

# CallExtend Programming Guide

CallExtend is programmed by dialing digits on a standard touch-tone phone connected to the ADMIN port. Data is stored in memory banks called PAGES. Eleven PAGES are available: PAGE 0 - PAGE 9 and PAGE \*.

**You only need to program PAGE 0 and the PAGES that correspond to the first digits your callers will be dialing.** For example, if callers can dial extensions 100, 110, etc. or dial 3 for sales, program PAGES 0, 1 & 3.

**Before programming CallExtend, answer each of the following questions and enter your answers into the Programming Log that follows these questions.** You will then be ready to program CallExtend from the Programming Log.

## Programming System Settings

1. What is the hook-flash duration used by your phone system to transfer calls? From the following chart, select the single digit that represents this duration:

no hook-flash.....0	600 ms.....5
250 ms.....1	750 ms.....6
300 ms.....2	900 ms.....7
400 ms.....3	1 sec.....8
500 ms.....4	1.5 sec.....9

Now, turn to PAGE 0 of the Programming Log that follows these questions. Enter this single digit into ROW 0, Field 1.



2. After CallExtend has played its greeting to a caller, how many seconds (0-9) should it give the caller to dial an extension or a menu option, before defaulting the call to the receptionist?

Enter this digit on PAGE 0, ROW 0, Field 2.

3. How should CallExtend supervise call transfers?

**Full Supervision** - CallExtend will send unanswered calls (busy or no answer) to a designated receptionist. **To select this mode, enter the number of rings (2-9) CallExtend should hear before retrieving the call and transferring it to the receptionist.** (If you want unanswered calls to be disconnected instead of transferred to the receptionist, see Question 4.)

**Busy-Only Supervision** - CallExtend will send calls transferred to a busy extension to a designated receptionist (or disconnect them - see Question 4). Calls to ringing extensions will be cut through. To select this mode, enter a **1**.

**Unsupervised** - CallExtend cuts through all calls to the desired extension without looking for busy or ringing. To select this mode, enter a **0**.

Enter this digit on PAGE 0, ROW 0, Field 3.

4. **Supervised Disconnect:** If a supervised call transfer goes to an extension that is busy or doesn't answer (based on how you answered Question 3), do you want the caller to hear a message and be disconnected, instead of being transferred to the receptionist? e.g., "That extension is not available right now; please try again later" and hang up.

If yes, enter a **1 (one)** on PAGE \*, ROW 0, Field 1.

5. **Disconnect Callers Who Don't Dial:** Do you want callers who do not dial anything in response to the main greeting to be disconnected immediately after the main greeting has played, instead of being transferred to the receptionist? This is used when there is no receptionist or when many hang-up calls are received by the receptionist before the phone system drops the call.

If yes, enter a **2 (two)** on PAGE \*, ROW 0, Field 2.

## Programming Receptionist Extensions

6. What extension or phone number do you want CallExtend to use as the receptionist when callers dial "0" or don't dial anything from the main greeting? This field MUST be programmed.

Enter this main receptionist extension on PAGE 0, ROW 1.

7. If you selected a supervised mode in Question 3, what extension or phone number do you want CallExtend to transfer calls to if the initial extension the caller dials is busy or doesn't answer? If this is different from the answer to Question 6, enter the extension or phone number here; otherwise, leave blank.

Enter this busy-don't-answer receptionist on PAGE \*, ROW 1.

**Note:** See pages 13-18 in the manual to enter multiple receptionist extensions, to use an 8-16 digit number as a receptionist, or to set up department receptionists.

**Programming PAGES 1-9**

8. Do you want callers to be able to dial extensions directly? If so:

- A. What digit(s) do your extensions begin with? \_\_\_\_\_
- B. How many digits are in each extension? \_\_\_\_\_

**In the Programming Log, go to each PAGE number you listed in 8A. Enter the answer to 8B in ROW 0 of that PAGE.**

*Example: if your extensions start with either 1 or 2 and are 3 digits long, enter “3” in ROW 0 of PAGES 1 & 2.*

9. Do you want callers to reach a specific extension by dialing a single digit from the main menu? If so, use the following chart to enter the extensions you want callers to reach by dialing the single digit in Column A.

Column A - Digit	Column B - Extension(s)
1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____

Notes: i) **Don’t** use digits that were entered in Question 8A. ii) To enter multiple exts per digit, or to use an ext longer than 8 digits, see p 21-22 of the manual.

**In the Programming Log, go to each PAGE number you used in Column A (e.g., digit 4 = PAGE 4). Enter a \* in ROW 0 of that PAGE. Then, enter the extension listed in Column B for that digit into ROW 1 of that same PAGE.**

*Example: To transfer callers who dial “4” to ext 215, enter a \* in PAGE 4, ROW 0 and enter “215” in PAGE 4, ROW 1.*

10. Do you want callers to have a second menu to choose from after they have dialed a single digit from the main menu? Do you want to play an information message (e.g., company address) to callers? If so, refer to pages 23-24 of the manual.

You are now ready to program CallExtend and record your voice messages, as follows.

**Recording Voice Messages:**

CallExtend’s voice messages must be recorded in the following order:

**Main Greeting:** This is the first message callers hear when CallExtend answers each call. To record, go off-hook on the ADMIN phone and dial as shown below. When dialing, hold down the key that is highlighted in gray until the display changes to 5.

- Dial: 0 7 **1** Record the Main Greeting, and hang up when done.
- Dial: 0 7 **0** Listen to the greeting. If you are not satisfied with this message, dial 0 7 and hold down 4 to erase it, and then re-record.

**Note:** If you want calls that are answered by CallExtend’s Port 1 to use a different greeting than calls answered by Port 2, see pages 29 - 30 in the manual.

**Page Messages:** If you are having callers dial any single digits 1-9 from the main greeting, they can hear another voice message specific to the digit dialed. These messages can be used for second-level menus and for information, such as directions to the company. To record, go off-hook on the ADMIN phone and dial as shown. Note: “PAGE” = dial the digit that you want to have its own message (e.g., if the caller dials “4” from the main greeting, you would dial “4” where it says “PAGE”).

- Dial: **PAGE** 7 **1** Record this Page Message, and hang up when done.
- Dial: **PAGE** 7 **0** Listen to the message. If you are not satisfied with this message, dial the PAGE number, then 7, and then hold down 4 to erase it; repeat the above step to re-record.

**Transfer Message:** This message is heard by callers before their call is transferred. e.g., “Please hold while I try that extension.” To record, dial as shown:

- Dial: 0 6 **1** Record the Transfer Message, and hang up when done.
- Dial: 0 6 **0** Listen to the Transfer message. If you are not satisfied with this message, dial 0 6 and hold down 4 to erase it; then, re-record.

**Busy - Don’t Answer (BDA) Message:** This message is heard only when call transfers are supervised, if the initial extension tried is unavailable. e.g., “That extension is unavailable - please hold for the receptionist.”

- Dial: 0 5 **1** Record the BDA Message, and hang up when done.
- Dial: 0 5 **0** Listen to the BDA Message. If you are not satisfied with this message, dial 0 5 and hold down 4 to erase it; then, re-record.

**Erasing Voice Messages to Re-Record or Clear Errors:**

If you want to change a message after recording another message, you will need to erase all of the messages and re-record them all. You should also do this if you receive repeated errors (where you hear a beep and see Ǝ) when trying to record. To erase all messages:

- Dial: 0 7 **9** (Hold the “9” until the display changes back to P.)

# PAGE 0 Programming Log

After you have filled in the PAGES of this Programming Log by answering the ten Application Questions, follow these steps to program this information into CallExtend:

1. Go off-hook on the ADMIN phone. **P** will show on the display.
2. Dial the digits shown for each ROW you filled in when answering the Application Questions. You do not need to dial anything for ROWS you did not fill in.
3. Hold down the command digit (highlighted in gray) for at least 1 second, until the display changes.
4. After dialing your handwritten data, dial # to indicate you are done with that ROW. If you enter 8 digits of data in a ROW, the # isn't needed.
5. Review the programming by dialing the digits in the "To review" column. Note that the display shows a **\*** as // and blanks as □. If you hear a beep and see **E**, an error has occurred -- redo that ROW.

Highlighted digit = Hold this key down for at least one full second

				Field 1	Field 2	Field 3		To review:
ROW 0 - Dial:	0	0	<b>5</b>	□	□	□	#	0 0 <b>7</b>
ROW 1 - Dial:	0	1	<b>5</b>	□	□	□	#	0 1 <b>7</b>
ROW 2 - Dial:	0	2	<b>5</b>	□	□	□	#	0 2 <b>7</b>
ROW 3 - Dial:	0	3	<b>5</b>	□	□	□	#	0 3 <b>7</b>
ROW 4 - Dial:	0	4	<b>5</b>	□	□	□	#	0 4 <b>7</b>

**NOTE:** Appendix B in the manual describes a number of optional features. If you use any of these features, record your programming here instead of in the above ROW 0:

Dial:	0	0	<b>5</b>	□	□	□	□	□	□	□	0	0	<b>7</b>
				1	2	3	4	5	6	7	8		

← Field Numbers

← Default values

# PAGE \* Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

Highlighted digit = Hold this key down for at least one full second

				Field 1	Field 2	Field 3		To review:
ROW 0 - Dial:	*	0	<b>5</b>	□	□	□	#	* 0 <b>7</b>
ROW 1 - Dial:	*	1	<b>5</b>	□	□	□	#	* 1 <b>7</b>
ROW 2 - Dial:	*	2	<b>5</b>	□	□	□	#	* 2 <b>7</b>
ROW 3 - Dial:	*	3	<b>5</b>	□	□	□	#	* 3 <b>7</b>
ROW 4 - Dial:	*	4	<b>5</b>	□	□	□	#	* 4 <b>7</b>

## PAGE 1 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	To enter data & record speech:	To review:
ROW 0 - Dial:	1 0 <b>5</b> _____ #	1 0 <b>7</b>
ROW 1 - Dial:	1 1 <b>5</b> _____ #	1 1 <b>7</b>
ROW 2 - Dial:	1 2 <b>5</b> _____ #	1 2 <b>7</b>
ROW 3 - Dial:	1 3 <b>5</b> _____ #	1 3 <b>7</b>
ROW 4 - Dial:	1 4 <b>5</b> _____ #	1 4 <b>7</b>
ROW 5 - Dial:	1 5 <b>5</b> _____ #	1 5 <b>7</b>
ROW 6 - Dial:	1 6 <b>5</b> _____ #	1 6 <b>7</b>
ROW 7 - Dial:	1 7 <b>1</b> _____ #	1 7 <b>0</b>
	<i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i>	
ROW 8 - Dial:	1 8 <b>5</b> _____ #	1 8 <b>7</b>
ROW 9 - Dial:	1 9 <b>5</b> _____ #	1 9 <b>7</b>

## PAGE 2 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	To enter data & record speech:	To review:
ROW 0 - Dial:	2 0 <b>5</b> _____ #	2 0 <b>7</b>
ROW 1 - Dial:	2 1 <b>5</b> _____ #	2 1 <b>7</b>
ROW 2 - Dial:	2 2 <b>5</b> _____ #	2 2 <b>7</b>
ROW 3 - Dial:	2 3 <b>5</b> _____ #	2 3 <b>7</b>
ROW 4 - Dial:	2 4 <b>5</b> _____ #	2 4 <b>7</b>
ROW 5 - Dial:	2 5 <b>5</b> _____ #	2 5 <b>7</b>
ROW 6 - Dial:	2 6 <b>5</b> _____ #	2 6 <b>7</b>
ROW 7 - Dial:	2 7 <b>1</b> _____ #	2 7 <b>0</b>
	<i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i>	
ROW 8 - Dial:	2 8 <b>5</b> _____ #	2 8 <b>7</b>
ROW 9 - Dial:	2 9 <b>5</b> _____ #	2 9 <b>7</b>

## PAGE 3 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	To enter data & record speech:	To review:
ROW 0 - Dial:	3 0 <b>5</b> _____ #	3 0 <b>7</b>
ROW 1 - Dial:	3 1 <b>5</b> _____ #	3 1 <b>7</b>
ROW 2 - Dial:	3 2 <b>5</b> _____ #	3 2 <b>7</b>
ROW 3 - Dial:	3 3 <b>5</b> _____ #	3 3 <b>7</b>
ROW 4 - Dial:	3 4 <b>5</b> _____ #	3 4 <b>7</b>
ROW 5 - Dial:	3 5 <b>5</b> _____ #	3 5 <b>7</b>
ROW 6 - Dial:	3 6 <b>5</b> _____ #	3 6 <b>7</b>
ROW 7 - Dial:	3 7 <b>1</b> _____ #	3 7 <b>0</b>
	<i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i>	
ROW 8 - Dial:	3 8 <b>5</b> _____ #	3 8 <b>7</b>
ROW 9 - Dial:	3 9 <b>5</b> _____ #	3 9 <b>7</b>

## PAGE 4 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	To enter data & record speech:	To review:
ROW 0 - Dial:	4 0 <b>5</b> _____ #	4 0 <b>7</b>
ROW 1 - Dial:	4 1 <b>5</b> _____ #	4 1 <b>7</b>
ROW 2 - Dial:	4 2 <b>5</b> _____ #	4 2 <b>7</b>
ROW 3 - Dial:	4 3 <b>5</b> _____ #	4 3 <b>7</b>
ROW 4 - Dial:	4 4 <b>5</b> _____ #	4 4 <b>7</b>
ROW 5 - Dial:	4 5 <b>5</b> _____ #	4 5 <b>7</b>
ROW 6 - Dial:	4 6 <b>5</b> _____ #	4 6 <b>7</b>
ROW 7 - Dial:	4 7 <b>1</b> _____ #	4 7 <b>0</b>
	<i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i>	
ROW 8 - Dial:	4 8 <b>5</b> _____ #	4 8 <b>7</b>
ROW 9 - Dial:	4 9 <b>5</b> _____ #	4 9 <b>7</b>

## PAGE 5 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	To enter data & record speech:	To review:
ROW 0 - Dial:	5 0 <b>5</b> _____ #	5 0 <b>7</b>
ROW 1 - Dial:	5 1 <b>5</b> _____ #	5 1 <b>7</b>
ROW 2 - Dial:	5 2 <b>5</b> _____ #	5 2 <b>7</b>
ROW 3 - Dial:	5 3 <b>5</b> _____ #	5 3 <b>7</b>
ROW 4 - Dial:	5 4 <b>5</b> _____ #	5 4 <b>7</b>
ROW 5 - Dial:	5 5 <b>5</b> _____ #	5 5 <b>7</b>
ROW 6 - Dial:	5 6 <b>5</b> _____ #	5 6 <b>7</b>
ROW 7 - Dial:	5 7 <b>1</b> _____ #	5 7 <b>0</b>
	<p><i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i></p>	
ROW 8 - Dial:	5 8 <b>5</b> _____ #	5 8 <b>7</b>
ROW 9 - Dial:	5 9 <b>5</b> _____ #	5 9 <b>7</b>

## PAGE 6 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	To enter data & record speech:	To review:
ROW 0 - Dial:	6 0 <b>5</b> _____ #	6 0 <b>7</b>
ROW 1 - Dial:	6 1 <b>5</b> _____ #	6 1 <b>7</b>
ROW 2 - Dial:	6 2 <b>5</b> _____ #	6 2 <b>7</b>
ROW 3 - Dial:	6 3 <b>5</b> _____ #	6 3 <b>7</b>
ROW 4 - Dial:	6 4 <b>5</b> _____ #	6 4 <b>7</b>
ROW 5 - Dial:	6 5 <b>5</b> _____ #	6 5 <b>7</b>
ROW 6 - Dial:	6 6 <b>5</b> _____ #	6 6 <b>7</b>
ROW 7 - Dial:	6 7 <b>1</b> _____ #	6 7 <b>0</b>
	<p><i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i></p>	
ROW 8 - Dial:	6 8 <b>5</b> _____ #	6 8 <b>7</b>
ROW 9 - Dial:	6 9 <b>5</b> _____ #	6 9 <b>7</b>

## PAGE 7 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	To enter data & record speech:	To review:
ROW 0 - Dial:	7 0 <b>5</b> _____ #	7 0 <b>7</b>
ROW 1 - Dial:	7 1 <b>5</b> _____ #	7 1 <b>7</b>
ROW 2 - Dial:	7 2 <b>5</b> _____ #	7 2 <b>7</b>
ROW 3 - Dial:	7 3 <b>5</b> _____ #	7 3 <b>7</b>
ROW 4 - Dial:	7 4 <b>5</b> _____ #	7 4 <b>7</b>
ROW 5 - Dial:	7 5 <b>5</b> _____ #	7 5 <b>7</b>
ROW 6 - Dial:	7 6 <b>5</b> _____ #	7 6 <b>7</b>
ROW 7 - Dial:	7 7 <b>1</b> _____ #	7 7 <b>0</b>
	<p><i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i></p>	
ROW 8 - Dial:	7 8 <b>5</b> _____ #	7 8 <b>7</b>
ROW 9 - Dial:	7 9 <b>5</b> _____ #	7 9 <b>7</b>

## PAGE 8 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	To enter data & record speech:	To review:
ROW 0 - Dial:	8 0 <b>5</b> _____ #	8 0 <b>7</b>
ROW 1 - Dial:	8 1 <b>5</b> _____ #	8 1 <b>7</b>
ROW 2 - Dial:	8 2 <b>5</b> _____ #	8 2 <b>7</b>
ROW 3 - Dial:	8 3 <b>5</b> _____ #	8 3 <b>7</b>
ROW 4 - Dial:	8 4 <b>5</b> _____ #	8 4 <b>7</b>
ROW 5 - Dial:	8 5 <b>5</b> _____ #	8 5 <b>7</b>
ROW 6 - Dial:	8 6 <b>5</b> _____ #	8 6 <b>7</b>
ROW 7 - Dial:	8 7 <b>1</b> _____ #	8 7 <b>0</b>
	<p><i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i></p>	
ROW 8 - Dial:	8 8 <b>5</b> _____ #	8 8 <b>7</b>
ROW 9 - Dial:	8 9 <b>5</b> _____ #	8 9 <b>7</b>

# PAGE 9 Programming Log

To program the ROWS on this PAGE, follow the instructions on PAGE 0 of the Programming Log. Dial as shown for the ROWS you filled in:

highlighted digit = Hold this key down for at least one full second

	<b>To enter data &amp; record speech:</b>		<b>To review:</b>
<b>ROW 0 - Dial:</b>	9 0 <b>5</b> _____ #		9 0 <b>7</b>
<b>ROW 1 - Dial:</b>	9 1 <b>5</b> _____ #		9 1 <b>7</b>
<b>ROW 2 - Dial:</b>	9 2 <b>5</b> _____ #		9 2 <b>7</b>
<b>ROW 3 - Dial:</b>	9 3 <b>5</b> _____ #		9 3 <b>7</b>
<b>ROW 4 - Dial:</b>	9 4 <b>5</b> _____ #		9 4 <b>7</b>
<b>ROW 5 - Dial:</b>	9 5 <b>5</b> _____ #		9 5 <b>7</b>
<b>ROW 6 - Dial:</b>	9 6 <b>5</b> _____ #		9 6 <b>7</b>
<b>ROW 7 - Dial:</b>	9 7 <b>1</b> _____ #		9 7 <b>0</b>
	<i>If desired, record a Page Message for this PAGE - for more instructions, see the Recording Voice Messages Section earlier in this Guide.</i>		
<b>ROW 8 - Dial:</b>	9 8 <b>5</b> _____ #		9 8 <b>7</b>
<b>ROW 9 - Dial:</b>	9 9 <b>5</b> _____ #		9 9 <b>7</b>



## CallExtend Programming Examples

The following three examples describe some of the most common auto-attendant applications and how CallExtend would be programmed for each case. Reviewing these examples may help you to better understand how to program CallExtend using this Programming Guide.

### Example 1:

A small motel wants to program CallExtend with this Main Greeting:

“Thank you for calling the Valley View Motel. If you know your party’s room number, you may dial it now. To reach the front desk, dial 0, or remain on the line.”

- ↓ Their phone system’s call transfer hook-flash duration is 600ms.
- ↓ After hearing the main greeting, callers will have 5 seconds to dial a room number.
- ↓ Calls will be transferred to a room without CallExtend supervision.
- ↓ The front desk is extension 0.
- ↓ All room numbers correspond to phone system extensions, 10 - 29.
- ↓ The user wants callers to be told to hold while the call is transferred.

CallExtend’s PAGE 0 would be programmed as follows:

Dial: 0 0 5 5 5 0 #

Dial: 0 1 5 0 #

Dial: 0 7 1 Record Main Greeting (as written above).

Dial: 0 6 1 Record Transfer Message: “Please hold while your call is transferred.”

Since the extensions begin with either “1” or “2” and are two digits long, PAGES 1 and 2 would be programmed with a 2 in ROW 0, as follows:

Dial: 1 0 5 2 #

Dial: 2 0 5 2 #

### Example 2:

A small company wants to program CallExtend with this Main Greeting:

“Thank you for calling U.S. Office Equipment. If you know your party’s extension, you may dial it at any time. For Sales, dial 3. For Service, dial 4. For the operator, stay on the line.”

- ↓ Their phone system’s call transfer hook-flash duration is 150ms - 1500ms.
- ↓ After hearing the main greeting, callers will have 4 seconds to dial an ext or single digit.
- ↓ CallExtend will supervise call transfers for 5 rings and send unanswered calls to the main receptionist at extension 210.
- ↓ Extensions are numbered 200 - 250.
- ↓ Calls for Sales go to extension 211; calls for Service go to extension 215.
- ↓ Callers will be told to hold while calls are transferred to an extension and if an unanswered call is being transferred to the operator.

CallExtend’s PAGE 0 would be programmed as follows:

Dial: 0 0 5 4 4 5 #

Dial: 0 1 5 2 1 0 #

Dial: 0 7 1 Record Main Greeting (as written above).

Dial: 0 6 1 Record Transfer Message: “Please hold while your call is transferred.”

Dial: 0 5 1 Record BDA Message: “That extension is not answering; please hold for the receptionist.”

Since all extensions begin with “2” and are three digits long, PAGE 2 would be programmed with a 3 in ROW 0, as follows:

Dial: 2 0 5 3 #

Since single digits “3” and “4” are to be dialed for Sales and Service, PAGE 3 and PAGE 4 would be programmed as follows:

Dial: 3 0 5 \* #

Dial: 3 1 5 2 1 1 #

Dial: 4 0 5 \* #

Dial: 4 1 5 2 1 5 #

### Example 3:

The Comfy Night Hotel is a mid-size hotel that wants calls directed by CallExtend as follows:

“Welcome to the Comfy Night Hotel. To reach one of our guests, dial the room number. For reservations, please dial 4, or stay on the line for assistance”

- ↓ Their phone system’s call transfer hook-flash duration is 500ms.
- ↓ After hearing the main greeting, callers will have 7 seconds to begin dialing.
- ↓ Callers who don’t dial from the main greeting will be transferred to extension 200.
- ↓ Callers who dial a room number will be transferred to the extension dialed. CallExtend will supervise these call transfers for 6 rings and will send unanswered calls to an answering machine connected to extension 237.
- ↓ Callers dialing “4” for reservations will be transferred to extension 210. CallExtend will supervise these call transfers for 6 rings and will send unanswered calls to extension 211.
- ↓ Callers will be told to hold while calls are being transferred.
- ↓ Callers who reach an extension that is busy or doesn’t answer will hear a message indicating this before they are transferred again.

CallExtend’s PAGE 0 would be programmed as follows:

Dial: 0 0 5 4 7 6 #  
 Dial: 0 1 5 2 0 0 #  
 Dial: 0 7 1 Record Main Greeting (as written above).  
 Dial: 0 6 1 Record Transfer Message: “Please hold while your call is transferred.”  
 Dial: 0 5 1 Record Busy-Don’t-Answer Message: “That extension is not available right now. Please hold for further assistance.”

Callers who dial a room that is busy or doesn’t answer are being sent to extension 237 (an answering machine) instead of to the main receptionist at extension 200. The Busy-Don’t-Answer Receptionist is programmed into CallExtend’s PAGE \*, as follows:

Dial: \* 1 5 2 3 7 #

To allow callers to direct-dial 3-digit extensions that start with “2,” PAGE 2 is programmed as follows:

Dial: 2 0 5 3 #

Since callers can dial “4” to reach Reservations, PAGE 4 needs to be programmed. Extension 210 is entered for this department, and extension 211 is entered as the department receptionist (so callers will be transferred to extension 211 if 210 is unavailable). This programming is done as follows:

Dial: 4 0 5 \* #  
 Dial: 4 1 5 2 1 0 #  
 Dial: 4 8 5 2 1 1 #

### Example 4:

Dave’s Hardware is a mid-size retail store that wants calls directed by CallExtend as follows:

“You’ve reached Dave’s Hardware. For our location & store hours, please dial 1. For the lumber yard, dial 2. If you would like to speak to someone in floor sales, please dial 3. Or, remain on the line, and someone will be with you shortly.”

- ↓ Their phone system’s call transfer hook-flash duration is 900ms.
- ↓ After hearing the main greeting, callers will have 5 seconds to dial a single digit.
- ↓ CallExtend will supervise call transfers for 9 rings and send unanswered calls to extension 20.
- ↓ Calls for the lumber yard will go to extension 13.
- ↓ Callers dialing “3” for floor sales will hear a second menu: “Dial 1 for plumbing, 2 for hardware, or 3 for the garden center.” Plumbing is ext 14; hardware is ext 11; the garden center is ext 16.
- ↓ Callers will be told to hold while calls are being transferred.

CallExtend’s PAGE 0 would be programmed as follows:

Dial: 0 0 5 7 5 9 #  
 Dial: 0 1 5 2 0 #  
 Dial: 0 7 1 Record Main Greeting (as written above).

**The Transfer Message would not be programmed now, but after the PAGE Messages.**

Since callers can dial “1” to hear store location and hours, PAGE 1 needs a PAGE Message:

Dial: 1 0 5 # \* #  
 Dial: 1 6 1 Record PAGE Message: “We are located at 125 Ridge Road. Our store hours are Monday through Saturday, 9 am to 8 pm, and Sunday 11 am to 4 pm.”

Since callers can dial “2” to get the lumber yard at ext 13, PAGE 2 would be programmed as follows:

Dial: 2 0 5 \* #  
 Dial: 2 1 5 1 3 #

Callers dialing “3” from the Main Greeting will get a second menu allowing them to dial 1, 2, or 3 again. To allow for this, program PAGE 3 as follows:

Dial: 3 0 5 9 #  
 Dial: 3 1 5 1 4 #  
 Dial: 3 2 5 1 1 #  
 Dial: 3 3 5 1 6 #  
 Dial: 3 7 1 Record PAGE Msg: “Dial 1 for plumbing, 2 for hardware, or 3 for the garden center.”

Now that the PAGE Messages are done, record the Transfer Message onto PAGE 0.

Dial: 0 6 1 Record Transfer Message: “Please hold while your call is transferred.”

See the last few pages of this Programming Guide for examples that show how to program CallExtend for common applications.