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UNIVERGE SV7000

SN716 Desk Console USER'S GUIDE

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NEC Corporation

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TABLE OF CONTENTS

INTRODUCTION	1
KEYS AND LAMPS	3
TO ANSWER AN INCOMING CALL	13
TO TRANSFER AN INCOMING CALL.....	14
INTERPOSITION TRANSFER	16
CONSOLE TO CONSOLE CALLING	17
TO ANSWER CONSOLE RECALL	18
TO ORIGINATE A CALL	21
TO HOLD A CALL	22
TO RECORD A CALL.....	23
TO ORIGINATE AN OUTSIDE CALL FOR A STATION	24
CALL SPLITTING (THREE-WAY CONFERENCE).....	26
CONSOLE INITIATED THREE-WAY CONFERENCE	27
INDIVIDUAL TRUNK ACCESS	28
CONSOLE OVERRIDE	29
CALL FORWARDING (ALL CALLS, BUSY, NO ANSWER)	30
CALL PARK.....	31
OVERHEAD PAGING	32

TABLE OF CONTENTS

MEET-ME PAGING ATTENDANT	33
SERIAL CALL.....	35
MESSAGE WAITING FROM CONSOLE	36
POSITION BUSY (FOR LUNCH, BREAKS, ETC.)	37
NIGHT CONNECTION (FOR ACTIVATION OF NIGHT FEATURES AT CLOSE OF BUSINESS DAY)	38
CONFIGURATION MENU.....	39
LAMP CHECK PROCEDURE	51
NOTES	52

INTRODUCTION

Welcome to NEC Desk Console User Guide. The console incorporates powerful call processing functions, a compact design and easy-to-use features that will enable you to quickly answer and route calls.

This guide has two main sections, the first section describes the keys, lamps and display on the console. The second section explains how to process calls using the features and functions.

Some keys and features are noted as optional or system specific. The system administrator at your company can provide details about these features. Examples of optional features are external paging, recording devices and warning tones. System specific features include call forwarding access codes, least cost routing and message waiting codes. These features are not configured in every system.

As you read through the guide, you may encounter some telecommunications terms that are unfamiliar. The terms defined below may be helpful:

ATTENDANT

The person using the console as a tool for answering and routing calls.

AUTOMATIC RECALL

A telephone system feature that returns unanswered calls to the attendant for further help.

CENTRAL OFFICE

The external telephone switching network that carries calls to and from businesses and residences.

CENTRAL OFFICE CALL

A call sent to a business from the external network.

LOOP KEY

Keys on the console that are designated to ring and flash when a call is sent to the console. These calls are usually from the central office. The term “loop” refers to the wires that run from a central office to a customer site.

UNIVERGE™ SV7000

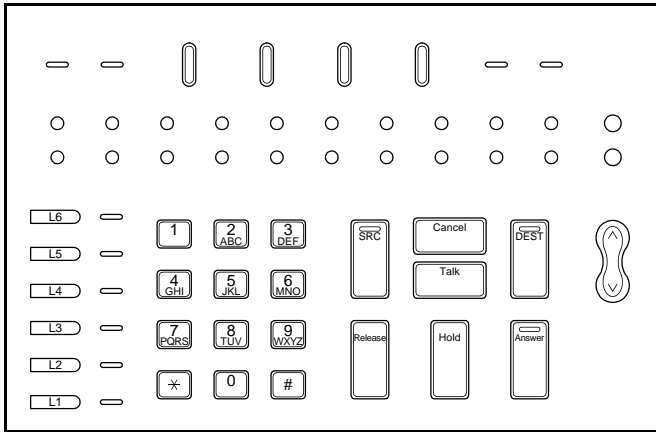
The entire NEC telephone system, including the system’s central processor, lines, telephones and the console.

STATION

A telephone that is part of the UNIVERGE SV7000 and has an extension number assigned. Calls from a station are considered internal calls for the purposes of this guide.

TRUNK

A telephone line that connects a customer telephone system to the external telephone network.



KEYS AND LAMPS

Note: *The confirmation tone control is as follows:*

SN716 DESKCON A-C

The confirmation tone is audible, when each key except the UP/DOWN keys is pressed. It is possible to change the confirmation tone control by configuration.

LOOP (KEYS AND LAMPS)

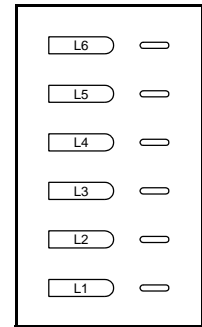
Six keys – L1 through L6 – provide direct access to each loop for call processing and call origination.

Each loop has a lamp that is part of the loop key. This is the Ring/Answer/Hold lamp.

Each loop key also has a lamp to its right. This is the Automatic Recall lamp.

LAMP ON LOOP KEY – RING/ANSWER/HOLD

- Steady green lamp indicates the attendant is connected to the loop or the called station has answered.
- Flashing green lamp indicates a call waiting to be answered.
- Steady red lamp indicates the called party is busy.
- Flashing red lamp indicates a call held at the console.



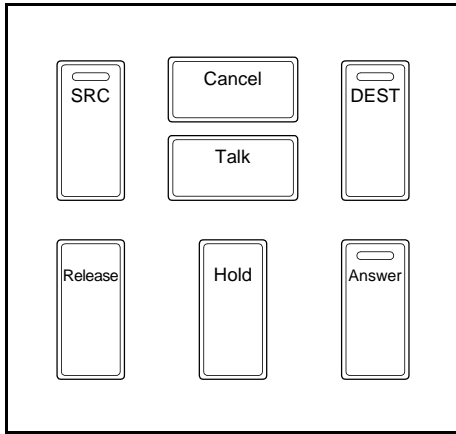
LAMP TO RIGHT OF LOOP KEY – AUTOMATIC RECALL

- Flashing red lamp indicates that Automatic Recall has been activated.

PUSH BUTTON DIAL PAD

Allows the attendant to:

- Process incoming calls.
- Originate calls.
- Activate various service features.



OPERATOR CALL PROCESSING KEYS

SRC (Source Key and Lamp)

Allows the attendant to speak with the calling party. The associated lamp lights when the attendant is connected. The source trunk/station number appears on the LCD (Liquid Crystal Display) located at the top of the console.

DEST (Destination Key and Lamp)

Allows the attendant to speak with the called party. The associated lamp lights when the attendant is connected. The destination station/trunk number appears on the LCD.

TALK (Key)

Allows the attendant to join in a three-way conference with the calling and called parties. When connection is established, both SRC and DEST lamps will light.

CANCEL (Key)

Allows the attendant to:

- Disconnect the calling (source) or called party (destination) from the loop.
- Disconnect an outgoing trunk or tone seized by the attendant.
- Disconnect a station recalling the attendant for transfer assistance.

RELEASE (Key)

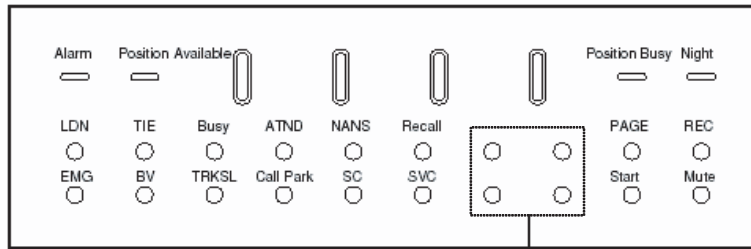
Allows the attendant to release from an established connection, freeing the console for processing of new calls.

HOLD (Key)

Allows the attendant to hold a call at the console.

ANSWER (Key and Lamp)

Allows the attendant to answer incoming calls in the order they arrive at the console.



Optional Key and lamp

ADDITIONAL FUNCTION KEYS

EMG (Emergency Key and Lamp)

Allows the attendant to answer incoming calls from a station where the receiver has been off hook for a predetermined amount of time.

BV (Busy Verification Key and Lamp)

Allows the attendant to monitor or enter into a station-to-station or station-to-trunk connection.

TRKSL (Trunk Selection Key and Lamp)

Allows the attendant to individually select a desired trunk.

CALL PARK (Key and Lamp)

Allows the attendant to park a call that they have answered.

Note: *Any station may retrieve a parked call by dialing the remote retrieval code followed by the attendant number.*

SC (Serial Call Set Key and Lamp)

Allows the attendant to be automatically recalled when a station user replaces the handset. This is accomplished by pressing the SC Key after transferring an external (central office) call to a station.

SVC (Supervisory Call Set Key and Lamp)

Allows the attendant to supervise a call by depressing the key after extending a central office call to an internal station.

OPTION (Optional Key and Lamp)

Allows the attendant access to various optional features. Each key has an associated lamp.

START (Key and Lamp)

Allows the attendant to originate an outgoing call for a station.

MUTE (Key and Lamp)

Allows the attendant to cut off their voice transmission.

INCOMING CALL IDENTIFICATION

Eight non-locking keys with associated lamps provide the attendant access to specific types of incoming calls. A flashing red lamp indicates a call waiting to be answered. A steady red lamp indicates a call answered.

The standard arrangement of these keys is shown on the face layout:

LDN (Listed Directory Number)

Incoming central office trunk call.

TIE (Tie Line)

Allows the attendant to answer incoming tie line calls when the distant station dials an access code for the attendant.

BUSY (Call Forward Busy Line)

Allows the attendant to answer incoming calls to a specified station when the station is busy.

ATND (Attendant)

Incoming internal station call.

NANS (Call Forwarding No Answer)

Allows the attendant to answer incoming calls to a specified station when the station does not answer within the predetermined time.

RECALL

Incoming station call for attendant assistance in transferring an established outside call to another station.

OPTION (Optional)

Additional incoming special service calls, such as a tie line. Consult the system administrator to find out how these keys are assigned.

Note: *Although the attendant can answer calls using the Answer key, the Incoming Call Identification keys enable identification and prioritization of calls.*

STATUS, EXTERNAL DEVICE ACCESS KEYS AND TOGGLE

PAGE (Key and Lamp)

Allows the attendant to connect with an external paging system (optional feature).

REC (Key and Lamp)

Allows the attendant to connect with a recording device (optional feature).

ALARM (Lamp)

Steady lamp indicates trouble conditions in the ECP (Enterprise Communication Platform).

POSITION AVAILABLE (Lamp)

When the attendant position (console) is available to process calls, the lamp lights a steady red.

POSITION BUSY (Lamp)

When the attendant position (console) is not available to process calls, the lamp lights steadily red.

POSITION BUSY (Key)

Allows the attendant to place the console in busy mode by depressing the key. The console will still ring, but calls cannot be processed until the Position Busy key is pressed again. Pressing the key again places the console in the available mode.

SOFT KEYS (Key)

Reserved for feature use.

NIGHT (Lamp)

When the attendant is in night answer mode, the lamp lights steadily red.

NIGHT (Key)

Allows the attendant to place the console in night mode by depressing the key. Releasing the key restores the console to normal operation.

UP/DOWN (Key)

Allows the attendant to adjust volume of the receiver and ringer as well as the contrast of the LCD.

LCD – LIQUID CRYSTAL DISPLAY

The four line display shows information about incoming and outgoing calls. The following information is displayed basically:

- The attendant position is available - The number of waiting calls and the date and time are displayed.

```
CW:2                10:02 AM WED 10
```

- The attendant speaks with the calling party - Tenant number, internal station RSC (route restriction class) and station or trunk number are displayed. In addition, the user information of the calling party is displayed, when Name Display Service is available.

```
SRC                CW:1                10:02 AM WED 10  
TN :xxx CLS:xx      xxxxxxxxxxxxxxxxxxxxxxxxx  
No :xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
```

- The attendant speaks with the called party - Tenant number, internal station RSC (route restriction class) and station or trunk number are displayed. In addition, the user information of the called party is displayed when Name Display Service is available.

```
DEST              CW:1                10:02 AM WED 10  
TN :xxx CLS:xx      xxxxxxxxxxxxxxxxxxxxxxxxx  
No :xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx
```

Note: *Name Display Service may or may not be configured in your system. Check with your system administrator for details.*

TO ANSWER AN INCOMING CALL

PRESS ANSWER KEY

- First call to the console will be answered.

PRESS AN INCOMING CALL IDENTIFICATION KEY

- **LDN**
First outside call will be answered.
- **ATND**
First internal call will be answered.
- **RECALL**
Call transferred from an internal station will be answered.
- Press the **RECALL** key and speak to the internal party transferring the call.
- Press **CANCEL**.
- Speak to transferred outside party.
- Dial the number of the internal station.
- Press **RELEASE**.

TO TRANSFER AN INCOMING CALL

STATION IS IDLE

- Press **ANSWER** or an Incoming Call Identification key.
- Dial the number of the internal station.
- Press **RELEASE**. Station will ring with the calling party.

STATION IS BUSY (CAMP ON CALL)

- Press **ANSWER** or Incoming Call Identification key.
- Dial the number of the internal station and hear busy tone.
- Press **RELEASE**.

A Tone is Sent to the Called Party

Camp On will be denied if the station has another call waiting. If the Camp On is denied:

- Press **CANCEL**. Inform outside party of status.
- Press **CANCEL**. Outside party will be disconnected.

ANNOUNCE A TRANSFERRED CALL

- Press **ANSWER** or Incoming Call Identification key.
- Dial the number of the internal station.
- Wait for station to answer.
- Announce caller.

CALLED STATION CHOICES:

Will Accept Call

- Press **RELEASE**. Both parties will be connected.

Or;

Will Not Accept Call

- Press **CANCEL**.
- Inform outside caller.
- Press **CANCEL** to disconnect.

INTERPOSITION TRANSFER

TRANSFER CALL FROM CONSOLE “A” TO CONSOLE “B”

- Press **START** on Console “A”.
- Dial Console “B” identification number or “0” for all console.
- Press **RELEASE** on Console “A”.

PICK UP TRANSFERRED CALL AT CONSOLE “B”

- **TF** lamp will flash on Console “B”.
- Press **TF** key and speak with transferred party.

Note 1: *Console “A” may release after consulting with Console “B”.*

Note 2: *The TF key and lamp may or may not be configured in your system. Check with your system administrator for details.*

CONSOLE TO CONSOLE CALLING

CALL FROM CONSOLE “A” TO “B”

Console “A”

- Press idle **LOOP** key.
- Dial Console “B” identification number or “0” for all console.

ANSWER CALL AT CONSOLE “B”

- **TF** lamp will flash.
- Press **TF** key and speak with Console “A”.

TO ANSWER CONSOLE RECALL

CALL HOLD

- Press flashing **LOOP**.
- Inform outside party (caller) of the status of the internal station they are trying to reach.

CALLING PARTY CHOICES:

Caller will Continue to Hold

- Press **HOLD**. Caller will remain on hold.

Or;

Caller will Call Back

- Press **CANCEL**. Caller will be disconnected.

If the internal station rings with no answer;

- Press flashing **LOOP**.
- Inform outside party (caller) of the status of the internal station they are trying to reach.

CALLING PARTY CHOICES:

Caller Will Wait for Answer

- Press **RELEASE**. Caller will be reconnected to ringing station.

Or;

Caller Will Call Back

- Press **DEST**.
- Press **CANCEL**.
- Press **CANCEL**. Caller will be disconnected.

Or;

Caller Will Try a Different Station

- Press **DEST**.
- Press **CANCEL**.
- Dial the number of the new station.
- Press **RELEASE**.

Busy Station (Camp-On Recall)

- Press **LOOP** associated with flashing recall lamp.
- Inform outside party of status.

CALLING PARTY CHOICES:

Caller Will Continue to Wait

- Press **RELEASE**.
- Outside party will be reconnected to busy station.

Or;

Caller Will Call Back

- Press **DEST**.
- Press **CANCEL**.
- Press **CANCEL**. Caller will be disconnected.

Or;

Caller Will Try A Different Station

- Press **DEST**.
- Press **CANCEL**.
- Dial the number of the new station.
- Press **RELEASE**.

TO ORIGINATE A CALL

TO PLACE AN OUTSIDE CALL

- Press an idle **LOOP**.
- Dial access code (example: 9).
- Dial desired telephone number.

To Disconnect

- Press **CANCEL**.

TO CALL AN INTERNAL STATION

- Press an idle **LOOP**.
- Dial the number of the station.

To Disconnect

- Press **CANCEL**.

TO HOLD A CALL

ANSWER CALL

- Press **HOLD**.
- Another call now may be answered and processed.

TO RETURN TO HOLD CALL

- Press associated flashing **LOOP**.

TO RECORD A CALL

- While conversing with caller on a **LOOP**, depress **REC**.
- Press **REC** again to stop recording.
- When conversation is finished, press **RELEASE** to disconnect caller.

Note: *The ability to record a call is an optional feature.*

CAUTION

The use of the Record feature to eavesdrop or record sound activities at the other end of the telephone line may be illegal under certain circumstances and laws. Consult a legal advisor before implementing any practice involving the monitoring or recording of a telephone conversation. Some federal and state laws require a party monitoring or recording a telephone conversation to use a beep-tone(s), make notification to all parties to the telephone conversation, and/or obtain consent of all parties to the telephone conversation. In monitoring or recording sound activities at the other end of the telephone line by means of the Record feature, the sound of the alert tone at the beginning of the recording may or may not be considered sufficient under applicable laws. Some of the applicable laws provide for strict penalties for illegal monitoring or recording of telephone conversations.

TO ORIGINATE AN OUTSIDE CALL FOR A STATION

UNIVERGE SV7000 WITH LEAST COST ROUTING

Station calls attendant and stays on Loop while attendant processes call.

- Press **ANSWER** or **ATND** key.
- Obtain desired number from station.
- Dial access code (example: 9) and desired telephone number.

Outside Call Ringing

- Press **RELEASE**.
- Internal station will be connected to the outside ringing party.

Outside Call Busy

- Press **CANCEL**.
- Inform internal station of status.
- Press **CANCEL**.

Station is not on the loop when the attendant initiates call.

- Press an idle **LOOP**.
- Dial access code (example: 9) and requested telephone number.

Outside Call Ringing

- Speak to answering party.
- Press **START**.
- Dial the number of the internal station that requested the call.
- Press **RELEASE**.
- Outside party will be connected to the internal station.

Outside Call Busy

- Press **CANCEL**.
- Attempt call at another time.

UNIVERGE SV7000 WITHOUT LEAST COST ROUTING

Station calls attendant and stays on loop while attendant obtains dial tone.

- Press **ANSWER** or **ATND**.
- Dial access code (example: 9).
- Press **RELEASE**.
- Internal station will now hear outside dial tone and can dial desired telephone number.

CALL SPLITTING (THREE-WAY CONFERENCE)

When screening a call to station, the attendant may talk between inside **DEST** and outside **SRC** party, or connect both parties and remain in the conversation.

TO SPEAK WITH CALLING PARTY ONLY

- Press **SRC**.

TO SPEAK WITH STATION ONLY

- Press **DEST**.

TO CONFERENCE

- Press **TALK**.

TO DISCONNECT ATTENDANT ONLY

- Press **RELEASE**.

CONSOLE INITIATED THREE-WAY CONFERENCE

THE ATTENDANT MAY INITIATE A THREE PARTY CALL BY DIALING BOTH PARTIES

- Originate a central office (outgoing) call.
- Press **START** key after called party answers.
- Dial second central office number or internal station number.
- When call is answered, press **TALK**.
- To disconnect attendant only, press **RELEASE**.

CONSOLE CONFERENCE USING CONFERENCE BRIDGE

Internal station will either call the attendant to request a conference or arrange a preset time for the attendant to call all parties.

- Press an idle **LOOP** and call first party or answer call from requesting internal station.
- Dial conference bridge number and press **RELEASE**.
- Dial each participant, repeating the above process.

INDIVIDUAL TRUNK ACCESS

- Press **TRKSL** (Trunk Select).
- Dial desired trunk route (3 digits: example 001).
- Dial desired trunk number (3 digits: example 002).
- Dial tone will be heard if the trunk is available.
- Busy tone will be heard if the trunk is unavailable.

Note: *Option exists for attendant to select a trunk by dialing the central office number (example: 9700, 9701, etc.) instead of the route and trunk number.*

CONSOLE OVERRIDE

OVERRIDE A TRUNK CONNECTION

- Press **TRKSL** (Trunk Select).
- Dial desired trunk route (3 digits: 001).
- Dial desired trunk number (3 digits: 002).
- Receive busy tone.
- Press **BV** (Busy Verification). Warning Tone is sent to all parties alerting them to override (optional feature; check with your system administrator).
- Press **RELEASE**.
- Attendant only will be released.

OVERRIDE A STATION CONNECTION

- Press an idle **LOOP**.
- Dial desired internal station.
- Receive busy tone.
- Press **BV** (Busy Verification). Warning Tone is sent to all parties alerting them to override (optional feature; check with your system administrator).
- Press **RELEASE**.
- Attendant only will be released.

CALL FORWARDING (ALL CALLS, BUSY, NO ANSWER)

TO SET FOR A STATION

- Press an idle **LOOP**.
- Dial the two-digit **CALL FORWARDING SET** access code (example: *2) and receive Special Dial Tone.
- Dial the two digit tenant number (example: 01).
- Dial the originating station number.
- Dial the terminating station number and receive Service Set Tone.
- Press **RELEASE**.

TO CANCEL

- Press an idle **LOOP**.
- Dial the two-digit **CALL FORWARDING CANCEL** access code (example: #2) and receive Special Dial Tone.
- Dial two digit tenant number (example: 01).
- Dial the originating station number and receive Service Set Tone.
- Press **RELEASE**.

CALL PARK

ATTENDANT MAY PARK ONE CALL AT A TIME AGAINST THE INDIVIDUAL EXTENSION NUMBER ASSIGNED TO THAT CONSOLE.

- Press the **CALL PARK** key and hear Service Set Tone.
- Call is parked against the individual console extension number (not “0”).
- Press **RELEASE** or **CANCEL** key.

Note 1: *Any station may retrieve a parked call by dialing the remote retrieval code followed by the console extension number.*

Note 2: *Check with your system administrator to obtain the console extension number.*

OVERHEAD PAGING

TO PAGE WITHOUT AN INCOMING CALL

- Press an idle **LOOP**.
- Press and hold **PAGE** and make announcement.
- Press **RELEASE**.

Note 1: *Overhead paging is an optional feature. Check with your system administrator to determine if this feature is configured in your system.*

Note 2: *You must keep the **PAGE** key depressed while the announcement is being made.*

MEET-ME PAGING ATTENDANT

The Attendant may hold an incoming call, page the called party and connect the two parties (with or without announcing the call).

FOR DIRECT PARTY CONNECTION

- Answer an incoming call.
- Dial paging access code or press **PAGE** and receive 1 second of ringback tone.
- Page desired party.
- Press **RELEASE**.
- The paged party dials answer code and is connected to incoming call.

TO ANNOUNCE CALLER

- Answer an incoming call.
- Place it on hold by pressing the **HOLD** key.
- Press an idle **LOOP**.
- Dial paging access code or press and hold **PAGE** and receive 1 second of ringback tone.
- Page desired party.
- Press **RELEASE**.

When paged party dials answer code;

- Answer call ringing on **ATND** key; call is now on a Loop.
- Announce caller.
- Press **LOOP** of held outside call.
- Press **RELEASE**.

Note 1: *In a multiple console environment, if Console “A” paged the party and Console “B” answered the paged party call, an interposition transfer would be necessary.*

Note 2: *Meet-Me Paging is an optional feature. Check with your system administrator to determine if this feature is configured in your system.*

Note 3: *You must keep the **PAGE** key depressed while the announcement is being made.*

SERIAL CALL

- Press **ANSWER** or **FUNCTION** key to answer incoming Central Office call.
- Calling party requests to speak with two or more stations sequentially.
- Dial the first internal station number.
- Press the **SC** key (instead of **RELEASE**).
- Call remains on **LOOP**.
- When first called station hangs up, **LOOP** lamp flashes and an audible tone is heard.
- Press **LOOP** to return to calling party.
- Dial the second internal station number and press the **SC** key.
- Repeat this operation as many times as calling party requires.
- Use **RELEASE** key (instead of **SC** key) after extending call to the final destination.

MESSAGE WAITING FROM CONSOLE

TO SET

- Press an idle **LOOP**.
- Dial **Message Waiting Set** code and receive Special Dial Tone.
- Dial internal station number and receive Service Set Tone.
- Press **RELEASE**.

TO CANCEL

- Press an idle **LOOP**.
- Dial **Message Waiting Cancel** code and receive Special Dial Tone.
- Dial internal station number and receive Service Set Tone.
- Press **RELEASE**.

Note: *If called station already has a message, the console will receive reorder tone and Cancel must be pressed.*

POSITION BUSY (FOR LUNCH, BREAKS, ETC.)

TO SET

- Press **POSITION BUSY**.
- **POSITION BUSY** lamp will be lit and **POSITION AVAILABLE** lamp will be off.

TO CANCEL

- Press **POSITION BUSY**.
- **POSITION BUSY** lamp will be off and **POSITION AVAILABLE** lamp will be lit.

NIGHT CONNECTION (FOR ACTIVATION OF NIGHT FEATURES AT CLOSE OF BUSINESS DAY)

TO ACTIVATE

- Press **NIGHT**.
- **NIGHT** lamp will be lit.

TO CANCEL

- Press **NIGHT**.
- **NIGHT** lamp will be off.

Note 1: *Night features may or may not be configured in your system. Check with your system administrator for details.*

Note 2: *Power control in night answer mode is as follows:*

SN716 DESKCON A-C *It is possible to choose between normal mode and low power mode by configuration.*
In normal mode, power control is not effective.
In low power mode, the LCD back light is put out.
When pressing an any key, the LCD back light is put on, the light is put out again after 30 seconds.

SN716 DESKCON A-A *Power control is not effective.*

CONFIGURATION MENU

TO DIPLSAY CONFIGURATION MENU

- Turn on the **POSITION BUSY** lamp.
When the **POSITION BUSY** lamp is off, press the **POSITON BUSY** key to turn on the **POSITION BUSY** lamp.
- Press the **L4**, **L6**, and **SRC** keys simultaneously.
The first page of configuration menu appears on the LCD.

Page 1	[CONFIG MENU P1] VER x	SRC:prev page
	1:HEADSET/HANDSET	DEST:next page
	2:MUTE	Release:exit
	3:BLF	Answer:update

Page 2	[CONFIG MENU P2] VER x	SRC:prev page
	1:HOLD/START/RELEASE SWAP	DEST:next page
	2:2ND RINGING	Release:exit
	3:RINGING	Answer:update

Page 3	[CONFIG MENU P3] VER x	SRC:prev page
	1:RECEIVER VOLUME SET	DEST:next page
	2:RINGER VOLUME IN PB	Release:exit
	3:POWER CONTROL	Answer:update

Page 4

[CONFIG MENU P4] VER x	SRC:prev page
1:CONF.TONE FOR ALL KEYS	DEST:next page
	Release:exit
	Answer:update

Note: *3rd and 4th pages do not appear, if your console is the SN716 DESKCON A-A.*

SRC : —previous page

DEST : —next page

RELEASE : —configuration menu disappears and returns to normal operation

ANSWER : —update configuration data

TO ASSIGN CONFIGURATION DATA FOR DESK CONSOLE

Press a numeric key at a menu page to assign configuration data.

- [HEADSET/HANDSET TYPE] specifies an optional device connected to the HAND H/S0 connector.

[HEADSET/HANDSET]	SRC:menu
* 1:HEADSET	
2:HEADSET	

Press the desired numeric key. An asterisk shows the selected number.

- 1 : — Headset is connected to the HAND H/S0 connector.
- 2 : — Handset is connected to the HAND H/S0 connector.
- SRC : — returns to configuration menu.

Note 1: *Default setting is “1:HEADSET”.*

Note 2: *As only Headset is connected to H/S1 connector, data assignment for H/S1 connector is not required.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [MUTE] specifies On/Off setting of the mute function for the HAND H/S0 or H/S1 connector.

[MUTE]	SRC:menu
* 1:H/S0 ON, H/S1 ON	
2:H/S0 ON, H/S1 OFF	
3:H/S0 OFF, H/S1 ON	

Press the desired numeric key. An asterisk shows the selected number.

- 1 : — Both H/S0 and H/S1 are set to On.
- 2 : — Only H/S0 is set to On.
- 3 : — Only H/S1 is set to On.
- SRC : — returns to configuration menu.

Note : *Default setting is “1:H/S0 ON, H/S1 ON”.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [BLF] specifies On/Off setting of the BLF function.

[BLF]	SRC:menu
1:10BLF ENABLE	
* 2:DISABLE	
3:100BLF ENABLE ^{Note1}	

Press the desired numeric key. An asterisk shows the selected number.

- 1 : — 10BLF Available
- 2 : — BLF is not Available
- SRC : — returns to configuration menu.

Note 1: *Do not set “3:100BLF ENABLE”.*

Note 2: *Default setting is “2:DISABLE”.*

Note 3: *“3:100BLF ENABLE” is not displayed on the LCD, if your console is the SN716 DESKCON A-A.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [HOLD/START/RELEASE SWAP] specifies the locations of HOLD, START and RELEASE key.

```
[HOLD/START/RELEASE SWAP]   SRC:menu
* 1:ORIGINAL
  2:SWAPPED
```

Press the desired numeric key. An asterisk shows the selected number.

- 1 : — Original setting
- 2 : — Swapped setting
- SRC : — returns to configuration menu.

Note : *Default setting is “1:ORIGINAL”.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [2ND RINGING] specifies On/Off setting of the 2nd Ringing.

[2ND RINGING]	SRC:menu
* 1:ENABLE	
2:DISABLE	

Press the desired numeric key. An asterisk shows the selected number.

- 1 : —2nd Ringing is available
- 2 : —2nd Ringing is Not available
- SRC : —returns to configuration menu.

Note : *Default setting is “1:ENABLE”.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [RINGING] specifies On/Off setting of the Ringing.

[RINGING]	SRC:menu
* 1:ENABLE	
2:DISABLE	

Press the desired numeric key. An asterisk shows the selected number.

- 1 : — Ringing is available
- 2 : — Ringing is Not available
- SRC : — returns to configuration menu.

Note : *Default setting is “1:ENABLE”.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [RECEIVER VOLUME SET] specifies the Receiver Volume.

[RECEIVER VOLUME SET]	SRC:menu
* 1:SYSTEM DEFAULT	4:QUIET PLACE
2:DEFAULT BY CALL	
3:SAME AS PREVIOUS CALL	

Press the desired numeric key. An asterisk shows the selected number.

- 1 : — Receiver Volume is set to the default level of the ATI card.
 - 2 : — Receiver Volume is set to the level in accordance with the system default.
 - 3 : — Receiver Volume is set to the level adjusted by the UP/DOWN key.
 - 4 : — Receiver Volume is set to the level (-8dB) lower than System Default.
- SRC : — returns to configuration menu.

Note : *Default setting is “1:SYSTEM DEFAULT”.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [RINGER VOLUME IN PB] specifies the Ringer Volume in the position busy state.

[RINGER VOLUME IN PB]	SRC:menu
* 1:NORMAL	
2:MINIMUM	

Press the desired numeric key. An asterisk shows the selected number.

- 1 : — Ringer Volume is the same level in the operating state.
- 2 : — Ringer Volume is set to the minimum level.
- SRC : — returns to configuration menu.

Note : *Default setting is “1:NORMAL”.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [POWER CONTROL] specifies the Power Control of the CONSOLE in night answer mode.

[POWER CONTROL]	SRC:menu
* 1:NORMAL	
2:LOW POWER (PUT OUT LCD)	

Press the desired numeric key. An asterisk shows the selected number.

1 : —Power Control is not effective.

2 : —The LCD back light is put out. When pressing an any key, the LCD back light is put on,the light is put out again after 30 seconds.

SRC : —returns to configuration menu.

Note : *Default setting is “1:NORMAL”.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

- [CONF.TONE FOR ALL KEYS] specifies the Confirmation Tone Control for all keys of the CONSOLE.

[CONF.TONE FOR ALL KEYS]	SRC:menu
* 1:ENABLE	
2:DISABLE	
3:SYSTEM	

Press the desired numeric key. An asterisk shows the selected number.

- 1 : —Confirmation Tone is enable for all keys except the UP/DOWN keys.
 - 2 : —Confirmation Tone is disable for all keys.
 - 3 : —Confirmation Tone is controlled by the system.
- SRC: — returns to configuration menu.

Note : *Default setting is “1:ENABLE”.*

Press **SRC** to return to configuration menu.

Press **ANSWER** to update configuration data.

Press **RELEASE** to cancel updating.

LAMP CHECK PROCEDURE

- Turn on the **Position Busy** lamp.
When the **Position Busy** lamp is off, press the **Position Busy** key to turn on the **Position Busy** lamp (red).
- Press the **L5**, **L6**, and **SRC** keys simultaneously, then all red lamps light steadily.
- Press # key.
The red lamps go off, and all green lamps light steadily.
- Press # key.
The green lamps go off, and all character positions on the LCD become black.
- Press # key.
The LCD is cleared, and an audible tone is heard.
- Press # key
The audible tone stops. When a key is pressed, the corresponding lamp is turned on, and its name is displayed on the LCD.
- Press * key.
The Lamp Check is terminated.

Note: *The Lamp Check is terminated whenever the * key is pressed. The **Position Busy** lamp remains on during Lamp Check.*

