |

### Volume Buttons

Directly below the programmable buttons, the 5304 has two volume buttons, ▲ (Up) and ▼ (Down), that provide volume control for the ringer, handset and speaker. Volume levels are automatically saved when you press the volume buttons.

In addition, these buttons allow you to scroll through display menus.

### Dialpad Buttons

Use the dialpad buttons to dial phone numbers, enter feature codes, and to enter characters when using features that require text input.

# Phone Signals

The 5304 has several audio and visual signals to indicate feature activity. The following are a few helpful tips:

- Lit or blinking buttons indicate call or feature activity.
- All phone button lamps illuminate at the same time for a few seconds when the phone is reset or powered on.
- The following actions may cause an error tone:
  - o Pressing an invalid button combination.
  - o Selecting a restricted feature.
  - o Dialing a restricted or invalid number.
  - o Dialing too slowly between digits.
  - o Waiting too long before performing the next step.

  To correct an error tone, hang up and try again.
- Many features "time-out" if you wait too long before performing the next step. If this happens, you must start over.

# Comfort and Safety Tips

Observe the following comfort and safety tips when using the phone:

- **Do not cradle the handset**: Prolonged use of the handset can lead to neck, shoulder, or back discomfort, especially if you cradle the handset between your neck and shoulder.
- **Adjust the display**: You can adjust the 5304 display to seven different positions to suit your viewing needs. To adjust the display, grasp the display on the side and gently raise or lower it into position.
- **Protect your hearing**: Because prolonged exposure to loud sounds can contribute to hearing loss, keep the volume at a moderate level. You can adjust the volume levels of the handset receiver or headset. See "Changing Volume Levels" on .

# Headset Instructions

Although the 5304 does not have a dedicated headset jack, you can still use a headset on the phone if your system administrator has reprogrammed one of your phone's buttons as a Speaker button. You must use a Speaker button to connect to and disconnect from calls while your phone is in headset mode. Contact your system administrator if you want to use a headset with the 5304 IP phone.

| | |
|---|---|
| **NOTES** | The headset must be hearing aid compatible (HAC). |
| | If your headset has a power-saver mode, make sure the system administrator has enabled the "Headset Connect Tone" feature. If this is not enabled, you may miss the first few seconds of an incoming call. |

**To connect and activate the headset:**

1. Remove the handset jack from the handset port located on the back of the phone.
2. Insert the headset jack into the handset port.
3. Dial **317** (Headset On/Off). HEADSET MODE ON appears.

**To answer calls when using a headset:**

While headset mode is enabled, press the **Speaker** button to connect to and disconnect from calls.

**To disable Headset mode and activate the handset:**

1. Remove the headset jack from the handset port located on the back of the phone.
2. Insert the handset jack into the handset port.
3. Lift the handset and press the hookswitch down.
4. Dial **317** (Headset On/Off). HEADSET MODE OFF appears.

# Personalizing Your Phone

This chapter describes features you can use to personalize your phone.

## Installing Designation Cards

If you program buttons on your 5304 (see page 12), you can install a new paper designation card with the revised button labels. A plastic cover holds the designation card in place. Designation cards are provided by your system administrator.

**To replace the default designation card:**

1. Remove the plastic cover over the original designation card.
2. Discard the original designation card.
3. Place the new designation card next to the buttons on the phone.
4. Replace the plastic cover on the new designation card.

## Changing Volume Levels

You can change the following volume levels:

- Ringer (alerting tone)
- Handset
- Headset
- Background music
- External speaker

| NOTE | Turning the external speaker volume down to the lowest levels may prevent you from hearing the feature "warning tones" that notify you when errors occur (for example, when you enter an incorrect feature code). |
|------|---|

You must be using the feature to change the volume level. For example, if you want to change the handset volume level, you must be using the handset. However, you can adjust the ringer (alerting tone) volume level when the phone is idle.

**To change a volume level:**

While using the feature, press ▲ (Up) to increase the volume or press ▼ (Down) to decrease the volume. The volume level is automatically saved.

# Changing the Ring Tone

You can select one of nine different ring tones.

**To change the ring tone:**

1. Lift the handset and press the hookswitch down.
2. Dial **398**.
3. Do one of the following to listen to and select a ring tone:
    - Press ▲ (Up) or ▼ (Down).
    - Press **1** to **9**.
4. To save the ring tone, press **#**.

If you do not want to use a ring tone, you can turn the phone ringer off.

**To turn the ringer off:**

1. Lift the handset and press the hookswitch down.
2. Dial **398**.
3. Press **0** to turn the ringer off.
4. To save the setting, press **#**.

# Listening to Background Music

If your system is equipped with a music source, you can listen to background music or system audio (for example, organizational conference calls) through the external speaker.

**To turn on or turn off background music:**

Lift the handset and dial **313** (on/off). BACKGROUND MUSIC ON (or OFF) appears.

# Changing the Language

Your system administrator can select two of the following languages as the primary and secondary languages to display text:[1]

- American English
- British English
- Canadian French
- Mexican Spanish

The language choices appearing on your display are controlled by system programming. For example, if your system administrator programmed your phone with American English as the primary language, American English is used for display text. You can change the language by selecting the secondary language. Contact your system administrator for more information.

**To change the language:**

Lift the handset, and dial **301** to select either the primary or secondary language. The display shows text in the selected language.

---

1. This feature may or may not be enabled for your system.

# Adjusting the Display Contrast

You can adjust the display contrast setting.

**To adjust the Contrast setting:**

1.  Lift the handset, and press the hookswitch down.

2.  Dial **303**.

3.  Do one of the following to adjust the contrast:

    *   Press ▲ (Up) or ▼ (Down) to adjust the contrast.
    *   Press a number on the dialpad (1 = lightest, 10 = darkest) that corresponds to your desired contrast level.

4.  To save the setting, press **#**.

# Using the Dialpad Buttons to Enter Characters

You can use the dialpad buttons to enter text or numbers for features such as Do-Not-Disturb (see page 69) and Station Speed Dial (see page 38).

The following are guidelines when entering dialpad characters:

- Press the **Message** button to switch from Alpha Mode to Numeric Mode.
- Press the **Hold** button to move the cursor to the left and delete characters.
- Press the **Transfer** button to move the cursor to the right.
- In Numeric Mode, press **#** for a hyphen (-).
- In Numeric Mode, press **\*** for a colon (:).
- Press **#** in Alpha Mode, or lift and replace the handset to save entries.

**To use the dialpad to enter characters:**

Press the dialpad buttons as shown in the following table.

**Dialpad Characters — American English and British English**

| Button | Number of Times Dialpad Button is Pressed | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 1 | : | - | / | , | . | ; | ( | ) | & | + | * | ! | ? | # | 1 |
| 2 | A | B | C | 2 | a | b | c | | | | | | | | |
| 3 | D | E | F | 3 | d | e | f | | | | | | | | |
| 4 | G | H | I | 4 | g | h | i | | | | | | | | |
| 5 | J | K | L | 5 | j | k | l | | | | | | | | |
| 6 | M | N | O | 6 | m | n | o | | | | | | | | |
| 7 | P | Q | R | S | 7 | p | q | r | s | | | | | | |
| 8 | T | U | V | 8 | t | u | v | | | | | | | | |
| 9 | W | X | Y | Z | 9 | w | x | y | z | | | | | | |
| 0 | 0 | | | | | | | | | | | | | | |

For example, to enter **May 31**, you could use the following sequence:

1. In Alpha Mode (the Message button is lit), press **6** once to enter an "M."
2. Press **2** five times to enter an "a."
3. Press **9** eight times to enter a "y."
4. Press the **Transfer** button to enter a space.
5. Press the **Message** button to switch to Numeric Mode.
6. Press **3**.
7. Press **1**.
8. Press **#** or lift the handset to save the entry.

The following tables show the dialpad characters for the Canadian French and Mexican Spanish languages.

**Dialpad Characters — Canadian French**

| Button | Number of Times Dialpad Button is Pressed | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 1 | : | - | / | , | . | ; | ( | ) | & | + | * | ! | ? | # | 1 |
| 2 | A | B | C | 2 | A | b | c | À | Â | Æ | Ç | à | â | æ | ç |
| 3 | D | E | F | 3 | D | e | f | È | É | Ê | Ë | è | é | ê | ë |
| 4 | G | H | I | 4 | G | h | i | Î | Ï | î | ï | | | | |
| 5 | J | K | L | 5 | J | k | l | | | | | | | | |
| 6 | M | N | O | 6 | M | n | o | Ô | Œ | ó | œ | | | | |
| 7 | P | Q | R | S | 7 | p | q | r | s | | | | | | |
| 8 | T | U | V | 8 | T | u | v | Ù | Û | Ü | ù | û | Ü | | |
| 9 | W | X | Y | Z | 9 | w | x | y | z | Ÿ | Ÿ | | | | |
| 0 | « | » | 0 | | | | | | | | | | | | |

**Dialpad Characters — Mexican Spanish**

| Button | Number of Times Dialpad Button is Pressed | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 1 | : | - | / | , | . | ; | ( | ) | & | + | * | ! | ? | # | 1 |
| 2 | A | B | C | 2 | A | b | c | Á | Á | | | | | | |
| 3 | D | E | F | 3 | D | e | f | É | é | | | | | | |
| 4 | G | H | I | 4 | G | h | i | Í | Í | | | | | | |
| 5 | J | K | L | 5 | J | k | l | | | | | | | | |
| 6 | M | N | O | 6 | M | n | o | Ñ | Ó | ñ | ó | | | | |
| 7 | P | Q | R | S | 7 | p | q | r | s | | | | | | |
| 8 | T | U | V | 8 | T | u | v | Ú | Ü | ú | ü | | | | |
| 9 | W | X | Y | Z | 9 | w | x | y | z | | | | | | |
| 0 | ¡ | ¿ | a | o | 0 | | | | | | | | | | |

# Using Programmable Buttons

For quick access, you can assign feature codes, extensions, speed-dial numbers, trunks, or other resources to your programmable buttons. You can then press the programmed buttons to activate features or place calls. See "Default Access Codes" on page 13 and "Default Feature Codes" on page 13 for code lists.

**To program a button:**

1. With the handset on-hook, dial **397**.

2. Press the button that you want to program. If the button is:

   - *not programmed*, UNDEFINED KEY appears.

   - *programmed*, the feature or extension programmed for the button appears.

   - *not programmable*, NON-PROGRAMMABLE KEY appears.

3. Enter the feature code, extension number, station speed-dial number, or system speed-dial number to be assigned to the button. To assign speed-dial numbers to programmable buttons, see "Assigning Speed-Dial Numbers to Programmable Buttons" on page 40

| NOTE | Before or after assigning the speed-dial number to a programmable button, make sure the speed-dial number has either a Station Speed Dial bin or System Speed Dial location assigned to it. For System Speed Dial numbers, numbers are pre-assigned to the System Speed Dial locations (000 to 999 or 0000 to 4999) by your system administrator. Therefore, you just need to choose a System Speed Dial location that you want to use (see "Using System Speed Dial" on page 38 for details). For Station Speed Dial numbers, you must manually store numbers in the Station Speed Dial bins (0 to 9). See "Using Station Speed Dial" on page 38. |
|---|---|

After you program a button, you can:

- Press the button to place a call to the assigned extension.

- Press the button and then hang up to transfer a call to the assigned extension. If the call is transferred to voice mail you hear repeating double tones.

- Visually monitor the call activity of the assigned extension if the button you assign has a lamp.

The following table describes the lamp signals and the indicated call activity for a Programmable Key Module (PKM) button (station speed-dials do not show status):

| Lamp Signals | Description |
|---|---|
| Continuously Lit | The extension is busy or off-hook. |
| Slowly flashing | The extension is in Do-Not-Disturb (DND). |
| Quickly flashing | The extension has a call ringing in. |
| Continuously flashing | The extension is causing a "Station Off-Hook" system alarm. |

## Default Access Codes

The following are default system access codes. If your system uses different codes, record the codes in the "New Code" column for reference.

### Outside Line Access Codes

| Code Type | Code | New Code |
|---|---|---|
| Emergency Call | 911 (999/112 Europe) | |
| Outgoing Call (Default) | 8 | |
| Select Line Group 1 to 208 | 92001 to 92208 | |
| Automatic Route Selection | 92000 | |

### Extension Numbers

| Code Type | Code | New Code |
|---|---|---|
| Attendant | 0 | |
| Phone Extensions | 1000 to 1999 | |
| Hunt Groups | 2000 to 2299 | |

## Default Feature Codes

The following table lists default feature codes. If your system administrator changes any of the default codes, you can record the new codes in the "New Code" column for reference.

| NOTES | Most of the Mitel feature codes work when your phone is idle or "on hook." Because the dialpad buttons are located under the handset, you may find it easier to lift the handset, press the hookswitch down, and then dial the feature code. |
|---|---|
| | If you are on an active call or if you are off-hook, you need to press the **Special** button before you enter the feature code to activate the feature. |

**To delete the characters entered:**

Press the **Hold** button to move the cursor to the left and delete the characters entered.

**To cancel the feature:**

Press **\***.

| Feature | Page | Code | New Code |
|---|---|---|---|
| Account Code – Follow Calls | 27 | 391 | |
| Account Code – Optional | 27 | 390 | |
| ACD Agent – Log In | 59 | 326 | |
| ACD Agent – Log In/Out | 59 | 328 | |
| ACD Agent – Log Out | 59 | 327 | |
| ACD Agent – Wrap-up Terminate | 60 | 329 | |
| Activate Door Relay | 17 | 332 | |
| Agent Help – Reject | 61 | 376 | |

| Feature | Page | Code | New Code |
|---------|------|------|----------|
| Agent Help – Request | 61 | 375 | |
| Answer Ringing Call | 19 | 351 | |
| Automatic Call Access – On/Off | 19 | 361 | |
| Automatic Trunk Call Access – On/Off | 19 | 360 | |
| Automatic Trunk Answer | 19 | 350 | |
| Background Music – On/Off | 8 | 313 | |
| Barge-In | 63 | 386 | |
| Call Forward – All Calls | 33 | 355 | |
| Call Forward – If Busy | 33 | 357 | |
| Call Forward – If No Answer | 33 | 356 | |
| Call Forward – No Answer/Busy | 33 | 358 | |
| Call Logging | 42 | 333 | |
| Change Language | 8 | 301 | |
| Conference | 37 | 5 | |
| Default Station | 16 | 394 | |
| Directory | 26 | 307 | |
| Display Time And Date | 32 | 300 | |
| Do-Not-Disturb | 55 | 370 | |
| Do-Not-Disturb – Cancel | 55 | 371 | |
| Do-Not-Disturb – On/Off | 55 | 372 | |
| Do-Not-Disturb – Override | 55 | 373 | |
| Dynamic Extension Express – On | 34 | 363 | |
| Dynamic Extension Express – Off | 34 | 362 | |
| Dynamic Extension Express – On/Off | 34 | 364 | |
| Dynamic Extension Express – Handoff | 34 | 388 | |
| Group Listen | 42 | 312 | |
| Headset – Off | 6 | 316 | |
| Headset – On | 6 | 315 | |
| Headset – On/Off | 6 | 317 | |
| Hold – Individual | 30 | 336 | |
| Hold – System | 30 | 335 | |
| Hookflash (Recall in Europe) | 30 | 330 | |
| Hot Desk On/Off | 44 | 348 | |
| Hunt Group – Remove | 61 | 322 | |
| Hunt Group – Remove/Replace | 61 | 324 | |
| Hunt Group – Replace | 61 | 323 | |
| LCD Contrast Control | 9 | 303 | |

| Feature | Page | Code | New Code |
|---|---|---|---|
| Message – Cancel Left Message | 54 | 366 | |
| Message – Delete Message | 54 | 368 | |
| Message – Leave Station Message | 53 | 367 | |
| Message – View Messages | 54 | 365 | |
| Microphone Mute – On/Off | 29 | 314 | |
| Page | 57 | 7 | |
| Page Receive – On/Off | 57 | 325 | |
| Program Buttons | 16 | 397 | |
| Program Station Passcode | 49 | 392 | |
| Programmable Buttons – Return to Default | 7 | 395 | |
| Queue (Callback) Request | 21 | 6 | |
| Record-A-Call | 41 | 385 | |
| Redial | 22 | 380 | |
| Redirect Call | 19 | 331 | |
| Reminder Message | 56 | 305 | |
| Reminder Message – Cancel | 56 | 306 | |
| Remote Programming | 49 | 359 | |
| Reverse Transfer (Call Pick-Up) | 31 | 4 | |
| Ring Intercom Always – On/Off | 29 | 377 | |
| Ring Tone Selection | 8 | 398 | |
| Station Monitor | 62 | 321 | |
| Station Speed Dial | 23 | 382 | |
| Station Speed Dial – Programming | 23 | 383 | |
| Steal Call | 62 | 387 | |
| System Forward – Off | 33 | 353 | |
| System Forward – On | 33 | 352 | |
| System Forward – On/Off | 33 | 354 | |
| System Speed Dial | 23 | 381 | |
| Switch Keymap | 16 | 399 | |
| Transfer To Hold | 31 | 346 | |
| Transfer To Ring | 31 | 345 | |
| View Programmable Button Assignments | 7 | 396 | |

# Viewing Button Assignments

You can view programmable button (key) feature assignments.

**To view button assignments:**

1. Lift the handset and dial **396**. PRESS THE KEY TO REVIEW appears.
2. Press any of the programmable buttons to display the assignment.
3. Press **#** to exit.

# Resetting Programmable Buttons

You can reset all buttons (keys) that you have programmed to the default assignments. Resetting the programmable buttons does not reset button assignments programmed by the system administrator.

**To reset the feature buttons to the default values:**

Lift the handset and dial **395**. FEATURE KEYS DEFAULTED appears.

# Resetting the Phone to the Default Settings

Resetting the phone to the default settings does the following:

- Returns all volume settings to the default levels. See "Changing Volume Levels" on page 7.
- Cancels Background Music. See "Listening to Background Music" on page 8.
- Cancels Callback (queue) requests. See "Requesting a Callback (Queuing the Phone)" on page 21.
- Cancels Manual Call Forwarding. See "Manual Call Forwarding" on page 33.
- Cancels System Forwarding. See "System Forwarding" on page 33.
- Cancels Do-Not-Disturb (DND). See "Using Do-Not-Disturb (DND)" on page 55.
- Restores Page settings. See "Paging Other System Users" on page 57.
- Resets hunt group calls. See "Hunt Groups" on page 59.

**To reset your phone to the default settings:**

Lift the handset and dial **394**. STATION DEFAULTED appears.

# Switching Keymaps

Keymaps are the default button assignments on your phone. Your system may have programmed an alternate keymap, allowing you to switch between keymap assignments. Contact your system administrator for more information.

**To switch between keymaps when your phone is idle:**

Lift the handset and dial **399**. The display shows either ALTERNATE (or) STANDARD KEYMAP IS ACTIVE.

**To switch between keymaps during a call:**

Press the **Special** button, and then dial **399**.

# Activating Door Relay

If the Activate Door Relay feature is enabled, you can unlock a door (i.e., "buzz" it open) through your phone.

You can enter the Activate Door Relay feature code while idle or while on a call. This allows you to activate the feature while talking to a communications device mounted at the door without first having to hang up. When activated while on a call, the feature will not affect the call in progress other than to show a short confirmation on the display.

You can add the Activate Door Relay feature to a phone keymap button, just like any other station feature.

**To unlock a door:**

While idle or while on a call, dial **332**. The door is unlocked.

# Answering and Placing Calls

The following instructions describe how to answer and place internal and external calls and how to use related features.

| NOTE | By default, internal (intercom) calls are assigned to the **IC** button, and external calls are assigned to the **Call** button. |
|------|------|

## Answering Calls

Incoming calls are accompanied by a ring tone signal and a rapidly flashing ring indicator lamp. When you receive an incoming call, how you answer it depends on how you configure the Automatic Call Access feature.

**To answer a call:**

Lift the handset, press the flashing **IC** or **Call** button, and then respond to the caller (Automatic Call Access disabled).

### Answering Waiting Calls

If you receive a call while you are on another call, you hear a "call waiting" tone, the **IC** or **Call** button flashes, and the display shows the Caller ID information (if available).

**To answer a waiting call:**

Press the flashing **IC** or **Call** button. This action hangs up on the connected call and connects you to the waiting call. You can also place the first call on hold before you answer the waiting call. See "Placing Calls On Hold" on .

### Using Automatic Call Access

When you enable Automatic Call Access, if a call rings in and you pick up the handset, you are automatically connected to the call. When you disable this feature, if a call rings in, you must press the flashing **IC** or **Call** button to answer the call. You can enable and disable Automatic Call Access for both internal and external calls.

**To use Automatic Call Access for incoming IC calls:**

Lift the handset and dial **361**. AUTO IC ACCESS ON (or OFF) appears.

**To use Automatic Call Access for incoming external (trunk) calls:**

Lift the handset and dial **360**. AUTO TRNK ACCESS ON (or OFF) appears.

**To answer a call, do one of the following:**

Lift the handset and respond to the caller.

## Redirecting Calls

If you do not want to answer an incoming call, you can redirect the call to another extension or external number.

**To redirect calls:**

1. While the call is ringing in, dial **331**.
2. Enter the extension number or dial the Outgoing Call access code (**8**), and then enter the external number. The call is redirected to the number entered.

# Using Automatic Trunk Answer

You can use Automatic Trunk Answer to answer incoming external calls for other internal parties who are members of an "Answer Access" list. Your system administrator creates Answer Access lists. Contact your system administrator for Answer Access list extensions.[1]

Automatic Trunk Answer answers calls in the order they are received (that is, the first call received by any extension in the Answer Access list is the first one answered).

**To use Automatic Trunk Answer:**

1. While an incoming external call is ringing at another Answer Access list extension, lift the handset.
2. Dial **350** or press the flashing **Trunk** *<number>* button.

---

1.     This feature may or may not be enabled for your system.

# Placing Calls

The following instructions describe how to place calls and use related features.

## Placing Emergency Calls

| ⚠ **WARNING** |
|---|
| Contact your system administrator and your local Mitel provider for important information about dialing emergency services before using your phone. |

When dialing an emergency number (911 U.S. or 999/112 Europe), you do *not* have to dial the Outgoing Call access code (**8** is the default code). The system automatically places emergency calls immediately after you dial the number, even if you do not select an outside line.

## Placing Internal Calls

Internal calls are calls placed to other extensions in the system. Internal calls are assigned to the Intercom (**IC**) button on your phone. Contact your system administrator for a list of extension numbers.

**To place an internal call:**

> Lift the handset and dial the extension number. If you enter incorrect digits, press the **Hold** button to move the cursor backward, deleting the last digits entered.

If there is no answer or if the extension is busy, you can do the following:

- Request a callback (queue). See "Requesting a Callback (Queuing the Phone)" below.
- Camp-on to the busy extension. See "Using Camp-on" below.
- Leave a message. See "Leaving Messages at Other Extensions" on page 53.

### Requesting a Callback (Queuing the Phone)

When you request a callback (queue the phone), the system calls you when the extension is available and then places a call to the phone.

**To request a callback:**

> If there is no answer or if the extension is busy, press the **Special** button dial **6**, and then hang up. QUEUE REGISTERED FOR <*name*> appears. When the extension becomes available, your extension rings.

**To cancel the callback request:**

> Lift the handset and dial **6**. QUEUE REQUEST CANCELED appears.

### Using Camp-on

When you use the Camp-on feature, you remain connected to the called extension until it becomes available. You cannot use Camp-on if the called extension is in DND, or if the call is forwarded to voice mail. See "Using Do-Not-Disturb (DND)" on page 55.

**To use Camp-on:**

> If there is no answer or if the extension is busy, remain on the line and wait for the extension to become available. Do not hang up. If Camp-on is enabled, you hear Music-on-Hold while you are waiting.

# Placing External Calls

The following sections describe how to place an external call and the features you can use when placing external calls.

**To place an external call:**

1. Lift the handset.

2. Press the **Call** button, or dial the Outgoing Call access code (**8** is the default code).

3. Dial the number.

| NOTES | If you cannot place an external call because all outgoing lines are busy, you can request a callback, which prompts the system to contact you when a line becomes available. See "Requesting a Callback (Queuing the Phone)" on page 21. |
|---|---|
| | If you are prompted for an account code (indicated by a single beep), you must enter an account code before you can place your call. See "Using Account Codes" on page 27. |

Depending on system configuration, you may also be able to use one of the following methods to select an outgoing line:

- Enter the Select Line Group feature code. The default codes are 92001 to 92208.
- Enter the Automatic Route Selection (ARS) feature code. The default code is 92000.

Contact your system administrator for more information about using Select Line Group or ARS access codes.

# Redialing a Number

You can quickly redial the last *external* number dialed. You cannot redial extension numbers.

**To use Redial:**

Lift the handset and press the **Redial** button. The system automatically selects a line and dials the number.

# Using Speed Dial

You can use speed dial to quickly dial stored phone numbers. Speed-dial numbers are either stored in the system (System Speed Dial), or in your phone (Station Speed Dial).

## Using System Speed Dial

Your system administrator assigns Speed-Dial location numbers, which are available to anyone in the system. Contact your system administrator for additional information.

**To view or dial System Speed-Dial numbers:**

1. Lift the handset and dial **381**. REVIEW SYS SPEED # *<code range>* appears.
2. Do one of the following:
   - Press ▲ (Up) or ▼ (Down) to scroll through the speed-dial locations.
   - Enter the speed-dial location (**000** to **999** or **0000** to **4999**).
3. Press **#** to dial the number.

## Using Station Speed Dial

You can use Station Speed Dial to store phone numbers for your personal use. Other system users do not have access to your Station Speed-Dial numbers.

### Storing Station Speed-Dial Numbers

You can store up to 10 Station Speed-Dial numbers.

**To store a Station Speed-Dial number:**

1. Lift the handset and dial **383**. PROGRAM STN SPD (0-9) OR SCROLL appears.
2. Do one of the following:
   - Press ▲ (Up) or ▼ (Down) to scroll through the speed-dial locations.
   - Enter the speed-dial location (**0** to **9**).

   Press **#** to select the location.
3. Enter the name of the speed-dial contact (up to 16 characters). For dialpad character descriptions, see "Using the Dialpad Buttons to Enter Characters" on .
4. Press **#** to save the name.
5. Enter the extension number or external number. If you are storing an external number, dial the Outgoing Call access code (default code is **8**) before you enter the number. Do not use hyphens or colons in stored speed-dial numbers.
6. Press **#** to save the location. STN SPD BIN # *<number>* UPDATED appears.

## Dialing Station Speed-Dial Numbers

If you have assigned a speed dial entry to one of your programmable buttons, you can press the button for one touch dialing (see page 25). If you do not have a speed-dial button, you can access the speed-dial feature using the **382** feature code.

**To dial a Station Speed-Dial number:**

Lift the handset and do one of the following:

- Press the button you have assigned to the speed-dial number.
- Dial **382**, and then enter the Station Speed-Dial location number (**0** to **9**).
- Dial **382**, press ▲ (Up) or ▼ (Down) to scroll through the speed-dial locations, and then press **#** to select the location.

The system dials the number.

## Deleting Station Speed-Dial Entries

If you no longer need a speed-dial entry, you can delete it.

**To delete a Station Speed-Dial entry:**

1. Lift the handset and dial **383**. PROGRAM STN SPD (0-9) OR SCROLL appears.
2. Do one of the following:
   - Enter the speed-dial location (**0** to **9**).
   - Press ▲ (Up) or ▼ (Down) to scroll through the speed-dial locations.
3. Press **#** to select the location.
4. Hold down the **Hold** button until the name is erased, and then press **#** to continue.
5. Hold down the **Hold** button until the number is erased, and then press **#**. STN SPD BIN # <*number*> UPDATED appears.

## Assigning Speed-Dial Numbers to Programmable Buttons

You can assign Station or System Speed-Dial numbers to your programmable buttons.

| NOTE | Before or after assigning the speed-dial number to a programmable button, make sure the speed-dial number has either a Station Speed Dial bin or System Speed Dial location assigned to it. For System Speed Dial numbers, numbers are pre-assigned to the System Speed Dial locations (000 to 999 or 0000 to 4999) by your system administrator. Therefore, you just need to choose a System Speed Dial location that you want to use (see "Using System Speed Dial" on page 23 for details). For Station Speed Dial numbers, you must manually store numbers in the Station Speed Dial bins (0 to 9). See "Storing Station Speed-Dial Numbers" on page 23. |
|------|----------------------------------------------------------------------------------------------------|

**To program a Station Speed-Dial button:**

1. Lift the handset, and dial **397**.

2. Press the button that you want to program. If the button is:
   - *not programmed*, UNDEFINED KEY appears.
   - *programmed*, the feature or extension programmed for the button appears.
   - *not programmable*, NON-PROGRAMMABLE KEY appears.

3. Dial **382**.

4. Do one of the following:
   - Press ⬆ (Up) or ⬇ (Down) to scroll through the speed-dial bin.
   - Enter the speed-dial bin (**0** to **9**).

**To program a System Speed-Dial button:**

1. Lift the handset, and dial **397**.

2. Press the button that you want to program. If the button is:
   - *not programmed*, UNDEFINED KEY appears.
   - *programmed*, the feature or extension programmed for the button appears.
   - *not programmable*, NON-PROGRAMMABLE KEY appears.

3. Dial **381**.

4. Do one of the following:
   - Press ⬆ (Up) or ⬇ (Down) to scroll through the speed-dial location.
   - Enter the speed-dial location (**000** to **999** or **0000** to **4999**).

# Using the Directory

You can use the Directory to find internal or external contacts or find and activate system features. The directory uses Intelligent Directory Search (IDS), which is similar to the "text on 9 keys" (T9) predictive search feature used for mobile phones. The Directory has the following three subdirectories:

- **Intercom**: Find and dial internal numbers.
- **Outside**: Find and dial external numbers listed in the company directory.
- **Feature**: Find and activate system features.

When searching the directory, dialpad buttons can represent several characters, as shown in the following table. As you enter characters, the entries that best match the characters entered appear. The system connects the character sequence to possible directory matches. For example, to find the name "Jones," dial **56637**.

| Button | Characters Represented |
|---|---|
| 0 | 0 |
| 1 | 1 |
| 2 | 2 A B C a b c Ç â ä à å ç Ä Å á |
| 3 | 3 D E F d e f é ê ë è É |
| 4 | 4 G H I g h i ï î ì í |
| 5 | 5 J K L j k l |
| 6 | 6 M N O m n o ô ö ò Ö ó ñ Ñ |
| 7 | 7 Q P R S q p r s |
| 8 | 8 T U V t u v ü û ù Ü ú |
| 9 | 9 W X Y Z w x y z ÿ |
| ▲ (Up) | Scroll to next entry |
| ▼ (Down) | Scroll to previous entry |
| * | Cancel search |
| # | Activate selection |
| **Hold** | Move the cursor to the left, deleting existing characters |

**To search for a directory name or feature:**

1. Lift the handset and dial **307.**
2. Press one of the following:
   - **1** for the IC directory.
   - **2** for the Outside directory.
   - **3** for the Feature directory.
3. Press the dialpad buttons to enter (up to 20) characters (see table above).
4. Press ▲ (Up) or ▼ (Down) to scroll through the possible matches.

> **NOTE** The IC directory may display two similar possible matches, one without an asterisk and one with an asterisk. The entry without an asterisk is the primary extension—the entry with an asterisk is a secondary extension.

5. Press **#** to dial the number displayed or activate the feature code displayed.

# Using Account Codes

Account codes record information for phone record reports. You may be required to enter account codes when placing calls.

There are three types of account codes:

- **Standard account codes**: Automatically entered into the phone record report whenever you place a call.
- **Forced account codes**: Entered before you can place an outside call.
- **Optional account codes**: Entered at any time during a call.

Contact your system administrator for more information about using account codes.

**To enter an optional account code:**

1. Lift the handset.
2. Press the **Special** button and dial **390**.
3. Dial the optional account code, and then press **#**.

**To set an account code for all calls placed from your phone:**

1. Lift the handset and dial **391.**
2. Dial the account code.
3. Press **#** to save the setting. This code is used for all calls made from your phone until it is disabled.

**To disable the code:**

1. Lift the handset and dial **391.**
2. Press **#**. ACCOUNT CODE CLEARED appears.

# Call Features

The following sections describe call-related features.

## Using Ring Intercom Always

Handsfree Mode is a system feature that functions on phones with external microphones. When Handsfree Mode is enabled, incoming calls are automatically answered and audio is routed through the phone's speaker. To respond to the caller, the user must have a phone that includes an external microphone (speakerphone).

Because the 5304 does not have an external microphone, Handsfree Mode is not supported on the phone. However, if another extension has Handsfree Mode enabled for incoming internal calls you can use the Ring Intercom Always feature to override Handsfree Mode on the extension. When you use the Ring Intercom Always feature, the called party is required to pick up the handset to answer your call.

**To use Ring Intercom Always to always send non-handsfree calls:**

Lift the handset and dial **377**. RING IC ALWAYS ON appears.

Dial **377** again to turn Ring Intercom Always off.

**To override Handsfree Mode for the current call you are making:**

1. Lift the handset.
2. Before you enter the extension number, press **#**. RING EXTENSION NUMBER appears.
3. Dial the extension number.

## Using Mute

You can use Mute to temporarily turn off your handset microphone, preventing the other party on the call from hearing you.

**To mute or unmute the handset microphone:**

While on a call, press the **Special** button, and then dial **314**. MICROPHONE MUTE ON appears.

To unmute the microphone, press the **Special** button, and then dial **314.**

# Placing Calls On Hold

You can place calls on Individual Hold or System Hold:

- **Individual Hold**: Places an internal or external call on hold at your phone.
- **System Hold**: Places an external call on hold in the system. You can then pick up the call from any phone that indicates a flashing **Call** button for the call, including the phone that placed it on hold.

**To place a call on Individual Hold:**

1. While on a call, press the **Hold** button. ENTER EXTENSION NUMBER appears.
2. Hang up or place another call.

**To place an outside call on System Hold:**

1. While on a call, press the **Special** button, and then dial **335**. ENTER EXTENSION NUMBER appears.
2. Hang up or place another call.

**To place a call on hold and answer a waiting call:**

Press the **Hold** button, and then press the flashing **IC** or **Call** button.

**To return to a call that is on hold:**

Press the **Hold** button, and then lift the handset. <*Caller*> WAS HOLDING appears.


# Entering a Hookflash

Some telephone companies require you to enter a hookflash (a quick hang up and release) for feature access.

**To enter a hookflash:**

Lift the handset, press the **Special** button, and then dial **330**.

# Transferring Calls

You can transfer calls to other extensions or external numbers. You can also transfer conference calls. See "Transferring a Conference" on page 37 for more information.

**To transfer a call to another extension:**

1. While on the call, press the **Transfer** button.

2. Enter the extension number.

3. Do one of the following:

    - Wait for an answer, announce the call, and then hang up. If the extension is unavailable, press the flashing **IC** or **Call** button to return to the caller.

    - Hang up to transfer the call and disconnect the call from your phone.

    | NOTE | If your system administrator has enabled the Transfer-on-Connect Allowed feature for your phone, you are automatically connected to calls transferred to your extension after the transferring party hangs up. If this option is turned off, you must press an **IC** or **Call** button to answer calls transferred to your extension. |
    |---|---|

**To transfer a call to an external number:**

1. While on the call, press the **Transfer** button.

2. Dial the Outgoing Call access code (the default code is **8**) to select an outside line.

3. Dial the phone number.

4. Do one of the following:

    - Wait for an answer, announce the call, and then hang up. If the extension is unavailable, press the flashing **IC** or **Call** button to return to the caller.

    - Hang up to transfer the call and disconnect the call from your phone.

# Using Reverse Transfer

You can use Reverse Transfer (Call Pick Up) to answer calls that are ringing or holding at other extensions. For example, if you receive a call while you are away from your desk, you can pick up the call from another extension.

**To use Reverse Transfer:**

1. Lift the handset, and then dial **4**. ENTER EXTENSION NUMBER appears.

2. Dial the extension or hunt group number or press a PKM key where the call is ringing or holding. The call is transferred to the phone you are using and you are connected to the caller.

# Viewing Your System Information

If you are on a call, you can temporarily view your user information (your user name and your extension number) and the date and time.

**To display your user information and the date and time:**

Press the **Special** button, and then dial **300**.

# Viewing Caller ID Information

If you are currently connected to an external caller with Caller ID, you can toggle between the caller's name and number. If the name is unavailable, CANNOT ACCESS FEATURE appears.

**To show the outside party's name/number:**

Press the **Special** button, and then dial **379**.

# Forwarding Calls

You can use Manual Call Forwarding or System Forwarding to forward calls.

## Manual Call Forwarding

The following table describes Manual Call Forwarding options.

| Call Forward Feature | Description | Code |
|---|---|---|
| Call Forward All Calls | All incoming calls are forwarded to a specified destination. | 355 |
| Call Forward if No Answer | All incoming calls are forwarded to a specified destination if they are not answered in a pre-determined time frame. (The timer is set by the system administrator.) | 356 |
| Call Forward If Busy | When your phone is busy, all incoming calls are forwarded without ringing. | 357 |
| Call Forward If No Answer/Busy | All incoming calls are forwarded if your phone is busy, or if you do not answer. | 358 |

**To use Manual Call Forwarding:**

1. Lift the handset and dial one of the forwarding codes above. ENTER FORWARD DEST appears.

2. Do one of the following:

    - Enter the extension number.
    - Dial the Outgoing Call access code (the default code is **8**) to select an outside line, and then dial the telephone number.

    FWD ALL CALLS TO *<number>* appears.

**To cancel a Manual Call Forwarding request:**

Press the **Forward** button, and then lift and replace the handset. ANY CALL FORWARD CANCELED appears.

| NOTE | If the Configuration Assistant feature is enabled for your system, you can access a voice guided configuration portal that provides easy-to-use, remote access to the Call Forwarding feature. See page 45 for details. |
|---|---|

## System Forwarding

You can use System Forwarding to route calls based on the type of call and the idle or busy status of your phone. You cannot program the System Forward destination. You can only turn it on or off. Contact your system administrator for more information.

**To turn System Forwarding on or off:**

Lift the handset and dial **354** to turn System Forwarding on. SYSTEM FORWARD ON appears.

Dial **354** again to turn System Forwarding off.

# Using Dynamic Extension Express

When you enable Dynamic Extension Express (DEE) on your IP phone, your incoming calls are automatically routed to one or more preprogrammed associated destinations according to the routing steps programmed for you.

Typically, your desk phone is configured to be your main extension. You may be programmed for up to ten associated destinations including: softphone, home IP phone, voice mail, mobile phone, home phone, desk phone 2, mobile phone 2, softphone 2, home IP phone 2, and home phone 2.

Your desk phone, softphone, home IP phone and voice mail extensions are already programmed in the system, so your system administrator can easily include them in your routing steps. To include your mobile and home phone numbers in your routing steps, you will need to provide these numbers to your system administrator.

**To enable Dynamic Extension Express:**

Dial **363** or **364.** PERSONAL ROUTING ON appears on the display.

**To disable Dynamic Extension Express:**

Dial **362** or **364.** PERSONAL ROUTING OFF appears on the display.

**To answer a call routed to your mobile or home phone:**

1. Answer the call when it rings your phone. After you speak, the Dynamic Extension Express prompt is played.

2. Do one of the following:

   - Press # to accept the call.

     | NOTE | You do not need to wait for the prompt to accept the call. You can accept the call immediately by pressing the # button. |
     |------|---------|

   - Press * to send the call to the voice mailbox associated with your main extension (not your mobile phone or home phone voice mailbox). If you do not have a voice mailbox, the "Press *..." prompt is not played and the call is routed to your main extension.

     If you hang up, the call continues to follow your programmed routing steps.

When you enable Dynamic Extension Express, your incoming calls are routed as specified by the routing type programmed for you by your system administrator. The table below provides descriptions for the default routing types.

| Routing Type | Description |
|---|---|
| Mobile Twinning | Calls simultaneously ring your desk phone and mobile phone, before going to voice mail. |
| Delayed Mobile Twinning | Calls ring your desk phone first, and then ring both your desk phone and mobile phone, before going to voice mail. |

Check with your system administrator to see which routing type has been programmed for you. Your administrator can modify these routing types by adding or removing routing steps, adding or removing destinations, and changing the ring timers, if required.

To ensure that calls are routed correctly to your mobile and home phones, inform your system administrator if either of these phone numbers change.

The following call types do not follow Dynamic Extension Express:

- Hunt group calls
- Hunt group announcement/overflow calls
- Transfer recalls, Hold recalls, Conference recalls, and Attendant recalls

| | |
|---|---|
| **NOTE** | A recall occurs when a feature cannot be completed or the feature times out, and the call returns to the originating extension. For example, a holding call will recall the extension where it was placed on hold when the hold timer expires. |

## Using the Handoff - Push/Pull Feature

Dynamic Extension Express also includes the Handoff feature, which includes the following functions:

- **Push**: The Handoff "push" function allows you to move an active call from any of your internal associated destinations (unless that destination is a 5610 Cordless Handset or a UC Express SIP Softphone) to an associated destination without disconnecting audio. The push function is useful if you are leaving the work area, but want to remain connected to an active call.

- **Pull**: The Handoff "pull" function allows you to pull a call that was previously routed to your mobile or home phone back to any of your internal associated destinations (unless that destination is a 5610 Cordless Handset or a UC Express SIP Softphone). The pull function is useful if you answer a call on your mobile phone and then return to your desk.

**To use the Dynamic Extension Express – Handoff "push" feature:**

1. While on an active call at your phone, press the **Special** button, and then dial **388**. HANDOFF IN PROGRESS appears on the display and the call rings all of your associated destinations (except voice mail).

2. Answer the call at one of your associated destinations. For mobile and home phones, press # to accept the call.

**To use the Dynamic Extension Express – Handoff "pull" feature:**

While on an active call on an associated destination device, lift your phone handset and dial **388**. A confirmation tone is played and the call is pulled back to your phone.

| | |
|---|---|
| **NOTE** | If you enter the handoff feature code (388) and the display shows NO CALL TO HANDOFF, the call cannot be handed off (see page 67). |

**To cancel the Dynamic Extension Express – Handoff feature:**

While the handoff is in-progress, press the **Special** button, and then dial **388**. HANDOFF CANCELLED appears on the display for your main extension.

# Receiving Message Waiting Indications

If your main extension receives a message waiting indication (MWI) from voice mail or the system's station messaging feature, the MWI is propagated (as applicable) to your other internal associated destinations. If any of your internal associated destinations responds to the MWI, then the MWI is cleared on all of them. Note that if any destination other than your main extension receives an MWI, it will not propagate to the other internal destinations. The MWI has to originate on your main extension.

If enabled, the system can send a text message to your mobile phone to indicate that your main system extension has received a new station message or voice mail message.

Here is an example of an e-mail message generated by a station message:

**You have a message from *<Username>* at extension *<Extension>*.**

**Callback: *<Auto Attendant Number>***

Here is an example of an e-mail message generated by a voice mail message:

**You have a new voice mail message for mailbox number *<Mailbox Number>*.**

**Callback: *<Voice Mail Notification and Retrieval Number>***

You can use the callback number to easily call back into the system and speak to the messaging party or retrieve your voice mail message. Check with your administrator if you would like to take advantage of this feature.

# Placing Ad Hoc Conference Calls

You can place a Ad Hoc[1] conference call with up to three internal or external parties (for a total of four parties, including yourself).

**To place a conference call:**

1. While on the first call, press the **Special** button, and then dial **5** to place the call on hold. CALL NEXT PARTY TO CNF appears.

2. Place a call to the next conference party. For external calls, dial the Outgoing Call access code (**8** is the default code), and then dial the number.

3. After the party answers, announce the conference, press the **Special** button, and then dial **5** to place the call on hold. If necessary, repeat this step to add the remaining conference party.

4. Press the **Special** button, and then dial **5** a final time to start the conference. CNF IN PROGRESS appears.

## Adding a Conference Party

You can add a conference party during the conference.

**To add a conference party:**

1. Press the **Special** button, and then dial **5**. This leaves the conference parties connected and on hold.

2. Place a call to the party to be added to the conference, and then announce the conference. Press the **Special** button, and then dial **5** (twice) to add the party and rejoin the conference.

## Transferring a Conference

You can transfer an existing conference to another extension.

**To transfer a conference:**

1. During the conference, press the **Transfer** button, and then dial the extension number.

2. Announce the conference (if desired), and then hang up. CONFERENCE TFR from <*name*> appears on the called party's display. The party must then press the flashing **IC** button to connect to the conference.

## Dropping Out of a Conference

You can drop out of a conference and return to the conference later.

**To drop out of a conference:**

Press the **Hold** button, and then hang up. ENTER EXTENSION NUMBER appears. This removes you from the conference but leaves the other parties connected.

**To return to the conference:**

Press the flashing **IC** or **Call** button. CONFERENCE WAS HOLDING appears, and you are reconnected to the conference.

---

1. The traditional conferencing feature that has always been available on the 5000 CP has been renamed as Ad Hoc Conferencing to differentiate it from the Meet-Me Conferencing feature introduced in v5.0 (see page 39).

## Ending a Conference and Placing all Parties on Hold

You can end a conference and place all conference parties on Individual Hold, allowing you to toggle between the held parties and speak to one party at a time.

**To end a conference and place all parties on Individual Hold:**

1. Press the **Special** button, and then dial **5**.
2. Press the **Hold** button. CONFERENCE PARTIES ON HOLD appears.

**To toggle between the held callers:**

Press the **Hold** button twice for internal parties or the applicable **Call** button for external parties.

# Using Meet-Me Conferencing

The Meet-Me Conferencing feature allows up to eight internal and/or external callers to dial into a conference instead of being manually added by an internal user, as is the case when using the system's traditional "ad hoc" conferencing method. (See page 37 for details on using the traditional Ad Hoc Conferencing method.)

Note that unlike an Ad Hoc Conference, a Meet-Me Conference can consist entirely of outside parties; an internal system user does not have to be present. Also note that the traditional Ad Hoc Conferencing feature is still available for use even when Meet-Conferencing is licensed and enabled. Both conferencing types are available for use as needed.

Many existing system features that work with the traditional Ad Hoc Conferencing method (such as Record-A-Call, transferring a conference, placing a conference on hold, etc.) also work with the Meet-Me Conferencing method.

## Conference Assistant

Conference Assistant is a voice-guided application that allows you to initiate or join a Meet-Me Conference by dialing the extension number assigned to the Conference Assistant and then entering the proper access code. If you enter an invalid access code, the Conference Assistant prompts you to try again. The Conference Assistant also lets you know if there are no conferencing circuits available or if the conference is already at capacity.

## Access Codes

If Meet-Me Conferencing is enabled for your system, you have the ability to initiate or join a Meet-Me Conference by dialing the Conference Assistant and entering a valid access code. Access codes are typically generated to match each user's extension number, so that each user has their own personal access code for establishing Meet-Me Conferences.

In addition to the personal access code that may match your extension, you can also use the Configuration Assistant application to create conferences with unique system-generated access codes. (See page 45 for details.)

## Setting Up a Meet-Me Conference

You can set up a Meet-Me Conference using either your personal access code or a system-generated access code. (See the previous section for more information on access codes.)

**To set up a Meet-Me Conference using a personal access code:**

1.  Tell all intended conference participants to call the Conference Assistant at an agreed-upon time and use your extension number as the access code to join the conference.

2.  Follow the instructions for "Joining a Meet-Me Conference" on page 40.

**To set up a Meet-Me Conference using a system-generated access code:**

1.  Generate a Meet-Me Conference access code through the Configuration Assistant application (see page 48).

2.  Tell all intended conference participants to call the Conference Assistant at an agreed-upon time and use the system-generated number as the access code to join the conference.

3.  Follow the instructions for "Joining a Meet-Me Conference" on page 40.

# Joining a Meet-Me Conference

You can join a conference with up to seven internal and/or external parties (for a total of eight parties, including yourself).

**To join a Meet-Me Conference:**

1.   Dial (or ask to be transferred to) the Conference Assistant extension number. (See your administrator if you do not know the extension number.) You hear: "Welcome to the Conference Assistant. Enter an access code, and then press Pound (#). To cancel, press Star (*)."

2.   Enter the appropriate access code for the Meet-Me Conference you wish to join (see "Access Codes" on page 39). Note the following:

   •   If you enter an invalid access code, the Conference Assistant prompts you to try again.

   •   If there are no conferencing resources available, or if the maximum number of allowed parties has already been reached, you hear: "All circuits are busy. Please try again later." Hang up and try again later.

3.   Once connected, you can talk with other parties who join the conference. (Your phone shows the name of the conference [if available], the total conference duration, and the number of parties connected to the conference.) Note the following:

   •   If you are the first person in the conference, you hear: "You are the first person in this conference. Please stay on the line." You then hear music until another caller joins the conference or you hang up.

   •   As other parties join or leave the conference, you hear a tone to signal the change.

   •   If the conference contains only external callers, the Conference Assistant will prompt the participants to extend the conference after a period time. If no one presses a digit to extend the conference, the system terminates the conference.

# Dropping Out of a Meet-Me Conference

You can leave a conference and still leave the other parties connected.

**To exit a Meet-Me Conference:**

Hang up. The other parties in the conference remain connected.

# Putting a Meet-Me Conference on Hold

You can put a conference on hold at your phone (the other parties remain connected) and then later return to the conference.

**To put a Meet-Me Conference on Hold:**

During the conference, press the **Hold** button.

**To return to the Meet-Me Conference:**

Lift the handset or press the **Speaker** button, and then press the **Hold** button.

# Transferring a Meet-Me Conference

You can remove yourself from a conference and transfer it to another party.

**To transfer a Meet-Me Conference to another extension:**

1.   During the conference, press the **Transfer** button, and then dial the extension number.

2.   Announce the conference (if desired), and then hang up. CONFERENCE TFR from *<name>* appears on the called party's display.

# Using Record-A-Call

You can use Record-A-Call to record an ongoing call as a mailbox message.[2] You can then retrieve the message from your voice mailbox. The Record-A-Call feature stays active after the other party hangs up, so you can add your own message to the recorded call.

| NOTE | Record-A-Call is not supported on peer-to-peer (P2P) calls. Contact your system administrator for more information. |
|---|---|

**To use Record-A-Call:**

1. While on a call, press the **Special** button, and then dial **385**. REQUESTING RECORD-A-CALL appears.

2. Enter the voice mailbox number where you want the recording to be saved. RECORD-A-CALL IN PROGRESS appears, and both you and the calling party hear a confirmation tone (if enabled).

| NOTE | If your system administrator assigns the Record-a-Call voice mailbox destination, you do not need to enter the voice mailbox number. |
|---|---|

**To stop Record-A-Call:**

Do one of the following:

- Press the **Special** button, and then dial **385**.
- Hang up.

---

2.    This feature may or may not be enabled for your system.

# Using Group Listen

You can use Group Listen to activate the speaker while you use the handset or headset to continue speaking. This allows other people to hear the other party on the call while the other party can only hear you (through the handset microphone).

**To use Group Listen:**

While on a call, press the **Special** button, and then dial **312**. GROUP LISTEN ON appears, and you hear a confirmation tone. The other party does not hear the confirmation tone.

Press the **Special** button, and then dial **312** again to turn Group Listen off.

# Using Call Logging

Your call logs are records of your most recent missed, received, and dialed calls. A maximum of 20 entries are stored in each call log.[3]

You can use Call Logging to:

- View recent call activity.
- View caller ID information.
- Return or redial calls.

**To use Call Logging:**

1. Lift the handset and dial **333.**
2. Select one of the following options:
   - Press **1** (missed).
   - Press **2** (received).
   - Press **3** (dialed).
   - Press **4** (clear).
3. Press ▲ (Up) or ▼ (Down) to scroll through the entries.

   The display shows the party's name and the extension or outside number (if available) and the date and time.

   If no Caller ID information is available, UNKNOWN CALLER appears.

**To return a call or redial a number listed in a call log:**

Press **#** while the display shows the number.

**To delete individual call log entries:**

Press **0** to delete the displayed entry.

---

3. This feature may or may not be enabled for your system.

---

# Using Secondary Extension Buttons

Secondary Extension buttons must be programmed by your system administrator. You can use programmable buttons as "secondary extensions." Secondary Extensions are assigned to other extensions in the system (primary extensions). Because Secondary Extension buttons are programmed by the system administrator, you cannot change the buttons (for example, assign features to the buttons).

When programmed, you can use Secondary Extension buttons to:

- Place an internal call to the primary extension.
- View the call activity at the primary extension (if the button has a lamp).
- Transfer calls to the primary extension.
- Answer a call that is ringing or holding on any **Call** button at the primary extension.

| | |
|---|---|
| **NOTES** | The system administrator must set up the **Call** buttons for internal calls or you cannot use Secondary Extensions at the primary extension. |
| | You can use Secondary Extension buttons to notify you when a given number of calls are waiting at the primary extension. |
| | If a Secondary Extension button is flashing (the primary extension has an incoming call), you can press **#** before pressing the flashing Secondary Extension button to call the primary extension and not answer the incoming call. |

# Using Hot Desking

The Hot Desking feature allows users to share phones or temporarily move to other phones and yet maintain their personal identity and preferred phone configuration settings.

If your administrator has set you up with a Hot Desking Profile, you can log on to any Hot Desk-enabled base phone using the Hot Desk feature code (default is 348), your assigned Hot Desk Profile extension number, and your assigned Hot Desk Profile passcode. The system will then apply your phone profile – phone settings such as extension (intercom directory) number, class-of-service, language, programmable buttons, etc. – to the phone.

**To log on to a Hot Desk-enabled base phone:**

1.  At a Hot Desk-enabled base phone, do one of the following:

    - Press the Hot Desk feature button (if one is programmed on the phone).
    - Dial **348**.

    Display phones show ENTER HOT DESK EXTENSION.

2.  Dial your assigned Hot Desk extension number. Display phones show ENTER PASSCODE.

3.  Dial your assigned Hot Desk passcode. Display phones show HOT DESK SESSION ACTIVATED for five seconds.

**To log off of a Hot Desk session:**

Do one of the following:

    - Press the Hot Desk feature button (if one is programmed on the phone).
    - Dial **348**.

Display phones show HOT DESK SESSION TERMINATED for five seconds.

If you forget to log off and then attempt to log on elsewhere, the system automatically logs you off of the original phone so that you can log on to the new phone.

# Using Configuration Assistant

If Configuration Assistant is enabled for your system, you can access this voice guided configuration portal that provides easy-to-use, remote access to the following phone configuration options:

- Dynamic Extension Express (see page 49)
- DND (see page 47)
- Manual Call Forwarding (see page 47)
- Meet-Me Conferencing (see page 48)

| NOTE | You need a Configuration Assistant extension number to use this feature. Contact your system administrator for more information. |
| --- | --- |

# Changing Your Station Passcode

Before using Configuration Assistant, Mitel recommends that you change your default station (phone) passcode to something more secure.

**To change your station passcode:**

1. Lift the handset and dial **392**. ENTER PASSCODE appears.
2. Enter your current passcode (the default passcode is your extension number), followed by **#**. CHANGE PASSCODE TO appears.
3. Enter the new passcode followed by **#**. VERIFY PASSCODE appears.
4. Enter the new passcode again followed by **#**. DATABASE UPDATED appears.

To change the passcode from another phone, see "Changing Your Station Passcode" on page 51.

# Accessing Configuration Assistant

Follow the instructions below to access Configuration Assistant.

**To access Configuration Assistant:**

1. Access the Configuration Assistant extension number from inside or outside the system by:

   - dialing it from any phone in the system.

   - being transferred to it.

   - dialing it from automated attendant, voice mail, or DISA.

2. Do one of the following:

   - If calling from your main desktop phone, proceed to step 3.

   - If calling from someone else's main desktop phone that is designated as a Configuration Assistant user, press the Star button (*), and then enter your extension number.

   - If calling from a phone that is not designated as a Configuration Assistant user, enter your extension number.

   - If transferred to Configuration Assistant or if calling Configuration Assistant from outside the system, enter your extension number.

3. Enter your station passcode, and then press **#**. You may now change the settings for any of the following features:

   - Dynamic Extension Express (see below)

   - DND (see page 47)

   - Manual Call Forwarding (see page 47)

   - Meet-Me Conferencing (see page 48)

# Changing the Dynamic Extension Express Settings

| NOTE | This feature is available only if the authenticated extension is identified as a Dynamic Extension Express (DEE) user. See "Using Dynamic Extension Express" on page 34 for more information. |
|------|------|

**To change the DDE settings using Configuration Assistant:**

1. Access Configuration Assistant as described in "Accessing Configuration Assistant" on page 46.

2. Follow the voice prompts to change your DEE status (on or off) or program a mobile phone number. When this option is selected, Configuration Assistant first states whether DEE is currently enabled or not (for example, "Dynamic extension is enabled"), and then offers the following DEE functions:

   - Enable (only if DEE is disabled)

   - Disable (only if DEE is enabled)

   - Program mobile phone number [you do not have to enter the Outgoing feature code (8)]

3. Hang up, or press the Star button (*) to return to the main menu.

## Changing the DND Settings

See "Using Do-Not-Disturb (DND)" on page 69 for more information about using DND.

**To change the DND settings using Configuration Assistant:**

1. Access Configuration Assistant as described in "Accessing Configuration Assistant" on page 46.

2. Follow the voice prompts to change your DND status (on or off). There is no option to provide a specific DND status message. When this option is selected, Configuration Assistant first states whether DND is currently enabled or not (for example, "Do-Not-Disturb is currently disabled"), and then offers the following DND functions:

   o Enable (only if DND is disabled)

   o Disable (only if DND is enabled)

3. Hang up, or press the Star button (*) to return to the main menu.

## Changing the Manual Call Forwarding Settings

See "Manual Call Forwarding" on page 33 for more information about Manual Call Forwarding.

**To change the Manual Call Forwarding settings using Configuration Assistant:**

1. Access Configuration Assistant as described in "Accessing Configuration Assistant" on page 46.

2. Follow the voice prompts to change your manual call forwarding status (on or off). There is no option to provide a specific call forwarding condition, such as no answer or busy. When this option is selected, Configuration Assistant first states whether call forwarding is currently enabled or not (for example, "Call Forwarding is enabled") and then offers the following forwarding functions:

   - Forward calls to voice mail

   - Forward calls to an internal extension number

   - Forward calls to an external phone number [you do not have to enter the Outgoing feature code (8)]

   - Disable (only if Call Forwarding is enabled)

3. Hang up, or press the Star button (*) to return to the main menu.

# Managing Meet-Me Conferencing Access Codes

See "Using Record-A-Call" on for more information about Meet-Me Conferencing.

| **NOTES** | This feature is available only if Meet-Me Conferencing is enabled on your phone system. |
|---|---|
| | While using Configuration Assistant options, you can press the Star button (*) any time you wish to cancel the current operation and return to the main menu. |

**To create a new Meet-Me Conference access code:**

1. Access Configuration Assistant as described in your existing phone user guide.
2. Follow the voice prompts to select the conference option, and then select the option to create a new conference access code. Configuration Assistant states your new access code.
3. Hang up, or press * to return to the main menu.

**To delete an existing Meet-Me Conference access code:**

1. Access Configuration Assistant as described in your existing phone user guide.
2. Follow the voice prompts to select the conference option, and then select the option to delete an existing conference access code. Configuration Assistant prompts you for the access code you wish to delete.
3. Enter the access code, and then press **#**. If you enter an access code that does not exist, Configuration Assistant prompts you to enter another access code.
4. Hang up, or press * to return to the main menu.

**To list all of your existing Meet-Me Conference access codes:**

1. Access Configuration Assistant as described in your existing phone user guide.
2. Follow the voice prompts to select the conference option, and then select the option to list your conference access codes. Configuration Assistant first states the number of access code you have and then states all of your existing access codes.
3. Hang up, or press * to return to the main menu.

**To send yourself an e-mail message listing all of your existing conference access codes:**

1. Access Configuration Assistant as described in your existing phone user guide.
2. Follow the voice prompts to select the conference option, and then select the option to e-mail yourself a list of your existing access codes. You should soon receive an e-mail message that lists all of your existing access codes, including the code number, code name, and when the code was last used.
3. Hang up, or press * to return to the main menu.

| **NOTE** | If you do not have an e-mail address configured in the phone system database, then this option is not provided. Check with your administrator if you would like to take advantage of this feature. |
|---|---|

# Using Remote Programming

If the Configuration Assistant feature is enabled for your system, Mitel recommends that you use Configuration Assistant instead of the Remote Programming feature described in this section. Configuration Assistant offers an enhanced, voice guided configuration portal that provides easy-to-use, remote access to the Call Forwarding, Dynamic Extension Express, and DND features. See page 45 for using Configuration Assistant.

To use Remote Programming to access these features from another system phone or an external phone, follow the instructions in this section. [4]

| NOTE | A Direct Inward System Access (DISA) number is required to use Remote Programming from an external phone. Contact your system administrator for more information. |

## Changing the Dynamic Extension Express Settings

See "Using Dynamic Extension Express" on page 34 for more information about Dynamic Extension Express.

**To enable Dynamic Extension Express using Remote Programming:**

1. Do one of the following:
   - Call your DISA number (provided by the system administrator). If necessary, enter your DISA security code.
   - Use any phone on the system.
2. Dial **359**.
3. Enter your extension number.
4. Enter your station passcode followed by **#**. See page 45 for details on setting up a station passcode for your extension.
5. Dial **363** (Dynamic Extension Express On).

**To use Remote Programming to disable Dynamic Extension Express:**

Follow steps 1 - 4 above, dial **362** (Dynamic Extension Express Off), and then hang up.

---

4.   This feature may or may not be enabled for your system.

# Changing the DND Settings

See "Using Do-Not-Disturb (DND)" on for more information about using DND.

**To turn on DND using Remote Programming:**

1. Do one of the following:
   - Call your DISA number (provided by your system administrator). If necessary, enter your DISA security code.
   - Use any phone on the system.
2. Dial **359**.
3. Enter your extension number.
4. Enter your station passcode followed by **#**. See for details on setting up a station passcode for your extension.
5. Dial **370**.
6. Enter the DND message number (01 to 20), and then enter the second-line message text (if applicable).

**To turn off DND using Remote Programming:**

Follow steps 1 - 4 above, dial 371, and then hang up.

# Changing the Manual Call Forwarding Settings

See "Manual Call Forwarding" on for more information about Manual Call Forwarding.

**To turn on Manual Call Forwarding using Remote Programming:**

1. Do one of the following:
   - Call your DISA number (provided by your system administrator). If necessary, enter your DISA security code.
   - Use any phone on the system.
2. Dial **359**.
3. Enter your extension number.
4. Enter your station passcode followed by **#**. See for details on setting up a station passcode for your extension.
5. Dial one of the following Call Forwarding feature codes:
   - **355** (All)
   - **356** (No answer)
   - **357** (Busy)
   - **358** (No Answer/Busy)
6. Do one of the following to specify a forwarding number:
   - Enter an extension number.
   - Dial the Outgoing Call access code (**8** is the default code), and then dial the number.

**To turn off Call Forwarding using Remote Programming:**

Follow steps 1 - 4 above, dial **355**, and then hang up.

# Changing Your Station Passcode

You can use Remote Programming to change the station (phone) passcode. See for details on setting up a station passcode for your extension.

**To change your station passcode using Remote Programming:**

1. Do one of the following:
    - Call your DISA number (provided by your system administrator). If necessary, enter your DISA security code.
    - Use any phone on the system.
2. Dial **359**.
3. Enter your extension number.
4. Enter your passcode followed by **#**.
5. Dial **392**.
6. Enter the new passcode followed by **#**.
7. Enter the new passcode again followed by **#**.

# Messages

This section describes the following system messaging features:

- **Inter-station messages**: Inter-station messages are alerts sent to your phone by other internal parties, notifying you to contact the party who left the message. When you receive an inter-station message, the Message/Ring Indicator flashes to notify you of the new message. You can then either delete the message or reply to the message, which automatically places a call to the party who left the message.

- **Do-Not-Disturb (DND) messages**: Messages that other internal parties see when your phone is in DND. See "Using Do-Not-Disturb (DND)" on page 55.

- **Reminder messages**: Messages that you can use to notify yourself of upcoming appointments, meetings, and so on. See "Using Reminder Messages" on page 56.

- **Pages**: Announcements sent over phone speakers or external speakers. See "Paging Other System Users" on page 57.

- **Voice messages**: System voice mail messages. The Message/Ring Indicator flashes to notify you about new messages and the display indicates how many messages you have.

| | |
|---|---|
| **NOTE** | Because a variety of voice mail products work with the Mitel 5000 CP, this guide does not include voice mail instructions. For voice mail instructions, refer to the voice mail user guide for your system. For example, refer to the *Enterprise Messaging, Unified Voice Messaging, and Embedded Voice Mail Card User Guide,* part number 835.3205, or the *Mitel NuPoint Unified Messaging User Guide* on the Mitel Web site (http://edocs.mitel.com). Contact your system administrator for more information about your voice mail system. |

## Leaving Messages at Other Extensions

You can leave inter-station or voice mail messages for other internal parties.

**To leave an inter-station or voice mail message for a busy IC extension:**

1. While on the call, press the **Message** button. HANG UP OR WAIT FOR MSG CENTER appears.

2. Do one of the following:
   - Hang up to leave an inter-station message. MESSAGE LEFT FOR *<name>* appears.
   - Stay on the line to connect to the message center (usually voice mail).

**To leave an inter-station message without placing an internal call:**

1. Lift the handset and dial **367** (Leave Message). LEAVE MESSAGE ON EXTENSION appears.

2. Enter the extension number and hang up. MESSAGE LEFT FOR *<name>* appears.

# Viewing and Responding to Messages

When you have waiting messages, the Message/Ring Indicator flashes and the display shows the number of waiting messages.

| NOTE | If you lift your handset before viewing an inter-station message, you automatically call the party who left the message. |
|---|---|

The display shows new messages as follows:

- **Inter-station messages**: The other party's programmed user name appears on the display.
- **Voice messages**: FROM MBOX *<your extension number>* appears on the display.

**To view or respond to messages:**

1. Press the **Message** button. Messages are displayed as first in/first out. If there is more than one message, you can repeatedly press the **Message** button to scroll through the messages.
2. When the desired message is displayed, press **#** to respond.

# Canceling Messages Left at Other Extensions

You can cancel messages left at other extensions.

**To cancel a message left at another extension:**

1. Lift the handset and dial **366**. CANCEL MESSAGE ON EXT # appears.
2. Enter the extension number where you left the message. MESSAGE CANCELED FOR *<name>* appears.

# Deleting Waiting Inter-Station Messages

You can delete waiting inter-station messages on your phone.

| NOTE | To delete waiting voice messages, you must connect to your voice mailbox. |
|---|---|

**To delete waiting inter-station messages:**

1. Press the **Message** button. MSG *<message information>* appears.
2. Press **\*** to delete the displayed message.

# Using Do-Not-Disturb (DND)

You can use DND to stop calls and pages to your extension. When activated, internal calling parties see your selected DND message. DND does not block queue callbacks, recalls, and incoming external calls. The following table shows the 20 default DND messages. If your system administrator changes your DND messages, you can record the new messages in the "New Message" column for reference.

| Code | Default Message | New Message | Code | Default Message | New Message |
|------|-----------------|-------------|------|-----------------|-------------|
| 01 | Do-Not-Disturb | | 11 | Out of Town 'Til | |
| 02 | Leave a Message | | 12 | Out of Office | |
| 03 | In Meeting Until | | 13 | Out Until | |
| 04 | In Meeting | | 14 | With a Client | |
| 05 | On Vacation/ Holiday 'Til | | 15 | With a Guest | |
| 06 | On Vacation/ Holiday | | 16 | Unavailable | |
| 07 | Call Me At | | 17 | In Conference | |
| 08 | At the Doctor | | 18 | Away from Desk | |
| 09 | On a Trip | | 19 | Gone Home | |
| 10 | On Break | | 20 | Out to Lunch | |

You can enter a second line of text (up to 20 characters) for DND messages. For example, if you select IN MEETING UNTIL, you can enter "3:30" on the second line. When other internal parties try to call you, their displays show "IN MEETING UNTIL 3:30."

**To turn on DND:**

1. Press the **DND** button. SELECT DND MSG # (01-20) appears.
2. Do one of the following:
    - Press ▲ (Up) or ▼ (Down) to scroll through the messages.
    - Enter the two-digit number for the DND message from the preceding table.
3. After selecting the message, enter the additional text for the DND description, if applicable. See "Using the Dialpad Buttons to Enter Characters" on for dialpad character descriptions.
4. Lift and replace the handset.

**To turn off DND:**

Press the **DND** button. DO-NOT-DISTURB OFF appears.

# Using Reminder Messages

You can use Reminder messages to alert you at a selected time, up to 24 hours in advance. At the selected time, the Reminder message signals you with eight short tones and your display shows the message, even if you are on a call.

The following table shows the 20 default Reminder messages. If your system administrator changes your Reminder messages, you can record the new messages in the "New Message" column for reference.

| Code | Default Message | New Message | Code | Default Message | New Message |
|------|-----------------|-------------|------|-----------------|-------------|
| 01 | Meeting | | 11 | Call Engineering | |
| 02 | Staff Meeting | | 12 | Call Marketing | |
| 03 | Sales Meeting | | 13 | Call Accounting | |
| 04 | Cancel Meeting | | 14 | Cancel DND | |
| 05 | Appointment | | 15 | Cancel Call Fwd | |
| 06 | Place Call | | 16 | Take Medication | |
| 07 | Call Client | | 17 | Make Reservation | |
| 08 | Call Customer | | 18 | Review Schedule | |
| 09 | Call Home | | 19 | Lunch | |
| 10 | Call Corporate | | 20 | Reminder | |

**To set a Reminder message:**

1. Lift the handset and dial **305**. SELECT REMINDER MESSAGE # (01-20) appears.

2. Do one of the following:
    - Press ▲ (Up) or ▼ (Down) to scroll through the messages.
    - Enter the two-digit number for the message from the table above.

3. Press # to select the message.

4. Enter the time you wish to receive the message in hours and minutes (for example, **0900** or **900** for **9:00**). Then press **#**. The display shows the Reminder message state.

    *If your system is set for 24-hour format,* enter the applicable time (1400 = 2:00 P.M.).

    *If your system is set for 12-hour format,* press **1** for A.M. or **2** for P.M.

**To cancel all Reminder message requests:**

Lift the handset and dial **306**. REMINDER MSGS CANCELED appears.

**To clear a received Reminder message:**

With the handset on-hook, press **\***.

# Paging Other System Users

You can place page announcements through phone speakers or external speakers (if applicable). Your system may use page zones to prevent announcements from transmitting through every phone in the system. Each page zone contains a different combination of extensions and external paging equipment.

Contact your system administrator for page zone information. You can use the following table to save the page zone information for future reference.

| Page Zone Name | Number | Description |
|---|---|---|
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

## Placing a Page Announcement

The following instructions describe how to place a page announcement.

**To place a page announcement:**

1. Lift the handset and dial **7**.
2. Enter the page-zone number (**0** to **9**).
3. Wait for the tone, make your announcement, and then hang up.

## Enabling or Disabling the Paging Feature

You can enable or disable the Page feature for your extension. If your extension is assigned to more than one page zone, the Page on/off feature code enables or disables your extension for all pages zone (you cannot select individual zones).

**To enable or disable paging for your phone:**

Lift the handset and dial **325**. PAGE RECEIVE ON appears.

Dial **325** again to disable paging.

# Hunt Groups

Hunt groups are groups of internal parties (agents) who share a common (hunt group) extension number. Calls can either be placed to the hunt group (using the hunt group extension number) or to a specific agent (using the agent's extension number). Hunt groups are programmed by the system administrator.

Hunt groups types are either "UCD" or "ACD."

- **UCD Hunt Groups**: Uniform Call Distribution (UCD) agents do not log in to the hunt group to receive calls.

- **ACD Hunt Groups**: Automatic Call Distribution (ACD) agents log in to the ACD hunt group to receive calls. Calls are distributed by either Agent IDs or extensions:

  o *Agent IDs*: Each agent is assigned an Agent ID number for logging in to the hunt group (see the next section). Hunt group calls are distributed to logged-in agents according to their Agent ID number instead of their extension number. Agents can log in to any ACD hunt group phone.

  o *Extensions*: Hunt group members do not use Agent IDs, and calls are distributed to phones where the agents are logged in.

## Logging in to ACD Hunt Groups

You must log in to an ACD hunt group to receive hunt group calls. To stop calls, you can either log out of the ACD hunt group or divert calls. See "Diverting Hunt Group Calls" on page 61.

| NOTE | Only one agent can be logged in to a phone. |

**To log in to or out of all ACD hunt groups in which you are a member:**

Lift the handset and dial **328** (followed by your Agent ID, if necessary) to log into an ACD hunt group. AGENT LOGGED INTO ALL ACDS appears.

Dial **328** again to log out of an ACD hunt group.

**To log in to one or more ACD hunt groups:**

1. Lift the handset and dial **326**. The display shows AGENT LOGIN ACD HG #.

2. Do one of the following:
   - Enter the ACD hunt group number.
   - Press **#** to log in to all of your ACD hunt groups.

   The display shows AGENT LOGIN AGENT ID.

3. Enter your Agent ID (if applicable), or press **#** if you do not have an agent ID. The display shows the log in status for one or all hunt groups.

# Logging out of ACD Hunt Groups

You can log out of all ACD hunt groups at once or log out of each hunt group one at a time.

**To log out of one or more ACD hunt group:**

Lift the handset, and do one of the following:

- Dial **328** to log out of all of your ACD hunt groups. The display shows AGENT LOGGED OUT OF ALL ACDS.

- Dial **327** to log out of one hunt group at a time.

 *If you were logged in to only one hunt group*, the display shows AGENT LOGGED OUT OF HUNT GROUP *<number>*.

 *If you were logged in to more than one hunt group*, the display shows AGENT LOGOUT HG #. Enter the extension number of the ACD hunt group.

# Stopping the ACD Hunt Group Wrap-up Timer

Each time you end an ACD hunt group call, a wrap-up timer starts. The default wrap-up time is 15 seconds. Your system administrator can change the wrap-up timer settings.

Until this timer expires, you will not receive another hunt group call; however, you can stop the wrap-up timer to allow calls to your extension.

**To stop the wrap-up timer:**

Lift the handset and dial **329**. The display shows ACD WRAP-UP TERMINATED.

# Other Hunt Group Features

The following features can be used by ACD or UCD hunt groups.

## Requesting Agent Help

You can use Agent Help to request help from a designated "Agent Help Extension" (usually your supervisor) during a call. When your request call rings at the Agent Help Extension, the supervisor can join the call or reject the request.

| NOTE | Agent Help is not supported on peer-to-peer (P2P) calls. Contact your system administrator for more information. |
|------|---|

**To use Agent Help:**

1. While you are on a hunt group call, press the **Special** button, and then dial **375**.

| NOTE | If you hear repeating tones, one of the following has occurred: <br>• The feature is not available at your IP phone. <br>• You already have four parties in your call. <br>• Not enough system circuits are currently available. <br>• The Agent Help Extension is in DND. |
|------|---|

2. If not preprogrammed, dial the Agent Help extension number.

    *If the Agent Help Extension accepts the call,* AGENT HELP IN PROGRESS appears.

    *If the Agent Help Extension rejects the call,* AGENT HELP REJECTED appears.

## Diverting Hunt Group Calls

You can temporarily divert hunt group calls, preventing hunt group calls to your extension.

**To divert hunt group calls:**

Lift the handset and dial **324** to divert calls. The display shows the feature state DIVERT HUNT GROUP CALLS.

Dial **324** again to accept calls.

# Hunt Group Supervisor Features

The following features can be used by hunt group supervisors only.

## Accepting or Rejecting Agent Help Calls

Supervisors can accept or reject Agent Help calls.

**To accept an Agent Help request:**

Answer as usual. Your microphone is automatically muted.

**To reject an Agent Help request:**

Lift the handset and dial **376**. AGENT HELP REJECTED appears.

## Monitoring Calls

You can use Station Monitor to connect to a hunt-group call and hear both parties, but you cannot be heard by either one. Station Monitor stops if the hunt group member terminates or transfers the call. You can also barge-in to or "steal" monitored calls, as described in the following sections. In addition, you can record the call. See "Using Record-A-Call" on page 41 for more information about recording calls.

| NOTE | Station Monitor is not supported on peer-to-peer (P2P) calls. Contact your system administrator for more information. |
|------|------------------------------------------------------------------------------------------------------------------------|

**To use Station Monitor:**

1. Lift the handset and dial **321.**
2. Enter the extension number. MONITORING EXT *<number>* appears. Monitored hunt group members may hear an "activation tone" when the feature is activated.

## Stealing Hunt Group Calls

While monitoring a hunt group call, you can "steal" the call from the hunt group member, which disconnects the call from the agent and transfers the call to your extension.

**To steal a hunt group call:**

While monitoring a call, dial **387**. CALL STOLEN FROM EXT *<number>* appears.

# Using Barge-In

While monitoring a hunt group call, you can use Barge-In to join the call.

**To monitor and/or barge in on a call:**

1. **To use the speakerphone:** While on hook, dial **321**. You hear a confirmation tone. ENTER EXT TO MONITOR appears.

   **To use the handset:** Lift the handset, and then dial **321**. You hear a confirmation tone. ENTER EXT TO MONITOR appears.

2. Dial the extension number (or press the lit station speed-dial or PKM button) of the station to be monitored. You are automatically connected to the call. MONITORING (*extension number*) appears.

3. While silent monitoring a call, you have the following options:

   - *To barge in on a call,* dial **386**. BARGE-IN IN PROGRESS appears. While on a call, you can monitor, record, or steal the call by entering the appropriate feature code.

     *To return to silent monitoring of the call,* dial **386** again.

     *To record the call,* dial **385**.

   - *To record a call,* dial **385**. MONITORING (*extension number*) appears. While on a call, you can monitor or steal the call by entering the appropriate feature code.

     *To stop recording the call,* dial **385** again.

   - *To steal a call,* dial **387**. CALL STOLEN FROM (*extension number*) appears. The hunt group member's display shows CALL STOLEN BY (*extension number*). After the supervisor steals the call, the call becomes a regular call. While on a call, you can record the call by dialing **385**.

   - *To join and record a call,* dial **386**, and then dial **385**. BARGE-IN IN PROGRESS appears. While on a call, the supervisor can monitor, stop recording, or steal the call by entering the appropriate feature code.

     *To stop recording the call,* dial **385** again.

4. **To terminate any of the features:** *If off hook*, hang up or enter the specific feature code of the feature you want to terminate. *If on hook*, press the **Speaker** button or enter the specific feature code of the feature you want to terminate.

# Troubleshooting

The following sections can help you solve problems that you may be experiencing with your phone. Troubleshooting topics include:

- **Contact Information**: Information about system administrator contacts.
- **Error Messages**: Error messages and descriptions.
- **Troubleshooting Tips**: Possible problems and methods to solve them.

## Contact Information

Your system administrator can help you with items such as changing your settings or modifying phone features. System administrator duties include:

- Adding new user accounts.
- Setting the date and time.
- Programming System Speed-Dial numbers.
- Making database changes, such as changing user names and extension numbers.

Contact your system administrator with questions that are not covered in this user guide. If you need further assistance, you can find provider information on the Mitel Web site (www.mitel.com). All sales, service, and support are coordinated at the local level.

## Error Messages

The following error messages may appear when using your phone.

| Message | Reason |
|---------|--------|
| CANNOT ACCESS FEATURE | The feature is enabled but other feature-related conditions were not met. Make sure that all feature-related conditions are met and retry. |
| CANNOT ACCESS RESERVED FEATURE | Your system does not support the feature. Contact your system administrator for more information. |
| INVALID FEATURE CODE | The feature code entered does not exist. Retry using the correct feature code (see page 13). |
| INVALID EXTENSION NUMBER | The extension number entered does not exist. Retry using a valid extension number. |
| NO UPDATE PERFORMED | The feature was not completed or one or more feature conditions were not met. |

# Troubleshooting Tips

The following table includes troubleshooting tips for phone and system features.

| NOTE | You can often correct problems that you may be experiencing by resetting the phone to the default settings. See "Resetting the Phone to the Default Settings" on page 16. |
|---|---|

| Problem | Possible Solution |
|---|---|
| The phone is not working properly. | Contact your system administrator. |
| I cannot use one or more of the features described in this guide. | The feature may not be enabled. Contact your system administrator for more information. |
| I cannot program System Speed-Dial numbers. | Your system administrator programs System Speed Dial numbers (see page 23). |
| I cannot change the time and date on the phone display. | Your system administrator programs the time and date. Contact your system administrator if you notice that the date and time are incorrect. |
| I am experiencing audio problems on my phone such as echo, distorted sound, or choppiness. | Contact your system administrator if you are having audio problems. |
| The name on the display is incorrect. | Your system administrator assigns display names. |
| I cannot use the local telephone company star codes (for example, *82, *69) when I press the **Outgoing** button or use the Outgoing Call access code (**8** is the default code) when calling an external number. | Rather than pressing the **Outgoing** button or **8** to access an outside line, you must dial a Select Line Group number (see page 13) before you can use the star codes. For example, if your system is using the default Select Line Group numbers, dial 92001 to access that line. After you have dial tone, you can dial the star code and the number. |
| I cannot use the Agent Help, Record-a-Call, or Station Monitor feature. | If your system uses Peer-to-Peer (P2P) audio, you cannot use these features when you are on a P2P call. Contact your system administrator for more information. |
| I cannot program a Station Speed Dial number to the button I want. | Before assigning the speed-dial number to a programmable button, you must store the number with either a Station Speed-Dial bin (see page 23). |

| Problem | Possible Solution |
|---|---|
| When I try to use the Dynamic Extension Express – Handoff feature (**388**), the display shows NO CALL TO HANDOFF. | The NO CALL TO HANDOFF display indicates that the call cannot be handed off because one of the following may have occurred: <ul><li>You tried to use the Handoff feature on a call that has not been routed by Dynamic Extension Express.</li><li>You tried to use the Handoff feature on a call that the system has not yet recognized as a valid call.</li><li>You tried to use the Handoff feature on an unsupported extension. The Handoff feature is supported on your main extension only.</li><li>You tried to use the Handoff feature on a phantom extension. The Handoff feature is not supported on phantom extensions.</li><li>You entered the handoff feature code at the exact time the other party on the call disconnected.</li><li>The call was terminated for some reason.</li></ul> |

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