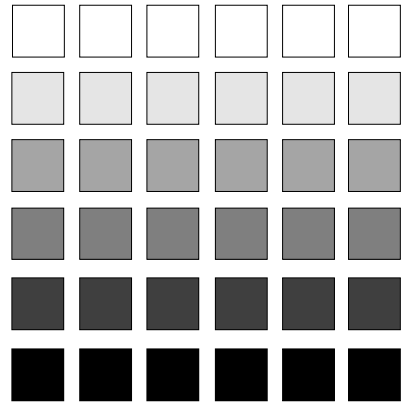


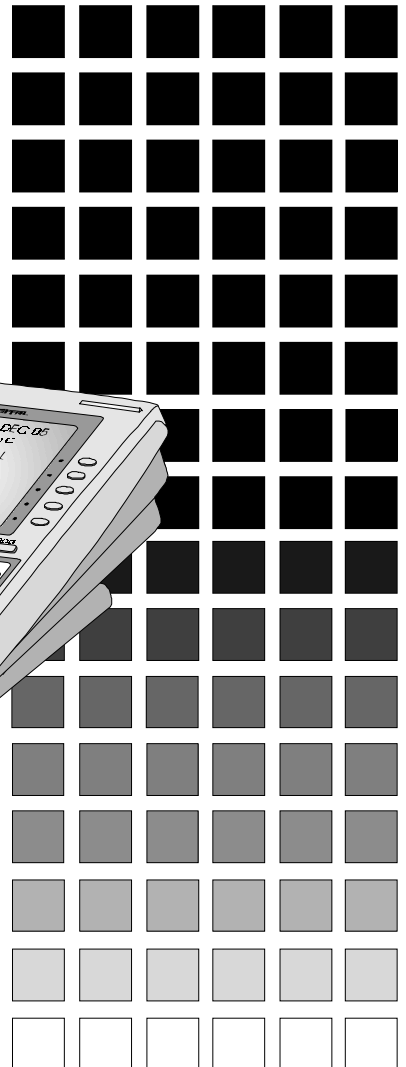
**Panasonic**<sup>®</sup>

**DBS 576**  
Digital Business System

**Technical Manual**



## Section 400 Programming



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# Introduction to DBS 576 Programming

This Introduction provides an overview of programming a DBS 576 phone system using a Panasonic DBS phone.

The following table summarizes the topics contained in this Introduction.

Topic	Page
<b>Before You Begin</b>	<b>Intro-3</b>
Preparations for Programming	Intro-3
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# Before You Begin

---

This section describes preparations that should be completed *before you start programming*. If you are already familiar with DBS FF-key programming, you can begin programming as soon as these preparations have been made.

However, if you are not familiar with FF-key programming, read **Understanding FF-Key Programming** on page Intro-13 before you begin.

---

## Preparations for Programming

---

Before programming the phone system, make sure the following steps have been completed:

1. Confirm that the purchased phone system meets the customer's feature requirements. See *Section 700-Feature Operation* for feature descriptions.
2. Confirm that all hardware required for the selected features has been obtained. See *Section 300-Installation* for details.
3. Use *Section 450-Configuration Forms & Tables* to record the customer's site data. Use the following guidelines when completing *Forms & Tables*:
  - Be sure to record *all* program entries.
  - Leave the default values for equipment that is not connected.
  - Pay careful attention to program items that require a power-down to take effect. Be sure to complete the necessary programming in these areas before you make the system operational.
4. To program a system for the first time, you must first initialize the software to default values (see **Initializing a New Phone System**, next page).

Once these steps are completed, use the customer's site data recorded in *Forms & Tables*, as well as this *Section 400-Programming*, to program the phone system.



---

**IMPORTANT:** A display phone is required for FF-key programming.

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## Initializing a New Phone System

### CPC Reset (“RAMCLEAR”)

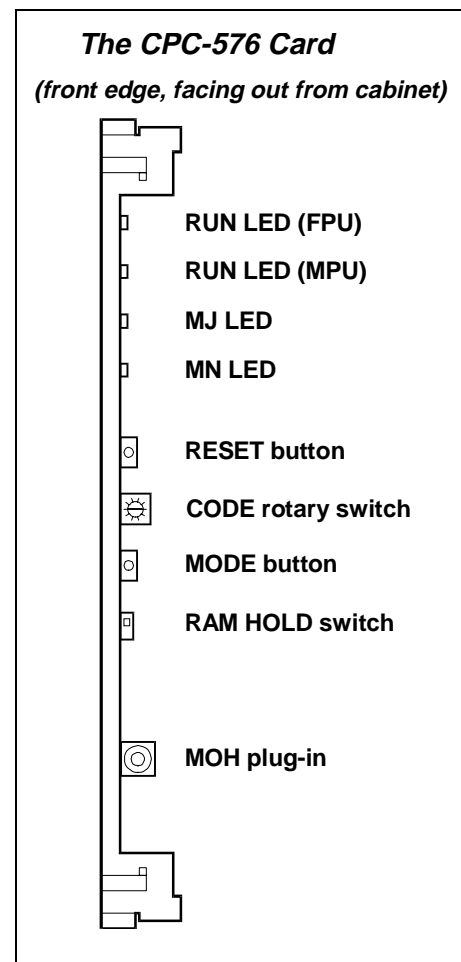
After installing a phone system for the first time, the CPC (Central Processing Card) should be reset to default values before programming the system.



**IMPORTANT:** This procedure **must** be performed before you program the system; otherwise, the system will not work.

*The switches, buttons and LEDs in the following steps are located on the CPC card.*

1. Set the CODE rotary switch to 2.
2. Set the RAM HOLD switch to OFF.
3. Press and hold in the MODE button, then press the RESET button or power-on the system.
  - Wait for the MJ (Major) and MN (Minor) LEDs to come on before releasing the MODE button.
4. Move the RAM HOLD switch to ON.
  - Wait for the MJ and MN LEDs to extinguish, and the RUN LEDs to blink continuously.
  - All display phones should now show “Welcome to DBS” on the top line.
5. At any installed display phone, press ON/OFF. This will bring up Programming Mode, and display the software version number.
6. Perform **Initial Settings** for the system, either manually via Programming Mode (see next page) or by choosing a set of preprogrammed initial settings (see pg. Intro-6).

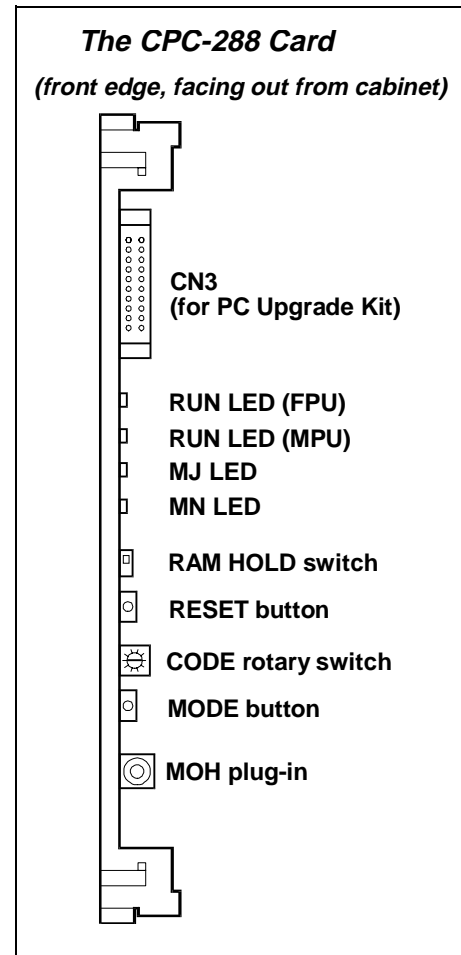


## Initial Settings (Manual)

Introduction

1. Perform the following programming settings. These settings are the minimum required to make the system work:
  - **System Size** (see pg. 0-5)  
00 Hold (1-6) Hold
  - **Free Slot Assignment\*** (see pg. 0-5)  
01 (1-6) (01-12) Hold (1-99) Hold
  - **Option Slot Assignment\*** (see pg. 0-6)  
02 (1-6) (13 or 14) Hold (50) Hold
  - **System Date/Time** (optional; see pg. 8-42)  
FF8 1 000 Hold (yymmdd) Hold (hhmm) Hold (1=Monday, 2=Tuesday, ...  
7=Sunday) Hold
2. Press ON/OFF to exit Programming Mode.
3. On the CPC card, press RESET (and release quickly).
4. After a few seconds, the system should be up and running.

*\* Eventually, most cards will be automatically detected when they are installed.*



## Auto-Configuration (for single-cabinet systems only)

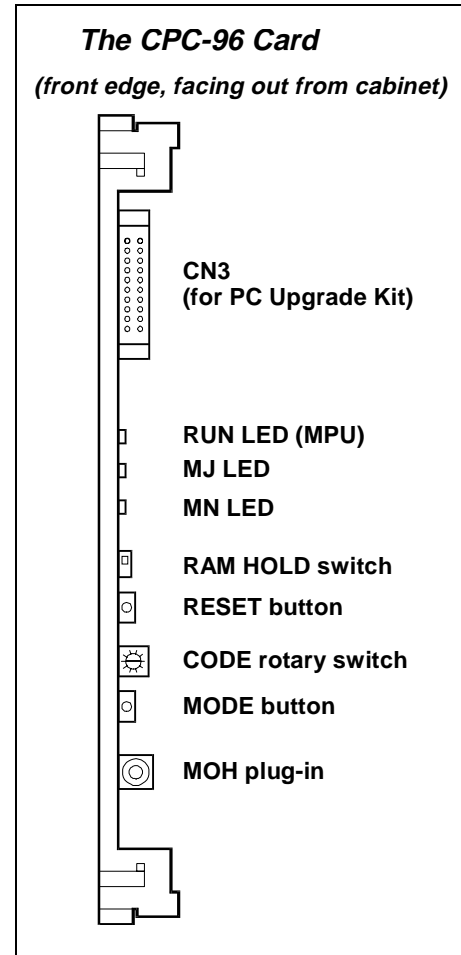
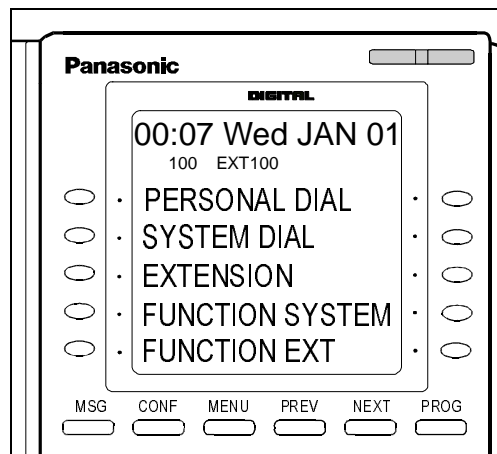
This procedure will automatically configure a single-cabinet system for a selectable set of pre-defined settings (see table, next page).

1. Set the CODE rotary switch to 1.
2. Set the RAM HOLD switch to OFF.
3. Hold in the MODE button on the CPC card, and either press the RESET button or power-on the system.
  - Wait for the MN LED to come on before releasing the MODE button.
4. Move the RAM HOLD switch to ON.
5. At an installed extension display phone, press ON/OFF. The phone should display:

**Pattern #:0**  
 Range : 1 - 6

6. Dial the desired System Configuration Pattern No. 1-6 (see table, next page).
7. Press HOLD.
8. Press ON/OFF.
9. Wait for the initialize auto-configuration process to complete.

Successful completion will be indicated by the system returning to normal operating mode (the main screen will appear on the phone):





10. After the Auto-Configuration process is complete, change the CODE rotary switch back to “2” (to avoid accidental memory erasure in the future).

**Table Intro-1. Auto-Configuration settings for CODE Rotary Switch set to “1”**

System Config. Pattern No.	-- Free Slots --											
	1	2	3	4	5	6	7	8	9	10	11	12
1	CO 1-8	EXT 100-107	EXT 108-115	EXT 116-123	EXT 124-131							
2	CO 1-8	EXT 100-107	EXT 108-115	VM (4-port) VPU Ext.600-603, in Hunt Group 1								
3	CO 1-8	CO 9-16	EXT 100-107	EXT 108-115	EXT 116-123							
4	CO 1-8	CO 9-16	CO 17-24	EXT 100-107	EXT 108-115	EXT 116-123	EXT 124-131	EXT 132-139	EXT 140-147	EXT 148-155	EXT 156-163	EXT 164-171
5	CO 1-8	CO 9-16	CO 17-24	EXT 100-107	EXT 108-115	EXT 116-123	EXT 124-131	EXT 132-139	EXT 140-147	VM (8-port) VPU Ext.600-607, in Hunt Group 1		not used
6	CO 1-8	CO 9-16	CO 17-24	CO 25-32	EXT 100-107	EXT 108-115	EXT 116-123	EXT 124-131	EXT 132-139	EXT 140-147	EXT 148-155	EXT 156-163

**NOTES:**

**FF-Key Assignments:** On the auto-configured extensions, FF1 = CO-1, FF2 = CO-2, ... FF32 = CO-32.

**Ringling:** On Extensions 100 and 101, CO-1 thru CO-32 will ring the extension for incoming calls.

**EXT Assignments:** Can be either AEC or DEC cards. The system will automatically detect these cards when they are installed.

**Built-In VM (in Patterns 2 and 5):** VPU Ports 1-8 are assigned Extension Nos. 600-607, and included in Hunt Group #1. Hunting method is Pilot Distributed. However, the Hunt Group’s pilot number is not assigned.

**Pattern 2:** Valid, but not intended for the U.S. market. If used, be sure to change Free Slot 5’s card assignment (Built-In VM’s VSSC Card always goes in Free Slot 11).

## System CPC Modes

The DBS 576 offers several system CPC modes, which are automatically entered upon system startup (depending on current configuration's needs). These CPC modes provide a way to perform functions such as the following:

- normal system operation
- clearing of data at startup
- automatic or manual reading of system size
- diagnosing memory
- diagnosing LSI

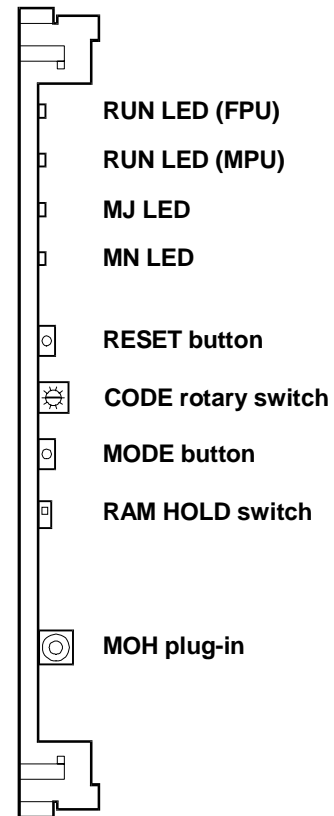
### Codes 0-3: Switch Operation Mode

The Switch Operation Mode executes normal system switching operation on the basis of stored (programmed) data.

To enter Switch Operation Mode:

1. Make sure the RAM HOLD switch is ON.
2. Set the CODE rotary switch to either 0, 1, 2, or 3.
3. Press RESET or power-on the system.
4. As the system starts up, the MJ (Major) then the MN (Minor) LEDs light. When the startup sequence is complete and the CPC card is in normal operation mode, the RUN LEDs blink.

**The CPC-576 Card**  
(front edge, facing out from cabinet)



### Code 4: System Diagnostic Mode 1 - Memory

**CAUTION:** This procedure interrupts call processing. Make certain to perform this test when it has the least impact on the system.

This procedure analyzes the memory on the CPC card.

1. Set the CODE rotary switch to 4 and the RAM HOLD switch to OFF.
2. Press and hold RESET.
3. When the MJ LED lights, release RESET and change the CODE rotary switch as follows:
  - 2 (D-RAM status information test)

- 3 (S-RAM programming information test)
  - 5 (dual-port RAM test)
4. Press and release the MODE button.
    - MN LED blinks during testing.
  5. When the MN LED goes off, the test is passed. If the LED does not extinguish, the memory does not pass the test.
  6. After the test is passed, restart the system in the desired mode.

## Code 5: System Diagnostic Mode 2 - LSI

**CAUTION:** *This procedure interrupts call processing. Make certain to perform this test when it has the least impact on the system.*

This procedure analyzes the LSI on the CPC card.

1. Set the CODE rotary switch to 5 and the RAM HOLD switch to OFF.
2. Press and hold RESET.
3. When MJ LED lights, release RESET and change the rotary switch as follows:
  - 2 (D-RAM status information test)
  - 3 (S-RAM programming information test)
  - 5 (dual-port RAM test)
4. Press and release the MODE button.
  - MN LED blinks during testing.
5. When the MN LED goes off, the test is passed. If the LED does not extinguish, the memory does not pass the test.
6. After the test is passed, restart the system in the desired mode.

## Code 6: CPC Copy

**CAUTION:** *This procedure interrupts call processing. Make certain to perform this procedure when it has the least impact on the system.*

This procedure copies the contents of a programmed CPC card (“original CPC”) to another CPC card (“new CPC”).

**NOTE:** *Before performing **CPC Copy**, be sure to first **RAMCLEAR** the new CPC. Follow the instructions on pg. Intro-4.*

**NOTE:** *The new CPC cannot have a lower capacity than the original CPC. For instance, a CPC-288 cannot be copied to a CPC-96 (only to another CPC-288 or to a CPC-576).*

## Introduction

1. Power-off the system.
2. The *original CPC* should be mounted in the “CPC” slot of the main cabinet, with its CODE rotary switch set to “6” and its RAM HOLD switch “ON.”
3. If the system is to use pooled trunk access, cut the MCO strap on the *new CPC* (labeled “J1” on a CPC-96 or CPC-288, or “J7” on a CPC-576). Otherwise, trunk groups won’t be copied.
4. Place the *new CPC* into the “OP2” slot of the main cabinet, with its RAM HOLD switch “ON.”
5. Power-on the system. On the *original CPC* in the “CPC” slot ...
  - MJ LED should light.
  - MN LED should blink, indicating start of copy.
  - When the MN LED goes out, the copy process is complete.
6. Power-off the system.
7. Remove the *new CPC* from the “OP2” slot.
8. If the *original CPC* is being left in the “CPC” slot, return its CODE rotary switch to “2.”

---

## Software Upgrade Procedure via the PC Card

---

There are two hardware components in a software upgrade:

**The PC Card**

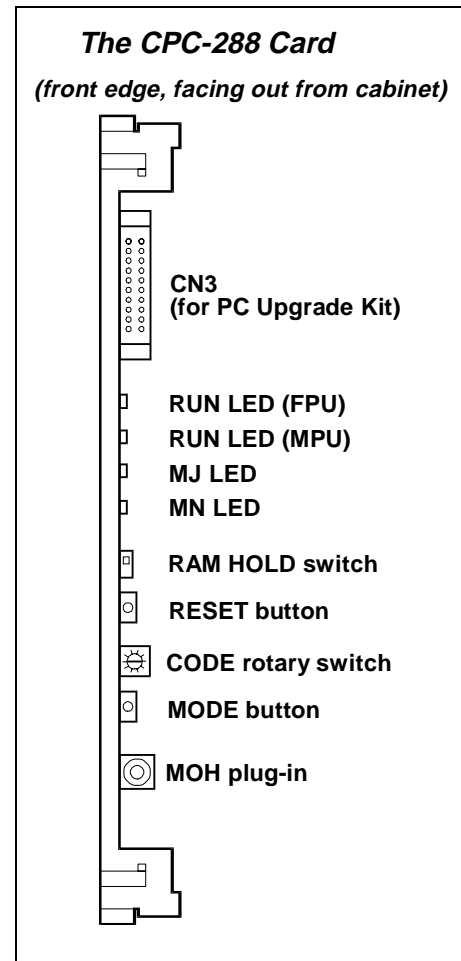
This card looks like a 3-1/2” diskette, but is more rectangular in shape. The PC Card stores all the software upgrade data.

**The PC Upgrade Kit**

This is a PCB with a special connector on the edge, and a slot on its surface to hold the PC Card.

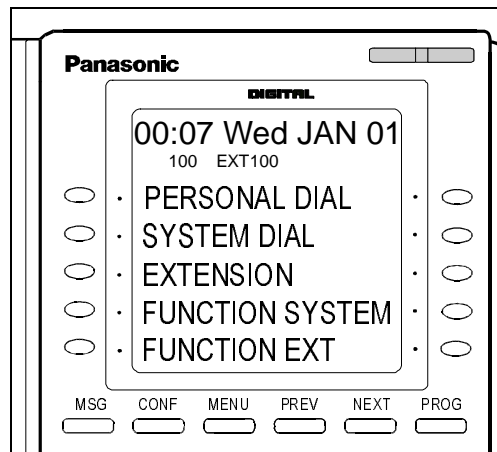
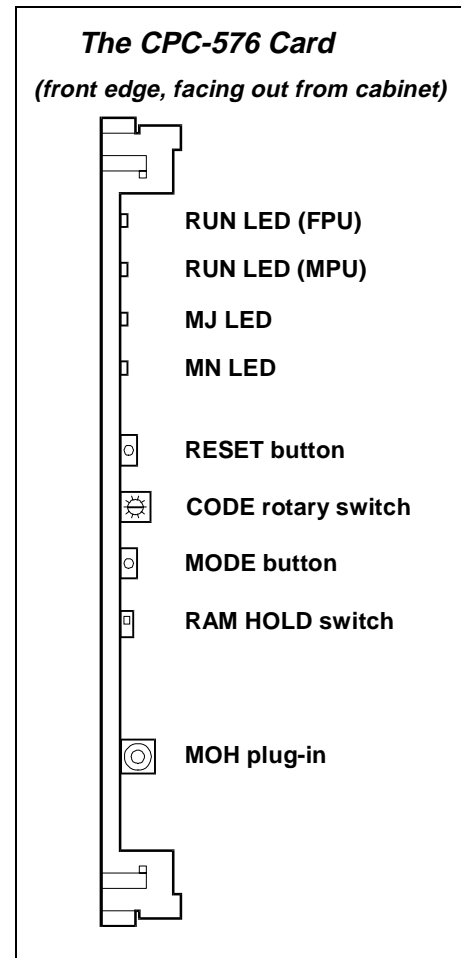
## Software Upgrade Procedure for CPC-96 and CPC-288

1. Power-off the system.
2. On the CPC card, take note of the current arrow position on the CODE rotary switch (you'll be setting it back to this position after the upgrade). Then turn it to:
  - "2" for *New Software Release* upgrade, or
  - "4" for *Bug Fix* upgrade.
3. Insert the PC Card into the slot on the PC Upgrade Kit, with the PC Card's label facing up.
4. Plug the PC Upgrade Kit into the special connector (CN3) on the edge of the CPC-96 or CPC-288 card. The connectors are shaped so that the Upgrade Kit can plug-in only one way. (It is not necessary to remove the CPC card to do this.)
5. Power-on the system.
  - The "MN" LED on the CPC card will fast-blink for a few minutes while the system's Flash ROM is upgraded.
  - When the upgrading is complete, the "MN" LED will extinguish.
6. Power-off the system again.
7. Unplug and remove the PC Upgrade Kit from the CPC card.
8. On the CPC card, set the CODE rotary switch back to the position it was in before the upgrade.
9. On the CPC card, press and hold down the MODE button, then power-on the system. Keep holding the MODE button down until the "MN" LED starts flashing red. The following events should occur in this order:
  - The "MN" LED will intermittently flash red. (Release the MODE button.)
  - The "RUN" LED will flash red.
  - The "MN" LED will stop flashing.
  - On installed display phones, "Welcome to DBS" will display.
10. On the CPC card, press the RESET button.
  - After a few seconds, the system should be up and running (all display phones should show the normal menu at idle).



## Software Upgrade Procedure for CPC-576

1. Power-off the system.
2. Remove the old PC Card from the CPC-576, and insert the new PC Card.
3. On the CPC card, press and hold down the MODE button, then power-on the system. Keep holding the MODE button down until the “MN” LED starts flashing red.
4. Wait until the RUN (top two) LEDs blink continuously and the bottom two (MJ and MN) LEDs remain extinguished.
  - On installed display phones, “Welcome to DBS” should display on the top line.
5. On the CPC card, press the RESET button.
  - After a few seconds, the system will shut off, then power-on automatically.
  - “INITIALIZING” will briefly appear on one of the installed display phones while the system resets itself.
  - The CPC LEDs should return to normal (top two LEDs blinking continuously; bottom two LEDs off).
  - All installed display phones should show the normal, main menu:



# Understanding FF-Key Programming

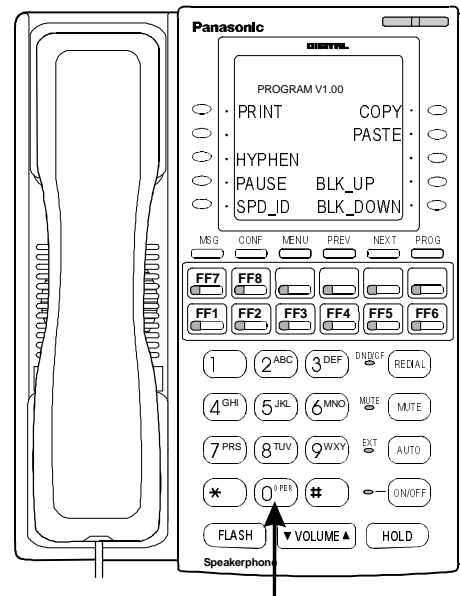
## FF-Key Programs: Software Structure

Program entries for the DBS 576 are organized into 9 primary groups:

- 0 System Configuration**
- 1 or FF1 System Settings**
- 2 or FF2 Trunks**
- 3 or FF3 Extensions**
- 4 or FF4 FF-Keys and Soft Keys**
- 5 or FF5 Groups**
- 6 or FF6 TRS/ARS**
- 7 or FF7 Applications**
- 8 or FF8 Maintenance**

See table, next page for a more detailed breakdown of these groups.

Each group (except for 0: System Configuration) has its own Flexible Function key (“FF-key”) on the phone. On digital key telephones, the FF-keys are numbered left-to-right, starting on the bottom row (FF1, FF2, FF3, etc.).



After entering Programming Mode, dial "0" to access System Configuration settings.

After you enter Programming Mode (see instructions on pg. Intro-19):

- press the desired FF-key to start programming the entries (“addresses”) in the FF-key group. *OR...*
- press the digit key “2” to enter Trunk Programming; or “3” to enter Extension Programming; etc.

In any case, the phone’s LCD display will prompt you through the addresses.

**NOTE:** You must assign the “0: System Configuration” settings before the system will work.



**IMPORTANT:** A display phone is required for key programming. A Large-Display phone is recommended because of the automatic display of One-Touch Key (1-10) functions.

Table Intro-2. DBS 576 programming structure

FF-Key	Programming Group
<b>0 (no FF-key)</b>	<b>SYSTEM CONFIGURATION:</b>
00:	System Size
01:	Free Slot Assignment
02:	Option Slot Assignment
<b>FF1</b>	<b>SYSTEM PROGRAMMING:</b>
FF1 0 ...	System Common
01:	General 1
02:	General 2
03:	Extension COS Definitions
04:	Trunk COS Definitions
05:	Serial Ports
06:	Serial Port Output Data
07-08:	PBX Parameters
09:	SMDR Output Format
10-11:	Call Restriction Between COS
12-14:	MOH Source
15-17:	SSD Blocks
18:	Synchronized Clock
19:	TRS Class for Forced Account Codes
20:	Ext.No. Display for Closed-Number Calls
21:	Ring Alarm for Unanswered Calls
22:	Dealer Programming ID Code
23 and 24:	Voice Mail Codes
25:	Caller ID Add Digits
26:	DISA ID Codes
FF1 1 ...	System Timers
01:	Trunk Timer 1
02:	Trunk Timer 2
03:	Extension Timer 1
04:	Extension Timer 2
FF1 2:	Dial Plan
FF1 3:	MCO Access
FF1 4:	DID/DNIS Tables
FF1 5:	Not Used
FF1 6:	Not Used
FF1 7:	Not Used
FF1 8:	Digital Pad Settings
<b>FF2</b>	<b>TRUNKS:</b>
FF2 0:	Analog Trunks (CO)
FF2 0:	Analog Trunks (E&M Tie)
FF2 1:	ISDN Trunks
FF2 2:	T1 Trunks (CO)
FF2 2:	T1 Trunks (E&M Tie)
<b>FF3</b>	<b>EXTENSIONS:</b>
FF3 0:	Key Telephones/SLTs
FF3 1:	ISDN Extensions
FF3 2:	Virtual Ports
FF3 3:	RAI Ports

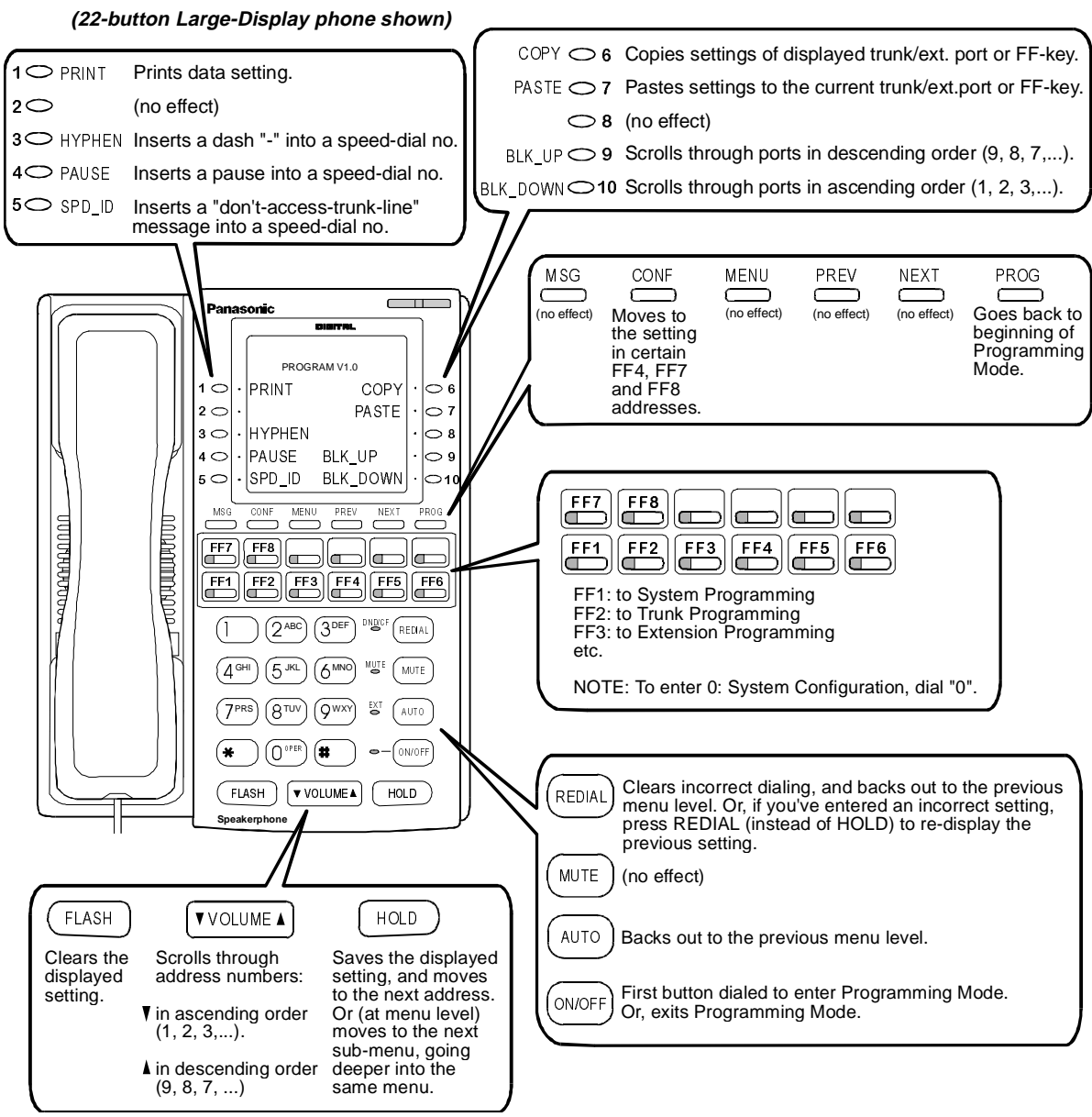


FF-Key	Programming Group
<b>FF4</b> FF4 0: FF4 1: FF4 2:	<b>FF-KEY/SOFT KEY FEATURE ASSIGNMENTS:</b> FF-Keys on Digital Keyphones, SLTs, and EM/24s FF-Keys on DSS/72 Consoles Soft Keys on Display Phones
<b>FF5</b> FF5 0: FF5 1: FF5 2: FF5 3: FF5 4: FF5 5: FF5 6:	<b>GROUPS:</b> Attendant Hunt Group Extension Hunt Groups MCO-Outgoing Groups MCO-Incoming Groups Paging Groups Hot Line Group Call Pickup Groups
<b>FF6</b> FF6 0 ... 01: 02:	<b>TRS/ARS:</b> TRS/ARS Common Leading Digits Table Analyze Digits Table
<b>FF6 1 ...</b> 00: 01: 02: 03:	<b>TRS Class Definitions</b> TRS Class -- Path Settings (TRS/non-ARS) TRS Class -- Originator Settings (TRS/ARS) TRS Class -- Dialing Restrictions TRS Class -- SSD Range
<b>FF6 2 ...</b> 00-02: 03: 04: 05: 06: 07: 08:	<b>ARS Settings</b> Time List Tables Route List Table Route Table Digit Modify Table Authorization Code Closed Numbering Tandem Exchange
<b>FF7</b> FF7 0: FF7 1: FF7 2:	<b>APPLICATIONS:</b> Built-In Voice Mail Built-In ACD API
<b>FF8</b> FF8 0: FF8 1:	<b>MAINTENANCE:</b> Dealer Maintenance User Maintenance

# FF-Keys and Other Keys Used in Programming Mode

While in Programming Mode, the phone keys can perform special functions such as copying, scrolling, etc. The following illustrations describe these keys and their functions during Programming Mode on each type of phone.

**Figure Intro-1: Phone keys during Programming Mode (22-button Large-Display)**



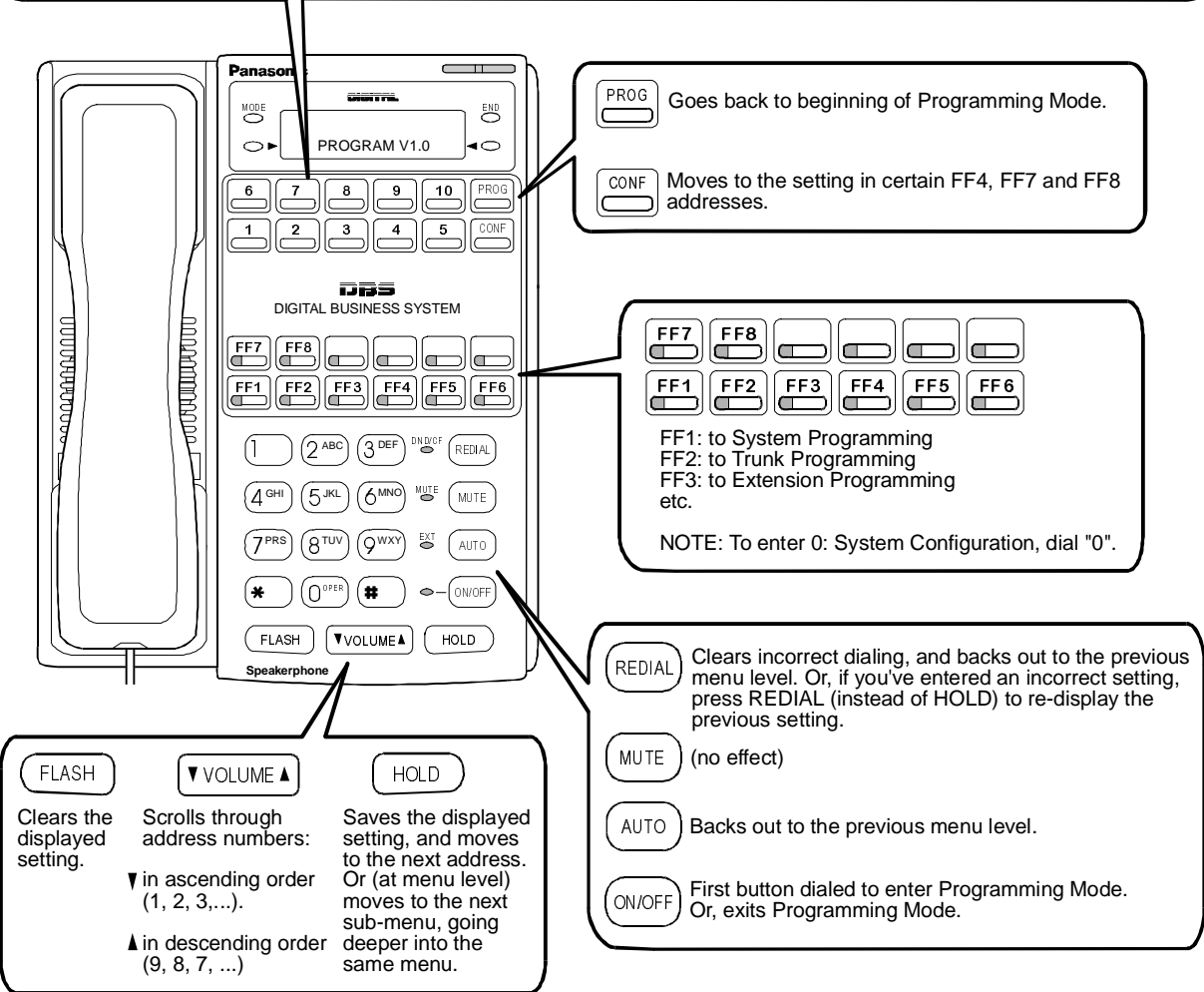
**IMPORTANT:** A display phone is required for key programming. A Large-Display phone is recommended because of the automatic display of One-Touch Key (1-10) functions.

**NOTE:** Programming keys work differently for FF7: Applications after you punch-in the “Detail Setting” address. For FF7 0, see *Section 510: Built-In Voice Mail with 2-Way Call Recording*. For FF7 1, see *Section 520: Built-In ACD Reference*.

**Figure Intro-2: Phone keys during Programming Mode (22-button Small-Display)**

(22-button Small-Display phone shown)

- |          |   |    |          |  |
|----------|---|----|----------|--|
| 1 PRINT  | Prints data setting.  | 6  | COPY     | Copies settings of displayed trunk/ext. port or FF-key.  |
| 2        | (no effect)   | 7  | PASTE    | Pastes settings to the current trunk/ext.port or FF-key. |
| 3 HYPHEN | Inserts a dash "-" into a speed-dial no.                          | 8  |          | (no effect)  |
| 4 PAUSE  | Inserts a pause into a speed-dial no.                             | 9  | BLK_UP   | Scrolls through ports in descending order (9, 8, 7,...). |
| 5 SPD_ID | Inserts a "don't-access-trunk-line" message into a speed-dial no. | 10 | BLK_DOWN | Scrolls through ports in ascending order (1, 2, 3,...).  |

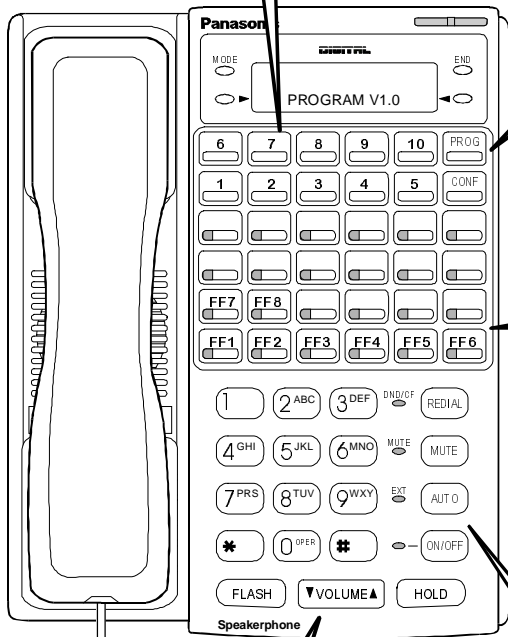


**IMPORTANT:** A display phone is required for key programming. A Large-Display phone is recommended because of the automatic display of One-Touch Key (1-10) functions.

**Figure Intro-3: Phone keys during Programming Mode (34-button Small-Display)**

(34-button Small-Display phone shown)

- |          |   |    |          |  |
|----------|---|----|----------|--|
| 1 PRINT  | Prints data setting.  | 6  | COPY     | Copies settings of displayed trunk/ext. port or FF-key.  |
| 2        | (no effect)   | 7  | PASTE    | Pastes settings to the current trunk/ext.port or FF-key. |
| 3 HYPHEN | Inserts a dash "-" into a speed-dial no.                          | 8  |          | (no effect)  |
| 4 PAUSE  | Inserts a pause into a speed-dial no.                             | 9  | BLK_UP   | Scrolls through ports in descending order (9, 8, 7,...). |
| 5 SPD_ID | Inserts a "don't-access-trunk-line" message into a speed-dial no. | 10 | BLK_DOWN | Scrolls through ports in ascending order (1, 2, 3,...).  |



- PROG** Goes back to beginning of Programming Mode.
- CONF** Moves to the setting in certain FF4, FF7 and FF8 addresses.

- FF7** **FF8** **FF1** **FF2** **FF3** **FF4** **FF5** **FF6**
- FF1: to System Programming  
FF2: to Trunk Programming  
FF3: to Extension Programming etc.
- NOTE: To enter 0: System Configuration, dial "0".

- FLASH** Clears the displayed setting.
- VOLUME** Scrolls through address numbers:  
▼ in ascending order (1, 2, 3,...)  
▲ in descending order (9, 8, 7, ...)
- HOLD** Saves the displayed setting, and moves to the next address. Or (at menu level) moves to the next sub-menu, going deeper into the same menu.

- REDIAL** Clears incorrect dialing, and backs out to the previous menu level. Or, if you've entered an incorrect setting, press REDIAL (instead of HOLD) to re-display the previous setting.
- MUTE** (no effect)
- AUTO** Backs out to the previous menu level.
- ON/OFF** First button dialed to enter Programming Mode. Or, exits Programming Mode.



**IMPORTANT:** A display phone is required for key programming. A Large-Display phone is recommended because of the automatic display of One-Touch Key (1-10) functions.

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## How to Enter Programming Mode

---

Press the following on any display phone:

**ON/OFF PROG \*\* NNNN**

(where "NNNN" is the Dealer Programming ID Code -- "9999" by default)

Or, if no Dealer Programming ID Code is set, press the following on the phone at the first digital port:

**ON/OFF PROG \*\* PROG**

---

## Verifying the Software Version

---

When you enter Programming Mode (see above), the system will automatically display the software version on the 2nd line of the display phone's LCD.

---

## Verifying the Extension Port/Trunk Port

---

You must program the appropriate Feature Code into an FF-key:

**\*59** for Extension Port Confirm

**\*60** for Trunk Port Confirm

Or, enter the programming address for **Extension Number** or **Trunk Number**, and press the BLK-UP or BLK-DOWN one-touch key to check the assigned numbers for all ports.

## Sample Address Entries

There are several different ways to enter the same address. You can either step through each menu level, or enter all address numbers sequentially to reach the data entry level in the address -- or a combination of both:

**Table Intro-3. Sample Programming Addresses**

<i>To perform this function...</i>	<i>Press...</i>	<i>... and the phone will display:</i>
Enter Programming Mode: NOTE: "NNNN" is the Dealer Programming ID Code.	ON/OFF + PROG + ** + NNNN	PROGRAM V1.01 H
<b><i>To allow extensions to pick up intercom voice calls on other extensions ...</i></b> reference: <b>Intercom Voice Call Pickup-- FF1 0 02 0005 Hold (0 or 1) Hold</b> (page 1-24 in FF1: SYSTEM PROGRAMMING)		
to "step through" the menus to the setting:	FF1	1 System Data
	002 + Hold	10-02- System Func 2
	0005 + Hold	0005 : 0 Pick-up V-call
to change the setting to "Allow":	1	0005 : 1 Pick-up V-call
to save the setting and move to the next address:	Hold	0006 : 1 Pick-up BLF
<b>-- or --</b>		
to go directly to the data entry level in the address:	1 + 002 + 0005 + Hold	0005 : 0 Pick-up V-call
to reset to "Allow" and move to the next address:	1 + Hold	0006 : 1 Pick-up BLF
<b><i>An example of key functions during Trunk programming ...</i></b> reference: <b>Day1 Delayed Ring Type-- FF2 0 BSSC 04 0 Hold (0-4) Hold</b> (page 2-31 in FF2: TRUNKS)		
To enter Analog CO Trunk addresses:	2 + 0 + Hold	20- Analog Trunk
To automatically go to the first analog CO trunk port (Cabinet 2, Slot 10, Port 1 in this example):	Hold	20-2101- Analog CO
To go to <b>Trunk Number</b> data setting:	Hold	2101-00 :25 Trunk Number
To back out of the data setting:	AUTO	20-2101- Analog CO
To go to the Delayed Ring Assignments sub-menu:	4 + Hold	2101-04* Delayed Ring
To go to Day1 Delayed Ring Type for port position 2101 (first address in this sub-menu):	Hold	2101-040 :1 Day1 D-Ring Typ

To view Day1 Delayed Ring Destination for 2101:	Hold	2101-041 :283 D1 D-Destination
To view Day1 Delayed Ring Destination for the next port position, 2102:	BLK-DOWN	2102-041 :301 D1 D-Destination
To back up to previous address, Day1 Delayed Ring Type, for same port (2102):	VOL ▲ (Volume-Up)	2102-040 :1 Day1 D-Ring Typ
To view Day1 Ring Type for next port (2103):	BLK-DOWN	2103-040 :1 Day1 D-Ring Typ
To return to the Delayed Ring Assignments sub-menu:	AUTO	2103-04* Delayed Ring
To toggle forward through sub-menus for 2103 (staying on the same sub-menu level): <i>(an asterisk in the display represents settings within the sub-menu)</i>	VOL ▼ (Volume-Down)	2103-05 :1 Tenant Group
	VOL ▼ (Volume-Down)	2103-06* TRK-TRS Class
To enter the currently displayed sub-menu:	HOLD	2103-060 :1 Day1/2 TRS CLS
To view the next setting in this sub-menu:	HOLD	2103-061 :1 Night TRS CLS
To go back to the beginning of Programming Mode:	PROG	PROGRAM V1.0
To enter Digital Extension addresses:	FF3 + Hold	30- KTEL/SLT
<i>...and so on.</i>		
To exit Programming Mode: <i>(display returns to normal operating mode)</i>	ON/OFF	11:55 Thu FEB 12 301 Davidson C

# Default Settings

The following tables show the default settings for all DBS 576 programming addresses. For the acceptable ranges of extension numbers, trunks, etc. in different system configurations, see *Section 300-Installation*.

## Defaults for 0: SYSTEM CONFIGURATION

FF Key Address	Topic	Default	Page
00 Hold (1-6) Hold	System Size	--	0-5
01 (1-6) (01-12) Hold (1-99) Hold	Free Slot Assignment	--	0-5
02 (1-6) (13 or 14) Hold (50) Hold	Option Slot Assignment	--	0-6

## Defaults for FF1: SYSTEM PROGRAMMING

FF Key Address	Topic	Default	Page
<b>FF1 0: System Common</b>			<b>1-9</b>
<b>FF1 0 01: General 1</b>			<b>1-9</b>
FF1 0 01 0001 Hold (0 or 1) Hold	Splash Tone: Voice Calls	1 (Enabled)	1-9
FF1 0 01 0002 Hold (0 or 1) Hold	Splash Tone: Internal Paging	1 (Enabled)	1-9
FF1 0 01 0003 Hold (0 or 1) Hold	Splash Tone: Busy Override (Start)	1 (Enabled)	1-10
FF1 0 01 0004 Hold (0 or 1) Hold	Splash Tone: Busy Override (Continuous)	0 (Disabled)	1-10
FF1 0 01 0005 Hold (0 or 1) Hold	Splash Tone: 3-Party Conference	0 (Disabled)	1-11
FF1 0 01 0006 Hold (0 or 1) Hold	Exclusive Hold (CO Key)	1 (Enabled)	1-11
FF1 0 01 0007 Hold (0 or 1) Hold	Virtual Key LED: Answer Control #1	0 (Free-up key)	1-12
FF1 0 01 0008 Hold (0 or 1) Hold	Virtual Key LED: Answer Control #2	1 (Free-up key)	1-13
FF1 0 01 0009 Hold (0 or 1) Hold	Floating Hold on Trunk Key	0 (Disabled)	1-14
FF1 0 01 0010 Hold (0 or 1) Hold	Floating Hold on Virtual Port Key	0 (Disabled)	1-14
FF1 0 01 0011 Hold (0 or 1) Hold	Hot Line/MCO Preference for "ON/OFF" Key	0 (Disabled)	1-15
FF1 0 01 0012 Hold (0 or 1) Hold	Programming Mode Entry	1 (Allowed)	1-15
FF1 0 01 0013 Hold (0 or 1) Hold	Built-In VM: Voice Mail Access Key	1 (Enabled)	1-16
FF1 0 01 0014 Hold (0 or 1) Hold	Built-In VM: Mailbox Key	1 (Enabled)	1-16
FF1 0 01 0015 Hold (0 or 1) Hold	Built-In VM: Message Retrieve Key	1 (Enabled)	1-17
FF1 0 01 0016 Hold (0 or 1) Hold	Off-Hook Monitor	1 (Enabled)	1-17
FF1 0 01 0017 Hold (0 or 1) Hold	Handset Mute	1 (Enabled)	1-18
FF1 0 01 0018 Hold (0 or 1) Hold	Hookflash on Rotary SLTs	0 (hookflash)	1-18
FF1 0 01 0019 Hold (0 or 1) Hold	ISDN Outgoing Control	0 (Disabled)	1-19
FF1 0 01 0020 Hold (0 or 1) Hold	Automatic BLF on DSS and EM/24 Units	0 (Disabled)	1-19
FF1 0 01 0021 Hold (0 or 1) Hold	Caller ID Log Outgoing Control	0 (Disabled)	1-20
FF1 0 01 0022 Hold (0 or 1) Hold	Caller ID Log Private/Out-of-Area Control	1 (Enabled)	1-20
FF1 0 01 0023 Hold (0 or 1) Hold	Time Display Mode	1 (12-hour)	1-21



<b>FF1 0 02: General 2</b>			<b>1-22</b>
FF1 0 02 0001 Hold (0 or 1) Hold	Trunk Numbering	0 (2-digit)	1-22
FF1 0 02 0002 Hold (0 or 1) Hold	SSD Code Numbering	1 (3-digit)	1-22
FF1 0 02 0003 Hold (0 or 1) Hold	SSD Assignment to Groups	0 (Disabled)	1-23
FF1 0 02 0004 Hold (0 or 1) Hold	Trunk Access in Speed Dialing	1 (Enabled)	1-23
FF1 0 02 0005 Hold (0 or 1) Hold	Intercom Voice Call Pickup	0 (Disabled)	1-24
FF1 0 02 0006 Hold (0 or 1) Hold	BLF Call Pickup	1 (Enabled)	1-24
FF1 0 02 0007 Hold (0 or 1) Hold	Day/Night Mode Assignment	0 (System-wide)	1-25
FF1 0 02 0008 Hold (0 or 1) Hold	Step Calling: Intercom Calls	0 (Disabled)	1-26
FF1 0 02 0009 Hold (0 or 1) Hold	Step Calling: DISA/Tie-Line	0 (Disabled)	1-26
FF1 0 02 0010 Hold (0 or 1) Hold	ARS/LCR Setting	0 (Disabled)	1-27
FF1 0 02 0011 Hold (0 or 1) Hold	Advanced Routing for MCO Access	0 (Disabled)	1-27
FF1 0 02 0012 Hold (0 or 1) Hold	Page Override	1 (Enabled)	1-28
FF1 0 02 0013 Hold (0 or 1) Hold	Paging Answer on Tie-Line	0 (No ansr.signl)	1-29
FF1 0 02 0014 Hold (0 or 1) Hold	Howler Tone	0 (Disabled)	1-29
FF1 0 02 0015 Hold (0 or 1) Hold	DISA Invalid Number	0 (multi-incomg.)	1-30
FF1 0 02 0016 Hold (0 or 1) Hold	DISA Interdigit Timeout	0 (multi-incomg.)	1-30
FF1 0 02 0017 Hold (0 or 1) Hold	DISA No-Answer Timeout	0 (multi-incomg.)	1-31
FF1 0 02 0018 Hold (0 or 1) Hold	DID to Busy Extension (Day1)	0 (Busy signal)	1-31
FF1 0 02 0019 Hold (0 or 1) Hold	DID to Busy Extension (Day2)	0 (Busy signal)	1-32
FF1 0 02 0020 Hold (0 or 1) Hold	DID to Busy Extension (Night)	0 (Busy signal)	1-32
FF1 0 02 0021 Hold (0 or 1) Hold	DID to Incorrect Number (Day1)	0 (Busy signal)	1-33
FF1 0 02 0022 Hold (0 or 1) Hold	DID to Incorrect Number (Day2)	0 (Busy signal)	1-33
FF1 0 02 0023 Hold (0 or 1) Hold	DID to Incorrect Number (Night)	0 (Busy signal)	1-34
<b>FF1 0 03: Extension COS Definitions</b>			<b>1-35</b>
FF1 0 03 (00-15) 01 Hold (0 or 1) Hold	Extension COS: Intercom Calling Type	1 (Voice)	1-36
FF1 0 03 (00-15) 02 Hold (0 or 1) Hold	Extension COS: Onhook Transfer at Ringback	0 (Allowed)	1-37
FF1 0 03 (00-15) 03 Hold (0 or 1) Hold3	Extension COS: Onhook Transfer at Talk	0 (Allowed)	1-38
FF1 0 03 (00-15) 04 Hold (0 or 1) Hold	Extension COS: Onhook Transfer at Camp-On	0 (Allowed)	1-39
FF1 0 03 (00-15) 05 Hold (0 or 1) Hold	Extension COS: Exclusive Hold for Non-Appearing CO	0 (System Hold)	1-40
FF1 0 03 (00-15) 06 Hold (0 or 1) Hold	Extension COS: Exclusive Hold on SLTs	0 (System Hold)	1-41
FF1 0 03 (00-15) 07 Hold (0 or 1) Hold	Extension COS: Brokers Hold on SLTs	1 (Broker's Hold)	1-42
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FF3 0 BSSC 04 11 Hold (0 or 1) Hold	Large-LCD Fixed Menu Display During Idle	1 (Allowed)	3-14
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FF3 0 BSSC 04 13 Hold (0 or 1) Hold	Trunk Key Operation: HOLD	0 (Ignored)	3-15
FF3 0 BSSC 04 14 Hold (0 or 1) Hold	Trunk Key Operation: Multiple Call Pickup	0 (Retrieved)	3-15
FF3 0 BSSC 04 15 Hold (0 or 1) Hold	Trunk Key Operation: Brokers Hold	0 (Disabled)	3-16
FF3 0 BSSC 04 16 Hold (0 or 1) Hold	System Mode Display	0 (Disabled)	3-17
FF3 0 BSSC 04 17 Hold (0 or 1) Hold	Flash on PROG (Recall)	0 (Ignored)	3-17
FF3 0 BSSC 04 18 Hold (0 or 1) Hold	Call Duration Display	0 (Enabled)	3-18
FF3 0 BSSC 04 19 Hold (0 or 1) Hold	Ring Volume Control	1 (Separate)	3-18
FF3 0 BSSC 04 20 Hold (0 or 1) Hold	Loop (AEC) Disconnect Signal for VM	0 (No signal)	3-19
FF3 0 BSSC 04 21 Hold (0 or 1) Hold	Flash-Signal Control	0 (Flash to CO)	3-19
FF3 0 BSSC 04 22 Hold (0 or 1) Hold	Variable Mode Release	0 (Release)	3-20
FF3 0 BSSC 04 23 Hold (0 or 1) Hold	MCO Prime Line	0 (Disabled)	3-21
FF3 0 BSSC 04 24 Hold (0 or 1) Hold	Forced Account Codes	0 (Not Forced)	3-21
FF3 0 BSSC 04 25 Hold (0 or 1) Hold	Verified Account Codes	0 (Unverified)	3-22
FF3 0 BSSC 04 26 Hold	Not Used	-	3-23
FF3 0 BSSC 04 27 Hold (0 or 1) Hold	Hot Dial Pad	1 (Enabled)	3-23
FF3 0 BSSC 05 Hold (1-72) Hold	Tenant Group Assignment	1	3-24
FF3 0 BSSC 06 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	3-25
FF3 0 BSSC 06 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	3-25
FF3 0 BSSC 07 Hold (1-16) Hold	Extension COS Assignment	1	3-26
FF3 0 BSSC 08 Hold (1-8) Hold	Extension Digital Pad Class Assignment	1 (Analog) 3 (Digital)	3-26
FF3 0 BSSC 09 Hold (1 or 2) Hold	Dial Plan Assignment	1 (Plan "A")	3-27

## Introduction

<b>FF3 1: S-Point ISDN Extensions</b>			<b>3-28</b>
FF3 1 BSSC 00 0 Hold (BSSC) Hold	Common D-Channel Position	--	3-28
FF3 1 BSSC 00 1 Hold (1-127) Hold	D-Channel Interface ID Code	--	3-29
FF3 1 BSSC 01 Hold (0-9999) Hold	Extension Number Assignment	--	3-29
FF3 1 BSSC 02 00 Hold (0 or 1) Hold	Connection Type	0 (Point-to-Point)	3-30
FF3 1 BSSC 02 01 Hold (0 or 1) Hold	Passive Bus	0 (Short Loop)	3-30
FF3 1 BSSC 02 02 Hold (0 or 1) Hold	Layer 1 Operate Mode	0 (Active)	3-31
FF3 1 BSSC 02 03 Hold	Not Used	--	3-31
FF3 1 BSSC 03 00 Hold (0 or 1) Hold	B-Channel Select	0 (Highest-no.'d)	3-32
FF3 1 BSSC 03 01 Hold (0 or 1) Hold	B-Channel Numbering (Layer 3)	0 (Slot mapping)	3-32
FF3 1 BSSC 03 02 Hold (0 or 1) Hold	Call ID Length	0 (1byte/BRI) 1 (2byte/PRI)	3-33
FF3 1 BSSC 03 03 Hold (0 or 1) Hold	Called Number Indication	0 (no indication)	3-34
FF3 1 BSSC 03 04 Hold (0 or 1) Hold	Called Sub-Address Indication	0 (no indication)	3-34
FF3 1 BSSC 03 05 Hold	Not Used	--	3-35
FF3 1 BSSC 03 06 Hold (0 or 1) Hold	Progress Tone	1 (Send)	3-35
FF3 1 BSSC 03 07 Hold (0 or 1) Hold	Data Security	0 (Off)	3-36
FF3 1 BSSC 04 Hold (1-72) Hold	Tenant Group Assignment	1	3-36
FF3 1 BSSC 05 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	3-37
FF3 1 BSSC 05 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	3-38
FF3 1 BSSC 06 Hold (1-16) Hold	Extension COS Assignment	1	3-38
FF3 1 BSSC 07 0 Hold (1-8) Hold	Extension Digital Pad Class Assignment	5	3-39
FF3 1 BSSC 08 Hold (1 or 2) Hold	Dial Plan Assignment	1 (Plan "A")	3-39
<b>FF3 2: Virtual Ports</b>			<b>3-40</b>
FF3 2 (001-576) 00 Hold (0-9999) Hold	Extension Number Assignment	--	3-40
FF3 2 (001-576) 01 00 Hold (1-6) Hold	Ring Frequency	1 (400/562Hz)	3-41
FF3 2 (001-576) 01 01 Hold (1-12) Hold	Ring Pattern	1 (1on/3off)	3-42
FF3 2 (001-576) 02 Hold (1-72) Hold	Tenant Group Assignment	1	3-43
FF3 2 (001-576) 03 Hold (1-16) Hold	Extension COS Assignment	1	3-43
<b>FF3 3: RAI Extension Port</b>			<b>3-45</b>
FF3 3 00 Hold (0-9999) Hold	RAI Extension Number Assignment	699	3-45
FF3 3 01 Hold (1-72) Hold	Tenant Group Assignment	1	3-45
FF3 3 02 Hold (1-16) Hold	Extension COS Assignment	1	3-46

**Defaults for FF4: FF-KEY/SOFT KEY FEATURE ASSIGNMENTS**

<b>FF Key Address</b>	<b>Topic</b>	<b>Default</b>	<b>Page</b>
<b>FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units</b>			<b>4-7</b>
FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold	FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)	--	4-7
FF4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold	Trunk FF-Key: Outbound Call Restriction	0 (Allowed)	4-10
FF4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold	Trunk FF-Key: Inbound Answer Restriction	0 (Allowed)	4-11
FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold	Trunk FF-Key: Day1 Ringing	0 (No ring)	4-11
FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold	Trunk FF-Key: Day2 Ringing	0 (No ring)	4-12
FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold	Trunk FF-Key: Night Ringing	0 (No ring)	4-12
FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold	Trunk FF-Key: No-Ring Auto Answer	0 (Disabled)	4-13
<b>FF4 1: FF-Keys on DSS/72 Consoles</b>			<b>4-14</b>
FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold	FF-Key Feature Assignment (DSS/72)	--	4-14
FF4 1 BSSC 1 (01-72) Hold CONF (0 or 1) Hold	DSS Trunk FF-Key: Outbound Call Restriction	0 (Allowed)	4-15
FF4 1 BSSC 1 (01-72) Hold CONF Hold (0 or 1) Hold	DSS Trunk FF-Key: Inbound Answer Restriction	0 (Allowed)	4-16
FF4 1 BSSC 1 (01-72) Hold CONF Holdx2 (0 or 1) Hold	DSS Trunk FF-Key: Day1 Ringing	0 (No ring)	4-16
FF4 1 BSSC 1 (01-72) Hold CONF Holdx3 (0 or 1) Hold	DSS Trunk FF-Key: Day2 Ringing	0 (No ring)	4-17
FF4 1 BSSC 1 (01-72) Hold CONF Holdx4 (0 or 1) Hold	DSS Trunk FF-Key: Night Ringing	0 (No ring)	4-17
FF4 1 BSSC 1 (01-72) Hold CONF Holdx5 (0 or 1) Hold	DSS Trunk FF-Key: No-Ring Auto Answer	0 (Disabled)	4-18
<b>FF4 2: Soft Keys on Display Phones</b>			<b>4-19</b>
FF4 2 BSSC 0 (01-30) Hold (Code) Hold	Soft Key Feature Assignment	--	4-19

**Defaults for FF5: GROUPS**

<b>FF Key Address</b>	<b>Topic</b>	<b>Default</b>	<b>Page</b>
<b>FF5 0: Attendant Hunt Group</b>			<b>5-3</b>
FF5 0 01 Hold (0-9999) Hold	Attendant HG Pilot Number	0	5-3
FF5 0 02 01 Hold (0-2) Hold	Attendant HG/Day1 Hunt Mode	1 (Pilot terminal)	5-3
FF5 0 02 (02-21) Hold (0-9999) Hold	Attendant HG/Day1 Members	--	5-4
FF5 0 02 22 Hold (0-255) Hold	Attendant HG/Day1 Delayed (No Answer) Hunt Timer	0 (stay@idle Ext)	5-5
FF5 0 02 23 Hold (0-255) Hold	Attendant HG/Day1 Queuing Timer	0 (stay in HG)	5-5
FF5 0 02 24 Hold (0-9999) Hold	Attendant HG/Day1 Next Extension/Hunt Group	--	5-6
FF5 0 03 01 Hold (1 or 2) Hold	Attendant HG/Day2 Hunt Mode	1 (Pilot terminal)	5-6
FF5 0 03 (02-21) Hold (0-9999) Hold	Attendant HG/Day2 Members	--	5-7
FF5 0 03 22 Hold (0-255) Hold	Attendant HG/Day2 Delayed (No Answer) Hunt Timer	0 (stay@idle Ext)	5-7
FF5 0 03 23 Hold (0-255) Hold	Attendant HG/Day2 Queuing Timer	0 (Stay in HG)	5-8
FF5 0 03 24 Hold (0-9999) Hold	Attendant HG/Day2 Next Extension/Hunt Group	--	5-9
FF5 0 04 01 Hold (1 or 2) Hold	Attendant HG/Night Hunt Mode	1 (Pilot terminal)	5-9
FF5 0 04 (02-21) Hold (0-9999) Hold	Attendant HG/Night Members	--	5-10
FF5 0 04 22 Hold (0-255) Hold	Attendant HG/Night Delayed (No Answer) Hunt Timer	0 (stay@idle Ext)	5-10
FF5 0 04 23 Hold (0-255) Hold	Attendant HG/Night Queuing Timer	0 (Stay in HG)	5-11
FF5 0 04 24 Hold (0-9999) Hold	Attendant HG/Night Next Extension/Hunt Group	--	5-11
<b>FF5 1: Extension Hunt Groups</b>			<b>5-13</b>
FF5 1 (01-72) 01 Hold (0-4) Hold	Extension HG Hunt Mode	1 (Terminal)	5-13
FF5 1 (01-72) 02 Hold (0-9999) Hold	Extension HG Pilot Number	--	5-14
FF5 1 (01-72) (03-22) Hold FLASH (0-9999) Hold	Extension HG Members	--	5-14
FF5 1 (01-72) 23 Hold (0-255) Hold	Extension HG Delayed (No Answer) Hunt Timer	16 (seconds)	5-15
FF5 1 (01-72) 24 Hold (0-255) Hold	Extension HG Queuing Timer	0 (Stay in HG)	5-16
FF5 1 (01-72) 25 Hold (0-9999) Hold	Extension HG Next Extension/Hunt Group	--	5-17
<b>FF5 2: MCO Trunk Groups (Outbound)</b>			<b>5-18</b>
FF5 2 (01-99) 001 Hold (0 or 1) Hold	MCO-Outbound Search Mode	0 (Reverse ord)	5-18
FF5 2 (01-99) (002-577) Hold (1-576) Hold	MCO-Outbound Trunk Group Members	--	5-18
<b>FF5 3: MCO Trunk Groups (Inbound)</b>			<b>5-20</b>
FF5 3 (01-99) (001-576) Hold (1-576) Hold	MCO-Inbound Trunk Group Members	--	5-20
<b>FF5 4: Paging Groups</b>			<b>5-21</b>
FF5 4 (01-10) 01 Hold (BSSC) Hold	External Page Port	* (use SCC port)	5-21
FF5 4 (01-10) (02-73) Hold (0-9999) Hold	Paging Group Members	--	5-22
<b>FF5 5: Hot Line Group</b>			<b>5-23</b>
FF5 5 (01-20) 01 Hold (0-9999) Hold	Hot Line Extension	--	5-23
FF5 5 (01-20) 02 Hold (0 or 1) Hold	Hot Line Mode	0 (Extension)	5-23
FF5 5 (01-20) 03 Hold (1-9999 or 000-799) Hold	Hot Line Destination	--	5-24
<b>FF5 6: Call Pickup Groups</b>			<b>5-25</b>
FF5 6 (01-72) (01-20) Hold (1-9999) Hold	Call Pickup Group Members	--	5-25



**Defaults for FF6: TRS/ARS**

<b>FF-key Address</b>	<b>Topic</b>	<b>Default</b>	<b>Page</b>
<b>FF6 0: TRS/ARS Common</b>			<b>6-5</b>
<b>FF6 0 00: Leading Digits Table</b>			<b>6-5</b>
FF6 0 00 (001-100) 0001 Hold (up to 10 digits) Hold	Leading Digits Table: Prefix String	--	6-6
FF6 0 00 (001-100) 0002 Hold (0-99) Hold	Leading Digits Table: Prefix ID	0 (not linked to Anlyz.Dig.)	6-6
FF6 0 00 (001-100) 0003 Hold (0-16) Hold	Leading Digits Table: Follow Digit Maximum	0	6-7
FF6 0 00 (001-100) 0004 Hold (0-8) Hold	Leading Digits Table: TRS Level	0	6-8
FF6 0 00 (001-100) 0005 Hold (0-2) Hold	Leading Digits Table: Route Type	0 (use Route)	6-9
FF6 0 00 (001-100) 0006 Hold (1-200/100/50) Hold	Leading Digits Table: Route Number	0 (None)	6-9
<b>FF6 0 01: Analyze Digits Table</b>			<b>6-10</b>
FF6 0 01 (001-500) 0001 Hold (0-99) Hold	Analyze Digits Table: Prefix ID	0 (No code)	6-10
FF6 0 01 (001-500) 0002 Hold (up to 8 digits) Hold	Analyze Digits Table: Digit String	--	6-11
FF6 0 01 (001-500) 0003 Hold (0-16) Hold	Analyze Digits Table: Follow Digit Maximum	0	6-12
FF6 0 01 (001-500) 0004 Hold (0-8) Hold	Analyze Digits Table: TRS Level	0	6-12
FF6 0 01 (001-500) 0005 Hold (0-2) Hold	Analyze Digits Table: Route Type	0 (use Route)	6-13
FF6 0 01 (001-500) 0006 Hold (0-200/100/50) Hold	Analyze Digits Table: Route Number	0 (None)	6-14
<b>FF6 1: TRS Class Definitions</b>			<b>6-15</b>
<b>FF6 1 00: TRS Class: Path Settings (non-ARS)</b>			<b>6-15</b>
FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold	TRS Level for Path (non-ARS)	9 (Allow all calls)	6-16
<b>FF6 1 01: TRS Class: Originator Settings (ARS/TRS)</b>			<b>6-18</b>
FF6 1 01 (01-50) 0001 Hold (0-9) Hold	TRS Level for Originator (ARS/TRS)	9 (Allow all calls)	6-18
FF6 1 01 (01-50) 0002 Hold (0-9) Hold	ARS Level for Originator (Route List)	9	6-19
FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold	Trunk Queuing for Originator (Route List)	1 (Queuing)	6-20
<b>FF6 1 02: TRS Class: Dialing Restrictions</b>			<b>6-21</b>
FF6 1 02 (01-50) 0001 Hold (0-20) Hold	Outbound Dialed-Digit Maximum	0 (No restr.)	6-21
FF6 1 02 (01-50) 0002 Hold (0 or 1) Hold	Dialing Restriction During Inbound Calls	0 (No restr.)	6-22
FF6 1 02 (01-50) 0003 Hold (0 or 1) Hold	TRS Override on SSD Dialing	0 (Restricted)	6-23
FF6 1 02 (01-50) 0004 Hold (0 or 1) Hold	Star (★) and Pound (#) Dialing Restriction	0 (Allowed)	6-23
<b>FF6 1 03: TRS Class: SSD Range</b>			<b>6-24</b>
FF6 1 03 0001 Hold (000-799) Hold	Allowed SSD Range	0 (No TRS)	6-24
<b>FF6 2: ARS Settings</b>			<b>6-25</b>
<b>FF6 2 00 thru 02: Time List Tables</b>			<b>6-25</b>
FF6 2 00 (0001-0007) Hold (1-4) Hold	Day of the Week for Time List Table	1	6-25
FF6 2 01 (0001-0040) Hold (MMDD or 1-4) Hold	Day of the Year for Time List Table	0000 and 1	6-26
FF6 2 02 (0-3) (01-50) (0001-0010) Hold (0000-2359 or 0-100) Hold	Time List Tables	0000 and 0	6-27
<b>FF6 2 03: Route List Table</b>			<b>6-28</b>
FF6 2 03 (001-100) 0001 Hold (0-200) Hold	Route List Table: 1st Priority Route No.	0	6-28
FF6 2 03 (001-100) 0002 Hold (0-9) Hold	Route List Table: 1st Priority ARS Level	0	6-29
FF6 2 03 (001-100) 0003 Hold (0-200) Hold	Route List Table: 2nd Priority Route No.	0	6-29

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FF6 2 03 (001-100) 0004 Hold (0-9) Hold	Route List Table: 2nd Priority ARS Level	0	6-30
FF6 2 03 (001-100) 0005 Hold (0 or 1) Hold	Route List Table: 2nd Priority ARS Alarm	0 (Alarm off)	6-30
FF6 2 03 (001-100) 0006 Hold (0-200) Hold	Route List Table: 3rd Priority Route No.	0	6-31
FF6 2 03 (001-100) 0007 Hold (0-9) Hold	Route List Table: 3rd Priority ARS Level	0	6-31
FF6 2 03 (001-100) 0008 Hold (0 or 1) Hold	Route List Table: 3rd Priority ARS Alarm	0 (Alarm off)	6-32
FF6 2 03 (001-100) 0009 Hold (0-200) Hold	Route List Table: 4th Priority Route No.	0	6-32
FF6 2 03 (001-100) 0010 Hold (0-9) Hold	Route List Table: 4th Priority ARS Level	0	6-33
FF6 2 03 (001-100) 0011 Hold (0 or 1) Hold	Route List Table: 4th Priority ARS Alarm	0 (Alarm off)	6-33
FF6 2 03 (001-100) 0012 Hold (0-200) Hold	Route List Table: 5th Priority Route No.	0	6-34
FF6 2 03 (001-100) 0013 Hold (0-9) Hold	Route List Table: 5th Priority ARS Level	0	6-34
FF6 2 03 (001-100) 0014 Hold (0 or 1) Hold	Route List Table: 5th Priority ARS Alarm	0 (Alarm off)	6-35
<b>FF6 2 04: Route Table</b>			<b>6-36</b>
FF6 2 04 (001-200) 0001 Hold (0-99) Hold	Route Table: Trunk Group Assignment	0 (None)	6-36
FF6 2 04 (001-200) 0002 Hold (0-50) Hold	Route Table: Digit Modify Pattern No.	0 (None)	6-37
<b>FF6 2 05: Digit Modify Table</b>			<b>6-38</b>
FF6 2 05 (01-50) 0001 Hold (0-24) Hold	Digit Modify Table: Delete Beginning Digits	0	6-38
FF6 2 05 (01-50) 0002 Hold (up to 10 char.) Hold	Digit Modify Table: Add Beginning Digits	--	6-39
FF6 2 05 (01-50) 0003 Hold (up to 10 char.) Hold	Digit Modify Table: Add Ending Digits	--	6-40
<b>FF6 2 06: Authorization Code</b>			<b>6-41</b>
FF6 2 06 (0001-0008) Hold (up to 10 digits) Hold	Authorization Code	--	6-41
<b>FF6 2 07: Closed Number Table</b>			<b>6-42</b>
FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold	Closed Number Table: Digit String	--	6-42
FF6 2 07 (001-150) 0002 Hold (0-16) Hold	Closed Number Table: Follow Digit Maximum	0 (None)	6-43
FF6 2 07 (001-150) 0003 Hold (0-8) Hold	Closed Number Table: TRS Level	0 (Restrict all outbound)	6-43
FF6 2 07 (001-150) 0004 Hold (0 or 1) Hold	Closed Number Table: Route Type	0 (use Route)	6-44
FF6 2 07 (001-150) 0005 Hold (1-200/100) Hold	Closed Number Table: Route Number	0 (None)	6-44
<b>FF6 2 08: Tandem Exchange Table</b>			<b>6-45</b>
FF6 2 08 (01-50) 0001 Hold (1-4 digits) Hold	Tandem Exchange Table: Digit String	-- (None)	6-45
FF6 2 08 (01-50) 0002 Hold (0-16) Hold	Tandem Exchange Table: Follow Digit Maximum	0 (None)	6-46
FF6 2 08 (01-50) 0003 Hold (0-2) Hold	Tandem Exchange Table: Route Type	0 (use Route)	6-46
FF6 2 08 (01-50) 0004 Hold (1-200/100) Hold	Tandem Exchange Table: Route Number	0 (None)	6-47

**Defaults for FF7: APPLICATIONS**

<b>FF Key Address</b>	<b>Topic</b>	<b>Default</b>	<b>Page</b>
<b>FF7 0: Built-In Voice Mail</b>			<b>7-3</b>
FF7 0 (B11) 00 Hold (0-4) Hold	VM Unit Number	0 (None)	7-3
FF7 0 (B11) 01 (01-16) 00 Hold (Ext.No.) Hold	VPU Port Extension Numbers	--	7-4
FF7 0 (B11) 01 (01-16) 01 Hold (1-72) Hold	VPU Port Tenant Group Assignment	1	7-5
FF7 0 (B11) 01 (01-16) 02 (0 and 1) Hold (1-50) Hold	VPU Port TRS Class Assignment (Day/ Night)	1	7-5
FF7 0 (B11) 01 (01-16) 03 Hold (1-8) Hold	VPU Port Digital Pad Class Assignment	6	7-6
FF7 0 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold	Built-In VM: Service Range Assignment	0/00 (None)	7-7
FF7 0 (B11) 03 Hold CONF...	Built-In VM: Detail Settings	--	7-8
<b>FF7 1: Built-In ACD</b>			<b>7-9</b>
FF7 1 (B11) 00 Hold (0-2) Hold	ACD Unit Number	0 (None)	7-9
FF7 1 (B11) 01 (01-24) 00 Hold (Ext.No.) Hold	ACD Port Extension Numbers	--	7-9
FF7 1 (B11) 01 (01-24) 01 Hold (1-72) Hold	ACD Port Tenant Group Assignment	1	7-10
FF7 1 (B11) 01 (01-24) 02 (0 and 1) Hold (1-50) Hold	ACD Port TRS Class Assignment (Day/ Night)	1	7-10
FF7 1 (B11) 01 (01-24) 03 Hold (1-8) Hold	ACD Port Digital Pad Class Assignment	6	7-11
FF7 1 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold	Built-In ACD: Service Range Assignment	0/00 (None)	7-11
FF7 1 (B11) 03 Hold CONF...	Built-In ACD: Detail Setting	--	7-12
<b>FF7 2: API</b>			<b>7-13</b>
FF7 2 (BSS) 00 Hold (0-6) Hold	API Unit Number	0 (None)	7-13
FF7 2 (BSS) 01 (01-08) 02 (0 and 1) Hold (1-50) Hold	API Port Extension Numbers	--	7-14
FF7 2 (BSS) 01 (01-08) 01 Hold (1-72) Hold	API Port Tenant Group Assignment	1	7-14
FF7 2 (BSS) 01 (01-08) 02 (0 and 1) Hold (1-50) Hold	API Port TRS Class Assignment (Day/ Night)	1	7-15
FF7 2 (BSS) 01 (01-08) 03 Hold (1-8) Hold	API Port Digital Pad Class Assignment	3 (DEC card) 1 (AEC card)	7-15
FF7 2 (BSS) 02 01 0001 Hold (0-7) Hold	API: Data Format via RS-232C	6 (8bits/Even/ 1 stop bit)	7-16
FF7 2 (BSS) 02 01 0002 Hold (0-6) Hold	API: Baud Rate	5 (9600 bps)	7-16
FF7 2 (BSS) 02 02 (0001-0016) Hold (0-6 or 0-11) Hold	API: Service Range Assignment	0/00 (None)	7-17

**Defaults for FF8: MAINTENANCE**

<b>FF-key Address</b>	<b>Topic</b>	<b>Default</b>	<b>Page</b>
<b>FF8 0: Dealer Maintenance</b>			<b>8-4</b>
<b>FF8 0 00: Large-LCD FUNCTION SYSTEM Assignments</b>			<b>8-4</b>
FF8 0 00 0 (01-50) Hold (Code) Hold	Large-LCD FUNCTION SYSTEM Assignment at Idle/Dial Tone	See pg. 8-9	8-9
FF8 0 00 1 (01-10) Hold (Code) Hold	Large-LCD FUNCTION SYSTEM Assignment at Ringback Tone	See pg. 8-11	8-11
FF8 0 00 2 (01-10) Hold (Code) Hold	Large-LCD FUNCTION SYSTEM Assignment at Busy Tone	See pg. 8-12	8-12
FF8 0 00 3 (01-10) Hold (Code) Hold	Large-LCD FUNCTION SYSTEM Assignment during Talk	See pg. 8-13	8-13
<b>FF8 0 01: Traffic Control</b>			<b>8-14</b>
FF8 0 01 0 00 Hold CONF (0 or 1) Hold	Traffic Control Start/Stop Memory	0 (Stop)	8-14
FF8 0 01 0 00 Hold CONF Hold (0 or 1) Hold	Traffic Control Start/Stop Print	0 (Stop)	8-14
FF8 0 01 0 00 Hold CONF (Holdx2) thru (Holdx5)	Not Used	--	8-15
FF8 0 01 0 (01-48) Hold (0-16) Hold	Traffic Control Timing Storage	0 (Not stored)	8-15
FF8 0 01 1 Hold (0 or 1) Hold	Trunk Call Traffic (Outbound Calls)	--	8-17
FF8 0 01 2 Hold (0 or 1) Hold	Trunk Call Traffic (Inbound Calls)	--	8-18
FF8 0 01 3 Hold (0 or 1) Hold	Intercom Call Traffic	--	8-18
<b>FF8 0 02: Trunk Names</b>			<b>8-19</b>
FF8 0 02 Hold Hold (1-576) Hold FLASH (up to 10 char.) Hold	Trunk Name Assignment	--	8-19
<b>FF8 0 03: Alarms</b>			<b>8-21</b>
FF8 0 03 Hold Hold Hold 1 Hold	Confirm Major Alarm		8-21
FF8 0 03 Hold Hold Hold 2 Hold	Confirm Minor Alarm		8-21
FF8 0 03 Hold Hold Hold 3 Hold	Confirm AL Alarms		8-22
FF8 0 03 1 Hold OT-1 OT-1 Hold Hold 1 Hold	Dump All Trouble Records		8-22
<b>FF8 0 04: Card Settings</b>			<b>8-23</b>
FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)	Card Reset	--	8-23
FF8 0 04 1 BSS 00 Hold [01-99 displays]	Card Type Verification	See pg. 8-24	8-23
FF8 0 04 1 BSS 01 Hold [Version No. displays]	Card Version Verification	--	8-24
<b>FF8 0 05: Line Control</b>			<b>8-25</b>
FF8 0 05 0 BSSCC Hold (0 or 1) Hold	Line Lockout	--	8-25
FF8 0 05 1 BSSC Hold (0 or 1) Hold	ISDN/T1 Error Information Control	--	8-25
FF8 0 05 2 BSSC 00 Hold (digits)	Signal Loss Alarm Counter	0000	8-26
FF8 0 05 2 BSSC 01 Hold (digits)	OOF Alarm Counter	0000	8-26
FF8 0 05 2 BSSC 02 Hold (digits)	Sync Loss Alarm Counter	0000	8-27
FF8 0 05 2 BSSC 03 Hold (digits)	Yellow Alarm Counter	0000	8-27
FF8 0 05 2 BSSC 04 Hold (digits)	AIS Alarm Counter	0000	8-28
FF8 0 05 2 BSSC 05 Hold (digits)	Slip Alarm Counter	0000	8-28
FF8 0 05 2 BSSC 06 Hold (digits)	CRC Alarm Counter	0000	8-29
FF8 0 05 2 BSSC 07 Hold (digits)	BPV Alarm Counter	0000	8-29
FF8 0 05 2 BSSC 08 Hold (digits)	Layer 1 Status Error Counter (ISDN)	00	8-30
FF8 0 05 2 BSSC 09 Hold (digits)	Layer 1 Receive Error Counter (ISDN)	000000	8-30
FF8 0 05 2 BSSC 10 Hold (digits)	Layer 1 Transmit Error Counter (ISDN)	000000	8-31
FF8 0 05 2 BSSC (11-90) Hold (digits)	TEI Layer 2 Error Counter (ISDN)	000000	8-31

FF8 0 05 3 BSS(C) Hold (0 or 1) Hold	T1 Loopback 1 Diagnostics	0 (Stop)	8-34
FF8 0 05 4 BSS(C) Hold 1 Hold	T1 Loopback 2 Diagnostics	1 (Start)	8-34
<b>FF8 0 06: ISDN Channel Control</b>			<b>8-35</b>
FF8 0 06 BSSC (0-3) Hold CONF... (0 or 1) Hold	ISDN Channel Control	0 (Lockout)	8-35
<b>FF8 0 07: Bus Monitor (for factory use)</b>			<b>8-37</b>
FF8 0 07 0 00 Hold (0 or 1) Hold	Bus Monitor Save Control	0 (stop/no save)	8-37
FF8 0 07 0 (01-15) Hold (code) Hold	Trigger Codes	See pg. 8-38	8-37
<b>FF8 0 08: Table Dump</b>			<b>8-39</b>
FF8 0 08 Hold Hold (vvvv-dddd-iiii) Hold	Table Dump	--	8-39
<b>FF8 0 09: Memory Dump</b>			<b>8-40</b>
FF8 0 09 Hold Hold (aaaaaaa) Hold	Memory Dump	--	8-40
<b>FF8 0 10: DID Names</b>			<b>8-41</b>
FF8 0 10 Hold Hold (001-576) Hold (up to 10 char.) Hold	DID Names	--	8-41
<b>FF8 1: User Maintenance</b>			<b>8-42</b>
<b>FF8 1 00: System Clock</b>			<b>8-42</b>
FF8 1 00 0 Hold (YYMMDD) Hold	System Date	970101 (after initialization)	8-42
FF8 1 00 1 Hold (HHMM) Hold	System Time	00:00 (after initialization)	8-42
FF8 1 00 2 Hold (1-7) Hold	System Day of Week	3 (Wed)	8-43
<b>FF8 1 01: Personal Speed Dial (PSD)</b>			<b>8-44</b>
FF8 1 01 Hold 0 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Phone No.) Hold	PSD Numbers	--	8-44
FF8 1 01 Hold 1 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Name) Hold	PSD Names	--	8-45
<b>FF8 1 02: System Speed Dial (SSD)</b>			<b>8-46</b>
FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold	SSD Numbers	--	8-46
FF8 1 02 Hold 1 Hold Hold (SSD) Hold FLASH (Name) Hold	SSD Names	--	8-47
FF8 1 02 Hold 2 Hold Hold (1 or 2) Hold FLASH (Name) Hold	SSD Index	--	8-48
<b>FF8 1 03: Extension Names</b>			<b>8-49</b>
FF8 1 03 Hold 0 Hold Hold (Ext.No.) Hold FLASH (up to 10 char.) Hold	Extension Name Assignment	--	8-49
FF8 1 03 Hold 1 Hold Hold (1 or 2) Hold FLASH (Name) Hold	Extension Index	--	8-49
<b>FF8 1 04 thru 06: ID Codes</b>			<b>8-50</b>
FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold	Verified Account Codes	--	8-50
FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold	TRS Class for Verified Account Codes	--	8-50
FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold	Call-Forward ID Codes for Voice Mail	--	8-51
FF8 1 06 Hold Hold (Ext.No.) Hold FLASH (Code) Hold	MSG Key ID Codes	--	8-43

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<b>FF8 1 07: Special Days/Times</b>			<b>8-53</b>
FF8 1 07 0 (00-09) Hold (HHMM or 0-5) Hold	Weekdays	--	8-53
FF8 1 07 0 (10-19) Hold (HHMM or 0-5) Hold	Weekend "A"	--	8-54
FF8 1 07 0 (20-29) Hold (HHMM or 0-2) Hold	Weekend "B"	--	8-54
FF8 1 07 1 (000-219) Hold (MMDD, HHMM or 0-5) Hold	Holidays	--	8-55
FF8 1 07 2 (00-11) Hold (MMDD) Hold	Extended Holidays	--	8-59
FF8 1 07 3 (00-34) Hold (0-3) Hold	Special Days of the Month	--	8-60
<b>FF8 1 08: Walking TRS Codes</b>			<b>8-61</b>
FF8 1 08 Hold (0-9999) Hold (4-digit Code) Hold	Walking TRS Code	--	8-61
<b>FF8 1 09: Call-Foward Destination</b>			<b>8-62</b>
FF8 1 09 0 Hold (0-9999) Hold (0-9999) Hold	Call-Forward/Busy Destination Extension	--	8-62
FF8 1 09 1 Hold (0-9999) Hold (0-9999) Hold	Call-Forward/No Answer Destination Extension	--	8-62
<b>FF8 1 10: Caller ID Log Extensions</b>			<b>8-64</b>
FF8 1 10 Hold Hold (001-120) Hold (0-9999) Hold	Caller ID Log Extensions	--	8-64

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# 0. System Configuration

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Use the addresses in this chapter to set System Configuration parameters for the DBS 576. These addresses must be set immediately after initializing the system for the first time (see **Introduction** for more information).

**IMPORTANT:** *If you don't assign the card type, you can't continue programming. When you install the card, you must assign the configuration first.*

This chapter covers the following addresses:

FF-key Address	Topic	Page
-	<b>General Notes</b>	0-2
-	Cabinet Configuration	0-2
-	Before Removing a Trunk or Extension Card from a Free Slot	0-3
-	Using the LS/GS Card for Ground-Start	0-3
-	Installing the API Card for PanaVOICE	0-3
00 Hold (1-6) Hold	<b>System Size</b>	0-5
01 (1-6) (01-12) Hold (1-99) Hold	<b>Free Slot Assignment</b>	0-5
02 (1-6) (13 or 14) Hold (50) Hold	<b>Option Slot Assignment</b>	0-6

# General Notes

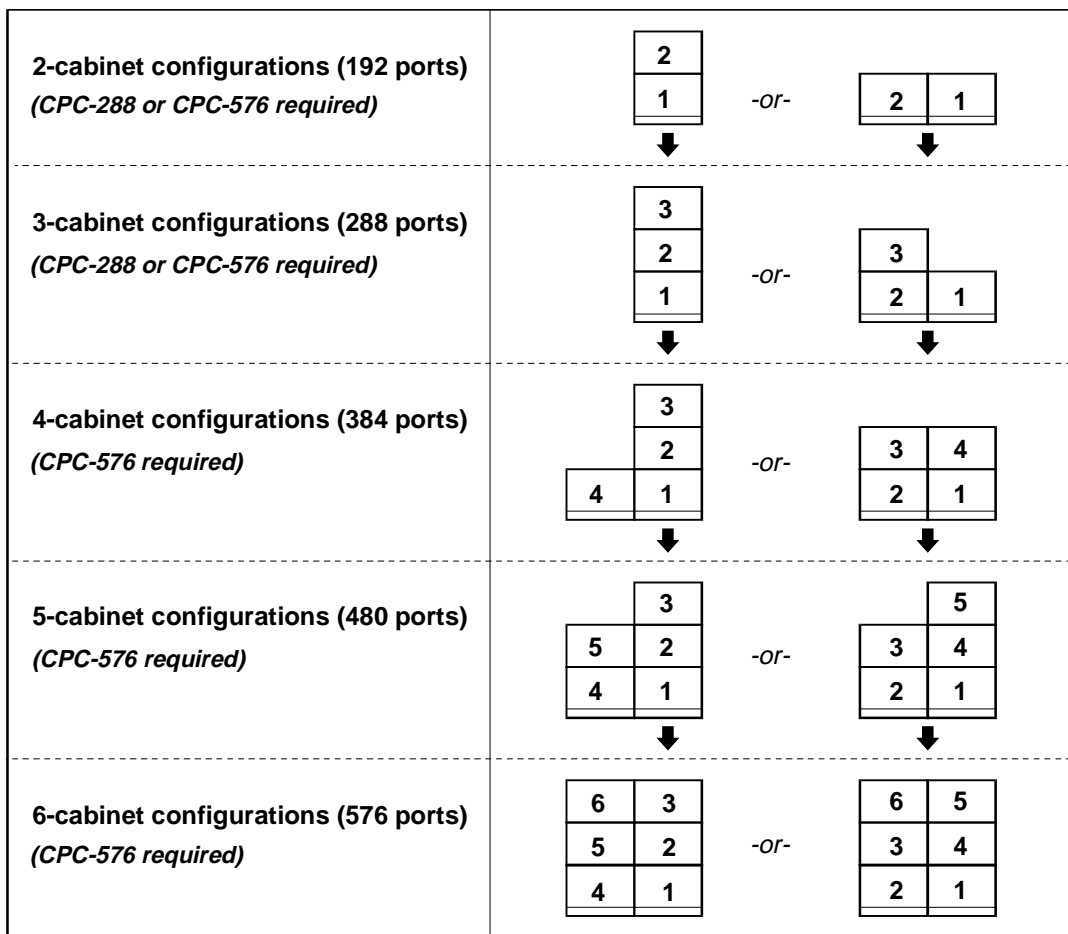
**0** System Configuration

## Cabinet Configuration

A phone system can consist of multiple base cabinets (up to 2) and expansion cabinets (up to 4). A base cabinet contains the power switch that controls up to two expansion cabinets as well as itself. One of the base cabinets acts as the **control cabinet** for the system, by holding the CPC card, TSW card, SCC card, and other common control cards. (See *Section 300-Installation* for more information.)

- Cabinet #1 is always the control (base) cabinet that holds the CPC card.
- Cabinet #2 is always the 1st expansion cabinet, with the rotary switch on the CBL or CBLDBS card set to "1."
- Cabinet #3 ... 2nd expansion cabinet ... rotary switch set to "2."
- Cabinet #4 ... 3rd expansion cabinet ... rotary switch set to "3."
- Cabinet #5 ... 4th expansion cabinet ... rotary switch set to "4."
- Cabinet #6 ... 5th expansion cabinet ... rotary switch set to "5."

**Figure 0-1: Cabinet Building-Block Configurations**





## Before Removing a Trunk or Extension Card from a Free Slot

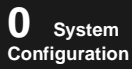
First clear the Trunk Numbers or Extension Numbers assigned to the ports on the card in programming. This is for system “housecleaning” purposes, so the numbers can be automatically removed from other areas in programming such as Hunt Groups, etc.

### Addresses for Trunk Cards:

Trunk Numbers for analog CO trunks: (LTRK/8, LGTRK8, DIDTR8)	FF2 0 BSSC 00 Hold (0-576) Hold (pg. 2-7)
Trunk Numbers for analog E&M tie trunks: (E&M/4)	FF2 0 BSSC 00 Hold (0-576) Hold (pg. 2-37)
Trunk Numbers for ISDN trunks: (TBRI/4, PRI/8, PRI/16, PRI/23)	FF2 1 BSSC 01 Hold (0-576) Hold (pg. 2-60)
Trunk Numbers for T1 trunks: (T1/8, T1/16, T1/24)	FF2 2 BSSCC 01 Hold (0-576) Hold (pg. 2-87) --CO FF2 2 BSSCC 01 Hold (0-576) Hold (pg. 2-116) --E&M

### Addresses for Extension Cards:

Extension Numbers for digital or SLT phones: (DEC/8, AEC/8)	FF3 0 BSSC 02 Hold (0-9999) Hold (pg. 3-4)
Extension Numbers for ISDN extensions: (SBRI/4, PRI/8, PRI/23)	FF3 1 BSSC 01 Hold (0-9999) Hold (pg. 3-29)



## Using the LS/GS Card for Ground-Start

In order to use the Loop-Start/Ground-Start Trunk Card (LGTRK8) for ground-start signaling:

- A pair of jumpers for each circuit must be installed on the card.
- A -48V power supply must be installed in the cabinet.
- Ground lead on power supply must be installed properly (“SG” connected to Ground screw).

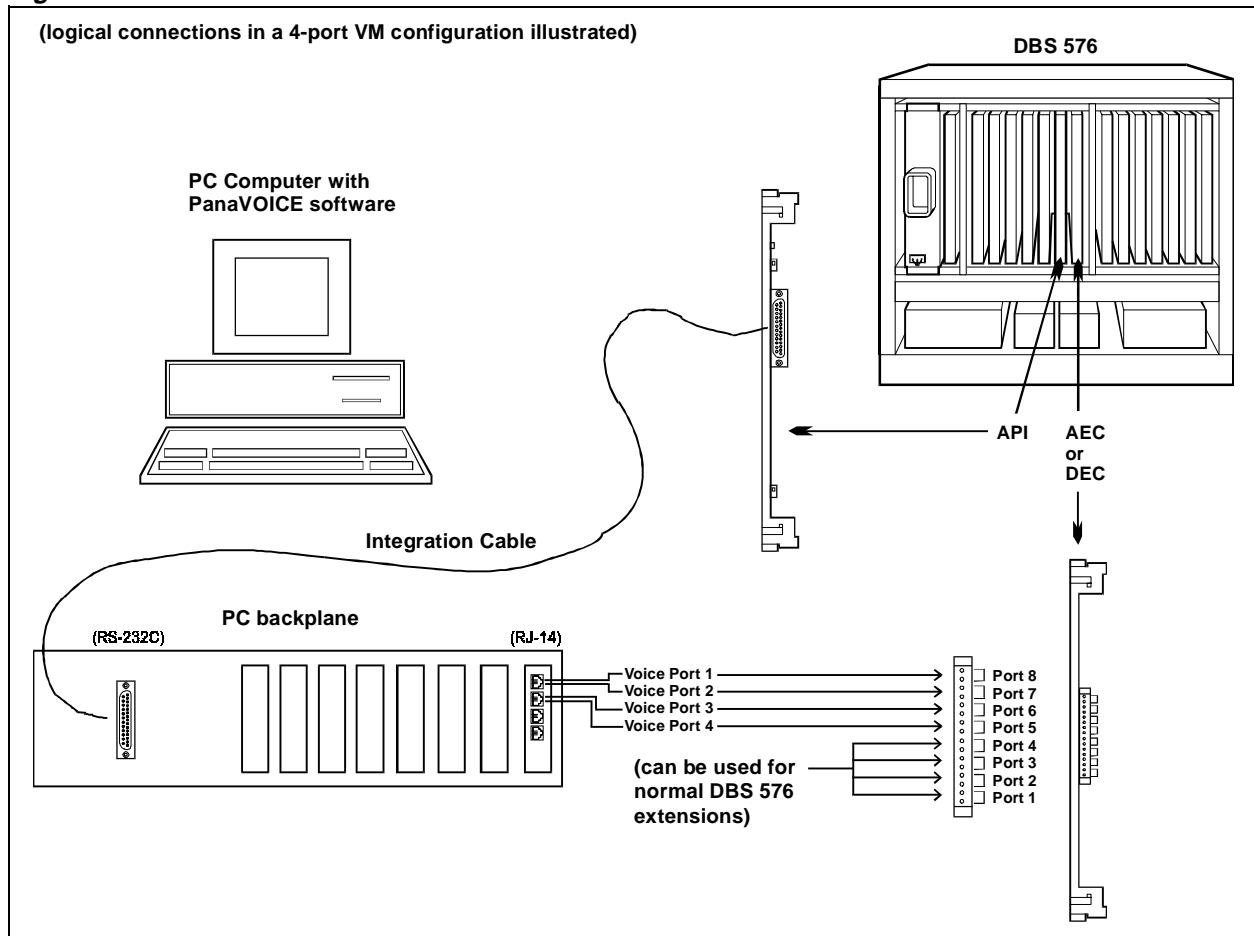
See *Section 300-Installation* for more information.

## Installing the API Card for PanaVOICE

The API Card is required if PanaVOICE (proprietary Voice Mail) is installed. When configuring the Free Slot for the API Card, use Card Type address numbers 80-87 (see table, pg. 0-7).

- Not more than one API Card can be installed per cabinet.
- The API Card can be installed in any Free Slot between 01 and 11.
- A DEC or AEC Card, which can provide up to 8 voice ports, must also be installed in the Free Slot immediately after (to the right of) the API Card.
- If the API Card doesn’t use all 8 ports on the DEC or AEC for voice mail, the remaining ports can be used for normal extensions.

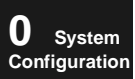
The API Card will always choose Port #8 (last port) on the DEC or AEC as the 1st voice port. The 2nd voice port is always Port #7 on the DEC/AEC; the 3rd voice port #6; etc. See illustration (next page).

**Figure 0-2: PanaVOICE connection to the DBS 576**

**IMPORTANT:** If the Free Slot to the right of the API Card is already occupied when you install the API Card, you must reprogram the installed card. Otherwise the system will not let you program the API Card. Perform the following:

- 1) If the Free Slot contains a Trunk or Extension Card, go into programming and clear all trunk or extension numbers assigned to the ports on the card. (for system “housecleaning” purposes, so the number can be automatically removed from Hunt Groups, etc.)
- 2) Remove the card from the Free Slot.
- 3) In programming, erase the card assignment from the Free Slot (press FLASH in the “01” address, pg. 0-5).
- 4) Install the API Card.
- 5) Install the DEC or AEC Card into the Free Slot immediately after (to the right of) the API Card.
- 6) In programming, assign the card type for the API Card’s Free Slot (settings 80-87 in the “01” address, pg. 0-5). **Do Not Configure The Free Slot for the DEC/AEC.** The API Card’s Free Slot assignment will automatically configure the DEC/AEC Free Slot (the program will skip over the DEC or AEC Card’s Free Slot number after you assign the API Card).
- 7) In programming, set the API Port addresses in FF7 - 2, and configure the audio-path ports of the DEC/AEC in FF3 - 0.

# 0: System Configuration Addresses



<h2>System Size</h2> <p>(all CPCs) - Version 1.0 or higher</p> <p>Enter the number of cabinets installed in the phone system configuration.</p> <p style="text-align: center;"><b>00 Hold (1-6) Hold</b></p> <p style="text-align: center;">↑ Number of Cabinets Installed</p>	<p>00 :1 System Size</p>
--	------------------------------

### Notes:

See **General Notes** (pg. 0-2).

**IMPORTANT:** Once the number of cabinets is entered in this address, it is not possible to reduce the number of cabinets later.

### Related Programming:

<h2>Free Slot Assignment</h2> <p>(all CPCs) - Version 1.0 or higher</p> <p>Enter the type of card installed in each Free Slot of the cabinet.</p> <p style="text-align: center;"><b>01 (1-6) (01-12) Hold (1-99) Hold</b></p> <p style="text-align: center;">↑            ↑            ↑</p> <p style="text-align: center;">Cabinet No. 1-6    Free Slot No. 1-12    Card Type No. (see figure, next page)    (see table, next page)</p>	<p>101 :1 Card ID # for FS</p>
--	------------------------------------

### Notes:

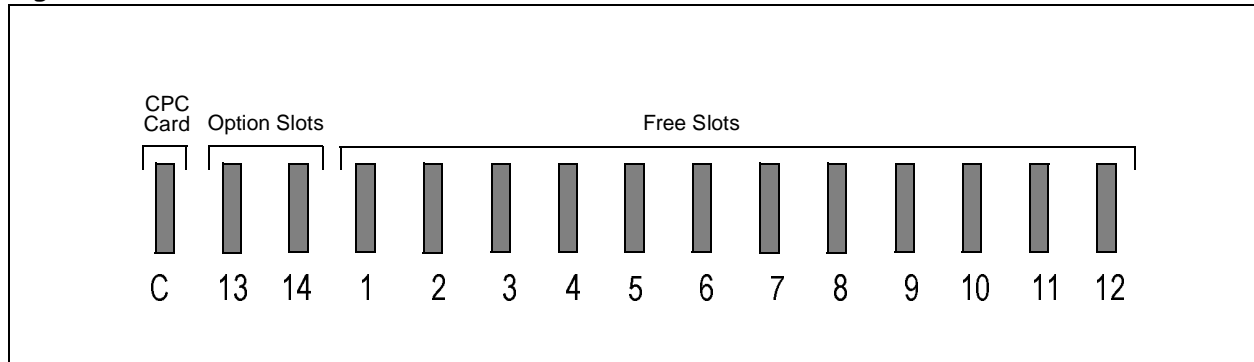
See **General Notes** (pg. 0-2).

The first time you install a card into a Free Slot, and nothing is programmed for it (no port settings, etc.), the system will automatically detect the card.

### Related Programming:

- Card Reset (pg. 8-23)    FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)
- Card Type Verification (pg. 8-23)    FF8 0 04 1 BSS 00 Hold [01-99 displays]
- Card Version Verification (pg. 8-24)    FF8 0 04 1 BSS 01 Hold [Version No. displays]
- T1 Loopback 1 Diagnostics (pg. 8-34)    FF8 0 05 3 BSS(C) Hold (0 or 1) Hold
- T1 Loopback 2 Diagnostics (pg. 8-34)    FF8 0 05 4 BSS(C) Hold 1 Hold

**Figure 0-3: Cabinet Slots**



**0** System Configuration

### Option Slot Assignment

(all CPCs) - Version 1.0 or higher

Enter the type of card installed in each of the two Option Slots in the cabinet.

	<b>02</b>	<b>(1-6)</b>	<b>(13 or 14)</b>	<b>Hold</b>	<b>(50)</b>	<b>Hold</b>
		↑	↑		↑	
	Cabinet No. 1-6		13="OP1" option slot 14="OP2" option slot		Card Type No. 50 (for MFR/8)	

113 :50  
Card ID # for OP

**Notes:**

“MFR/8” (DTMF Receiver cards) cannot be automatically detected by the system. You must manually assign them in this address.

Typically, Option Slots are used for SCC (Service Control cards) or TSW (Time Switch cards), which do not require a code assignment.

**Related Programming:**

- Card Reset (pg. 8-23) FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)
- Card Type Verification (pg. 8-23) FF8 0 04 1 BSS 00 Hold [01-99 displays]
- Card Version Verification (pg. 8-24) FF8 0 04 1 BSS 01 Hold [Version No. displays]
- T1 Loopback 1 Diagnostics (pg. 8-34) FF8 0 05 3 BSS(C) Hold (0 or 1) Hold
- T1 Loopback 2 Diagnostics (pg. 8-34) FF8 0 05 4 BSS(C) Hold 1 Hold

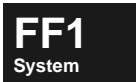
**Table 0-1. Free Slot/Option Slot card types (01 and 02 addresses)**

Setting	Card Type	Value	Notes
1	<b>LTRK/8</b>	Loop Start Trunk Card/8-port	
2	<b>LGTRK8</b>	Loop Start/Ground Start Trunk Card/8-port	
3	<b>DIDTR8</b>	DID Card	
4	<b>E&amp;M/4</b>	E&M Card/4 ports	
5: Not Used			
6	<b>T1/8</b>	T1 Card/8-channel use	
7	<b>T1/16</b>	T1 Card/16-channel use	Use slot 1, 5, or 9. Next slot can't be used.
8	<b>T1/24</b>	T1 Card/24-channel use	Use slot 1, 5, or 9. Next 2 slots can't be used.
9: Not Used			
10	<b>TBRI/4</b>	ISDN BRI Trunk Card	2B+D/4
11	<b>PRI/8</b>	ISDN PRI Trunk Card/8-channel use	8B+D/1
12	<b>PRI/16</b>	ISDN PRI Trunk Card/16-channel use	16B+D/1 Use slot 1, 5, or 9. Next slot can't be used.
13	<b>PRI/23</b>	ISDN PRI Trunk Card/23- or 24-channel use	23B+D/1 Use slot 1, 5, or 9. Next 2 slots can't be used.
14-29: Not Used			
30	<b>DEC/8</b>	Digital Extension Card/8-port	
31	<b>AEC/8</b>	Analog Extension Card/8-port	
32-34: Not Used			
35	<b>SBRI/4</b>	BRI Card/S-point	2B+D/4
36	<b>PRI/8</b>	ISDN PRI Extension Card/S-point/8-channel use	8B+D/1
37	<b>PRI/23</b>	ISDN PRI Extension Card/S-point/23- or 24-channel use	23B+D/1 Use slot 1, 5, or 9. Next 2 slots can't be used.
38-49: Not Used			
50	<b>MFR/8</b>	DTMF Receiver Card	Install in OP slot 13 or 14.
51-59: Not Used			
60	<b>VMC VPU4-1</b>	Built-In Voice Mail (VSSC and one VPU/4)	Slot 10=VPU/4 Slot 11=VSSC Provides 4 voice ports.
61: Not Used			
62	<b>VMC VPU8-1</b>	Built-In Voice Mail (VSSC and one VPU/8)	Slot 10=VPU/8 Slot 11=VSSC Provides 8 voice ports.
63: Not Used			
64	<b>VMC VPU4-1/VPU4-2</b>	Built-In Voice Mail (VSSC and two VPU/4s)	Slot 9=VPU/4 Slot 10=VPU/4 Slot 11=VSSC Provides 8 voice ports.

**0** System Configuration

Setting	Card Type	Value	Notes
65	<b>VMC VPU8-1/VPU4-2</b>	Built-In Voice Mail (VSSC, one VPU/8, one VPU/4)	Slot 9=VPU/8 Slot 10=VPU/4 Slot 11=VSSC Provides 12 voice ports.
66: Not Used			
67	<b>VMC VPU8-1/VPU8-2</b>	Built-In Voice Mail (VSSC and two VPU/8s)	Slot 9=VPU/8 Slot 10=VPU/8 Slot 11=VSSC Provides 16 voice ports.
68-69: Not Used			
70	<b>SACD VPU4-1</b>	ACD 4-channel #1	Provides 4 voice ports.
71-79: Not Used			
80	<b>API-AEC2</b>	API with AEC for 3rd-Party Voice Mail (2-port)	ports 7-8: Voice Mail ports 1-6: available for use
81	<b>API-AEC4</b>	API with AEC for 3rd-Party Voice Mail (4-port)	ports 5-8: Voice Mail ports 1-4: available for use
82	<b>API-AEC6</b>	API with AEC for 3rd-Party Voice Mail (6-port)	ports 3-8: Voice Mail ports 1-2: available for use
83	<b>API-AEC8</b>	API with AEC for 3rd-Party Voice Mail (8-port)	ports 1-8: Voice Mail
84	<b>API-DEC2</b>	API with DEC for 3rd-Party Voice Mail (2-port)	ports 7-8: Voice Mail ports 1-6: available for use
85	<b>API-DEC4</b>	API with DEC for 3rd-Party Voice Mail (4-port)	ports 5-8: Voice Mail ports 1-4: available for use
86	<b>API-DEC6</b>	API with DEC for 3rd-Party Voice Mail (6-port)	ports 3-8: Voice Mail ports 1-2: available for use
87	<b>API-DEC8</b>	API with DEC for 3rd-Party Voice Mail (8-port)	ports 1-8: Voice Mail
88-99: Not Used			

# 1. System Programming (FF1)



Use the FF1 programming addresses in this chapter to set system-wide parameters for the DBS 576:

- FF1 0: System Common**
  - FF1 0 01 General 1
  - FF1 0 02 General 2
  - FF1 0 03 Extension COS Definitions
  - FF1 0 04 Trunk COS Definitions
  - FF1 0 05 Serial Ports
  - FF1 0 06 Serial Port Output Data
  - FF1 0 07 and 08 PBX Parameters
  - FF1 0 09 SMDR Output Format
  - FF1 0 10 and 11 Call Restriction Between COS
  - FF1 0 12, 13, and 14 MOH Source
  - FF1 0 15, 16, and 17 SSD Blocks
  - FF1 0 18 Synchronized Clock
  - FF1 0 19 TRS Class for Forced Account Codes
  - FF1 0 20 Ext.No. Display for Closed-Number Calls
  - FF1 0 21 Ring Alarm for Unanswered Calls
  - FF1 0 22 Dealer Programming ID Code
  - FF1 0 23 and 24 Voice Mail Codes
  - FF1 0 25 Caller ID Add Digits
  - FF1 0 26 DISA ID Codes
- FF1 1: System Timers**
  - FF1 1 01 Trunk Timer 1
  - FF1 1 02 Trunk Timer 2
  - FF1 1 03 Extension Timer 1
  - FF1 1 04 Extension Timer 2
- FF1 2: Dial Plan**
- FF1 3: MCO Access**
- FF1 4: DID/DNIS Tables**
- FF1 5: Not Used**
- FF1 6: Not Used**
- FF1 7: Not Used**
- FF1 8: Digital Pad Settings**

This chapter covers the following FF1 addresses:

FF Key Address	Topic	Default	Page
<b>FF1 0: System Common</b>			<b>1-9</b>
<b>FF1 0 01: General 1</b>			<b>1-9</b>
FF1 0 01 0001 Hold (0 or 1) Hold	Splash Tone: Voice Calls	1 (Enabled)	1-9
FF1 0 01 0002 Hold (0 or 1) Hold	Splash Tone: Internal Paging	1 (Enabled)	1-9
FF1 0 01 0003 Hold (0 or 1) Hold	Splash Tone: Busy Override (Start)	1 (Enabled)	1-10
FF1 0 01 0004 Hold (0 or 1) Hold	Splash Tone: Busy Override (Continuous)	0 (Disabled)	1-10
FF1 0 01 0005 Hold (0 or 1) Hold	Splash Tone: 3-Party Conference	0 (Disabled)	1-11
FF1 0 01 0006 Hold (0 or 1) Hold	Exclusive Hold (CO Key)	1 (Enabled)	1-11
FF1 0 01 0007 Hold (0 or 1) Hold	Virtual Key LED: Answer Control #1	0 (Free-up key)	1-12



FF1 0 01 0008 Hold (0 or 1) Hold	Virtual Key LED: Answer Control #2	1 (Free-up key)	1-13
FF1 0 01 0009 Hold (0 or 1) Hold	Floating Hold on Trunk Key	0 (Disabled)	1-14
FF1 0 01 0010 Hold (0 or 1) Hold	Floating Hold on Virtual Port Key	0 (Disabled)	1-14
FF1 0 01 0011 Hold (0 or 1) Hold	Hot Line/MCO Preference for "ON/OFF" Key	0 (Disabled)	1-15
FF1 0 01 0012 Hold (0 or 1) Hold	Programming Mode Entry	1 (Allowed)	1-15
FF1 0 01 0013 Hold (0 or 1) Hold	Built-In VM: Voice Mail Access Key	1 (Enabled)	1-16
FF1 0 01 0014 Hold (0 or 1) Hold	Built-In VM: Mailbox Key	1 (Enabled)	1-16
FF1 0 01 0015 Hold (0 or 1) Hold	Built-In VM: Message Retrieve Key	1 (Enabled)	1-17
FF1 0 01 0016 Hold (0 or 1) Hold	Off-Hook Monitor	1 (Enabled)	1-17
FF1 0 01 0017 Hold (0 or 1) Hold	Handset Mute	1 (Enabled)	1-18
FF1 0 01 0018 Hold (0 or 1) Hold	Hookflash on Rotary SLTs	0 (hookflash)	1-18
FF1 0 01 0019 Hold (0 or 1) Hold	ISDN Outgoing Control	0 (Disabled)	1-19
FF1 0 01 0020 Hold (0 or 1) Hold	Automatic BLF on DSS and EM/24 Units	0 (Disabled)	1-19
FF1 0 01 0021 Hold (0 or 1) Hold	Caller ID Log Outgoing Control	0 (Disabled)	1-20
FF1 0 01 0022 Hold (0 or 1) Hold	Caller ID Log Private/Out-of-Area Control	1 (Enabled)	1-20
FF1 0 01 0023 Hold (0 or 1) Hold	Time Display Mode	1 (12-hour)	1-21
<b>FF1 0 02: General 2</b>			<b>1-22</b>
FF1 0 02 0001 Hold (0 or 1) Hold	Trunk Numbering	0 (2-digit)	1-22
FF1 0 02 0002 Hold (0 or 1) Hold	SSD Code Numbering	1 (3-digit)	1-22
FF1 0 02 0003 Hold (0 or 1) Hold	SSD Assignment to Groups	0 (Disabled)	1-23
FF1 0 02 0004 Hold (0 or 1) Hold	Trunk Access in Speed Dialing	1 (Enabled)	1-23
FF1 0 02 0005 Hold (0 or 1) Hold	Intercom Voice Call Pickup	0 (Disabled)	1-24
FF1 0 02 0006 Hold (0 or 1) Hold	BLF Call Pickup	1 (Enabled)	1-24
FF1 0 02 0007 Hold (0 or 1) Hold	Day/Night Mode Assignment	0 (System-wide)	1-25
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FF1 8 01 (0001-0240) Hold (0-31) Hold	Digital Pad Settings for Extension Pad Class	See table, page 1-176	1-176
FF1 8 02 (0001-0480) Hold (0-31) Hold	Digital Pad Settings for Trunk Pad Class	See tables, page 1-179 and 1-180	1-178
FF1 8 03 (0001-0008) Hold (0-31) Hold	Digital Pad Settings for BGM	See table, page 1-181	1-181
FF1 8 04 (0001-0024) Hold (0-31) Hold	Digital Pad Settings for Paging Port Adapter	See table, page 1-182	1-182
FF1 8 05 (0001-0024) Hold (0-31) Hold	Digital Pad Settings for 3-Party Conference	See table, page 1-184	1-183
FF1 8 06 (0001-0024) Hold (0-31) Hold	Digital Pad Settings for 8-Party Conference	See table, page 1-185	1-185

# FF1 0: System Common

## FF1 0 01: General 1



### Splash Tone: Voice Calls

0001 :1  
SPT for Voice

(all CPCs) - Version 1.0 or higher

Set whether the system will issue a “splash” tone to alert called-party extensions of a voice call (on-speaker).

**FF1 0 01 0001 Hold (0 or 1) Hold**

0=No splash tone.

1=Splash tone is heard for voice calls. (default)

**Notes:**

**Related Programming:**

Extension COS: Intercom Calling Type (pg. 1-36) FF1 0 03 (00-15) 01 Hold (0 or 1) Hold

Extension COS: Voice Call Send (pg. 1-63) FF1 0 03 (00-15) 36 Hold (0 or 1) Hold

Extension COS: Voice Call Receive (pg. 1-64) FF1 0 03 (00-15) 37 Hold (0 or 1) Hold

### Splash Tone: Internal Paging

0002 :1  
SPT for Paging

(all CPCs) - Version 1.0 or higher

Set whether the system will issue a “splash” tone at the beginning of an internal page (heard on extension phone speakers).

**FF1 0 01 0002 Hold (0 or 1) Hold**

0=No splash tone.

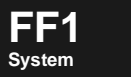
1=Splash tone is heard for internal page. (default)

**Notes:**

(all CPCs - Version 1.3 and higher) Phones set to DND will *not* receive pages. However, phones set to Call Forward-All *will* receive pages.

**Related Programming:**

- Page Override (pg. 1-28) FF1 0 02 0012 Hold (0 or 1) Hold
- Extension COS: Paging (pg. 1-48) FF1 0 03 (00-15) 15 Hold (0 or 1) Hold
- FF5 4: Paging Groups (pg. 5-21)



**Splash Tone: Busy Override (Start)**

0003 :1  
SPT Override 1

(all CPCs) - Version 1.0 or higher

Set whether the system will issue a “splash” tone to the called party at the beginning of a Busy Override call.

**FF1 0 01 0003 Hold (0 or 1) Hold**



0=No splash tone.

1= Splash tone is heard for a Busy Override. (default)

**Notes:**

**Related Programming:**

- Extension COS: Busy Override Send (pg. 1-56) FF1 0 03 (00-15) 27 Hold (0 or 1) Hold
- Busy Override on Trunk Key (pg. 3-9) FF3 0 BSSC 04 03 Hold (0 or 1) Hold

**Splash Tone: Busy Override (Continuous)**

0004 :0  
SPT Override 2

(all CPCs) - Version 1.0 or higher

Set whether the system will issue a recurring “splash” tone during a conversation in Busy Override.

**FF1 0 01 0004 Hold (0 or 1) Hold**



0=No splash tone. (default)

1= Splash tone is heard every 2 seconds during a Busy Override.



**Notes:**

**Related Programming:**


Extension COS: Busy Override Send (pg. 1-56) FF1 0 03 (00-15) 27 Hold (0 or 1) Hold  
 Busy Override on Trunk Key (pg. 3-9) FF3 0 BSSC 04 03 Hold (0 or 1) Hold

## Splash Tone: 3-Party Conference

(all CPCs) - Version 1.0 or higher

Set whether the system will issue a recurring “splash” tone to all parties when a 3-way conference call is initiated.

**FF1 0 01 0005 Hold (0 or 1) Hold**



0=No splash tone. (default)

1=Recurring splash tone is heard during a 3-Party Conference.

0005 :0  
 SPT for CONF



**Notes:**

**Related Programming:**


Extension COS: Brokers Hold on SLTs (pg. 1-42) FF1 0 03 (00-15) 07 Hold (0 or 1) Hold  
 Digital Pad Settings for 3-Party Conference (pg. 1-183) FF1 8 05 (0001-0024) Hold (0-31) Hold

## Exclusive Hold (CO Key)

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability to place a call on Exclusive Hold by pressing the trunk FF-key for it.

**FF1 0 01 0006 Hold (0 or 1) Hold**



0=Disable Exclusive Hold via CO key.

1=Enable Exclusive Hold via CO key. (default)

0006 :1  
 Exclusive Hold

**Notes:**

**Related Programming:**

Extension COS: Exclusive Hold for Non-Appearing CO (pg. 1-40) FF1 0 03 (00-15) 05 Hold (0 or 1) Hold



### Virtual Key LED: Answer Control #1

0007 :0  
Virtual CONT 1

(all CPCs) - Version 1.0 or higher

Set whether all FF-key line appearances for a Virtual Port will extinguish or stay lit when an incoming call to the Virtual Port is answered.

FF1 0 01 0007 Hold (0 or 1) Hold

↑

0=Free-up FF-key (extinguish). (default)  
1=Stay lit (busy).

**Notes:**

**Virtual Ports:** Extensions that do not physically exist, and do not require any hardware (doesn't take up a slot, port, etc.). Virtual Ports can be used for multiple ringing. Some examples are as follows:

- Incoming DID or DIL calls to a Virtual Port can ring on multiple phones.
- Virtual Ports can be assigned to Hunt Groups.
- Virtual Ports can receive calls going through Auto Attendant (e.g., "for Customer Service, press 1").
- Virtual Ports can be used as System Park orbits.

The above address, "Answer Control #1," interacts with the next address, "Answer Control #2." Once an incoming call is answered on a Virtual Port FF-key, one of the following can be programmed to occur:

- (1) the call stays on the Virtual FF-key for all phones that have it;
- (2) the call stays on the Virtual FF-key only on the phone that answers the call; or
- (3) the call moves to the MCO key to which the trunk belongs.

See table (next page) for interaction details.

In programming, you can allow the phone user to press ON/OFF (instead of the FF-key) to answer the incoming call by enabling the phone's extension port for **Ringing Line Preference (ON/OFF)** (see pg. 3-8).

**Related Programming:**

Day1/2/Night Ring Type/Destination for trunks -- see Chapter 2: Trunk Programming

Ringing Line Preference (ON/OFF) (pg. 3-8) FF3 0 BSSC 04 01 Hold (0 or 1) Hold

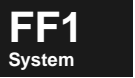
FF3 2: Virtual Ports (pg. 3-40)

FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold

Trunk FF-Key Allow/Restrict settings -- FF4 (starting on pg. 4-10)

**Table 1-1. Interaction between Virtual Key LED Answer Control #1 and #2 settings**

Answer Control #1 (all phones) FF1 0 01 0007 Hold (0/1) Hold 0=free-up FF-key (unlit) 1=stay lit (busy)	Answer Control #2 (answering phone only) FF1 0 01 0008 Hold (0/1) Hold 0=stay lit (busy) 1=free-up FF-key (unlit)	Result:
<b>0</b>	<b>0</b>	An incoming call to the Virtual Port will ring on all phones with a Virtual FF-key line appearance for it. When the call is answered ...  ... the FF-key will stay lit on <b>the phone that answered</b> the call. The Virtual Port's FF-keys on <b>all other phones</b> will extinguish (the call appearance moves to the MCO key to which the trunk belongs). These Virtual FF-keys are now available for the next incoming call to the Virtual Port.
<b>0</b>	<b>1</b>	<b>(default)</b> ... the Virtual Port's FF-keys on <b>all phones</b> will extinguish (the call appearance moves to the MCO key to which the trunk belongs). These Virtual FF-keys are now available for the next incoming call to the Virtual Port.
<b>1</b>	<b>0</b>	... all FF-keys for the Virtual Port will stay lit.
<b>1</b>	<b>1</b>	... all FF-keys for the Virtual Port will stay lit. (same as <b>1 - 0</b> above, because if Answer Control #1 is set to "1=stay lit," negates any Answer Control #2 setting)



NOTE: If the phone doesn't have an MCO key for the trunk, the call will not "appear" anywhere on the phone when it is moved from the Virtual Port FF-key; but it will remain a normal call (can be put on hold, transferred, etc.).

### Virtual Key LED: Answer Control #2

(all CPCs) - Version 1.0 or higher

Set whether the FF-key line appearance for a Virtual Port will extinguish or stay lit on the phone that answers an incoming call to the Virtual Port.

0008 :1  
Virtual CONT 2

**FF1 0 01 0008 Hold (0 or 1) Hold**



0=Stay lit (busy).

1=Free-up FF-key (extinguish). (default)

**Notes:**

See **Notes**, previous page.

This setting will apply only if **Virtual Key LED: Answer Control #1** is set to "0=Free-up" (default).

**Related Programming:**

See **Related Programming**, previous page.



## Floating Hold on Trunk Key

0009 :0  
Auto Floating

(all CPCs) - Version 1.0 or higher

Enable/Disable Floating Hold on a trunk FF-key by pressing the HOLD key.

**FF1 0 01 0009 Hold (0 or 1) Hold**  
↑

0=Disable Floating Hold on Trunk FF-key (via HOLD). (default)

1=Enable Floating Hold on Trunk FF-key (via HOLD).

**Notes:**

**Floating Hold:** When a call is placed on hold, any phone with a line appearance (trunk FF-key) for that call can pick it up by pressing the FF-key.

**Related Programming:**

FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)    **FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold**

## Floating Hold on Virtual Port Key

0010 :0  
Virtual Hold

(all CPCs) - Version 1.0 or higher

Enable/Disable Floating Hold on Virtual Port FF-keys.

**FF1 0 01 0010 Hold (0 or 1) Hold**  
↑

0=Disable Floating Hold on Virtual Port FF-keys. (default)

1=Enable Floating Hold on Virtual Port FF-keys.

**Notes:**

When a Virtual Port call is put on hold, the Virtual Port’s FF-key LED will indicate busy status (red solid) while the call is on hold.

**Related Programming:**

**FF3 2: Virtual Ports** (pg. 3-40)

## Hot Line/MCO Preference for "ON/OFF" Key

0011 :0  
ON/OFF Control

(all CPCs) - Version 1.0 or higher

Set whether system will seize an MCO trunk when ON/OFF is pressed on a digital keyphone.

**FF1 0 01 0011 Hold (0 or 1) Hold**



**0=Disable Hot Line/MCO Preference. (default)**  
**Receive intercom dial tone when ON/OFF is pressed.**

**1=Enable Hot Line/MCO Preference.**  
**Seize MCO trunk when ON/OFF is pressed.**

**FF1**  
System

### Notes:

If set to "1" (seize MCO trunk), an FF-key must be assigned for intercom calls (Headset feature).

### Related Programming:

**MCO Prime Line (pg. 3-21)** FF3 0 BSSC 04 23 Hold (0 or 1) Hold  
**FF5 5: Hot Line Group (pg. 5-23)**

## Programming Mode Entry

0012 :1  
PROG 1st Port

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of the lowest-numbered digital extension port to enter programming mode (ON/OFF PROG \*\* PROG) without a Log-In Code.

**FF1 0 01 0012 Hold (0 or 1) Hold**



**0=Do not allow programming mode entry.**

**1=Allow programming mode entry without a valid Log-In Code. (default)**

### Notes:

### Related Programming:

**Dealer Programming ID Code (pg. 1-108)** FF1 0 22 0001 Hold (0000-9999) Hold



### Built-In VM: Voice Mail Access Key

0013 :1  
VM Key CONT 1

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability to call the Built-In Voice Mail system by pressing an FF-key programmed for Built-In VM access.

**FF1 0 01 0013 Hold (0 or 1) Hold**

0=Disable Built-In VM access via FF-key.

1=Enable Built-In VM access via FF-key. (default)

**Notes:**

If this address is set to “1” (Enabled), a voice mail access code must be assigned to an FF-key.

Once assigned, the FF-key LED will indicate the recording is active.

**Related Programming:**

FF7 0: Built-In Voice Mail (pg. 7-3)

### Built-In VM: Mailbox Key

0014 :1  
VM Key CONT 2

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability to leave a message in Built-In Voice Mail by pressing a mailbox key.

**FF1 0 01 0014 Hold (0 or 1) Hold**

0=Disable Built-In VM mailbox key.

1=Enable Built-In VM mailbox key. (default)

**Notes:**

**Related Programming:**

FF7 0: Built-In Voice Mail (pg. 7-3)

## Built-In VM: Message Retrieve Key

0015 :1  
VM Key CONT 3

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability to retrieve messages in Built-In Voice Mail by pressing the MSG key.

**FF1 0 01 0015 Hold (0 or 1) Hold**



0=Disable MSG key for message retrieval from Built-In VM.

1=Enable MSG key for message retrieval from Built-In VM. (default)

**FF1**  
System

### Notes:

### Related Programming:

FF7 0: Built-In Voice Mail (pg. 7-3)

MSG Key ID Codes (pg. 8-52) FF8 1 06 Hold Hold (Ext.No.) Hold FLASH (Code) Hold

## Off-Hook Monitor

0016 :1  
Off-Hook Monitor

(all CPCs) - Version 1.0 or higher

Enable/Disable off-hook monitoring on speakerphones.

**FF1 0 01 0016 Hold (0 or 1) Hold**



0=Disable Off-Hook Monitoring.

1=Enable Off-Hook Monitoring. (default)

### Notes:

**Off-Hook Monitoring:** Put a call on-speaker while the handset is off-hook (simply press ON/OFF key). Two-way communication is still available through the handset; however, only one-way communication (caller-to-you) is available through the speaker (caller can't hear from the speaker).

### Related Programming:



## Handset Mute

0017 :1  
Handset Mute

(all CPCs) - Version 1.0 or higher

Enable/Disable Handset Mute. Applies to Tone Calling only.

FF1 0 01 0017 Hold (0 or 1) Hold

↑

0=Disable Handset Mute.

1=Enable Handset Mute for Tone calling. (default)

**Notes:**

**Handset Mute:** Block audio to the outside party by pressing an FF-key preprogrammed for the Mute function. Press the FF-key again to restore outgoing audio.

**Related Programming:**

Extension COS: Intercom Calling Type (pg. 1-36)    FF1 0 03 (00-15) 01 Hold (0 or 1) Hold

## Hookflash on Rotary SLTs

0018 :0  
SLT HK CONT

(all CPCs) - Version 1.0 or higher

Set what happens when the digit “1” is dialed on dial-pulse SLT phones during a call.

FF1 0 01 0018 Hold (0 or 1) Hold

↑

0=Dialing “1” performs hookflash. (default)

1=Dialing “1” outpulses digit “1.”

**Notes:**

**Related Programming:**



## ISDN Outgoing Control

0019 :0  
ISDN Setup CONT

(all CPCs) - Version 1.0 or higher

Enable/Disable automatic dialing when a digit string dialed on an ISDN trunk or extension matches an Automatic Route Selection (ARS) entry.

**FF1 0 01 0019 Hold (0 or 1) Hold**

0=Disable automatic outdialing on ARS match. (default)  
Needs number code for outgoing.

1=Enable automatic outdialing.

**FF1**  
System

### Notes:

Set this to “0” (Disable) if the system doesn’t use ARS routing. (Users must press the # key or time-out of the Interdigit Timer to dial out.)

Set this to “1” (Enable) if you want the system to seize the trunk/dial out automatically (so ISDN user doesn’t have to press # to send the call). If enabled, automatic outdialing is controlled by the addresses listed in **Related Programming** below.

### Related Programming:

*(if automatic outdialing is enabled...)*

Leading Digits Table: Follow Digit Maximum (pg. 6-7)    FF6 0 00 (001-100) 0003 Hold (0-16) Hold  
Analyze Digits Table: Follow Digit Maximum (pg. 6-12)    FF6 0 01 (001-500) 0003 Hold (0-16) Hold  
Closed Number Table: Follow Digit Maximum (pg. 6-43)    FF6 2 07 (001-150) 0002 Hold (0-16) Hold

## Automatic BLF on DSS and EM/24 Units

0020 :0  
BLF Auto Assign

(all CPCs) - Version 1.0 or higher

Enable/Disable automatic BLF key assignment for a DSS or EM/24, which (if enabled) will apply after setting the extension port’s **Phone Type** (see pg. 3-3).

**FF1 0 01 0020 Hold (0 or 1) Hold**

0=Disable automatic BLF assignment on DSS and EM/24. (default)

1=Enable automatic BLF assignment at initialization.

### Notes:

If this address is enabled, the following automatic assignments apply to **DSS Consoles**:

FF1-FF60      automatically assigned Ext. Nos., from smallest Ext.No. as FF1, to largest Ext. No. as FF60. If there are less than 60 extensions, the remaining FF-keys (up to FF60) will be blank.

- FF61-FF66 Floating Keys 1-6
- FF67-FF71 Paging Groups 0-4
- FF72 System Mode (Day/Night) Switch.

If this address is enabled, the following automatic assignments apply to **EM/24 Units**:

- FF1-FF24 Ext. Nos., from smallest Ext.No. as FF1, to largest Ext. No. as FF60. If there are less than 60 extensions, the remaining FF-keys (up to FF60) will be blank.



**Related Programming:**

Phone Type (pg. 3-3) FF3 0 BSSC 00 Hold (1-3) Hold

### Caller ID Log Outgoing Control

0021 :0  
CID Log Dial

(all CPCs) - Version 1.0 or higher

Enable/Disable automatic outdialing when a Caller ID phone number entry on the displayed Caller ID Log is selected (via soft key on LCD display).

**FF1 0 01 0021 Hold (0 or 1) Hold**

↑

0=Disable automatic outdialing of Caller ID Log entry. (default)

1=Enable automatic outdialing of Caller ID Log entry.

**Notes:**

**Related Programming:**

Caller ID Log Extensions (pg. 8-64) FF8 1 10 Hold Hold (001-120) Hold (0-9999) Hold

### Caller ID Log Private/Out-of-Area Control

0022 :1  
CID Logging CONT

(all CPCs) - Version 1.0 or higher

Enable/Disable the inclusion of “Private” or “Out of Area” calls on the Caller ID Log.

**FF1 0 01 0022 Hold (0 or 1) Hold**

↑

0=Disable Caller ID Log for “Private” or “Out of Area” calls.

1=Enable Caller ID Log for “Private” or “Out of Area” calls. (default)

**Notes:**

**Private Calls:** The caller has blocked their own Caller ID information.

**Out-of-Area Calls:** The CO does not support Caller ID data, so the information is not sent.

**Related Programming:**

Caller ID Log Extensions (pg. 8-64) FF8 1 10 Hold Hold (001-120) Hold (0-9999) Hold

**FF1**  
System

**Time Display Mode**

(all CPCs) - Version 1.0 or higher

Select the method for displaying the current (system clock) time on phone LCDs:

**24-hour format** (e.g., “15:00” for 3:00 pm)  
or **12-hour format** (e.g., “03:00” for 3:00 pm).

**FF1 0 01 0023 Hold (0 or 1) Hold**



0=24-hour format.

**1=12-hour format. (default)**

0023 :1  
24/12 Hours

**Notes:**

*CPC Reset is required* in order to activate a change to this setting.

**Related Programming:**

System Time (pg. 8-42) FF8 1 00 1 Hold (HHMM) Hold

## FF1 0 02: General 2

**FF1**  
System

### Trunk Numbering

(all CPCs) - Version 1.0 or higher

Set the system-wide digit length of trunk numbers.

0001 :0  
TRK Numbering

**FF1 0 02 0001 Hold (0 or 1) Hold**

↑  
0=2-digit trunk numbering. (default)  
1=3-digit trunk numbering.

**Notes:**

**Related Programming:**

- Trunk Number Assignment (pg. 2-7) for analog CO trunks    FF2 0 BSSC 00 Hold (0-576) Hold
- Trunk Number Assignment (pg. 2-37) for analog E&M tie trunks    FF2 0 BSSC 00 Hold (0-576) Hold
- Trunk Number Assignment (1st Channel) (pg. 2-60) for first ISDN trunk    FF2 1 BSSC 01 Hold (0-576) Hold
- Trunk Number Assignment (pg. 2-87) for T1 (CO) trunks    FF2 2 BSSCC 01 Hold (0-576) Hold
- Trunk Number Assignment (pg. 2-116) for T1 (E&M tie) trunks    FF2 2 BSSCC 01 Hold (0-576) Hold

### SSD Code Numbering

(all CPCs) - Version 1.0 or higher

Set the system-wide digit length of SSD codes.

0002 :1  
SSD Numbering

**FF1 0 02 0002 Hold (0 or 1) Hold**

↑  
0=2-digit SSD code numbering.  
1=3-digit SSD code numbering. (default)

**Notes:**

- If you select “2-digit numbering,” up to 80 SSDs (numbered 00-79) are available.
- If you select “3-digit numbering,” up to 800 SSDs (numbered 000-799) are available.

**Related Programming:**

SSD Common Block for MCO Tenant Groups (pg. 1-100) FF1 0 16 0001 Hold (0-800) Hold

SSD Block Assignment (pg. 1-100) FF1 0 17 (0001-0144) Hold (0-799 or 0-800) Hold

SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

**SSD Assignment to Groups**

0003 :0  
SSD Type

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability to assign SSD code ranges to different MCO Tenant Groups.

**FF1 0 02 0003 Hold (0 or 1) Hold**



**0=Disabled. (default) All extensions can use all SSD codes.**

**1=Enabled. SSD codes can be divided into blocks & assigned to different groups.**

**FF1**  
System

**Notes:**

If this is set to “1” (Enabled), you can assign (for example) SSDs 100-199 to MCO Tenant Group 1; SSDs 200-299 to MCO Tenant Group 2; and so on.

**Related Programming:**

Extension COS: SSD Assignment to MCO Tenant Groups (pg. 1-44) FF1 0 03 (00-15) 10 Hold (0 or 1) Hold

SSD Block Assignment to MCO Tenant Groups (pg. 1-99) FF1 0 15 (0001-0072) Hold (0-72) Hold

**Trunk Access in Speed Dialing**

0004 :1  
Speed Dial Mode

(all CPCs) - Version 1.0 or higher

Set whether the system will automatically access a trunk before outpulsing the phone number of an SSD or PSD code.

**FF1 0 02 0004 Hold (0 or 1) Hold**



**0=System does not access trunk; assumes SSD/PSD is an internal level.**

**1=System automatically accesses a trunk when an SSD/PSD code is dialed. (default)**

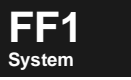
**Notes:**

If this address is set to “0” (system does *not* access trunk automatically), you need to enter the MCO access code in front of an outside number when programming it into a speed dial bin.

If this address is set to “1” (system automatically accesses a trunk), the trunk will be automatically chosen from MCO-1 when the user presses the SSD/PSD number or key. In order to program an intercom call into a speed dial bin, you must enter the Intercom access code in front of the extension number.

**Related Programming:**

PSD Numbers (pg. 8-44) FF8 1 01 Hold 0 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Phone No.) Hold  
 SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold




### Intercom Voice Call Pickup

0005 :0  
Pick-up V-call

(all CPCs) - Version 1.0 or higher

Enable or disable Call Pickup (Direct and Group) of intercom voice calls.

**FF1 0 02 0005 Hold (0 or 1) Hold**



0=Disable Call Pickup of intercom voice calls. (default)  
 1=Enable Call Pickup of intercom voice calls.

**Notes:**

**Related Programming:**


### BLF Call Pickup

0006 :1  
Pick-up BLF

(all CPCs) - Version 1.0 or higher

Enable/Disable the ability to pick up incoming calls on a BLF (Busy Lamp Field) key.

**FF1 0 02 0006 Hold (0 or 1) Hold**



0=Disable BLF Call Pickup.  
 1=Enable BLF Call Pickup. (default)

**Notes:**

**BLF Key (or DSS/BLF Key):** FF-keys assigned to represent other extensions. Press the BLF Key to call the extension, or pick up its incoming calls on either an immediate-ring or delayed-ring basis. BLF Keys are assigned in FF4: FF-Key/Soft Key Feature Assignment.

(all CPCs - Version 1.3 and higher) Incoming calls on BLF keys will blink green.

(all CPCs - Version 1.3 and higher) Assuming the above address is left at default **1=Enable ...**

- Auto Answer will apply (the ability to answer the incoming call simply by picking up the handset), as long as the BLF key is enabled for ringing in the **Trunk FF-Key** addresses in FF4. If the **Trunk FF-Key** addresses are left at default **0=Do not ring**, the user must press the BLF key to answer the incoming call.
- If the phone is ringing for the BLF call, the phone’s display will read “INCM” and the BLF Ext.No. or Name.
- If a BLF call is answered and in progress, the BLF key will start blinking green if it receives a second incoming call. Press the BLF key to pick up the second call (and disconnect from the first).



**Related Programming:**

- Trunk FF-Key: Day1 Ringing (pg. 4-11) FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold
- Trunk FF-Key: Day2 Ringing (pg. 4-12) FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold
- Trunk FF-Key: Night Ringing (pg. 4-12) FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold
- Trunk FF-Key: No-Ring Auto Answer (pg. 4-13) FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold
- DSS Trunk FF-Key: Day1 Ringing (pg. 4-16) FF4 1 BSSC 1 (01-72) Hold CONF Holdx2 (0 or 1) Hold
- DSS Trunk FF-Key: Day2 Ringing (pg. 4-17) FF4 1 BSSC 1 (01-72) Hold CONF Holdx3 (0 or 1) Hold
- DSS Trunk FF-Key: Night Ringing (pg. 4-17) FF4 1 BSSC 1 (01-72) Hold CONF Holdx4 (0 or 1) Hold
- DSS Trunk FF-Key: No-Ring Auto Answer (pg. 4-18) FF4 1 BSSC 1 (01-72) Hold CONF Holdx5 (0 or 1) Hold

## Day/Night Mode Assignment

(all CPCs) - Version 1.0 or higher

Set method of Day/Night Mode assignment.

**FF1 0 02 0007 Hold (0 or 1) Hold**

0=Day/Night Mode is set system-wide. (default)

1=Day/Night Mode is set for each MCO Tenant Group.

0007 :0

Day/Night Mode

**Notes:**

- If set to “0” (system-wide), Auto-Mode switching can be used.
- If set to “1” (per MCO Tenant Group), each MCO Tenant Group can have its own Day and Night modes, but mode switching must be performed manually -- Auto-Mode switching is not allowed.

**Related Programming:**

- Extension COS: System Mode Switch (pg. 1-55) FF1 0 03 (00-15) 26 Hold (0 or 1) Hold
- Day1/2/Night Ring Type/Destination for trunks -- see Chapter 2: Trunk Programming
- FF8 1 07: Special Days/Times (pg. 8-53)
- System Mode Display (pg. 3-17) FF3 0 BSSC 04 16 Hold (0 or 1) Hold



## Step Calling: Intercom Calls

(all CPCs) - Version 1.0 or higher

Enable/Disable Step Calling for intercom calls.

FF1 0 02 0008 Hold (0 or 1) Hold

0=Disable Step Calling for intercom calls. (default)

1=Enable Step Calling for intercom calls.

0008 :0  
EXT Step Call

**Notes:**

**Step Calling:** After dialing one extension, the caller can dial the last digit of another extension to transfer himself to that extension.

If this address is set to “1” (Enable Step Calling) and step calling is performed during intercom busy tone, the system will ring the dialed extension, and ignore any feature code that matches the dialed digit. This means the following features cannot be dialed if Step Calling is enabled (however, they can be performed if they are already programmed into an FF-key):

- 2=Internal Camp-On
- 3=Extension Callback
- 4=Extension Message-Wait
- 5=Priority Message-Wait
- 8=OHVA
- 9=Extension Busy Override

**Related Programming:**

## Step Calling: DISA/Tie-Line

(all CPCs) - Version 1.0 or higher

Enable/Disable Step Calling for DISA or tie-line calls.

FF1 0 02 0009 Hold (0 or 1) Hold

0=Disable Step Calling for DISA and tie-line calls. (default)

1=Enable Step Calling for DISA and tie-line calls.

0009 :0  
TIE Step Call

**Notes:**

**Step Calling:** After dialing one extension, the caller can dial the last digit of another extension to transfer himself to that extension.



**Related Programming:**

0010 :0  
ARS/LCR

### ARS/LCR Setting

(all CPCs) - Version 1.0 or higher

Set whether Automatic Route Selection (ARS) will apply to outbound calls using the 1st-priority (MCO-1) trunk access code (“9” by default).

**FF1 0 02 0010 Hold (0 or 1) Hold**

↑

**0=ARS will not apply to MCO-1 access code. (default)**  
1=ARS will apply to MCO-1 access code.



**Notes:**

If this address is set to “0” (ARS will *not* apply), the system will seize a trunk in MCO-1’s assigned trunk group.

If this address is set to “1” (ARS *will* apply), the system will look in the ARS tables for a match after the phone number is dialed.

**Related Programming:**

- Extension COS: Forced ARS (pg. 1-68)    FF1 0 03 (00-15) 42 Hold (0 or 1) Hold
- Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)    FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold
- MCO-Outbound Trunk Group Members (pg. 5-18)    FF5 2 (01-99) (002-577) Hold (1-576) Hold
- FF6 0: TRS/ARS Common (pg. 6-5)
- FF6 2: ARS Settings (pg. 6-25)

0011 :0  
Route Advance

### Advanced Routing for MCO Access

(all CPCs) - Version 1.0 or higher

Enable/Disable Advanced Routing for MCO trunk access.

**FF1 0 02 0011 Hold (0 or 1) Hold**

↑

**0=Disable Advanced Routing. (default)**  
1=Enable Advanced Routing.

**Notes:**

**Advanced Routing:** “Chains” of up to 5 MCO trunk groups can be searched when the user dials an MCO access code to seize an outside line. These MCO Trunk Group Chains are built in **FF1 3 02 (0001-0360) Hold (0-99) Hold (pg. 1-165)**.

If **ARS/LCR Setting (pg. 1-27)** is enabled, Advanced Routing is not available for MCO-1 Access Code (“9” by default). However, Advanced Routing will apply to MCO-2 thru MCO-5 (“81-84” by default).

**Related Programming:**

**FF1**  
System

- ARS/LCR Setting (pg. 1-27) **FF1 0 02 0010 Hold (0 or 1) Hold**
- Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164) **FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold**
- Advanced Routing: Outbound Trunk Group Chains (pg. 1-165) **FF1 3 02 (0001-0360) Hold (0-99) Hold**
- MCO-Outbound Trunk Group Members (pg. 5-18) **FF5 2 (01-99) (002-577) Hold (1-576) Hold**


### Page Override

0012 :1  
Paging Override

(all CPCs) - Version 1.0 or higher

Set whether a page currently in progress can be interrupted by a second page.

**FF1 0 02 0012 Hold (0 or 1) Hold**



0=Disable Page Override.  
1=Enable Page Override. (default)

**Notes:**

If Page Override is disabled (“0”), the first page will continue uninterrupted, and the second page attempt will be blocked (user will hear busy tone).

If Page Override is enabled (“1”), the second page will interrupt the first page and cut it off.

**Related Programming:**

- Extension COS: Paging (pg. 1-48) **FF1 0 03 (00-15) 15 Hold (0 or 1) Hold**

## Paging Answer on Tie-Line

0013 :0  
TIE Paging CONT

(all CPCs) - Version 1.0 or higher

Set whether the system *receiving* the page will send back an answer signal to the system *originating* the page, on an E&M tie-line.

FF1 0 02 0013 Hold (0 or 1) Hold

0=No answer signal. (default)

1=Answer signal is sent to the originating system.

FF1  
System

### Notes:

### Related Programming:

Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78) FF1 0 04 (00-15) 05 Hold (0 or 1) Hold

FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)

FF2 2: T1 Trunks (E&M Tie) (pg. 2-116)

## Howler Tone

0014 :0  
Howler Tone

(all CPCs) - Version 1.0 or higher

Enable/Disable Howler Tone.

FF1 0 02 0014 Hold (0 or 1) Hold

0=Disable Howler Tone. (default)

1=Enable Howler Tone.

### Notes:

**Howler Tone:** A loud tone issued through the handset receiver to call attention to an off-hook/dial-tone condition (for example, when a user fails to hang up from a call).

### Related Programming:

Extension COS: Dial Tone Pre-Pause Check (pg. 1-65) FF1 0 03 (00-15) 39 Hold (0 or 1) Hold

Pre-Pause Timer at Internal Dial Tone (DP SLTs) (pg. 1-139) FF1 1 03 0003 Hold (0-255) Hold

Pre-Pause Timer at Internal Dial Tone (DTMF SLTs) (pg. 1-140) FF1 1 03 0004 Hold (0-255) Hold

Pre-Pause Timer at Internal Dial Tone (Digital Keyphones) (pg. 1-140) FF1 1 03 0005 Hold (0-255) Hold

Interdigit Timer (Digital Keyphones) (pg. 1-142) FF1 1 03 0008 Hold (0-255) Hold

Howler Tone Duration Timer (Extensions) (pg. 1-153) FF1 1 04 0016 Hold (0-255) Hold



## DISA Invalid Number

0015 :0  
 DISA Error #

(all CPCs) - Version 1.0 or higher  
 Set system action for invalid DISA calls received.

FF1 0 02 0015 Hold (0 or 1) Hold

0=Handled as a multiple-incoming call. (default)  
 1=Call will be disconnected.

**Notes:**

**DISA (Direct Inward System Access):** By dialing the DISA trunk’s CO phone number, an outside caller can dial into the phone system, and have full access to all the system’s features without going through the Attendant (including the ability to transfer himself to different extensions, or dial-out on another trunk). To set up DISA, set the Analog-CO, ISDN, or T1-CO trunk for DISA service in the **Ring Type** addresses (FF2). Create DISA ID Codes and assign TRS Classes to them in FF1 0 26 0002-0033 (see pg. 1-114).

**Multiple-Incoming Ringing:** An incoming trunk call will ring on all extensions that have a CO or MCO line appearance (FF-key) for that trunk. The trunk’s **Ring Type** must be set to “0=Multiple Incoming (default)” in FF2. CO trunks and MCO trunk groups are assigned to FF-keys in FF4.

**Related Programming:**

- DISA ID Code Numbering (pg. 1-113)    FF1 0 26 0001 Hold (0-10) Hold
- Day1/Day2/Night Ring Type ...
- for analog CO trunks (pg. 2-28)    FF2 0 BSSC 03 (0, 2 and 4) Hold (0-6) Hold
- for ISDN trunks (pg. 2-75)    FF2 1 BSSC 04 (0, 2 and 4) Hold (0-6) Hold
- for T1-CO trunks (pg. 2-107)    FF2 2 BSSC 04 (0, 2 and 4) Hold (0-6) Hold

## DISA Interdigit Timeout

0016 :0  
 DISA DGT T-Out

(all CPCs) - Version 1.0 or higher  
 Set system action for incompleting incoming DISA calls (not receiving all DISA digits within 30 seconds, or more than 10 seconds elapsing between digits).

FF1 0 02 0016 Hold (0 or 1) Hold

0=Handled as a multiple-incoming call. (default)  
 1=Call will be disconnected.

**Notes:**

**Related Programming:**

<p><b>DISA No-Answer Timeout</b></p> <p>(all CPCs) - Version 1.0 or higher</p> <p>Set system action for unanswered DISA calls (an extension does not answer a DISA call before the No-Answer Timer expires).</p> <p style="text-align: center;"><b>FF1 0 02 0017 Hold (0 or 1) Hold</b></p> <p style="text-align: center;">↑</p> <p style="text-align: center;">0=Handled as a multiple-incoming call. (default) 1=Call will be disconnected.</p>	<p>0017 :0 DISA No Answer</p>
---	-----------------------------------



**Notes:**

**Related Programming:**

DISA No-Answer Timer #1 (pg. 1-127)    FF1 1 02 0001 Hold (0-255) Hold

<p><b>DID to Busy Extension (Day1)</b></p> <p>(all CPCs) - Version 1.0 or higher</p> <p>Set system action for DID calls to a busy extension during Day1 mode.</p> <p style="text-align: center;"><b>FF1 0 02 0018 Hold (0 or 1) Hold</b></p> <p style="text-align: center;">↑</p> <p style="text-align: center;">0=Busy signal is returned to caller. (default) 1=Handled as a multiple-incoming call.</p>	<p>0018 :0 DID Busy Day1</p>
--	----------------------------------

**Notes:**

**DID (Direct Inward Dial):** An outside caller can reach an internal extension directly by dialing a 7-digit CO phone number. The DID trunk passes the last 2 to 4 digits of the phone number to the PBX, and the digits become (or are modified to become) the equivalent of an extension number. DID trunks can't be used for outgoing calls (no dialtone offered). To set up DID, set the Analog-CO, ISDN, or T1-CO trunks for DID in the **Ring Type** addresses (FF2). Enter the DID numbers and assign their ring and delayed-ring destinations in **FF1 4: DID/DNIS Tables** (see pg. 1-168).

**Multiple-Incoming Ringing:** An incoming trunk call will ring on all extensions that have a CO or MCO line appearance (FF-key) for that trunk. CO trunks and MCO trunk groups are assigned to FF-keys in FF4.

**Related Programming:**

- DID/DNIS Dial Table ("A" Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table ("B" Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

**FF1**  
System

**DID to Busy Extension (Day2)**

0019 :0  
DID Busy Day2

(all CPCs) - Version 1.0 or higher

Set system action for DID calls to a busy extension during Day2 mode.

**FF1 0 02 0019 Hold (0 or 1) Hold**



0=Busy signal is returned to caller. (default)

1=Handled as a multiple-incoming call.

**Notes:**

**Related Programming:**

- DID/DNIS Dial Table ("A" Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table ("B" Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

**DID to Busy Extension (Night)**

0020 :0  
DID Busy Night

(all CPCs) - Version 1.0 or higher

Set system action for DID calls to a busy extension during Night mode.

**FF1 0 02 0020 Hold (0 or 1) Hold**



0=Busy signal is returned to caller. (default)

1=Handled as a multiple-incoming call.

**Notes:**

**Related Programming:**


DID/DNIS Dial Table (“A” Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold  
 DID/DNIS Dial Table (“B” Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

### DID to Incorrect Number (Day1)

(all CPCs) - Version 1.0 or higher

Set system action for incorrect DID calls (e.g., the DID number has not been assigned to ring anywhere) during Day1 mode.

**FF1 0 02 0021 Hold (0 or 1) Hold**



**0=Busy signal is returned to caller. (default)**

1=Handled as a multiple-incoming call (rings at extension with FF-key assignment for the CO trunk).

0021 :0  
DID Error Day1



**Notes:**

**Related Programming:**


DID/DNIS Dial Table (“A” Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold  
 DID/DNIS Dial Table (“B” Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

### DID to Incorrect Number (Day2)

(all CPCs) - Version 1.0 or higher

Set system action for incorrect DID calls (e.g., the DID number has not been assigned to ring anywhere) during Day2 mode.

**FF1 0 02 0022 Hold (0 or 1) Hold**



**0=Busy signal is returned to caller. (default)**

1=Handled as a multiple-incoming call (rings at extension with FF-key assignment for the CO trunk).

0022 :0  
DID Error Day2

**Notes:**

**Related Programming:**

- DID/DNIS Dial Table (“A” Side) (pg. 1-169)    **FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**
- DID/DNIS Dial Table (“B” Side) (pg. 1-171)    **FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**

**FF1**  
System

**DID to Incorrect Number (Night)**

0023 :0  
DID Error Night

(all CPCs) - Version 1.0 or higher

Set system action for incorrect DID calls (e.g., the DID number has not been assigned to ring anywhere) during Night mode.

**FF1 0 02 0023 Hold (0 or 1) Hold**



**0=Busy signal is returned to caller. (default)**

**1=Handled as a multiple-incoming call (rings at extension with FF-key assignment for the CO trunk).**

**Notes:**

**Related Programming:**

- DID/DNIS Dial Table (“A” Side) (pg. 1-169)    **FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**
- DID/DNIS Dial Table (“B” Side) (pg. 1-171)    **FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**



## FF1 0 03: Extension COS Definitions

**NOTE:** Based on their initial default values, Extension Class of Service (COS) No. 15 (setting “14” in the addresses below) is intended for Built-In Voice Mail and Built-In ACD ports. Extension COS No. 16 (setting “15”) is intended for Attendant phones. If the default for these COS Nos. is different from the normal default, it will be indicated in the address explanations on the following pages.

When you enter the address number 00-15 for the desired COS No. 01-16, the actual COS No. (01-16) will appear on the phone’s display.

By default, all extensions are assigned to Extension COS No. 1 (see FF3 0 BSSC 07 on pg. 3-26).

**FF1**  
System

**Table 1-2. Extension COS addresses and defaults**

FF1 0 03 (00-15) 01 Hold (0 or 1) Hold	Extension COS: Intercom Calling Type	1 (Voice)	pg. 1-36
FF1 0 03 (00-15) 02 Hold (0 or 1) Hold	Extension COS: Onhook Transfer at Ringback	0 (Allowed)	pg. 1-37
FF1 0 03 (00-15) 03 Hold (0 or 1) Hold	Extension COS: Onhook Transfer at Talk	0 (Allowed)	pg. 1-38
FF1 0 03 (00-15) 04 Hold (0 or 1) Hold	Extension COS: Onhook Transfer at Camp-On	0 (Allowed)	pg. 1-39
FF1 0 03 (00-15) 05 Hold (0 or 1) Hold	Extension COS: Exclusive Hold for Non-Appearing CO	0 (System Hold)	pg. 1-40
FF1 0 03 (00-15) 06 Hold (0 or 1) Hold	Extension COS: Exclusive Hold on SLTs	0 (System Hold)	pg. 1-41
FF1 0 03 (00-15) 07 Hold (0 or 1) Hold	Extension COS: Brokers Hold on SLTs	1 (Broker’s Hold)	pg. 1-42
FF1 0 03 (00-15) 08 Hold (0 or 1) Hold	Extension COS: Hookflash Control on SLTs	0 (Allowed)	pg. 1-43
FF1 0 03 (00-15) 09 Hold (0 or 1) Hold	Extension COS: SSD Assignment	1 (Not Allowed)	pg. 1-43
FF1 0 03 (00-15) 10 Hold (0 or 1) Hold	Extension COS: SSD Assignment to MCO Tenant Groups	1 (Not Allowed)	pg. 1-44
FF1 0 03 (00-15) 11 Hold (0 or 1) Hold	Extension COS: SSD Dialing	0 (Allowed)	pg. 1-45
FF1 0 03 (00-15) 12 Hold (0 or 1) Hold	Extension COS: Intercom Redialing	1 (Not Allowed)	pg. 1-46
FF1 0 03 (00-15) 13 Hold (0 or 1) Hold	Extension COS: Direct Trunk Access	0 (Allowed)	pg. 1-46
FF1 0 03 (00-15) 14 Hold (0 or 1) Hold	Extension COS: MCO Incoming Call Answer	0 (Allowed)	pg. 1-47
FF1 0 03 (00-15) 15 Hold (0 or 1) Hold	Extension COS: Paging	0 (Allowed)	pg. 1-48
FF1 0 03 (00-15) 16 Hold (0 or 1) Hold	Extension COS: Auto Repeat Dial	0 (Allowed)	pg. 1-48
FF1 0 03 (00-15) 17 Hold (0 or 1) Hold	Extension COS: DND Set/Clear	0 (Allowed)	pg. 1-49
FF1 0 03 (00-15) 18 Hold (0 or 1) Hold	Extension COS: DND Set/Clear (Other)	1 (Not Allowed)	pg. 1-50
FF1 0 03 (00-15) 19 Hold (0 or 1) Hold	Extension COS: Call Forward/All Calls	0 (Allowed)	pg. 1-50
FF1 0 03 (00-15) 20 Hold (0 or 1) Hold	Extension COS: Call Forward/No Answer	0 (Allowed)	pg. 1-51
FF1 0 03 (00-15) 21 Hold (0 or 1) Hold	Extension COS: Call Forward/Busy	0 (Allowed)	pg. 1-52
FF1 0 03 (00-15) 22 Hold (0 or 1) Hold	Extension COS: Call Forward/Other	1 (Not Allowed)	pg. 1-52
FF1 0 03 (00-15) 23 Hold (0 or 1) Hold	Extension COS: User Log-In	1 (Not Allowed)	pg. 1-53
FF1 0 03 (00-15) 24 Hold (0 or 1) Hold	Extension COS: Priority Message Waiting Send (VM)	1 (Not Allowed)	pg. 1-54
FF1 0 03 (00-15) 25 Hold (0 or 1) Hold	Extension COS: Message Waiting Send	0 (Allowed)	pg. 1-55
FF1 0 03 (00-15) 26 Hold (0 or 1) Hold	Extension COS: System Mode Switch	1 (Not Allowed)	pg. 1-55
FF1 0 03 (00-15) 27 Hold (0 or 1) Hold	Extension COS: Busy Override Send	0 (Allowed)	pg. 1-56



FF1 0 03 (00-15) 28 Hold (0 or 1) Hold	Extension COS: Manual Camp-On Send	0 (Allowed)	pg. 1-57
FF1 0 03 (00-15) 29 Hold (0 or 1) Hold	Extension COS: Manual Camp-On Receive	0 (Allowed)	pg. 1-58
FF1 0 03 (00-15) 30 Hold (0 or 1) Hold	Extension COS: Callback Request Send	0 (Allowed)	pg. 1-58
FF1 0 03 (00-15) 31 Hold (0 or 1) Hold	Extension COS: Callback Request Receive	0 (Allowed)	pg. 1-59
FF1 0 03 (00-15) 32 Hold (0 or 1) Hold	Extension COS: Trunk Queuing	0 (Allowed)	pg. 1-60
FF1 0 03 (00-15) 33 Hold (0 or 1) Hold	Extension COS: Manual DND Override Send	1 (Not Allowed)	pg. 1-61
FF1 0 03 (00-15) 34 Hold (0 or 1) Hold	Extension COS: Forced DND Override	1 (Not Allowed)	pg. 1-61
FF1 0 03 (00-15) 35 Hold (0 or 1) Hold	Extension COS: 8-Party Conference	0 (Allowed)	pg. 1-62
FF1 0 03 (00-15) 36 Hold (0 or 1) Hold	Extension COS: Voice Call Send	0 (Allowed)	pg. 1-63
FF1 0 03 (00-15) 37 Hold (0 or 1) Hold	Extension COS: Voice Call Receive	0 (Allowed)	pg. 1-64
FF1 0 03 (00-15) 38 Hold (0 or 1) Hold	Extension COS: Dial Tone Stop	1 (Receive internl dial tone)	pg. 1-64
FF1 0 03 (00-15) 39 Hold (0 or 1) Hold	Extension COS: Dial Tone Pre-Pause Check	1 (Check/send re-order tone)	pg. 1-65
FF1 0 03 (00-15) 40 Hold (0 or 1) Hold	Extension COS: Long Talk Alarm	1 (Enabled)	pg. 1-66
FF1 0 03 (00-15) 41 Hold (0 or 1) Hold	Extension COS: Recall Timer Apply	0 (Ext.Recall)	pg. 1-67
FF1 0 03 (00-15) 42 Hold (0 or 1) Hold	Extension COS: Forced ARS	0 (Disabled)	pg. 1-68
FF1 0 03 (00-15) 43 Hold (0 or 1) Hold	Extension COS: API Event Reporting	1 (Enabled)	pg. 1-69
FF1 0 03 (00-15) 44 Hold (0 or 1) Hold	Extension COS: Call Forward/Outside	0 (Allowed)	pg. 1-69
FF1 0 03 (00-15) 45 Hold (0 or 1) Hold	Extension COS: Onhook Trunk-to-Trunk Transfer	1 (Not Allowed)	pg. 1-70
FF1 0 03 (00-15) 46 Hold (0 or 1) Hold	Extension COS: Station Call Park Answer	0 (Allowed)	pg. 1-71
FF1 0 03 (00-15) 47 Hold (0 or 1) Hold	Extension COS: Station Call Park Transfer	0 (Allowed)	pg. 1-72
FF1 0 03 (00-15) 48 Hold (0 or 1) Hold	Extension COS: OHVA	0 (Allowed)	pg. 1-72
FF1 0 03 (00-15) 49 Hold (0 or 1) Hold	Extension COS: OHVA Answer	0 (Allowed)	pg. 1-73
FF1 0 03 (00-15) 50 Hold (0 or 1) Hold	Extension COS: Call-Waiting Answer at HOLD	0 (Allowed)	pg. 1-74

### Extension COS: Intercom Calling Type

(all CPCs) - Version 1.0 or higher

Set the initial type of intercom calling sent by extensions in this Class of Service (COS).

0001 :1  
NN:EXT Call Type

(NN=COS 01-16)

**FF1 0 03 (00-15) 01 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- 00=COS 1      08=COS 9
- 01=COS 2      09=COS 10
- 02=COS 3      10=COS 11
- 03=COS 4      11=COS 12
- 04=COS 5      12=COS 13
- 05=COS 6      13=COS 14
- 06=COS 7      14=COS 15 (for VM)
- 07=COS 8      15=COS 16 (for Attendant)

0=Tone calling.

**1=Voice calling. (default)**

**Notes:**

**Tone Calling:** The called extension answers by picking up the handset or pressing ON/OFF.

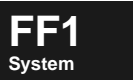
**Voice Calling:** The called extension can hear the caller on speaker; both parties can begin talking immediately (no action necessary).

The end-user can toggle between Tone and Voice by dialing “1” during the call.

If this address is set to “Voice calling,” but **Extension COS: Voice Call Send** is disabled, the phone will automatically switch to Tone calling when the user places an intercom call.

If this address is set to “Tone calling,” the **Extension COS: Voice Call Send** setting has no effect.

(all CPCs - Version 1.3 and higher) During a Voice call, a Message-Waiting signal can be sent to the called (busy) extension simply by dialing “4” (don’t need to switch to Tone calling first). The Message-Waiting will be cancelled by either extension placing a second Voice call to the other.



**Related Programming:**

- Extension COS: Voice Call Send (pg. 1-63) FF1 0 03 (00-15) 36 Hold (0 or 1) Hold
- Extension COS: Voice Call Receive (pg. 1-64) FF1 0 03 (00-15) 37 Hold (0 or 1) Hold
- Extension COS Assignment (pg. 3-26) for digital keyphones and SLTs FF3 0 BSSC 07 Hold (1-16) Hold
- Extension COS Assignment (pg. 3-38) for S-point ISDN extension ports FF3 1 BSSC 06 Hold (1-16) Hold
- Extension COS Assignment (pg. 3-43) for Virtual Ports FF3 2 (001-576) 03 Hold (1-16) Hold
- Extension COS Assignment (pg. 3-46) for RAI Ports FF3 3 02 Hold (1-16) Hold

**Extension COS: Onhook Transfer at Ringback** 0002 :0  
NN:ON-HK RBT

(all CPCs) - Version 1.0 or higher (NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to perform Onhook Transfer during ringback tone, before the called party answers.

**FF1 0 03 (00-15) 02 Hold (0 or 1) Hold**

↑ <u>Extension COS Nos. 1-16</u> 00=COS 1      08=COS 9 01=COS 2      09=COS 10 02=COS 3      10=COS 11 03=COS 4      11=COS 12 04=COS 5      12=COS 13 05=COS 6      13=COS 14 06=COS 7      14=COS 15 (for VM) 07=COS 8      15=COS 16 (for Attendant)	↑ <b>0=Allow Onhook Transfer at ringback. (default)</b> 1=Do not allow Onhook Transfer at ringback.
---	---

**Notes:**

**Onhook Transfer at Ringback: (also called “Blind Transfer”)** Put call on hold, dial the extension to transfer to, and hang up before the called party answers.

If **Onhook Transfer** is disabled, the user must press PROG or RELEASE before hanging up, in order to transfer the call.

An SLT requires **Onhook Transfer** to be enabled (set to “0”).

**Related Programming:**

Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70) FF1 0 03 (00-15) 45 Hold (0 or 1) Hold

**FF1**  
System

**Extension COS: Onhook Transfer at Talk**

(all CPCs) - Version 1.0 or higher

0003 :0  
NN:ON-HK Talk  
(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to perform Onhook Transfer after the called party answers.

**FF1 0 03 (00-15) 03 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

0=Allow Onhook Transfer at talk. (default)

1=Do not allow Onhook Transfer at talk.

- 00=COS 1      08=COS 9
- 01=COS 2      09=COS 10
- 02=COS 3      10=COS 11
- 03=COS 4      11=COS 12
- 04=COS 5      12=COS 13
- 05=COS 6      13=COS 14
- 06=COS 7      14=COS 15 (for VM)
- 07=COS 8      15=COS 16 (for Attendant)

**Notes:**

**Onhook Transfer at Talk: (also called “Supervised Transfer”)** Put call on hold, dial the extension to transfer to, wait for someone to answer, then hang up. The called extension will automatically connect to the call.

If **Onhook Transfer** is disabled, the user must press PROG or RELEASE before hanging up, in order to transfer the call.

(all CPCs - Version 1.3 and higher) **Exception:** This address does not apply to VM ports. Hanging up after dialing the VM port will automatically send the call to Voice Mail. See **SLT Voice Mail Connection** on pg. 3-11 to define the extension as a VM port.

An SLT requires **Onhook Transfer** to be enabled (set to “0”).

**Related Programming:**

Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70) FF1 0 03 (00-15) 45 Hold (0 or 1) Hold

SLT Voice Mail Connection (pg. 3-11) FF3 0 BSSC 04 06 Hold (0 or 1) Hold

## Extension COS: Onhook Transfer at Camp-On

0004 :0  
 NN:ON-HK Camp On

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to perform Onhook Transfer by a camp-on to the called party.

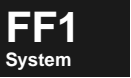
**FF1 0 03 (00-15) 04 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow Onhook Transfer at camp-on.  
 (default)**

**1=Do not allow Onhook Transfer at camp-on.**



### Notes:

**Onhook Transfer at Camp-On:** Put call on hold, dial the extension to transfer to (extension is busy), dial the Camp-On code, then hang up. When the extension becomes free, the call will be automatically transferred.

If **Onhook Transfer** is disabled, the user must press PROG or RELEASE before hanging up, in order to transfer the call.

An SLT requires **Onhook Transfer** to be enabled (set to "0").

### Related Programming:

Extension COS: Manual Camp-On Send (pg. 1-57) **FF1 0 03 (00-15) 28 Hold (0 or 1) Hold**

Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70) **FF1 0 03 (00-15) 45 Hold (0 or 1) Hold**

## Extension COS: Exclusive Hold for Non-Appearing CO

0005 :0  
 NN:Hold Type-KTL  
 (NN=COS 01-16)

(all CPCs) - Version 1.0 or higher

Set call holding type when the HOLD key is pressed during a non-appearing CO trunk call, on digital keyphone extensions in this Class of Service (COS).

**FF1 0 03 (00-15) 05 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9	0=System Hold. (default)
01=COS 2	09=COS 10	
02=COS 3	10=COS 11	1=Exclusive Hold.
03=COS 4	11=COS 12	
04=COS 5	12=COS 13	
05=COS 6	13=COS 14	
06=COS 7	14=COS 15 (for VM) -- <i>default: 1 (Exclusive Hold)</i>	
07=COS 8	15=COS 16 (for Attendant)	

**FF1**  
System

### Notes:

**System Hold:** Any extension can retrieve the held call.

**Exclusive Hold:** Only the extension that placed the call on hold, can retrieve it.

This address applies only to non-appearing CO trunk calls (not on an FF-key). For Exclusive Hold control on a trunk FF-key, see **Exclusive Hold (CO Key) FF1 0 01 0006 Hold (0 or 1) Hold.**

### Related Programming:

## Extension COS: Exclusive Hold on SLTs

(all CPCs) - Version 1.0 or higher

Set call holding type when a hookflash (to place a call on hold) is performed on SLT extensions in this Class of Service (COS).

0006 :0  
 NN:Hold Type SLT

(NN=COS 01-16)

**FF1 0 03 (00-15) 06 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM) -- <i>default: 1 (Exclusive Hold)</i>
07=COS 8	15=COS 16 (for Attendant)

0=System Hold. (default)

1=Exclusive Hold.



### Notes:

**System Hold:** Any extension can retrieve the held call (LED flashes green on other phones with that line appearance).

**Exclusive Hold:** Only the extension that placed the call on hold, can retrieve it (LED solid red on other phones).

### Related Programming:

Extension COS: Hookflash Control on SLTs (pg. 1-43)    **FF1 0 03 (00-15) 08 Hold (0 or 1) Hold**

## Extension COS: Brokers Hold on SLTs

(all CPCs) - Version 1.0 or higher

Set call holding type when a second hookflash is performed on SLT extensions in this Class of Service (COS).

0007 :1  
 NN:Broker's Hold

(NN=COS 01-16)

**FF1 0 03 (00-15) 07 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

0=3-Party Conference.

1=Brokers Hold. (default)

**FF1**  
System

### Notes:

**3-Party Conference:** First hookflash places call on hold. Then call the 3rd party, and hookflash again to connect all three parties.

(all CPCs - Version 1.3 and higher) To drop out of a 3-Party Conference, simply hang up. To release Conference Member #1, press PROG 1. To release Conference Member #2, press PROG 2.

**Brokers Hold:** Hookflash toggles between two calls, automatically placing the current call on hold and connecting to the other.

### Related Programming:

Extension COS: Hookflash Control on SLTs (pg. 1-43) FF1 0 03 (00-15) 08 Hold (0 or 1) Hold  
 SLT Hookflash (pg. 3-5) FF3 0 BSSC 03 0 Hold (0 or 1) Hold



### Extension COS: Hookflash Control on SLTs

(all CPCs) - Version 1.0 or higher

Allow/Restrict hookflash on SLT extensions in this Class of Service (COS).

0008 :0  
NN:SLT Hooking

(NN=COS 01-16)

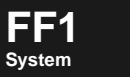
**FF1 0 03 (00-15) 08 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allowed (system recognizes hookflash). (default)**

**1=Restricted (system ignores hookflash).**



**Notes:**

**Related Programming:**

### Extension COS: SSD Assignment

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to assign System Speed Dial (SSD) numbers.

0009 :1  
NN:SSD Assign

(NN=COS 01-16)

**FF1 0 03 (00-15) 09 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |  |
|----------|--|
| 00=COS 1 | 08=COS 9   |
| 01=COS 2 | 09=COS 10  |
| 02=COS 3 | 10=COS 11  |
| 03=COS 4 | 11=COS 12  |
| 04=COS 5 | 12=COS 13  |
| 05=COS 6 | 13=COS 14  |
| 06=COS 7 | 14=COS 15 (for VM)                                     |
| 07=COS 8 | 15=COS 16 (for Attendant) -- <i>default: 0 (Allow)</i> |

**0=Allow SSD assignment.**

**1=Do not allow SSD assignment. (default)**

**Notes:**

**Related Programming:**

SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

**FF1**  
System

**Extension COS: SSD Assignment to MCO Tenant Groups**

0010 :1  
NN:G.SSD Assign  
(NN=COS 01-16)

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to assign System Speed Dial numbers to MCO Tenant Groups.

**FF1 0 03 (00-15) 10 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |  |
|----------|--|
| 00=COS 1 | 08=COS 9   |
| 01=COS 2 | 09=COS 10  |
| 02=COS 3 | 10=COS 11  |
| 03=COS 4 | 11=COS 12  |
| 04=COS 5 | 12=COS 13  |
| 05=COS 6 | 13=COS 14  |
| 06=COS 7 | 14=COS 15 (for VM)                                     |
| 07=COS 8 | 15=COS 16 (for Attendant) -- <i>default: 0 (Allow)</i> |

0=Allow SSD assignment to MCO Tenant Groups.

**1=Do not allow SSD assignment to MCO Tenant Groups. (default)**

**Notes:**

**Related Programming:**

SSD Assignment to Groups (pg. 1-23) FF1 0 02 0003 Hold (0 or 1) Hold

SSD Block Assignment to MCO Tenant Groups (pg. 1-99) FF1 0 15 (0001-0072) Hold (0-72) Hold

## Extension COS: SSD Dialing

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to dial System Speed Dial numbers.

0011 :0  
NN:SSD TRS

(NN=COS 01-16)

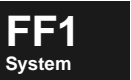
**FF1 0 03 (00-15) 11 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

**0=Allow SSD dialing. (default)**

1=Do not allow SSD dialing.



### Notes:

### Related Programming:

- SSD Block Assignment to MCO Tenant Groups (pg. 1-99)    **FF1 0 15 (0001-0072) Hold (0-72) Hold**
- SSD Common Block for MCO Tenant Groups (pg. 1-100)    **FF1 0 16 0001 Hold (0-800) Hold**
- SSD Block Assignment (pg. 1-100)    **FF1 0 17 (0001-0144) Hold (0-799 or 0-800) Hold**

**FF1**  
System

### Extension COS: Intercom Redialing

0012 :1  
NN:Redial Type

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to redial intercom calls.

**FF1 0 03 (00-15) 12 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

0=Allow intercom and trunk redialing.

**1=Do not allow intercom redialing. (default)**  
**Only outside trunk calls can be redialed.**

**Notes:**

**Related Programming:**

### Extension COS: Direct Trunk Access

0013 :0  
NN:Designed CO

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to select a specific trunk for an outgoing call.

**FF1 0 03 (00-15) 13 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow direct trunk access. (default)**

**1=Do not allow direct trunk access --**  
**must use MCO trunk group.**

**Notes:**

If this **Direct Trunk Access** is set to “1” (Do not allow), use the MCO Outgoing Group (press the MCO key) to seize a trunk.

**Related Programming:**

Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164) FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold



**Extension COS: MCO Incoming Call Answer** 0014 :0  
NN:DESI MCO ANS

(all CPCs) - Version 1.0 or higher (NN=COS 01-16)

Allow/Restrict the ability to pick up incoming calls in MCO (Incoming) trunk groups that are ringing on other extensions besides those in this Class of Service (COS).

**FF1 0 03 (00-15) 14 Hold (0 or 1) Hold**

↑

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

↑

**0=Allow call pickup in other MCO trunk groups. (default)**

1=Do not allow call pickup in other MCO trunk groups.

**Notes:**

**Related Programming:**

MCO-Inbound Trunk Group Members (pg. 5-20) FF5 3 (01-99) (001-576) Hold (1-576) Hold



## Extension COS: Paging

0015 :0  
NN:Paging

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to issue a page.

**FF1 0 03 (00-15) 15 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow paging. (default)**

1=Do not allow paging.

### Notes:

(all CPCs - Version 1.3 and higher) Phones set to DND will *not* hear pages. However, phones set to Call Forward-All *will* hear pages.

### Related Programming:

Splash Tone: Internal Paging (pg. 1-9) FF1 0 01 0002 Hold (0 or 1) Hold

Page Override (pg. 1-28) FF1 0 02 0012 Hold (0 or 1) Hold

Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78) FF1 0 04 (00-15) 05 Hold (0 or 1) Hold

FF5 4: Paging Groups (pg. 5-21)

## Extension COS: Auto Repeat Dial

0016 :0  
NN:Auto REP Dial

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict Auto Repeat Dialing on digital extensions in this Class of Service (COS).

**FF1 0 03 (00-15) 16 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow Auto Repeat Dialing. (default)**

1=Do not allow Auto Repeat Dialing.

**Notes:**

Auto-Repeat Dialing requires a digital key phone.

**Auto Repeat Dialing:** Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

**Related Programming:**



**Extension COS: DND Set/Clear** 0017 :0  
NN:DND

(all CPCs) - Version 1.0 or higher (NN=COS 01-16)

Allow/Restrict the extension's ability to set or clear Do-Not-Disturb (DND) on itself.

**FF1 0 03 (00-15) 17 Hold (0 or 1) Hold**

↑

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM) -- <i>default: 1 (Do not allow)</i>
07=COS 8	15=COS 16 (for Attendant)

↑

**0=Allow DND Set/Clear. (default)**  
1=Do not allow DND Set/Clear.

**Notes:**

(all CPCs - Version 1.3 and higher) Phones set to DND will *not* hear pages. However, phones set to Call Forward-All *will* hear pages.

**Related Programming:**



### Extension COS: DND Set/Clear (Other)

(all CPCs) - Version 1.0 or higher

Allow/Restrict the extension's ability to place another phone in DND.

0018 :1  
 NN:DND via Other  
 (NN=COS 01-16)

**FF1 0 03 (00-15) 18 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- 00=COS 1      08=COS 9
- 01=COS 2      09=COS 10
- 02=COS 3      10=COS 11
- 03=COS 4      11=COS 12
- 04=COS 5      12=COS 13
- 05=COS 6      13=COS 14
- 06=COS 7      14=COS 15 (for VM)
- 07=COS 8      15=COS 16 (for Attendant) -- *default: 0 (Allow)*

0=Allow DND Set/Clear on other extensions.

**1=Do not allow DND Set/Clear on other extensions. (default)**

**Notes:**

(all CPCs - Version 1.3 and higher) Phones set to DND will *not* hear pages. However, phones set to Call Forward-All *will* hear pages.

**Related Programming:**

### Extension COS: Call Forward/All Calls

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to set or clear Call Forward/All Calls.

0019 :0  
 NN:CFWD-All  
 (NN=COS 01-16)

**FF1 0 03 (00-15) 19 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- 00=COS 1      08=COS 9
- 01=COS 2      09=COS 10
- 02=COS 3      10=COS 11
- 03=COS 4      11=COS 12
- 04=COS 5      12=COS 13
- 05=COS 6      13=COS 14
- 06=COS 7      14=COS 15 (for VM) -- *default: 1 (Do not allow)*
- 07=COS 8      15=COS 16 (for Attendant)

**0=Allow Call Forward/All Calls. (default)**

**1=Do not allow Call Forward/All Calls.**



**Notes:**

(all CPCs - Version 1.3 and higher) Phones set to Call Forward-All *will* hear pages.

**Related Programming:**

<b>Extension COS: Call Forward/No Answer</b>		0020 :0 NN:CFWD-No ANS
(all CPCs) - Version 1.0 or higher		(NN=COS 01-16)
Allow/Restrict the ability of extensions in this Class of Service (COS) to set or clear Call Forward/No Answer.		
<p><b>FF1 0 03 (00-15) 20 Hold (0 or 1) Hold</b></p> <p style="text-align: center;"> <span style="margin-right: 150px;">↑</span> <span>↑</span> </p>		
<u>Extension COS Nos. 1-16</u>		<b>0=Allow Call Forward/No Answer. (default)</b>
00=COS 1	08=COS 9	1=Do not allow Call Forward/No Answer.
01=COS 2	09=COS 10	
02=COS 3	10=COS 11	
03=COS 4	11=COS 12	
04=COS 5	12=COS 13	
05=COS 6	13=COS 14	
06=COS 7	14=COS 15 (for VM) -- <i>default: 1 (Do not allow)</i>	
07=COS 8	15=COS 16 (for Attendant)	



**Notes:**

**Related Programming:**

**FF1**  
System

### Extension COS: Call Forward/Busy

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to set or clear Call Forward/Busy.

0021 :0  
NN:CFWD-Busy

(NN=COS 01-16)

**FF1 0 03 (00-15) 21 Hold (0 or 1) Hold**



Extension COS Nos. 1-16

**0=Allow Call Forward/Busy. (default)**

**1=Do not allow Call Forward/Busy.**

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM) -- <i>default: 1 (Do not allow)</i>
07=COS 8	15=COS 16 (for Attendant)

**Notes:**

**Related Programming:**

### Extension COS: Call Forward/Other

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to set or clear Call Forwarding (Busy, No-Answer, and All) on other extensions.

0022 :1  
NN:CF via Other

(NN=COS 01-16)

**FF1 0 03 (00-15) 22 Hold (0 or 1) Hold**



Extension COS Nos. 1-16

**0=Allow Call Forwarding other extensions.**

**1=Do not allow Call Forwarding other extensions. (default)**

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant) -- <i>default: 0 (Allow)</i>

**Notes:**

**Related Programming:**

**Extension COS: User Log-In**

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to change User Maintenance settings by entering the User Log-In code.

0023 :1  
 NN:User Log-In  
 (NN=COS 01-16)



**FF1 0 03 (00-15) 23 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- 00=COS 1      08=COS 9
- 01=COS 2      09=COS 10
- 02=COS 3      10=COS 11
- 03=COS 4      11=COS 12
- 04=COS 5      12=COS 13
- 05=COS 6      13=COS 14
- 06=COS 7      14=COS 15 (for VM)
- 07=COS 8      15=COS 16 (for Attendant) -- *default: 0 (Allow)*

0=Allow User Log-In at this extension.

**1=Do not allow User Log-In at this extension.  
 (default)**

**Notes:**

To log-in from an extension, press **PROG \* \* CONF**.

**Related Programming:**

- Programming Mode Entry (pg. 1-15)    **FF1 0 01 0012 Hold (0 or 1) Hold**
- FF8 1: User Maintenance (pg. 8-42)

## Extension COS: Priority Message Waiting Send (VM)

0024 :1  
 NN:MSG Wait1  
 (NN=COS 01-16)

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to send a Priority Message-Waiting indication to other extensions.

**FF1**  
System

**FF1 0 03 (00-15) 24 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |   |  |
|----------|---|--|
| 00=COS 1 | 08=COS 9  | 0=Allow Priority Message Waiting Send.                         |
| 01=COS 2 | 09=COS 10                                       |  |
| 02=COS 3 | 10=COS 11                                       | <b>1=Do not allow Priority Message Waiting Send. (default)</b> |
| 03=COS 4 | 11=COS 12                                       |  |
| 04=COS 5 | 12=COS 13                                       |  |
| 05=COS 6 | 13=COS 14                                       |  |
| 06=COS 7 | 14=COS 15 (for VM) -- <i>default: 0 (Allow)</i> |  |
| 07=COS 8 | 15=COS 16 (for Attendant)                       |  |

**Notes:**

The Priority Message Waiting Send feature is typically implemented in Voice Mail systems. In order for this setting to affect VM, make sure the appropriate COS number is assigned to the VM extension port.

**Related Programming:**

- SLT Voice Mail Connection (pg. 3-11)    **FF3 0 BSSC 04 06 Hold (0 or 1) Hold**
- Extension COS Assignment (pg. 3-26)    **FF3 0 BSSC 07 Hold (1-16) Hold**

### Extension COS: Message Waiting Send

0025 :0  
NN:MSG Wait2

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to send a Message-Waiting indication to other extensions.

**FF1 0 03 (00-15) 25 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |  |
|----------|--|
| 00=COS 1 | 08=COS 9   |
| 01=COS 2 | 09=COS 10  |
| 02=COS 3 | 10=COS 11  |
| 03=COS 4 | 11=COS 12  |
| 04=COS 5 | 12=COS 13  |
| 05=COS 6 | 13=COS 14  |
| 06=COS 7 | 14=COS 15 (for VM) -- <i>default: 1 (Do not allow)</i> |
| 07=COS 8 | 15=COS 16 (for Attendant)                              |

**0=Allow Message Waiting Send. (default)**

**1=Do not allow Message Waiting Send.**



**Notes:**

**Related Programming:**

### Extension COS: System Mode Switch

0026 :1  
NN:SYS Mode

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to switch the DBS 576 system from Day to Night mode, or vice versa.

**FF1 0 03 (00-15) 26 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |  |
|----------|--|
| 00=COS 1 | 08=COS 9   |
| 01=COS 2 | 09=COS 10  |
| 02=COS 3 | 10=COS 11  |
| 03=COS 4 | 11=COS 12  |
| 04=COS 5 | 12=COS 13  |
| 05=COS 6 | 13=COS 14  |
| 06=COS 7 | 14=COS 15 (for VM)                                     |
| 07=COS 8 | 15=COS 16 (for Attendant) -- <i>default: 0 (Allow)</i> |

**0=Allow System Mode Switch.**

**1=Do not allow System Mode Switch. (default)**

**Notes:**

**Related Programming:**

System Mode Display (pg. 3-17) FF3 0 BSSC 04 16 Hold (0 or 1) Hold

**FF1**  
System

**Extension COS: Busy Override Send**

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to barge into calls on other extensions.

0027 :0  
NN:INT Override

(NN=COS 01-16)

**FF1 0 03 (00-15) 27 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow Busy Override Send. (default)**

1=Do not allow Busy Override Send.

**Notes:**

This address does not affect Trunk Busy Override, which is accomplished by pressing the lit FF-key representing the busy trunk. See **Busy Override on Trunk Key (pg. 3-9)** for more information.

**Related Programming:**

Splash Tone: Busy Override (Start) (pg. 1-10) FF1 0 01 0003 Hold (0 or 1) Hold

Splash Tone: Busy Override (Continuous) (pg. 1-10) FF1 0 01 0004 Hold (0 or 1) Hold

## Extension COS: Manual Camp-On Send

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to camp onto other extensions by dialing the Camp-On (Call Waiting) code.

0028 :0  
NN:Camp On

(NN=COS 01-16)

**FF1 0 03 (00-15) 28 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

**0=Allow Manual Camp-On Send. (default)**

**1=Do not allow Manual Camp-On Send.**



### Notes:

**Manual Camp-On:** After dialing a busy extension, stay on the extension and dial the Camp-On (Call Waiting) code. Stay on the line until the called party picks up.

When a manual camp-on occurs, the receiving (busy) extension hears a camp-on tone in the receiver, as well as an LCD message indicating the camp-on. The issuing extension hears ringback tone if the camp-on was successful; if not, the extension will continue to hear busy tone. See next address to allow or block the *receiving* of a camp-on.

**Auto Camp-On** (ability to camp-onto a busy extension simply by calling it) can be enabled/disabled on individual extensions. See **Auto Camp-On Receive (pg. 3-10)** for more information.

### Related Programming:

**Extension COS: Onhook Transfer at Camp-On (pg. 1-39)**    **FF1 0 03 (00-15) 04 Hold (0 or 1) Hold**



## Extension COS: Manual Camp-On Receive

0029 :0  
NN:Camped On

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to receive camp-ons from other extensions.

**FF1 0 03 (00-15) 29 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow Manual Camp-On Receive. (default)**

1=Do not allow Manual Camp-On Receive.

**Notes:**

**Related Programming:**

## Extension COS: Callback Request Send

0030 :0  
NN:Call Back

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

(also called "Station Queuing") Allow/Restrict the ability of extensions in this Class of Service (COS) to activate Callback Requests on other extensions.

**FF1 0 03 (00-15) 30 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow Callback Request Send. (default)**

1=Do not allow Callback Request Send.



**Notes:**

**Callback Request:** (also called “Station Queuing”) Dial a busy extension. Before hanging up, dial the Callback Request code (“3” by default). When the called extension becomes idle, your phone will start ringing. When you pick up, the system will automatically ring the called extension. When they pick up, you’ll be connected to them.

If the other extension’s **Callback Request Receive** (see address below) is set for “Do not allow,” this extension’s **Callback Request Send** setting has no meaning for call attempts to that extension.

**Related Programming:**

Extension COS: Callback Request Receive (pg. 1-59)    **FF1 0 03 (00-15) 31 Hold (0 or 1) Hold**  
 Callback Ring Timer (Callback Request and Trunk Queuing) (pg. 1-150)    **FF1 1 04 0011 Hold (0-255) Hold**



### Extension COS: Callback Request Receive

(all CPCs) - Version 1.0 or higher

0031 :0  
 NN:Called Back  
 (NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to receive Callback Requests from other extensions.

**FF1 0 03 (00-15) 31 Hold (0 or 1) Hold**

↑  
 Extension COS Nos. 1-16  

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

↑  
**0=Allow Callback Request Receive. (default)**  
**1=Do not allow Callback Request Receive.**

**Notes:**

**Related Programming:**

Extension COS: Callback Request Send (pg. 1-58)    **FF1 0 03 (00-15) 30 Hold (0 or 1) Hold**

**FF1**  
System

## Extension COS: Trunk Queuing

0032 :0  
NN:TRK Queuing  
(NN=COS 01-16)

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to use the Trunk Queuing feature.

**FF1 0 03 (00-15) 32 Hold (0 or 1) Hold**

↑  
Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

↑  
**0=Allow Trunk Queuing. (default)**

1=Do not allow Trunk Queuing.

### Notes:

**Trunk Queuing:** Dial a trunk access code to seize a trunk. If you hear busy tone instead, dial the Trunk Queuing code and hang up. Your phone will issue an alert tone when the trunk becomes available. Pick up the handset to accept it (you'll hear CO dial tone in the receiver).

If the **ARS/LCR Setting** for the system is disabled, Trunk Queuing for MCO-1 is available.

### Related Programming:

**ARS/LCR Setting (pg. 1-27)** FF1 0 02 0010 Hold (0 or 1) Hold

**Extension COS: Direct Trunk Access (pg. 1-46)** FF1 0 03 (00-15) 13 Hold (0 or 1) Hold

### Extension COS: Manual DND Override Send

0033 :1  
NN:DND Override

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to manually override a Do-Not-Disturb (DND) setting on another extension.

**FF1 0 03 (00-15) 33 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |  |
|----------|--|
| 00=COS 1 | 08=COS 9   |
| 01=COS 2 | 09=COS 10  |
| 02=COS 3 | 10=COS 11  |
| 03=COS 4 | 11=COS 12  |
| 04=COS 5 | 12=COS 13  |
| 05=COS 6 | 13=COS 14  |
| 06=COS 7 | 14=COS 15 (for VM)                                     |
| 07=COS 8 | 15=COS 16 (for Attendant) -- <i>default: 0 (Allow)</i> |

0=Allow manual DND Override Send.

**1=Do not allow manual DND Override Send. (default)**

**FF1**  
System

**Notes:**

**Related Programming:**

Extension COS: Forced DND Override (pg. 1-61)    **FF1 0 03 (00-15) 34 Hold (0 or 1) Hold**

### Extension COS: Forced DND Override

0034 :1  
NN:DND Call

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to automatically override Do-Not-Disturb (DND) settings on other extensions.

**FF1 0 03 (00-15) 34 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

0=Allow automatic DND override on other extensions.

**1=Do not allow automatic DND override on other extensions. (default)**

**Notes:**

**Related Programming:**

Extension COS: Manual DND Override Send (pg. 1-61) FF1 0 03 (00-15) 33 Hold (0 or 1) Hold



**Extension COS: 8-Party Conference**

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to make an 8-party conference call.

0035 :0  
 NN:8 Party CONF  
 (NN=COS 01-16)

**FF1 0 03 (00-15) 35 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow 8-Party Conference. (default)**

1=Do not allow 8-Party Conference.

**Notes:**

**Related Programming:**

## Extension COS: Voice Call Send

0036 :0  
 NN:Voice Call

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Allow/Restrict the ability of extensions in this Class of Service (COS) to place voice intercom calls to other extensions.

**FF1 0 03 (00-15) 36 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow Voice Intercom Calling. (default)**

**1=Do not allow Voice Intercom Calling.**



### Notes:

This address does not apply if **Extension COS: Intercom Calling Type** is set to “Tone calling” (default).

If **Extension COS: Intercom Calling Type** is set to “Voice calling,” but the above address is set to “Do not allow Voice Intercom Calling,” the extension will automatically send intercom calls by Tone.

### Related Programming:

**Splash Tone: Voice Calls (pg. 1-9) FF1 0 01 0001 Hold (0 or 1) Hold**

**Extension COS: Intercom Calling Type (pg. 1-36) FF1 0 03 (00-15) 01 Hold (0 or 1) Hold**



## Extension COS: Voice Call Receive

**0037 :0**  
 NN:Voice Called  
 (NN=COS 01-16)

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability of extensions in this Class of Service (COS) to receive voice intercom calls from other extensions.

FF1 0 03 (00-15) 37 Hold (0 or 1) Hold

↑  
Extension COS Nos. 1-16  
 00=COS 1      08=COS 9  
 01=COS 2      09=COS 10  
 02=COS 3      10=COS 11  
 03=COS 4      11=COS 12  
 04=COS 5      12=COS 13  
 05=COS 6      13=COS 14  
 06=COS 7      14=COS 15 (for VM) -- *default: 1 (Do not allow)*  
 07=COS 8      15=COS 16 (for Attendant)

↑  
**0=Allow Voice Intercom Call Receive. (default)**  
**1=Do not allow Voice Intercom Call Receive.**

**Notes:**

**Related Programming:**

- Splash Tone: Voice Calls (pg. 1-9)    FF1 0 01 0001 Hold (0 or 1) Hold
- Extension COS: Intercom Calling Type (pg. 1-36)    FF1 0 03 (00-15) 01 Hold (0 or 1) Hold

## Extension COS: Dial Tone Stop

**0038 :1**  
 NN:DT Stop  
 (NN=COS 01-16)

(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) will receive internal dial tone at handset off-hook.

FF1 0 03 (00-15) 38 Hold (0 or 1) Hold

↑  
Extension COS Nos. 1-16  
 00=COS 1      08=COS 9  
 01=COS 2      09=COS 10  
 02=COS 3      10=COS 11  
 03=COS 4      11=COS 12  
 04=COS 5      12=COS 13  
 05=COS 6      13=COS 14  
 06=COS 7      14=COS 15 (for VM)  
 07=COS 8      15=COS 16 (for Attendant)

↑  
**0=No tone at off-hook.**  
**1=Receive internal dial tone at off-hook. (default)**

**Notes:**

**Related Programming:**

<b>Extension COS: Dial Tone Pre-Pause Check</b>		0039 :1 NN:DT Pre-Pause
(all CPCs) - Version 1.0 or higher		(NN=COS 01-16)
Set whether extensions in this Class of Service (COS) will be subject to a timeout between off-hook/dial tone and the first dialed digit.		
<b>FF1 0 03 (00-15) 39 Hold (0 or 1) Hold</b>		
↑ Extension COS Nos. 1-16		↑ 0=No Check. System will give dial tone indefinitely.  1=Check. System will send a re-order tone if the Pre-Pause Timer elapses before the first dialed digit. (default)
00=COS 1      08=COS 9 01=COS 2      09=COS 10 02=COS 3      10=COS 11 03=COS 4      11=COS 12 04=COS 5      12=COS 13 05=COS 6      13=COS 14 06=COS 7      14=COS 15 (for VM) -- <i>default: 0 (No Check)</i> 07=COS 8      15=COS 16 (for Attendant) -- <i>default: 0 (No Check)</i>		



**Notes:**

**Related Programming:**

- Pre-Pause Timer at Internal Dial Tone (DP SLTs) (pg. 1-139)    FF1 1 03 0003 Hold (0-255) Hold
- Pre-Pause Timer at Internal Dial Tone (DTMF SLTs) (pg. 1-140)    FF1 1 03 0004 Hold (0-255) Hold
- Pre-Pause Timer at Internal Dial Tone (Digital Keyphones) (pg. 1-140)    FF1 1 03 0005 Hold (0-255) Hold

## Extension COS: Long Talk Alarm

(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) will hear an alarm tone in the handset receiver after an outbound call exceeds the **Long Talk Alarm Timer**.

0040 :0  
NN:LongTalk ALM

(NN=COS 01-16)

**FF1 0 03 (00-15) 40 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

**0=Disable Long Talk Alarm. (default)**

**1=Enable Long Talk Alarm.**

**FF1**  
System

### Notes:

### Related Programming:

Long Talk Alarm #1 Timer (pg. 1-134)    **FF1 1 02 0010 Hold (0-255) Hold**  
 Long Talk Alarm #2 Timer (pg. 1-135)    **FF1 1 02 0011 Hold (0-255) Hold**



## Extension COS: Recall Timer Apply

(all CPCs) - Version 1.0 or higher

Set which Recall Timer will be used for extensions in this Class of Service (COS).

0041 :0  
NN:Recall Time

(NN=COS 01-16)

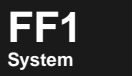
**FF1 0 03 (00-15) 41 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant) -- <i>default: 1 (Attendant Recall Timer)</i>

**0=Use Extension Recall Timer. (default)**

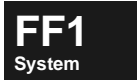
**1=Use Attendant Recall Timer.**



### Notes:

### Related Programming:

- Hold Recall Start Timer (Extensions) (pg. 1-145) FF1 1 04 0001 Hold (0-255) Hold
- Hold Recall Start Timer (Attendant Group) (pg. 1-145) FF1 1 04 0002 Hold (0-255) Hold
- Hold Recall Start Timer (SLTs) (pg. 1-146) FF1 1 04 0003 Hold (0-255) Hold
- Transfer Recall Start Timer (Extensions/SLTs) (pg. 1-147) FF1 1 04 0004 Hold (0-255) Hold
- Transfer Recall Start Timer (Attendant Group) (pg. 1-147) FF1 1 04 0005 Hold (0-255) Hold



## Extension COS: Forced ARS

0042 :0  
 NN:Forced ARS

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Set whether Automatic Route Selection (ARS) will be forced for extensions in this Class of Service (COS).

**FF1 0 03 (00-15) 42 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- 00=COS 1      08=COS 9
- 01=COS 2      09=COS 10
- 02=COS 3      10=COS 11
- 03=COS 4      11=COS 12
- 04=COS 5      12=COS 13
- 05=COS 6      13=COS 14
- 06=COS 7      14=COS 15 (for VM)
- 07=COS 8      15=COS 16 (for Attendant)

**0=Disable Forced ARS. (default)**

**1=Enable Forced ARS.**

### Notes:

If this is set to “1” (Enable Forced ARS), the extension can only dial the MCO-1 access code (“9” by default) to obtain an outside line; all other MCO access codes will be blocked.

### Related Programming:

- ARS/LCR Setting (pg. 1-27)    **FF1 0 02 0010 Hold (0 or 1) Hold**
- FF6 0: TRS/ARS Common (pg. 6-5)**
- FF6 1: TRS Class Definitions (pg. 6-15)**
- FF6 2: ARS Settings (pg. 6-25)**

## Extension COS: API Event Reporting

(all CPCs) - Version 1.0 or higher

*NOTE: This address is for future use.*

Set whether extension events will be sent to the API port.

0043 :1  
NN:API Event

(NN=COS 01-16)

**FF1 0 03 (00-15) 43 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

0=Disable API event reporting.

1=Enable API event reporting. (default)

**FF1**  
System

### Notes:

### Related Programming:

FF7 2: API (pg. 7-13)

## Extension COS: Call Forward/Outside

(all CPCs) - Version 1.0 or higher

Allow or deny the ability to Call Forward incoming calls to an outside phone number on extensions in this Class of Service (COS).

0044 :0  
NN:CFWD Outside

(NN=COS 01-16)

**FF1 0 03 (00-15) 44 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

0=Allow Call Forward/Outside. (default)

1=Deny Call Forward/Outside.

**Notes:**

**Related Programming:**



### Extension COS: Onhook Trunk-to-Trunk Transfer

(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) can perform Trunk-to-Trunk Transfers.

0045 :1  
NN:ON-HK TKtoTK  
(NN=COS 01-16)

**FF1 0 03 (00-15) 45 Hold (0 or 1) Hold**

↑

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

↑

0=Allow Trunk-to-Trunk Transfers.

**1=Do not allow Trunk-to-Trunk Transfers. (default)**

**Notes:**

**Trunk-to-Trunk Transfer:** Put outside call on hold; dial the second outside number; hang up. The two outside calls will be connected.

**Related Programming:**

- Extension COS: Onhook Transfer at Ringback (pg. 1-37)    **FF1 0 03 (00-15) 02 Hold (0 or 1) Hold**
- Extension COS: Onhook Transfer at Talk (pg. 1-38)    **FF1 0 03 (00-15) 03 Hold (0 or 1) Hold**
- Extension COS: Onhook Transfer at Camp-On (pg. 1-39)    **FF1 0 03 (00-15) 04 Hold (0 or 1) Hold**
- Trunk-to-Trunk Connection Timer (pg. 1-136)    **FF1 1 02 0013 Hold (0-255) Hold**

## Extension COS: Station Call Park Answer

(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) can pick up a call in Station Park. Does not apply to Call Parks to a Virtual Extension.

0046 :0  
NN:C.Park Answer

(NN=COS 01-16)

**FF1 0 03 (00-15) 46 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

**0=Allow Station Park Answer. (default)**

**1=Deny Station Park Answer.**

**FF1**  
System

### Notes:

**Station Park:** Park a call at an individual extension by putting the call on hold and dialing a Call Park code. The parked call can be retrieved on another extension (if enabled in the above address) by dialing a Station Park Answer code and the extension number where the call is parked. Useful when the intended recipient (usually the person who parked the call and needs to move around the office) isn't sure which extension they will be near when they are ready to retrieve the call.

### Related Programming:

**Station Call Park Recall Timer (pg. 1-153) FF1 1 04 0017 Hold (0-255) Hold**



## Extension COS: Station Call Park Transfer

0047 :0  
NN:C.Park TRF

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Set whether extensions in this Class of Service (COS) can transfer a parked call to another extension.

**FF1 0 03 (00-15) 47 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow Call Park Transfer. (default)**

1=Deny Call Park Transfer.

### Notes:

### Related Programming:

Station Call Park Recall Timer (pg. 1-153)    FF1 1 04 0017 Hold (0-255) Hold

## Extension COS: OHVA

0048 :0  
NN:OHVA

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Set whether extensions in this Class of Service (COS) can make an Off-Hook Voice Announce (OHVA).

**FF1 0 03 (00-15) 48 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

- |          |                           |
|----------|---------------------------|
| 00=COS 1 | 08=COS 9                  |
| 01=COS 2 | 09=COS 10                 |
| 02=COS 3 | 10=COS 11                 |
| 03=COS 4 | 11=COS 12                 |
| 04=COS 5 | 12=COS 13                 |
| 05=COS 6 | 13=COS 14                 |
| 06=COS 7 | 14=COS 15 (for VM)        |
| 07=COS 8 | 15=COS 16 (for Attendant) |

**0=Allow OHVA. (default)**

1=Deny OHVA.

**Notes:**

**Related Programming:**

### Extension COS: OHVA Answer

(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) can answer an Off-Hook Voice Announce (OHVA).

0049 :0  
NN:OHVA Answer  
(NN=COS 01-16)

**FF1 0 03 (00-15) 49 Hold (0 or 1) Hold**

↑

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

↑

**0=Allow OHVA Answer. (default)**  
1=Deny OHVA Answer.



**Notes:**

**Related Programming:**

**FF1**  
System

## Extension COS: Call-Waiting Answer at HOLD

(all CPCs) - Version 1.0 or higher

Set whether extensions in this Class of Service (COS) can answer a Call-Waiting by pressing HOLD key.

0050 :1  
NN:Call Wait ANS

(NN=COS 01-16)

**FF1 0 03 (00-15) 50 Hold (0 or 1) Hold**

Extension COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15 (for VM)
07=COS 8	15=COS 16 (for Attendant)

0=Allow Call-Waiting Answer by HOLD.

**1=Do not allow Call-Waiting Answer by HOLD. (default)**

### Notes:

### Related Programming:



## FF1 0 04: Trunk COS Definitions

*NOTE: The following **Trunk Class of Service (COS)** addresses apply to all trunk types: analog CO trunks, E&M tie lines, T1-CO, T1-E&M, and T-point ISDN.*

*When you enter the address number 00-15 for the desired COS No. 01-16, the actual COS No. (01-16) will appear on the phone's display.*

*By default, all trunks are assigned to Trunk COS No. 1 (see FF2 Trunk COS Assignment addresses for each trunk type).*

**FF1**  
System

**Table 1-3. Trunk COS addresses and defaults**

FF1 0 04 (00-15) 01 Hold (0 or 1) Hold	Trunk COS: Incoming Ring Tone Source	0 (use trunk's Ring Pattern)	pg. 1-75
FF1 0 04 (00-15) 02 Hold (0 or 1) Hold	Trunk COS: Dial Tone to Tie-Line	1 (Enabled)	pg. 1-76
FF1 0 04 (00-15) 03 Hold (0 or 1) Hold	Trunk COS: Fast-Busy Tone to Tie-Line	0 (Enabled)	pg. 1-77
FF1 0 04 (00-15) 04 Hold (0 or 1) Hold	Trunk COS: DID/DNIS Table	0 ("A" side)	pg. 1-77
FF1 0 04 (00-15) 05 Hold (0 or 1) Hold	Trunk COS: Paging on DISA/Tie-Line Call	1 (Allowed)	pg. 1-78
FF1 0 04 (00-15) 06 Hold (0 or 1) Hold	Trunk COS: DISA ID Verification	0 (Verify)	pg. 1-79

### Trunk COS: Incoming Ring Tone Source

(all CPCs) - Version 1.0 or higher

Set ring tone source for incoming calls on trunks in this Class of Service.

*EXCEPTION: This address does not apply to E&M tie-trunks (analog or T1).*

0001 :0  
NN:Ring Tone

(NN=COS 01-16)

**FF1 0 04 (00-15) 01 Hold (0 or 1) Hold**

Trunk COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15
07=COS 8	15=COS 16

**0=Use the trunk's Ring Pattern setting for all incoming calls. (default)**

**1=Use intercom ring tone for all incoming calls except for multiple-incoming (which will use the Ring Pattern setting).**

**Notes:**

**Intercom Ring Tone:** Two short beeps, followed by 3 seconds of silence. Heard when direct calls are ringing the phone; the "EXT" intercom LED (next to the FLASH key) will light.

**Related Programming:**

Ring Pattern for trunks ...

(pg. 2-13) for analog CO trunks    **FF2 0 BSSC 01 12 Hold (0-12) Hold**

(pg. 2-63) for ISDN trunks    **FF2 1 BSSC 02 02 Hold (0-12) Hold**

(pg. 2-93) for T1-CO trunks    **FF2 2 BSSCC 02 09 Hold (0-12) Hold**

**FF1**  
System

**Trunk COS: Dial Tone to Tie-Line**

**0002 :1**  
**NN:DT CONT-TIE**

(all CPCs) - Version 1.0 or higher

(NN=COS 01-16)

Set whether the system will send dial tone to a tie-line trunk in this Class of Service for an incoming call (used in private networking).

**FF1 0 04 (00-15) 02 Hold (0 or 1) Hold**

Trunk COS Nos. 1-16

- |          |           |
|----------|-----------|
| 00=COS 1 | 08=COS 9  |
| 01=COS 2 | 09=COS 10 |
| 02=COS 3 | 10=COS 11 |
| 03=COS 4 | 11=COS 12 |
| 04=COS 5 | 12=COS 13 |
| 05=COS 6 | 13=COS 14 |
| 06=COS 7 | 14=COS 15 |
| 07=COS 8 | 15=COS 16 |

0=Disable Dial Tone to tie-line.

**1=Enable Dial Tone to tie-line. (default)**

**Notes:**

**Related Programming:**

**FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)**

**FF2 2: T1 Trunks (E&M Tie) (pg. 2-116)**

## Trunk COS: Fast-Busy Tone to Tie-Line

(all CPCs) - Version 1.0 or higher

0003 :0  
NN:FBT CONT-TIE

(NN=COS 01-16)

Set whether the system will send fast-busy tone or disconnect the line when errors (such as wrong dialing) occur on a tie-line trunk in this Class of Service (COS).

**FF1 0 04 (00-15) 03 Hold (0 or 1) Hold**

Trunk COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15
07=COS 8	15=COS 16

**0=Enable Fast-Busy Tone to tie-line. (default)**

**1=Disable Fast-Busy Tone (line disconnected.)**

**FF1**  
System

### Notes:

### Related Programming:

FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)

FF2 2: T1 Trunks (E&M Tie) (pg. 2-116)

## Trunk COS: DID/DNIS Table

(all CPCs) - Version 1.0 or higher

0004 :0  
NN:DID TBL

(NN=COS 01-16)

Set the DID/DNIS Table used for routing an incoming DID/DNIS call to the appropriate extension(s) on trunks in this Class of Service (COS).

**FF1 0 04 (00-15) 04 Hold (0 or 1) Hold**

Trunk COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15
07=COS 8	15=COS 16

**0=Use "A" side DID/DNIS Table. (default)**

**1=Use "B" side DID/DNIS Table.**

**Notes:**

There are two DID/DNIS tables available. This parameter determines which table to use for the related COS. For instance, Table "A" could be used for DID, and Table "B" for DNIS.

**Related Programming:**

- DID/DNIS Dial Table ("A" Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table ("B" Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

**FF1**  
System

**Trunk COS: Paging on DISA/Tie-Line Call**

0005 :0  
NN:Paging TRS  
(NN=COS 01-16)

(all CPCs) - Version 1.0 or higher

Set whether a DISA or E&M tie-line caller can page on trunks in this Class of Service (COS).

**FF1 0 04 (00-15) 05 Hold (0 or 1) Hold**

Trunk COS Nos. 1-16

- |          |           |
|----------|-----------|
| 00=COS 1 | 08=COS 9  |
| 01=COS 2 | 09=COS 10 |
| 02=COS 3 | 10=COS 11 |
| 03=COS 4 | 11=COS 12 |
| 04=COS 5 | 12=COS 13 |
| 05=COS 6 | 13=COS 14 |
| 06=COS 7 | 14=COS 15 |
| 07=COS 8 | 15=COS 16 |

- 0=Do not allow paging during DISA/tie-line call. (default)
- 1=Allow paging during DISA/tie-line call.

**Notes:**

**Related Programming:**

- Splash Tone: Internal Paging (pg. 1-9) FF1 0 01 0002 Hold (0 or 1) Hold
- Paging Answer on Tie-Line (pg. 1-29) FF1 0 02 0013 Hold (0 or 1) Hold
- Paging Timer (Tie-Lines) (pg. 1-135) FF1 1 02 0012 Hold (0-255) Hold
- Extension COS: Paging (pg. 1-48) FF1 0 03 (00-15) 15 Hold (0 or 1) Hold
- FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)
- FF2 2: T1 Trunks (E&M Tie) (pg. 2-116)

## Trunk COS: DISA ID Verification

(all CPCs) - Version 1.0 or higher

Set whether DISA ID codes (both incoming and outgoing) will be verified on trunks in this Class of Service (COS).

0006 :0  
 NN:Check DISA ID  
 (NN=COS 01-16)

**FF1 0 04 (00-15) 06 Hold (0 or 1) Hold**

Trunk COS Nos. 1-16

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15
07=COS 8	15=COS 16

**0=Verify DISA ID Code. (default)**  
 1=Do not verify DISA ID Code.



### Notes:

**MCO Trunk Group interaction with TRS.** When MCO-Outgoing trunk groups are used, and the DISA ID Code is verified, the system will follow the TRS Class (1-50) assigned to the DISA ID Code. If the DISA ID Code is not verified, the system will follow the DISA trunk's TRS Class assignment.

### Related Programming:

DISA ID Codes and TRS Assignments (pg. 1-114)    **FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold**  
 Day1/2/Night Ring Type    (**FF2 0** for analog CO trunks; **FF2 1** for ISDN trunks; **FF2 2** for T1/CO trunks)  
 Day/Night TRS Class    (**FF2 0** for analog CO trunks; **FF2 1** for ISDN trunks; **FF2 2** for T1/CO trunks)

# FF1 0 05: Serial Ports

**FF1**  
System

## Serial Port 1: Data Format

0001 :5  
P1:Data Format

(all CPCs) - Version 1.0 or higher

Set data transmission format for Serial Port 1.

FF1 0 05 0001 Hold (0-7) Hold

- 0 = 7 bits -- even parity -- 2 stop bits
- 1 = 7 bits -- odd parity -- 2 stop bits
- 2 = 7 bits -- even parity -- 1 stop bit
- 3 = 7 bits -- odd parity -- 1 stop bit
- 4 = 8 bits -- no parity -- 2 stop bits
- 5 = 8 bits -- no parity -- 1 stop bit (default)**
- 6 = 8 bits -- even parity -- 1 stop bit
- 7 = 8 bits -- odd parity -- 1 stop bit

### Notes:

**Serial Port 1:** The RS-232C connector labeled “CN5” on the SCC Card. A printer (for data output) or modem (for remote programming such as PCAS) can be connected to it.

If you use Serial Port 1, be sure to configure it here and in the **FF1 0 06: Serial Port Output Data** addresses starting on pg. 1-88.

### Related Programming:

- SMDR Data to Serial Port (pg. 1-88)    **FF1 0 06 0001 Hold (0-2) Hold (pg. 1-88)**
- Fault Alarm Data to Serial Port (pg. 1-88)    **FF1 0 06 0002 Hold (0-2) Hold (pg. 1-88)**
- Programmed Data to Serial Port (pg. 1-89)    **FF1 0 06 0003 Hold (0-2) Hold (pg. 1-89)**
- Bus Monitor Data to Serial Port (pg. 1-90)    **FF1 0 06 0005 Hold (0-2) Hold (pg. 1-90)**

### Serial Port 1: Baud Rate

0002 :5  
P1:Baud Rate

(all CPCs) - Version 1.0 or higher

Set data transmission speed (bits per second) for Serial Port 1.

FF1 0 05 0002 Hold (0-5) Hold

- 0=300 bps
- 1=600 bps
- 2=1200 bps
- 3=2400 bps
- 4=4800 bps
- 5=9600 bps (default)



Notes:

Related Programming:

### Serial Port 1: Protocol

0003 :0  
P1:Mode

(all CPCs) - Version 1.0 or higher

Set protocol for Serial Port 1.

FF1 0 05 0003 Hold (0-2) Hold

- 0=No order (default)
- 1=Originate mode
- 2=Answer mode

Notes:

Related Programming:



### Serial Port 1: Echo Control (future use)

0004 :0  
P1:Echo Control

(all CPCs) - Version 1.0 or higher

Enable/Disable echo for Serial Port 1.

FF1 0 05 0004 Hold (0 or 1) Hold

0=Echo Off (no response) (default)  
1=Echo On (response for echo)

Notes:

Related Programming:

### Serial Port 1: Maximum Input Digits (future use)

0005 :80  
P1:Data Length

(all CPCs) - Version 1.0 or higher

Set the maximum number of digits per block that can be sent to Serial Port 1.

FF1 0 05 0005 Hold (1-255) Hold

Maximum Number of Input Digits to Serial Port 1  
default: 80 (digits per block)

Notes:

Related Programming:



## RAI Serial Port: Data Format

0017 :5  
RAI:Data Format

(all CPCs) - Version 1.0 or higher

Set data transmission format for the Remote Administration Interface (RAI) serial port.

FF1 0 05 0017 Hold (0-7) Hold

- ↑
- 0 = 7 bits -- even parity -- 2 stop bits
  - 1 = 7 bits -- odd parity -- 2 stop bits
  - 2 = 7 bits -- even parity -- 1 stop bit
  - 3 = 7 bits -- odd parity -- 1 stop bit
  - 4 = 8 bits -- no parity -- 2 stop bits
  - 5 = 8 bits -- no parity -- 1 stop bit (default)**
  - 6 = 8 bits -- even parity -- 1 stop bit
  - 7 = 8 bits -- odd parity -- 1 stop bit

**FF1**  
System

### Notes:

(not available in U.S.) **RAI Serial Port:** A serial port on the Remote Administration Interface card, which is mounted “piggyback” on the SCC Card. The RAI serial port is for internal (300-baud) modem.

### Related Programming:

FF3 3: RAI Extension Port (pg. 3-45)

## RAI Serial Port: Baud Rate

0018 :5  
RAI:Baud Rate

(all CPCs) - Version 1.0 or higher

Set data transmission speed (bits per second) for the RAI serial port.

FF1 0 05 0018 Hold (0-5) Hold

- ↑
- 0=300 bps
  - 1=600 bps
  - 2=1200 bps
  - 3=2400 bps
  - 4=4800 bps
  - 5=9600 bps (default)**

### Notes:

### Related Programming:



### RAI Serial Port: Protocol

0019 :0  
RAI:Mode

(all CPCs) - Version 1.0 or higher

Set protocol for the RAI serial port.

FF1 0 05 0019 Hold (0-2) Hold

↑  
0=No order (default)  
1=Originate mode  
2=Answer mode

Notes:

Related Programming:

### RAI Serial Port: Echo Control

0020 :0  
RAI:Echo Control

(all CPCs) - Version 1.0 or higher

Enable/Disable echo for the RAI serial port.

FF1 0 05 0020 Hold (0 or 1) Hold

↑  
0=Echo Off; no response (default)  
1=Echo On; response for echo

Notes:

Related Programming:

## RAI Serial Port: Maximum Input Digits

0021 :1  
RAI:Data Length

(all CPCs) - Version 1.0 or higher

Set the maximum number of digits that can be sent from the RAI serial port.

FF1 0 05 0021 Hold (1-255) Hold



Maximum Number of Input Digits to RAI Serial Port

default: 1 (digit)

**FF1**  
System

### Notes:

To use Remote Maintenance, set this address to “1” (digit).

### Related Programming:

## Serial Port 2: Data Format

0033 :5  
P2:Data Format

(all CPCs) - Version 1.0 or higher

Set data transmission format for Serial Port 2.

FF1 0 05 0033 Hold (0-7) Hold



0 = 7 bits	-- even parity	-- 2 stop bits
1 = 7 bits	-- odd parity	-- 2 stop bits
2 = 7 bits	-- even parity	-- 1 stop bit
3 = 7 bits	-- odd parity	-- 1 stop bit
4 = 8 bits	-- no parity	-- 2 stop bits
<b>5 = 8 bits</b>	<b>-- no parity</b>	<b>-- 1 stop bit (default)</b>
6 = 8 bits	-- even parity	-- 1 stop bit
7 = 8 bits	-- odd parity	-- 1 stop bit

### Notes:

**Serial Port 2:** The RS-232C connector labeled “CN6” on the SCC Card. A printer (for data output) or modem (for remote programming such as PCAS) can be connected to it.

If you use Serial Port 2, be sure to configure it here and in the **FF1 0 06: Serial Port Output Data** addresses starting on pg. 1-88.

### Related Programming:

SMDR Data to Serial Port (pg. 1-88) FF1 0 06 0001 Hold (0-2) Hold

Fault Alarm Data to Serial Port (pg. 1-88) FF1 0 06 0002 Hold (0-2) Hold

Programmed Data to Serial Port (pg. 1-89) FF1 0 06 0003 Hold (0-2) Hold  
Bus Monitor Data to Serial Port (pg. 1-90) FF1 0 06 0005 Hold (0-2) Hold

**FF1**  
System

### Serial Port 2: Baud Rate

0034 :5  
P2:Baud Rate

(all CPCs) - Version 1.0 or higher

Set data transmission speed (bits per second) for Serial Port 2.

FF1 0 05 0034 Hold (0-5) Hold

- ↑
- 0=300 bps
- 1=600 bps
- 2=1200 bps
- 3=2400 bps
- 4=4800 bps
- 5=9600 bps (default)

Notes:

Related Programming:

### Serial Port 2: Protocol

0035 :0  
P2:Mode

(all CPCs) - Version 1.0 or higher

Set protocol for Serial Port 2.

FF1 0 05 0035 Hold (0-2) Hold

- ↑
- 0=No order (default)
- 1=Originate mode
- 2=Answer mode

Notes:

Related Programming:

### Serial Port 2: Echo Control

0036 :0  
P2:Echo Control

(all CPCs) - Version 1.0 or higher

Enable/Disable echo for Serial Port 2.

**FF1 0 05 0036 Hold (0 or 1) Hold**

↑  
0=Echo Off; no response (default)  
1=Echo On; response for echo

**FF1**  
System

**Notes:**

**Related Programming:**

### Serial Port 2: Maximum Input Digits

0037 :80  
P2:Data Length

(all CPCs) - Version 1.0 or higher

Set the maximum number of digits that can be sent from Serial Port 2.

**FF1 0 05 0037 Hold (1-255) Hold**

↑  
Maximum Number of Input Digits to Serial Port 2  
default: 80 digits

**Notes:**

**Related Programming:**

## FF1 0 06: Serial Port Output Data

*NOTE: Serial Port 1 is the “CN5” RS-232C connector on the SCC Card. Serial Port 2 is the “CN6” RS-232C connector on the SCC Card. These serial ports can be used for separate printer and modem connections. If you use these serial ports, be sure to configure them here and in the **FF1 0 05: Serial Ports** addresses starting on 1-80.*

**FF1**  
System

### SMDR Data to Serial Port

(all CPCs) - Version 1.0 or higher

Set the serial port (if any) to receive SMDR data.

0001 :1  
SMDR Data

FF1 0 06 0001 Hold (0-2) Hold

↑  
0=no output  
1=Serial Port 1 (default)  
2=Serial Port 2

Notes:

### Related Programming:

SMDR Output Format (pg. 1-93) FF1 0 09 0001 Hold (0-2) Hold

### Fault Alarm Data to Serial Port

(all CPCs) - Version 1.0 or higher

Set the serial port (if any) to receive fault alarm data from the phone system.

0002 :0  
Sys Alarm Data

FF1 0 06 0002 Hold (0-2) Hold

↑  
0=none (default)  
1=Serial Port 1  
2=Serial Port 2

Notes:

**Related Programming:**

<p><b>Programmed Data to Serial Port</b> (all CPCs) - Version 1.0 or higher Set the serial port (if any) to receive programmed settings.</p> <p style="text-align: center;"><b>FF1 0 06 0003 Hold (0-2) Hold</b></p> <p style="text-align: center;">↑ 0=none 1=Serial Port 1 2=Serial Port 2 (default)</p>	<p>0003 :2 Program Data</p>
--	---------------------------------



**Notes:**

**Related Programming:**

<p><b>Not Used</b> (all CPCs) - Version 1.0 or higher</p> <p style="text-align: center;"><b>FF1 0 06 0004 Hold</b></p>	<p>0004 : Not Used</p>
--	----------------------------

## Bus Monitor Data to Serial Port

(all CPCs) - Version 1.0 or higher

Set the serial port (if any) to receive bus monitor data.

0005 :2  
Bus Monitor (IN)

FF1 0 06 0005 Hold (0-2) Hold



- 0=none
- 1=Serial Port 1
- 2=Serial Port 2 (default)

**FF1**  
System

### Notes:

### Related Programming:



## FF1 0 07 and 08: PBX Parameters

### Auto Pause Position Behind PBX

0001 :0  
PBX Pause for 1

(all CPCs) - Version 1.0 or higher

Set where a pause will be inserted in automatically-dialed numbers such as PBX access codes, SSD numbers, Redial, and PSD numbers.

**FF1 0 07 (0001-0012) Hold (0-16) Hold**

Address No. for first  
dialed digit:

- 0001="1" key
- 0002="2" key
- 0003="3" key
- 0004="4" key
- 0005="5" key
- 0006="6" key
- 0007="7" key
- 0008="8" key
- 0009="9" key
- 0010="0" key
- 0011="★" key
- 0012="#" key

- 0=no pause inserted (default for all except "9")**
- 1=insert pause after 1st dialed digit (default for "9")**
- 2=insert pause after 2nd dialed digit
- 3=insert pause after 3rd dialed digit
- ...
- 16=insert pause after 16th dialed digit

**FF1**  
System

#### Notes:

The pause allows time for the phone system to connect to the PBX/Centrex before outpulsing the digits.

#### Related Programming:

Pause Timer (pg. 1-117)    **FF1 1 01 0004 Hold (1-255) Hold**

## PBX Trunk Access Codes

0001 :9  
PBX Code 1

(all CPCs) - Version 1.0 or higher

Define up to 6 PBX trunk access codes that, when dialed, will access a trunk line in DBS 576 systems installed behind a PBX.

FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold

(to clear current assignment)

↑  
Code Entry No.

↑  
PBX Access Code (up to 4 digits)

defaults: 0001: 9  
0002 thru 0006: [no assignment]

**FF1**  
System

### Notes:

### Related Programming:

Trunk Connection Type (CO/PBX) ...

- for analog CO trunks (pg. 2-19) FF2 0 BSSC 02 04 Hold (0 or 1) Hold
- for analog E&M tie-trunks (pg. 2-47) FF2 0 BSSC 02 04 Hold (0 or 1) Hold
- for ISDN trunks (pg. 2-65) FF2 1 BSSC 03 00 Hold (0 or 1) Hold
- for T1-CO trunks (pg. 2-98) FF2 2 BSSCC 03 03 Hold (0 or 1) Hold
- for T1-E&M tie-trunks (pg. 2-127) FF2 2 BSSCC 03 03 Hold (0 or 1) Hold

## FF1 0 09: SMDR Output Format

### SMDR Output Format

(all CPCs) - Version 1.0 or higher

Select the format (if any) for SMDR data output.

0001 :1  
SMDR Format

FF1 0 09 0001 Hold (0-2) Hold

↑  
0=no SMDR output  
1=Format #1 (default)  
2=Format #2

FF1  
System

#### Notes:

Format #1 (default) contains the following information:

- Call Condition Code (e.g., "I" for incoming call; "S" for DISA incoming call; "s" for DISA outgoing call; etc.)
- Call Start Time
- Call Duration Time
- CO User No. (extension no. or trunk no.)
- CO Line No. (when the line is disconnected while the call is on hold)
- Dialed No.
- Accounting Code
- Verified Account Code

Format #2 includes all the information in Format #1, plus the following:

- Caller Data
- ISDN Charge Data

For examples of Formats #1 and #2, see *Section 300-Installation* or *Section 700-Feature Operation*.

Set this address to "Format #2" for the Caller ID Log Outdialing feature.

#### Related Programming:

SMDR Data to Serial Port (pg. 1-88) FF1 0 06 0001 Hold (0-2) Hold

Caller ID Log Outgoing Add Digits (pg. 1-112) FF1 0 25 0001 Hold (up to 4 char.) Hold

# FF1 0 10 and 11: Call Restriction Between COS

**FF1**  
System

## Call Restriction Between Extension COS

0001 :0  
TRS E.COS 01-->01

(all CPCs) - Version 1.0 or higher

Allow/Restrict intercom calling between extensions, based on their assigned Class of Service (COS).

**FF1 0 10 (00-15) (01-16) Hold (0 or 1) Hold**

COS of extension *placing* the call:

00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15
07=COS 8	15=COS 16

COS of extension *receiving* the call:

01=COS 1	09=COS 9
02=COS 2	10=COS 10
03=COS 3	11=COS 11
04=COS 4	12=COS 12
05=COS 5	13=COS 13
06=COS 6	14=COS 14
07=COS 7	15=COS 15
08=COS 8	16=COS 16

0=Allow calling. (default)  
1=Do not allow calling.

**Notes:**

**Related Programming:**

- FF1 0 03: Extension COS Definitions (pg. 1-35)
- Extension COS Assignment (pg. 3-26) for digital keyphones & SLTs    FF3 0 BSSC 07 Hold (1-16) Hold
- Extension COS Assignment (pg. 3-38) for ISDN extensions    FF3 1 BSSC 06 Hold (1-16) Hold
- Extension COS Assignment (pg. 3-43) for Virtual Ports    FF3 2 (001-576) 03 Hold (1-16) Hold

## Call Restriction Between Trunk COS

0001 :0  
TRC C.COS 01-->01

(all CPCs) - Version 1.0 or higher

Allow/Restrict calling between trunks (such as trunk-to-trunk transfers or Call Forward/Outside) based on the trunk's Class of Service (COS).

**FF1 0 11 (00-15) (01-16) Hold (0 or 1) Hold**

COS of trunk placing the call:	
00=COS 1	08=COS 9
01=COS 2	09=COS 10
02=COS 3	10=COS 11
03=COS 4	11=COS 12
04=COS 5	12=COS 13
05=COS 6	13=COS 14
06=COS 7	14=COS 15
07=COS 8	15=COS 16

COS of trunk receiving the call:	
01=COS 1	09=COS 9
02=COS 2	10=COS 10
03=COS 3	11=COS 11
04=COS 4	12=COS 12
05=COS 5	13=COS 13
06=COS 6	14=COS 14
07=COS 7	15=COS 15
08=COS 8	16=COS 16

0=Allow calling. (default)  
1=Do not allow calling.



### Notes:

This address will not affect DISA outgoing calls.

### Related Programming:

- FF1 0 04: Trunk COS Definitions (pg. 1-75)
- Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70) FF1 0 03 (00-15) 45 Hold (0 or 1) Hold
- Extension COS: Call Forward/Outside (pg. 1-69) FF1 0 03 (00-15) 44 Hold (0 or 1) Hold
- Trunk COS Assignment (pg. 2-35) for analog CO trunks FF2 0 BSSC 07 Hold (1-16) Hold
- Trunk COS Assignment (pg. 2-58) for analog E&M tie-trunks FF2 0 BSSC 07 Hold (1-16) Hold
- Trunk COS Assignment (pg. 2-82) for ISDN trunks FF2 1 BSSC 08 Hold (1-16) Hold
- Trunk COS Assignment (pg. 2-114) for T1/CO trunks FF2 2 BSSCC 08 Hold (1-16) Hold
- Trunk COS Assignment (pg. 2-137) for T1/E&M tie-trunks FF2 2 BSSCC 08 Hold (1-16) Hold

## FF1 0 12, 13, and 14: MOH Source

**FF1**  
System

### MOH Source for CO Trunks

0001 :0  
Tenant01 CO MOH

(all CPCs) - Version 1.0 or higher

Select the Music-On-Hold (MOH) source heard by CO trunk callers on hold, based on the MCO Tenant Group assigned to the trunk.

**FF1 0 12 (0001-0072) Hold (0-3) Hold**

Address No. for MCO Tenant Group:

0001=MCO Tenant Group #1

0002=MCO Tenant Group #2

...

0072=MCO Tenant Group #72

**0=internal single tone (default)**

1=external MOH source

2=internal melody (*not available in U.S.*)

3=silence

**NOTE:** Available range for MCO Tenant Groups depends on system size:

in a 96-port system: Groups 1-12 (0001-0012)

in a 192-port system: Groups 1-24 (0001-0024)

in a 288-port system: Groups 1-36 (0001-0036)

in a 384-port system: Groups 1-48 (0001-0048)

in a 480-port system: Groups 1-60 (0001-0060)

in a 576-port system: Groups 1-72 (0001-0072)

### Notes:

### Related Programming:

Tenant Group Assignment (pg. 2-34) for analog CO trunks **FF2 0 BSSC 05 Hold (0-72) Hold**

Tenant Group Assignment (B-Channel) (pg. 2-81) for ISDN trunks **FF2 1 BSSC 06 (00-23) Hold (0-72) Hold**

Tenant Group Assignment (pg. 2-113) for T1 CO trunks **FF2 2 BSSC 06 Hold (1-72) Hold**

## MOH Source for Tie-Lines

0001 :0  
Tenant01 TIE MOH

(all CPCs) - Version 1.0 or higher

Select the Music-On-Hold (MOH) source heard by tie-line trunk callers on hold, based on the MCO Tenant Group assigned to the trunk.

**FF1 0 13 (0001-0072) Hold (0-3) Hold**

Address No. for MCO Tenant Group:

0001=MCO Tenant Group #1  
0002=MCO Tenant Group #2  
...  
0072=MCO Tenant Group #72

**0=internal single tone (default)**

1=external MOH source  
2=internal melody (*not available in U.S.*)  
3=silence

NOTE: Available range for MCO Tenant Groups depends on system size:

in a 96-port system: Groups 1-12 (0001-0012)  
in a 192-port system: Groups 1-24 (0001-0024)  
in a 288-port system: Groups 1-36 (0001-0036)  
in a 384-port system: Groups 1-48 (0001-0048)  
in a 480-port system: Groups 1-60 (0001-0060)  
in a 576-port system: Groups 1-72 (0001-0072)

**FF1**  
System

### Notes:

### Related Programming:

Tenant Group Assignment (pg. 2-56) for analog E&M tie trunks    **FF2 0 BSSC 05 Hold (0-72) Hold**  
Tenant Group Assignment (pg. 2-135) for T1 E&M tie trunks    **FF2 2 BSSCC 06 Hold (0-72) Hold**

**FF1**  
System

## MOH Source for Intercom Calls

0001 :0  
Tenant01 EXT MOH

(all CPCs) - Version 1.0 or higher

Select the Music-On-Hold (MOH) source heard by intercom callers on hold, based on the MCO Tenant Group assigned to the extension.

**FF1 0 14 (0001-0072) Hold (0-3) Hold**

Address No. for MCO Tenant Group:

- 0001=MCO Tenant Group #1
- 0002=MCO Tenant Group #2
- ...
- 0072=MCO Tenant Group #72

**0=internal single tone (default)**

- 1=external MOH source
- 2=internal melody (*not available in U.S.*)
- 3=silence

NOTE: Available range for MCO Tenant Groups depends on system size:

- in a 96-port system: Groups 1-12 (0001-0012)
- in a 192-port system: Groups 1-24 (0001-0024)
- in a 288-port system: Groups 1-36 (0001-0036)
- in a 384-port system: Groups 1-48 (0001-0048)
- in a 480-port system: Groups 1-60 (0001-0060)
- in a 576-port system: Groups 1-72 (0001-0072)

### Notes:

### Related Programming:

- Tenant Group Assignment (pg. 3-24) for digital keyphone/SLT extensions **FF3 0 BSSC 05 Hold (1-72) Hold**
- Tenant Group Assignment (pg. 3-36) for ISDN extensions **FF3 1 BSSC 04 Hold (1-72) Hold**
- Tenant Group Assignment (pg. 3-43) for Virtual Ports **FF3 2 (001-576) 02 Hold (1-72) Hold**
- Tenant Group Assignment (pg. 3-45) for RAI Port **FF3 3 01 Hold (1-72) Hold**



## FF1 0 15, 16, and 17: SSD Blocks

*NOTE: Use these addresses to set up groups or “blocks” of SSD numbers, and assign them to MCO Tenant Groups. You can also set up an “SSD common block” that can be used by all extensions.*

### SSD Block Assignment to MCO Tenant Groups

0001 :1  
Tenant01 SSD BLK

**FF1**  
System

(all CPCs) - Version 1.0 or higher

Assign System Speed Dial (SSD) blocks to MCO Tenant Groups. Extensions that belong to an MCO Tenant Group can use the SSD codes within the assigned SSD block.

**FF1 0 15 (0001-0072) Hold (0-72) Hold**

Address No. for MCO Tenant Group:

0001=MCO Tenant Group #1  
0002=MCO Tenant Group #2  
...  
0072=MCO Tenant Group #72

0=no SSD Block assignment (can use  
SSDs in common block only)

**1=SSD Block #1 (default)**  
2=SSD Block #2  
3=SSD Block #3  
...  
72=SSD Block #72

**NOTE:** Available range for MCO Tenant Groups depends on system size:

in a 96-port system:	Groups 1-12 (0001-0012)
in a 192-port system:	Groups 1-24 (0001-0024)
in a 288-port system:	Groups 1-36 (0001-0036)
in a 384-port system:	Groups 1-48 (0001-0048)
in a 480-port system:	Groups 1-60 (0001-0060)
in a 576-port system:	Groups 1-72 (0001-0072)

**Notes:**

**Related Programming:**

- SSD Assignment to Groups (pg. 1-23)    **FF1 0 02 0003 Hold (0 or 1) Hold**
- Extension COS: SSD Dialing (pg. 1-45)    **FF1 0 03 (00-15) 11 Hold (0 or 1) Hold**
- SSD Common Block for MCO Tenant Groups (pg. 1-100)    **FF1 0 16 0001 Hold (0-800) Hold**
- SSD Block Assignment (pg. 1-100)    **FF1 0 17 (0001-0144) Hold (0-799 or 0-800) Hold**
- Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)    **FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold**



## SSD Common Block for MCO Tenant Groups

0001 :0  
Common SSD #

(all CPCs) - Version 1.0 or higher

Set the number of System Speed Dial (SSD) bins allowed for all MCO Tenant Groups.

**FF1 0 16 0001 Hold (0-800) Hold**



Number of SSD Bins Allowed  
default: 0 [no common block]

*For example, an entry of "100" means that all MCO Tenant Groups can use SSDs 0-99.*

### Notes:

If **SSD Assignment to Groups** is disabled (default), the system will ignore this address, which means that all extensions will be able to use all SSD codes.

### Related Programming:

SSD Assignment to Groups (pg. 1-23) **FF1 0 02 0003 Hold (0 or 1) Hold**

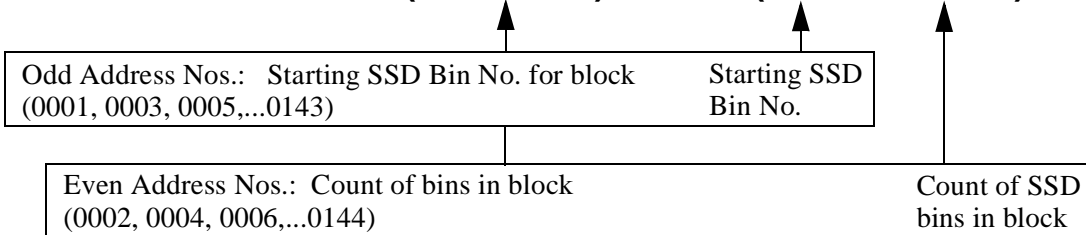
## SSD Block Assignment

0001 :0  
SSD BLK01 TOP #

(all CPCs) - Version 1.0 or higher

Divide System Speed Dial bins into ranges (called "blocks").

**FF1 0 17 (0001-0144) Hold (0-799 or 0-800) Hold**



*(see table, next page for defaults)*

### Notes:

If **SSD Assignment to Groups** is disabled (default), the system will ignore this address, which means that all extensions will be able to use all SSD codes.

### Related Programming:

SSD Assignment to Groups (pg. 1-23) **FF1 0 02 0003 Hold (0 or 1) Hold**

SSD Block Assignment to MCO Tenant Groups (pg. 1-99) **FF1 0 15 (0001-0072) Hold (0-72) Hold**

**Table 1-4. SSD Blocks (FF1 0 17)**

for Block No.	Address for Starting SSD	default for Starting SSD	Address for count of SSDs	default for SSD count
1	0001	0	0002	80
2	0003	80	0004	80
3	0005	160	0006	80
4	0007	240	0008	80
5	0009	320	0010	80
6	0011	400	0012	80
7	0013	480	0014	80
8	0015	560	0016	80
9	0017	640	0018	80
10	0019	720	0020	80
11	0021	0	0022	0
12	0023	0	0024	0
13	0025	0	0026	0
14	0027	0	0028	0
15	0029	0	0030	0
16	0031	0	0032	0
17	0033	0	0034	0
18	0035	0	0036	0
19	0037	0	0038	0
20	0039	0	0040	0
21	0041	0	0042	0
22	0043	0	0044	0
23	0045	0	0046	0
24	0047	0	0048	0
25	0049	0	0050	0
26	0051	0	0052	0
27	0053	0	0054	0
28	0055	0	0056	0
29	0057	0	0058	0
30	0059	0	0060	0
31	0061	0	0062	0
32	0063	0	0064	0
33	0065	0	0066	0
34	0067	0	0068	0
35	0069	0	0070	0
36	0071	0	0072	0
37	0073	0	0074	0
38	0075	0	0076	0
39	0077	0	0078	0

**FF1**  
System

**FF1**  
 System

for Block No.	Address for Starting SSD	default for Starting SSD	Address for count of SSDs	default for SSD count
40	0079	0	0080	0
41	0081	0	0082	0
42	0083	0	0084	0
43	0085	0	0086	0
44	0087	0	0088	0
45	0089	0	0090	0
46	0091	0	0092	0
47	0093	0	0094	0
48	0095	0	0096	0
49	0097	0	0098	0
50	0099	0	0100	0
51	0101	0	0102	0
52	0103	0	0104	0
53	0105	0	0106	0
54	0107	0	0108	0
55	0109	0	0110	0
56	0111	0	0112	0
57	0113	0	0114	0
58	0115	0	0116	0
59	0117	0	0118	0
60	0119	0	0120	0
61	0121	0	0122	0
62	0123	0	0124	0
63	0125	0	0126	0
64	0127	0	0128	0
65	0129	0	0130	0
66	0131	0	0132	0
67	0133	0	0134	0
68	0135	0	0136	0
69	0137	0	0138	0
70	0139	0	0140	0
71	0141	0	0142	0
72	0143	0	0144	0

# FF1 0 18: Synchronized Clock

## Synchronized Clock

(all CPCs) - Version 1.0 or higher

Prioritize clock sources that will synchronize with the CO.

0001 :  
1st SYNC Clock

**FF1 0 18 (0001-0003) Hold (BSS/C) Hold**

0001=1st Priority network  
0002=2nd Priority network  
0003=3rd Priority network

Cabinet/Slot/Trunk Port No.  
B=Cabinet No. 1-6  
SS=Slot No. 01-14  
C=Trunk Port (1-4)

Enter "BSS" for PRI and T1.  
Enter "BSSC" for BRI.

**default: [no assignment]**



### Notes:

If using a T1 or T-point ISDN interface, **Synchronized Clock** settings are required to prevent data transmission errors, or noise during voice conversations.

### Related Programming:

- FF2 1: ISDN Trunks (pg. 2-59)
- FF2 2: T1 Trunks (CO) (pg. 2-86)

## FF1 0 19: TRS Class for Forced Account Codes

### TRS Class for Forced Account Codes

0001 :1  
 TRS for F-ACCD

(all CPCs) - Version 1.0 or higher

Set the TRS Class that will be followed when Account codes are Forced, but the Account Code is not entered for an outgoing call.

**FF1 0 19 0001 Hold (1-50) Hold**

↑  
 TRS Class No. (1-50)  
**default: 1**

**FF1**  
 System

**Notes:**

**Forced Account Codes:** User must enter an Account Code for every outgoing and incoming call, before he/she can access an outside line. Forced Account Codes can be either Verified (checked against programmed Table for validity; call is blocked if no match found) or Unverified (accepted; call is allowed). Account Codes are used for call expense tracking in SMDR reports.

Verified Account Codes can each have their own TRS Class assignment (see FF8 1 04).

**Related Programming:**

- Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold
- TRS Class for Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold
- Forced Account Codes (pg. 3-21) (enable/disable on ext.) FF3 0 BSSC 04 24 Hold (0 or 1) Hold
- Verified Account Codes (pg. 3-22) (enable/disable on ext.) FF3 0 BSSC 04 25 Hold (0 or 1) Hold

# FF1 0 20: Ext.No. Display for Closed-Number Calls

## Ext.No. Display for Closed-Number Calls

(all CPCs) - Version 1.0 or higher

Assign the closed-numbered digits to use in the system's Extension Directory. Based on the digits, the system will look up the extension name *within its own PBX* (not in another).

0001 :0  
Closed Display



FF1 0 20 0001 Hold (0-4) Hold

- ↑
- 0= 0 digit (default)
- 1= 1 digit
- 2= 2 digits
- 3= 3 digits
- 4= 4 digits

### Notes:

If you *originate* a network call, this will display.

### Related Programming:

FF6 2 07: Closed Number Table (pg. 6-42)

Extension Index (pg. 8-49) FF8 1 03 Hold 1 Hold Hold (1 or 2) Hold FLASH (Name) Hold

## FF1 0 21: Ring Alarm for Unanswered Calls

**FF1**  
System

### Ring Alarm Frequency

0001 :1  
Ring ALM FREQ

(all CPCs) - Version 1.0 or higher

Set the ringing frequency that will begin after an incoming call rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

FF1 0 21 0001 Hold (0-6) Hold

- ↑  
0=no ring  
1=400/562 Hz (default)  
2=1000/1340 Hz  
3=400 Hz  
4=800/1040 Hz  
5=1040/1320 Hz  
6=660/1320 Hz

#### Notes:

**Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

#### Related Programming:

- Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold
- Alarm Ringing (pg. 2-24) (for analog CO trunks) FF2 0 BSSC 02 13 Hold (0 or 1) Hold
- Alarm Ringing (pg. 2-68) (for ISDN trunks) FF2 1 BSSC 03 06 Hold (0 or 1) Hold
- Alarm Ringing (pg. 2-102) (for T1 CO trunks) FF2 2 BSSCC 03 11 Hold (0 or 1) Hold



# Ring Alarm Pattern

0002 :5  
Ring ALM PTRN

(all CPCs) - Version 1.0 or higher

Set the ring pattern that will begin after an incoming call rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

**FF1 0 21 0002 Hold (0-12) Hold**

Setting Values for U.K.		Setting Values for U.S. and Hong Kong	
<b>0</b>	Synchronize with CO	<b>0</b>	No ring alarm
<b>1</b>	<b>1on/2off (default) (in seconds)</b>	<b>1</b>	1on/3off (in seconds)
<b>2</b>	2on/1off	<b>2</b>	2on/2off
<b>3</b>	1on/1off	<b>3</b>	3on/1off
<b>4</b>	.5on/.5off	<b>4</b>	1on/1off
<b>5</b>	.25on/.25off	<b>5</b>	<b>.5on/.5off (default)</b>
<b>6</b>	.25on/.25off/.25on/2.25off	<b>6</b>	.5on/3.5off
<b>7</b>	.25on/.25off/.25on/.25off/.25on/1.75off	<b>7</b>	.5on/.5off/.5on/2.5off
<b>8</b>	.75on/.25off/.75on/1.25off	<b>8</b>	.25on/.25off/.25on/3.25off
<b>9</b>	1on/.25off/.25on/1.5off	<b>9</b>	1on/.25off/.25on/2.5off
<b>10</b>	1on/.25off/.25on/.25off/.25on/1off	<b>10</b>	1on/.25off/.25on/.25off/.25on/2off
<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off	<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off
<b>12</b>	Continuous tone	<b>12</b>	Continuous tone



**Notes:**

Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

**Related Programming:**

- Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132)    **FF1 1 02 0007 Hold (0-255) Hold**
- Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133)    **FF1 1 02 0008 Hold (0-255) Hold**
- Slide Ring/Alarm Ring Timer (Night) (pg. 1-133)    **FF1 1 02 0009 Hold (0-255) Hold**
- Alarm Ringing (pg. 2-24) (for analog CO trunks)    **FF2 0 BSSC 02 13 Hold (0 or 1) Hold**
- Alarm Ringing (pg. 2-68) (for ISDN trunks)    **FF2 1 BSSC 03 06 Hold (0 or 1) Hold**
- Alarm Ringing (pg. 2-102) (for T1 CO trunks)    **FF2 2 BSSCC 03 11 Hold (0 or 1) Hold**

# FF1 0 22: Dealer Programming ID Code

**FF1**  
System

## Dealer Programming ID Code

0001 :9999  
Program ID Code

(all CPCs) - Version 1.0 or higher

Set the ID code for entering dealer programming: **ON/OFF PROG \*\* [Code]**

**FF1 0 22 0001 Hold (0000-9999) Hold**

↑  
4-digit Dealer Programming ID Code  
default: 9999

### Notes:

### Related Programming:

Programming Mode Entry (pg. 1-15) **FF1 0 01 0012 Hold (0 or 1) Hold**

## FF1 0 23 and 24: Voice Mail Codes

### VM Answer Supervision Code

(all CPCs) - Version 1.0 or higher

Set the Answer Supervision code for 3rd Party Voice Mail.

0001 :  
VM Answer Dial

**FF1 0 23 0001 Hold (0000-9999) Hold**

↑  
4-digit VM Answer Supervision Code

default: [no assignment]

**FF1**  
System

#### Notes:

This assignment must match the Voice Mail system's Answer Supervision code.

#### Related Programming:

SLT Voice Mail Connection (pg. 3-11) FF3 0 BSSC 04 06 Hold (0 or 1) Hold

Call-Forward ID Codes for Voice Mail (pg. 8-51) FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold

### VM Transfer Code #1: Prefix

(all CPCs) - Version 1.0 or higher

Assign a prefix that will be automatically dialed in front of VM Transfer Code #1 (74 + nnnn) when transferring a call directly to voice mail (3rd-party).

0001 :  
VM-TRF #1/Prefix

**FF1 0 24 0001 Hold (up to 8 char.) Hold**

NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or "PAUSE" soft key on a large-display phone.

↑  
VM Transfer Code #1 Prefix (up to 8 characters, including 0-9, \*, #, and Pause)

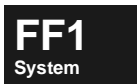
default: [no assignment]

#### Notes:

Two different Transfer Keys can be programmed for 3rd-party Voice Mail systems. Transfer Code #1 (74 + nnnn) transfers a call to a specific voice mail port. Transfer Code #2 (75 + nnnn) transfers a call to the Voice Mail pilot number. See **FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)** for instructions on programming both Transfer Keys.

**Related Programming:**

FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)    FF4 0 BSSC 0 (01-32) Hold  
 FLASH (Code) Hold  
 Call-Forward ID Codes for Voice Mail (pg. 8-51)    FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.)  
 Hold



**VM Transfer Code #1: Suffix**

0002 :  
 VM-TRF #1/Suffix

(all CPCs) - Version 1.0 or higher

Assign a suffix that will be automatically dialed after VM Transfer Code #1 (74 + nnnn) when transferring a call directly to voice mail (3rd-party).

**FF1 0 24 0002 Hold (up to 8 char.) Hold**

NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or "PAUSE" soft key on a large-display phone.

↑  
 VM Transfer Code #1 Suffix (up to 8 characters, including 0-9, \*, #, and Pause)

default: [no assignment]

**Notes:**

Two different Transfer Keys can be programmed for 3rd-party Voice Mail systems. Transfer Code #1 (74 + nnnn) transfers a call to a specific voice mail port. Transfer Code #2 (75 + nnnn) transfers a call to the Voice Mail pilot number. See **FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)** for instructions on programming both Transfer Keys.

**Related Programming:**

FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)    FF4 0 BSSC 0 (01-32) Hold  
 FLASH (Code) Hold  
 Call-Forward ID Codes for Voice Mail (pg. 8-51)    FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.)  
 Hold

**VM Transfer Code #2: Prefix**

0003 :  
 VM-TRF #2/Prefix

(all CPCs) - Version 1.0 or higher

Assign a prefix that will be automatically dialed in front of VM Transfer Code #2 (75 + nnnn) when transferring a call directly to voice mail (3rd-party).

**FF1 0 24 0003 Hold (up to 8 char.) Hold**

NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or "PAUSE" soft key on a large-display phone.

↑  
 VM Transfer Code #2 Prefix (up to 8 characters, including 0-9, \*, #, and Pause)

default: [no assignment]

**Notes:**

Two different Transfer Keys can be programmed for 3rd-party Voice Mail systems. Transfer Code #1 (74 + nnnn) transfers a call to a specific voice mail port. Transfer Code #2 (75 + nnnn) transfers a call to the Voice Mail pilot number. See **FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)** for instructions on programming both Transfer Keys.

**Related Programming:**

**FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)**    **FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold**  
**Call-Forward ID Codes for Voice Mail (pg. 8-51)**    **FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold**



### VM Transfer Code #2: Suffix

0004 :  
VM-TRF #2/Suffix

(all CPCs) - Version 1.0 or higher

Assign a suffix that will be automatically dialed after VM Transfer Code #2 (75 + nnnn) when transferring a call directly to voice mail (3rd-party).

**FF1 0 24 0004 Hold (up to 8 char.) Hold**

NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or “PAUSE” soft key on a large-display phone.

↑

VM Transfer Code #2 Suffix (up to 8 characters, including 0-9, \*, #, and Pause)

**default: [no assignment]**

**Notes:**

Two different Transfer Keys can be programmed for 3rd-party Voice Mail systems. Transfer Code #1 (74 + nnnn) transfers a call to a specific voice mail port. Transfer Code #2 (75 + nnnn) transfers a call to the Voice Mail pilot number. See **FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)** for instructions on programming both Transfer Keys.

**Related Programming:**

**FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)**    **FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold**  
**Call-Forward ID Codes for Voice Mail (pg. 8-51)**    **FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold**

## FF1 0 25: Caller ID Add Digits

**FF1**  
System

### Caller ID Log Outgoing Add Digits

0001 :  
CID Add-Dial

(all CPCs) - Version 1.0 or higher

Enter the digits (up to 4) that will be added to the beginning of an outgoing Caller ID number (selected from the displayed Caller ID Log).

**FF1 0 25 0001 Hold (up to 4 char.) Hold**

↑  
Caller ID Add Digits (up to 4 characters, including 0-9, \*, and #)

default: [no assignment]

#### Notes:

On 44-series display phones, press the *left* soft key next to the displayed Caller ID Log phone number, to automatically seize MCO-1 (“9”) and outdial the Add Digits and the number. On 43-series display phones, press the AUTO key.

To outdial “9” and the Caller ID Log phone number without the Add Digits in front of it, press the *right* soft key (or, on 43-series display phones, press REDIAL).

A maximum of 20 extension phones per cabinet can have the Caller ID Log feature. It will store and display the last 10 Caller ID calls received at that extension. To display the Log, press CONF 96 at intercom dial tone.

The Add Digits and the Caller ID phone number are subject to ARS/TRS after the “9” is dialed. They can be redialed by pressing the REDIAL key. SMDR reports will show the first 24 digits of a Caller ID phone number that was outdialed (SMDR must be set to Format #2 in FF1 0 09). Caller ID information will also be sent to an installed TAPI device.

#### Related Programming:

Caller ID Log Outgoing Control (pg. 1-20) FF1 0 01 0021 Hold (0 or 1) Hold

Caller ID Log Private/Out-of-Area Control (pg. 1-20) FF1 0 01 0022 Hold (0 or 1) Hold

SMDR Output Format (pg. 1-93) FF1 0 09 0001 Hold (0-2) Hold

# FF1 0 26: DISA ID Codes

## DISA ID Code Numbering

(all CPCs) - Version 1.0 or higher

Enter the digit length of DISA ID Codes.

**FF1 0 26 0001 Hold (0-10) Hold**

Digit Length of DISA ID Codes:  
**0=none/no code needed to get DISA service (default)**  
 1=1-digit Codes  
 2=2-digit Codes  
 3=3-digit Codes  
 ...  
 10=10-digit Codes

0001 :0  
DISA ID Digits



**Notes:**

**DISA (Direct Inward System Access):** By dialing the DISA trunk’s CO phone number, an outside caller can dial into the phone system, and have full access to all the system’s features without going through the Attendant (including the ability to transfer himself to different extensions, or dial-out on another trunk). To set up DISA, set the Analog-CO, ISDN, or T1-CO trunk for DISA service in the **Ring Type** addresses (FF2). Create DISA ID Codes and assign TRS Classes to them in FF1 0 26 0002-0033 (see next address).

**Related Programming:**

- Trunk COS: DISA ID Verification (pg. 1-79)    **FF1 0 04 (00-15) 06 Hold (0 or 1) Hold**
- DISA ID Codes and TRS Assignments (pg. 1-114)    **FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold**
- Ring Type - Day1/Day2/Night ...
  - for analog CO trunks (pg. 2-28)    **FF2 0 BSSC 03 (0, 2 and 4) Hold (0-6) Hold**
  - for ISDN trunks (pg. 2-75)    **FF2 1 BSSC 04 (0, 2 and 4) Hold (0-6) Hold**
  - for T1-CO trunks (pg. 2-107)    **FF2 2 BSSCC 04 (0, 2 and 4) Hold (0-6) Hold**



## DISA ID Codes and TRS Assignments

(all CPCs) - Version 1.0 or higher

Enter up to 16 valid DISA Security Codes, each of which can be dialed by a DISA caller to obtain access to an outside line after calling in to the system. Also, assign a TRS Class to each DISA Code.

0002 :  
DISA01:ID Code

0003 :0  
DISA01:TRS Class

**FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold**

Address Nos. for DISA ID Codes #1 thru #16:

0002=Code #1	0012=Code #6	0022=Code #11
0003=Code #1 TRS Class	0013=Code #6 TRS Class	0023=Code #11 TRS Class
0004=Code #2	0014=Code #7	0024=Code #12
0005=Code #2 TRS Class	0015=Code #7 TRS Class	0025=Code #12 TRS Class
0006=Code #3	0016=Code #8	0026=Code #13
0007=Code #3 TRS Class	0017=Code #8 TRS Class	0027=Code #13 TRS Class
0008=Code #4	0018=Code #9	0028=Code #14
0009=Code #4 TRS Class	0019=Code #9 TRS Class	0029=Code #14 TRS Class
0010=Code #5	0020=Code #10	0030=Code #15
0011=Code #5 TRS Class	0021=Code #10 TRS Class	0031=Code #15 TRS Class
		0032=Code #16
		0033=Code #16 TRS Class

for Addresses 0002, 0004, 0006, 0008, 0010, 0012, ... 0032:

DISA ID Code  
(maximum 10 digits, including 0-9, \* and #)

**default: [no assignment]**

for Addresses 0003, 0005, 0007, 0009, 0011, 0013 ... 0033:

TRS Class Assignment (1-50)

**default: 0 (no TRS Class)**

### Notes:

Digit length of DISA ID Codes entered in this address depends on the setting in **DISA ID Code Numbering** (see previous page).

### Related Programming:

DISA ID Code Numbering (pg. 1-113) **FF1 0 26 0001 Hold (0-10) Hold**

Trunk COS: DISA ID Verification (pg. 1-79) **FF1 0 04 (00-15) 06 Hold (0 or 1) Hold**

FF6 1: TRS Class Definitions (pg. 6-15)



# FF1 1: System Timers

## FF1 1 01: Trunk Timer 1

**FF1**  
System

### Flash Timer 1 for Trunk Line

(all CPCs) - Version 1.0 or higher

Set the length of time a flash signal to a trunk line will last when the extension user depresses FLASH or PROG. Applies when **Flash Pattern #1** is programmed for the trunk.

0001 :50  
Flash Timer 1

**FF1 1 01 0001 Hold (1-255) Hold**



1 = (1 x 16 ms) = 16 ms

2 = (2 x 16 ms) = 32 ms

3 = (3 x 16 ms) = 48 ms

...

124 = (124 x 16 ms) = 1,984 ms or 1.984 seconds

125 thru 255 = same value (2.5 ms)

**default: 50 = (50 x 16 ms) = 800 ms**

### Notes:

### Related Programming:

Flash Pattern ...

for analog CO trunks (pg. 2-18) FF2 0 BSSC 02 01 Hold (0 or 1) Hold

for analog E&M tie-trunks (pg. 2-46) FF2 0 BSSC 02 01 Hold (0 or 1) Hold

for T1-CO trunks (pg. 2-97) FF2 2 BSSCC 03 01 Hold (0 or 1) Hold

for T1-E&M tie-trunks (pg. 2-126) FF2 2 BSSCC 03 01 Hold (0 or 1) Hold

**FF1**  
System

## Flash Timer 2 for Trunk Line

0002 :5  
Flash Timer 2

(all CPCs) - Version 1.0 or higher

Set the length of time a flash signal to a trunk line will last when the extension user depresses FL/R key (U.K./Hong Kong) or FLASH or PROG key (U.S.). Applies when **Flash Pattern #2** is programmed for the trunk. Also applies when DBS 576 system is behind a PBX, and the user needs to send a Recall signal to the PBX to place the call on hold at the PBX.

**FF1 1 01 0002 Hold (1-255) Hold**



1 = (1 x 16 ms) = 16 ms

2 = (2 x 16 ms) = 32 ms

3 = (3 x 16 ms) = 48 ms

...

124 = (124 x 16 ms) = 1,984 ms or 1.984 seconds

125 thru 255 = same value (2.5 seconds)

**default: 5 (80 ms)**

### Notes:

When the phone does not have a FLASH or FL/R key, the end-user must press the FF-key programmed with the Flash/Recall code (\*39 by default) to send the Recall signal.

### Related Programming:

Flash Pattern ...

for analog CO trunks (pg. 2-18) **FF2 0 BSSC 02 01 Hold (0 or 1) Hold**

for analog E&M tie-trunks (pg. 2-46) **FF2 0 BSSC 02 01 Hold (0 or 1) Hold**

for T1-CO trunks (pg. 2-97) **FF2 2 BSSCC 03 01 Hold (0 or 1) Hold**

for T1-E&M tie-trunks (pg. 2-126) **FF2 2 BSSCC 03 01 Hold (0 or 1) Hold**

## Flash Timer for Auto-Repeat Dial

0003 :124  
ARD Flash Timer

(all CPCs) - Version 1.0 or higher

Set the length of time a flash signal to a trunk line will last during Auto-Repeat Dial.

FF1 1 01 0003 Hold (1-255) Hold



1 = (1 x 16 ms) = 16 ms

2 = (2 x 16 ms) = 32 ms

3 = (3 x 16 ms) = 48 ms

...

124 = (124 x 16 ms) = 1,984 ms or 1.984 seconds  
(default)

125 thru 255 = same value (2.5 seconds)

FF1  
System

### Notes:

**Auto Repeat Dialing:** Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

### Related Programming:

Start Timer for CO Busy Tone Detect (Auto-Repeat Dial) (pg. 1-122) FF1 1 01 0014 Hold (1-255) Hold  
CO Busy Tone Detect Timer (Auto-Repeat Dial) (pg. 1-123) FF1 1 01 0015 Hold (1-255) Hold

## Pause Timer

0004 :3  
Pause Timer

(all CPCs) - Version 1.0 or higher

Set the length of a pause inserted in automatically-dialed numbers (such as speed-dialing).

FF1 1 01 0004 Hold (1-255) Hold



1 = 1 second

2 = 2 seconds

3 = 3 seconds (default)

...

255 = 255 seconds or 4 minutes/15 seconds

### Notes:

This address *does not affect* pauses in PBX access codes.

### Related Programming:

PSD Numbers (pg. 8-44) FF8 1 01 Hold 0 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Phone No.) Hold  
SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold



## Call Duration Timer (analog CO)

0005 :10  
Call Duration CO

(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait before starting call duration timing for outbound CO analog trunk calls, if the CO does not send back an answer signal when the called party answers.

FF1 1 01 0005 Hold (1-255) Hold



1=1 second

2=2 seconds

...

255=255 seconds (or 4 min./15 sec.)

default: 10 seconds

### Notes:

### Related Programming:

Call Duration (pg. 2-19) for analog CO trunks    FF2 0 BSSC 02 03 Hold (0 or 1) Hold

## Call Duration Timer (Tie-Lines)

0006 :10  
Answer SIG TIE

(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait before starting call duration timing for outbound tie-line calls, if the called-party end does not send back an answer signal.

FF1 1 01 0006 Hold (1-255) Hold



1=1 second

2=2 seconds

...

255=255 seconds (or 4 min./15 sec.)

default: 10 seconds

### Notes:

### Related Programming:

### Outpulse Delay Timer (analog CO)

0007 :3  
Dial Delay CO

(all CPCs) - Version 1.0 or higher

Set the length of a pause before outpulsing dialed digits for speed dial, or after an analog CO trunk is seized in a MCO trunk group.

**FF1 1 01 0007 Hold (1-255) Hold**



1=1 second  
2=2 seconds  
...  
255=255 seconds (or 4 min./15 sec.)  
**default: 3 seconds**



**Notes:**

**Related Programming:**

### Outpulse Delay Timer (analog Tie-Lines/ Immediate-Start)

0008 :1  
Dial Delay A-Tie

(all CPCs) - Version 1.0 or higher

Set the length of a pause before outpulsing dialed digits on an analog tie-line trunk set for Immediate-Start signaling.

**FF1 1 01 0008 Hold (1-255) Hold**



**1=1 second (default)**  
2=2 seconds  
...  
255=255 seconds or 4 min./15 sec.

**Notes:**

**Related Programming:**

FF2 0: Analog Trunks (E&M Tie) (pg. 2-37)

**FF1**  
System

### Pre-Pause Timer (ISDN CO)

0009 :30  
ISDN Pre-Pause

(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait for the first dialed digit after an ISDN (CO) trunk is seized.

**FF1 1 01 0009 Hold (1-255) Hold**

↑  
1=1 second  
2=2 seconds  
...  
255=255 seconds (or 4 min./15 sec.)  
**default: 30 seconds**

**Notes:**

**Related Programming:**

FF2 1: ISDN Trunks (pg. 2-59)

### Interdigit Timer (ARS and ISDN CO)

0010 :10  
ISDN Interdigit

(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait for the next dialed digit before sending re-order tone. Applies to outbound calls on an ISDN (CO) trunk.

(all CPCs) - Version 1.3 and higher: Also applies to ARS-routed calls.

**FF1 1 01 0010 Hold (1-255) Hold**

↑  
1=1 second  
2=2 seconds  
...  
255=255 seconds (or 4 min./15 sec.)  
**default: 10 seconds**

**Notes:**

(all CPCs - Version 1.3 and higher) Interdigit Timers for non-ARS calls start on pg. 1-141.

**Related Programming:**

ISDN Outgoing Control (pg. 1-19) FF1 0 01 0019 Hold (0 or 1) Hold

FF2 1: ISDN Trunks (pg. 2-59)

Queuing Timer (ARS) (pg. 1-136) FF1 1 02 0014 Hold (0-255) Hold

### Not Used

(all CPCs) - Version 1.0 or higher

**FF1 1 01 0011 Hold**

0011 :30  
Not Used

**FF1 1 01 0012 Hold**

0012 :10  
Not Used



### Wink Wait Timer (analog Tie-Lines)

(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait for a wink signal after an analog tie-line is accessed for an outbound call.

0013 :5  
Wink Wait A-TIE

**FF1 1 01 0013 Hold (1-255) Hold**

↑  
1=1 second  
2=2 seconds  
...  
255=255 seconds (or 4 min./15 sec.)  
**default: 5 seconds**

**Notes:**

**Related Programming:**

Trunk Signal Type (pg. 2-38) for analog E&M tie-line trunks    **FF2 0 BSSC 01 00 Hold (0-5) Hold**



## Start Timer for CO Busy Tone Detect (Auto-Repeat Dial)

0014 :5  
ARD BT Start

(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait after the last auto-dialed digit is sent to the CO (on an analog trunk) during an Auto-Repeat Dial, before starting the **CO Busy Tone Detect Timer (Auto-Repeat Dial)** (see next address). This allows time for the CO to connect the call before the system starts looking for busy tone.

**FF1 1 01 0014 Hold (1-255) Hold**

↑  
1=1 second  
2=2 seconds  
...  
255=255 seconds (or 4 min./15 sec.)  
**default: 5 seconds**

**Notes:**

**Auto Repeat Dialing:** Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

**Related Programming:**

Flash Timer for Auto-Repeat Dial (pg. 1-117) **FF1 1 01 0003 Hold (1-255) Hold**  
CO Busy Tone Detect Timer (Auto-Repeat Dial) (pg. 1-123) **FF1 1 01 0015 Hold (1-255) Hold**



## CO Busy Tone Detect Timer (Auto-Repeat Dial)

0015 :30  
ARD BT Timer

(all CPCs) - Version 1.0 or higher

Set the length of time the system will wait for a busy tone signal from the CO after the **Start Timer for CO Busy Tone Detect (Auto-Repeat Dial)** (see previous address) has expired. This setting helps determine whether the next Auto-Repeat Dial will be performed.

FF1 1 01 0015 Hold (1-255) Hold



1=1 second

2=2 seconds

...

255=255 seconds (or 4 min./15 sec.)

**default: 30 seconds**

FF1  
System

### Notes:

**Auto Repeat Dialing:** Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

### Related Programming:

Flash Timer for Auto-Repeat Dial (pg. 1-117) FF1 1 01 0003 Hold (1-255) Hold

Start Timer for CO Busy Tone Detect (Auto-Repeat Dial) (pg. 1-122) FF1 1 01 0014 Hold (1-255) Hold

## DTMF ON: Pattern #1

0016 :16  
DTMF 1 ON Time

(all CPCs) - Version 1.0 or higher

Set the duration of the DTMF signal for a digit dialed during an outbound call.

FF1 1 01 0016 Hold (1-255) Hold



(value=setting x 5ms): 1 = (1 x 5 ms) = 5 ms

2 = (2 x 5 ms) = 10 ms

3 = (3 x 5 ms) = 15 ms

...

255 = (255 x 5 ms) = 1,275 ms (or 1.275 sec.)

**default: 16 = (16 x 5 ms) = 80 ms**



## DTMF OFF: Pattern #1

0017 :9  
DTMF 1 OFF Time

(all CPCs) - Version 1.0 or higher

Set the pause between DTMF signals for digits dialed during an outbound call.

**FF1 1 01 0017 Hold (1-255) Hold**



(value=setting x 5ms): 1 = (1 x 5 ms) = 5 ms  
 2 = (2 x 5 ms) = 10 ms  
 3 = (3 x 5 ms) = 15 ms  
 ...  
 255 = (255 x 5 ms) = 1,275 ms (or 1.275 sec.)  
**default: 9 = (9 x 5 ms) = 45 ms**

### Notes:

The above settings (in conjunction with each other) can be assigned to individual trunk ports. These settings will apply to the phone number dialed, as well as additional digits dialed after connecting -- such as entering an account number, or selecting from a voice menu.

**Power-Off Requirement.** Power cycling (power-off, then power-on) is required after changing these settings.

(all CPCs - Version 1.3 and higher) DTMF ON/OFF Pattern #1 will be used whenever the system sends ID codes to voicemail. See **Call-Forward ID Codes for Voice Mail** (pg. 8-51).

### Related Programming:

#### DTMF On/Off Pattern During Talk ...

- (pg. 2-14) for analog CO trunks FF2 0 BSSC 01 13 Hold (0-2) Hold
- (pg. 2-43) for analog E&M tie-trunks FF2 0 BSSC 01 13 Hold (0-2) Hold
- (pg. 2-64) for ISDN trunks FF2 1 BSSC 02 03 Hold (0-2) Hold
- (pg. 2-94) for T1-CO trunks FF2 2 BSSCC 02 10 Hold (0-2) Hold
- (pg. 2-123) for T1-E&M tie-trunks FF2 2 BSSCC 02 10 Hold (0-2) Hold

#### DTMF On/Off Pattern for Outgoing Dialing ...

- (pg. 2-14) for analog CO trunks FF2 0 BSSC 01 14 Hold (0-2) Hold
- (pg. 2-43) for analog E&M tie-trunks FF2 0 BSSC 01 14 Hold (0-2) Hold
- (pg. 2-94) for T1-CO trunks FF2 2 BSSCC 02 11 Hold (0-2) Hold
- (pg. 2-123) for T1-E&M tie-trunks FF2 2 BSSCC 02 11 Hold (0-2) Hold

Call-Forward ID Codes for Voice Mail (pg. 8-51) FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold

**DTMF ON/OFF: Pattern #2**

0018	:1
DTMF2 ON/OFF	

(all CPCs) - Version 1.0 or higher

Set the DTMF signal pattern for digits dialed during an outbound call.

**FF1 1 01 0018 Hold (1-255) Hold**

↑

(value=setting x 125ms):

1	= (1 x 125 ms)	= 125 on/125 off	(default)
2	= (2 x 125 ms)	= 250 on/250 off	
3	= (3 x 125 ms)	= 375 on/375 off	
...			
255	= (255 x 125 ms)	= 31,875 (or 31.875 sec.) on/	31,875 off

**FF1**  
System**Notes:**

The above setting can be assigned to individual trunk ports. It will apply to the phone number dialed, as well as additional digits dialed after connecting -- such as entering an account number, or selecting from a voice menu.

**Power-Off Requirement.** Power cycling (power-off, then power-on) is required after changing this setting.

**Related Programming:****DTMF On/Off Pattern During Talk ...**

- (pg. 2-14) for analog CO trunks FF2 0 BSSC 01 13 Hold (0-2) Hold
- (pg. 2-43) for analog E&M tie-trunks FF2 0 BSSC 01 13 Hold (0-2) Hold
- (pg. 2-64) for ISDN trunks FF2 1 BSSC 02 03 Hold (0-2) Hold
- (pg. 2-94) for T1-CO trunks FF2 2 BSSCC 02 10 Hold (0-2) Hold
- (pg. 2-123) for T1-E&M tie-trunks FF2 2 BSSCC 02 10 Hold (0-2) Hold

**DTMF On/Off Pattern for Outgoing Dialing ...**

- (pg. 2-14) for analog CO trunks FF2 0 BSSC 01 14 Hold (0-2) Hold
- (pg. 2-43) for analog E&M tie-trunks FF2 0 BSSC 01 14 Hold (0-2) Hold
- (pg. 2-94) for T1-CO trunks FF2 2 BSSCC 02 11 Hold (0-2) Hold
- (pg. 2-123) for T1-E&M tie-trunks FF2 2 BSSCC 02 11 Hold (0-2) Hold

**DTMF ON/OFF: Pattern #3**0019 :2  
DTMF3 ON/OFF

(all CPCs) - Version 1.0 or higher

Set the DTMF signal pattern for digits dialed during an outbound call.

**FF1 1 01 0019 Hold (1-255) Hold**

↑

(value=setting x 125ms): 1 = (1 x 125 ms) = 125 on/125 off  
 2 = (2 x 125 ms) = **250 on/250 off (default)**  
 3 = (3 x 125 ms) = 375 on/375 off  
 ...  
 255 = (255 x 125 ms) = 31,875 (or 31.875 sec.) on/  
 31,875 off

**FF1**  
System**Notes:**

The above setting can be assigned to individual trunk ports. It will apply to the phone number dialed, as well as additional digits dialed after connecting -- such as entering an account number, or selecting from a voice menu.

**Power-Off Requirement.** Power cycling (power-off, then power-on) is required after changing this setting.

**Related Programming:****DTMF On/Off Pattern During Talk ...**

- (pg. 2-14) for analog CO trunks FF2 0 BSSC 01 13 Hold (0-2) Hold
- (pg. 2-43) for analog E&M tie-trunks FF2 0 BSSC 01 13 Hold (0-2) Hold
- (pg. 2-64) for ISDN trunks FF2 1 BSSC 02 03 Hold (0-2) Hold
- (pg. 2-94) for T1-CO trunks FF2 2 BSSCC 02 10 Hold (0-2) Hold
- (pg. 2-123) for T1-E&M tie-trunks FF2 2 BSSCC 02 10 Hold (0-2) Hold

**DTMF On/Off Pattern for Outgoing Dialing ...**

- (pg. 2-14) for analog CO trunks FF2 0 BSSC 01 14 Hold (0-2) Hold
- (pg. 2-43) for analog E&M tie-trunks FF2 0 BSSC 01 14 Hold (0-2) Hold
- (pg. 2-94) for T1-CO trunks FF2 2 BSSCC 02 11 Hold (0-2) Hold
- (pg. 2-123) for T1-E&M tie-trunks FF2 2 BSSCC 02 11 Hold (0-2) Hold

## FF1 1 02: Trunk Timer 2

### DISA No-Answer Timer #1

(all CPCs) - Version 1.0 or higher

Set how long the system will wait before changing an unanswered DISA call to multiple-incoming ringing.

0001 :30  
DISA N-ANS1

FF1 1 02 0001 Hold (0-255) Hold

(setting=no. of seconds):

↑

0 = 5 seconds

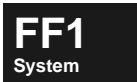
1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**default: 30 seconds**



#### Notes:

This address does not affect DID calls, which (if unanswered) will continue to ring an idle extension indefinitely, or until the user performs another action on the phone (such as accessing another trunk for an outgoing call) while the DID call is ringing. At that point, the DID call will change to multiple-incoming ringing. **NOTE:** The user will not be able to perform another action on the phone if the extension's **Trunk Key Operation: Direct Calls (pg. 3-14)** setting is left at "1=Ignore key press (default)," in which case the DID call will continue to ring the extension.

**Multiple-Incoming Ringing:** An incoming trunk call will ring on all extensions that have a line appearance (FF-key) for that trunk. The trunk's **Ring Type** must be set to "0=Multiple Incoming (default)" in FF2. Trunks are assigned to FF-keys in FF4.

**DID (Direct Inward Dial):** An outside caller can reach an internal extension directly by dialing a 7-digit CO phone number. The DID trunk passes the last 2 to 4 digits of the phone number to the PBX, and the digits become (or are modified to become) the equivalent of an extension number. DID trunks can't be used for outgoing calls (no dialtone offered). To set up DID, set the Analog-CO, ISDN, or T1-CO trunks for DID in the **Ring Type** addresses (FF2). Enter the DID numbers and assign their ring and delayed-ring destinations in **FF1 4: DID/DNIS Tables** (see pg. 1-168).

**DISA (Direct Inward System Access):** By dialing the DISA trunk's CO phone number, an outside caller can dial into the phone system, and have full access to all the system's features without going through the Attendant (including the ability to transfer himself to different extensions, or dial-out on another trunk). To set up DISA, set the Analog-CO, ISDN, or T1-CO trunks for DISA service in the **Ring Type** addresses (FF2). Create DISA ID Codes and assign TRS Classes to them in **FF1 0 26: DISA ID Codes** (see pg. 1-113).

#### Related Programming:

DISA No-Answer Timeout (pg. 1-31)    **FF1 0 02 0017 Hold (0 or 1) Hold**

DISA ID Code Numbering (pg. 1-113) FF1 0 26 0001 Hold (0-10) Hold  
 DISA ID Codes and TRS Assignments (pg. 1-114) FF1 0 26 (0002-0033) Hold (up to 10 digits or 1-50) Hold  
 Trunk COS: Incoming Ring Tone Source (pg. 1-75) FF1 0 04 (00-15) 01 Hold (0 or 1) Hold  
 Ring Pattern for trunks ...  
 (pg. 2-13) for analog CO trunks FF2 0 BSSC 01 12 Hold (0-12) Hold  
 (pg. 2-63) for ISDN trunks FF2 1 BSSC 02 02 Hold (0-12) Hold  
 (pg. 2-93) for T1/CO trunks FF2 2 BSSCC 02 09 Hold (0-12) Hold  
 Ring Type for trunks (set for DISA) ...  
 (pg. 2-28) for analog CO trunks FF2 0 BSSC 03 (0, 2 and 4) Hold (2) Hold  
 (pg. 2-75) for ISDN trunks FF2 1 BSSC 04 (0, 2 and 4) Hold (2) Hold  
 (pg. 2-107) for T1-CO trunks FF2 2 BSSCC 04 (0, 2 and 4) Hold (2) Hold  
 FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH  
 (Code) Hold



## Multiple Incoming No-Answer Timer #2

0002 :16  
 DID/DISA N-ANS2

(all CPCs) - Version 1.0 or higher

Set how long the system will wait before reverting a multiple-incoming call (which originally was a DID/DISA call) to the Attendant Group.

**FF1 1 02 0002 Hold (0-255) Hold**

↑  
 0 = 5 seconds  
 (setting=no. of seconds): 1 = 1 second  
 2 = 2 seconds  
 ...  
 255 = 255 seconds  
**default: 16 seconds**

**Notes:**

Unanswered DISA calls will change to multiple-incoming ringing when the **DISA No-Answer Timer #1** (see previous address) expires.

Unanswered DID calls will change to multiple-incoming ringing when (or if) the extension performs another action on the phone (such as accessing another outside line) while the DID call is ringing.

**Related Programming:**

DISA No-Answer Timer #1 (pg. 1-127) FF1 1 02 0001 Hold (0-255) Hold  
 FF5 0: Attendant Hunt Group (pg. 5-3)

## CO Delayed Ring Timer (Day1)

0003 :0  
Delayed Day1

(all CPCs) - Version 1.0 or higher

Set how long the system will ring an extension receiving an incoming call during Day1 mode, before moving the call to the Delayed Ring position.

**FF1 1 02 0003 Hold (0-255) Hold**



**0 = 5 seconds (default - all CPCs, Version 1.3 and higher)**

(1-255 = no. of seconds): 1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds

**FF1**  
System

### Notes:

This timer applies to unanswered incoming calls on a DIL trunk that has a Delayed Ring position set (in FF2). If no Delayed Ring position is set for the trunk, this Timer will not apply, and the call will continue to ring the extension indefinitely.

### Related Programming:

Day1 Delayed Ring Type/Destination ...

for analog CO trunks (pg. 2-31) FF2 0 BSSC 04 0 Hold (0-4) Hold (0-9999) Hold

for ISDN trunks (pg. 2-78) FF2 1 BSSC 05 0 Hold (0-4) Hold (0-9999) Hold

for T1 CO trunks (pg. 2-110) FF2 2 BSSC 05 0 Hold (0-4) Hold (0-9999) Hold

## CO Delayed Ring Timer (Day2)

0004 :0  
Delayed Day2

(all CPCs) - Version 1.0 or higher

Set how long the system will ring an extension receiving an incoming call during Day2 mode, before moving to the Delayed Ring position.

**FF1 1 02 0004 Hold (0-255) Hold**



**0 = 5 seconds (default - all CPCs, Version 1.3 and higher)**

(1-255 = no. of seconds): 1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds

### Notes:

This timer applies to unanswered incoming calls on a DIL trunk that has a Delayed Ring position set (in FF2). If no Delayed Ring position is set for the trunk, this Timer will not apply, and the call will continue to ring the extension indefinitely.

**Related Programming:**

**Day2 Delayed Ring Type/Destination ...**

- for analog CO trunks (pg. 2-32) FF2 0 BSSC 04 2 Hold (0-4) Hold (0-9999) Hold
- for ISDN trunks (pg. 2-79) FF2 1 BSSC 05 2 Hold (0-4) Hold (0-9999) Hold
- for T1 CO trunks (pg. 2-111) FF2 2 BSSC 05 2 Hold (0-4) Hold (0-9999) Hold

**FF1**  
System

**CO Delayed Ring Timer (Night)**

0005 :0  
Delayed Night

(all CPCs) - Version 1.0 or higher

Set how long the system will ring an extension receiving an incoming call during Night mode, before moving to the Delayed Ring position.

**FF1 1 02 0005 Hold (0-255) Hold**



**0 = 5 seconds (default - all CPCs, Version 1.3 and higher)**

- (1-255 = no. of seconds):
- 1 = 1 second
  - 2 = 2 seconds
  - ...
  - 255 = 255 seconds

**Notes:**

This timer applies to unanswered incoming calls on a DIL trunk that has a Delayed Ring position set (in FF2). If no Delayed Ring position is set for the trunk, this Timer will not apply, and the call will continue to ring the extension indefinitely.

**Related Programming:**

**Night Delayed Ring Type/Destination ...**

- for analog CO trunks (pg. 2-33) FF2 0 BSSC 04 4 Hold (0-4) Hold (0-9999) Hold
- for ISDN trunks (pg. 2-80) FF2 1 BSSC 05 4 Hold (0-4) Hold (0-9999) Hold
- for T1 CO trunks (pg. 2-112) FF2 2 BSSC 05 4 Hold (0-4) Hold (0-9999) Hold



## CO Delayed Ring Timer (Busy)

0006 :120  
DIL Busy Timer

(all CPCs) - Version 1.0 or higher

Set how long the system will queue an incoming call on a busy extension, before moving to the delayed-ring position.

**FF1 1 02 0006 Hold (0-255) Hold**



0 = 5 seconds (all CPCs - below Version 1.3)

or: 0 = Continue to queue the call on the busy extension indefinitely, until it becomes idle. (all CPCs - Version 1.3 and higher)

(1-255 = no. of seconds): 1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**default: 120 seconds**

**FF1**  
System

### Notes:

This **CO Delayed Ring Timer (Busy)** applies to all system modes: Day1, Day2, and Night.

(all CPCs - Version 1.3 and higher) If the above address is set to 0=Continue to queue the call, the caller will hear ringback tone while the call is being queued on the busy extension.

(all CPCs - Version 1.3 and higher) If the call is on a DIL trunk but no Delayed Ring position has been set, the call will be queued on the busy extension until it becomes idle, regardless of the above setting.

### Related Programming:

Day1/Day2/Night Delayed Ring Type/Destination ...

for analog CO trunks (pg. 2-31) **FF2 0 BSSC 04 0 Hold (0-4) Hold (0-9999) Hold (0-4) Hold...**

for ISDN trunks (pg. 2-78) **FF2 1 BSSC 05 0 Hold (0-4) Hold (0-9999) Hold (0-4) Hold...**

for T1-CO trunks (pg. 2-110) **FF2 2 BSSC 05 0 Hold (0-4) Hold (0-9999) Hold (0-4) Hold...**



## Slide Ring/Alarm Ring Timer (Day1)

0007 :20  
Slide Day1

(all CPCs) - Version 1.0 or higher

Set how long an incoming call will ring unanswered before moving to the Slide Ring position(s) or to the Alarm Ring frequency/pattern during Day1 mode.

FF1 1 02 0007 Hold (0-255) Hold



0 = 5 seconds

(1-255 = no. of seconds): 1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**default: 20 seconds**

### Notes:

**Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

**Slide Ringing:** A type of delayed ringing for extensions with trunk line appearances. An incoming call on a trunk enabled for **Slide Ringing** (see FF2) will ring at the assigned extension or hunt group first (see **Day1/2/Night Ring Assignments** in FF2). Then, after the **Slide Ring/Alarm Ring Timer** expires, the call will begin ringing at the extension(s) with line appearances (see **FF-Key Feature Assignment** in FF4).

### Related Programming:

Ring Alarm Frequency (pg. 1-106) FF1 0 21 0001 Hold (0-6) Hold

Ring Alarm Pattern (pg. 1-107) FF1 0 21 0002 Hold (0-12) Hold

Alarm Ringing (pg. 2-24) on analog CO trunks FF2 0 BSSC 02 13 Hold (0 or 1) Hold

Slide Ringing (pg. 2-25) on analog CO trunks FF2 0 BSSC 02 14 Hold (0 or 1) Hold

Alarm Ringing (pg. 2-68) on ISDN trunks FF2 1 BSSC 03 06 Hold (0 or 1) Hold

Slide Ringing (pg. 2-69) on ISDN trunks FF2 1 BSSC 03 07 Hold (0 or 1) Hold

Alarm Ringing (pg. 2-102) on T1-CO trunks FF2 2 BSSCC 03 11 Hold (0 or 1) Hold

Slide Ringing (pg. 2-103) on T1-CO trunks FF2 2 BSSCC 03 12 Hold (0 or 1) Hold

## Slide Ring/Alarm Ring Timer (Day2)

0008 :20  
Slide Day2

(all CPCs) - Version 1.0 or higher

Set how long an unanswered incoming call will ring before moving to the Slide Ring position(s) or to the Alarm Ring frequency/pattern during Day2 mode.

**FF1 1 02 0008 Hold (0-255) Hold**



0 = 5 seconds

(1-255 = no. of seconds): 1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**default: 20 seconds**

**FF1**  
System

### Notes:

### Related Programming:

Ring Alarm Frequency (pg. 1-106) FF1 0 21 0001 Hold (0-6) Hold

Ring Alarm Pattern (pg. 1-107) FF1 0 21 0002 Hold (0-12) Hold

Alarm Ringing (pg. 2-24) on analog CO trunks FF2 0 BSSC 02 13 Hold (0 or 1) Hold

Slide Ringing (pg. 2-25) on analog CO trunks FF2 0 BSSC 02 14 Hold (0 or 1) Hold

Alarm Ringing (pg. 2-68) on ISDN trunks FF2 1 BSSC 03 06 Hold (0 or 1) Hold

Slide Ringing (pg. 2-69) on ISDN trunks FF2 1 BSSC 03 07 Hold (0 or 1) Hold

Alarm Ringing (pg. 2-102) on T1-CO trunks FF2 2 BSSCC 03 11 Hold (0 or 1) Hold

Slide Ringing (pg. 2-103) on T1-CO trunks FF2 2 BSSCC 03 12 Hold (0 or 1) Hold

## Slide Ring/Alarm Ring Timer (Night)

0009 :20  
Slide Night

(all CPCs) - Version 1.0 or higher

Set how long an unanswered incoming call will ring before moving to the Slide Ring position(s) or to the Alarm Ring frequency/pattern during Night mode.

**FF1 1 02 0009 Hold (0-255) Hold**



0 = 5 seconds

(1-255 = no. of seconds): 1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**default: 20 seconds**

**Notes:**

**Related Programming:**

- Ring Alarm Frequency (pg. 1-106) FF1 0 21 0001 Hold (0-6) Hold
- Ring Alarm Pattern (pg. 1-107) FF1 0 21 0002 Hold (0-12) Hold
- Alarm Ringing (pg. 2-24) on analog CO trunks FF2 0 BSSC 02 13 Hold (0 or 1) Hold
- Slide Ringing (pg. 2-25) on analog CO trunks FF2 0 BSSC 02 14 Hold (0 or 1) Hold
- Alarm Ringing (pg. 2-68) on ISDN trunks FF2 1 BSSC 03 06 Hold (0 or 1) Hold
- Slide Ringing (pg. 2-69) on ISDN trunks FF2 1 BSSC 03 07 Hold (0 or 1) Hold
- Alarm Ringing (pg. 2-102) on T1 CO trunks FF2 2 BSSCC 03 11 Hold (0 or 1) Hold
- Slide Ringing (pg. 2-103) on T1 CO trunks FF2 2 BSSCC 03 12 Hold (0 or 1) Hold



## Long Talk Alarm #1 Timer

(all CPCs) - Version 1.0 or higher

Set how long an outgoing call can last before the first Long Talk Alarm tone is sent to the extension.

0010 :180  
Long Talk ALM 1

FF1 1 02 0010 Hold (0-255) Hold

(1-255 = no. of seconds):

↑

0 = 5 seconds

1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

default: 180 seconds

**Notes:**

**Related Programming:**

- Extension COS: Long Talk Alarm (pg. 1-66) FF1 0 03 (00-15) 40 Hold (0 or 1) Hold
- Long Talk Alarm #2 Timer (pg. 1-135) FF1 1 02 0011 Hold (0-255) Hold
- Long Talk Alarm (pg. 2-23) on analog CO trunks FF2 0 BSSC 02 12 Hold (0 or 1) Hold
- Long Talk Alarm (pg. 2-68) on ISDN trunks FF2 1 BSSC 03 05 Hold (0 or 1) Hold
- Long Talk Alarm (pg. 2-102) on T1 CO trunks FF2 2 BSSCC 03 10 Hold (0 or 1) Hold

## Long Talk Alarm #2 Timer

0011 :60  
Long Talk ALM 2

(all CPCs) - Version 1.0 or higher

Set the interval between subsequent Long Talk Alarm tones (after the first tone is sent to the extension during the outbound call -- see previous address).

**FF1 1 02 0011 Hold (0-255) Hold**



(1-255 = no. of seconds):  
 0 = 5 seconds  
 1 = 1 second  
 2 = 2 seconds  
 ...  
 255 = 255 seconds  
**default: 60 seconds**



**Notes:**

**Related Programming:**

- Extension COS: Long Talk Alarm (pg. 1-66) FF1 0 03 (00-15) 40 Hold (0 or 1) Hold
- Long Talk Alarm #1 Timer (pg. 1-134) FF1 1 02 0010 Hold (0-255) Hold
- Long Talk Alarm (pg. 2-23) on analog CO trunks FF2 0 BSSC 02 12 Hold (0 or 1) Hold
- Long Talk Alarm (pg. 2-68) on ISDN trunks FF2 1 BSSC 03 05 Hold (0 or 1) Hold
- Long Talk Alarm (pg. 2-102) on T1 CO trunks FF2 2 BSSC 03 10 Hold (0 or 1) Hold

## Paging Timer (Tie-Lines)

0012 :30  
Paging Time TIE

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will allow a tie-line caller to use paging.

**FF1 1 02 0012 Hold (0-255) Hold**



(1-255 = no. of seconds):  
 0 = 5 seconds  
 1 = 1 second  
 2 = 2 seconds  
 ...  
 255 = 255 seconds  
**default: 30 seconds**

**Notes:**

**Related Programming:**

Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78) FF1 0 04 (00-15) 05 Hold (0 or 1) Hold  
 Paging Group Members (pg. 5-22) FF5 4 (01-10) (02-73) Hold (0-9999) Hold



**Trunk-to-Trunk Connection Timer**

0013 :60  
 TRK to TRK Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will monitor a trunk-to-trunk connection before disconnecting.

**FF1 1 02 0013 Hold (0-255) Hold**

↑  
 0 = no check (allow indefinitely)  
 (1-255 = no. of minutes): 1 = 1 minute  
 2 = 2 minutes  
 ...  
 255 = 255 minutes  
**default: 60 minutes (1 hour)**

**Notes:**

**Related Programming:**

Extension COS: Onhook Trunk-to-Trunk Transfer (pg. 1-70) FF1 0 03 (00-15) 45 Hold (0 or 1) Hold

**Queuing Timer (ARS)**

0014 :15  
 ARS Queuing

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will queue an outbound call through Automatic Route Selection (ARS) for a trunk line to become available.

**FF1 1 02 0014 Hold (0-255) Hold**

↑  
 0 = 5 seconds  
 (1-255 = no. of seconds): 1 = 1 second  
 2 = 2 seconds  
 ...  
 255 = 255 seconds  
**default: 15 seconds**

**Notes:**

If this **Queuing Timer** expires before a trunk becomes available, the call will either move to the next queuing level or the caller will receive busy tone, depending on ARS settings.

**Related Programming:**

ARS/LCR Setting (pg. 1-27) **FF1 0 02 0010 Hold (0 or 1) Hold**  
 Trunk Queuing for Originator (Route List) (pg. 6-20) **FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold**



## DID Delayed Ring Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time a DID (Direct Inward Dial) call will ring before moving to the delayed-ring position.

0015 :20  
 Delayed Via DID

FF1 1 02 0015 Hold (0-255) Hold

↑

(1-255 = no. of seconds):

- 0 = No delayed ring
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds

default: 20 seconds

**Notes:**

(all CPCs - Version 1.3 and higher) If the DID trunk does not have a Delayed Ring position set, the call will continue to ring the extension indefinitely, or follow its Call-Forward settings (if any).

**Related Programming:**

DID/DNIS Dial Table ("A" Side) (pg. 1-169) **FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**  
 DID/DNIS Dial Table ("B" Side) (pg. 1-171) **FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**

## FF1 1 03: Extension Timer 1

**FF1**  
System

### Call Forward/DND Confirmation Tone Timer

0001 :3  
CFWD/DND Tone

(all CPCs) - Version 1.0 or higher

Set the duration of the Call Forwarding tone or Do-Not-Disturb confirmation tone sent to an extension when the user goes off-hook or presses ON/OFF while Call Forwarding or DND is activated.

FF1 1 03 0001 Hold (0-255) Hold



- 0 = no tone issued
- 1 = 1 second
- 2 = 2 seconds
- 3 = 3 seconds (default)**
- ...
- 255 = 255 seconds

**Notes:**

**Related Programming:**

### Message-Waiting Tone Timer

0002 :3  
MSG Wait Tone

(all CPCs) - Version 1.0 or higher

Set the duration of the Message-Waiting confirmation tone sent to an extension when the user goes off-hook or presses ON/OFF while the extension is in receipt of a message-waiting.

FF1 1 03 0002 Hold (0-255) Hold



- 0 = no tone issued
- 1 = 1 second
- 2 = 2 seconds
- 3 = 3 seconds (default)**
- ...
- 255 = 255 seconds



**Notes:**

**Related Programming:**

<h3>Pre-Pause Timer at Internal Dial Tone (DP SLTs)</h3> <p>(all CPCs) - Version 1.0 or higher</p> <p>Set how long the system will wait for the first digit to be dialed on a dial-pulse SLT during internal dial tone, before it sends fast-busy.</p> <p style="text-align: center;"><b>FF1 1 03 0003 Hold (0-255) Hold</b></p> <p style="text-align: center;">↑</p> <p>0 = no check (system waits indefinitely) 1 = 1 second 2 = 2 seconds ... 255 = 255 seconds</p> <p><b>default: 30 seconds</b></p>	<b>0003 :30</b> Pre-Pause SLTDP
--	------------------------------------



**Notes:**

**Related Programming:**



## Pre-Pause Timer at Internal Dial Tone (DTMF SLTs)

0004 :15  
Pre-Pause SLTPB

(all CPCs) - Version 1.0 or higher

Set how long the system will wait for the first digit to be dialed on a DTMF SLT during internal dial tone, before it sends fast-busy.

**FF1 1 03 0004 Hold (0-255) Hold**

- ↑
- 0 = no check (system waits indefinitely)
  - 1 = 1 second
  - 2 = 2 seconds
  - ...
  - 255 = 255 seconds
- default: 15 seconds**

**Notes:**

**Related Programming:**

## Pre-Pause Timer at Internal Dial Tone (Digital Keyphones)

0005 :0  
Pre-Pause KTEL

(all CPCs) - Version 1.0 or higher

Set how long the system will wait for the first digit to be dialed on a digital keyphone during internal dial tone, before it sends fast-busy.

**FF1 1 03 0005 Hold (0-255) Hold**

- ↑
- 0 = no check (system waits indefinitely) (default)**
  - 1 = 1 second
  - 2 = 2 seconds
  - ...
  - 255 = 255 seconds

**Notes:**

**Related Programming:**

**Interdigit Timer (DP SLTs)**

0006 :15  
Interdigit SLTDP

(all CPCs) - Version 1.0 or higher

Set how long the system will wait between dialed digits on a dial-pulse SLT before it sends a re-order tone.

(all CPCs) - Version 1.3 and higher: This address does not apply to calls routed through ARS. See **Interdigit Timer (ARS and ISDN CO)** on pg. 1-120 for ARS-routed calls.

**FF1 1 03 0006 Hold (0-255) Hold**



- 0 = no check (system waits indefinitely)
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds
- default: 15 seconds**



**Notes:**

**Related Programming:**

ARS/LCR Setting (pg. 1-27) FF1 0 02 0010 Hold (0 or 1) Hold

**FF1**  
System

### Interdigit Timer (DTMF SLTs)

0007 :15  
Interdigit SLTPB

(all CPCs) - Version 1.0 or higher

Set how long the system will wait between dialed digits on a DTMF SLT before it sends a re-order tone.

(all CPCs) - Version 1.3 and higher: This address does not apply to calls routed through ARS. See **Interdigit Timer (ARS and ISDN CO)** on pg. 1-120 for ARS-routed calls.

**FF1 1 03 0007 Hold (0-255) Hold**



0 = no check (system waits indefinitely)

1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**default: 15 seconds**

**Notes:**

**Related Programming:**

ARS/LCR Setting (pg. 1-27) FF1 0 02 0010 Hold (0 or 1) Hold

### Interdigit Timer (Digital Keyphones)

0008 :0  
Interdigit KTEL

(all CPCs) - Version 1.0 or higher

Set how long the system will wait between dialed digits on a digital keyphone before it sends a re-order tone.

(all CPCs) - Version 1.3 and higher: This address does not apply to calls routed through ARS. See **Interdigit Timer (ARS and ISDN CO)** on pg. 1-120 for ARS-routed calls.

**FF1 1 03 0008 Hold (0-255) Hold**



**0 = no check (system waits indefinitely) (default)**

1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**Notes:**

**Related Programming:**

ARS/LCR Setting (pg. 1-27) FF1 0 02 0010 Hold (0 or 1) Hold

**DTMF Receiver Queuing Timer**

0009 :6  
DTMF/R SLT PB

(all CPCs) - Version 1.0 or higher

Set how long the system will wait for an available DTMF receiver circuit when a DTMF SLT user goes off-hook.

**FF1 1 03 0009 Hold (0-255) Hold**

- ↑
- 0 = no queuing (immediate busy/re-order tone)
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds
- default: 6 seconds**



**Notes:**

The CPC card has 4 built-in DTMF circuits.

DTMF SLTs require the DTMF Receiver Card installed.

**Related Programming:**

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF1 1 03 0010 Hold**

0010 :5  
Not Used

**FF1 1 03 0011 Hold**

0011 :2  
Not Used



## SLT Off Hook Signal Interval

0012 :10  
SLT INCM on Busy

(all CPCs) - Version 1.0 or higher

Set the amount of time between “beeps” heard in the receiver of an SLT phone currently engaged in an intercom or trunk call, indicating another call is waiting.

**FF1 1 03 0012 Hold (0-255) Hold**



- 0 = No off-hook signal
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds

**default: 10 seconds**

### Notes:

The Off-Hook Signal is issued on a queued DIL, a multiple-ringing call (CO, MCO, Virtual Ext., or Recall), or a Manual Camp-On.

### Related Programming:

CO Off-Hook Signal (pg. 3-10) on SLT phones    FF3 0 BSSC 04 05 Hold (0 or 1) Hold

## BLF Delayed Ring Timer

0013 :16  
BLF Delayed

(all CPCs) - Version 1.0 or higher

Set the timer for delayed ringing on BLF (multiple-ringing) calls.

**FF1 1 03 0013 Hold (0-255) Hold**



- 0 = no delayed ringing
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds

**default: 16 seconds**

### Notes:

### Related Programming:

BLF Call Pickup (pg. 1-24)    FF1 0 02 0006 Hold (0 or 1) Hold

# FF1 1 04: Extension Timer 2

## Hold Recall Start Timer (Extensions)

0001 :120  
Hold RCL S-KTEL

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will wait before recalling an extension for a call on hold.

FF1 1 04 0001 Hold (0-255) Hold

- ↑
- 0 = no recall
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds
- default: 120 seconds**



### Notes:

### Related Programming:

## Hold Recall Start Timer (Attendant Group)

0002 :20  
Hold RCL S-ATTG

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will wait before recalling an Attendant Group for a call on hold.

FF1 1 04 0002 Hold (0-255) Hold

- ↑
- 0 = no recall
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds
- default: 20 seconds**

**Notes:**

**Related Programming:**

FF5 0: Attendant Hunt Group (pg. 5-3)

**FF1**  
System

**Hold Recall Start Timer (SLTs)**

0003 :0  
Hold RCL S-SLT

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will wait before recalling an SLT for a call on hold.

**FF1 1 04 0003 Hold (0-255) Hold**

- ↑
- 0 = no recall (default)**
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds

**Notes:**

**Related Programming:**



### Transfer Recall Start Timer (Extensions/SLTs)

0004 :60  
TRF RCL S-EXT

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will wait before recalling a digital or SLT extension for an unanswered call transfer.

**FF1 1 04 0004 Hold (0-255) Hold**

- ↑
- 0 = no recall
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds
- default: 60 seconds**



**Notes:**

**Related Programming:**

### Transfer Recall Start Timer (Attendant Group)

0005 :20  
TRF RCL S-ATTG

(all CPCs) - Version 1.0 or higher

Set the amount of time the system will wait before recalling an Attendant Group for an unanswered call transfer.

**FF1 1 04 0005 Hold (0-255) Hold**

- ↑
- 0 = no recall
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds
- default: 20 seconds**

**Notes:**

**Related Programming:**

FF5 0: Attendant Hunt Group (pg. 5-3)



## Hold/Transfer Recall Ringing Duration Timer

0006 :60  
Hold/TRF Recall

(all CPCs) - Version 1.0 or higher

Set the amount of time a recall from hold or transfer will last before reverting to an Attendant or extension.

FF1 1 04 0006 Hold (0-255) Hold



0 = continue recalling at extension (no reversion)

1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**default: 60 seconds**

**Notes:**

**Related Programming:**

## Attendant Reversion Duration Timer

0007 :0  
Reversion Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time a reverted call to an Attendant Group can ring unanswered.

FF1 1 04 0007 Hold (0-255) Hold



**0 = continue ringing indefinitely (default)**

1 = 1 second

2 = 2 seconds

...

255 = 255 seconds

**Notes:**

If this timer expires, the call will be disconnected.

**Related Programming:**

FF5 0: Attendant Hunt Group (pg. 5-3)

### Call Forward/No Answer Timer (Day1)

0008 :16  
CF No-ANS Day 1

(all CPCs) - Version 1.0 or higher

Set the amount of time a call will ring unanswered before being call-forwarded during Day1 mode.

FF1 1 04 0008 Hold (0-255) Hold

↑  
0 = 5 seconds  
1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds  
**default: 16 seconds**



Notes:

Related Programming:

### Call Forward/No Answer Timer (Day2)

0009 :16  
CF No-ANS Day 2

(all CPCs) - Version 1.0 or higher

Set the amount of time a call will ring unanswered before being call-forwarded during Day2 mode.

FF1 1 04 0009 Hold (0-255) Hold

↑  
0 = 5 seconds  
1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds  
**default: 16 seconds**

Notes:

Related Programming:



## Call Forward/No Answer Timer (Night)

0010 :16  
CF No-ANS Night

(all CPCs) - Version 1.0 or higher

Set the amount of time a call will ring unanswered before being call-forwarded during Night mode.

FF1 1 04 0010 Hold (0-255) Hold

↑  
0 = 5 seconds  
1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds  
**default: 16 seconds**

**Notes:**

**Related Programming:**

## Callback Ring Timer (Callback Request and Trunk Queuing)

0011 :15  
Callback Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time a callback ring from a Callback Request or Trunk Queuing will last.

FF1 1 04 0011 Hold (0-255) Hold

↑  
0 = 5 seconds  
1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds  
**default: 15 seconds**

**Notes:**

**Callback Request:** (also called “Station Queuing”) Dial a busy extension. Before hanging up, dial the Callback Request code (“3” by default). When the called extension becomes idle, your phone will start ringing. When you pick up, the system will automatically ring the called extension. When they pick up, you’ll be connected to them.

**Trunk Queuing:** Dial a trunk access code to seize a trunk. If you hear busy tone instead, dial the Trunk Queuing code and hang up. Your phone will issue an alert tone when the trunk becomes available. Pick up the handset to accept it (you'll hear CO dial tone in the receiver).

**Related Programming:**

### Timed Reminder Ring Timer

(all CPCs) - Version 1.0 or higher

Set how long the system continues Timed Reminder ringing.

**FF1 1 04 0012 Hold (0-255) Hold**

↑  
 0 = 5 seconds  
 1 = 1 second  
 2 = 2 seconds  
 ...  
 255 = 255 seconds  
**default: 16 seconds**

**0012 :16**  
 Reminder Timer



**Notes:**

**Timed Reminder:** Set your phone to issue an alarm tone at a specified hour/minute. The Timed Reminder Set/Cancel codes can be dialed manually (\*31 by default, then enter the hour/minute to set; or to cancel, \*39 by default). These codes are flexible, which means they can be changed for Dial Plans A and B in FF1 2.

**Related Programming:**



### Timed Reminder Interval for Busy Extensions

0013 :180  
Reminder Recall

(all CPCs) - Version 1.0 or higher

Set the amount of time between Timed Reminder rings at busy extensions.

FF1 1 04 0013 Hold (0-255) Hold

- ↑
- 0 = 5 seconds
- 1 = 1 second
- 2 = 2 seconds
- ...
- 255 = 255 seconds
- default: 180 seconds**

#### Notes:

#### Related Programming:

### Not Used

(all CPCs) - Version 1.0 or higher

FF1 1 04 0014 Hold

0014 :  
Not Used

FF1 1 04 0015 Hold

0015 :  
Not Used

## Howler Tone Duration Timer (Extensions)

0016 :30  
Howler Start

(all CPCs) - Version 1.0 or higher

Set how long a “howler” tone lasts.

FF1 1 04 0016 Hold (0-255) Hold

↑  
0 = 5 seconds  
1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds  
**default: 30 seconds**

**FF1**  
System

### Notes:

**Howler Tone:** A loud tone issued through the handset receiver to call attention to an off-hook/dial-tone condition (for example, when a user fails to hang up from a call).

### Related Programming:

Howler Tone (pg. 1-29) FF1 0 02 0014 Hold (0 or 1) Hold

## Station Call Park Recall Timer

0017 :180  
Call Park Recall

(all CPCs) - Version 1.0 or higher

Set the amount of time a call can be parked on an extension before recalling the extension.

FF1 1 04 0017 Hold (0-255) Hold

↑  
0 = no recall  
1 = 1 second  
2 = 2 seconds  
...  
255 = 255 seconds  
**default: 180 seconds**

### Notes:

**Station Call Park:** The call can be “parked” on an extension phone; the user can walk over to another phone and pick up the call by dialing the Park Pickup code and his/her extension number, where the call is parked.

### Related Programming:

# FF1 2: Dial Plan

**FF1**  
System

## Maximum/Minimum Dialing at Intercom Dial Tone

0001 :4  
Dial1 Digit Max

(all CPCs) - Version 1.0 or higher

Set the maximum and minimum number of digits that can be dialed by the end-user during intercom dial tone. This applies to both Dial Plans A and B.

**FF1 2 01 (0001-0024) Hold (1-4) Hold**



- 0001=Maximum length of dialed-digit strings beginning with “1”
  - 0002=Minimum length of dialed-digit strings beginning with “1”
  - 0003=Maximum length of dialed-digit strings beginning with “2”
  - 0004=Minimum length of dialed-digit strings beginning with “2”
  - 0005=Maximum length of dialed-digit strings beginning with “3”
  - ...
  - 0024=Minimum length of dialed-digit strings beginning with “#”
- String Length (1-4 digits)  
(see table below for defaults)

**Notes:**

If the number of dialed digits is shorter than the String Length set in this address, the call attempt will be treated as misdialing after the Interdigit Timer expires.

**Related Programming:**

- Dial Plan Assignment (pg. 3-27) for digital keyphones/SLTs FF3 0 BSSC 09 Hold (1 or 2) Hold
- Dial Plan Assignment (pg. 3-39) for S-point ISDN extensions FF3 1 BSSC 08 Hold (1 or 2) Hold
- Interdigit Timer (DP SLTs) (pg. 1-141) FF1 1 03 0006 Hold (0-255) Hold
- Interdigit Timer (DTMF SLTs) (pg. 1-142) FF1 1 03 0007 Hold (0-255) Hold
- Interdigit Timer (Digital Keyphones) (pg. 1-142) FF1 1 03 0008 Hold (0-255) Hold

**Table 1-5. Maximum/Minimum Dialing at Intercom Dial Tone (FF1 2 01)**

First Digit Dialed...	Maximum Digit Length		Minimum Digit Length	
	Address No.	Default	Address No.	Default
1	0001	4	0002	2
2	0003	4	0004	2
3	0005	4	0006	2
4	0007	4	0008	2
5	0009	4	0010	2
6	0011	4	0012	2
7	0013	3	0014	3
8	0015	2	0016	2
9	0017	1	0018	1
0	0019	1	0020	1
*	0021	3	0022	2
#	0023	2	0024	1



## Dial Plan A: Flexible Feature Codes at Dial Tone

**0001 :80**  
 DT1-SD Access

(all CPCs) - Version 1.0 or higher

Define Flexible Feature Codes that can be dialed during dial tone on extensions assigned to Dial Plan A.

**FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold**

↑  
 Address Bin Nos. for Plan A Features  
 available during dial tone

↑  
 Flexible Feature Code (max. 4 digits)  
 valid entries: 0-9, \* and #

(see table below for features and defaults)



**Notes:**

**Flexible Feature Code:** A code that can be created in Programming Mode, and dialed by the end-user to perform a feature. All features already have a **Fixed** Feature Code that cannot be changed or deleted; see pg. 4-2 for a list of these codes. However, a different set of feature codes can be created for the same features. These Flexible Codes can be changed or deleted in programming. This option allows for a more “transparent” phone system replacement (end-users don’t have to learn a whole new set of codes when the DBS 576 is installed; it can be tailored to match the current dial plan).

When creating Flexible Feature Codes, keep in mind the current Extension Numbering (can’t start with the same digits). These feature codes will take priority over any other intention (such as dialing an extension number) for the same dial string. Therefore, the feature codes should be unique.

Digit length of these Flexible Feature Codes must fall within the limits set in **Maximum/Minimum Dialing at Intercom Dial Tone (pg. 1-154)**.

Extension ports can be individually assigned to Dial Plan A or B in FF3: Extension Programming.

**Related Programming:**

- Maximum/Minimum Dialing at Intercom Dial Tone (pg. 1-154)    **FF1 2 01 (0001-0024) Hold (1-4) Hold**
- Dial Plan Assignment (pg. 3-27) for digital keyphones/SLTs    **FF3 0 BSSC 09 Hold (1 or 2) Hold**
- Dial Plan Assignment (pg. 3-39) for S-point ISDN extensions    **FF3 1 BSSC 08 Hold (1 or 2) Hold**
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)    **FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold**
- FF-Key Feature Assignment (DSS/72) (pg. 4-14)    **FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold**
- Soft Key Feature Assignment (pg. 4-19)    **FF4 2 BSSC 0 (01-30) Hold (Code) Hold**

**Table 1-6. Dial Plan A: Flexible Feature Codes at dial tone (FF1 2 02)**

Address No.	Feature Description	LCD Display	Default Code
0001	Speed Dial Originate	DT1-SD Access	80
0002	Speed Dial Set	DT1-SD Assign	710
0003	SLT Redial	DT1-SLT Redial	712
0004	MCO-1 trunk selection	DT1-MCO1 Access	9
0005	MCO-2 trunk selection	DT1-MCO2 Access	81
0006	MCO-3 trunk selection	DT1-MCO3 Access	82

0007	MCO-4 trunk selection	DT1-MCO4 Access	83
0008	MCO-5 trunk selection	DT1-MCO5 Access	84
0009	Specified Trunk Access	DT1-TRK Access	88
0010	Not Used (all CPCs - below Version 1.3) SLT Flash Send to CO (all CPCs - Version 1.3 and up)	DT1-Not Used DT1-Flash Send	-- 765
0011	Message Waiting Set	DT1-M. Wait High	*41
0012	Message Waiting Cancel	DT1-M. Wait CLR	*5
0013	Message Waiting Callback	DT1-M. Wait Back	*6
0014	Priority Message Waiting Cancel by other extension	DT1-MW H CLR Via	*49
0015	Call Forward All Calls Set	DT1-CF.All Set	721
0016	Call Forward All Calls Cancel	DT1-CF.All CLR	731
0017	Call Forward All Calls Set via Other Extension	DT1-CF.All S Via	741
0018	Call Forward All Calls Cancel via Other Extension	DT1-CF.All C Via	751
0019	Call Forward Busy Set	DT1-CF.Busy Set	722
0020	Call Forward Busy Cancel	DT1-CF.Busy CLR	732
0021	Call Forward Busy Set via Other Extension	DT1-CF.B S Via	742
0022	Call Forward Busy Cancel via Other Extension	DT1-CF.B C Via	752
0023	Call Forward Answer Set	DT1-CF.N-ANS Set	723
0024	Call Forward Answer Cancel	DT1-CF.N-ANS CLR	733
0025	Call Forward Answer Set via Other Extension	DT1-CF.N-A S Via	743
0026	Call Forward Answer Cancel via Other Extension	DT1-CF.N-A C Via	753
0027	Do Not Disturb (DND) Set/Cancel	DT1-DND Set/CLR	720
0028	Do Not Disturb (DND) Set via Other Extension	DT1-DND Set Via	740
0029	Do Not Disturb (DND) Cancel via Other Extension	DT1-DND CLR Via	750
0030	Do Not Disturb (DND) & Call Forward Cancel	DT1-CF/DND CLR	7**
0031	Timed Reminder Set	DT1-Reminder Set	*31
0032	Timed Reminder Cancel	DT1-Reminder CLR	*39
0033	Background Music (BGM) On/Off	DT1-BGM Set/CLR	*30
0034	Day/Night Mode Set	DT1-Day1<-->Night	760
0035	Day2 Mode Set	DT1-Day2	761
0036	Night2 Mode Set	DT1-Night(1)	762
0037	Night3 Mode Set	DT1-Night(2)	763
0038	Paging Answer	DT1-Meet Me ANS	##
0039	Paging	DT1-Paging	#
0040	Same Group Call Pickup	DT1-G. Pickup	701
0041	Same Group Call Pickup (CO Calls)	DT1-G. Pickup CO	702
0042	Specified Group Call Pickup	DT1-O. G. Pickup	703
0043	Direct Call Pickup	DT1-D. Pickup	704
0044	MCO Incoming Call Answer	DT1-MCO Answer	709
0045	Specified Floating Hold Answer	DT1-Virtual ANS	*9
0046	Specified Trunk Answer	DT1-TRK Answer	*0
0047	Account Code Set	DT1-Account Code	8#

<b>0048</b>	Voice Mail ID Call Forward Code Set	<b>DT1-CF ID Set</b>	715
<b>0049</b>	Voice Mail Message Code Set	<b>DT1-VM Access</b>	716
<b>0050</b>	Remote Maintenance	<b>DT1-Remote MAINT</b>	799
<b>0051</b>	8-Party Conference	<b>DT1-8Party CONF</b>	788
<b>0052</b>	Walking TRS Access Code	<b>DT1-Walking TRS</b>	87
<b>0053</b>	Station Call Park	<b>DT1-C.Park Hold</b>	771
<b>0054</b>	Station Call Park Answer Code #1 (Own EXT.)	<b>DT1-C.Park ANS1</b>	772
<b>0055</b>	Station Call Park Answer Code #2 (Other EXT.)	<b>DT1-C.Park ANS2</b>	773
<b>0056</b>	Station Call Park Transfer Code	<b>DT1-C.Park TRF</b>	774



## Dial Plan B: Flexible Feature Codes at Dial Tone

**0001 :80**  
**DT2-SD Access**

**(all CPCs) - Version 1.0 or higher**

Define Flexible Feature Codes that can be dialed during dial tone on extensions assigned to Dial Plan B.

**FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold**

↑  
 Address Bin Nos. for Plan B Features  
 available during dial tone

↑  
 Flexible Feature Code (max. 4 digits)  
 valid entries: 0-9, \* and #

(see table below for features and defaults)

**Notes:**

See **Notes**, pg. 1-155.

**Related Programming:**

See **Related Programming**, pg. 1-155.

**Table 1-7. Dial Plan B: Flexible Feature Codes at dial tone (FF1 2 03)**

<b>Address No.</b>	<b>Feature Description</b>	<b>LCD Display</b>	<b>Default Code</b>
<b>0001</b>	Speed Dial Originate	<b>DT2-SD Access</b>	80
<b>0002</b>	Speed Dial Set	<b>DT2-SD Assign</b>	710
<b>0003</b>	SLT Redial	<b>DT2-SLT Redial</b>	712
<b>0004</b>	MCO-1 trunk selection	<b>DT2-MCO1 Access</b>	9
<b>0005</b>	MCO-2 trunk selection	<b>DT2-MCO2 Access</b>	81
<b>0006</b>	MCO-3 trunk selection	<b>DT2-MCO3 Access</b>	82
<b>0007</b>	MCO-4 trunk selection	<b>DT2-MCO4 Access</b>	83
<b>0008</b>	MCO-5 trunk selection	<b>DT2-MCO5 Access</b>	84



0009	Specified Trunk Access	DT2-TRK Access	88
0010	Not Used (all CPCs - below Version 1.3) SLT Flash Send to CO (all CPCs - Version 1.3 and up)	DT2-Not Used DT2-Flash Send	-- 765
0011	Message Waiting Set	DT2-M. Wait High	*41
0012	Message Waiting Cancel	DT2-M. Wait CLR	*5
0013	Message Waiting Callback	DT2-M. Wait Back	*6
0014	Priority Message Waiting Cancel by other extension	DT2-MW H CLR Via	*49
0015	Call Forward All Calls Set	DT2-CF.All Set	721
0016	Call Forward All Calls Cancel	DT2-CF.All CLR	731
0017	Call Forward All Calls Set via Other Extension	DT2-CF.All S Via	741
0018	Call Forward All Calls Cancel via Other Extension	DT2-CF.All C Via	751
0019	Call Forward Busy Set	DT2-CF.Busy Set	722
0020	Call Forward Busy Cancel	DT2-CF.Busy CLR	732
0021	Call Forward Busy Set via Other Extension	DT2-CF.B S Via	742
0022	Call Forward Busy Cancel via Other Extension	DT2-CF.B C Via	752
0023	Call Forward Answer Set	DT2-CF.N-ANS Set	723
0024	Call Forward Answer Cancel	DT2-CF.N-ANS CLR	733
0025	Call Forward Answer Set via Other Extension	DT2-CF.N-A S Via	743
0026	Call Forward Answer Cancel via Other Extension	DT2-CF.N-A C Via	753
0027	Do Not Disturb (DND) Set/Cancel	DT2-DND Set/CLR	720
0028	Do Not Disturb (DND) Set via Other Extension	DT2-DND Set Via	740
0029	Do Not Disturb (DND) Cancel via Other Extension	DT2-DND CLR Via	750
0030	Do Not Disturb (DND) & Call Forward Cancel	DT2-CF/DND CLR	7**
0031	Timed Reminder Set	DT2-Reminder Set	*31
0032	Timed Reminder Cancel	DT2-Reminder CLR	*39
0033	Background Music (BGM) On/Off	DT2-BGM Set/CLR	*30
0034	Day/Night Mode Set	DT2-Day1<-->Night	760
0035	Day2 Mode Set	DT2-Day2	761
0036	Night2 Mode Set	DT2-Night(1)	762
0037	Night3 Mode Set	DT2-Night(2)	763
0038	Paging Answer	DT2-Meet Me ANS	##
0039	Paging	DT2-Paging	#
0040	Same Group Call Pickup	DT2-G. Pickup	701
0041	Same Group Call Pickup (CO Calls)	DT2-G. Pickup CO	702
0042	Specified Group Call Pickup	DT2-O. G. Pickup	703
0043	Direct Call Pickup	DT2-D. Pickup	704
0044	MCO Incoming Call Answer	DT2-MCO Answer	709
0045	Specified Floating Hold Answer	DT2-Virtual ANS	*9
0046	Specified Trunk Answer	DT2-TRK Answer	*0
0047	Account Code Set	DT2-Account Code	8#
0048	Voice Mail ID Call Forward Code Set	DT2-CF ID Set	715
0049	Voice Mail Message Code Set	DT2-VM Access	716

<b>0050</b>	Remote Maintenance	<b>DT2-Remote MAINT</b>	799
<b>0051</b>	8-Party Conference	<b>DT2-8Party CONF</b>	788
<b>0052</b>	Walking TRS Access Code	<b>DT2-Walking TRS</b>	87
<b>0053</b>	Station Call Park	<b>DT2-C.Park Hold</b>	771
<b>0054</b>	Station Call Park Answer Code #1 (Own EXT.)	<b>DT2-C.Park ANS1</b>	772
<b>0055</b>	Station Call Park Answer Code #2 (Other EXT.)	<b>DT2-C.Park ANS2</b>	773
<b>0056</b>	Station Call Park Transfer Code	<b>DT2-C.Park TRF</b>	774



## Dial Plan A: Flexible Feature Codes at Ringback Tone

**0001 :1**  
**RBT1-Voice Call**

**(all CPCs) - Version 1.0 or higher**

Define Flexible Feature Codes that can be dialed during ringback tone on extensions assigned to Dial Plan A.

FF1 2 04 (0001-0010) Hold (1-digit Code) Hold

↑

Address Bin Nos. for Plan A Features  
available during ringback tone

↑

Flexible Feature Code (1 digit only)  
valid entries: 0-9, ★ and #

(see table below for features and defaults)

**Notes:**

See **Notes**, pg. 1-155.

**Related Programming:**

See **Related Programming**, pg. 1-155.

**Table 1-8. Dial Plan A: Flexible Feature Codes at ringback tone (FF1 2 04)**

Address No.	Feature Description	LCD Display	Default Code
<b>0001</b>	Voice Call	<b>RBT1-Voice Call</b>	1
<b>0002</b>	Message Waiting (normal)	<b>RBT1-M. Wait Low</b>	4
<b>0003</b>	Message Waiting (priority for VM)	<b>RBT1-M. Wait High</b>	5
<b>0004 - thru - 0010</b>	Not Used	<b>RBT1-Not Used</b>	--



## Dial Plan B: Flexible Feature Codes at Ringback Tone

0001 :1  
RBT2-Voice Call

(all CPCs) - Version 1.0 or higher

Define Flexible Feature Codes that can be dialed during ringback tone on extensions assigned to Dial Plan B.

**FF1 2 05 (0001-0010) Hold (1-digit Code) Hold**

Address Bin Nos. for Plan B Features available during ringback tone

Flexible Feature Code (1 digit only) valid entries: 0-9, ★ and #

(see table below for features and defaults)

### Notes:

See Notes, pg. 1-155.

### Related Programming:

See Related Programming, pg. 1-155.

**Table 1-9. Dial Plan B: Flexible Feature Codes at ringback tone (FF1 2 05)**

Address No.	Feature Description	LCD Display	Default Code
0001	Voice Call	RBT2-Voice Call	1
0002	Message Waiting (normal)	RBT2-M. Wait Low	4
0003	Message Waiting (priority for VM)	RBT2-M. Wait High	5
0004 - thru - 0010	Not Used	RBT2-Not Used	--

## Dial Plan A: Flexible Feature Codes at Busy Tone

0001 :3  
BT1-Callback

(all CPCs) - Version 1.0 or higher

Define Flexible Feature Codes that can be dialed during busy tone on extensions assigned to Dial Plan A.

**FF1 2 06 (0001-0010) Hold (1-digit Code) Hold**

Address Bin Nos. for Plan A Features  
available during busy tone

Flexible Feature Code (1 digit only)  
valid entries: 0-9, \* and #

(see table below for features and defaults)

**FF1**  
System

### Notes:

See **Notes**, pg. 1-155.

### Related Programming:

See **Related Programming**, pg. 1-155.

**Table 1-10. Dial Plan A: Flexible Feature Codes at busy tone (FF1 2 06)**

Address No.	Feature Description	LCD Display	Default Code
0001	CO Queuing and Intercom Callback Request	BT1-Callback	3
0002	Camp-On	BT1-Camp-On	2
0003	Message Waiting (normal)	BT1-M. Wait Low	4
0004	Message Waiting (priority for VM)	BT1-M. Wait High	5
0005	Busy Override	BT1-B. Override	9
0006	OHVA Access Code	BT1-OHVA	8
0007 - thru - 0010	Not Used	BT1-Not Used	--



## Dial Plan B: Flexible Feature Codes at Busy Tone

0001 :3  
BT2-Callback

(all CPCs) - Version 1.0 or higher

Define Flexible Feature Codes that can be dialed during busy tone on extensions assigned to Dial Plan B.

**FF1 2 07 (0001-0010) Hold (1-digit Code) Hold**

↑  
Address Bin Nos. for Plan B Features  
available during busy tone

↑  
Flexible Feature Code (1 digit only)  
valid entries: 0-9, \* and #

(see table below for features and defaults)

### Notes:

See Notes, pg. 1-155.

### Related Programming:

See Related Programming, pg. 1-155.

**Table 1-11. Dial Plan B: Flexible Feature Codes at busy tone (FF1 2 07)**

Address No.	Feature Description	LCD Display	Default Code
0001	CO Queuing and Intercom Callback Request	BT2-Callback	3
0002	Camp-On	BT2-Camp-On	2
0003	Message Waiting (normal)	BT2-M. Wait Low	4
0004	Message Waiting (priority for VM)	BT2-M. Wait High	5
0005	Busy Override	BT2-B. Override	9
0006	OHVA Access Code	BT2-OHVA	8
0007 - thru - 0010	Not Used	BT2-Not Used	--



# FF1 3: MCO Access in Tenant Groups

**NOTE:** *Tenant Groups provide a way to divide the phone system into different departments, or even different companies sharing the same phone system, for inbound and outbound calls.*

*Available range of MCO Tenant Groups depends on the CPC card used:  
up to 12 Tenant Groups with a CPC-96  
up to 36 Tenant Groups with a CPC-288  
up to 72 Tenant Groups with a CPC-576.*

**FF1**  
System

- Individual trunks are assigned to Tenant Groups in FF2. default: 0 (no assignment)
- Individual extensions are assigned to Tenant Groups in FF3. default: Tenant Group 1
- Trunks are assigned to Outbound Trunk Groups in FF5 - 2. default: (no assignment)
- Outbound Trunk Groups are assigned to Tenant Groups in:  
**Tenant Group MCO Access: Outbound Trunk Groups (see below)**  
**FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold**  
defaults:  
Tenant 1/MCO-1=TG#1  
Tenant 2/MCO-1=TG#2  
Tenant 3/MCO-1=TG#3  
etc.  
default: 0 (allow)
- Extension COS: Direct Trunk Access (pg. 1-46)**  
**FF1 0 03 (00-15) 13 Hold (0 or 1) Hold**  
0=allow 1=do not allow default: 0 (allow)
- TRS Level for Path (non-ARS) (pg. 6-16)**  
**FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold**  
(01-50): TRS Class No. of originating extension.  
(0001-0099): Trunk Group No. of seized trunk  
(0-9): TRS Levels: 0=restrict all calls ... 9=allow all calls default: 9 (allow all calls)
- Route Table: Trunk Group Assignment (pg. 6-36)**  
**FF6 2 04 (001-200) 0001 Hold (0-99) Hold**  
(001-200): Route No.  
(0-99): Trunk Group No. default: 0 (no assignment)



## Tenant Group MCO Access: Outbound Trunk Groups

0001 :1  
Tenant01 MCO1 TG

(all CPCs) - Version 1.0 or higher

Assign the trunk group (or trunk group chain, for Advanced Routing) that will be seized by dialing MCO access codes 1-5 within each Tenant Group.

**FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold**

- 0001=Tenant Group #1, MCO-1
- 0002=Tenant Group #1, MCO-2
- 0003=Tenant Group #1, MCO-3
- 0004=Tenant Group #1, MCO-4
- 0005=Tenant Group #1, MCO-5
- 0006=Tenant Group #2, MCO-1
- ...
- 0360=Tenant Group #72, MCO-5

MCO Trunk Group No. (1-99) or  
Trunk Group Chain List No. (1-72)  
--or-- 0 (no assignment)  
*(see table, next page for defaults)*

### Notes:

If **Advanced Routing for MCO Access (pg. 1-27)** is disabled for the system, enter MCO Trunk Groups 1-99 in this address. However, if **Advanced Routing** is enabled, enter Trunk Group Chain Lists 1-72. See next address (FF1 3 02) to set up Trunk Group chains for Advanced Routing.

Each Tenant Group has 5 MCO trunk access codes which, by initial default, seize the associated trunk group by dialing the following:

- MCO-1 Access Code: 9 (default)
- MCO-2 Access Code: 81 (default)
- MCO-3 Access Code: 82 (default)
- MCO-4 Access Code: 83 (default)
- MCO-5 Access Code: 84 (default)

### Related Programming:

- Advanced Routing for MCO Access (pg. 1-27)** FF1 0 02 0011 Hold (0 or 1) Hold
- Extension COS: Direct Trunk Access (pg. 1-46)** FF1 0 03 (00-15) 13 Hold (0 or 1) Hold
- Advanced Routing: Outbound Trunk Group Chains (pg. 1-165)** FF1 3 02 (0001-0360) Hold (0-99) Hold
- MCO-Outbound Trunk Group Members (pg. 5-18)** FF5 2 (01-99) (002-577) Hold (1-576) Hold

**Table 1-12. Trunk Group/Chain List Assignment to Tenant Group MCO-1 thru -5 (FF1 3 01)**

Address No.	Tenant Group No.	MCO Access Code	Default Trunk Group No. (or Chain List No.)
0001	Tenant Group 1	MCO-1	1
0002		MCO-2	0 (no assignment)
0003		MCO-3	0 (no assignment)
0004		MCO-4	0 (no assignment)
0005		MCO-5	0 (no assignment)
0006	Tenant Group 2	MCO-1	2
0007		MCO-2	0 (no assignment)

0008		MCO-3	0 (no assignment)
0009		MCO-4	0 (no assignment)
0010		MCO-5	0 (no assignment)
0011	Tenant Group 3	MCO-1	3
0012		MCO-2	0 (no assignment)
0013		MCO-3	0 (no assignment)
0014		MCO-4	0 (no assignment)
0015		MCO-5	0 (no assignment)
...	...	...	...
0356	Tenant Group 72	MCO-1	72
0357		MCO-2	0 (no assignment)
0358		MCO-3	0 (no assignment)
0359		MCO-4	0 (no assignment)
0360		MCO-5	0 (no assignment)



## Advanced Routing: Outbound Trunk Group Chains

0001 :0  
Tenant01 1st TG

(all CPCs) - Version 1.0 or higher

Define “chains” of trunk groups that will be searched whenever a user dials one of the MCO access codes (MCO-1 thru MCO-5) to seize an outside line.

Applies only if **Advanced Routing for MCO Access** (pg. 1-27) is enabled.

**FF1 3 02 (0001-0360) Hold (0-99) Hold**

- 0001=Chain List #1: 1st-priority Trunk Group
- 0002=Chain List #1: 2nd-priority Trunk Group
- 0003=Chain List #1: 3rd-priority Trunk Group
- 0004=Chain List #1: 4th-priority Trunk Group
- 0005=Chain List #1: 5th-priority Trunk Group
- 0006=Chain List #2: 1st-priority Trunk Group
- ...
- 0360=Chain List #72: 5th-priority Trunk Group

Trunk Group No. (1-99)  
**default: 0 [no assignment]**  
*(see table below)*

### Notes:

These Trunk Group Chains are assigned to MCO access codes in the previous address (FF1 3 01).

### Related Programming:

- Advanced Routing for MCO Access** (pg. 1-27) **FF1 0 02 0011 Hold (0 or 1) Hold**
- Tenant Group MCO Access: Outbound Trunk Groups** (pg. 1-164) **FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold**
- MCO-Outbound Trunk Group Members** (pg. 5-18) **FF5 2 (01-99) (002-577) Hold (1-576) Hold**

**Table 1-13. Advanced Routing Trunk Group Chains (Outbound Calls) (FF1 3 02)**

Address No.	Trunk Group Chain List No.	Trunk Group Priority	Default
0001	TG Chain List 1	1st-priority TG	0 (no assignment)
0002		2nd-priority TG	0 (no assignment)
0003		3rd-priority TG	0 (no assignment)
0004		4th-priority TG	0 (no assignment)
0005		5th-priority TG	0 (no assignment)
0006	TG Chain List 2	1st-priority TG	0 (no assignment)
0007		2nd-priority TG	0 (no assignment)
0008		3rd-priority TG	0 (no assignment)
0009		4th-priority TG	0 (no assignment)
0010		5th-priority TG	0 (no assignment)
0011	TG Chain List 3	1st-priority TG	0 (no assignment)
0012		2nd-priority TG	0 (no assignment)
0013		3rd-priority TG	0 (no assignment)
0014		4th-priority TG	0 (no assignment)
0015		5th-priority TG	0 (no assignment)
...	...	...	...
0356	TG Chain List 72	1st-priority TG	0 (no assignment)
0357		2nd-priority TG	0 (no assignment)
0358		3rd-priority TG	0 (no assignment)
0359		4th-priority TG	0 (no assignment)
0360		5th-priority TG	0 (no assignment)

**FF1**  
System

### MCO Trunk Groups (Inbound Calls)

0001 :1  
Tenant01 In-MCO

(all CPCs) - Version 1.0 or higher

Assign the trunk group to be picked by each Tenant Group for an incoming call.

#### FF1 3 03 (0001-0072) Hold (1-99) Hold

NOTE: Available range for Tenant Groups depends on system size:

- 96-port system: Groups 1-12
- 192-port system: Groups 1-24
- 288-port system: Groups 1-36
- 384-port system: Groups 1-48
- 480-port system: Groups 1-60
- 576-port system: Groups 1-72

0001=Tenant Group #1  
0002=Tenant Group #2  
...  
0072=Tenant Group #72

Inbound Trunk Group No. (1-99)  
(see table below for defaults)

**Notes:**

An MCO Tenant Group number is assigned to each extension in FF3 (see **Tenant Group Assignment** address for each type of extension in FF3). This is how extension ring assignments are accomplished for incoming calls.

The same Trunk Group *can be used for both* inbound and outbound calls. However, the same trunk cannot belong to multiple outbound or inbound groups (maximum 1 outbound and 1 inbound group). See FF5 3 for building Inbound Trunk Groups. (See FF5 2 for building Outbound Trunk Groups.)

**Related Programming:**

Tenant Group Assignment (pg. 3-24) for digital keyphones/SLTs   FF3 0 BSSC 05 Hold (1-72) Hold  
 Tenant Group Assignment (pg. 3-36) for S-point ISDN extensions   FF3 1 BSSC 04 Hold (1-72) Hold  
 Tenant Group Assignment (pg. 3-43) for Virtual extensions   FF3 2 (001-576) 02 Hold (1-72) Hold  
 Tenant Group Assignment (pg. 3-45) for RAI extension port   FF3 3 01 Hold (1-72) Hold  
 MCO-Inbound Trunk Group Members (pg. 5-20)   FF5 3 (01-99) (001-576) Hold (1-576) Hold


**Table 1-14. MCO Trunk Groups (Inbound Calls) (FF1 3 03)**

Address No.	Description	LCD Display	Default
0001	Tenant Group #1: Inbound Trunk Group	Tenant01 IN-MCO	1
0002	Tenant Group #2: Inbound Trunk Group	Tenant02 IN-MCO	2
0003	Tenant Group #3: Inbound Trunk Group	Tenant03 IN-MCO	3
0004	Tenant Group #4: Inbound Trunk Group	Tenant04 IN-MCO	4
0005	Tenant Group #5: Inbound Trunk Group	Tenant05 IN-MCO	5
0006	Tenant Group #6: Inbound Trunk Group	Tenant06 IN-MCO	6
0007	Tenant Group #7: Inbound Trunk Group	Tenant07 IN-MCO	7
0008	Tenant Group #8: Inbound Trunk Group	Tenant08 IN-MCO	8
0009	Tenant Group #9: Inbound Trunk Group	Tenant09 IN-MCO	9
0010	Tenant Group #10: Inbound Trunk Group	Tenant10 IN-MCO	10
...	...	...	...
0072	Tenant Group #72: Inbound Trunk Group	Tenant72 IN-MCO	72

# FF1 4: DID/DNIS Tables

**FF1**  
System

## DID/DNIS Numbering (“A” Side)

0001 :4  
A-Receive Digit

(all CPCs) - Version 1.0 or higher

Set the digit string length (1-4) of DID or DNIS numbers in the “A” side table (next page).

**FF1 4 01 0001 Hold (1-4) Hold**



Digit String Length (1-4 digits) for  
“A”-Side DID/DNIS Numbers

**default: 4 digits**

### Notes:

The Digit String Length defined in this address determines the length of the DID/DNIS numbers entered in the **DID/DNIS Dial Table (“A” Side)** (see next address). It must match what is supplied by the local CO. If the number received by the system does not match an entry in the table, or if the actual Digit String Length is not the same as specified above, the system will treat the call as a misdialed call (see **DISA Invalid Number** on pg. 1-30).

**DID (Direct Inward Dial):** An outside caller can reach an internal extension directly by dialing a 7-digit CO phone number. The DID trunk passes the last 2 to 4 digits of the phone number to the PBX, and the digits become (or are modified to become) the equivalent of an extension number. DID trunks can’t be used for outgoing calls (no dialtone offered).

**DNIS (Dialed Number Identification Service):** Similar to DID, but normally used on digital (T1 or ISDN) lines. The DNIS number (the phone number dialed by the caller) is passed to the PBX, and routed to different extensions based on the DNIS number dialed.

**To set up DID and/or DNIS Numbers:** Set Analog-CO, ISDN, or T1-CO trunks for DID/DNIS in the **Ring Type** addresses (FF2). Enter the DID/DNIS numbers, and assign their ring and delayed-ring destinations, in the **DID/DNIS Dial Table** (see next page).

Two separate DID/DNIS Dial Tables are provided: “A” side and “B” side. One can be used for DID (analog) numbers, and the other for DNIS (digital) numbers. Another advantage of having two separate tables: it wouldn’t be a problem to receive the same block of 4-digit numbers from the CO, such as 277-[2020 thru 2099] and 366-[2020 thru 2099]. The DBS 576 could take care of routing the same 4-digit number to different extensions, based on which side (“A” or “B”) the trunk belongs to. (Trunks are assigned to “A” or “B” side via their **Trunk COS** assignment in FF2; also, see **Trunk COS: DID/DNIS Table** on pg. 1-77.)

### Related Programming:

**DID/DNIS Dial Table (“A” Side)** (pg. 1-169) **FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**  
**DISA Invalid Number** (pg. 1-30) **FF1 0 02 0015 Hold (0 or 1) Hold**

**Trunk Signal Type ...**

for analog CO trunks (pg. 2-8) **FF2 0 BSSC 01 00 Hold (0-3) Hold**  
 for T1-CO trunks (pg. 2-87) **FF2 2 BSSCC 02 00 Hold (0-3) Hold**

**Day1/Day2/Night Ring Type ...**

for analog CO trunks (pg. 2-28) **FF2 0 BSSC 03 (0, 2 and 4) Hold (0-6) Hold**  
 for ISDN trunks (pg. 2-75) **FF2 1 BSSC 04 (0, 2 and 4) Hold (0-6) Hold**  
 for T1-CO trunks (pg. 2-107) **FF2 2 BSSCC 04 (0, 2 and 4) Hold (0-6) Hold**



**DID/DNIS Dial Table (“A” Side)**

0001 :0  
 A001-RCV DGT #

(all CPCs) - Version 1.0 or higher

Assign up to 576 DID or DNIS numbers for “A” side. Also in this table, enter their ring destinations and assign them to a Tenant Group.

**FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**

Address Bin Nos. for “A” side DID/DNIS Numbers:

- 000=DID/DNIS #1
- 001=DID/DNIS #2
- ...
- 575=DID/DNIS #576

- 1=Digits of DID/DNIS No.
- 2=Day Destination
- 3=Night Destination
- 4=Day Destination (Busy/Delayed)
- 5=Night Destination (Busy/Delayed)
- 6=Tenant Group No.

- 0-9999 (DID or DNIS No.)
- 0-9999 (Ext./Virtual/Closed No.)
- 0-9999 (Ext./Virtual/Closed No.)
- 0-9999 (Ext./Virtual/Closed No.)
- 0-9999 (Ext./Virtual/Closed No.)
- 1-72 (Tenant Group No.)

**defaults: 0 [no assignment]**

*(see table, next page)*

**Notes:**

The DID/DNIS numbers entered in this address must match the digit string length defined in **DID/DNIS Numbering (“A” Side)** (see previous address).

Available Bin Nos. for DID/DNIS Numbers depends on system size:

- 96-port system: Addresses 0001-0956 (ports 1-96)
- 192-port system: Addresses 0001-1916 (ports 1-192)
- 288-port system: Addresses 0001-2876 (ports 1-288)
- 384-port system: Addresses 0001-3836 (ports 1-384)
- 480-port system: Addresses 0001-4596 (ports 1-460)
- 576-port system: Addresses 0001-5756 (ports 1-576)

**Related Programming:**

**DID/DNIS Numbering (“A” Side) (pg. 1-168) FF1 4 01 0001 Hold (1-4) Hold**  
**Trunk COS: DID/DNIS Table (pg. 1-77) FF1 0 04 (00-15) 04 Hold (0 or 1) Hold**



**Table 1-15. DID/DNIS Dial Table (“A” Side) FF1 4 02 (0001-5756)**

for DID/DNIS#	Address No.	LCD Display	Assignment Parameters
DID/DNIS#1	0001 = Digits of DID/DNIS number	<b>A001-RCV DGT #</b>	DID/DNIS No. (0-9999)
	0002 = Destination, Day Mode	<b>A001-DEST. Day</b>	Ext./Virt./Closed No. (0-9999)
	0003 = Destination, Night Mode	<b>A001-DEST. Night</b>	Ext./Virt./Closed No. (0-9999)
	0004 = Busy/Delayed Destination, Day	<b>A001-Delayed Day</b>	Ext./Virt./Closed No. (0-9999)
	0005 = Busy/Delayed Destination, Night	<b>A001-Delayed NGT</b>	Ext./Virt./Closed No. (0-9999)
	0006 = Tenant Group Number	<b>A001-Tenant G</b>	Tenant Group No. (1-72)
DID/DNIS#2	0011 = Digits of DID/DNIS number	<b>A002-RCV DGT #</b>	DID/DNIS No. (0-9999)
	0012 = Destination, Day Mode	<b>A002-DEST. Day</b>	Ext./Virt./Closed No. (0-9999)
	0013 = Destination, Night Mode	<b>A002-DEST. Night</b>	Ext./Virt./Closed No. (0-9999)
	0014 = Busy/Delayed Destination, Day	<b>A002-Delayed Day</b>	Ext./Virt./Closed No. (0-9999)
	0015 = Busy/Delayed Destination, Night	<b>A002-Delayed NGT</b>	Ext./Virt./Closed No. (0-9999)
	0016 = Tenant Group Number	<b>A002-Tenant G</b>	Tenant Group No. (1-72)
DID/DNIS#3	0021 = Digits of DID/DNIS number	<b>A003-RCV DGT #</b>	DID/DNIS No. (0-9999)
	0022 = Destination, Day Mode	<b>A003-DEST. Day</b>	Ext./Virt./Closed No. (0-9999)
	0023 = Destination, Night Mode	<b>A003-DEST. Night</b>	Ext./Virt./Closed No. (0-9999)
	0024 = Busy/Delayed Destination, Day	<b>A003-Delayed Day</b>	Ext./Virt./Closed No. (0-9999)
	0025 = Busy/Delayed Destination, Night	<b>A003-Delayed NGT</b>	Ext./Virt./Closed No. (0-9999)
	0026 = Tenant Group Number	<b>A003-Tenant G</b>	Tenant Group No. (1-72)
...	...	...	...
DID/DNIS#576	5751 = Digits of DID/DNIS number	<b>A576-RCV DGT #</b>	DID/DNIS No. (0-9999)
	5752 = Destination, Day Mode	<b>A576-DEST. Day</b>	Ext./Virt./Closed No. (0-9999)
	5753 = Destination, Night Mode	<b>A576-DEST. Night</b>	Ext./Virt./Closed No. (0-9999)
	5754 = Busy/Delayed Destination, Day	<b>A576-Delayed Day</b>	Ext./Virt./Closed No. (0-9999)
	5755 = Busy/Delayed Destination, Night	<b>A576-Delayed NGT</b>	Ext./Virt./Closed No. (0-9999)
	5756 = Tenant Group Number	<b>A576-Tenant G</b>	Tenant Group No. (1-72)

### DID/DNIS Numbering (“B” Side)

(all CPCs) - Version 1.0 or higher

Set the digit string length (1-4) of DID or DNIS numbers in the “B” side table (next page).

**0001 :4**  
B-Receive Digit

**FF1 4 03 0001 Hold (1-4) Hold**



Digit String Length (1-4 digits) for  
“B”-Side DID/DNIS Numbers

**default: 4 digits**



**Notes:**

See “A” side Notes on pg. 1-168. The same applies to “B” side.

**Related Programming:**

(see “A” side Related Programming on pg. 1-168)

## DID/DNIS Dial Table (“B” Side)

(all CPCs) - Version 1.0 or higher

Assign up to 576 DID/DNIS numbers for “B” side. Also in this table, enter their ring destinations and assign them to a Tenant Group.

0001 :0  
 B001-RCV DGT #

FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold

Address Bin Nos. for “B” side DID/DNIS Numbers: 000=DID/DNIS #1 001=DID/DNIS #2 ... 575=DID/DNIS #576	1=Digits of DID/DNIS No. 2=Day Destination 3=Night Destination 4=Day Destination (Busy/Delayed) 5=Night Destination (Busy/Delayed) 6=Tenant Group No.	0-9999 (DID/DNIS No.) 0-9999 (Ext./Virtual/Closed No.) 0-9999 (Ext./Virtual/Closed No.) 0-9999 (Ext./Virtual/Closed No.) 0-9999 (Ext./Virtual/Closed No.) 1-72 (Tenant Group No.)
	(see table, next page)	defaults: 0 [no assignment]

**Notes:**

See “A” side Notes on pg. 1-169. The same applies to “B” side.

**Related Programming:**

(see “A” side Related Programming on pg. 1-169)

**Table 1-16. DID/DNIS Dial Table (“B” Side) (FF1 4 04)**

<b>for DID/DNIS#</b>	<b>Address No.</b>	<b>LCD Display</b>	<b>Assignment Parameters</b>
DID/DNIS#1	0001 = Digits of DID/DNIS number	<b>B001-RCV DGT #</b>	DID/DNIS No. (0-9999)
	0002 = Destination, Day Mode	<b>B001-DEST. Day</b>	Ext./Virt./Closed No. (0-9999)
	0003 = Destination, Night Mode	<b>B001-DEST. Night</b>	Ext./Virt./Closed No. (0-9999)
	0004 = Busy/Delayed Destination, Day	<b>B001-Delayed Day</b>	Ext./Virt./Closed No. (0-9999)
	0005 = Busy/Delayed Destination, Night	<b>B001-Delayed NGT</b>	Ext./Virt./Closed No. (0-9999)
	0006 = Tenant Group Number	<b>B001-Tenant G</b>	Tenant Group No. (1-72)
DID/DNIS#2	0011 = Digits of DID/DNIS number	<b>B002-RCV DGT #</b>	DID/DNIS No. (0-9999)
	0012 = Destination, Day Mode	<b>B002-DEST. Day</b>	Ext./Virt./Closed No. (0-9999)
	0013 = Destination, Night Mode	<b>B002-DEST. Night</b>	Ext./Virt./Closed No. (0-9999)
	0014 = Busy/Delayed Destination, Day	<b>B002-Delayed Day</b>	Ext./Virt./Closed No. (0-9999)
	0015 = Busy/Delayed Destination, Night	<b>B002-Delayed NGT</b>	Ext./Virt./Closed No. (0-9999)
	0016 = Tenant Group Number	<b>B002-Tenant G</b>	Tenant Group No. (1-72)
DID/DNIS#3	0021 = Digits of DID/DNIS number	<b>B003-RCV DGT #</b>	DID/DNIS No. (0-9999)
	0022 = Destination, Day Mode	<b>B003-DEST. Day</b>	Ext./Virt./Closed No. (0-9999)
	0023 = Destination, Night Mode	<b>B003-DEST. Night</b>	Ext./Virt./Closed No. (0-9999)
	0024 = Busy/Delayed Destination, Day	<b>B003-Delayed Day</b>	Ext./Virt./Closed No. (0-9999)
	0025 = Busy/Delayed Destination, Night	<b>B003-Delayed NGT</b>	Ext./Virt./Closed No. (0-9999)
	0026 = Tenant Group Number	<b>B003-Tenant G</b>	Tenant Group No. (1-72)
...	...	...	...
DID/DNIS#576	5751 = Digits of DID/DNIS number	<b>B576-RCV DGT #</b>	DID/DNIS No. (0-9999)
	5752 = Destination, Day Mode	<b>B576-DEST. Day</b>	Ext./Virt./Closed No. (0-9999)
	5753 = Destination, Night Mode	<b>B576-DEST. Night</b>	Ext./Virt./Closed No. (0-9999)
	5754 = Busy/Delayed Destination, Day	<b>B576-Delayed Day</b>	Ext./Virt./Closed No. (0-9999)
	5755 = Busy/Delayed Destination, Night	<b>B576-Delayed NGT</b>	Ext./Virt./Closed No. (0-9999)
	5756 = Tenant Group Number	<b>B576-Tenant G</b>	Tenant Group No. (1-72)

**FF1**  
System

### DID Dialing to ISDN “S” Point

(all CPCs) - Version 1.0 or higher

Assign DID extension number(s) to each ISDN S-point.

0001 :--  
001 S-P DGT #

**FF1 4 05 (0001-0192) Hold (setting) Hold**

Odd Address Nos. (0001, 0003, 0005,...0191)  
S-point DID No.

S-point DID No. (0-9999) or  
DID Extension No. (0-9999)

Even Address Nos. (0002, 0004, 0006,...0192)  
DID Incoming Destination Ext.No.

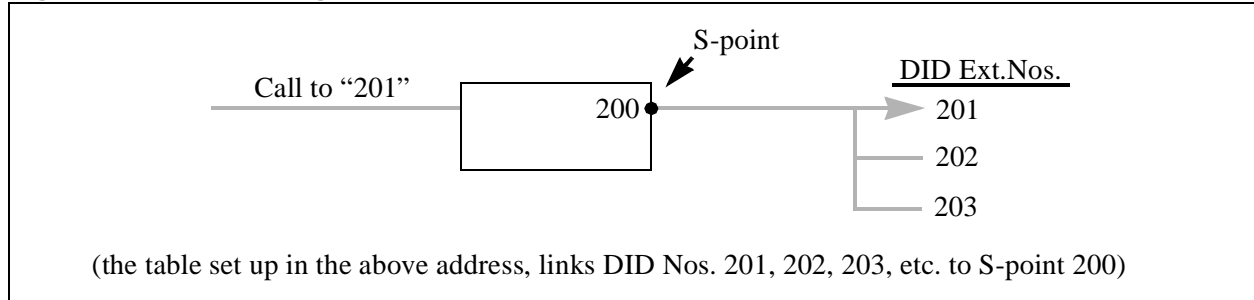
defaults: -- [no assignment]

(see table below)

**Notes:**

When the extension calls the S-point DID number, the system will call the DID extension number and send the S-point DID number information (see figure below).

**Figure 1-1: DID Dialing to ISDN S-Point (example)**



Available range for DID Numbers depends on system size:

- 96-port system: Addresses 0001-0192 (ports 1-96)
- 192-port system: Addresses 0001-0384 (ports 1-192)
- 288-port system: Addresses 0001-0576 (ports 1-288)
- 384-port system: Addresses 0001-0768 (ports 1-384)
- 480-port system: Addresses 0001-0920 (ports 1-460)
- 576-port system: Addresses 0001-1152 (ports 1-576)

**Related Programming:**

Called Number Indication (pg. 3-34) FF3 1 BSSC 03 03 Hold (0 or 1) Hold

**Table 1-17. DID Dialing for ISDN “S” Point (FF1 4 05)**

Address No.	Description	Setting	Default
0001	Pattern 1: S-point DID No.	(0-9999)	--
0002	Pattern 1: DID Ext.No.	Ext.No.	--
0003	Pattern 2: S-point DID No.	(0-9999)	--
0004	Pattern 2: DID Ext.No.	Ext.No.	--
...			
0191	Pattern 96: S-point DID No.	(0-9999)	--
0192	Pattern 96: DID Ext.No.	Ext.No.	--

**FF1**  
System

### 3rd-party VM: DID Number Automatic Send

0001 :0  
Auto DID Dial

(all CPCs) - Version 1.0 or higher

Specify how the system will send the DID number to Voice Mail if the called extension does not answer the incoming DID call, and it is then transferred to VM.

**FF1 4 06 0001 Hold (0-3) Hold**



- 0=Do not send DID No. (default)
- 1=Send entire DID No.
- 2=Send last 2 digits of DID No.
- 3=Send last 3 digits of DID No.

**Notes:**

**Related Programming:**

- VM Answer Supervision Code (pg. 1-109) FF1 0 23 0001 Hold (0000-9999) Hold
- VM Transfer Code #1: Prefix (pg. 1-109) FF1 0 24 0001 Hold (up to 8 char.) Hold
- VM Transfer Code #1: Suffix (pg. 1-110) FF1 0 24 0002 Hold (up to 8 char.) Hold
- VM Transfer Code #2: Prefix (pg. 1-110) FF1 0 24 0003 Hold (up to 8 char.) Hold
- VM Transfer Code #2: Suffix (pg. 1-111) FF1 0 24 0004 Hold (up to 8 char.) Hold

### 3rd-party VM: ID Code Prefix for DID

0002 :  
DID VM-ID/Prefix

(all CPCs) - Version 1.0 or higher

Set an ID Code for 3rd Party Voice Mail, to be sent in front of the DID number.

**FF1 4 06 0002 Hold (up to 8 char.) Hold**



NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or "PAUSE" soft key on a large-display phone.

VM ID Code-Prefix (up to 8 characters, including 0-9, \*, #, and Pause)  
default: [no assignment]

**Notes:**

**Related Programming:**

### 3rd-party VM: ID Code Suffix for DID

(all CPCs) - Version 1.0 or higher

Set an ID Code for 3rd Party Voice Mail, to be sent at the end of the DID number.

0003 :  
DID VM-ID/Suffix

**FF1 4 06 0003 Hold (up to 8 char.) Hold**

NOTE: Enter a Pause in this address by pressing Soft Key #4 on a small-display phone, or "PAUSE" soft key on a large-display phone.

↑  
VM ID Code-Suffix (up to 8 characters, including 0-9, \*, #, and Pause)

default: [no assignment]



#### Notes:

#### Related Programming:

---

## FF1 5: Not Used

---

---

## FF1 6: Not Used

---

---

## FF1 7: Not Used

---

# FF1 8: Digital Pad Settings

**FF1**  
System

## Digital Pad Settings for Extension Pad Class

0001 :4  
ECLS01-ECLS01

(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between Extension Pad Classes 1-8 (the *transmitting* end of the connection) and 30 other pad classes (the *receiving* end of the connection).

### FF1 8 01 (0001-0240) Hold (0-31) Hold

0001-0030=transmitted by Extension Pad Class 1  
 0031-0060=transmitted by Extension Pad Class 2  
 0061-0090=transmitted by Extension Pad Class 3  
 0091-0120=transmitted by Extension Pad Class 4  
 0121-0150=transmitted by Extension Pad Class 5  
 0151-0180=transmitted by Extension Pad Class 6  
 0181-0210=transmitted by Extension Pad Class 7  
 0211-0240=transmitted by Extension Pad Class 8

Volume Adjustment Setting:

0= 0 dB	16= 0 dB
1= -2 dB	17= +2 dB
2= -4 dB	18= +4 dB
3= -6 dB	19= +6 dB
4= -8 dB	20= +8 dB
5= -10 dB	21= +10 dB
6= -12 dB	22= +12 dB
7= -14 dB	23= +14 dB
8= -16 dB	24= +16 dB
9= -18 dB	25= +18 dB
10= -20 dB	26= +20 dB
11= -22 dB	27= +22 dB
12= -24 dB	28= +24 dB
13= -26 dB	29= +26 dB
14= -28 dB	30= +28 dB
15= -30 dB	31= +30 dB

(see table, next page)

### Notes:

Adjust the default setting(s) in this address whenever other parties have difficulty hearing a particular extension, or the extension user sounds too loud during conversations. Extension Pad Classes 1-8 can be assigned to individual extensions in FF3.

The default settings in this address are intended for different phone types as follows:

- Extension Pad Class 1: for SLT
- Extension Pad Class 2: for SLT/loss compensation
- Extension Pad Class 3: for Digital Key Phones
- Extension Pad Class 4: for Wireless
- Extension Pad Class 5: for ISDN S-point
- Extension Pad Class 6: for VM Playback
- Extension Pad Class 7: for Attendant
- Extension Pad Class 8: for Terminal Adapter

### Related Programming:

Extension Digital Pad Class Assignment (pg. 3-26) for dig.&SLT extensions **FF3 0 BSSC 08 Hold (1-8) Hold**  
 Extension Digital Pad Class Assignment (pg. 3-39) for ISDN extensions **FF3 1 BSSC 07 0 Hold (1-8) Hold**

**Table 1-18. Digital Pad Settings for Extension Pad Class 1-8 (FF1 8 01)**

[AddressNo.:Default] for Extension Pad Class ( <i>transmitting end</i> ) ...								for connection to ( <i>receiving end</i> ) ...
Ext. Pad Class 1	Ext. Pad Class 2	Ext. Pad Class 3	Ext. Pad Class 4	Ext. Pad Class 5	Ext. Pad Class 6	Ext. Pad Class 7	Ext. Pad Class 8	
0001:4	0031:4	0061:4	0091:1	0121:1	0151:7	0181:2	0211:0	Extension Pad Class 1
0002:4	0032:4	0062:4	0092:1	0122:1	0152:7	0182:2	0212:0	Extension Pad Class 2
0003:0	0033:0	0063:0	0093:19	0123:19	0153:3	0183:17	0213:0	Extension Pad Class 3
0004:18	0034:18	0064:18	0094:21	0124:21	0154:1	0184:20	0214:0	Extension Pad Class 4
0005:18	0035:18	0065:18	0095:21	0125:21	0155:1	0185:20	0215:0	Extension Pad Class 5
0006:0	0036:0	0066:0	0096:19	0126:19	0156:0	0186:18	0216:0	Extension Pad Class 6
0007:0	0037:0	0067:0	0097:19	0127:19	0157:3	0187:17	0217:0	Extension Pad Class 7
0008:0	0038:0	0068:0	0098:0	0128:0	0158:0	0188:0	0218:0	Extension Pad Class 8
0009:0	0039:0	0069:0	0099:19	0129:19	0159:3	0189:17	0219:0	Trunk Pad Class 1
0010:0	0040:0	0070:0	0100:19	0130:19	0160:3	0190:17	0220:0	Trunk Pad Class 2
0011:0	0041:0	0071:0	0101:0	0131:0	0161:0	0191:0	0221:0	Trunk Pad Class 3
0012:0	0042:0	0072:0	0102:0	0132:0	0162:0	0192:0	0222:0	Trunk Pad Class 4
0013:0	0043:0	0073:0	0103:0	0133:0	0163:0	0193:0	0223:0	Trunk Pad Class 5
0014:0	0044:0	0074:0	0104:0	0134:0	0164:0	0194:0	0224:0	Trunk Pad Class 6
0015:2	0045:2	0075:2	0105:17	0135:17	0165:1	0195:0	0225:0	Trunk Pad Class 7
0016:2	0046:2	0076:2	0106:17	0136:17	0166:6	0196:0	0226:0	Trunk Pad Class 8
0017:2	0047:2	0077:2	0107:17	0137:17	0167:5	0197:0	0227:0	Trunk Pad Class 9
0018:0	0048:0	0078:0	0108:0	0138:0	0168:0	0198:0	0228:0	Trunk Pad Class 10
0019:2	0049:2	0079:2	0109:17	0139:17	0169:5	0199:0	0229:0	Trunk Pad Class 11
0020:0	0050:0	0080:0	0110:0	0140:0	0170:0	0200:0	0230:0	Trunk Pad Class 12
0021:0	0051:0	0081:18	0111:0	0141:0	0171:0	0201:18	0231:0	Trunk Pad Class 13
0022:2	0052:2	0082:0	0112:2	0142:2	0172:2	0202:0	0232:0	Trunk Pad Class 14
0023:4	0053:4	0083:2	0113:4	0143:4	0173:4	0203:2	0233:0	Trunk Pad Class 15
0024:0	0054:0	0084:0	0114:0	0144:0	0174:0	0204:0	0234:0	Trunk Pad Class 16
0025:2	0055:2	0085:2	0115:17	0145:17	0175:0	0205:0	0235:0	Conference Call
0026:2	0056:2	0086:2	0116:17	0146:17	0176:0	0206:0	0236:0	Page Port
0027:2	0057:2	0087:2	0117:17	0147:17	0177:0	0207:0	0237:0	MFR
0028:0	0058:0	0088:0	0118:0	0148:0	0178:0	0208:0	0238:0	RAI Modem
0029:2	0059:2	0089:2	0119:17	0149:17	0179:0	0209:0	0239:0	Conference Call Unit
0030:0	0060:0	0090:0	0120:0	0150:0	0180:0	0210:0	0240:0	(Not Used)





## Digital Pad Settings for Trunk Pad Class

0001 :0  
TCLS01-ECLS01

(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between Trunk Pad Classes 1-16 (the *transmitting* end of the connection) and 30 other pad classes (the *receiving* end of the connection).

**FF1 8 02 (0001-0480) Hold (0-31) Hold**

- 0001-0030=transmitted by Trunk Pad Class 1
- 0031-0060=transmitted by Trunk Pad Class 2
- 0061-0090=transmitted by Trunk Pad Class 3
- 0091-0120=transmitted by Trunk Pad Class 4
- 0121-0150=transmitted by Trunk Pad Class 5
- 0151-0180=transmitted by Trunk Pad Class 6
- 0181-0210=transmitted by Trunk Pad Class 7
- 0211-0240=transmitted by Trunk Pad Class 8
- 0241-0270=transmitted by Trunk Pad Class 9
- 0271-0300=transmitted by Trunk Pad Class 10
- 0301-0330=transmitted by Trunk Pad Class 11
- 0331-0360=transmitted by Trunk Pad Class 12
- 0361-0390=transmitted by Trunk Pad Class 13
- 0391-0420=transmitted by Trunk Pad Class 14
- 0421-0450=transmitted by Trunk Pad Class 15
- 0451-0480=transmitted by Trunk Pad Class 16

Volume Adjustment Setting:

0= 0 dB	16 = 0 dB
1= -2 dB	17 = +2 dB
2= -4 dB	18 = +4 dB
3= -6 dB	19 = +6 dB
4= -8 dB	20 = +8 dB
5= -10 dB	21 = +10 dB
6= -12 dB	22 = +12 dB
7= -14 dB	23 = +14 dB
8= -16 dB	24 = +16 dB
9= -18 dB	25 = +18 dB
10= -20 dB	26 = +20 dB
11= -22 dB	27 = +22 dB
12= -24 dB	28 = +24 dB
13= -26 dB	29 = +26 dB
14= -28 dB	30 = +28 dB
15= -30 dB	31 = +30 dB

(see tables, next page)

### Notes:

Adjust the default setting(s) in this address whenever extension users have difficulty hearing calls on a particular trunk, or the volume is too loud on it.

The default settings in this address are intended for different trunk types as follows:

- Trunk Pad Class 1: for Analog CO
- Trunk Pad Class 2: for Analog CO/loss compensation
- Trunk Pad Class 3: for Private Line CES (Centralized Extension System) #1
- Trunk Pad Class 4: for Private Line CES #2
- Trunk Pad Class 5: for LDT (Loop Dialing Trunk) Standard
- Trunk Pad Class 6: for Private Line CES #4 (no CES #3)
- Trunk Pad Class 7: for ISDN T-point
- Trunk Pad Class 8: for AC/15 #1 (U.K. only)
- Trunk Pad Class 9: for AC/15 #2 (U.K. only)
- Trunk Pad Class 10: Not Used
- Trunk Pad Class 11: for AC/15 System Connection (U.K. only)
- Trunk Pad Class 12: Not Used
- Trunk Pad Class 13: for 0 dB Highway
- Trunk Pad Class 14: for 4 dB Highway
- Trunk Pad Class 15: for 8 dB Highway
- Trunk Pad Class 16: for Data Highway/ISDN

### Related Programming:

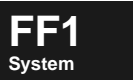
- Trunk Digital Pad Class Assignment (pg. 2-36) for analog CO trunks    **FF2 0 BSSC 08 Hold (1-16) Hold**
- Trunk Digital Pad Class Assignment (pg. 2-58) for analog E&M tie trunks    **FF2 0 BSSC 08 Hold (1-16) Hold**



Trunk Digital Pad Class Assignment (pg. 2-85) for ISDN trunks FF2 1 BSSC 10 Hold (1-16) Hold  
 Trunk Digital Pad Class Assignment (pg. 2-115) for T1 CO trunks FF2 2 BSSCC 09 Hold (1-16) Hold  
 Trunk Digital Pad Class Assignment (pg. 2-137) for T1 E&M tie trunks FF2 2 BSSCC 09 Hold (1-16) Hold

**Table 1-19. Digital Pad Settings for Trunk Pad Class 1-8 (FF1 8 02 0001-0240)**

Address:Default for Trunk Pad Class ( <i>transmitting end</i> ) ...								for connection to ( <i>receiving end</i> ) ...
Trk. Pad Class 1	Trk. Pad Class 2	Trk. Pad Class 3	Trk. Pad Class 4	Trk. Pad Class 5	Trk. Pad Class 6	Trk. Pad Class 7	Trk. Pad Class 8	
0001:0	0031:0	0061:0	0091:0	0121:0	0151:0	0181:2	0211:2	Extension Pad Class 1
0002:0	0032:0	0062:0	0092:0	0122:0	0152:0	0182:2	0212:2	Extension Pad Class 2
0003:20	0033:20	0063:0	0093:0	0123:0	0153:0	0183:18	0213:18	Extension Pad Class 3
0004:22	0034:22	0064:0	0094:0	0124:0	0154:0	0184:20	0214:20	Extension Pad Class 4
0005:22	0035:22	0065:0	0095:0	0125:0	0155:0	0185:20	0215:20	Extension Pad Class 5
0006:20	0036:20	0066:0	0096:0	0126:0	0156:0	0186:19	0216:18	Extension Pad Class 6
0007:20	0037:20	0067:0	0097:0	0127:0	0157:0	0187:18	0217:17	Extension Pad Class 7
0008:0	0038:0	0068:0	0098:0	0128:0	0158:0	0188:0	0218:0	Extension Pad Class 8
0009:18	0039:18	0069:0	0099:0	0129:0	0159:0	0189:18	0219:18	Trunk Pad Class 1
0010:18	0040:18	0070:0	0100:0	0130:0	0160:0	0190:18	0220:18	Trunk Pad Class 2
0011:0	0041:0	0071:0	0101:0	0131:0	0161:0	0191:0	0221:0	Trunk Pad Class 3
0012:0	0042:0	0072:0	0102:0	0132:0	0162:0	0192:0	0222:0	Trunk Pad Class 4
0013:0	0043:0	0073:0	0103:0	0133:0	0163:0	0193:0	0223:0	Trunk Pad Class 5
0014:0	0044:0	0074:0	0104:0	0134:0	0164:0	0194:0	0224:0	Trunk Pad Class 6
0015:18	0045:08	0075:0	0105:0	0135:0	0165:0	0195:0	0225:0	Trunk Pad Class 7
0016:18	0046:18	0076:0	0106:0	0136:0	0166:0	0196:0	0226:0	Trunk Pad Class 8
0017:18	0047:18	0077:0	0107:0	0137:0	0167:0	0197:0	0227:0	Trunk Pad Class 9
0018:0	0048:0	0078:0	0108:0	0138:0	0168:0	0198:0	0228:0	Trunk Pad Class 10
0019:18	0049:18	0079:0	0109:0	0139:0	0169:0	0199:0	0229:0	Trunk Pad Class 11
0020:0	0050:0	0080:0	0110:0	0140:0	0170:0	0200:0	0230:0	Trunk Pad Class 12
0021:20	0051:20	0081:0	0111:0	0141:0	0171:0	0201:0	0231:0	Trunk Pad Class 13
0022:18	0052:18	0082:2	0112:2	0142:2	0172:2	0202:2	0232:2	Trunk Pad Class 14
0023:0	0053:0	0083:4	0113:4	0143:4	0173:4	0203:4	0233:4	Trunk Pad Class 15
0024:0	0054:0	0084:0	0114:0	0144:0	0174:0	0204:0	0234:0	Trunk Pad Class 16
0025:17	0055:17	0085:0	0115:0	0145:0	0175:0	0205:0	0235:0	Conference Call
0026:20	0056:20	0086:0	0116:0	0146:0	0176:0	0206:0	0236:0	Page Port
0027:17	0057:17	0087:0	0117:0	0147:0	0177:0	0207:0	0237:0	MFR
0028:0	0058:0	0088:0	0118:0	0148:0	0178:0	0208:0	0238:0	RAI Modem
0029:17	0059:17	0089:0	0119:0	0149:0	0179:0	0209:0	0239:0	Conference Call Unit
0030:0	0060:0	0090:0	0120:0	0150:0	0180:0	0210:0	0240:0	(Not Used)



**Table 1-20. Digital Pad Settings for Trunk Pad Class 9-16 (FF1 8 02 0241-0480)**

Address:Default for Trunk Pad Class ( <i>transmitting end</i> ) ...								for connection to ( <i>receiving end</i> ) ...
Trk. Pad Class 9	Trk. Pad Class 10	Trk. Pad Class 11	Trk. Pad Class 12	Trk. Pad Class 13	Trk. Pad Class 14	Trk. Pad Class 15	Trk. Pad Class 16	
0241:2	0271:0	0301:2	0331:0	0361:4	0391:2	0421:0	0451:0	Extension Pad Class 1
0242:2	0272:0	0302:2	0332:0	0362:4	0392:2	0422:0	0452:0	Extension Pad Class 2
0243:18	0273:0	0303:18	0333:0	0363:1	0393:17	0423:3	0453:0	Extension Pad Class 3
0244:20	0274:0	0304:20	0334:0	0364:0	0394:18	0424:4	0454:0	Extension Pad Class 4
0245:120	0275:0	0305:20	0335:0	0365:0	0395:18	0425:4	0455:0	Extension Pad Class 5
0246:18	0276:0	0306:18	0336:0	0366:19	0396:21	0426:7	0456:0	Extension Pad Class 6
0247:18	0277:0	0307:18	0337:0	0367:1	0397:17	0427:3	0457:0	Extension Pad Class 7
0248:0	0278:0	0308:0	0338:0	0368:0	0398:0	0428:4	0458:0	Extension Pad Class 8
0249:18	0279:0	0309:18	0339:0	0369:0	0399:18	0429:4	0459:0	Trunk Pad Class 1
0250:18	0280:0	0310:18	0340:0	0370:0	0400:18	0430:4	0460:0	Trunk Pad Class 2
0251:0	0281:0	0311:0	0341:0	0371:0	0401:18	0431:4	0461:0	Trunk Pad Class 3
0252:0	0282:0	0312:0	0342:0	0372:0	0402:18	0432:4	0462:0	Trunk Pad Class 4
0253:0	0283:0	0313:0	0343:0	0373:0	0403:18	0433:4	0463:0	Trunk Pad Class 5
0254:0	0284:0	0314:0	0344:0	0374:0	0404:18	0434:4	0464:0	Trunk Pad Class 6
0255:0	0285:0	0315:0	0345:0	0375:0	0405:18	0435:4	0465:0	Trunk Pad Class 7
0256:0	0286:0	0316:0	0346:0	0376:0	0406:18	0436:4	0466:0	Trunk Pad Class 8
0257:0	0287:0	0317:0	0347:0	0377:0	0407:18	0437:4	0467:0	Trunk Pad Class 9
0258:0	0288:0	0318:0	0348:0	0378:0	0408:0	0438:0	0468:0	Trunk Pad Class 10
0259:0	0289:0	0319:0	0349:0	0379:0	0409:18	0439:0	0469:0	Trunk Pad Class 11
0260:0	0290:0	0320:0	0350:0	0380:0	0410:0	0440:0	0470:0	Trunk Pad Class 12
0261:0	0291:0	0321:0	0351:0	0381:0	0411:18	0441:4	0471:0	Trunk Pad Class 13
0262:2	0292:0	0322:2	0352:0	0382:2	0412:0	0442:2	0472:0	Trunk Pad Class 14
0263:4	0293:0	0323:4	0353:0	0383:4	0413:2	0443:0	0473:0	Trunk Pad Class 15
0264:0	0294:0	0324:0	0354:0	0384:0	0414:0	0444:0	0474:0	Trunk Pad Class 16
0265:0	0295:0	0325:0	0355:0	0385:0	0415:18	0445:4	0475:0	Conference Call
0266:0	0296:0	0326:0	0356:0	0386:0	0416:18	0446:4	0476:0	Page Port
0267:0	0297:0	0327:0	0357:0	0387:0	0417:18	0447:4	0477:0	MFR
0268:0	0298:0	0328:0	0358:0	0388:0	0418:0	0448:0	0478:0	RAI Modem
0269:0	0299:0	0329:0	0359:0	0389:0	0419:18	0449:4	0479:0	Conference Call Unit
0270:0	0300:0	0330:0	0360:0	0390:0	0420:0	0450:0	0480:0	(Not Used)

**FF1**  
System

## Digital Pad Settings for BGM

0001 :4  
BGM-ECLS01

(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between Background Music (BGM) service tone (the *transmitting* end of the connection) and Extension Pad Classes 1-8 (the *receiving* end of the connection).

**FF1 8 03 (0001-0008) Hold (0-31) Hold**

Address Nos. for Extension Pad Classes  
(receiving end) of BGM Service Tone:

- 0001=Extension Pad Class 1
- 0002=Extension Pad Class 2
- 0003=Extension Pad Class 3
- 0004=Extension Pad Class 4
- 0005=Extension Pad Class 5
- 0006=Extension Pad Class 6
- 0007=Extension Pad Class 7
- 0008=Extension Pad Class 8

*(see table below for defaults)*

Volume Adjustment Setting:

- |            |            |
|------------|------------|
| 0= 0 dB    | 16= 0 dB   |
| 1= -2 dB   | 17= +2 dB  |
| 2= -4 dB   | 18= +4 dB  |
| 3= -6 dB   | 19= +6 dB  |
| 4= -8 dB   | 20= +8 dB  |
| 5= -10 dB  | 21= +10 dB |
| 6= -12 dB  | 22= +12 dB |
| 7= -14 dB  | 23= +14 dB |
| 8= -16 dB  | 24= +16 dB |
| 9= -18 dB  | 25= +18 dB |
| 10= -20 dB | 26= +20 dB |
| 11= -22 dB | 27= +22 dB |
| 12= -24 dB | 28= +24 dB |
| 13= -26 dB | 29= +26 dB |
| 14= -28 dB | 30= +28 dB |
| 15= -30 dB | 31= +30 dB |



**Notes:**

**Related Programming:**

**Table 1-21. Digital Pad Settings for BGM (FF1 8 03)**

Address No.	for connection to (receiving end) ...	LCD Display	Default
0001	Extension Pad Class 1	BGM-ECLS01	4
0002	Extension Pad Class 2	BGM-ECLS02	4
0003	Extension Pad Class 3	BGM-ECLS03	0
0004	Extension Pad Class 4	BGM-ECLS04	0
0005	Extension Pad Class 5	BGM-ECLS05	0
0006	Extension Pad Class 6	BGM-ECLS06	0
0007	Extension Pad Class 7	BGM-ECLS07	0
0008	Extension Pad Class 8	BGM-ECLS08	0



## Digital Pad Settings for Paging Port Adapter

0001 :0  
Paging - ECLS01

(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections from the Paging Port Adapter (*transmitting* end) to Extension/Trunk Pad Classes (*receiving* end) whenever the Talkback function is used.

**FF1 8 04 (0001-0024) Hold (0-31) Hold**

Address Nos. for receiving parties of the Paging Port Adapter:

0001-0008=Extension Pad Class 1-8  
0009-0024=Trunk Pad Class 1-16

*(see table below for addresses & defaults)*

Volume Adjustment Setting:

0= 0 dB	16= 0 dB
1= -2 dB	17= +2 dB
2= -4 dB	18= +4 dB
3= -6 dB	19= +6 dB
4= -8 dB	20= +8 dB
5= -10 dB	21= +10 dB
6= -12 dB	22= +12 dB
7= -14 dB	23= +14 dB
8= -16 dB	24= +16 dB
9= -18 dB	25= +18 dB
10= -20 dB	26= +20 dB
11= -22 dB	27= +22 dB
12= -24 dB	28= +24 dB
13= -26 dB	29= +26 dB
14= -28 dB	30= +28 dB
15= -30 dB	31= +30 dB

**Notes:**

**Related Programming:**

**Table 1-22. Digital Pad Settings for Paging Port Adapter (FF1 8 04)**

Address No.	for connection to (receiving end) ...	LCD Display	Default
0001	Extension Pad Class 1	Paging-ECLS01	0
0002	Extension Pad Class 2	Paging-ECLS02	17
0003	Extension Pad Class 3	Paging-ECLS03	0
0004	Extension Pad Class 4	Paging-ECLS04	0
0005	Extension Pad Class 5	Paging-ECLS05	0
0006	Extension Pad Class 6	Paging-ECLS06	4
0007	Extension Pad Class 7	Paging-ECLS07	0
0008	Extension Pad Class 8	Paging-ECLS08	0



0009	Trunk Pad Class 1	Paging-TCLS01	0
0010	Trunk Pad Class 2	Paging-TCLS02	19
0011	Trunk Pad Class 3	Paging-TCLS03	0
0012	Trunk Pad Class 4	Paging-TCLS04	0
0013	Trunk Pad Class 5	Paging-TCLS05	0
0014	Trunk Pad Class 6	Paging-TCLS06	0
0015	Trunk Pad Class 7	Paging-TCLS07	0
0016	Trunk Pad Class 8	Paging-TCLS08	0
0017	Trunk Pad Class 9	Paging-TCLS09	0
0018	Trunk Pad Class 10	Paging-TCLS010	0
0019	Trunk Pad Class 11	Paging-TCLS011	0
0020	Trunk Pad Class 12	Paging-TCLS012	0
0021	Trunk Pad Class 13	Paging-TCLS013	0
0022	Trunk Pad Class 14	Paging-TCLS014	0
0023	Trunk Pad Class 15	Paging-TCLS015	0
0024	Trunk Pad Class 16	Paging-TCLS016	0

### Digital Pad Settings for 3-Party Conference

0001 :3  
3 CONF-ECLS01

(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between an extension initiating a 3-Party Conference (*transmitting* end) and Extension/Trunk Pad Classes (*receiving* end).

**FF1 8 05 (0001-0024) Hold (0-31) Hold**

Address Nos. for receiving parties of a 3-Party Conference initiator:

0001-0008=Extension Pad Class 1-8  
0009-0024=Trunk Pad Class 1-16

*(see table below for addresses & defaults)*

Volume Adjustment Setting:

- |            |            |
|------------|------------|
| 0= 0 dB    | 16= 0 dB   |
| 1= -2 dB   | 17= +2 dB  |
| 2= -4 dB   | 18= +4 dB  |
| 3= -6 dB   | 19= +6 dB  |
| 4= -8 dB   | 20= +8 dB  |
| 5= -10 dB  | 21= +10 dB |
| 6= -12 dB  | 22= +12 dB |
| 7= -14 dB  | 23= +14 dB |
| 8= -16 dB  | 24= +16 dB |
| 9= -18 dB  | 25= +18 dB |
| 10= -20 dB | 26= +20 dB |
| 11= -22 dB | 27= +22 dB |
| 12= -24 dB | 28= +24 dB |
| 13= -26 dB | 29= +26 dB |
| 14= -28 dB | 30= +28 dB |
| 15= -30 dB | 31= +30 dB |

**Notes:****Related Programming:**

Splash Tone: 3-Party Conference (pg. 1-11) FF1 0 01 0005 Hold (0 or 1) Hold

**Table 1-23. Digital Pad Settings for 3-Party Conference (FF1 8 05)**

Address No.	for connection to (receiving end) ...	LCD Display	Default
0001	Extension Pad Class 1	<b>3 CONF-ECLS01</b>	3
0002	Extension Pad Class 2	<b>3 CONF-ECLS02</b>	2
0003	Extension Pad Class 3	<b>3 CONF-ECLS03</b>	3
0004	Extension Pad Class 4	<b>3 CONF-ECLS04</b>	0
0005	Extension Pad Class 5	<b>3 CONF-ECLS05</b>	0
0006	Extension Pad Class 6	<b>3 CONF-ECLS06</b>	20
0007	Extension Pad Class 7	<b>3 CONF-ECLS07</b>	0
0008	Extension Pad Class 8	<b>3 CONF-ECLS08</b>	0
0009	Trunk Pad Class 1	<b>3 CONF-TCLS01</b>	0
0010	Trunk Pad Class 2	<b>3 CONF-TCLS02</b>	18
0011	Trunk Pad Class 3	<b>3 CONF-TCLS03</b>	0
0012	Trunk Pad Class 4	<b>3 CONF-TCLS04</b>	0
0013	Trunk Pad Class 5	<b>3 CONF-TCLS05</b>	0
0014	Trunk Pad Class 6	<b>3 CONF-TCLS06</b>	0
0015	Trunk Pad Class 7	<b>3 CONF-TCLS07</b>	0
0016	Trunk Pad Class 8	<b>3 CONF-TCLS08</b>	0
0017	Trunk Pad Class 9	<b>3 CONF-TCLS09</b>	0
0018	Trunk Pad Class 10	<b>3 CONF-TCLS010</b>	0
0019	Trunk Pad Class 11	<b>3 CONF-TCLS011</b>	0
0020	Trunk Pad Class 12	<b>3 CONF-TCLS012</b>	0
0021	Trunk Pad Class 13	<b>3 CONF-TCLS013</b>	0
0022	Trunk Pad Class 14	<b>3 CONF-TCLS014</b>	0
0023	Trunk Pad Class 15	<b>3 CONF-TCLS015</b>	0
0024	Trunk Pad Class 16	<b>3 CONF-TCLS016</b>	0

## Digital Pad Settings for 8-Party Conference

0001 :3  
8 CONF-ECLS01

(all CPCs) - Version 1.0 or higher

Set volume adjustments for phone connections between an extension initiating an 8-Party Conference (*transmitting* end) and Extension/Trunk Pad Classes (*receiving* end).

**FF1 8 06 (0001-0024) Hold (0-31) Hold**

Address Nos. for receiving parties of an 8-Party Conference initiator:

0001-0008=Extension Pad Class 1-8  
0009-0024=Trunk Pad Class 1-16

(see table below for addresses & defaults)

Volume Adjustment Setting:

0= 0 dB	16= 0 dB
1= -2 dB	17= +2 dB
2= -4 dB	18= +4 dB
3= -6 dB	19= +6 dB
4= -8 dB	20= +8 dB
5= -10 dB	21= +10 dB
6= -12 dB	22= +12 dB
7= -14 dB	23= +14 dB
8= -16 dB	24= +16 dB
9= -18 dB	25= +18 dB
10= -20 dB	26= +20 dB
11= -22 dB	27= +22 dB
12= -24 dB	28= +24 dB
13= -26 dB	29= +26 dB
14= -28 dB	30= +28 dB
15= -30 dB	31= +30 dB

**FF1**  
System

**Notes:**

**Related Programming:**

Extension COS: 8-Party Conference (pg. 1-62)    FF1 0 03 (00-15) 35 Hold (0 or 1) Hold

**Table 1-24. Digital Pad Settings for 8-Party Conference (FF1 8 06)**

Address No.	for connection to (receiving end) ...	LCD Display	Default
0001	Extension Pad Class 1	8 CONF-ECLS01	3
0002	Extension Pad Class 2	8 CONF-ECLS02	2
0003	Extension Pad Class 3	8 CONF-ECLS03	3
0004	Extension Pad Class 4	8 CONF-ECLS04	0
0005	Extension Pad Class 5	8 CONF-ECLS05	0
0006	Extension Pad Class 6	8 CONF-ECLS06	20
0007	Extension Pad Class 7	8 CONF-ECLS07	0
0008	Extension Pad Class 8	8 CONF-ECLS08	0

0009	Trunk Pad Class 1	<b>8 CONF-TCLS01</b>	0
0010	Trunk Pad Class 2	<b>8 CONF-TCLS02</b>	18
0011	Trunk Pad Class 3	<b>8 CONF-TCLS03</b>	0
0012	Trunk Pad Class 4	<b>8 CONF-TCLS04</b>	0
0013	Trunk Pad Class 5	<b>8 CONF-TCLS05</b>	0
0014	Trunk Pad Class 6	<b>8 CONF-TCLS06</b>	0
0015	Trunk Pad Class 7	<b>8 CONF-TCLS07</b>	0
0016	Trunk Pad Class 8	<b>8 CONF-TCLS08</b>	0
0017	Trunk Pad Class 9	<b>8 CONF-TCLS09</b>	0
0018	Trunk Pad Class 10	<b>8 CONF-TCLS010</b>	0
0019	Trunk Pad Class 11	<b>8 CONF-TCLS011</b>	0
0020	Trunk Pad Class 12	<b>8 CONF-TCLS012</b>	0
0021	Trunk Pad Class 13	<b>8 CONF-TCLS013</b>	0
0022	Trunk Pad Class 14	<b>8 CONF-TCLS014</b>	0
0023	Trunk Pad Class 15	<b>8 CONF-TCLS015</b>	0
0024	Trunk Pad Class 16	<b>8 CONF-TCLS016</b>	0



## 2. Trunk Programming (FF2)

Use the FF2 programming addresses in this chapter to set trunk parameters for the DBS 576:

**FF2 0: Analog Trunks (CO)**  
**FF2 0: Analog Trunks (E&M Tie)**  
**FF2 1: ISDN Trunks**  
**FF2 2: T1 Trunks (CO)**  
**FF2 2: T1 Trunks (E&M Tie)**

This chapter covers the following FF2 addresses:

**FF2**  
Trunks

FF Key Address	Topic	Default	Page
<b>FF2 0: Analog Trunks (CO)</b>			<b>2-7</b>
FF2 0 BSSC 00 Hold (0-576) Hold	Trunk Number Assignment	--	2-7
FF2 0 BSSC 01 00 Hold (0-3) Hold	Trunk Signal Type	LS and LS/GS: 0 GS: 1 DID Immed.: 2	2-8
FF2 0 BSSC 01 01 Hold (0 or 1) Hold	Loop Detect	1 (Enabled)	2-8
FF2 0 BSSC 01 02 Hold (0 or 1) Hold	Disconnect Detect	0 (Enabled)	2-9
FF2 0 BSSC 01 03 Hold (0 or 1) Hold	Dial Pulse Minimum Pause	0 (625ms)	2-9
FF2 0 BSSC 01 04 Hold (0 or 1) Hold	Ground Start Ring Type	0 (Enabled)	2-10
FF2 0 BSSC 01 05 Hold (0 or 1) Hold	DID Ring Detect Timer	0 (32ms)	2-10
FF2 0 BSSC 01 06 Hold FF2 0 BSSC 01 07 Hold FF2 0 BSSC 01 08 Hold	Not Used	--	2-11
FF2 0 BSSC 01 09 Hold (0 or 1) Hold	Reverse Answer Signal Control	1 (Disabled)	2-11
FF2 0 BSSC 01 10 Hold (0 or 1) Hold	Caller ID	0 (Disabled)	2-12
FF2 0 BSSC 01 11 Hold (0-6) Hold	Ring Frequency	1 (400/562Hz)	2-12
FF2 0 BSSC 01 12 Hold (0-12) Hold	Ring Pattern	0 (synch. w/CO)	2-13
FF2 0 BSSC 01 13 Hold (0-2) Hold	DTMF On/Off Pattern During Talk	1 (Pattern #2)	2-14
FF2 0 BSSC 01 14 Hold (0-2) Hold	DTMF On/Off Pattern for Outgoing Dialing	0 (Pattern #1)	2-14
FF2 0 BSSC 01 15 Hold (0-3) Hold	Disconnect Supervision Timer	LS/GS: 0 (281ms) DID: 0 (96ms)	2-15
FF2 0 BSSC 01 16 Hold (0-3) Hold	Guard Timer for Outbound Calls	0 (.5 seconds)	2-15
FF2 0 BSSC 01 17 Hold (0-3) Hold	Inbound Ground Detect Timer	0 (1 second)	2-16
FF2 0 BSSC 01 18 Hold	Not Used	--	2-16
FF2 0 BSSC 01 19 Hold (0-3) Hold	Ring Interval for Abandoned Calls	0 (5 seconds)	2-17
FF2 0 BSSC 02 00 Hold (0 or 1) Hold	DTMF/Dial Pulse Dialing	1 (DTMF)	2-17
FF2 0 BSSC 02 01 Hold (0 or 1) Hold	Flash Pattern	0 (Pattern #1)	2-18
FF2 0 BSSC 02 02 Hold (0 or 1) Hold	Dial Tone Detection	1 (Enabled)	2-18
FF2 0 BSSC 02 03 Hold (0 or 1) Hold	Call Duration	1 (use system timer)	2-19
FF2 0 BSSC 02 04 Hold (0 or 1) Hold	Trunk Connection Type (CO/PBX)	0 (CO)	2-19
FF2 0 BSSC 02 05 Hold (0 or 1) Hold	Auto-Repeat Dial	1 (Allowed)	2-20



FF2 0 BSSC 02 06 Hold (0 or 1) Hold	DTMF After Answer (Link Control)	0 (Allowed)	2-20
FF2 0 BSSC 02 07 Hold (0 or 1) Hold	CO Dial Tone Simulation	0 (Disabled)	2-21
FF2 0 BSSC 02 08 Hold (0 or 1) Hold	Caller ID Ring Control	0 (Wait)	2-21
FF2 0 BSSC 02 09 Hold (0 or 1) Hold	SMDR for Outbound Calls	1 (Include)	2-22
FF2 0 BSSC 02 10 Hold (0 or 1) Hold	SMDR for Inbound Calls	0 (Exclude)	2-22
FF2 0 BSSC 02 11 Hold (0 or 1) Hold	Flash Key Operation	0 (flash to CO)	2-23
FF2 0 BSSC 02 12 Hold (0 or 1) Hold	Long Talk Alarm	0 (Disabled)	2-23
FF2 0 BSSC 02 13 Hold (0 or 1) Hold	Alarm Ringing	0 (Disabled)	2-24
FF2 0 BSSC 02 14 Hold (0 or 1) Hold	Slide Ringing	0 (Disabled)	2-25
FF2 0 BSSC 02 15 Hold (0 or 1) Hold	DTMF Conversion (Outbound Calls)	1 (Enabled)	2-26
FF2 0 BSSC 02 16 Hold (0 or 1) Hold	DTMF Conversion (Inbound Calls)	1 (Enabled)	2-26
FF2 0 BSSC 02 17 Hold (0 or 1) Hold	Indirect LCR	0 (Disabled)	2-27
FF2 0 BSSC 02 18 Hold	Not Used	--	2-27
FF2 0 BSSC 02 19 Hold			
FF2 0 BSSC 02 20 Hold			
FF2 0 BSSC 03 0 Hold (0-6) Hold	Day1 Ring Type	0 (multi-incoming)	2-28
FF2 0 BSSC 03 1 Hold (0-9999) Hold	Day1 Ring Destination	--	2-28
FF2 0 BSSC 03 2 Hold (0-6) Hold	Day2 Ring Type	0 (multi-incoming)	2-29
FF2 0 BSSC 03 3 Hold (0-9999) Hold	Day2 Ring Destination	--	2-29
FF2 0 BSSC 03 4 Hold (0-6) Hold	Night Ring Type	0 (multi-incoming)	2-30
FF2 0 BSSC 03 5 Hold (0-9999) Hold	Night Ring Destination	--	2-30
FF2 0 BSSC 04 0 Hold (0-4) Hold	Day1 Delayed Ring Type	0 (Disabled)	2-31
FF2 0 BSSC 04 1 Hold (0-9999) Hold	Day1 Delayed Ring Destination	--	2-31
FF2 0 BSSC 04 2 Hold (0-4) Hold	Day2 Delayed Ring Type	0 (Disabled)	2-32
FF2 0 BSSC 04 3 Hold (0-9999) Hold	Day2 Delayed Ring Destination	--	2-32
FF2 0 BSSC 04 4 Hold (0-4) Hold	Night Delayed Ring Type	0 (Disabled)	2-33
FF2 0 BSSC 04 5 Hold (0-9999) Hold	Night Delayed Ring Destination	--	2-33
FF2 0 BSSC 05 Hold (0-72) Hold	Tenant Group Assignment	0 (none)	2-34
FF2 0 BSSC 06 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	2-34
FF2 0 BSSC 06 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	2-35
FF2 0 BSSC 07 Hold (1-16) Hold	Trunk COS Assignment	1	2-35
FF2 0 BSSC 08 Hold (1-16) Hold	Trunk Digital Pad Class Assignment	1	2-36
<b>FF2 0: Analog Trunks (E&amp;M Tie)</b>			<b>2-37</b>
FF2 0 BSSC 00 Hold (0-576) Hold	Trunk Number Assignment	--	2-37
FF2 0 BSSC 01 00 Hold (0-5) Hold	Trunk Signal Type	5 (E&M Wink)	2-38
FF2 0 BSSC 01 01 Hold thru FF2 0 BSSC 01 04 Hold	Not Used	--	2-38
FF2 0 BSSC 01 05 Hold (0 or 1) Hold	Ring Detect Timer	0 (48ms)	2-39
FF2 0 BSSC 01 06 Hold (0 or 1) Hold	Auto Answer for Outbound Calls	0 (Disabled)	2-39
FF2 0 BSSC 01 07 Hold (0 or 1) Hold	Balance Control	0 (Long Loop)	2-40
FF2 0 BSSC 01 08 Hold (0 or 1) Hold	Pad Control	0 (Far)	2-40
FF2 0 BSSC 01 09 Hold FF2 0 BSSC 01 10 Hold	Not Used	--	2-41
FF2 0 BSSC 01 11 Hold (1-6) Hold	Ring Frequency	1 (400/562Hz)	2-41
FF2 0 BSSC 01 12 Hold (0-12) Hold	Ring Pattern	1 (1on/3off)	2-42
FF2 0 BSSC 01 13 Hold (0-2) Hold	DTMF On/Off Pattern During Talk	1 (Pattern #2)	2-43
FF2 0 BSSC 01 14 Hold (0-2) Hold	DTMF On/Off Pattern for Outgoing Dialing	0 (Pattern #1)	2-43
FF2 0 BSSC 01 15 Hold (0-3) Hold	Disconnect Supervision Timer	0 (160ms)	2-44

FF2 0 BSSC 01 16 Hold	Not Used	--	2-44
FF2 0 BSSC 01 17 Hold	Not Used	--	2-44
FF2 0 BSSC 01 18 Hold (0-3) Hold	Auto Answer Timer	0 (1 second)	2-45
FF2 0 BSSC 01 19 Hold	Not Used	--	2-45
FF2 0 BSSC 02 00 Hold (0 or 1) Hold	DTMF/Dial Pulse Dialing	1 (DTMF)	2-46
FF2 0 BSSC 02 01 Hold (0 or 1) Hold	Flash Pattern	0 (Pattern #1)	2-46
FF2 0 BSSC 02 02 Hold FF2 0 BSSC 02 03 Hold	Not Used	--	2-47
FF2 0 BSSC 02 04 Hold (0 or 1) Hold	Trunk Connection Type (CO/PBX)	0 (CO)	2-47
FF2 0 BSSC 02 05 Hold	Not Used	--	2-47
FF2 0 BSSC 02 06 Hold (0 or 1) Hold	DTMF After Answer (Link Control)	0 (Allowed)	2-48
FF2 0 BSSC 02 07 Hold (0 or 1) Hold	CO Dial Tone Simulation	0 (Disabled)	2-48
FF2 0 BSSC 02 08 Hold	Not Used	--	2-49
FF2 0 BSSC 02 09 Hold (0 or 1) Hold	SMDR for Outbound Calls	1 (Include)	2-49
FF2 0 BSSC 02 10 Hold (0 or 1) Hold	SMDR for Inbound Calls	0 (Exclude)	2-49
FF2 0 BSSC 02 11 Hold (0 or 1) Hold	Flash Key Operation	0 (flash to CO)	2-50
FF2 0 BSSC 02 12 Hold FF2 0 BSSC 02 13 Hold FF2 0 BSSC 02 14 Hold	Not Used	--	2-51
FF2 0 BSSC 02 15 Hold (0 or 1) Hold	DTMF Conversion (Outbound Calls)	1 (Enabled)	2-51
FF2 0 BSSC 02 16 Hold (0 or 1) Hold	DTMF Conversion (Inbound Calls)	1 (Enabled)	2-52
FF2 0 BSSC 02 17 Hold (0 or 1) Hold	Indirect LCR	0 (Disabled)	2-52
FF2 0 BSSC 02 18 Hold FF2 0 BSSC 02 19 Hold FF2 0 BSSC 02 20 Hold	Not Used	--	2-53
FF2 0 BSSC 03 0 Hold (0 or 1) Hold	Day1 Ring Type	0 (Tie incoming)	2-53
FF2 0 BSSC 03 1 Hold	Not Used	--	2-54
FF2 0 BSSC 03 2 Hold (0 or 1) Hold	Day2 Ring Type	0 (Tie incoming)	2-54
FF2 0 BSSC 03 3 Hold	Not Used	--	2-54
FF2 0 BSSC 03 4 Hold (0 or 1) Hold	Night Ring Type	0 (Tie incoming)	2-55
FF2 0 BSSC 03 5 Hold	Not Used	--	2-55
FF2 0 BSSC 04 0 Hold thru FF2 0 BSSC 04 5 Hold	Not Used	--	2-56
FF2 0 BSSC 05 Hold (0-72) Hold	Tenant Group Assignment	0 (none)	2-56
FF2 0 BSSC 06 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	2-57
FF2 0 BSSC 06 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	2-57
FF2 0 BSSC 07 Hold (1-16) Hold	Trunk COS Assignment	1	2-58
FF2 0 BSSC 08 Hold (1-16) Hold	Trunk Digital Pad Class Assignment	8	2-58
<b>FF2 1: ISDN Trunks</b>			<b>2-59</b>
FF2 1 BSSC 00 0 Hold (BSSC) Hold	D-Channel Position	--	2-59
FF2 1 BSSC 00 1 Hold (1-127) Hold	D-Channel Interface ID Code	--	2-59
FF2 1 BSSC 01 Hold (0-576) Hold	Trunk Number Assignment (1st Channel)	--	2-60
FF2 1 BSSC 02 00 Hold (0 or 1) Hold	Trunk Connection Type (Pt-to-Pt/MultiPt)	0 (Point-to-Point)	2-61
FF2 1 BSSC 02 01 Hold (0-6) Hold	Ring Frequency	1 (400/562Hz)	2-62
FF2 1 BSSC 02 02 Hold (0-12) Hold	Ring Pattern	1 (1on/3off)	2-63
FF2 1 BSSC 02 03 Hold (0-2) Hold	DTMF On/Off Pattern During Talk	1 (Pattern #2)	2-64
FF2 1 BSSC 02 04 Hold FF2 1 BSSC 02 05 Hold	Not Used	--	2-64
FF2 1 BSSC 03 00 Hold (0 or 1) Hold	Trunk Connection Type (CO/PBX)	0 (CO)	2-65





FF2 1 BSSC 03 01 Hold (0 or 1) Hold	Auto-Repeat Dial	1 (Allowed)	2-65
FF2 1 BSSC 03 02 Hold (0 or 1) Hold	SMDR for Outbound Calls	1 (Include)	2-66
FF2 1 BSSC 03 03 Hold (0 or 1) Hold	SMDR for Inbound Calls	0 (Exclude)	2-66
FF2 1 BSSC 03 04 Hold (0 or 1) Hold	Flash Key Operation	0 (talk disconnct/ keep trunk)	2-67
FF2 1 BSSC 03 05 Hold (0 or 1) Hold	Long Talk Alarm	0 (Disabled)	2-68
FF2 1 BSSC 03 06 Hold (0 or 1) Hold	Alarm Ringing	0 (Disabled)	2-68
FF2 1 BSSC 03 07 Hold (0 or 1) Hold	Slide Ringing	0 (Disabled)	2-69
FF2 1 BSSC 03 08 Hold (0 or 1) Hold	Indirect LCR	0 (Disabled)	2-70
FF2 1 BSSC 03 09 Hold (0 or 1) Hold	B-Channel Select	0 (Highest- no.'d)	2-70
FF2 1 BSSC 03 10 Hold (0 or 1) Hold	B-Channel Numbering (Layer 3)	0 (Slot mapping)	2-71
FF2 1 BSSC 03 11 Hold (0 or 1) Hold	Call ID Length	0 (1 byte/BRI) 1 (2 bytes/PRI)	2-72
FF2 1 BSSC 03 12 Hold (0 or 1) Hold	Calling Number Send	1 (Enabled)	2-72
FF2 1 BSSC 03 13 Hold (0 or 1) Hold	Sub-Address Type	0 (IA5)	2-73
FF2 1 BSSC 03 14 Hold thru FF2 1 BSSC 03 20 Hold	Not Used	--	2-74
FF2 1 BSSC 04 0 Hold (0-6) Hold	Day1 Ring Type	0 (multi-incoming)	2-75
FF2 1 BSSC 04 1 Hold (0-9999) Hold	Day1 Ring Destination	--	2-75
FF2 1 BSSC 04 2 Hold (0-6) Hold	Day2 Ring Type	0 (multi-incoming)	2-76
FF2 1 BSSC 04 3 Hold (0-9999) Hold	Day2 Ring Destination	--	2-76
FF2 1 BSSC 04 4 Hold (0-6) Hold	Night Ring Type	0 (multi-incoming)	2-77
FF2 1 BSSC 04 5 Hold (0-9999) Hold	Night Ring Destination	--	2-77
FF2 1 BSSC 05 0 Hold (0-4) Hold	Day1 Delayed Ring Type	0 (Disabled)	2-78
FF2 1 BSSC 05 1 Hold (0-9999) Hold	Day1 Delayed Ring Destination	--	2-78
FF2 1 BSSC 05 2 Hold (0-4) Hold	Day2 Delayed Ring Type	0 (Disabled)	2-79
FF2 1 BSSC 05 3 Hold (0-9999) Hold	Day2 Delayed Ring Destination	--	2-79
FF2 1 BSSC 05 4 Hold (0-4) Hold	Night Delayed Ring Type	0 (Disabled)	2-80
FF2 1 BSSC 05 5 Hold (0-9999) Hold	Night Delayed Ring Destination	--	2-80
FF2 1 BSSC 06 (00-23) Hold (0-72) Hold	Tenant Group Assignment (B-Channel)	0 (none)	2-81
FF2 1 BSSC 07 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	2-81
FF2 1 BSSC 07 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	2-82
FF2 1 BSSC 08 Hold (1-16) Hold	Trunk COS Assignment	1	2-82
FF2 1 BSSC 09 0 Hold (up to 6 digits) Hold	Calling Number Area Code	--	2-83
FF2 1 BSSC 09 1 Hold (up to 6 digits) Hold	Calling Number Office Code	--	2-84
FF2 1 BSSC 09 2 Hold (up to 4 digits) Hold	Calling Number Subscriber Number	--	2-84
FF2 1 BSSC 10 Hold (1-16) Hold	Trunk Digital Pad Class Assignment	7	2-85
<b>FF2 2: T1 Trunks (CO)</b>			<b>2-86</b>
FF2 2 BSSCC 00 Hold (0-2) Hold	Trunk Connection Type (CO/Network)	1 (CO)	2-86
FF2 2 BSSCC 01 Hold (0-576) Hold	Trunk Number Assignment	--	2-87
FF2 2 BSSCC 02 00 Hold (0-3) Hold	Trunk Signal Type	3 (DID-Wink)	2-87
FF2 2 BSSCC 02 01 Hold (0 or 1) Hold	Disconnect Detect	0 (Disabled)	2-88
FF2 2 BSSCC 02 02 Hold (0 or 1) Hold	Dial Pulse Minimum Pause	0 (625ms)	2-88
FF2 2 BSSCC 02 03 Hold (0 or 1) Hold	Ground Start Ring Type	0 (CO signal)	2-89
FF2 2 BSSCC 02 04 Hold (0 or 1) Hold	DID Ring Detect Timer	0 (32ms)	2-89
FF2 2 BSSCC 02 05 Hold	Not Used	--	2-90
FF2 2 BSSCC 02 06 Hold (0 or 1) Hold	Frame Format	0 (SF)	2-90
FF2 2 BSSCC 02 07 Hold (0 or 1) Hold	Line Coding	0 (AMI)	2-91

FF2 2 BSSCC 02 08 Hold (0-6) Hold	Ring Frequency	1 (400/562Hz)	2-92
FF2 2 BSSCC 02 09 Hold (0-12) Hold	Ring Pattern	1 (1on/3off)	2-93
FF2 2 BSSCC 02 10 Hold (0-2) Hold	DTMF On/Off Pattern During Talk	1 (Pattern #2)	2-94
FF2 2 BSSCC 02 11 Hold (0-2) Hold	DTMF On/Off Pattern for Outgoing Dialing	0 (Pattern #1)	2-94
FF2 2 BSSCC 02 12 Hold (0-3) Hold	Disconnect Supervision Timer	LS/GS: 0 (281ms) DID: 0 (96ms)	2-95
FF2 2 BSSCC 02 13 Hold (0-3) Hold	Guard Timer for Outbound Calls	0 (500ms)	2-96
FF2 2 BSSCC 02 14 Hold (0-3) Hold	Inbound Ground Detect Timer	0 (1 second)	2-96
FF2 2 BSSCC 02 15 Hold	Not Used	--	2-97
FF2 2 BSSCC 03 00 Hold (0 or 1) Hold	DTMF/Dial Pulse Dialing	1 (DTMF)	2-97
FF2 2 BSSCC 03 01 Hold (0 or 1) Hold	Flash Pattern	0 (Pattern #1)	2-97
FF2 2 BSSCC 03 02 Hold (0 or 1) Hold	Dial Tone Detection	1 (Enabled)	2-98
FF2 2 BSSCC 03 03 Hold (0 or 1) Hold	Trunk Connection Type (CO/PBX)	0 (CO)	2-98
FF2 2 BSSCC 03 04 Hold (0 or 1) Hold	Auto-Repeat Dial	1 (Allowed)	2-99
FF2 2 BSSCC 03 05 Hold (0 or 1) Hold	DTMF After Answer (Link Control)	0 (Allowed)	2-99
FF2 2 BSSCC 03 06 Hold (0 or 1) Hold	CO Dial Tone Simulation	0 (Disabled)	2-100
FF2 2 BSSCC 03 07 Hold (0 or 1) Hold	SMDR for Outbound Calls	1 (Include)	2-100
FF2 2 BSSCC 03 08 Hold (0 or 1) Hold	SMDR for Inbound Calls	0 (Exclude)	2-101
FF2 2 BSSCC 03 09 Hold (0 or 1) Hold	Flash Key Operation	0 (flash to CO)	2-101
FF2 2 BSSCC 03 10 Hold (0 or 1) Hold	Long Talk Alarm	0 (Disabled)	2-102
FF2 2 BSSCC 03 11 Hold (0 or 1) Hold	Alarm Ringing	0 (Disabled)	2-102
FF2 2 BSSCC 03 12 Hold (0 or 1) Hold	Slide Ringing	0 (Disabled)	2-103
FF2 2 BSSCC 03 13 Hold (0 or 1) Hold	DTMF Conversion (Outbound Calls)	1 (Enabled)	2-104
FF2 2 BSSCC 03 14 Hold (0 or 1) Hold	DTMF Conversion (Inbound Calls)	1 (Enabled)	2-104
FF2 2 BSSCC 03 15 Hold (0 or 1) Hold	Indirect LCR	0 (Disabled)	2-105
FF2 2 BSSCC 03 16 Hold (0 or 1) Hold	Call Duration	1 (System timer)	2-105
FF2 2 BSSCC 03 17 Hold FF2 2 BSSCC 03 18 Hold	Not Used	--	2-106
FF2 2 BSSCC 04 0 Hold (0-6) Hold	Day1 Ring Type	0 (multi-incoming)	2-107
FF2 2 BSSCC 04 1 Hold (0-9999) Hold	Day1 Ring Destination	--	2-107
FF2 2 BSSCC 04 2 Hold (0-6) Hold	Day2 Ring Type	0 (multi-incoming)	2-108
FF2 2 BSSCC 04 3 Hold (0-9999) Hold	Day2 Ring Destination	--	2-108
FF2 2 BSSCC 04 4 Hold (0-6) Hold	Night Ring Type	0 (multi-incoming)	2-109
FF2 2 BSSCC 04 5 Hold (0-9999) Hold	Night Ring Destination	--	2-109
FF2 2 BSSCC 05 0 Hold (0-4) Hold	Day1 Delayed Ring Type	0 (Disabled)	2-110
FF2 2 BSSCC 05 1 Hold (0-9999) Hold	Day1 Delayed Ring Destination	--	2-110
FF2 2 BSSCC 05 2 Hold (0-4) Hold	Day2 Delayed Ring Type	0 (Disabled)	2-111
FF2 2 BSSCC 05 3 Hold (0-9999) Hold	Day2 Delayed Ring Destination	--	2-111
FF2 2 BSSCC 05 4 Hold (0-4) Hold	Night Delayed Ring Type	0 (Disabled)	2-112
FF2 2 BSSCC 05 5 Hold (0-9999) Hold	Night Delayed Ring Destination	--	2-112
FF2 2 BSSCC 06 Hold (1-72) Hold	Tenant Group Assignment	--	2-113
FF2 2 BSSCC 07 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	2-113
FF2 2 BSSCC 07 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	2-114
FF2 2 BSSCC 08 Hold (1-16) Hold	Trunk COS Assignment	1	2-114
FF2 2 BSSCC 09 Hold (1-16) Hold	Trunk Digital Pad Class Assignment	7	2-115
<b>FF2 2: T1 Trunks (E&amp;M Tie)</b>			<b>2-116</b>
FF2 2 BSSCC 00 Hold (1-2) Hold	Trunk Connection Type (CO/Network)	1 (CO)	2-116
FF2 2 BSSCC 01 Hold (0-576) Hold	Trunk Number Assignment	--	2-116





FF2 2 BSSCC 02 00 Hold (0-5) Hold	Trunk Signal Type	5 (E&M Wink)	2-117
FF2 2 BSSCC 02 01 Hold FF2 2 BSSCC 02 02 Hold FF2 2 BSSCC 02 03 Hold	Not Used	--	2-118
FF2 2 BSSCC 02 04 Hold (0 or 1) Hold	Ring Detect Timer	0 (48ms)	2-118
FF2 2 BSSCC 02 05 Hold (0 or 1) Hold	Auto Answer for Outbound Calls	0 (Disabled)	2-119
FF2 2 BSSCC 02 06 Hold (0 or 1) Hold	Frame Format	0 (SF)	2-119
FF2 2 BSSCC 02 07 Hold (0 or 1) Hold	Line Coding	0 (AMI)	2-120
FF2 2 BSSCC 02 08 Hold (0-6) Hold	Ring Frequency	1 (400/562Hz)	2-121
FF2 2 BSSCC 02 09 Hold (0-12) Hold	Ring Pattern	1 (1on/3off)	2-122
FF2 2 BSSCC 02 10 Hold (0-2) Hold	DTMF On/Off Pattern During Talk	1 (Pattern #2)	2-123
FF2 2 BSSCC 02 11 Hold (0-2) Hold	DTMF On/Off Pattern for Outgoing Dialing	0 (Pattern #1)	2-123
FF2 2 BSSCC 02 12 Hold (0-3) Hold	Disconnect Supervision Timer	0 (160ms)	2-124
FF2 2 BSSCC 02 13 Hold FF2 2 BSSCC 02 14 Hold	Not Used	--	2-124
FF2 2 BSSCC 02 15 Hold (0-3) Hold	Auto Answer Timer	0 (1 second)	2-125
FF2 2 BSSCC 03 00 Hold (0 or 1) Hold	DTMF/Dial Pulse Dialing	1 (DTMF)	2-125
FF2 2 BSSCC 03 01 Hold (0 or 1) Hold	Flash Pattern	0 (Pattern #1)	2-126
FF2 2 BSSCC 03 02 Hold	Not Used	--	2-126
FF2 2 BSSCC 03 03 Hold (0 or 1) Hold	Trunk Connection Type (CO/PBX)	0 (CO)	2-127
FF2 2 BSSCC 03 04 Hold	Not Used	--	2-127
FF2 2 BSSCC 03 05 Hold (0 or 1) Hold	DTMF After Answer (Link Control)	0 (Allowed)	2-127
FF2 2 BSSCC 03 06 Hold (0 or 1) Hold	CO Dial Tone Simulation	0 (Disabled)	2-128
FF2 2 BSSCC 03 07 Hold (0 or 1) Hold	SMDR for Outbound Calls	1 (Include)	2-128
FF2 2 BSSCC 03 08 Hold (0 or 1) Hold	SMDR for Inbound Calls	0 (Exclude)	2-129
FF2 2 BSSCC 03 09 Hold (0 or 1) Hold	Flash Key Operation	0 (flash to CO)	2-129
FF2 2 BSSCC 03 10 Hold FF2 2 BSSCC 03 11 Hold FF2 2 BSSCC 03 12 Hold	Not Used	--	2-130
FF2 2 BSSCC 03 13 Hold (0 or 1) Hold	DTMF Conversion (Outbound Calls)	1 (Enabled)	2-130
FF2 2 BSSCC 03 14 Hold (0 or 1) Hold	DTMF Conversion (Inbound Calls)	1 (Enabled)	2-131
FF2 2 BSSCC 03 15 Hold (0 or 1) Hold	Indirect LCR	0 (Disabled)	2-131
FF2 2 BSSCC 03 16 Hold FF2 2 BSSCC 03 17 Hold FF2 2 BSSCC 03 18 Hold	Not Used	--	2-132
FF2 2 BSSCC 04 0 Hold (0 or 1) Hold	Day1 Ring Type	0 (Tie incoming)	2-132
FF2 2 BSSCC 04 1 Hold	Not Used	--	2-133
FF2 2 BSSCC 04 2 Hold (0 or 1) Hold	Day2 Ring Type	0 (Tie incoming)	2-133
FF2 2 BSSCC 04 3 Hold	Not Used	--	2-132
FF2 2 BSSCC 04 4 Hold (0 or 1) Hold	Night Ring Type	0 (Tie incoming)	2-134
FF2 2 BSSCC 04 5 Hold	Not Used	--	2-134
FF2 2 BSSCC 05 0 Hold thru FF2 2 BSSCC 05 5 Hold	Not Used	--	2-135
FF2 2 BSSCC 06 Hold (0-72) Hold	Tenant Group Assignment	0 (none)	2-135
FF2 2 BSSCC 07 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	2-136
FF2 2 BSSCC 07 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	2-136
FF2 2 BSSCC 08 Hold (1-16) Hold	Trunk COS Assignment	1	2-137
FF2 2 BSSCC 09 Hold (1-16) Hold	Trunk Digital Pad Class Assignment	7	2-137

# FF2 0: Analog Trunks (CO)

**NOTE:** The same **FF2 0** addresses are also used for analog E&M tie trunks. However, their settings are different. See page 2-37 for **Analog Trunks (E&M Tie)** settings.

## Trunk Number Assignment

**BSSC-00 :**  
 Trunk Number

(all CPCs) - Version 1.0 or higher

Assign trunk numbers to analog CO trunk circuits. (Maximum 576 trunk circuits are available in a 6-cabinet system with a CPC-576 card.)

**FF2 0 BSSC 00 Hold (0-576) Hold** (or BLK-DOWN)

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

Trunk Number assigned to trunk circuit  
 (0 = no trunk)  
  
**default: [no assignment]**



**Notes:**

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC trunk position and assign it a trunk number (stay in same address).

Before removing a Trunk Card from a Free Slot, you must first clear the Trunk Numbers (if assigned) from all of the Card's BSSC ports in this address. See pg. 0-3 for more information.

The range of trunk numbers available for assignment depends on the CPC used:

- with a CPC-96:           Trunk Nos. 1-96
- with a CPC-288:       Trunk Nos. 1-288
- with a CPC-576:       Trunk Nos. 1-576

**Related Programming:**

- Trunk Connection Type (CO/PBX) (pg. 2-19)   **FF2 0 BSSC 02 04 Hold (0 or 1) Hold**
- Trunk Numbering (pg. 1-22)   **FF1 0 02 0001 Hold (0 or 1) Hold**

## Trunk Signal Type

**BSSC-0100:**  
Signal Type

(all CPCs) - Version 1.0 or higher  
Set the analog CO trunk's signaling type.

FF2 0 BSSC 01 00 Hold (0-3) Hold

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=Loop Start (default for LS and LS/GS card)**  
**1=Ground Start (default for GS card)**  
**2=DID Immediate Start (default for DID card)**  
**3=DID Wink Start**



**Notes:**

**Related Programming:**

## Loop Detect

**BSSC-0101:1**  
Loop Detect

(all CPCs) - Version 1.0 or higher  
("fire-and-disconnect") Enable/Disable system check for Loop Detect, if the trunk is set for Loop-Start signaling in **Trunk Signal Type** (previous address).

FF2 0 BSSC 01 01 Hold (0 or 1) Hold

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=No Loop Detect**  
**1=Loop Detect (default)**

**Notes:**

If this address is set to "1" (Loop Detect enabled), system will check for loop signal when the trunk is seized to place an outgoing call.

**Related Programming:**

Trunk Signal Type (pg. 2-8) FF2 0 BSSC 01 00 Hold (0-3) Hold



## Disconnect Detect

**BSSC-0102:0**  
 DISC Detect

(all CPCs) - Version 1.0 or higher

Enable/Disable system detection of disconnect signal (drop in voltage) sent by the CO when the other end disconnects first. Applies to outgoing calls on analog Loop-Start or Ground-Start trunks with **Loop Detect** enabled.

**FF2 0 BSSC 01 02 Hold (0 or 1) Hold**

↑  
**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑  
**0=Disconnect Detect (default)**  
 1=No Disconnect Detect



**Notes:**

**Related Programming:**

Loop Detect (pg. 2-8)    **FF2 0 BSSC 01 01 Hold (0 or 1) Hold**

## Dial Pulse Minimum Pause

**BSSC-0103:0**  
 DP MIN.Pause

(all CPCs) - Version 1.0 or higher

Set the dial pulse minimum pause time.

**FF2 0 BSSC 01 03 Hold (0 or 1) Hold**

↑  
**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑  
**0=625 ms (default-US) or  
750 ms (default-UK)**  
 1=1000 ms (1 second)

**Notes:**

**Related Programming:**

DTMF/Dial Pulse Dialing (pg. 2-17)    **FF2 0 BSSC 02 00 Hold (0 or 1) Hold**



## Ground Start Ring Type

**BSSC-0104:0**  
 GS Ring Type

(all CPCs) - Version 1.0 or higher

Set whether the CO supplies the real ringing signal. Applies to Ground-Start trunks, which typically need Tip-Ground for incoming signal.

FF2 0 BSSC 01 04 Hold (0 or 1) Hold

↑  
**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑  
**0=Ringing signal (default)**  
 1=No ringing signal

**Notes:**

**Related Programming:**

Trunk Signal Type (pg. 2-8) FF2 0 BSSC 01 00 Hold (0-3) Hold

## DID Ring Detect Timer

**BSSC-0105:0**  
 DID RingDET Time

(all CPCs) - Version 1.0 or higher

Set the DID Ring Detect timer, which will be used to specify the ringing.

FF2 0 BSSC 01 05 Hold (0 or 1) Hold

↑  
**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑  
**0=32 ms (default)**  
 1=96 ms

**Notes:**

If CO is set to Immediate Start, system will wait this long before recognizing ring from CO.

This setting is available only if the **Trunk Signal Type** is set for “2” (DID Immediate Start) or “3” (DID Wink Start); it is not available for Loop Start or Ground Start signaling types.

**Related Programming:**

Trunk Signal Type (pg. 2-8) FF2 0 BSSC 01 00 Hold (0-3) Hold

**Not Used**  
 (all CPCs) - Version 1.0 or higher

<b>FF2 0 BSSC 01 06 Hold</b>	<b>BSSC-0106:</b> Not Used
<b>FF2 0 BSSC 01 07 Hold</b>	<b>BSSC-0107:</b> Not Used
<b>FF2 0 BSSC 01 08 Hold</b>	<b>BSSC-0108:</b> Not Used



**Reverse Answer Signal Control** **BSSC-0109:1**  
Reverse ANS SIG

(all CPCs) - Version 1.0 or higher  
 (not used in U.S.) Set whether the CO sends back reverse signaling when the called party answers an outgoing call on this trunk.

**FF2 0 BSSC 01 09 Hold (0 or 1) Hold**

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

0=Reverse signal from CO.  
 1=No reverse signal from CO. (default)

**Notes:**

Typically, COs in the U.S. do not send reverse signaling for called-party answer (set this address to “1”).

The **Call Duration Timer for Outbound CO Calls** will not work on this trunk if the above address is set to “0” (reverse signal from CO), and the trunk’s **Call Duration** setting is set to “1” (use system timer).

**Related Programming:**

- Call Duration (pg. 2-19) **FF2 0 BSSC 02 03 Hold (0 or 1) Hold**
- Call Duration Timer (analog CO) (pg. 1-118) **FF1 1 01 0005 Hold (1-255) Hold**

### Caller ID

**BSSC-0110:0**  
CID Control

(all CPCs) - Version 1.0 or higher

Enable/Disable the Caller ID feature on this trunk.

**FF2 0 BSSC 01 10 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**0=Disable Caller ID. (default)**

1=Enable Caller ID.

**FF2**  
Trunks

#### Notes:

To install Caller ID:

- (1) Throw switches on the LTRK/8 (Loop-Start Trunk/8-port) Card.
- (2) Install the CID Card (daughter board, mounted on the LTRK/8 Card).
- (3) Set this parameter.

See *Section 300-Installation* for more information.

#### Related Programming:

Caller ID Ring Control (pg. 2-21) **FF2 0 BSSC 02 08 Hold (0 or 1) Hold**

### Ring Frequency

**BSSC-0111:1**  
Ring Frequency

(all CPCs) - Version 1.0 or higher

(digital phones only) Set the ring frequency for incoming calls on this trunk.

**FF2 0 BSSC 01 11 Hold (0-6) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=Melody

**1=400/562 Hz (default)**

2=1000/1340 Hz

3=400 Hz

4=800/1040 Hz

5=1040/1320 Hz

6=660/1320 Hz

#### Notes:

If “0” (Melody) is selected, you must set the next address to “12” (Continuous Tone). Otherwise, the Ring Pattern will interrupt the melody heard.

#### Related Programming:

# Ring Pattern

**BSSC-0112:0**  
Ring Cycle PTN

(all CPCs) - Version 1.0 or higher

Set the ring pattern for incoming calls on this trunk.

**FF2 0 BSSC 01 12 Hold (0-12) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

Setting Values for U.K.		Setting Values for U.S. and Hong Kong	
<b>0</b>	Synchronize with CO	<b>0</b>	Synchronize with CO (default)
<b>1</b>	1on/2off (default) (in seconds)	<b>1</b>	1on/3off (in seconds)
<b>2</b>	2on/1off	<b>2</b>	2on/2off
<b>3</b>	1on/1off	<b>3</b>	3on/1off
<b>4</b>	.5on/.5off	<b>4</b>	1on/1off
<b>5</b>	.25on/2.75off	<b>5</b>	.5on/.5off
<b>6</b>	.25on/.25off/.25on/2.25off	<b>6</b>	.5on/3.5off
<b>7</b>	.25on/.25off/.25on/.25off/.25on/1.75off	<b>7</b>	.5on/.5off/.5on/2.5off
<b>8</b>	.75on/.25off/.75on/1.25off	<b>8</b>	.25on/.25off/.25on/3.25off
<b>9</b>	1on/.25off/.25on/1.5off	<b>9</b>	1on/.25off/.25on/2.5off
<b>10</b>	1on/.25off/.25on/.25off/.25on/1off	<b>10</b>	1on/.25off/.25on/.25off/.25on/2off
<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off	<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off
<b>12</b>	Continuous tone	<b>12</b>	Continuous tone



**Notes:**

If this address is left at “0=Synchronize with CO (default),” and the trunk is set for DID/DISA in **Ring Type**, the system will use Ring Pattern 1 (1 second on / 3 seconds off).

If **Trunk COS: Incoming Ring Tone Source (pg. 1-75)** is set to “0=Use trunk’s Ring Pattern (default),” the above Ring Pattern will apply to all incoming-call types: multiple incoming, DIL, DID, DISA. However, if the **Ring Tone Source** is set to “1=Use intercom ring tone,” the above Ring Pattern will apply only to multiple-incoming calls.

**Related Programming:**

Trunk COS: Incoming Ring Tone Source (pg. 1-75) FF1 0 04 (00-15) 01 Hold (0 or 1) Hold

Trunk COS Assignment (pg. 2-35) FF2 0 BSSC 07 Hold (1-16) Hold

Ring Type/Destination for analog CO trunks (pg. 2-28) FF2 0 BSSC 03 (0 thru 5) Hold...

FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units (pg. 4-7)

FF4 1: FF-Keys on DSS/72 Consoles (pg. 4-14)

## DTMF On/Off Pattern During Talk

**BSSC-0113:1**  
DTMF PTN-Talk

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply after an extension user connects to the called party during a CO call on this trunk.

**FF2 0 BSSC 01 13 Hold (0-2) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

0=DTMF Pattern #1

**1=DTMF Pattern #2 (default)**

2=DTMF Pattern #3

**FF2**  
Trunks

### Notes:

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

### Related Programming:

DTMF ON: Pattern #1 (pg. 1-123) **FF1 1 01 0016 Hold (1-255) Hold**

DTMF OFF: Pattern #1 (pg. 1-124) **FF1 1 01 0017 Hold (1-255) Hold**

DTMF ON/OFF: Pattern #2 (pg. 1-125) **FF1 1 01 0018 Hold (1-255) Hold**

DTMF ON/OFF: Pattern #3 (pg. 1-126) **FF1 1 01 0019 Hold (1-255) Hold**

## DTMF On/Off Pattern for Outgoing Dialing

**BSSC-0114:0**  
DTMF PTN-Dial

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply to the dialing of outbound phone numbers (DTMF sent to CO) on this trunk.

**FF2 0 BSSC 01 14 Hold (0-2) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=DTMF Pattern #1 (default)**

1=DTMF Pattern #2

2=DTMF Pattern #3

### Notes:

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

**Related Programming:**

- DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #2 (pg. 1-125) FF1 1 01 0018 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #3 (pg. 1-126) FF1 1 01 0019 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-17) FF2 0 BSSC 02 00 Hold (0 or 1) Hold

**Disconnect Supervision Timer**

**BSSC-0115:0**  
Disconnect Timer

(all CPCs) - Version 1.0 or higher

Set how long the system will wait after detecting a drop in voltage from the CO, before recognizing it as a valid disconnect signal.

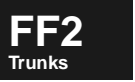
**FF2 0 BSSC 01 15 Hold (0-3) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

if Trunk Signaling is ...

Loop Start/Ground Start:	DID:
<b>0=281 ms (default)</b>	<b>0=96 ms (default)</b>
1=531 ms	1=144 ms
2=781 ms	2=240 ms
3=1032 ms (1.032 seconds)	3=1500 ms (1.500 seconds)



**Notes:**

**Related Programming:**

- Trunk Signal Type (pg. 2-8) FF2 0 BSSC 01 00 Hold (0-3) Hold

**Guard Timer for Outbound Calls**

**BSSC-0116:0**  
Guard Timer

(all CPCs) - Version 1.0 or higher

Set how long the system guards the trunk after a call is disconnected. The purpose of guarding the trunk is to prevent “glare” (collision between an incoming and outgoing call).

**FF2 0 BSSC 01 16 Hold (0-3) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

<b>0=500 ms (.5 seconds) (default)</b>
1=1000 ms (1 second)
2=1500 ms (1.5 seconds)
3=2000 ms (2 seconds)

**Notes:**

While the trunk is guarded, it cannot be used for another call until this **Guard Timer** has expired.

This setting is available only if the **Trunk Signal Type** is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.

**Related Programming:**

Trunk Signal Type (pg. 2-8)    **FF2 0 BSSC 01 00 Hold (0-3) Hold**



**Inbound Ground Detect Timer**

**BSSC-0117:0**  
Ground OTG Timer

(all CPCs) - Version 1.0 or higher

Set how long a CO Tip-ground signal must be present on a Ground Start trunk, before the system recognizes it as a valid incoming call.

**FF2 0 BSSC 01 17 Hold (0-3) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

**0=1 second (default)**

- 1=2 seconds
- 2=4 seconds
- 3=8 seconds

**Notes:**

If this **Inbound Ground Detect Timer** is set too short, the system may generate false ringing when Tip-ground is not removed quickly enough at the end of the call.

**Related Programming:**

Trunk Signal Type (pg. 2-8)    **FF2 0 BSSC 01 00 Hold (0-3) Hold**

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 01 18 Hold**

**BSSC-0118:**  
Not Used



## Ring Interval for Abandoned Calls

**(all CPCs) - Version 1.0 or higher**

Specify the timer for recognizing that a ringing incoming call has been abandoned by the caller. If the next ring isn't received by the time this Timer expires, the call will be treated as abandoned (stop ringing).

**BSSC-0119:0**  
 RG Control

**FF2 0 BSSC 01 19 Hold (0-3) Hold**

↑

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=5 seconds (default)**

1=6 seconds  
 2=8 seconds  
 3=11 seconds



**Notes:**

**Related Programming:**

## DTMF/Dial Pulse Dialing

**(all CPCs) - Version 1.0 or higher**

Set the trunk's signaling type for outbound and inbound dialing.

**BSSC-0200:1**  
 Dial Type DP/PB

**FF2 0 BSSC 02 00 Hold (0 or 1) Hold**

↑

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=Dial-pulse, at 10 pps**

**1=DTMF (default)**

**Notes:**

**Related Programming:**

## Flash Pattern

**BSSC-0201:0**  
Flash Length

(all CPCs) - Version 1.0 or higher

Set which pattern will be used for flash signals to the CO on this trunk.  
(see **System Timers** to define Flash Patterns #1 and #2)

**FF2 0 BSSC 02 01 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Flash Pattern #1 (default)**

**1=Flash Pattern #2**

**FF2**  
Trunks

### Notes:

Two different Flash Patterns can be defined in **Flash Timers 1 and 2**, FF1 1 01 (0001-0002).

### Related Programming:

Flash Timer 1 for Trunk Line (pg. 1-115) **FF1 1 01 0001 Hold (1-255) Hold**  
Flash Timer 2 for Trunk Line (pg. 1-116) **FF1 1 01 0002 Hold (1-255) Hold**

## Dial Tone Detection

**BSSC-0202:1**  
DT Detect

(all CPCs) - Version 1.0 or higher

Set whether the system will check for CO dial tone before sending dialed digits on this trunk.

**FF2 0 BSSC 02 02 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=No check (use precoded delay timer).**

**1=Check (send digits after dial tone is detected). (default)**

### Notes:

### Related Programming:

## Call Duration

**BSSC-0203:1**  
Call Duration

(all CPCs) - Version 1.0 or higher

Set whether the system will use the **Call Duration Timer** to begin tracking call duration (both on LCD display and in SMDR records) for an outgoing call on this trunk.

**FF2 0 BSSC 02 03 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=Do not use system timer to start call duration.

1=Use system timer to start call duration. (default)

**FF2**  
Trunks

### Notes:

This address should be set to "0" (*Do not* use system timer) if the CO sends back reverse signaling for called-party answer (typical in the U.K.).

### Related Programming:

Call Duration Timer (analog CO) (pg. 1-118) **FF1 1 01 0005 Hold (1-255) Hold**

Reverse Answer Signal Control (pg. 2-11) **FF2 0 BSSC 01 09 Hold (0 or 1) Hold**

## Trunk Connection Type (CO/PBX)

**BSSC-0204:0**  
TRK Type CO/PBX

(all CPCs) - Version 1.0 or higher

Set whether the trunk connects directly to the CO, or is behind a PBX/Centrex.

**FF2 0 BSSC 02 04 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=CO trunk (default)

1=PBX trunk

### Notes:

### Related Programming:

PBX Trunk Access Codes (pg. 1-92) **FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold**

## Auto-Repeat Dial

**BSSC-0205:1**  
Auto Repeat Dial

(all CPCs) - Version 1.0 or higher

Enable/Disable Auto-Repeat Dialing on this trunk.

**FF2 0 BSSC 02 05 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=Do not allow Auto-Repeat Dialing.

**1=Allow Auto-Repeat Dialing. (default)**

**FF2**  
Trunks

### Notes:

**Auto-Repeat Dial:** Dial an outside call. If busy tone is received, press REDIAL to have the system automatically redial the number at set intervals (max. 15 times) until the called party answers or the user hangs up.

### Related Programming:

Flash Timer for Auto-Repeat Dial (pg. 1-117) **FF1 1 01 0003 Hold (1-255) Hold**

## DTMF After Answer (Link Control)

**BSSC-0206:0**  
Link Control

(all CPCs) - Version 1.0 or higher

For calls on this trunk using pushbutton (DTMF) SLT phones, set whether DTMF signals can be sent through the system after the called party answers.

**FF2 0 BSSC 02 06 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**0=Two-Way Link: DTMF path open both ways. (default)**

**1=One-Way Link: No DTMF signaling after the called party answers.**

### Notes:

Set this address to "1" (One-Way Link) to prevent double-dialing -- making an outgoing call on the same trunk after the called party hangs up, thus bypassing TRS restrictions.

### Related Programming:

DTMF/Dial Pulse Dialing (pg. 2-17) **FF2 0 BSSC 02 00 Hold (0 or 1) Hold**

## CO Dial Tone Simulation

**BSSC-0207:0**  
**CO-DT**

**(all CPCs) - Version 1.0 or higher**

Set whether the system sends a simulated CO dial tone to an extension using this trunk (important for DID Wink-Start trunk signaling).

FF2 0 BSSC 02 07 Hold (0 or 1) Hold

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=Do not send simulated CO dial tone to extension. (default)**  
 1=Send simulated CO dial tone.



**Notes:**

Set to “1” (Send) if the CO doesn’t support dial tone (typical in U.K.).

**Related Programming:**

Trunk Signal Type (pg. 2-8)    **FF2 0 BSSC 01 00 Hold (0-3) Hold**

## Caller ID Ring Control

**BSSC-0208:0**  
**INCM Control**

**(all CPCs) - Version 1.0 or higher**

Set whether the system will wait for Caller ID information before ringing an incoming call on this trunk; or whether ringing will commence immediately.

FF2 0 BSSC 02 08 Hold (0 or 1) Hold

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=Wait for Caller ID data. (default)**  
 1=Immediate ring (do not wait).

**Notes:**

The trunk must be enabled for Caller ID (in FF2 0 BSSC 01 10) in order for this address to take effect.

**Related Programming:**

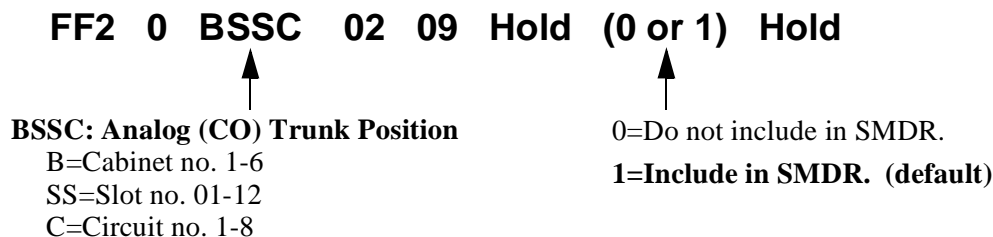
Caller ID (pg. 2-12)    **FF2 0 BSSC 01 10 Hold (0 or 1) Hold**

### SMDR for Outbound Calls

BSSC-0209:1  
SMDR Output/Out

(all CPCs) - Version 1.0 or higher

Set whether *outbound* calls on this trunk will be included in SMDR records.



**FF2**  
Trunks

Notes:

#### Related Programming:

SMDR Data to Serial Port (pg. 1-88) FF1 0 06 0001 Hold (0-2) Hold

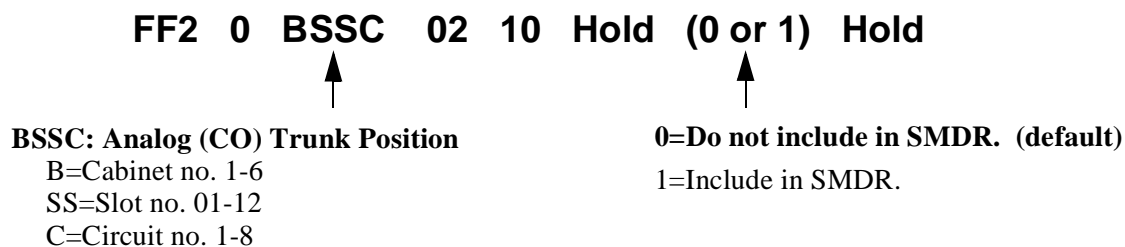
SMDR Output Format (pg. 1-93) FF1 0 09 0001 Hold (0-2) Hold

### SMDR for Inbound Calls

BSSC-0210:0  
SMDR Output/In

(all CPCs) - Version 1.0 or higher

Set whether *incoming* calls on this trunk will be included in SMDR records.



Notes:

#### Related Programming:

SMDR Data to Serial Port (pg. 1-88) FF1 0 06 0001 Hold (0-2) Hold

SMDR Output Format (pg. 1-93) FF1 0 09 0001 Hold (0-2) Hold

## Flash Key Operation

**BSSC-0211:0**  
Flash Control

(all CPCs) - Version 1.0 or higher

Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this trunk.

FF2 0 BSSC 02 11 Hold (0 or 1) Hold

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=Flash signal is sent to CO. (default)**  
 1=Trunk is released, then user hears internal dial tone.



**Notes:**

The sending of the flash signal can also be enabled/disabled on individual extensions (see **Flash-Signal Control** on pg. 3-19).

If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal *will be sent* when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) If this address is set to **0=Flash signal is sent to CO (default)**, it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See **Dial Plans A and B** on pg. 1-155.

**Related Programming:**

- Flash-Signal Control (pg. 3-19)    FF3 0 BSSC 04 21 Hold (0 or 1) Hold
- Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155)    FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
- Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157)    FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold

## Long Talk Alarm

**BSSC-0212:0**  
Long-Talk Alarm

(all CPCs) - Version 1.0 or higher

Enable/Disable the alarm tone heard by an extension user during an outbound call on this trunk, if the call lasts longer than the **Long Talk Alarm Timer**.

FF2 0 BSSC 02 12 Hold (0 or 1) Hold

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=Disable Long Talk Alarm. (default)**  
 1=Enable Long Talk Alarm.

**Notes:**

By default, individual extensions are enabled for the Long Talk Alarm (via Extension COS setting).

**Related Programming:**

- Long Talk Alarm #1 Timer (pg. 1-134) FF1 1 02 0010 Hold (0-255) Hold
- Long Talk Alarm #2 Timer (pg. 1-135) FF1 1 02 0011 Hold (0-255) Hold
- Extension COS: Long Talk Alarm (pg. 1-66) FF1 0 03 (00-15) 40 Hold (0 or 1) Hold



## Alarm Ringing

**BSSC-0213:0**  
 Alarm Ringing

(all CPCs) - Version 1.0 or higher

Enable/Disable Alarm Ringing for incoming calls on this trunk that ring unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

FF2 0 BSSC 02 13 Hold (0 or 1) Hold

↑

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=Disable Alarm Ringing. (default)**  
 1=Enable Alarm Ringing.

**Notes:**

**Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

**Related Programming:**

- Ring Alarm Frequency (pg. 1-106) FF1 0 21 0001 Hold (0-6) Hold
- Ring Alarm Pattern (pg. 1-107) FF1 0 21 0002 Hold (0-12) Hold
- Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold
- Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold



## Slide Ringing

(all CPCs) - Version 1.0 or higher

BSSC-0214:0  
Slide Ringing

Enable/Disable Slide Ringing for incoming calls on this trunk that ring unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

**FF2 0 BSSC 02 14 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Disable Slide Ringing. (default)**

**1=Enable Slide Ringing.**

### Notes:

**Slide Ringing:** Applies to extensions that are Slide Ringing-enabled and have trunk FF-key assignments (where the trunk is also enabled for Slide Ringing in the above address). An incoming call on the trunk will ring at the assigned extension or hunt group first (see **Day1/2/Night Ring Assignments** in FF2). Then, after the **Slide Ring/Alarm Ring Timer** expires, the call will also begin ringing at the extension(s) that have an FF-key for the trunk (see **FF-Key Feature Assignment** in FF4).

### Related Programming:

**Slide Ring/Alarm Ring Timer (Day1)** (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold  
**Slide Ring/Alarm Ring Timer (Day2)** (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold  
**Slide Ring/Alarm Ring Timer (Night)** (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold  
**Slide Ringing Receive** (pg. 3-9) on individual extensions FF3 0 BSSC 04 02 Hold (0 or 1) Hold  
**Ring Type/Destination - Day1, Day2, Night** (pg. 2-28) FF2 0 BSSC 03 (0-5) Hold (0-6 or 0-9999) Hold  
**FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)** (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold

**FF2**  
Trunks

### DTMF Conversion (Outbound Calls)

**BSSC-0215:1**  
PB Convert/Out

(all CPCs) - Version 1.0 or higher

Set whether the trunk will switch from dial-pulse to DTMF signaling after the called party answers an outgoing call, according to the **Call Duration Timer**.

**FF2 0 BSSC 02 15 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=Do not switch to DTMF signaling.

1=Switch to DTMF signaling after the called (outside) party answers. (default)

**FF2**  
Trunks

**Notes:**

**Related Programming:**

Call Duration Timer (analog CO) (pg. 1-118) FF1 1 01 0005 Hold (1-255) Hold

Call Duration (pg. 2-19) FF2 0 BSSC 02 03 Hold (0 or 1) Hold

DTMF/Dial Pulse Dialing (pg. 2-17) FF2 0 BSSC 02 00 Hold (0 or 1) Hold

### DTMF Conversion (Inbound Calls)

**BSSC-0216:1**  
PB Convert/In

(all CPCs) - Version 1.0 or higher

Set whether the trunk will switch from dial-pulse to DTMF signaling after the extension user answers an incoming call.

**FF2 0 BSSC 02 16 Hold (0 or 1) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=Do not switch to DTMF signaling.

1=Switch to DTMF signaling after the phone user answers. (default)

**Notes:**

**Related Programming:**

DTMF/Dial Pulse Dialing (pg. 2-17) FF2 0 BSSC 02 00 Hold (0 or 1) Hold

## Indirect LCR

(all CPCs) - Version 1.0 or higher

*(U.K. use only)* Enable/Disable the Indirect Least Cost Routing (LCR) function.

BSSC-0217:0  
Indirect LCR

**FF2 0 BSSC 02 17 Hold (0 or 1) Hold**

↑

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

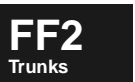
↑

**0=Disable Indirect LCR. (default)**  
 1=Enable Indirect LCR.

**Notes:**

**Indirect LCR:** System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

*U.S.A.:* Do not enable this address for MCO access code routing (eg., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.



**Related Programming:**

FF6 2 05: Digit Modify Table (pg. 6-38)

## Not Used

(all CPCs) - Version 1.0 or higher

<b>FF2 0 BSSC 02 18 Hold</b>	<b>BSSC-0218:</b> Not Used
<b>FF2 0 BSSC 02 19 Hold</b>	<b>BSSC-0219:</b> Not Used
<b>FF2 0 BSSC 02 20 Hold</b>	<b>BSSC-0220:</b> Not Used

**FF2**  
Trunks

### Day1 Ring Type

**BSSC-030:0**  
Day1 Ring Type

(all CPCs) - Version 1.0 or higher

Set the analog CO trunk's ringing type for incoming calls during Day1 mode.

**FF2 0 BSSC 03 0 Hold (0-6) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

**0=Multiple Incoming (default)**

- 1=DID or DNIS
- 2=DISA
- 3=DIL to Extension
- 4=DIL to Hunt Group
- 5=DIL to SSD
- 6=DIL to Attendant Hunt Group

### Day1 Ring Destination

**BSSC-031:**  
D1 Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a "DIL" (Direct In-Line) setting in the above address.

**FF2 0 BSSC 03 1 Hold (0-9999) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

**Destination Number:**

- (if "3=DIL to Extension") Ext.No., Virtual Ext.No., or Closed No.
- (if "4=DIL to Hunt Group") Extension Hunt Group No. (1-72)
- (if "5=DIL to SSD") SSD Code No.
- (if "6=DIL to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:**

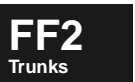
**Multiple Incoming:** An incoming call on this trunk can ring on multiple extensions that have a CO or MCO FF-key line appearance for the trunk (see **Trunk FF-Key** addresses in FF4).

Ring destinations for **DID/DNIS** trunks are assigned in **DID Tables** (FF1 4 02 and 04). **DISA** trunks do not require a ring destination assignment; the DISA caller dials the desired extension after entering the phone system.

**To set up Virtual Port Ringing:** Choose "3=DIL to Extension" and enter the Virtual Port Extension No. (*not* the port no.) in the above addresses. Extension Numbers are assigned to Virtual Ports in FF3 2 (001-576) 00 Hold (0-9999) Hold (pg. 3-40).

**Related Programming:**

- DID/DNIS Dial Table (“A” Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table (“B” Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- Extension Number Assignment (pg. 3-4) for digital keyphones/SLTs FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-29) for S-point ISDN extensions FF3 1 BSSC 01 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- FF-Key Feature Assignment (DSS/72) (pg. 4-14) FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold
- FF5 1: Extension Hunt Groups (pg. 5-13)
- Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold
- Closed Number Table: Digit String (pg. 6-42) FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold
- SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold



## Day2 Ring Type

(all CPCs) - Version 1.0 or higher

Set the analog CO trunk’s ringing type for incoming calls during Day2 mode.

FF2 0 BSSC 03 2 Hold (0-6) Hold

↑

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

↑

**0=Multiple Incoming (default)**

1=DID or DNIS

2=DISA

3=DIL to Extension

4=DIL to Hunt Group

5=DIL to SSD

6=DIL to Attendant Hunt Group

**BSSC-032:0**

Day2 Ring Type

## Day2 Ring Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

FF2 0 BSSC 03 3 Hold (0-9999) Hold

↑

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

↑

**Destination Number:**

(if “3=DIL to Extension”) Ext.No., Virtual Ext.No., or Closed No.

(if “4=DIL to Hunt Group”) Extension Hunt Group No. (1-72)

(if “5=DIL to SSD”) SSD Code No.

(if “6=DIL to Attendant”) Attendant Hunt Group Pilot No.

**default: [no assignment]**

**BSSC-033:**

D2 Destination

**Notes:** (see "Day1 Ring Type/Destination" - pg. 2-28)

**Related Programming:** (see "Day1 Ring Type/Destination" - pg. 2-28)

**FF2**  
Trunks

### Night Ring Type

**BSSC-034:0**  
Night Ring Type

(all CPCs) - Version 1.0 or higher

Set the analog CO trunk's ringing type for incoming calls during Night mode.

**FF2 0 BSSC 03 4 Hold (0-6) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

**0=Multiple Incoming (default)**

- 1=DID or DNIS
- 2=DISA
- 3=DIL to Extension
- 4=DIL to Hunt Group
- 5=DIL to SSD
- 6=DIL to Attendant Hunt Group

### Night Ring Destination

**BSSC-035:**  
N Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a "DIL" (Direct In-Line) setting in the above address.

**FF2 0 BSSC 03 5 Hold (0-9999) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

**Destination Number:**

- (if "3=DIL to Extension") Ext. No., Virtual Ext.No., or Closed No.
- (if "4=DIL to Hunt Group") Extension Hunt Group No. (1-72)
- (if "5=DIL to SSD") SSD Code No.
- (if "6=DIL to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Ring Type/Destination" - pg. 2-28)

**Related Programming:** (see "Day1 Ring Type/Destination" - pg. 2-28)

### Day1 Delayed Ring Type

**BSSC-040:0**  
Day1 D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the analog CO trunk's delayed-ringing type during Day1 mode.

NOTE: **Day1 Ring Type (pg. 2-28)** must be either "DIL" or "Multiple Incoming" to set Day1 Delayed Ringing (DID and DISA do not apply here).

**FF2 0 BSSC 04 0 Hold (0-4) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Disabled; no delayed ringing (default)**

1=delay-ring to Extension  
2=delay-ring to Hunt Group  
3=delay-ring to SSD  
4=delay-ring to Attendant Hunt Group



### Day1 Delayed Ring Destination

**BSSC-041:**  
D1 D-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 0 BSSC 04 1 Hold (0-9999) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**Destination Number:**

(if "1=delay-ring to Extension") Ext.No., Virtual Ext.No., or Closed No.  
(if "2=delay-ring to Hunt Group") Extension Hunt Group No. (1-72)  
(if "3=delay-ring to SSD") SSD Code No.  
(if "4=delay-ring to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:**

Delayed ringing for DID trunks is set in the **DID Tables (FF1 4)**.

**Related Programming:**

- Day1 Ring Type (pg. 2-28) **FF2 0 BSSC 03 0 Hold (0-6) Hold**
- Extension Number Assignment (pg. 3-4) for digital keyphones/SLTs **FF3 0 BSSC 02 Hold (0-9999) Hold**
- Extension Number Assignment (pg. 3-29) for S-point ISDN extensions **FF3 1 BSSC 01 Hold (0-9999) Hold**
- Extension Number Assignment (pg. 3-40) **FF3 2 (001-576) 00 Hold (0-9999) Hold**
- Attendant HG Pilot Number (pg. 5-3) **FF5 0 01 Hold (0-9999) Hold**
- FF5 1: Extension Hunt Groups (pg. 5-13)**
- Closed Number Table: Digit String (pg. 6-42) **FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold**
- SSD Numbers (pg. 8-46) **FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold**

**CO Delayed Ring Timer ...**

- Day1 unanswered calls (pg. 1-129) FF1 1 02 0003 Hold (0-255) Hold
- Day2 unanswered calls (pg. 1-129) FF1 1 02 0004 Hold (0-255) Hold
- Night unanswered calls (pg. 1-130) FF1 1 02 0005 Hold (0-255) Hold
- Busy (pg. 1-131) FF1 1 02 0006 Hold (0-255) Hold



## Day2 Delayed Ring Type

**BSSC-042:0**  
Day2 D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the analog CO trunk's delayed-ringing type during Day2 mode.

NOTE: **Day2 Ring Type (pg. 2-29)** must be either "DIL" or "Multiple Incoming" to set Day2 Delayed Ringing (DID and DISA do not apply here).

**FF2 0 BSSC 04 2 Hold (0-4) Hold**

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

**0=Disabled; no delayed ringing (default)**  
 1=delay-ring to Extension  
 2=delay-ring to Hunt Group  
 3=delay-ring to SSD  
 4=delay-ring to Attendant Hunt Group

## Day2 Delayed Ring Destination

**BSSC-043:**  
D2 D-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 0 BSSC 04 3 Hold (0-9999) Hold**

**BSSC: Analog (CO) Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

**Destination Number:**  
 (if "1=delay-ring to Extension") Ext.No., Virtual Ext.No., or Closed No.  
 (if "2=delay-ring to Hunt Group") Extension Hunt Group No. (1-72)  
 (if "3=delay-ring to SSD") SSD Code No.  
 (if "4=delay-ring to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-31)

**Related Programming:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-31)



### Night Delayed Ring Type

**BSSC-044:0**  
NGT D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the analog CO trunk's delayed-ringing type during Night mode.

NOTE: **Night Ring Type (pg. 2-30)** must be either "DIL" or "Multiple Incoming" to set Night Delayed Ringing (DID and DISA do not apply here).

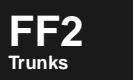
**FF2 0 BSSC 04 4 Hold (0-4) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

**0=Disabled; no delayed ringing (default)**

- 1=delay-ring to Extension
- 2=delay-ring to Hunt Group
- 3=delay-ring to SSD
- 4=delay-ring to Attendant Hunt Group



### Night Delayed Ring Destination

**BSSC-045:**  
N D-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 0 BSSC 04 5 Hold (0-9999) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

**Destination Number:**

- (if "1=delay-ring to Extension") Ext.No., Virtual Ext.No., or Closed No.
- (if "2=delay-ring to Hunt Group") Extension Hunt Group No. (1-72)
- (if "3=delay-ring to SSD") SSD Code No.
- (if "4=delay-ring to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-31)

**Related Programming:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-31)



## Tenant Group Assignment

**BSSC-05 :0**  
Tenant Group

(all CPCs) - Version 1.0 or higher

Assign the trunk to a Tenant Group, which will apply when the trunk originates an outbound call (such as DISA).

**FF2 0 BSSC 05 Hold (0-72) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

Tenant Group No. --

- with a CPC-96: Tenant Groups 01-12
- with a CPC-288: Tenant Groups 01-36
- with a CPC-576: Tenant Groups 01-72

**default: 0 [no assignment]**

**Notes:**

**Related Programming:**

MOH Source for CO Trunks (pg. 1-96)    **FF1 0 12 (0001-0072) Hold (0-3) Hold**

## TRS Class Assignment (Day)

**BSSC-060 :1**  
Day1/2 TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the trunk, applicable during Day1 and Day2 modes when the trunk originates an outbound call (such as DISA).

**FF2 0 BSSC 06 0 Hold (1-50) Hold**

**BSSC: Analog (CO) Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-8

TRS Class No. 1-50 for Day Mode

**default: 1**

**Notes:**

**Related Programming:**

**FF6 1: TRS Class Definitions (pg. 6-15)**

## TRS Class Assignment (Night)

**BSSC-061: 1**  
Night TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the trunk, applicable during Night mode when the trunk originates an outbound call (such as DISA).

**FF2 0 BSSC 06 1 Hold (1-50) Hold**

**BSSC: Analog (CO) Trunk Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

TRS Class No. 1-50 for Night Mode  
**default: 1**



**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

## Trunk COS Assignment

**BSSC-07 :1**  
Trunk COS

(all CPCs) - Version 1.0 or higher

Assign a Trunk Class of Service (COS) number to the trunk.

**FF2 0 BSSC 07 Hold (1-16) Hold**

**BSSC: Analog (CO) Trunk Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

Trunk COS No. 1-16  
**default: 1**

**Notes:**

This **Trunk COS Assignment** controls the ring tone for incoming calls on this trunk - CO ring tone, intercom ring tone, or (for DIL trunks) a specific ring pattern. The Trunk COS also controls various network settings. See **FF1 0 04: Trunk COS Definitions (pg. 1-75)**.

**Related Programming:**

- Trunk COS: Incoming Ring Tone Source (pg. 1-75) FF1 0 04 (00-15) 01 Hold (0 or 1) Hold
- Trunk COS: DID/DNIS Table (pg. 1-77) FF1 0 04 (00-15) 04 Hold (0 or 1) Hold
- Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78) FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
- Trunk COS: DISA ID Verification (pg. 1-79) FF1 0 04 (00-15) 06 Hold (0 or 1) Hold
- Ring Pattern (pg. 2-13) FF2 0 BSSC 01 12 Hold (0-12) Hold
- Day1/Day2/Night Ring Type/Destination (pg. 2-28) FF2 0 BSSC 03 (0 thru 5) ...

### Trunk Digital Pad Class Assignment

**BSSC-08 :1**  
Trunk DPAD CLS

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to the analog trunk.

**FF2 0 BSSC 08 Hold (1-16) Hold**

**BSSC: Analog (CO) Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

Trunk Digital Pad Class 1-16

**default: 1**

**FF2**  
Trunks

#### Notes:

Based on this setting, you can assign automatic volume adjustments for different connection types to this trunk (see FF1 8 02).

#### Related Programming:

Digital Pad Settings for Trunk Pad Class (pg. 1-178)    **FF1 8 02 (0001-0480) Hold (0-31) Hold**

## FF2 0: Analog Trunks (E&M Tie)

**NOTE:** The same **FF2 0** addresses are also used for analog CO trunks. However, their settings are different. See page 2-7 for **Analog Trunks (CO)** settings.

### Trunk Number Assignment

(all CPCs) - Version 1.0 or higher

Assign trunk numbers for E&M tie trunks. (Maximum 288 E&M circuits are available in a 6-cabinet system with a CPC-576 card.)

BSSC-00 :  
Trunk Number

**FF2 0 BSSC 00 Hold (0-576) Hold** (or BLK-DOWN)

↑

↑

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

Trunk Number assigned to trunk circuit  
(0 = no trunk)

**default: [no assignment]**

**FF2**  
Trunks

### Notes:

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC trunk position and assign it a trunk number (stay in same address).

Before removing a Trunk Card from a Free Slot, you must first clear the Trunk Numbers (if assigned) from all of the Card's BSSC ports in this address. See pg. 0-3 for more information.

The range of trunk numbers available for assignment depends on the CPC used:

with a CPC-96:	Trunk Nos. 1-96
with a CPC-288:	Trunk Nos. 1-288
with a CPC-576:	Trunk Nos. 1-576

These ranges do not reflect the actual number of E&M trunk circuits available. For example, in a 576-port system the range of available trunk *numbers* is 576, but the actual number of *circuits* available is only 288 (each E&M trunk card has only 4 circuits, as opposed to 8 circuits on a regular analog trunk card).

### Related Programming:

Trunk Numbering (pg. 1-22) FF1 0 02 0001 Hold (0 or 1) Hold

Trunk Connection Type (CO/PBX) (pg. 2-47) FF2 0 BSSC 02 04 Hold (0 or 1) Hold

### Trunk Signal Type

(all CPCs) - Version 1.0 or higher

Set the E&M trunk's signaling type.

**BSSC-0100:5**  
Signal Type

**FF2 0 BSSC 01 00 Hold (0-5) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

4=E&M Immediate Start

**5=E&M Wink Start (default for E&M trunk card)**

NOTE: Settings 0-3 apply to **Analog Trunks (CO)**.  
See page 2-7 for more information.

**FF2**  
Trunks

**Notes:**

**Related Programming:**

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 01 01 Hold**

**BSSC-0101 :**  
Not Used

**FF2 0 BSSC 01 02 Hold**

**BSSC-0102 :**  
Not Used

**FF2 0 BSSC 01 03 Hold**

**BSSC-0103 :**  
Not Used

**FF2 0 BSSC 01 04 Hold**

**BSSC-0104 :**  
Not Used

## Ring Detect Timer

**BSSC-0105 :0**  
Ring DET Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time allowed for the system to recognize an incoming call on an E&M tie trunk set for **Immediate Start** signaling (see **Trunk Signal Type**).

**FF2 0 BSSC 01 05 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

**0=48 ms (default)**

**1=160 ms**



**Notes:**

**Related Programming:**

Trunk Signal Type (pg. 2-38) **FF2 0 BSSC 01 00 Hold (0-5) Hold**

## Auto Answer for Outbound Calls

**BSSC-0106 :0**  
Auto Detect ANS

(all CPCs) - Version 1.0 or higher

Set whether the system will automatically assume that an outgoing call on this trunk has been answered by the other end, without waiting for an answer signal.

**FF2 0 BSSC 01 06 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

**0=Disable Auto Answer; wait for answer signal from other end, before opening voice path. (default)**

**1=Enable Auto Answer; open voice path without waiting for answer signal.**

**Notes:**

Set this to “1” (Enable) only if the other system does not send back an answer signal (typically, it does), or if the trunk is used for paging calls.

**Related Programming:**

Auto Answer Timer (pg. 2-45) **FF2 0 BSSC 01 18 Hold (0-3) Hold**

## Balance Control

(all CPCs) - Version 1.0 or higher

**BSSC-0107 :0**  
Balance Control

For impedance matching in balanced networks. Controls sidetone level on the trunk, based on the distance between the phone system and the other end.

**FF2 0 BSSC 01 07 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4

**0=Long Loop (default)**

1=Short Loop

**FF2**  
Trunks

### Notes:

Because there are so many factors involved in choosing **Long Loop** or **Short Loop** (such as what kind of wire/match is used for each connection; distance; Ohms/match; R, L, & C; etc.), this setting should be tested on the trunk, or changed only if problems occur.

### Related Programming:

## Pad Control

(all CPCs) - Version 1.0 or higher

**BSSC-0108 :0**  
PAD Control

For balanced networks. Controls voice level on the E&M tie trunk, depending on the distance between the phone system and the other end (CO or another system).

**FF2 0 BSSC 01 08 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4

**0=Far (default)**

1=Near

### Notes:

### Related Programming:



### Not Used

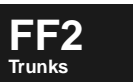
(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 01 09 Hold**

**BSSC-0109 :**  
Not Used

**FF2 0 BSSC 01 10 Hold**

**BSSC-0110 :**  
Not Used



### Ring Frequency

(all CPCs) - Version 1.0 or higher

Set the ring frequency for the E&M tie trunk. Affects ringing pitch on digital phones only.

**BSSC-0111 :1**  
Ring Frequency

**FF2 0 BSSC 01 11 Hold (1-6) Hold**

↑	↑
<b>BSSC: E&amp;M Tie Trunk Position</b>	<b>1=400/562 Hz (default)</b>
B=Cabinet no. 1-6	2=1000/1340 Hz
SS=Slot no. 01-12	3=400 Hz
C=Circuit no. 1-4	4=800/1040 Hz
	5=1040/1320 Hz
	6=660/1320 Hz

**Notes:**

**Related Programming:**

# Ring Pattern

**BSSC-0112 :1**  
Ring Cycle PTN

(all CPCs) - Version 1.0 or higher

(This setting does not apply to E&M tie-trunks.)

**FF2 0 BSSC 01 12 Hold (0-12) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4

**FF2**  
Trunks

Setting Values for U.K.		Setting Values for U.S. and Hong Kong	
<b>0</b>	Synchronize with CO	<b>0</b>	Synchronize with CO
<b>1</b>	<b>1on/2off (default) (in seconds)</b>	<b>1</b>	<b>1on/3off (in seconds) (default)</b>
<b>2</b>	2on/1off	<b>2</b>	2on/2off
<b>3</b>	1on/1off	<b>3</b>	3on/1off
<b>4</b>	.5on/.5off	<b>4</b>	1on/1off
<b>5</b>	.25on/.25off	<b>5</b>	.5on/.5off
<b>6</b>	.25on/.25off/.25on/2.25off	<b>6</b>	.5on/3.5off
<b>7</b>	.25on/.25off/.25on/.25off/.25on/1.75off	<b>7</b>	.5on/.5off/.5on/2.5off
<b>8</b>	.75on/.25off/.75on/1.25off	<b>8</b>	.25on/.25off/.25on/3.25off
<b>9</b>	1on/.25off/.25on/1.5off	<b>9</b>	1on/.25off/.25on/2.5off
<b>10</b>	1on/.25off/.25on/.25off/.25on/1off	<b>10</b>	1on/.25off/.25on/.25off/.25on/2off
<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off	<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off
<b>12</b>	Continuous tone	<b>12</b>	Continuous tone

**Notes:**

**Related Programming:**

## DTMF On/Off Pattern During Talk

**BSSC-0113 :1**  
DTMF PTN-Talk

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply after the extension user connects to the called party during a CO call on the E&M tie trunk.

**FF2 0 BSSC 01 13 Hold (0-2) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4

0=DTMF Pattern #1

**1=DTMF Pattern #2 (default)**

2=DTMF Pattern #3

**FF2**  
Trunks

### Notes:

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

### Related Programming:

DTMF ON: Pattern #1 (pg. 1-123) **FF1 1 01 0016 Hold (1-255) Hold**

DTMF OFF: Pattern #1 (pg. 1-124) **FF1 1 01 0017 Hold (1-255) Hold**

DTMF ON/OFF: Pattern #2 (pg. 1-125) **FF1 1 01 0018 Hold (1-255) Hold**

DTMF ON/OFF: Pattern #3 (pg. 1-126) **FF1 1 01 0019 Hold (1-255) Hold**

## DTMF On/Off Pattern for Outgoing Dialing

**BSSC-0114 :0**  
DTMF PTN-Dial

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply to the dialing of outbound phone numbers (DTMF sent to CO) on the E&M tie trunk.

**FF2 0 BSSC 01 14 Hold (0-2) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4

**0=DTMF Pattern #1 (default)**

1=DTMF Pattern #2

2=DTMF Pattern #3

### Notes:

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

### Related Programming:

DTMF ON: Pattern #1 (pg. 1-123) **FF1 1 01 0016 Hold (1-255) Hold**

DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold  
 DTMF ON/OFF: Pattern #2 (pg. 1-125) FF1 1 01 0018 Hold (1-255) Hold  
 DTMF ON/OFF: Pattern #3 (pg. 1-126) FF1 1 01 0019 Hold (1-255) Hold

**FF2**  
Trunks

### Disconnect Supervision Timer

**BSSC-0115 :0**  
Disconnect Time

(all CPCs) - Version 1.0 or higher

Set how long the system will wait after detecting a drop in voltage from the CO, before recognizing it as a valid disconnect signal.

**FF2 0 BSSC 01 15 Hold (0-3) Hold**

**BSSC: E&M Tie Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4

**0=160 ms (default)**  
 1=96 ms  
 2=240 ms  
 3=800 ms

**Notes:**

**Related Programming:**

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 01 16 Hold**

**BSSC-0116 :**  
Not Used

**FF2 0 BSSC 01 17 Hold**

**BSSC-0117 :**  
Not Used

## Auto Answer Timer

(all CPCs) - Version 1.0 or higher

Set how long the system will wait before opening a voice path when the user makes an outgoing call on this trunk.

**FF2 0 BSSC 01 18 Hold (0-3) Hold**

↑

**BSSC: E&M Tie Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4

↑

**0=1 second (default)**  
 1=2 seconds  
 2=3 seconds  
 3=4 seconds

**BSSC-0118 :0**  
 Auto ANS Timer



**Notes:**

Whether **Auto Answer** is enabled or disabled on this trunk (see FF2 0 BSSC 01 1), the **Auto Answer Timer** will begin after the digits are outpulsed.

- If **Auto Answer** is enabled, the system will wait until the **Timer** expires before opening a voice path.
- If **Auto Answer** is disabled, the system will open the voice path when either: (1) the answer signal is received from the other end, or (2) the **Auto Answer Timer** expires -- whichever occurs first.

**Related Programming:**

Auto Answer for Outbound Calls (pg. 2-39)    FF2 0 BSSC 01 06 Hold (0 or 1) Hold

## Not Used

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 01 19 Hold**

**BSSC-0119 :**  
 Not Used

## DTMF/Dial Pulse Dialing

**BSSC-0200 :1**  
Dial Type DP/PB

(all CPCs) - Version 1.0 or higher

Set the E&M tie trunk's signaling type for outbound and inbound dialing.

**FF2 0 BSSC 02 00 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

0=Dial-pulse, at 10 pps

1=DTMF (default)

**FF2**  
Trunks

### Notes:

### Related Programming:

## Flash Pattern

**BSSC-0201 :0**  
Flash Length

(all CPCs) - Version 1.0 or higher

Set which pattern will be used for flash signals to the CO on this trunk.

(see **System Timers** to define Flash Patterns #1 and #2)

**FF2 0 BSSC 02 01 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

0=Flash Pattern #1 (default)

1=Flash Pattern #2

### Notes:

Two different Flash Patterns can be defined in **Flash Timers 1 and 2**, FF1 1 01 (0001-0002).

### Related Programming:

Flash Timer 1 for Trunk Line (pg. 1-115) **FF1 1 01 0001 Hold (1-255) Hold**

Flash Timer 2 for Trunk Line (pg. 1-116) **FF1 1 01 0002 Hold (1-255) Hold**

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 02 02 Hold**

**BSSC-0202 :**  
Not Used

**FF2 0 BSSC 02 03 Hold**

**BSSC-0203 :**  
Not Used

**Trunk Connection Type (CO/PBX)**

(all CPCs) - Version 1.0 or higher

Set whether the E&M tie trunk connects directly to another E&M trunk (through the CO) or is behind a PBX/Centrex.

**BSSC-0204 :0**  
TRK Type CO/PBX

**FF2 0 BSSC 02 04 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4

**0=CO (E&M tie) trunk. (default)**

**1=Behind a PBX/Centrex.**



**Notes:**

**Related Programming:**

PBX Trunk Access Codes (pg. 1-92) **FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold**

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 02 05 Hold**

**BSSC-0205 :**  
Not Used



## DTMF After Answer (Link Control)

**BSSC-0206 :0**  
 Link Control

(all CPCs) - Version 1.0 or higher

For calls on this trunk using pushbutton (DTMF) SLT phones, set whether DTMF signals can be sent through the system after the called party answers.

FF2 0 BSSC 02 06 Hold (0 or 1) Hold

↑

**BSSC: E&M Tie Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4

↑

**0=Two-Way Link: DTMF path open both ways. (default)**  
  
 1=One-Way Link: No DTMF signaling after the called party answers.

**Notes:**

Set this address to “1” (One-Way Link) to prevent double-dialing -- making an outgoing call on the same trunk after the called party hangs up, thus bypassing TRS restrictions.

**Related Programming:**

## CO Dial Tone Simulation

**BSSC-0207 :0**  
 CO-DT For Tie

(all CPCs) - Version 1.0 or higher

Set whether the system sends a simulated CO dial tone to an extension using this trunk (important for DID Wink-Start trunk signaling).

FF2 0 BSSC 02 07 Hold (0 or 1) Hold

↑

**BSSC: E&M Tie Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4

↑

**0=Do not send simulated CO dial tone to extension. (default)**  
  
 1=Send simulated CO dial tone.

**Notes:**

Set to “1” (Send) if the CO doesn’t support dial tone (typical in U.K.).

**Related Programming:**

Trunk Signal Type (pg. 2-38)    FF2 0 BSSC 01 00 Hold (0-5) Hold



### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 02 08 Hold**

**BSSC-0208 :**  
Not Used

### SMDR for Outbound Calls

(all CPCs) - Version 1.0 or higher

Set whether *outbound* calls on the E&M tie trunk will be included in SMDR records.

**BSSC-0209 :1**  
SMDR Output/Out

**FF2 0 BSSC 02 09 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

0=Do not include in SMDR.

1=**Include in SMDR. (default)**

**FF2**  
Trunks

**Notes:**

**Related Programming:**

SMDR Data to Serial Port (pg. 1-88) **FF1 0 06 0001 Hold (0-2) Hold**

SMDR Output Format (pg. 1-93) **FF1 0 09 0001 Hold (0-2) Hold**

### SMDR for Inbound Calls

(all CPCs) - Version 1.0 or higher

Set whether *incoming* calls on this E&M tie trunk will be included in SMDR records.

**BSSC-0210 :0**  
SMDR Output/In

**FF2 0 BSSC 02 10 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

0=**Do not include in SMDR. (default)**

1=Include in SMDR.

**Notes:**

**Related Programming:**

SMDR Data to Serial Port (pg. 1-88) FF1 0 06 0001 Hold (0-2) Hold  
 SMDR Output Format (pg. 1-93) FF1 0 09 0001 Hold (0-2) Hold



**Flash Key Operation**

BSSC-0211 :0  
Flash Control

(all CPCs) - Version 1.0 or higher

Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this E&M tie trunk.

FF2 0 BSSC 02 11 Hold (0 or 1) Hold

**BSSC: E&M Tie Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4

**0=Flash signal is sent to CO. (default)**  
 1=Trunk is released, then user hears internal dial tone.

**Notes:**

The sending of the flash signal can also be enabled/disabled on individual extensions (see **Flash-Signal Control** on pg. 3-19).

If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal *will be sent* when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) If this address is set to **0=Flash signal is sent to CO (default)**, it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See **Dial Plans A and B** on pg. 1-155.

**Related Programming:**

Flash-Signal Control (pg. 3-19) FF3 0 BSSC 04 21 Hold (0 or 1) Hold  
 Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155) FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold  
 Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157) FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 02 12 Hold**

**BSSC-0212 :**  
Not Used

**FF2 0 BSSC 02 13 Hold**

**BSSC-0213 :**  
Not Used

**FF2 0 BSSC 02 14 Hold**

**BSSC-0214 :**  
Not Used



### DTMF Conversion (Outbound Calls)

**BSSC-0215 :1**  
PB Convert/Out

(all CPCs) - Version 1.0 or higher

Set whether the E&M tie trunk will switch from dial-pulse to DTMF signaling after the called party answers an outgoing call, according to the **Call Duration Timer**.

**FF2 0 BSSC 02 15 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

0=Do not switch to DTMF signaling.  
1=Switch to DTMF signaling after the called (outside) party answers. (default)

#### Notes:

#### Related Programming:

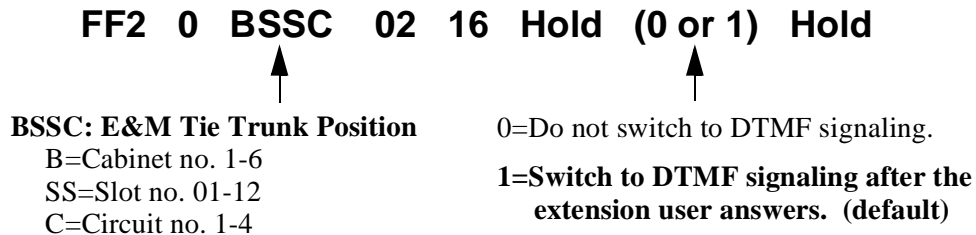
- Call Duration Timer (Tie-Lines) (pg. 1-118) FF1 1 01 0006 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-46) FF2 0 BSSC 02 00 Hold (0 or 1) Hold

### DTMF Conversion (Inbound Calls)

**BSSC-0216 :1**  
PB Convert/In

(all CPCs) - Version 1.0 or higher

Set whether the E&M tie trunk will switch from dial-pulse to DTMF signaling after the extension user answers an incoming call.



**FF2**  
Trunks

**Notes:**

**Related Programming:**

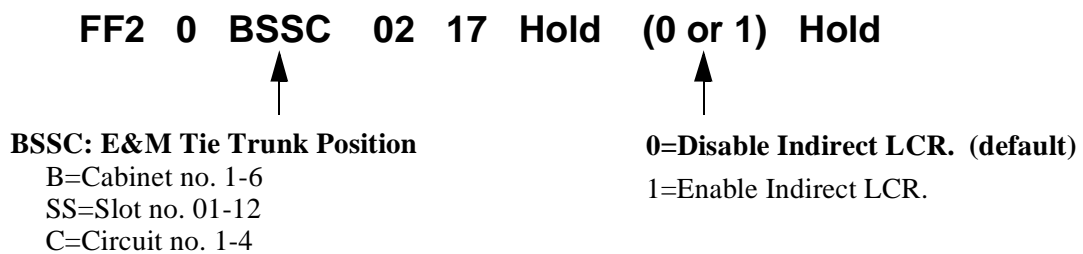
DTMF/Dial Pulse Dialing (pg. 2-46)    **FF2 0 BSSC 02 00 Hold (0 or 1) Hold**

### Indirect LCR

**BSSC-0217 :0**  
Indirect LCR

(all CPCs) - Version 1.0 or higher

(U.K. use only) Enable/Disable the Indirect Least Cost Routing (LCR) function on the E&M tie trunk.



**Notes:**

**Indirect LCR:** System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

*U.S.A.:* Do not enable this address for MCO access code routing (eg., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.

**Related Programming:**

FF6 2 05: Digit Modify Table (pg. 6-38)

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 02 18 Hold**

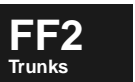
**BSSC-0218 :**  
Not Used

**FF2 0 BSSC 02 19 Hold**

**BSSC-0219 :**  
Not Used

**FF2 0 BSSC 02 20 Hold**

**BSSC-0220 :**  
Not Used



**Day1 Ring Type**

(all CPCs) - Version 1.0 or higher

Set ring type for incoming calls on the E&M tie trunk during Day1 mode.

**BSSC-030 :0**  
Day1 Ring Type

**FF2 0 BSSC 03 0 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

**0=Tie Incoming. (default) Check digits and ring the extension or paging.**  
**1=Tandem. Check digits based on Tandem Table.**

**Notes:**

**Related Programming:**

FF6 2 08: Tandem Exchange Table (pg. 6-45)

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 03 1 Hold**

**BSSC-031 :**  
Not Used

**FF2**  
Trunks

**Day2 Ring Type**

(all CPCs) - Version 1.0 or higher

Set ring type for incoming calls on the E&M tie trunk during Day2 mode.

**FF2 0 BSSC 03 2 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4

**0=Tie Incoming. (default) Check digits and ring the extension or paging.**

1=Tandem. Check digits based on Tandem Table.

**BSSC-032 :0**  
Day2 Ring Type

**Notes:**

**Related Programming:**

FF6 2 08: Tandem Exchange Table (pg. 6-45)

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 03 3 Hold**

**BSSC-033 :**  
Not Used

### Night Ring Type

(all CPCs) - Version 1.0 or higher

**BSSC-034 :0**  
Night Ring Type

Set ring type for incoming calls on the E&M tie trunk during Night mode.

**FF2 0 BSSC 03 4 Hold (0 or 1) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6

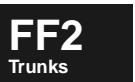
SS=Slot no. 01-12

C=Circuit no. 1-4

**0=Tie Incoming. (default) Check digits and ring the extension or paging.**

**1=Tandem. Check digits based on Tandem Table.**

**Notes:**



**Related Programming:**

FF6 2 08: Tandem Exchange Table (pg. 6-45)

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 03 5 Hold**

**BSSC-035 :**  
Not Used

**FF2**  
Trunks

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 0 BSSC 04 0 Hold**

**BSSC-040 :**  
Not Used

**FF2 0 BSSC 04 1 Hold**

**BSSC-041 :**  
Not Used

**FF2 0 BSSC 04 2 Hold**

**BSSC-042 :**  
Not Used

**FF2 0 BSSC 04 3 Hold**

**BSSC-043 :**  
Not Used

**FF2 0 BSSC 04 4 Hold**

**BSSC-044 :**  
Not Used

**FF2 0 BSSC 04 5 Hold**

**BSSC-045 :**  
Not Used

### Tenant Group Assignment

(all CPCs) - Version 1.0 or higher

**BSSC-05 :0**  
Tenant Group

Assign the E&M tie trunk to a Tenant Group, which will apply when the trunk originates an outbound call (such as DISA).

**FF2 0 BSSC 05 Hold (0-72) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

Tenant Group No. --

with a CPC-96: Tenant Groups 01-12  
with a CPC-288: Tenant Groups 01-36  
with a CPC-576: Tenant Groups 01-72

**default: 0 [no assignment]**

**Notes:**

**Related Programming:**

MOH Source for Tie-Lines (pg. 1-97) **FF1 0 13 (0001-0072) Hold (0-3) Hold**



### TRS Class Assignment (Day)

**BSSC-060 :1**  
Day1/2 TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the E&M tie trunk, applicable during Day1 and Day2 modes when the trunk is the originator of an outbound call (such as DISA).

**FF2 0 BSSC 06 0 Hold (1-50) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

TRS Class No. 1-50 for Day Mode

**default: 1**



**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

### TRS Class Assignment (Night)

**BSSC-061 :1**  
Night TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the E&M tie trunk, applicable during Night mode when the trunk is the originator of an outbound call (such as DISA).

**FF2 0 BSSC 06 1 Hold (1-50) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

TRS Class No. 1-50 for Night Mode

**default: 1**

**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

## Trunk COS Assignment

**BSSC-07 :1**  
Trunk COS

(all CPCs) - Version 1.0 or higher

Assign a Trunk Class of Service (COS) to the E&M tie trunk.

**FF2 0 BSSC 07 Hold (1-16) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

Trunk Class of Service No. 1-16

**default: 1**

**FF2**  
Trunks

### Notes:

This **Trunk COS Assignment** controls the ring tone for incoming calls on this trunk - intercom ring tone (2 short beeps followed by 3 seconds of silence), or a specific ring pattern. The Trunk COS also controls various tie-line network settings. See **FF1 0 04: Trunk COS Definitions (pg. 1-75)**.

### Related Programming:

Trunk COS: Incoming Ring Tone Source (pg. 1-75) **FF1 0 04 (00-15) 01 Hold (0 or 1) Hold**  
 Trunk COS: Dial Tone to Tie-Line (pg. 1-76) **FF1 0 04 (00-15) 02 Hold (0 or 1) Hold**  
 Trunk COS: Fast-Busy Tone to Tie-Line (pg. 1-77) **FF1 0 04 (00-15) 03 Hold (0 or 1) Hold**  
 Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78) **FF1 0 04 (00-15) 05 Hold (0 or 1) Hold**  
 Ring Pattern (pg. 2-42) **FF2 0 BSSC 01 12 Hold (0-12) Hold**

## Trunk Digital Pad Class Assignment

**BSSC-08 :8**  
Trunk DPAD CLS

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to the E&M tie trunk.

**FF2 0 BSSC 08 Hold (1-16) Hold**

**BSSC: E&M Tie Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4

Trunk Digital Pad Class No. 1-16

**default: 8**

### Notes:

Based on this setting, you can assign automatic volume adjustments for different connection types to this trunk (see FF1 8 02).

### Related Programming:

Digital Pad Settings for Trunk Pad Class (pg. 1-178) **FF1 8 02 (0001-0480) Hold (0-31) Hold**

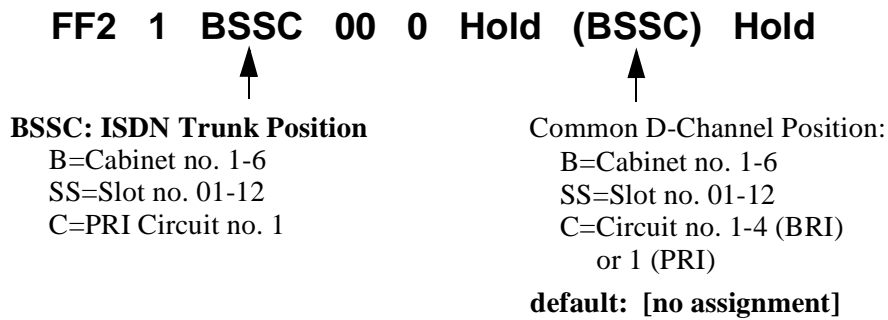
# FF2 1: ISDN Trunks

## D-Channel Position

**BSSC-000 :**  
Shared DchPOS

(all CPCs) - Version 1.0 or higher

If using a common D-Channel, identify the PRI ISDN trunk(s) it will control on the PRI card (24B). Applicable only if the system is using multiple PRI or BRI cards.



### Notes:

Skip this address if using only the 23B+D card for PRI, or only one 2B+D card for BRI.

### Related Programming:

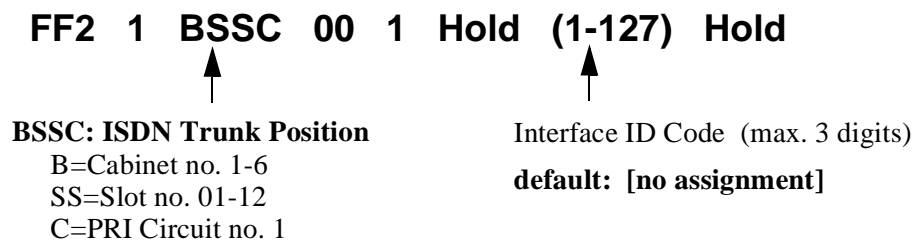
Synchronized Clock (pg. 1-103)    **FF1 0 18 (0001-0003) Hold (BSS/C) Hold**

## D-Channel Interface ID Code

**BSSC-001 :**  
Dch I/F ID Code

(all CPCs) - Version 1.0 or higher

If using a common D-channel, identify the Interface ID code (supplied by the CO) that will be used for common D-channel control.



**Notes:**

The **D-Channel Position** (see above address) must be entered before the **D-Channel Interface ID Code** can be set. If the **D-Channel Position** is cleared, the **Interface ID Code** will be automatically cleared as well.

**Related Programming:**



**Trunk Number Assignment (1st Channel)**

**BSSC-01 :**  
Trunk Number

(all CPCs) - Version 1.0 or higher

Enter the trunk number for the first ISDN channel only. The system will automatically assign sequential trunk numbers to the remaining channels on the card.

**FF2 1 BSSC 01 Hold (0-576) Hold**

**BSSC: ISDN Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI) or 1 (PRI)

Trunk No. (max. 3 digits)

**default: [no assignment]**

**Notes:**

- 2B+D (BRI) card:** Supports up to 2 trunks.
- 23B+D (PRI) card:** Supports up to 23 trunks (minimum 8).
- 24B (PRI) card:** Supports up to 24 trunks (minimum 8).

**Related Programming:**

Trunk Numbering (pg. 1-22) **FF1 0 02 0001 Hold (0 or 1) Hold**

### Trunk Connection Type (Pt-to-Pt/MultiPt)

(all CPCs) - Version 1.0 or higher

Set the ISDN trunk for Point-to-Point connection (for either BRI or PRI), or Point-to-MultiPoint (BRI only).

**BSSC-0200:0**  
 Connection Type

**FF2 1 BSSC 02 00 Hold (0 or 1) Hold**

↑

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑

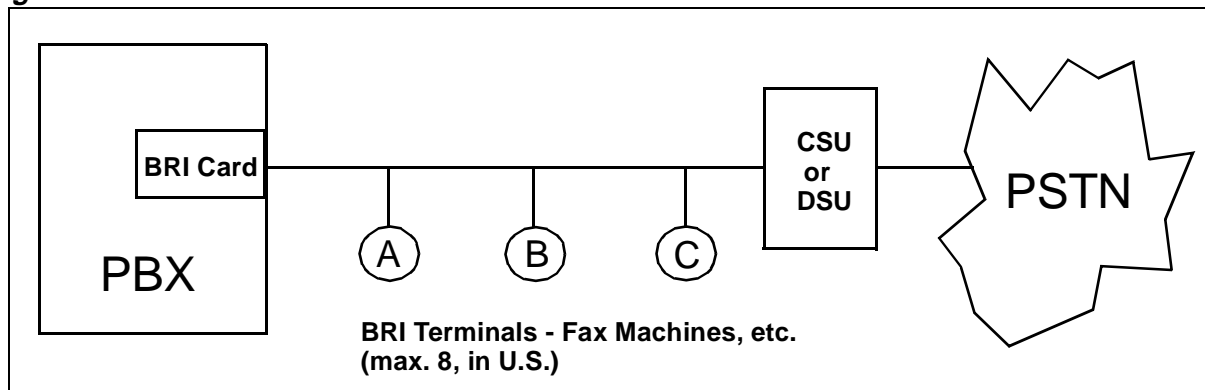
**0=Point-to-Point (default)**  
 1=Point-to-Multi-Point (BRI only)



**Notes:**

**Related Programming:**

**Figure 2-1: BRI Point-to-Multi-Point connection**



# Ring Frequency

(all CPCs) - Version 1.0 or higher

**BSSC-0201:1**  
Ring Frequency

Set the ring frequency for the ISDN trunk. Affects ringing pitch on digital phones only.

**FF2 1 BSSC 02 01 Hold (0-6) Hold**

**BSSC: ISDN Trunk Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

- 0=No Ring
- 1=400/562 Hz (default)**
- 2=1000/1340 Hz
- 3=400 Hz
- 4=800/1040 Hz
- 5=1040/1320 Hz
- 6=660/1320 Hz

**FF2**  
Trunks

### Notes:

### Related Programming:

# Ring Pattern

**BSSC-0202:1**  
Ring Cycle PTN

(all CPCs) - Version 1.0 or higher

Set the ring pattern for incoming calls on this ISDN trunk.

**FF2 1 BSSC 02 02 Hold (0-12) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI) or 1 (PRI)

Setting Values for U.K.		Setting Values for U.S. and Hong Kong	
<b>0</b>	Synchronize with CO	<b>0</b>	(use Pattern 1 below)
<b>1</b>	<b>1on/2off (default) (in seconds)</b>	<b>1</b>	<b>1on/3off (in seconds) (default)</b>
<b>2</b>	2on/1off	<b>2</b>	2on/2off
<b>3</b>	1on/1off	<b>3</b>	3on/1off
<b>4</b>	.5on/.5off	<b>4</b>	1on/1off
<b>5</b>	.25on/.25off	<b>5</b>	.5on/.5off
<b>6</b>	.25on/.25off/.25on/2.25off	<b>6</b>	.5on/3.5off
<b>7</b>	.25on/.25off/.25on/.25off/.25on/1.75off	<b>7</b>	.5on/.5off/.5on/2.5off
<b>8</b>	.75on/.25off/.75on/1.25off	<b>8</b>	.25on/.25off/.25on/3.25off
<b>9</b>	1on/.25off/.25on/1.5off	<b>9</b>	1on/.25off/.25on/2.5off
<b>10</b>	1on/.25off/.25on/.25off/.25on/1off	<b>10</b>	1on/.25off/.25on/.25off/.25on/2off
<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off	<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off
<b>12</b>	Continuous tone	<b>12</b>	Continuous tone

**FF2**  
Trunks

**Notes:**

If **Trunk COS: Incoming Ring Tone Source (pg. 1-75)** is set to “0=Use trunk’s Ring Pattern (default),” the above Ring Pattern will apply to all incoming-call types: multiple incoming, DIL, DID, DISA. However, if the **Ring Tone Source** is set to “1=Use intercom ring tone,” the above Ring Pattern will apply only to multiple-incoming calls.

**Related Programming:**

**Trunk COS: Incoming Ring Tone Source (pg. 1-75) FF1 0 04 (00-15) 01 Hold (0 or 1) Hold**

**Trunk COS Assignment (pg. 2-82) FF2 1 BSSC 08 Hold (1-16) Hold**

**Ring Type/Destination for ISDN trunks (pg. 2-75) FF2 1 BSSC 04 (0 thru 5) Hold...**

**FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units (pg. 4-7)**

**FF4 1: FF-Keys on DSS/72 Consoles (pg. 4-14)**

## DTMF On/Off Pattern During Talk

**BSSC-0203:1**  
DTMF PTN-Talk

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply after the extension user connects to the called party during a CO call on the ISDN trunk.

**FF2 1 BSSC 02 03 Hold (0-2) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

0=DTMF Pattern #1

**1=DTMF Pattern #2 (default)**

2=DTMF Pattern #3

**FF2**  
Trunks

### Notes:

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

### Related Programming:

DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold

DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold

DTMF ON/OFF: Pattern #2 (pg. 1-125) FF1 1 01 0018 Hold (1-255) Hold

DTMF ON/OFF: Pattern #3 (pg. 1-126) FF1 1 01 0019 Hold (1-255) Hold

## Not Used

(all CPCs) - Version 1.0 or higher

**FF2 1 BSSC 02 04 Hold**

**BSSC-0204:**  
Not Used

**FF2 1 BSSC 02 05 Hold**

**BSSC-0205:**  
Not Used

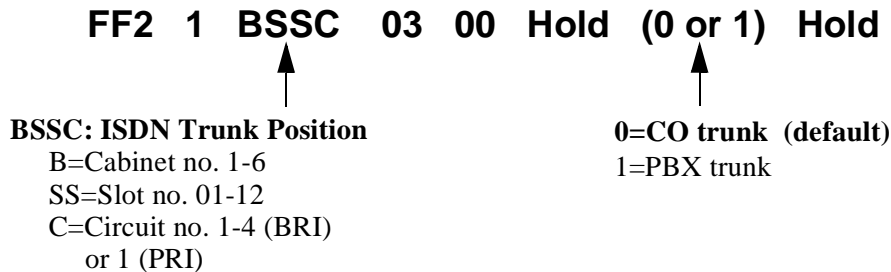


## Trunk Connection Type (CO/PBX)

**BSSC-0300:0**  
TRK Type CO/PBX

(all CPCs) - Version 1.0 or higher

Set whether the ISDN trunk connects directly to the CO or is behind a PBX/Centrex.



**Notes:**

**Related Programming:**

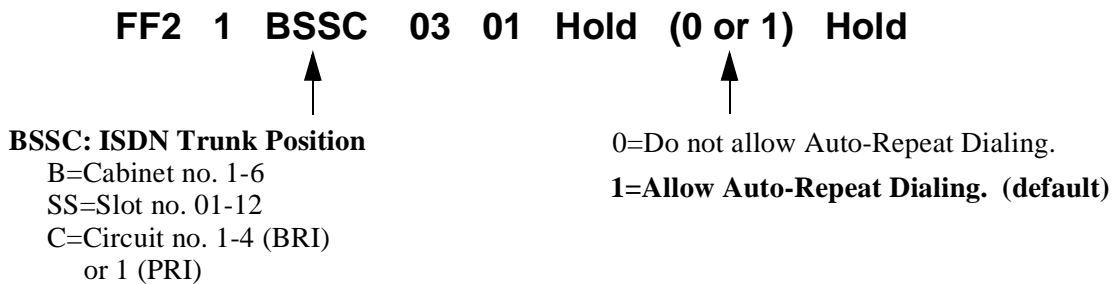
PBX Trunk Access Codes (pg. 1-92)    **FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold**

## Auto-Repeat Dial

**BSSC-0301:1**  
Auto Repeat Dial

(all CPCs) - Version 1.0 or higher

Enable/Disable Auto-Repeat Dialing on the ISDN trunk.



**Notes:**

**Auto Repeat Dialing:** Place a call to a busy party. Stay in monitor mode and press REDIAL. System automatically redials the number, and repeats redialing until ringback is heard or 14 auto-repeat attempts have been made.

**Related Programming:**

Flash Timer for Auto-Repeat Dial (pg. 1-117)    **FF1 1 01 0003 Hold (1-255) Hold**

## SMDR for Outbound Calls

**BSSC-0302:1**  
SMDR Output/Out

(all CPCs) - Version 1.0 or higher

Set whether *outbound* calls on the ISDN trunk will be included in SMDR records.

**FF2 1 BSSC 03 02 Hold (0 or 1) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)

or 1 (PRI)

0=Do not include in SMDR.

**1=Include in SMDR. (default)**

**FF2**  
Trunks

**Notes:**

### Related Programming:

SMDR Data to Serial Port (pg. 1-88) **FF1 0 06 0001 Hold (0-2) Hold**

SMDR Output Format (pg. 1-93) **FF1 0 09 0001 Hold (0-2) Hold**

## SMDR for Inbound Calls

**BSSC-0303:0**  
SMDR Output/In

(all CPCs) - Version 1.0 or higher

Set whether *incoming* calls on the ISDN trunk will be included in SMDR records.

**FF2 1 BSSC 03 03 Hold (0 or 1) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)

or 1 (PRI)

**0=Do not include in SMDR. (default)**

1=Include in SMDR.

**Notes:**

### Related Programming:

SMDR Data to Serial Port (pg. 1-88) **FF1 0 06 0001 Hold (0-2) Hold**

SMDR Output Format (pg. 1-93) **FF1 0 09 0001 Hold (0-2) Hold**

## Flash Key Operation

**BSSC-0304:0**  
Flash Control

(all CPCs) - Version 1.0 or higher

Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this trunk.

**FF2 1 BSSC 03 04 Hold (0 or 1) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=Current talk path is disconnected but keeps the trunk, then user hears simulated dial tone. (default)**

**1=Trunk is released, then user hears internal dial tone.**

**FF2**  
Trunks

### Notes:

The sending of the flash signal can also be enabled/disabled on individual extensions (see **Flash-Signal Control** on pg. 3-19).

- If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal *will be sent* when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) If this address is set to **0=Flash signal is sent to CO (default)**, it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See **Dial Plans A and B** on pg. 1-155.

### Related Programming:

Flash-Signal Control (pg. 3-19) **FF3 0 BSSC 04 21 Hold (0 or 1) Hold**

Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155) **FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold**

Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157) **FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold**



## Long Talk Alarm

**BSSC-0305:0**  
 Long-Talk Alarm

(all CPCs) - Version 1.0 or higher

Enable/Disable the alarm tone heard by an extension user during an outbound call on this trunk, if the call lasts longer than the **Long Talk Alarm Timer**.

FF2 1 BSSC 03 05 Hold (0 or 1) Hold

↑

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑

**0=Disable Long Talk Alarm. (default)**  
 1=Enable Long Talk Alarm.

**Notes:**

By default, individual extensions are enabled for the Long Talk Alarm (via Extension COS setting).

**Related Programming:**

- Long Talk Alarm #1 Timer (pg. 1-134) FF1 1 02 0010 Hold (0-255) Hold
- Long Talk Alarm #2 Timer (pg. 1-135) FF1 1 02 0011 Hold (0-255) Hold
- Extension COS: Long Talk Alarm (pg. 1-66) FF1 0 03 (00-15) 40 Hold (0 or 1) Hold

## Alarm Ringing

**BSSC-0306:0**  
 Alarm Ringing

(all CPCs) - Version 1.0 or higher

Enable/Disable Alarm Ringing for incoming calls on this trunk that ring unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

FF2 1 BSSC 03 06 Hold (0 or 1) Hold

↑

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑

**0=Disable Alarm Ringing. (default)**  
 1=Enable Alarm Ringing.

**Notes:**

**Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

**Related Programming:**

Ring Alarm Frequency (pg. 1-106) FF1 0 21 0001 Hold (0-6) Hold  
 Ring Alarm Pattern (pg. 1-107) FF1 0 21 0002 Hold (0-12) Hold  
 Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold  
 Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold  
 Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold

**Slide Ringing**

BSSC-0307:0  
Slide Ringing

(all CPCs) - Version 1.0 or higher

Enable/Disable Slide Ringing for incoming calls on this trunk that ring unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

FF2 1 BSSC 03 07 Hold (0 or 1) Hold

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

**0=Disable Slide Ringing. (default)**

**1=Enable Slide Ringing.**

**FF2**  
Trunks

**Notes:**

**Slide Ringing:** Applies to extensions that are Slide Ringing-enabled and have trunk FF-key assignments (where the trunk is also enabled for Slide Ringing in the above address). An incoming call on the trunk will ring at the assigned extension or hunt group first (see **Day1/2/Night Ring Assignments** in FF2). Then, after the **Slide Ring/Alarm Ring Timer** expires, the call will begin ringing at the extension(s) that have an FF-key for the trunk (see **FF-Key Feature Assignment** in FF4).

**Related Programming:**

Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold  
 Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold  
 Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold  
 Slide Ringing Receive (pg. 3-9) on individual extensions FF3 0 BSSC 04 02 Hold (0 or 1) Hold  
 Ring Type/Destination - Day1, Day2, Night (pg. 2-75) FF2 1 BSSC 04 (0-5) Hold (0-6 or 0-9999) Hold  
 FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold



## Indirect LCR

**BSSC-0308:0**  
 Indirect LCR

**(all CPCs) - Version 1.0 or higher**  
*(U.K. use only)* Enable/Disable the Indirect Least Cost Routing (LCR) function on the ISDN trunk.

FF2 1 BSSC 03 08 Hold (0 or 1) Hold

↑

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑

**0=Disable Indirect LCR. (default)**  
 1=Enable Indirect LCR.

**Notes:**

**Indirect LCR:** System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

*U.S.A.:* Do not enable this address for MCO access code routing (eg., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.

**Related Programming:**

FF6 2 05: Digit Modify Table (pg. 6-38)

## B-Channel Select

**BSSC-0309:0**  
 Bch Select

**(all CPCs) - Version 1.0 or higher**  
 Set the method used by the system to seize a B-channel for an outgoing call.

FF2 1 BSSC 03 09 Hold (0 or 1) Hold

↑

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑

**0=System will select the highest-numbered channel. (default)**  
 1=System will select the lowest-numbered channel.

**Notes:**

Set this address to the *opposite* of the CO’s method, to prevent “glare” (when the same channel is simultaneously seized by the CO for an incoming call, and by the system for an outgoing call).

- Select **0 (system selects highest-numbered channel)** if the CO **cannot** change channels when “glare” occurs.
- Select **1 (system selects lowest-numbered channel)** if the CO **can** change channels when “glare” occurs.

**Related Programming:**

### B-Channel Numbering (Layer 3)

(all CPCs) - Version 1.0 or higher

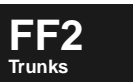
**BSSC-0310:0**  
 Bch MAP

Select the Layer 3 format of the messaging commands sent by the CO.

**FF2 1 BSSC 03 10 Hold (0 or 1) Hold**

↑  
**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑  
**0=Slot Mapping (default - U.S./China)**  
 1=Channel Numbering (default - U.K.)



**Notes:**

In ISDN, Layers 1, 2 and 3 represent signaling levels over the D-channel. **Layer 1** is the basic hardware level that controls messages regarding electrical characteristics, such as speed, channel structure, etc. **Layer 2** is the “housekeeping” level, containing controls that make sure the messages coincide, providing sequence and flow control, etc. **Layer 3** is the feature level with messages that establish, maintain, and terminate connections, as well as additional information for different applications, such as passing the identity of the calling party, passing terminal compatibility information, allowing the redirection of calls, etc.

**Related Programming:**

**B-Channel Numbering (Layer 3) (pg. 3-32) (ISDN extensions) FF3 1 BSSC 03 01 Hold (0 or 1) Hold**



## Call ID Length

**BSSC-0311:0**  
Call ID Length

(all CPCs) - Version 1.0 or higher

Set the ID method by which the CO flags messages sent to the system to keep track of the same inbound or outbound call.

**FF2 1 BSSC 03 11 Hold (0 or 1) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=1 byte/octet (default for BRI)**  
**1=2 bytes/octets (default for PRI)**

### Notes:

“1 byte/octet” rotates from 1 to 127 IDs. “2 bytes/octets” rotates from 1 to 32,767 IDs.

### Related Programming:

## Calling Number Send

**BSSC-0312:1**  
Calling # Send

(all CPCs) - Version 1.0 or higher

Set whether the system will send the “calling number” (originating phone number) to the CO when an outgoing call is placed on this trunk.

**FF2 1 BSSC 03 12 Hold (0 or 1) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=Do not send calling number to CO.**  
**1=Send calling number to CO. (default)**

### Notes:

### Related Programming:

- Calling Number Area Code (pg. 2-83) **FF2 1 BSSC 09 0 Hold (up to 6 digits) Hold**
- Calling Number Office Code (pg. 2-84) **FF2 1 BSSC 09 1 Hold (up to 6 digits) Hold**
- Calling Number Subscriber Number (pg. 2-84) **FF2 1 BSSC 09 2 Hold (up to 4 digits) Hold**



## Sub-Address Type

(all CPCs) - Version 1.0 or higher

**BSSC-0313:0**  
Sub Address Type

Set the coding type used for sub-addressing on the ISDN terminal.

**FF2 1 BSSC 03 13 Hold (0 or 1) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=IA5 coding (default)**

1=BCD coding



### Notes:

**IA5** stands for “International Alphabet No. 5” coding. **BCD** stands for “Binary Coded Decimal” coding, used for the type of numbers.

### Related Programming:

Calling Number Area Code (pg. 2-83) **FF2 1 BSSC 09 0 Hold (up to 6 digits) Hold**

Calling Number Office Code (pg. 2-84) **FF2 1 BSSC 09 1 Hold (up to 6 digits) Hold**

Calling Number Subscriber Number (pg. 2-84) **FF2 1 BSSC 09 2 Hold (up to 4 digits) Hold**

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 1 BSSC 03 14 Hold**

**BSSC-0314:**  
Not Used

**FF2 1 BSSC 03 15 Hold**

**BSSC-0315:**  
Not Used

**FF2 1 BSSC 03 16 Hold**

**BSSC-0316:**  
Not Used

**FF2 1 BSSC 03 17 Hold**

**BSSC-0317:**  
Not Used

**FF2 1 BSSC 03 18 Hold**

**BSSC-0318:**  
Not Used

**FF2 1 BSSC 03 19 Hold**

**BSSC-0319:**  
Not Used

**FF2 1 BSSC 03 20 Hold**

**BSSC-0320:**  
Not Used

**FF2**  
Trunks

## Day1 Ring Type

(all CPCs) - Version 1.0 or higher

Set the ISDN trunk's ringing type for incoming calls during Day1 mode.

**BSSC-040 :0**  
Day1 Ring Type

**FF2 1 BSSC 04 0 Hold (0-6) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=Multiple Incoming (default)**

1=DID or DNIS  
2=DISA  
3=DIL to Extension  
4=DIL to Hunt Group  
5=DIL to SSD  
6=DIL to Attendant Hunt Group

**FF2**  
Trunks

## Day1 Ring Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a "DIL" (Direct In-Line) setting in the above address.

**BSSC-041 :**  
D1 Destination

**FF2 1 BSSC 04 1 Hold (0-9999) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**Destination Number:**

(if "3=DIL to Extension") Ext.No., Virtual Ext.No., or Closed No.  
(if "4=DIL to Hunt Group") Extension Hunt Group No. (1-72)  
(if "5=DIL to SSD") SSD Code No.  
(if "6=DIL to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

### Notes:

When the system receives the digits from the CO on the ISDN trunk, it will handle the call as a DID call.

**Multiple Incoming:** An incoming call on this trunk can ring on multiple extensions that have a CO or MCO FF-key line appearance for the trunk (see **Trunk FF-Key** addresses in FF4).

Ring destinations for **DID/DNIS** trunks are assigned in **DID Tables** (FF1 4 02 and 04). **DISA** trunks do not require a ring destination assignment; the DISA caller dials the desired extension after entering the phone system.

**To set up Virtual Port Ringing:** Choose "3=DIL to Extension" and enter the Virtual Port Extension No. (*not* the port no.) in the above addresses. Extension Numbers are assigned to Virtual Ports in FF3 2 (001-576) 00 Hold (0-9999) Hold (pg. 3-40).

**Related Programming:**

- DID/DNIS Dial Table (“A” Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table (“B” Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- Extension Number Assignment (pg. 3-4) (digital keyphones/SLTs) FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-29) (S-point ISDN ext.) FF3 1 BSSC 01 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- FF-Key Feature Assignment (DSS/72) (pg. 4-14) FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold
- Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold
- FF5 1: Extension Hunt Groups (pg. 5-13)
- Closed Number Table: Digit String (pg. 6-42) FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold
- SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold

**FF2**  
Trunks

**Day2 Ring Type**

(all CPCs) - Version 1.0 or higher

**BSSC-042 :0**  
Day2 Ring Type

Set the ISDN trunk’s ringing type for incoming calls during Day2 mode.

**FF2 1 BSSC 04 2 Hold (0-6) Hold**

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

**0=Multiple Incoming (default)**  
 1=DID or DNIS  
 2=DISA  
 3=DIL to Extension  
 4=DIL to Hunt Group  
 5=DIL to SSD  
 6=DIL to Attendant Hunt Group

**Day2 Ring Destination**

(all CPCs) - Version 1.0 or higher

**BSSC-043 :**  
D2 Destination

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address.

**FF2 1 BSSC 04 3 Hold (0-9999) Hold**

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

**Destination Number:**  
 (if “3=DIL to Extension”) Ext.No., Virtual Ext.No., or Closed No.  
 (if “4=DIL to Hunt Group”) Extension Hunt Group No. (1-72)  
 (if “5=DIL to SSD”) SSD Code No.  
 (if “6=DIL to Attendant”) Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Ring Type/Destination" - pg. 2-75)

**Related Programming:** (see "Day1 Ring Type/Destination" - pg. 2-75)

### Night Ring Type

(all CPCs) - Version 1.0 or higher

**BSSC-044 :0**  
 Night Ring Type

Set the ISDN trunk's ringing type for incoming calls during Night mode.

**FF2 1 BSSC 04 4 Hold (0-6) Hold**

<p><b>BSSC: ISDN Trunk Position</b></p> <p>B=Cabinet no. 1-6                  SS=Slot no. 01-12                  C=Circuit no. 1-4 (BRI)                  or 1 (PRI)</p>	<p><b>0=Multiple Incoming (default)</b></p> <p>1=DID or DNIS                  2=DISA                  3=DIL to Extension                  4=DIL to Hunt Group                  5=DIL to SSD                  6=DIL to Attendant Hunt Group</p>
--	--

**FF2**  
Trunks

### Night Ring Destination

(all CPCs) - Version 1.0 or higher

**BSSC-045 :**  
 N Destination

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a "DIL" (Direct In-Line) setting in the above address.

**FF2 1 BSSC 04 5 Hold (0-9999) Hold**

<p><b>BSSC: ISDN Trunk Position</b></p> <p>B=Cabinet no. 1-6                  SS=Slot no. 01-12                  C=Circuit no. 1-4 (BRI)                  or 1 (PRI)</p>	<p><b>Destination Number:</b></p> <p>(if "3=DIL to Extension") Ext.No., Virtual Ext.No., or Closed No.                  (if "4=DIL to Hunt Group") Extension Hunt Group No. (1-72)                  (if "5=DIL to SSD") SSD Code No.                  (if "6=DIL to Attendant") Attendant Hunt Group Pilot No.</p> <p style="text-align: center;"><b>default: [no assignment]</b></p>
--	---

**Notes:** (see "Day1 Ring Type/Destination" - pg. 2-75)

**Related Programming:** (see "Day1 Ring Type/Destination" - pg. 2-75)



## Day1 Delayed Ring Type

**BSSC-050 :0**  
Day1 D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the ISDN trunk's delayed-ringing type during Day1 mode.

NOTE: **Day1 Ring Type** (pg. 2-75) must be either "DIL" or "Multiple Incoming" to set Day1 Delayed Ringing (DID and DISA do not apply here).

**FF2 1 BSSC 05 0 Hold (0-4) Hold**

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

**0=Disabled; no delayed ringing (default)**  
 1=delay-ring to Extension  
 2=delay-ring to Hunt Group  
 3=delay-ring to SSD  
 4=delay-ring to Attendant Hunt Group

## Day1 Delayed Ring Destination

**BSSC-051 :**  
D1 D-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 1 BSSC 05 1 Hold (0-9999) Hold**

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

**Destination Number:**  
 (if "1=delay-ring to Extension") Ext.No., Virtual Ext.No., or Closed No.  
 (if "2=delay-ring to Hunt Group") Extension Hunt Group No. (1-72)  
 (if "3=delay-ring to SSD") SSD Code No.  
 (if "4=delay-ring to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

### Notes:

Delayed ringing for DID trunks is set in the **DID Tables** (FF1 4).

### Related Programming:

- Day1 Ring Type (pg. 2-75) **FF2 1 BSSC 04 0 Hold (0-6) Hold**
- Extension Number Assignment (pg. 3-4) for digital keyphones/SLTs **FF3 0 BSSC 02 Hold (0-9999) Hold**
- Extension Number Assignment (pg. 3-29) for S-point ISDN extensions **FF3 1 BSSC 01 Hold (0-9999) Hold**
- Extension Number Assignment (pg. 3-40) **FF3 2 (001-576) 00 Hold (0-9999) Hold**
- Attendant HG Pilot Number (pg. 5-3) **FF5 0 01 Hold (0-9999) Hold**
- FF5 1: Extension Hunt Groups (pg. 5-13)**
- Closed Number Table: Digit String (pg. 6-42) **FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold**
- SSD Numbers (pg. 8-46) **FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold**

**CO Delayed Ring Timer ...**

- Day1 unanswered calls (pg. 1-129) FF1 1 02 0003 Hold (0-255) Hold
- Day2 unanswered calls (pg. 1-129) FF1 1 02 0004 Hold (0-255) Hold
- Night unanswered calls (pg. 1-130) FF1 1 02 0005 Hold (0-255) Hold
- Busy (pg. 1-131) FF1 1 02 0006 Hold (0-255) Hold

## Day2 Delayed Ring Type

**BSSC-052 :0**  
Day2 D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the ISDN trunk's delayed-ringing type during Day2 mode.

NOTE: **Day2 Ring Type (pg. 2-76)** must be either "DIL" or "Multiple Incoming" to set Day2 Delayed Ringing (DID and DISA do not apply here).

**FF2 1 BSSC 05 2 Hold (0-4) Hold**

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

**0=Disabled; no delayed ringing (default)**  
 1=delay-ring to Extension  
 2=delay-ring to Hunt Group  
 3=delay-ring to SSD  
 4=delay-ring to Attendant Hunt Group



## Day2 Delayed Ring Destination

**BSSC-053 :**  
D2 D-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 1 BSSC 05 3 Hold (0-9999) Hold**

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

**Destination Number:**  
 (if "1=delay-ring to Extension") Ext.No., Virtual Ext.No., or Closed No.  
 (if "2=delay-ring to Hunt Group") Extension Hunt Group No. (1-72)  
 (if "3=delay-ring to SSD") SSD Code No.  
 (if "4=delay-ring to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-78)

**Related Programming:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-78)

**FF2**  
Trunks

## Night Delayed Ring Type

**BSSC-054 :0**  
NGT D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the ISDN trunk's delayed-ringing type during Night mode.

NOTE: **Night Ring Type (pg. 2-77)** must be either "DIL" or "Multiple Incoming" to set Night Delayed Ringing (DID and DISA do not apply here).

**FF2 1 BSSC 05 4 Hold (0-4) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)

or 1 (PRI)

**0=Disabled; no delayed ringing (default)**

1=delay-ring to Extension

2=delay-ring to Hunt Group

3=delay-ring to SSD

4=delay-ring to Attendant Hunt Group

## Night Delayed Ring Destination

**BSSC-055 :**  
ND-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 1 BSSC 05 5 Hold (0-9999) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)

or 1 (PRI)

(if "1=delay-ring to Extension")

(if "2=delay-ring to Hunt Group")

(if "3=delay-ring to SSD")

(if "4=delay-ring to Attendant")

**Destination Number:**

Ext.No., Virtual Ext.No., or Closed No.

Extension Hunt Group No. (1-72)

SSD Code No.

Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-78)

**Related Programming:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-78)



## Tenant Group Assignment (B-Channel)

**BSSC-060 :0**  
TRK#001 Tenant G

(all CPCs) - Version 1.0 or higher

Assign the B-channels of an ISDN trunk to Tenant Groups, which will apply when the trunk originates an outbound call (such as DISA).

**FF2 1 BSSC 06 (00-23) Hold (0-72) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**B-Channel 1-24:**

00=B-Channel 1  
01=B-Channel 2  
02=B-Channel 3  
...  
23=B-Channel 24

**Tenant Group No. --**

with a CPC-96: Tenant Groups 01-12  
with a CPC-288: Tenant Groups 01-36  
with a CPC-576: Tenant Groups 01-72

**default: 0 [no assignment]**

NOTE: B-Channel 24 is available when common D-Channel is used.



**Notes:**

**Related Programming:**

MOH Source for CO Trunks (pg. 1-96)    **FF1 0 12 (0001-0072) Hold (0-3) Hold**

## TRS Class Assignment (Day)

**BSSC-070 :1**  
Day1/2 TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the trunk, applicable during Day1 and Day2 modes when the trunk originates an outbound call (such as DISA).

**FF2 1 BSSC 07 0 Hold (1-50) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**TRS Class No. 1-50 for Day Mode**

**default: 1**

**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

**FF2**  
Trunks

**TRS Class Assignment (Night)**

**BSSC-071 :1**  
Night TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the trunk, applicable during Night mode when the trunk originates an outbound call (such as DISA).

**FF2 1 BSSC 07 1 Hold (1-50) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

TRS Class No. 1-50 for Night Mode

**default: 1**

**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

**Trunk COS Assignment**

**BSSC-08 :1**  
Trunk COS

(all CPCs) - Version 1.0 or higher

Assign a Trunk Class of Service (COS) to the ISDN trunk.

**FF2 1 BSSC 08 Hold (1-16) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

Trunk Class of Service No. 1-16

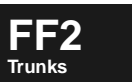
**default: 1**

**Notes:**

This **Trunk COS Assignment** controls the ring tone for incoming calls on this trunk - CO ring tone, intercom ring tone, or (for DIL trunks) a specific ring pattern. The Trunk COS also controls various network settings. See **FF1 0 04: Trunk COS Definitions (pg. 1-75)**.

**Related Programming:**

- Trunk COS: Incoming Ring Tone Source (pg. 1-75) FF1 0 04 (00-15) 01 Hold (0 or 1) Hold
- Trunk COS: DID/DNIS Table (pg. 1-77) FF1 0 04 (00-15) 04 Hold (0 or 1) Hold
- Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78) FF1 0 04 (00-15) 05 Hold (0 or 1) Hold
- Trunk COS: DISA ID Verification (pg. 1-79) FF1 0 04 (00-15) 06 Hold (0 or 1) Hold
- Ring Pattern (pg. 2-63) FF2 1 BSSC 02 02 Hold (0-12) Hold
- Day1/Day2/Night Ring Type/Destination (pg. 2-75) FF2 1 BSSC 04 (0 thru 5) ...



## Calling Number Area Code

(all CPCs) - Version 1.0 or higher

**BSSC-090 :**  
 Area Code

Assign a Calling Number Area Code to the ISDN trunk.

**FF2 1 BSSC 09 0 Hold (up to 6 digits) Hold**

↑

**BSSC: ISDN Trunk Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑

Calling Number Area Code  
 (max. 6 digits)  
  
**default: [no assignment]**

**Notes:**

This **Calling Number Area Code** will be sent to the CO for outbound calls on the ISDN trunk, along with other Calling Number digits (if assigned) in the following sequence:

Calling Number Area Code + Calling Number Office Code + Subscriber Number

**Related Programming:**

- Calling Number Send (pg. 2-72) FF2 1 BSSC 03 12 Hold (0 or 1) Hold



## Calling Number Office Code

**BSSC-091 :**  
Office Code

(all CPCs) - Version 1.0 or higher

Assign a Calling Number Office Code to the ISDN trunk.

**FF2 1 BSSC 09 1 Hold (up to 6 digits) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

Calling Number Office Code  
(max. 6 digits)

**default: [no assignment]**

### Notes:

This **Calling Number Office Code** will be sent to the CO for outbound calls on the ISDN trunk, along with other Calling Number digits (if assigned) in the following sequence:

Calling Number Area Code + Calling Number Office Code + Subscriber Number

### Related Programming:

Calling Number Send (pg. 2-72) **FF2 1 BSSC 03 12 Hold (0 or 1) Hold**

## Calling Number Subscriber Number

**BSSC-092 :**  
Subscriber #

(all CPCs) - Version 1.0 or higher

Assign a Calling Number Subscriber Number to the ISDN trunk

**FF2 1 BSSC 09 2 Hold (up to 4 digits) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

Subscriber Number (max. 4 digits)

**default: [no assignment]**

### Notes:

This **Calling Number Subscriber Number** will be sent to the CO for outbound calls on the ISDN trunk, along with other Calling Number digits (if assigned) in the following sequence:

Calling Number Area Code + Calling Number Office Code + Subscriber Number

### Related Programming:

Calling Number Send (pg. 2-72) **FF2 1 BSSC 03 12 Hold (0 or 1) Hold**

## Trunk Digital Pad Class Assignment

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to the ISDN trunk

**BSSC-10 :7**  
Trunk DPAD CLS

**FF2 1 BSSC 10 Hold (1-16) Hold**

**BSSC: ISDN Trunk Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)

or 1 (PRI)

Trunk Digital Pad Class No. 1-16

**default: 7**



### Notes:

Based on this setting, you can assign automatic volume adjustments for different connection types to this trunk (see FF1 8 02).

### Related Programming:

Digital Pad Settings for Trunk Pad Class (pg. 1-178)    FF1 8 02 (0001-0480) Hold (0-31) Hold

# FF2 2: T1 Trunks (CO)

**NOTE:** For T1 point-to-point private networks (trunk connections between 2 or more switches), go to pg. 2-116 for **T1 Trunks (E&M Tie)**.

If the carrier is providing DID/DNIS trunks with E&M signaling, use these **T1 Trunks (CO)** settings - not the T1 E&M Tie settings.

**FF2**  
Trunks

## Trunk Connection Type (CO/Network)

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel is connected to the CO or to a private network.

BSSCC-00 :1  
TRK Type CO/NET

FF2 2 BSSCC 00 Hold (0-2) Hold

**BSSCC: T1 Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

0=[no assignment]  
**1=CO (default)**  
2=Private Network

### Notes:

The remaining addresses in this **T1 Trunks (CO)** section will apply if the T1 trunk is set to **1=CO (default)** in the above address. If 2=Private Network is selected instead (for trunk connections between 2 or more switches), go to pg. 2-116.

The **1=CO (default)** setting should be used for DID/DNIS trunks with E&M signaling, and the **T1 Trunks (CO)** addresses followed. (Set the **Ring Type** for these trunks as 1=DID or DNIS.)

### Related Programming:

Ring Type/Destination for T1/CO trunks (pg. 2-107)    FF2 2 BSSCC 04 (0 thru 5) ...

## Trunk Number Assignment

BSSCC-01 :  
Trunk Number

(all CPCs) - Version 1.0 or higher

Assign a trunk number to each T1 channel.

**FF2 2 BSSCC 01 Hold (0-576) Hold**
(or BLK-DOWN)

↑

**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑

Trunk Number 1-576  
 (0 = no trunk)

**default: [no assignment]**



**Notes:**

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC trunk position and assign it a trunk number (stay in same address).

Before removing a Trunk Card from a Free Slot, you must first clear the Trunk Numbers (if assigned) from all of the Card's BSSC ports in this address. See pg. 0-3 for more information.

The range of trunk numbers available for assignment depends on the CPC used:

- with a CPC-96:           Trunk Nos. 1-96
- with a CPC-288:       Trunk Nos. 1-288
- with a CPC-576       Trunk Nos. 1-576

**Related Programming:**

Trunk Numbering (pg. 1-22)   FF1 0 02 0001 Hold (0 or 1) Hold

## Trunk Signal Type

BSSCC-0200:3  
Signal

(all CPCs) - Version 1.0 or higher

Set the T1 channel's signaling type.

**FF2 2 BSSCC 02 00 Hold (0-3) Hold**

↑

**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑

0=Loop Start  
 1=Ground Start  
 2=DID Immediate Start  
 3=**DID Wink Start (default)**

**Notes:**

**Related Programming:**

- Disconnect Detect (pg. 2-88) FF2 2 BSSCC 02 01 Hold (0 or 1) Hold
- Dial Pulse Minimum Pause (pg. 2-88) FF2 2 BSSCC 02 02 Hold (0 or 1) Hold
- Ground Start Ring Type (pg. 2-89) FF2 2 BSSCC 02 03 Hold (0 or 1) Hold
- DID Ring Detect Timer (pg. 2-89) FF2 2 BSSCC 02 04 Hold (0 or 1) Hold
- Disconnect Supervision Timer (pg. 2-95) FF2 2 BSSCC 02 12 Hold (0-3) Hold
- Guard Timer for Outbound Calls (pg. 2-96) FF2 2 BSSCC 02 13 Hold (0-3) Hold
- Inbound Ground Detect Timer (pg. 2-96) FF2 2 BSSCC 02 14 Hold (0-3) Hold

**FF2**  
Trunks

**Disconnect Detect**

**BSSCC-0201:0**  
DISC Detect

(all CPCs) - Version 1.0 or higher

Enable/Disable system detection of disconnect signal sent by the CO if the outside party disconnects first.

**FF2 2 BSSCC 02 01 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=No detection of disconnect signal from CO. (default)**

**1=System will detect disconnect signal.**

**Notes:**

This setting is available only if the **Trunk Signal Type** is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.

**Related Programming:**

- Trunk Signal Type (pg. 2-87) FF2 2 BSSCC 02 00 Hold (0-3) Hold
- Disconnect Supervision Timer (pg. 2-95) FF2 2 BSSCC 02 12 Hold (0-3) Hold

**Dial Pulse Minimum Pause**

**BSSCC-0202:0**  
DP MIN.Pause

(all CPCs) - Version 1.0 or higher

Set the minimum pause time for dial-pulse signaling.

**FF2 2 BSSCC 02 02 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=625 ms (default-US) or 750 ms (default-UK)**

**1=1000 ms**



**Notes:**

This setting is available only if the **Trunk Signal Type** is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.

**Related Programming:**

Trunk Signal Type (pg. 2-87) FF2 2 BSSCC 02 00 Hold (0-3) Hold

**Ground Start Ring Type**

BSSCC-0203:0  
GS Ring Type

(all CPCs) - Version 1.0 or higher

Set whether the CO supplies the real ringing signal or not. Applies to Ground-Start trunks, which typically need Tip-Ground for incoming signal.

FF2 2 BSSCC 02 03 Hold (0 or 1) Hold

↑  
**BSSCC: T1 (CO) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

↑  
**0=CO ringing signal. (default)**  
1=No CO ringing signal.



**Notes:**

This setting is available only if the **Trunk Signal Type** is set for “1” (Ground Start); it is not available for Loop Start or DID signaling types. (Ground Start trunks typically need Tip-side ground for incoming signal.)

**Related Programming:**

Trunk Signal Type (pg. 2-87) FF2 2 BSSCC 02 00 Hold (0-3) Hold

**DID Ring Detect Timer**

BSSCC-0204:0  
DID RingDET Time

(all CPCs) - Version 1.0 or higher

Set the timer for detecting DID ringing, which will be used to specify the ringing.

FF2 2 BSSCC 02 04 Hold (0 or 1) Hold

↑  
**BSSCC: T1 (CO) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

↑  
**0=32 ms (default)**  
1=96 ms

**Notes:**

If CO is set to Immediate Start, system will wait this long before recognizing ring from CO.

This setting is available only if the **Trunk Signal Type** is set for “2” (DID Immediate Start) or “3” (DID Wink Start); it is not available for Loop Start or Ground Start signaling types.

**Related Programming:**

Trunk Signal Type (pg. 2-87)    **FF2 2 BSSCC 02 00 Hold (0-3) Hold**



**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 02 05 Hold**

**BSSCC-0205:**  
Not Used

**Frame Format**

(all CPCs) - Version 1.0 or higher

Set the framing format ordered from the CO (assign to Channel #1).

**FF2 2 BSSCC 02 06 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position (“01” only)**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01

**0=SF (default)**

1=ESF

**BSSCC-0206:0**  
Frame Format

**Notes:**

This setting is available only for Channel 01.

“SF” stands for SuperFrame (also known as D4), in which sampling frames are transmitted in groups of 12.

“ESF” stands for Extended SuperFrame, in which sampling frames are transmitted in groups of 24. ESF provides monitoring and maintenance capabilities that aren’t available with SF.

Both “SF” and “ESF” use robbed-bit signaling, in which the 8th bit is robbed from every 6th frame to transmit signaling states such as On-Hook and Off-Hook.

**Related Programming:**

Synchronized Clock (pg. 1-103) FF1 0 18 (0001-0003) Hold (BSS/C) Hold

**Line Coding** BSSCC-0207:0  
Line Coding

(all CPCs) - Version 1.0 or higher

Set the clear-channel format ordered from the CO (assign to Channel #1).

**FF2 2 BSSCC 02 07 Hold (0 or 1) Hold**

↑

**BSSCC: T1 (CO) Channel Position (“01” only)**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01

↑

**0=AMI (default)**  
 1=B8ZS



**Notes:**

- This setting is available only for Channel 01.
- “AMI” stands for Alternate Mark Inversion.
- “B8ZS” stands for Binary 8-Zeros Suppression.

**Related Programming:**

# Ring Frequency

**BSSCC-0208:1**  
Ring Frequency

(all CPCs) - Version 1.0 or higher

Set the ring frequency for incoming calls on the T1 channel. Affects ringing pitch on digital phones.

**FF2 2 BSSCC 02 08 Hold (0-6) Hold**

**BSSCC: T1 (CO) Channel Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

- 0=No Ring
- 1=400/562 Hz (default)**
- 2=1000/1340 Hz
- 3=400 Hz
- 4=800/1040 Hz
- 5=1040/1320 Hz
- 6=660/1320 Hz

**FF2**  
Trunks

## Notes:

## Related Programming:

# Ring Pattern

**BSSCC-0209:1**  
Ring Cycle PTN

(all CPCs) - Version 1.0 or higher

Set the ring pattern for incoming calls on this trunk.

**FF2 2 BSSCC 02 09 Hold (0-12) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

Setting Values for U.K.		Setting Values for U.S. and Hong Kong	
<b>0</b>	Synchronize with CO	<b>0</b>	(use Pattern 1 below)
<b>1</b>	<b>1on/2off (default) (in seconds)</b>	<b>1</b>	<b>1on/3off (in seconds) (default)</b>
<b>2</b>	2on/1off	<b>2</b>	2on/2off
<b>3</b>	1on/1off	<b>3</b>	3on/1off
<b>4</b>	.5on/.5off	<b>4</b>	1on/1off
<b>5</b>	.25on/.25off	<b>5</b>	.5on/.5off
<b>6</b>	.25on/.25off/.25on/2.25off	<b>6</b>	.5on/3.5off
<b>7</b>	.25on/.25off/.25on/.25off/.25on/1.75off	<b>7</b>	.5on/.5off/.5on/2.5off
<b>8</b>	.75on/.25off/.75on/1.25off	<b>8</b>	.25on/.25off/.25on/3.25off
<b>9</b>	1on/.25off/.25on/1.5off	<b>9</b>	1on/.25off/.25on/2.5off
<b>10</b>	1on/.25off/.25on/.25off/.25on/1off	<b>10</b>	1on/.25off/.25on/.25off/.25on/2off
<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off	<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off
<b>12</b>	Continuous tone	<b>12</b>	Continuous tone

**FF2**  
Trunks

**Notes:**

If **Trunk COS: Incoming Ring Tone Source (pg. 1-75)** is set to “0=Use trunk’s Ring Pattern (default),” the above Ring Pattern will apply to all incoming-call types: multiple incoming, DIL, DID, DISA. However, if the **Ring Tone Source** is set to “1=Use intercom ring tone,” the above Ring Pattern will apply only to multiple-incoming calls.

**Related Programming:**

**Trunk COS: Incoming Ring Tone Source (pg. 1-75)** FF1 0 04 (00-15) 01 Hold (0 or 1) Hold

**Trunk COS Assignment (pg. 2-114)** FF2 2 BSSCC 08 Hold (1-16) Hold

**Ring Type/Destination for T1/CO trunks (pg. 2-107)** FF2 2 BSSCC 04 (0 thru 5) Hold...

**FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units (pg. 4-7)**

**FF4 1: FF-Keys on DSS/72 Consoles (pg. 4-14)**

## DTMF On/Off Pattern During Talk

**BSSCC-0210:1**  
DTMF PTN-Talk

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply after an extension user connects to the called party during a CO call on this T1 channel.

**FF2 2 BSSCC 02 10 Hold (0-2) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=DTMF Pattern #1

**1=DTMF Pattern #2 (default)**

2=DTMF Pattern #3

**FF2**  
Trunks

### Notes:

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

### Related Programming:

DTMF ON: Pattern #1 (pg. 1-123) **FF1 1 01 0016 Hold (1-255) Hold**

DTMF OFF: Pattern #1 (pg. 1-124) **FF1 1 01 0017 Hold (1-255) Hold**

DTMF ON/OFF: Pattern #2 (pg. 1-125) **FF1 1 01 0018 Hold (1-255) Hold**

DTMF ON/OFF: Pattern #3 (pg. 1-126) **FF1 1 01 0019 Hold (1-255) Hold**

## DTMF On/Off Pattern for Outgoing Dialing

**BSSCC-0211:0**  
DTMF PTN-Dial

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply to the dialing of outbound phone numbers (DTMF sent to CO) on this T1 channel.

**FF2 2 BSSCC 02 11 Hold (0-2) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**0=DTMF Pattern #1 (default)**

1=DTMF Pattern #2

2=DTMF Pattern #3

### Notes:

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

**Related Programming:**

- DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #2 (pg. 1-125) FF1 1 01 0018 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #3 (pg. 1-126) FF1 1 01 0019 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-97) FF2 2 BSSCC 03 00 Hold (0 or 1) Hold

**Disconnect Supervision Timer**

**BSSCC-0212:0**  
Disconnect Timer

(all CPCs) - Version 1.0 or higher

Set how long the system will wait after detecting a drop in voltage from the CO, before recognizing it as a valid disconnect signal.



**FF2 2 BSSCC 02 12 Hold (0-3) Hold**

**BSSCC: T1 (CO) Channel Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

if Trunk Signaling type is...

Loop Start / Ground Start:

- 0=281 ms (default)**
- 1=531 ms
- 2=781 ms
- 3=1032 ms (1.032 seconds)

DID:

- 0=96 ms (default)**
- 1=144 ms
- 2=240 ms
- 3=1500 ms (1.500 seconds)

**Notes:**

**Related Programming:**

- Trunk Signal Type (pg. 2-87) FF2 2 BSSCC 02 00 Hold (0-3) Hold
- Disconnect Detect (pg. 2-88) FF2 2 BSSCC 02 01 Hold (0 or 1) Hold



## Guard Timer for Outbound Calls

**BSSCC-0213:3**  
Guard Timer

(all CPCs) - Version 1.0 or higher

Set how long the system guards the T1 channel after a call is disconnected. The purpose of guarding the trunk is to prevent “glare” (collision between an incoming and outgoing call).

**FF2 2 BSSCC 02 13 Hold (0-3) Hold**

**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

0=500 ms (.5 seconds)  
 1=1000 ms (1 second)  
 2=1500 ms (1.5 seconds)  
 3=2000 ms (2 seconds) (default)

### Notes:

While the T1 channel is guarded, it cannot be used for another call until this **Guard Timer** has expired. This setting is available only if the **Trunk Signal Type** is set for “0” (Loop Start) or “1” (Ground Start); it is not available for DID signaling types.

### Related Programming:

Trunk Signal Type (pg. 2-87) **FF2 2 BSSCC 02 00 Hold (0-3) Hold**

## Inbound Ground Detect Timer

**BSSCC-0214:0**  
In-Ground Timer

(all CPCs) - Version 1.0 or higher

Set how long a CO Tip-ground signal must be present on a Ground Start T1 channel, before the system recognizes it as a valid incoming call.

**FF2 2 BSSCC 02 14 Hold (0-3) Hold**

**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

0=1 second (default)  
 1=2 seconds  
 2=4 seconds  
 3=8 seconds

### Notes:

If this **Inbound Ground Detect Timer** is set too short, the system may generate false ringing when Tip-ground is not removed quickly enough at the end of the call.

### Related Programming:

Trunk Signal Type (pg. 2-87) **FF2 2 BSSCC 02 00 Hold (0-3) Hold**



### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 02 15 Hold**

**BSSCC-0215:**  
Not Used

### DTMF/Dial Pulse Dialing

(all CPCs) - Version 1.0 or higher

Set the T1 channel's signaling type for outbound and inbound dialing.

**BSSCC-0300:1**  
Dial Type DP/PB

**FF2 2 BSSCC 03 00 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

0=Dial-pulse, at 10 pps  
1=DTMF (default)

**FF2**  
Trunks

**Notes:**

**Related Programming:**

### Flash Pattern

(all CPCs) - Version 1.0 or higher

Set the signal pattern used for flash signals sent to the CO on the T1 channel.  
(see **System Timers** to define Flash Patterns #1 and #2)

**BSSCC-0301:0**  
Flash Length

**FF2 2 BSSCC 03 01 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

0=Flash Pattern #1 (default)  
1=Flash Pattern #2

**Notes:**

Two different Flash Patterns can be defined in **Flash Timers 1 and 2**, FF1 1 01 (0001-0002).

**Related Programming:**

Flash Timer 1 for Trunk Line (pg. 1-115) FF1 1 01 0001 Hold (1-255) Hold  
 Flash Timer 2 for Trunk Line (pg. 1-116) FF1 1 01 0002 Hold (1-255) Hold

**FF2**  
Trunks

**Dial Tone Detection**

**BSSCC-0302:1**  
DT Detect

(all CPCs) - Version 1.0 or higher

Set whether the phone system will check for CO dial tone before sending dialed digits on this trunk.

**FF2 2 BSSCC 03 02 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

0=No check (use precoded delay timer).

1=Check (send digits after dial tone is detected). (default)

**Notes:**

**Related Programming:**

**Trunk Connection Type (CO/PBX)**

**BSSCC-0303:0**  
TRK Type CO/PBX

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel connects directly to the CO or is behind a PBX/Centrex.

**FF2 2 BSSCC 03 03 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

0=CO trunk (default)

1=PBX trunk

**Notes:**

**Related Programming:**

PBX Trunk Access Codes (pg. 1-92) FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold

## Auto-Repeat Dial

(all CPCs) - Version 1.0 or higher

Enable/Disable Auto-Repeat Dialing on the T1 channel.

**BSSCC-0304:1**  
Auto Repeat Dial

**FF2 2 BSSCC 03 04 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=Do not allow Auto-Repeat Dialing.

1=Allow Auto-Repeat Dialing. (default)

### Notes:

**Auto-Repeat Dial:** Dial an outside call. If busy tone is received, press REDIAL to have the system automatically redial the number at set intervals (max. 15 times) until the called party answers or the user hangs up.

### Related Programming:

Flash Timer for Auto-Repeat Dial (pg. 1-117) FF1 1 01 0003 Hold (1-255) Hold

**FF2**  
Trunks

## DTMF After Answer (Link Control)

(all CPCs) - Version 1.0 or higher

For calls on this T1 channel using pushbutton (DTMF) SLT phones, set whether DTMF signals can be sent through the system after the called party answers.

**BSSCC-0305:0**  
Link Control

**FF2 2 BSSCC 03 05 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=Two-Way Link: DTMF path open both ways. (default)

1=One-Way Link: No DTMF signaling after the called party answers.

### Notes:

Set this address to "1" (One-Way Link) to prevent double-dialing -- making an outgoing call on the same trunk after the called party hangs up, thus bypassing TRS restrictions.

### Related Programming:

DTMF/Dial Pulse Dialing (pg. 2-97) FF2 2 BSSCC 03 00 Hold (0 or 1) Hold

## CO Dial Tone Simulation

**BSSCC-0306:0**  
CO-DT

(all CPCs) - Version 1.0 or higher

Set whether the system will send a simulated CO dial tone to an extension using this T1 channel (important for DID Wink-Start trunk signaling).

**FF2 2 BSSCC 03 06 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**0=Do not send simulated CO dial tone to extension. (default)**

**1=Send simulated CO dial tone to extension.**

**FF2**  
Trunks

### Notes:

Set to "1" (Send) if the CO doesn't support dial tone (typical in U.K.).

### Related Programming:

Trunk Signal Type (pg. 2-87) **FF2 2 BSSCC 02 00 Hold (0-3) Hold**

## SMDR for Outbound Calls

**BSSCC-0307:1**  
SMDR Output/Out

(all CPCs) - Version 1.0 or higher

Set whether *outbound* calls on the T1 channel will be included in SMDR records.

**FF2 2 BSSCC 03 07 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**0=Do not include in SMDR.**

**1=Include in SMDR. (default)**

### Notes:

### Related Programming:

SMDR Data to Serial Port (pg. 1-88) **FF1 0 06 0001 Hold (0-2) Hold**

SMDR Output Format (pg. 1-93) **FF1 0 09 0001 Hold (0-2) Hold**

## SMDR for Inbound Calls

**BSSCC-0308:0**  
SMDR Output/In

(all CPCs) - Version 1.0 or higher

Set whether *incoming* calls on the T1 channel will be included in SMDR records.

**FF2 2 BSSCC 03 08 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Do not include in SMDR. (default)**

**1=Include in SMDR.**

### Notes:



### Related Programming:

SMDR Data to Serial Port (pg. 1-88) **FF1 0 06 0001 Hold (0-2) Hold**

SMDR Output Format (pg. 1-93) **FF1 0 09 0001 Hold (0-2) Hold**

## Flash Key Operation

**BSSCC-0309:0**  
Flash Control

(all CPCs) - Version 1.0 or higher

Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this T1 channel.

**FF2 2 BSSCC 03 09 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Flash signal is sent to CO. (default)**

**1=T1 channel is released, then user hears internal dial tone.**

### Notes:

The sending of the flash signal can also be enabled/disabled on individual extensions (see **Flash-Signal Control** on pg. 3-19).

If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal **will be sent** when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) If this address is set to **0=Flash signal is sent to CO (default)**, it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See **Dial Plans A and B** on pg. 1-155.

**Related Programming:**

- Flash-Signal Control (pg. 3-19) FF3 0 BSSC 04 21 Hold (0 or 1) Hold
- Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155) FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
- Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157) FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold



## Long Talk Alarm

**BSSCC-0310:0**  
 Long-Talk Alarm

(all CPCs) - Version 1.0 or higher

Enable/Disable alarm tone heard by extension user during an outbound call on the T1 channel, if the call lasts longer than the **Long Talk Alarm Timer**.

FF2 2 BSSCC 03 10 Hold (0 or 1) Hold

↑

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑

**0=Disable Long Talk Alarm. (default)**  
 1=Enable Long Talk Alarm.

**Notes:**

By default, individual extensions are enabled for the Long Talk Alarm (via Extension COS setting).

**Related Programming:**

- Long Talk Alarm #1 Timer (pg. 1-134) FF1 1 02 0010 Hold (0-255) Hold
- Long Talk Alarm #2 Timer (pg. 1-135) FF1 1 02 0011 Hold (0-255) Hold
- Extension COS: Long Talk Alarm (pg. 1-66) FF1 0 03 (00-15) 40 Hold (0 or 1) Hold

## Alarm Ringing

**BSSCC-0311:0**  
 Alarm Ringing

(all CPCs) - Version 1.0 or higher

Enable/Disable Alarm Ringing for incoming calls on this T1 channel that ring unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

FF2 2 BSSCC 03 11 Hold (0 or 1) Hold

↑

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑

**0=Disable Alarm Ringing. (default)**  
 1=Enable Alarm Ringing.

**Notes:**

**Alarm Ringing:** Ringing frequency/interval changes for an incoming call that rings unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

Alarm Ringing will not work while Slide Ringing or Delayed Ringing is occurring.

**Related Programming:**

Ring Alarm Frequency (pg. 1-106) FF1 0 21 0001 Hold (0-6) Hold  
 Ring Alarm Pattern (pg. 1-107) FF1 0 21 0002 Hold (0-12) Hold  
 Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold  
 Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold  
 Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold

**FF2**  
Trunks

**Slide Ringing**

(all CPCs) - Version 1.0 or higher

Enable/Disable Slide Ringing for incoming calls on this T1 channel that ring unanswered for longer than the **Slide Ring/Alarm Ring Timer**.

BSSCC-0312:0  
Slide Ringing

**FF2 2 BSSCC 03 12 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

**0=Disable Slide Ringing. (default)**  
**1=Enable Slide Ringing.**

**Notes:**

**Slide Ringing:** Applies to extensions that are Slide Ringing-enabled and have trunk FF-key assignments (where the trunk is also enabled for Slide Ringing in the above address). An incoming call on the trunk will ring at the assigned extension or hunt group first (see **Day1/2/Night Ring Assignments** in FF2). Then, after the **Slide Ring/Alarm Ring Timer** expires, the call will begin ringing at the extension(s) that have an FF-key for the trunk (see **FF-Key Feature Assignment** in FF4).

**Related Programming:**

Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold  
 Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold  
 Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold  
 Slide Ringing Receive (pg. 3-9) (on individual extensions) FF3 0 BSSC 04 02 Hold (0 or 1) Hold  
 Ring Type/Destination - Day1, Day2, Night (pg. 2-107) FF2 2 BSSC 04 (0-5) Hold (0-6 or 0-9999) Hold  
 FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold

## DTMF Conversion (Outbound Calls)

**BSSCC-0313:1**  
PB Convert/Out

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel will switch from dial-pulse to DTMF signaling after the called party answers an outbound call, according to the **Call Duration Timer**.

**FF2 2 BSSCC 03 13 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

0=Do not switch to DTMF signaling.

1=Switch to DTMF signaling after the called (outside) party answers. (default)

**FF2**  
Trunks

**Notes:**

**Related Programming:**

Call Duration Timer (analog CO) (pg. 1-118) **FF1 1 01 0005 Hold (1-255) Hold**  
DTMF/Dial Pulse Dialing (pg. 2-97) **FF2 2 BSSCC 03 00 Hold (0 or 1) Hold**

## DTMF Conversion (Inbound Calls)

**BSSCC-0314:1**  
PB Convert/In

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel will switch from dial-pulse to DTMF signaling after the extension user answers an incoming call.

**FF2 2 BSSCC 03 14 Hold (0 or 1) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

0=Do not switch to DTMF signaling.

1=Switch to DTMF signaling after the phone user answers. (default)

**Notes:**

**Related Programming:**

DTMF/Dial Pulse Dialing (pg. 2-97) **FF2 2 BSSCC 03 00 Hold (0 or 1) Hold**



## Indirect LCR

(all CPCs) - Version 1.0 or higher  
(U.K. use only) Enable/Disable the Indirect Least Cost Routing (LCR) function.

**BSSCC-0315:0**  
 Indirect LCR

**FF2 2 BSSCC 03 15 Hold (0 or 1) Hold**

↑

**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑

**0=Disable Indirect LCR. (default)**  
 1=Enable Indirect LCR.



**Notes:**

**Indirect LCR:** System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

*U.S.A.:* Do not enable this address for MCO access code routing (eg., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.

**Related Programming:**

FF6 2 05: Digit Modify Table (pg. 6-38)

## Call Duration

(all CPCs) - Version 1.0 or higher  
Set whether the system will use the **Call Duration Timer** to begin tracking call duration (both on LCD display and in SMDR records) for an outgoing call on this trunk.

**BSSCC-0316:1**  
 Call Duration

**FF2 2 BSSCC 03 16 Hold (0 or 1) Hold**

↑

**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑

**0=Do not use system timer to start call duration.**  
**1=Use system timer to start call duration. (default)**

**Notes:**

This address should be set to “0” (*Do not* use system timer) if the CO sends back reverse signaling for called-party answer (typical in the U.K.).

**Related Programming:**

Call Duration Timer (analog CO) (pg. 1-118) FF1 1 01 0005 Hold (1-255) Hold

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 03 17 Hold**

**BSSCC-0317:**  
Not Used

**FF2 2 BSSCC 03 18 Hold**

**BSSCC-0318:**  
Not Used

**FF2**  
Trunks

### Day1 Ring Type

(all CPCs) - Version 1.0 or higher

**BSSCC-040: 0**  
Day1 Ring Type

Set the T1 channel's ringing type for incoming calls during Day1 mode.

**FF2 2 BSSCC 04 0 Hold (0-6) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Multiple Incoming (default)**

1=DID or DNIS  
2=DISA  
3=DIL to Extension  
4=DIL to Hunt Group  
5=DIL to SSD  
6=DIL to Attendant Hunt Group



### Day1 Ring Destination

(all CPCs) - Version 1.0 or higher

**BSSCC-041 :**  
D1 Destination

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a "DIL" (Direct In-Line) setting in the above address.

**FF2 2 BSSCC 04 1 Hold (0-9999) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**Destination Number:**

(if "3=DIL to Extension") Ext.No., Virtual Ext.No., or Closed No.  
(if "4=DIL to Hunt Group") Extension Hunt Group No. (1-72)  
(if "5=DIL to SSD") SSD Code No.  
(if "6=DIL to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:**

**Multiple Incoming:** An incoming call on this trunk can ring on multiple extensions that have a CO or MCO FF-key line appearance for the trunk (see **Trunk FF-Key** addresses in FF4).

Ring destinations for **DID/DNIS** trunks are assigned in **DID Tables** (FF1 4 02 and 04). **DISA** trunks do not require a ring destination assignment; the DISA caller dials the desired extension after entering the phone system.

**To set up Virtual Port Ringing:** Choose "3=DIL to Extension" and enter the Virtual Port Extension No. (*not* the port no.) in the above addresses. Extension Numbers are assigned to Virtual Ports in FF3 2 (001-576) 00 Hold (0-9999) Hold (pg. 3-40).

**Related Programming:**

- DID/DNIS Dial Table (“A” Side) (pg. 1-169) FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- DID/DNIS Dial Table (“B” Side) (pg. 1-171) FF1 4 04 (000-575) (1-6) Hold (0-9999 or 1-72) Hold
- Extension Number Assignment (pg. 3-4) for digital keyphones/SLTs FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-29) for S-point ISDN extensions FF3 1 BSSC 01 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold
- FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold
- FF-Key Feature Assignment (DSS/72) (pg. 4-14) FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold
- Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold
- FF5 1: Extension Hunt Groups (pg. 5-13)
- Closed Number Table: Digit String (pg. 6-42) FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold
- SSD Numbers (pg. 8-46) FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold



**Day2 Ring Type**

BSSCC-042 :0  
Day2 Ring Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel’s ringing type for incoming calls during Day2 mode.

**FF2 2 BSSCC 04 2 Hold (0-6) Hold**

**BSSCC: T1 (CO) Channel Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

**0=Multiple Incoming (default)**

- 1=DID or DNIS
- 2=DISA
- 3=DIL to Extension
- 4=DIL to Hunt Group
- 5=DIL to SSD
- 6=DIL to Attendant Hunt Group

**Day2 Ring Destination**

BSSCC-043 :  
D2 Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a “DIL” (Direct In-Line) setting in the above address).

**FF2 2 BSSCC 04 3 Hold (0-9999) Hold**

**BSSCC: T1 (CO) Channel Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

**Destination Number:**

- (if “3=DIL to Extension”) Ext.No., Virtual Ext.No., or Closed No.
- (if “4=DIL to Hunt Group”) Extension Hunt Group No. (1-72)
- (if “5=DIL to SSD”) SSD Code No.
- (if “6=DIL to Attendant”) Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Ring Type/Destination" - pg. 2-107)

**Related Programming:** (see "Day1 Ring Type/Destination" - pg. 2-107)

## Night Ring Type

**BSSCC-044 :0**  
 Night Ring Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel's ringing type for incoming calls during Night mode.

FF2 2 BSSCC 04 4 Hold (0-6) Hold

↑  
**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑  
**0=Multiple Incoming (default)**  
 1=DID or DNIS  
 2=DISA  
 3=DIL to Extension  
 4=DIL to Hunt Group  
 5=DIL to SSD  
 6=DIL to Attendant Hunt Group



## Night Ring Destination

**BSSCC-045 :**  
 N Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group for a "DIL" (Direct In-Line) setting in the above address.

FF2 2 BSSCC 04 5 Hold (0-9999) Hold

↑  
**BSSCC: T1 (CO) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑  
**Destination Number:**  
 (if "3=DIL to Extension") Ext.No., Virtual Ext.No., or Closed No.  
 (if "4=DIL to Hunt Group") Extension Hunt Group No. (1-72)  
 (if "5=DIL to SSD") SSD Code No.  
 (if "6=DIL to Attendant") Attendant Hunt Group Pilot No.  
  
**default: [no assignn]**

**Notes:** (see "Day1 Ring Type/Destination" - pg. 2-107)

**Related Programming:** (see "Day1 Ring Type/Destination" - pg. 2-107)

**FF2**  
Trunks

### Day1 Delayed Ring Type

**BSSCC-050 :0**  
Day1 D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel's delayed-ringing type during Day1 mode.

NOTE: **Day1 Ring Type (pg. 2-107)** must be either "DIL" or "Multiple Incoming" to set Day1 Delayed Ringing (DID and DISA do not apply here).

**FF2 2 BSSCC 05 0 Hold (0-4) Hold**

↑	↑
<b>BSSCC: T1 (CO) Channel Position</b>	<b>0=Disabled; no delayed ringing (default)</b>
B=Cabinet no. 1-6	1=delay-ring to Extension
SS=Slot no. 01-12	2=delay-ring to Hunt Group
CC=Channel no. 01-24	3=delay-ring to SSD
	4=delay-ring to Attendant Hunt Group

### Day1 Delayed Ring Destination

**BSSCC-051 :**  
D1 D-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 2 BSSCC 05 1 Hold (0-9999) Hold**

↑	↑
<b>BSSCC: T1 (CO) Channel Position</b>	<b>Destination Number:</b>
B=Cabinet no. 1-6	(if "1=delay-ring to Extension") Ext.No., Virtual Ext.No., or Closed No.
SS=Slot no. 01-12	(if "2=delay-ring to Hunt Group") Extension Hunt Group No. (1-72)
CC=Channel no. 01-24	(if "3=delay-ring to SSD") SSD Code No.
	(if "4=delay-ring to Attendant") Attendant Hunt Group Pilot No.
	<b>default: [no assignment]</b>

**Notes:**

Delayed ringing for DID trunks is set in the **DID Tables** (FF1 4).

**Related Programming:**

- Day1 Ring Type (pg. 2-107) **FF2 2 BSSCC 04 0 Hold (0-6) Hold**
- Extension Number Assignment (pg. 3-4) on digital keyphones/SLTs **FF3 0 BSSC 02 Hold (0-9999) Hold**
- Extension Number Assignment (pg. 3-29) on S-point ISDN extensions **FF3 1 BSSC 01 Hold (0-9999) Hold**
- Extension Number Assignment (pg. 3-40) **FF3 2 (001-576) 00 Hold (0-9999) Hold**
- Attendant HG Pilot Number (pg. 5-3) **FF5 0 01 Hold (0-9999) Hold**
- FF5 1: Extension Hunt Groups (pg. 5-13)**
- Closed Number Table: Digit String (pg. 6-42) **FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold**
- SSD Numbers (pg. 8-46) **FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold**

**CO Delayed Ring Timer ...**

- Day1 unanswered calls (pg. 1-129) FF1 1 02 0003 Hold (0-255) Hold
- Day2 unanswered calls (pg. 1-129) FF1 1 02 0004 Hold (0-255) Hold
- Night unanswered calls (pg. 1-130) FF1 1 02 0005 Hold (0-255) Hold
- Busy (pg. 1-131) FF1 1 02 0006 Hold (0-255) Hold

## Day2 Delayed Ring Type

**BSSCC-052 :0**  
Day2 D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel's delayed-ringing type during Day2 mode.

NOTE: **Day2 Ring Type (pg. 2-108)** must be either "DIL" or "Multiple Incoming" to set Day2 Delayed Ringing (DID and DISA do not apply here).

**FF2 2 BSSCC 05 2 Hold (0-4) Hold**

**BSSCC: T1 (CO) Channel Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

**0=Disabled; no delayed ringing (default)**

- 1=delay-ring to Extension
- 2=delay-ring to Hunt Group
- 3=delay-ring to SSD
- 4=delay-ring to Attendant Hunt Group



## Day2 Delayed Ring Destination

**BSSCC-053 :**  
D2 D-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 2 BSSCC 05 3 Hold (0-9999) Hold**

**BSSCC: T1 (CO) Channel Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

**Destination Number:**

- (if "1=delay-ring to Extension") Ext.No., Virtual Ext.No., or Closed No.
- (if "2=delay-ring to Hunt Group") Extension Hunt Group No. (1-72)
- (if "3=delay-ring to SSD") SSD Code No.
- (if "4=delay-ring to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-110)

**Related Programming:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-110)

**FF2**  
Trunks

## Night Delayed Ring Type

**BSSCC-054 :0**  
NGT D-Ring Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel's delayed-ringing type during Night mode.

NOTE: **Night Ring Type (pg. 2-109)** must be either "DIL" or "Multiple Incoming" to set Night Delayed Ringing (DID and DISA do not apply here).

**FF2 2 BSSCC 05 4 Hold (0-4) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Disabled; no delayed ringing (default)**

1=delay-ring to Extension  
2=delay-ring to Hunt Group  
3=delay-ring to SSD  
4=delay-ring to Attendant Hunt Group

## Night Delayed Ring Destination

**BSSCC-055 :**  
N D-Destination

(all CPCs) - Version 1.0 or higher

Assign a destination extension, Hunt Group, SSD code, or Attendant Hunt Group, depending on the setting in the above address.

**FF2 2 BSSCC 05 5 Hold (0-9999) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**Destination Number:**

(if "1=delay-ring to Extension") Ext.No., Virtual Ext.No., or Closed No.  
(if "2=delay-ring to Hunt Group") Extension Hunt Group No. (1-72)  
(if "3=delay-ring to SSD") SSD Code No.  
(if "4=delay-ring to Attendant") Attendant Hunt Group Pilot No.

**default: [no assignment]**

**Notes:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-110)

**Related Programming:** (see "Day1 Delayed Ring Type/Destination" - pg. 2-110)



## Tenant Group Assignment

**BSSCC-06 :**  
Tenant Group

(all CPCs) - Version 1.0 or higher

Assign the T1 channel to a Tenant Group, which will apply when the T1 channel originates an outbound call (such as DISA).

**FF2 2 BSSCC 06 Hold (1-72) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

Tenant Group No. --

with a CPC-96: Tenant Groups 01-12  
with a CPC-288: Tenant Groups 01-36  
with a CPC-576: Tenant Groups 01-72

**default: 0 [no assignment]**

**FF2**  
Trunks

**Notes:**

**Related Programming:**

MOH Source for CO Trunks (pg. 1-96) FF1 0 12 (0001-0072) Hold (0-3) Hold

## TRS Class Assignment (Day)

**BSSCC-070 :1**  
Day1/2 TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) Class to the T1 channel, applicable during Day1 and Day2 modes when the trunk originates an outbound call (such as DISA).

**FF2 2 BSSCC 07 0 Hold (1-50) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

TRS Class No. 1-50 for Day Mode

**default: 1**

**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

## TRS Class Assignment (Night)

**BSSCC-071 :1**  
Night TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) Class to the T1 channel, applicable during Night mode when the trunk originates an outbound call (such as DISA).

**FF2 2 BSSCC 07 1 Hold (1-50) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

TRS Class No. 1-50 for Night Mode

**default: 1**

**FF2**  
Trunks

### Notes:

### Related Programming:

FF6 1: TRS Class Definitions (pg. 6-15)

## Trunk COS Assignment

**BSSCC-08 :1**  
Trunk COS

(all CPCs) - Version 1.0 or higher

Assign a Trunk Class of Service (COS) number to the T1 channel.

**FF2 2 BSSCC 08 Hold (1-16) Hold**

**BSSCC: T1 (CO) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

Trunk Class of Service No. 1-16

**default: 1**

### Notes:

This **Trunk COS Assignment** controls the ring tone for incoming calls on this trunk - CO ring tone, intercom ring tone, or (for DIL trunks) a specific ring pattern. The Trunk COS also controls various network settings. See **FF1 0 04: Trunk COS Definitions (pg. 1-75)**.

### Related Programming:

Trunk COS: Incoming Ring Tone Source (pg. 1-75) **FF1 0 04 (00-15) 01 Hold (0 or 1) Hold**

Trunk COS: DID/DNIS Table (pg. 1-77) **FF1 0 04 (00-15) 04 Hold (0 or 1) Hold**

Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78) **FF1 0 04 (00-15) 05 Hold (0 or 1) Hold**

Trunk COS: DISA ID Verification (pg. 1-79) **FF1 0 04 (00-15) 06 Hold (0 or 1) Hold**

Ring Pattern (pg. 2-93) FF2 2 BSSCC 02 09 Hold (0-12) Hold  
Day1/Day2/Night Ring Type/Destination (pg. 2-107) FF2 2 BSSCC 04 (0 thru 5) ...

### Trunk Digital Pad Class Assignment

BSSCC-09 :7  
Trunk DPAD CLS

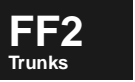
(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to the T1 channel.

**FF2 2 BSSCC 09 Hold (1-16) Hold**

**BSSCC: T1 (CO) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

Trunk Digital Pad Class No. 1-16  
**default: 7**



#### Notes:

Based on this setting, you can assign automatic volume adjustments for different connection types to this T1 channel (see FF1 8 02).

#### Related Programming:

Digital Pad Settings for Trunk Pad Class (pg. 1-178) FF1 8 02 (0001-0480) Hold (0-31) Hold

# FF2 2: T1 Trunks (E&M Tie)

**NOTE:** These settings apply to point-to-point network trunks (connections between 2 or more switches). For "CO" T1 trunk programming, go to pg. 2-86.

**FF2**  
Trunks

## Trunk Connection Type (CO/Network)

**BSSCC-00 :1**  
TRK Type CO/NET

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel is connected to the CO or to a private network.

FF2 2 BSSCC 00 Hold (1-2) Hold

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**1=CO (default)**

2=Private Network (E&M)

### Notes:

The remaining addresses in this **T1 Trunks (E&M Tie)** section will apply if the T1 trunk is set to 2=Private Network in the above address. If 1=CO (default) is chosen instead, go to pg. 2-86.

Choose 1=CO (and follow the addresses starting on pg. 2-86) if the carrier is providing DID/DNIS trunks with E&M signaling.

### Related Programming:

Trunk Connection Type (CO/PBX) (pg. 2-127) FF2 2 BSSCC 03 03 Hold (0 or 1) Hold

## Trunk Number Assignment

**BSSCC-01 :**  
Trunk Number

(all CPCs) - Version 1.0 or higher

Assign a trunk number to each T1 channel.

FF2 2 BSSCC 01 Hold (0-576) Hold (or BLK-DOWN)

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

Trunk Number 1-576

(0 = no trunk)

**default: [no assignment]**

**Notes:**

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC trunk position and assign it a trunk number (stay in same address).

Before removing a Trunk Card from a Free Slot, you must first clear the Trunk Numbers (if assigned) from all of the Card's BSSC ports in this address. See pg. 0-3 for more information.

The range of trunk numbers available for assignment depends on the CPC used:

- with a CPC-96: Trunk Nos. 1-96
- with a CPC-288: Trunk Nos. 1-288
- with a CPC-576: Trunk Nos. 1-576

**Related Programming:**

Trunk Numbering (pg. 1-22) FF1 0 02 0001 Hold (0 or 1) Hold



### Trunk Signal Type

(all CPCs) - Version 1.0 or higher

Set the T1 channel's signaling type.

**FF2 2 BSSCC 02 00 Hold (0-5) Hold**

↑

↑

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

4=E&M/AC15 (Immediate Start)

**5=E&M/AC15 (Wink Start) (default)**

NOTE: Settings 0-3 apply to **T1 Trunks (CO)**.

See pg. 2-86 for more information.

**BSSCC-0200:5**  
 Signal Type

**Notes:**

**Related Programming:**

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 02 01 Hold**

**BSSCC-0201:**  
Not Used

**FF2 2 BSSCC 02 02 Hold**

**BSSCC-0202:**  
Not Used

**FF2 2 BSSCC 02 03 Hold**

**BSSCC-0203:**  
Not Used

**FF2**  
Trunks

### Ring Detect Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time allowed for the system to recognize an incoming call on a T1 channel set for **Immediate Start** signaling (see **Trunk Signal Type**).

**BSSCC-0204:0**  
RingDET Timer

**FF2 2 BSSCC 02 04 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=48 ms (default)**  
1=160 ms

**Notes:**

**Related Programming:**

Trunk Signal Type (pg. 2-117) **FF2 2 BSSCC 02 00 Hold (0-5) Hold**

## Auto Answer for Outbound Calls

**BSSCC-0205:0**  
Auto Detect Answer

(all CPCs) - Version 1.0 or higher

Set whether the system will automatically assume that an outgoing call on this T1 channel has been answered by the other end, without waiting for an answer signal.

**FF2 2 BSSCC 02 05 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Disable Auto Answer (default).  
Wait for answer signal from other end  
before opening voice path.**

**1=Enable Auto Answer. Open voice path  
without waiting for answer signal.**

**FF2**  
Trunks

### Notes:

This address should be set to “1” (Enable) if the other system does not send back an answer signal, or if the trunk is used for paging calls.

### Related Programming:

Auto Answer Timer (pg. 2-125) **FF2 2 BSSCC 02 15 Hold (0-3) Hold**

## Frame Format

**BSSCC-0206:0**  
Frame Format

(all CPCs) - Version 1.0 or higher

Set the framing format ordered from the CO (assign to Channel #1).

**FF2 2 BSSCC 02 06 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie)  
Channel Position (“01” only):**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01

**0=SF (default)**

**1=ESF**

### Notes:

This setting is available only for Channel 01.

“SF” stands for SuperFrame (also known as D4), in which sampling frames are transmitted in groups of 12.

“ESF” stands for Extended SuperFrame, in which sampling frames are transmitted in groups of 24. ESF provides monitoring and maintenance capabilities that aren’t available with SF.

Both “SF” and “ESF” use robbed-bit signaling, in which the 8th bit is robbed from every 6th frame to transmit signaling states such as On-Hook and Off-Hook.

**Related Programming:**

Synchronized Clock (pg. 1-103) FF1 0 18 (0001-0003) Hold (BSS/C) Hold



## Line Coding

**BSSCC-0207:0**  
 Line Coding

(all CPCs) - Version 1.0 or higher

Set the clear-channel format ordered from the CO (assign to Channel #1).

**FF2 2 BSSCC 02 07 Hold (0 or 1) Hold**

↑  
**BSSCC: T1 (E&M Tie)**  
**Channel Position (“01” only):**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01

↑  
**0=AMI (default)**  
**1=B8ZS**

**Notes:**

This setting is available only for Channel 01.

“AMI” stands for Alternate Mark Inversion.

“B8ZS” stands for Binary 8-Zeros Suppression.

**Related Programming:**



# Ring Frequency

(all CPCs) - Version 1.0 or higher

**BSSCC-0208:1**  
Ring Frequency

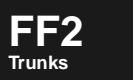
Set the ring frequency for incoming calls on the T1 channel. Affects ringing pitch on digital phones.

**FF2 2 BSSCC 02 08 Hold (0-6) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

- 0=No Ring
- 1=400/562 Hz (default)**
- 2=1000/1340 Hz
- 3=400 Hz
- 4=800/1040 Hz
- 5=1040/1320 Hz
- 6=660/1320 Hz



## Notes:

## Related Programming:

# Ring Pattern

**BSSCC-0209:1**  
Ring Cycle PTN

(all CPCs) - Version 1.0 or higher

(This setting does not apply to E&M tie-trunks.)

**FF2 2 BSSCC 02 09 Hold (0-12) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**FF2**  
Trunks

Setting Values for U.K.		Setting Values for U.S. and Hong Kong	
<b>0</b>	Synchronize with CO	<b>0</b>	Synchronize with CO
<b>1</b>	<b>1on/2off (default) (in seconds)</b>	<b>1</b>	<b>1on/3off (in seconds) (default)</b>
<b>2</b>	2on/1off	<b>2</b>	2on/2off
<b>3</b>	1on/1off	<b>3</b>	3on/1off
<b>4</b>	.5on/.5off	<b>4</b>	1on/1off
<b>5</b>	.25on/.25off	<b>5</b>	.5on/.5off
<b>6</b>	.25on/.25off/.25on/2.25off	<b>6</b>	.5on/3.5off
<b>7</b>	.25on/.25off/.25on/.25off/.25on/1.75off	<b>7</b>	.5on/.5off/.5on/2.5off
<b>8</b>	.75on/.25off/.75on/1.25off	<b>8</b>	.25on/.25off/.25on/3.25off
<b>9</b>	1on/.25off/.25on/1.5off	<b>9</b>	1on/.25off/.25on/2.5off
<b>10</b>	1on/.25off/.25on/.25off/.25on/1off	<b>10</b>	1on/.25off/.25on/.25off/.25on/2off
<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off	<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off
<b>12</b>	Continuous tone	<b>12</b>	Continuous tone

**Notes:**

**Related Programming:**

## DTMF On/Off Pattern During Talk

**BSSCC-0210:1**  
DTMF PTN-Talk

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply after an extension user connects to the called party during a CO call on this T1 channel.

**FF2 2 BSSCC 02 10 Hold (0-2) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=DTMF Pattern #1

**1=DTMF Pattern #2 (default)**

2=DTMF Pattern #3

**FF2**  
Trunks

### Notes:

This address applies to the entry of account codes, selection of voice menu options, etc. during a call.

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

(all CPCs - Version 1.3 and higher) During a 3-Party Conference, if an extension dials digit(s), DTMF signals will be sent to the other party (mainly for Voice Mail connection).

### Related Programming:

DTMF ON: Pattern #1 (pg. 1-123) **FF1 1 01 0016 Hold (1-255) Hold**

DTMF OFF: Pattern #1 (pg. 1-124) **FF1 1 01 0017 Hold (1-255) Hold**

DTMF ON/OFF: Pattern #2 (pg. 1-125) **FF1 1 01 0018 Hold (1-255) Hold**

DTMF ON/OFF: Pattern #3 (pg. 1-126) **FF1 1 01 0019 Hold (1-255) Hold**

## DTMF On/Off Pattern for Outgoing Dialing

**BSSCC-0211:0**  
DTMF PTN-Dial

(all CPCs) - Version 1.0 or higher

Set the DTMF signaling pattern that will apply to the dialing of outbound phone numbers (DTMF sent to CO) on this T1 channel.

**FF2 2 BSSCC 02 11 Hold (0-2) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**0=DTMF Pattern #1 (default)**

1=DTMF Pattern #2

2=DTMF Pattern #3

### Notes:

Up to 3 different DTMF patterns can be defined in **FF1 1 01 (0016-0019)**.

**Related Programming:**

- DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #2 (pg. 1-125) FF1 1 01 0018 Hold (1-255) Hold
- DTMF ON/OFF: Pattern #3 (pg. 1-126) FF1 1 01 0019 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-125) FF2 2 BSSCC 03 00 Hold (0 or 1) Hold



**Disconnect Supervision Timer**

**BSSCC-0212:0**  
Disconnect Timer

(all CPCs) - Version 1.0 or higher

Set how long the system will wait after detecting a drop in voltage from the CO, before recognizing it as a valid disconnect signal.

**FF2 2 BSSCC 02 12 Hold (0-3) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

- B=Cabinet no. 1-6
- SS=Slot no. 01-12
- CC=Channel no. 01-24

**0=160 ms (default)**

- 1=96 ms
- 2=240 ms
- 3=800 ms

**Notes:**

**Related Programming:**

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 02 13 Hold**

**BSSCC-0213:**  
Not Used

**FF2 2 BSSCC 02 14 Hold**

**BSSCC-0214:**  
Not Used

## Auto Answer Timer

**BSSCC-0215:0**  
Auto ANS Timer

(all CPCs) - Version 1.0 or higher

Set how long the system will wait before opening a voice path when the user makes an outgoing call on this T1 channel.

**FF2 2 BSSCC 02 15 Hold (0-3) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**0=1 second (default)**

1=2 seconds

2=3 seconds

3=4 seconds



### Notes:

Whether **Auto Answer** is enabled or disabled on this trunk (see pg. 2-119), the **Auto Answer Timer** will begin after the digits are outpulsed.

- If **Auto Answer** is enabled, the system will wait until the **Timer** expires before opening a voice path.
- If **Auto Answer** is disabled, the system will open the voice path when either: (1) the answer signal is received from the other end, or (2) the **Timer** expires -- whichever occurs first.

### Related Programming:

**Auto Answer for Outbound Calls (pg. 2-119) FF2 2 BSSCC 02 05 Hold (0 or 1) Hold**

## DTMF/Dial Pulse Dialing

**BSSCC-0300:1**  
Dial Type DP/PB

(all CPCs) - Version 1.0 or higher

Set the T1 channel's signaling type for outbound and inbound dialing.

**FF2 2 BSSCC 03 00 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**0=Dial-pulse, at 10 pps**

**1=DTMF (default)**

### Notes:

**Related Programming:**

**FF2**  
Trunks

### Flash Pattern

(all CPCs) - Version 1.0 or higher

Set the pattern number that will be used for flash signals to the CO on the T1 channel.

**BSSCC-0301:0**  
Flash Length

**FF2 2 BSSCC 03 01 Hold (0 or 1) Hold**

↑

**BSSCC: T1 (E&M Tie) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

↑

**0=Flash Pattern #1 (default)**  
 1=Flash Pattern #2

**Notes:**

Two different Flash Patterns can be defined in **Flash Timers 1 and 2**, FF1 1 01 (0001-0002).

**Related Programming:**

- Flash Timer 1 for Trunk Line (pg. 1-115)    **FF1 1 01 0001 Hold (1-255) Hold**
- Flash Timer 2 for Trunk Line (pg. 1-116)    **FF1 1 01 0002 Hold (1-255) Hold**

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 03 02 Hold**

**BSSCC-0302:**  
Not Used

### Trunk Connection Type (CO/PBX)

**BSSCC-0303:0**  
TRK Type CO/PBX

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel connects directly to another E&M tie trunk (through the CO) or is behind a PBX/Centrex.

**FF2 2 BSSCC 03 03 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=CO (E&M tie) trunk. (default)**

1=Behind a PBX/Centrex.



**Notes:**

**Related Programming:**

PBX Trunk Access Codes (pg. 1-92)    **FF1 0 08 (0001-0006) Hold FLASH (0-9999) Hold**

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 03 04 Hold**

**BSSCC-0304:**  
Not Used

### DTMF After Answer (Link Control)

**BSSCC-0305:0**  
Link Control

(all CPCs) - Version 1.0 or higher

For calls on this T1 channel using pushbutton (DTMF) SLT phones, set whether DTMF signals can be sent through the system after the called party answers.

**FF2 2 BSSCC 03 05 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Two-Way Link: DTMF path open both ways. (default)**

1=One-Way Link: No DTMF signaling after the called party answers.

**Notes:**

Set this address to “1” (One-Way Link) to prevent double-dialing -- making an outgoing call on the same trunk after the called party hangs up, thus bypassing TRS restrictions.

**Related Programming:**

**FF2**  
Trunks

**CO Dial Tone Simulation**

**BSSCC-0306:0**  
CO-DT

(all CPCs) - Version 1.0 or higher

Set whether the system sends simulated CO dial tone to an extension using this T1 channel (important for DID Wink-Start trunk signaling).

**FF2 2 BSSCC 03 06 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Do not send simulated CO dial tone to extension. (default)**  
**1=Send simulated CO dial tone to extension.**

**Notes:**

Set to “1” (Send) if the CO doesn’t support dial tone (typical in U.K.).

**Related Programming:**

Trunk Signal Type (pg. 2-117) **FF2 2 BSSCC 02 00 Hold (0-5) Hold**

**SMDR for Outbound Calls**

**BSSCC-0307:1**  
SMDR Output/Out

(all CPCs) - Version 1.0 or higher

Set whether *outbound* calls on the T1 channel will be included in SMDR records.

**FF2 2 BSSCC 03 07 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Do not include in SMDR.**  
**1=Include in SMDR. (default)**

**Notes:**



**Related Programming:**

SMDR Data to Serial Port (pg. 1-88) FF1 0 06 0001 Hold (0-2) Hold

SMDR Output Format (pg. 1-93) FF1 0 09 0001 Hold (0-2) Hold

**SMDR for Inbound Calls**BSSCC-0308:0  
SMDR Output/In

(all CPCs) - Version 1.0 or higher

Set whether *incoming* calls on the T1 channel will be included in SMDR records.

FF2 2 BSSCC 03 08 Hold (0 or 1) Hold

BSSCC: T1 (E&amp;M Tie) Channel Position

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=Do not include in SMDR. (default)

1=Include in SMDR.

FF2  
Trunks**Notes:****Related Programming:**

SMDR Data to Serial Port (pg. 1-88) FF1 0 06 0001 Hold (0-2) Hold

SMDR Output Format (pg. 1-93) FF1 0 09 0001 Hold (0-2) Hold

**Flash Key Operation**BSSCC-0309:0  
Flash Control

(all CPCs) - Version 1.0 or higher

Set what happens when a digital phone user presses the FLASH, PROG or Recall key during a call on this T1 channel.

FF2 2 BSSCC 03 09 Hold (0 or 1) Hold

BSSCC: T1 (E&amp;M Tie) Channel Position

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=Flash signal is sent to CO. (default)

1=T1 channel is released, then user hears internal dial tone.

**Notes:**

The sending of the flash signal can also be enabled/disabled on individual extensions (see **Flash-Signal Control** on pg. 3-19).

- If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal *will be sent* when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) If this address is set to **0=Flash signal is sent to CO (default)**, it will also apply to an FF-key programmed for the SLT Flash Send feature (765 by default). See **Dial Plans A and B** on pg. 1-155.

**Related Programming:**

- Flash-Signal Control (pg. 3-19) FF3 0 BSSC 04 21 Hold (0 or 1) Hold
- Dial Plan A: Flexible Feature Codes at Dial Tone (pg. 1-155) FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
- Dial Plan B: Flexible Feature Codes at Dial Tone (pg. 1-157) FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold

**FF2**  
Trunks

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 03 10 Hold**

**BSSCC-0310:**  
Not Used

**FF2 2 BSSCC 03 11 Hold**

**BSSCC-0311:**  
Not Used

**FF2 2 BSSCC 03 12 Hold**

**BSSCC-0312:**  
Not Used

**DTMF Conversion (Outbound Calls)**

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel will switch from dial-pulse to DTMF signaling after the called party answers an outgoing call, according to the **Call Duration Timer**.

**BSSCC-0313:1**  
PB Convert/Out

**FF2 2 BSSCC 03 13 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=Do not switch to DTMF signaling.

1=Switch to DTMF signaling after the called (outside) party answers. (default)

**Notes:**

**Related Programming:**

- Call Duration Timer (Tie-Lines) (pg. 1-118) FF1 1 01 0006 Hold (1-255) Hold
- DTMF/Dial Pulse Dialing (pg. 2-125) FF2 2 BSSCC 03 00 Hold (0 or 1) Hold

## DTMF Conversion (Inbound Calls)

**BSSCC-0314:1**  
PB Convert/In

(all CPCs) - Version 1.0 or higher

Set whether the T1 channel will switch from dial-pulse to DTMF signaling after the extension user answers an incoming call.

**FF2 2 BSSCC 03 14 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=Do not switch to DTMF signaling.

1=Switch to DTMF signaling after the extension user answers. (default)



### Notes:

### Related Programming:

DTMF/Dial Pulse Dialing (pg. 2-125)    **FF2 2 BSSCC 03 00 Hold (0 or 1) Hold**

## Indirect LCR

**BSSCC-0315:0**  
Indirect LCR

(all CPCs) - Version 1.0 or higher

(U.K. use only) Enable/Disable the Indirect Least Cost Routing (LCR) function on the T1 channel.

**FF2 2 BSSCC 03 15 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

0=Disable Indirect LCR. (default)

1=Enable Indirect LCR.

### Notes:

**Indirect LCR:** System will send a pre-assigned code (set in the ARS Dial Conversion Tables) when an extension seizes the trunk to make an outgoing call. This feature is used in the U.K. for sending a system identification PIN number to the CO.

*U.S.A.:* Do not enable this address for MCO access code routing (eg., dialing “9” to get an outside line). Instead, use ARS tables (see FF6) so the system can distinguish intercom calls from outgoing calls.

### Related Programming:

**FF6 2 05: Digit Modify Table (pg. 6-38)**

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 03 16 Hold**

**BSSCC-0316:**  
Not Used

**FF2 2 BSSCC 03 17 Hold**

**BSSCC-0317:**  
Not Used

**FF2 2 BSSCC 03 18 Hold**

**BSSCC-0318:**  
Not Used

**FF2**  
Trunks

### Day1 Ring Type

(all CPCs) - Version 1.0 or higher

Set ring type for incoming calls on the T1 channel during Day1 mode.

**BSSCC-040 :0**  
Day1 Ring Type

**FF2 2 BSSCC 04 0 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
CC=Channel no. 01-24

**0=Tie Incoming. (default) Check digits and ring the extension or page.**

1=Tandem. Check digits based on Tandem Table.

**Notes:**

**Related Programming:**

FF6 2 08: Tandem Exchange Table (pg. 6-45)

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 04 1 Hold**

**BSSCC-041 :**  
Not Used

### Day2 Ring Type

(all CPCs) - Version 1.0 or higher

Set ring type for incoming calls on the T1 channel during Day2 mode.

**BSSCC-042:0**  
Day2 Ring Type

**FF2 2 BSSCC 04 2 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**0=Tie Incoming. (default) Check digits and ring the extension or page.**

1=Tandem. Check digits based on Tandem Table.

**Notes:**



**Related Programming:**

FF6 2 08: Tandem Exchange Table (pg. 6-45)

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 04 3 Hold**

**BSSCC-043:**  
Not Used

### Night Ring Type

(all CPCs) - Version 1.0 or higher

Set ring type for incoming calls on the T1 channel during Night mode.

**BSSCC-044:0**  
Night Ring Type

**FF2 2 BSSCC 04 4 Hold (0 or 1) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

**0=Tie Incoming. (default) Check digits and ring the extension or page.**

**1=Tandem. Check digits based on Tandem Table.**

**FF2**  
Trunks

**Notes:**

**Related Programming:**

FF6 2 08: Tandem Exchange Table (pg. 6-45)

### Not Used

(all CPCs) - Version 1.0 or higher

**FF2 2 BSSCC 04 5 Hold**

**BSSCC-045:**  
Not Used

### Not Used

(all CPCs) - Version 1.0 or higher

FF2 2 BSSCC 05 0 Hold  
 FF2 2 BSSCC 05 1 Hold  
 FF2 2 BSSCC 05 2 Hold  
 FF2 2 BSSCC 05 3 Hold  
 FF2 2 BSSCC 05 4 Hold  
 FF2 2 BSSCC 05 5 Hold

BSSCC-050:  
Not Used

BSSCC-051:  
Not Used

BSSCC-052:  
Not Used

BSSCC-053:  
Not Used

BSSCC-054:  
Not Used

BSSCC-055:  
Not Used



### Tenant Group Assignment

(all CPCs) - Version 1.0 or higher

Assign the T1 channel to a Tenant Group, which will apply when the T1 channel originates an outbound call (such as DISA).

BSSCC-06 :0  
Tenant Group

FF2 2 BSSCC 06 Hold (0-72) Hold

**BSSCC: T1 (E&M Tie) Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 CC=Channel no. 01-24

Tenant Group No. --  
 with a CPC-96: Tenant Groups 01-12  
 with a CPC-288: Tenant Groups 01-36  
 with a CPC-576: Tenant Groups 01-72

default: 0 [no assignment]

**Notes:**

**Related Programming:**

MOH Source for Tie-Lines (pg. 1-97) FF1 0 13 (0001-0072) Hold (0-3) Hold

### TRS Class Assignment (Day)

**BSSCC-070:1**  
Day1/2 TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) Class to the T1 channel, applicable during Day1 and Day2 modes when the channel is the originator of an outbound call (such as DISA).

**FF2 2 BSSCC 07 0 Hold (1-50) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

TRS Class No. 1-50 for Day Mode

**default: 1**

**FF2**  
Trunks

**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

### TRS Class Assignment (Night)

**BSSCC-071: 1**  
Night TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) Class to the T1 channel, applicable during Night mode when the channel is the originator of an outbound call (such as DISA).

**FF2 2 BSSCC 07 1 Hold (1-50) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

TRS Class No. 1-50 for Night Mode

**default: 1**

**Notes:**

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)



## Trunk COS Assignment

**BSSCC-08 :1**  
Trunk COS

(all CPCs) - Version 1.0 or higher

Assign a Trunk Class of Service (COS) to the T1 channel.

**FF2 2 BSSCC 08 Hold (1-16) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

Trunk Class of Service No. 1-16

**default: 1**

### Notes:

This **Trunk COS Assignment** controls the ring tone for incoming calls on this trunk - intercom ring tone (2 short beeps followed by 3 seconds of silence), or a specific ring pattern. The Trunk COS also controls various tie-line network settings. See **FF1 0 04: Trunk COS Definitions (pg. 1-75)**.



### Related Programming:

- Trunk COS: Incoming Ring Tone Source (pg. 1-75) **FF1 0 04 (00-15) 01 Hold (0 or 1) Hold**
- Trunk COS: Dial Tone to Tie-Line (pg. 1-76) **FF1 0 04 (00-15) 02 Hold (0 or 1) Hold**
- Trunk COS: Fast-Busy Tone to Tie-Line (pg. 1-77) **FF1 0 04 (00-15) 03 Hold (0 or 1) Hold**
- Trunk COS: Paging on DISA/Tie-Line Call (pg. 1-78) **FF1 0 04 (00-15) 05 Hold (0 or 1) Hold**
- Ring Pattern (pg. 2-122) **FF2 2 BSSCC 02 09 Hold (0-12) Hold**

## Trunk Digital Pad Class Assignment

**BSSCC-09 :7**  
Trunk DPAD CLS

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to the T1 channel.

**FF2 2 BSSCC 09 Hold (1-16) Hold**

**BSSCC: T1 (E&M Tie) Channel Position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

CC=Channel no. 01-24

Trunk Digital Pad Class No. 1-16

**default: 7**

### Notes:

Based on this setting, you can assign automatic volume adjustments for different connection types to this T1 channel (see FF1 8 02).

### Related Programming:

- Digital Pad Settings for Trunk Pad Class (pg. 1-178) **FF1 8 02 (0001-0480) Hold (0-31) Hold**

**FF2**  
Trunks

## 3. Extension Programming (FF3)

Use the FF3 addresses in this chapter to set parameters for extensions in the DBS 576 phone system:

**FF3 0: Digital Keyphones and SLTs**

**FF3 1: S-Point ISDN Extensions**

**FF3 2: Virtual Ports**

**FF3 3: RAI Extension Port**

This chapter covers the following FF3 addresses:

FF Key Address	Topic	Default	Page
<b>FF3 0: Digital Keyphones and SLTs</b>			<b>3-3</b>
FF3 0 BSSC 00 Hold (1-3) Hold	Phone Type	1 (digitl.keyphone or SLT)	3-3
FF3 0 BSSC 01 Hold (1-5) Hold	Phone Version (Digital Keyphones)	Auto detect	3-4
FF3 0 BSSC 02 Hold (0-9999) Hold	Extension Number Assignment	--	3-4
FF3 0 BSSC 03 0 Hold (0 or 1) Hold	SLT Hookflash	0 (Detect)	3-5
FF3 0 BSSC 03 1 Hold (0 or 1) Hold	SLT Dial Type	1 (DTMF)	3-6
FF3 0 BSSC 03 2 Hold (0-3) Hold	SLT On-Hook Detection Timer	1 (1008ms detect; 112ms ignore)	3-6
FF3 0 BSSC 03 3 Hold (0-3) Hold	SLT Hookflash Timer	2 (208ms)	3-7
FF3 0 BSSC 03 4 Hold	Not Used	--	3-7
FF3 0 BSSC 04 00 Hold (0 or 1) Hold	Auto Answer (Handset)	1 (Enabled)	3-8
FF3 0 BSSC 04 01 Hold (0 or 1) Hold	Ringing Line Preference (ON/OFF)	0 (Disabled)	3-8
FF3 0 BSSC 04 02 Hold (0 or 1) Hold	Slide Ringing Receive	0 (Disabled)	3-9
FF3 0 BSSC 04 03 Hold (0 or 1) Hold	Busy Override on Trunk Key	0 (Disabled)	3-9
FF3 0 BSSC 04 04 Hold (0 or 1) Hold	Auto Camp-On Receive	0 (Disabled)	3-10
FF3 0 BSSC 04 05 Hold (0 or 1) Hold	CO Off-Hook Signal	1 (Enabled)	3-10
FF3 0 BSSC 04 06 Hold (0 or 1) Hold	SLT Voice Mail Connection	0 (Not VM port)	3-11
FF3 0 BSSC 04 07 Hold (0 or 1) Hold	SLT Fixed Ring Pattern	0 (Different)	3-12
FF3 0 BSSC 04 08 Hold (0 or 1) Hold	End-to-End Signaling	1 (Enabled)	3-12
FF3 0 BSSC 04 09 Hold (0 or 1) Hold	Message Waiting LED	1 (Enabled)	3-13
FF3 0 BSSC 04 10 Hold (0 or 1) Hold	Data Security	0 (Allow interrupt)	3-13
FF3 0 BSSC 04 11 Hold (0 or 1) Hold	Large-LCD Fixed Menu Display During Idle	1 (Allowed)	3-14
FF3 0 BSSC 04 12 Hold (0 or 1) Hold	Trunk Key Operation: Direct Calls	1 (Ignored)	3-14
FF3 0 BSSC 04 13 Hold (0 or 1) Hold	Trunk Key Operation: HOLD	0 (Ignored)	3-15
FF3 0 BSSC 04 14 Hold (0 or 1) Hold	Trunk Key Operation: Multiple Call Pickup	0 (Retrieved)	3-15
FF3 0 BSSC 04 15 Hold (0 or 1) Hold	Trunk Key Operation: Brokers Hold	0 (Disabled)	3-16
FF3 0 BSSC 04 16 Hold (0 or 1) Hold	System Mode Display	0 (Disabled)	3-17
FF3 0 BSSC 04 17 Hold (0 or 1) Hold	Flash on PROG (Recall)	0 (Ignored)	3-17
FF3 0 BSSC 04 18 Hold (0 or 1) Hold	Call Duration Display	0 (Enabled)	3-18
FF3 0 BSSC 04 19 Hold (0 or 1) Hold	Ring Volume Control	1 (Separate)	3-18
FF3 0 BSSC 04 20 Hold (0 or 1) Hold	Loop (AEC) Disconnect Signal for VM	0 (No signal)	3-19

**FF3**  
Extensions

**FF3**  
Extensions

FF3 0 BSSC 04 21 Hold (0 or 1) Hold	Flash-Signal Control	0 (Flash to CO)	3-19
FF3 0 BSSC 04 22 Hold (0 or 1) Hold	Variable Mode Release	0 (Release)	3-20
FF3 0 BSSC 04 23 Hold (0 or 1) Hold	MCO Prime Line	0 (Disabled)	3-21
FF3 0 BSSC 04 24 Hold (0 or 1) Hold	Forced Account Codes	0 (Not Forced)	3-21
FF3 0 BSSC 04 25 Hold (0 or 1) Hold	Verified Account Codes	0 (Unverified)	3-22
FF3 0 BSSC 04 26 Hold	Not Used	--	3-23
FF3 0 BSSC 04 27 Hold (0 or 1) Hold	Hot Dial Pad	1 (Enabled)	3-23
FF3 0 BSSC 05 Hold (1-72) Hold	Tenant Group Assignment	1	3-24
FF3 0 BSSC 06 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	3-25
FF3 0 BSSC 06 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	3-25
FF3 0 BSSC 07 Hold (1-16) Hold	Extension COS Assignment	1	3-26
FF3 0 BSSC 08 Hold (1-8) Hold	Extension Digital Pad Class Assignment	1 (Analog) 3 (Digital)	3-26
FF3 0 BSSC 09 Hold (1 or 2) Hold	Dial Plan Assignment	1 (Plan "A")	3-27
<b>FF3 1: S-Point ISDN Extensions</b>			<b>3-28</b>
FF3 1 BSSC 00 0 Hold (BSSC) Hold	Common D-Channel Position	--	3-28
FF3 1 BSSC 00 1 Hold (1-127) Hold	D-Channel Interface ID Code	--	3-29
FF3 1 BSSC 01 Hold (0-9999) Hold	Extension Number Assignment	--	3-29
FF3 1 BSSC 02 00 Hold (0 or 1) Hold	Connection Type	0 (Point-to-Point)	3-30
FF3 1 BSSC 02 01 Hold (0 or 1) Hold	Passive Bus	0 (Short Loop)	3-30
FF3 1 BSSC 02 02 Hold (0 or 1) Hold	Layer 1 Operate Mode	0 (Active)	3-31
FF3 1 BSSC 02 03 Hold	Not Used	--	3-31
FF3 1 BSSC 03 00 Hold (0 or 1) Hold	B-Channel Select	0 (Highest-no.'d)	3-32
FF3 1 BSSC 03 01 Hold (0 or 1) Hold	B-Channel Numbering (Layer 3)	0 (Slot mapping)	3-32
FF3 1 BSSC 03 02 Hold (0 or 1) Hold	Call ID Length	0 (1byte/BRI) 1 (2byte/PRI)	3-33
FF3 1 BSSC 03 03 Hold (0 or 1) Hold	Called Number Indication	0 (no indication)	3-34
FF3 1 BSSC 03 04 Hold (0 or 1) Hold	Called Sub-Address Indication	0 (no indication)	3-34
FF3 1 BSSC 03 05 Hold	Not Used	--	3-35
FF3 1 BSSC 03 06 Hold (0 or 1) Hold	Progress Tone	1 (Send)	3-35
FF3 1 BSSC 03 07 Hold (0 or 1) Hold	Data Security	0 (Off)	3-36
FF3 1 BSSC 04 Hold (1-72) Hold	Tenant Group Assignment	1	3-36
FF3 1 BSSC 05 0 Hold (1-50) Hold	TRS Class Assignment (Day)	1	3-37
FF3 1 BSSC 05 1 Hold (1-50) Hold	TRS Class Assignment (Night)	1	3-38
FF3 1 BSSC 06 Hold (1-16) Hold	Extension COS Assignment	1	3-38
FF3 1 BSSC 07 0 Hold (1-8) Hold	Extension Digital Pad Class Assignment	5	3-39
FF3 1 BSSC 08 Hold (1 or 2) Hold	Dial Plan Assignment	1 (Plan "A")	3-39
<b>FF3 2: Virtual Ports</b>			<b>3-40</b>
FF3 2 (001-576) 00 Hold (0-9999) Hold	Extension Number Assignment	--	3-40
FF3 2 (001-576) 01 00 Hold (1-6) Hold	Ring Frequency	1 (400/562Hz)	3-41
FF3 2 (001-576) 01 01 Hold (1-12) Hold	Ring Pattern	1 (1on/3off)	3-42
FF3 2 (001-576) 02 Hold (1-72) Hold	Tenant Group Assignment	1	3-43
FF3 2 (001-576) 03 Hold (1-16) Hold	Extension COS Assignment	1	3-43
<b>FF3 3: RAI Extension Port</b>			<b>3-45</b>
FF3 3 00 Hold (0-9999) Hold	RAI Extension Number Assignment	699	3-45
FF3 3 01 Hold (1-72) Hold	Tenant Group Assignment	1	3-45
FF3 3 02 Hold (1-16) Hold	Extension COS Assignment	1	3-46

# FF3 0: Digital Keyphones and SLTs

## Phone Type

(all CPCs) - Version 1.0 or higher

Define the type of phone at the extension port.

BSSC-00 :1  
Phone Type

FF3 0 BSSC 00 Hold (1-3) Hold

BSSC: Extension Port

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

1=Digital Keyphone or SLT (default)

2=EM/24

3=DSS/72

**FF3**  
Extensions

### Notes:

The default setting “1=Digital Keyphone or SLT” is automatically detected by the system when the phone is plugged into the port.

DSS/72 consoles and EM/24 units require their own port, separate from the phone. To match them to a phone, assign the same **Extension Number** (see next page) to both ports.

There is no limit on the number of EM/24s per phone system; but not more than one EM/24 unit per phone can be assigned.

DSS/72 assignment is limited by the CPC used:

with a CPC-96: max. 12 DSS/72 consoles

with a CPC-288: max. 36 DSS/72 consoles

with a CPC-576: max. 72 DSS/72 consoles

DSS/72s and EM/24s can have Automatic BLF key assignments, if FF1 0 01 0020 is enabled first. See pg. 1-19 for more information.

### Related Programming:

Extension Number Assignment (pg. 3-4) FF3 0 BSSC 02 Hold (0-9999) Hold

Automatic BLF on DSS and EM/24 Units (pg. 1-19) FF1 0 01 0020 Hold (0 or 1) Hold

## Phone Version (Digital Keyphones)

**BSSC-01 :**  
KTEL Type

(all CPCs) - Version 1.0 or higher

Define the version of the digital keyphone (if present) at the extension port.

**FF3 0 BSSC 01 Hold (1-5) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

1=Digital Keyphone

2=Digital Keyphone

3=Digital Keyphone

4=Digital Keyphone

5=Digital SLT

**defaults: (see Notes below)**

### Notes:

These phone versions include digital keyphones, EM/24s, and DSS/72s.

Only Digital SLTs require this setting (set to “5”). For VB-44 and VB-43 series phones (settings “1” thru “4”), the system will automatically detect the phone type when you re-plug the station cable.

If this address is set to “5” (Digital SLT) and a VB-43 or VB-44 series keyphone is later plugged into the station, you must reset this address to “1” thru “4”.

If an analog SLT phone is plugged in, this address will display a “0” setting for the station.

### Related Programming:

**FF3**  
Extensions

## Extension Number Assignment

**BSSC-02 :**  
EXT Number

(all CPCs) - Version 1.0 or higher

Assign an extension number (0-9999) to the extension port.

**FF3 0 BSSC 02 Hold (0-9999) Hold (or BLK-DOWN)**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

Extension Number (0-9999)

**default: [no assignment]**

### Notes:

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC extension port position and assign it an Extension Number (stay in same address).

DSS/72 consoles and EM/24 units require their own port, separate from the phone. To match them to a phone, assign the same **Extension Number** to both ports.

Multiple DSS/72 consoles can be assigned to the same keyphone. (EM/24 units are limited to 1 per phone.)

- There is no limit on how many EM/24s can be assigned to a phone, other than the number of ports available in the system.
- DSS/72 assignment is limited by the CPC used:
  - with a CPC-96: max. 12 DSS/72 consoles
  - with a CPC-288: max. 36 DSS/72 consoles
  - with a CPC-576: max. 72 DSS/72 consoles

To view Extension Port/Number assignments in normal operating mode, you must first program an FF-key with the Extension Port Confirm feature code, \*59. See FF4 addresses starting on pg. 4-7 for programming instructions.

### Related Programming:

Phone Type (pg. 3-3) FF3 0 BSSC 00 Hold (1-3) Hold

**FF3**  
Extensions

## SLT Hookflash

(all CPCs) - Version 1.0 or higher

Set whether the system will recognize a hookflash on an SLT phone as placing the call on hold.

**BSSC-030 :0**  
SLT HK Control

**FF3 0 BSSC 03 0 Hold (0 or 1) Hold**

**BSSC: Extension Port**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Detect SLT hookflash. (default)**  
1=Ignore SLT hookflash.

### Notes:

Set this address to “0” (Detect SLT hookflash) to be able to transfer or make conference calls. Set it to “1” (Ignore SLT hookflash) to avoid unexpected call holding.

### Related Programming:

SLT On-Hook Detection Timer (pg. 3-6) FF3 0 BSSC 03 2 Hold (0-3) Hold

SLT Hookflash Timer (pg. 3-7) FF3 0 BSSC 03 3 Hold (0-3) Hold

Extension COS: Brokers Hold on SLTs (pg. 1-42) FF1 0 03 (00-15) 07 Hold (0 or 1) Hold

Extension COS: Hookflash Control on SLTs (pg. 1-43) FF1 0 03 (00-15) 08 Hold (0 or 1) Hold

## SLT Dial Type

(all CPCs) - Version 1.0 or higher

Set signaling for dialing on SLT phones.

**BSSC-031 :1**  
SLT Type DP/PB

**FF3 0 BSSC 03 1 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=Dial pulse

**1=DTMF (default)**

**Notes:**

**FF3**  
Extensions

**Related Programming:**

## SLT On-Hook Detection Timer

(all CPCs) - Version 1.0 or higher

Set minimum on-hook time (how long hookswitch must be held down) before the system disconnects the call. This setting value depends on **SLT Hookflash** setting (“Detect” or “Ignore”).

**BSSC-032 :1**  
SLT ON-HK Timer

**FF3 0 BSSC 03 2 Hold (0-3) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

	Flash Detect	Flash Ignore
0	240 ms	160 ms (default U.K.)
<b>1</b>	<b>1008 ms</b>	<b>112 ms (default U.S.)</b>
2	1200 ms	208 ms
3	1504 ms	304 ms

**Notes:**

If the hookswitch is held down for less than this timer, but longer than the **SLT Hookflash Timer** (see next address), the system will recognize it as a hookflash.

**Related Programming:**

SLT Hookflash (pg. 3-5) **FF3 0 BSSC 03 0 Hold (0 or 1) Hold**

SLT Hookflash Timer (pg. 3-7) **FF3 0 BSSC 03 3 Hold (0-3) Hold**



## SLT Hookflash Timer

**BSSC-033 :2**  
SLT Hooking TM

(all CPCs) - Version 1.0 or higher

Set minimum on-hook time (how long hookswitch must be held down) before the system recognizes it as a hookflash.

**FF3 0 BSSC 03 3 Hold (0-3) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

0=80-176 ms (default - U.K.)

1=96-176 ms

**2=208 ms (default - U.S.)**

3=208 ms

### Notes:

If the hookswitch is held down for less than this timer, system will ignore the hookflash.

If the hookswitch is held down for longer than this timer, but shorter than the **SLT On-Hook Detection Timer** (see previous address), system will recognize it as a hookflash.

**FF3**  
Extensions

### Related Programming:

SLT Hookflash (pg. 3-5) **FF3 0 BSSC 03 0 Hold (0 or 1) Hold**

SLT On-Hook Detection Timer (pg. 3-6) **FF3 0 BSSC 03 2 Hold (0-3) Hold**

## Not Used

(all CPCs) - Version 1.0 or higher

**FF3 0 BSSC 03 4 Hold**

**BSSC-034 :**  
Not Used

## Auto Answer (Handset)

**BSSC-0400:1**  
Auto Answer

(all CPCs) - Version 1.0 or higher

Set whether a trunk key must be pressed to answer an incoming call, or whether the call can be answered by simply picking up the handset.

**FF3 0 BSSC 04 00 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

0=Pick up handset AND press trunk key.

1=Pick up handset only. (default)

**Notes:**

**FF3**  
Extensions

**Related Programming:**

## Ring Line Preference (ON/OFF)

**BSSC-0401:0**  
Ring PREFER ON/OFF

(all CPCs) - Version 1.0 or higher

Set whether the trunk key must be pressed to answer an incoming call, or if the call can be answered by pressing ON/OFF.

**FF3 0 BSSC 04 01 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

0=Must press trunk key to pick up call. (default)

1=Pressing ON/OFF picks up call.

**Notes:**

**Related Programming:**

## Slide Ringing Receive

**BSSC-0402:0**  
Slide Ringing

(all CPCs) - Version 1.0 or higher

Enable/Disable the extension for receiving a Slide Ringing call.

**FF3 0 BSSC 04 02 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**0=Do not allow Slide Ringing receive. (default)**

1=Allow Slide Ringing receive.

### Notes:

**Slide Ringing:** An unanswered trunk call begins ringing on other extensions with a line appearance for that trunk. Equivalent to Delayed Ringing on an MCO key.

### Related Programming:

Slide Ringing (pg. 2-25) on analog CO trunks FF2 0 BSSC 02 14 Hold (0 or 1) Hold

Slide Ringing (pg. 2-69) on ISDN trunks FF2 1 BSSC 03 07 Hold (0 or 1) Hold

Slide Ringing (pg. 2-103) on T1 CO trunks FF2 2 BSSCC 03 12 Hold (0 or 1) Hold

Slide Ring/Alarm Ring Timer (Day1) (pg. 1-132) FF1 1 02 0007 Hold (0-255) Hold

Slide Ring/Alarm Ring Timer (Day2) (pg. 1-133) FF1 1 02 0008 Hold (0-255) Hold

Slide Ring/Alarm Ring Timer (Night) (pg. 1-133) FF1 1 02 0009 Hold (0-255) Hold

**FF3**  
Extensions

## Busy Override on Trunk Key

**BSSC-0403:0**  
CO-Key Override

(all CPCs) - Version 1.0 or higher

Enable/Disable the extension's ability to barge into a trunk call by pressing the trunk key.

**FF3 0 BSSC 04 03 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**0=Do not allow Busy Override on trunk key. (default)**

1=Allow Busy Override on trunk key.

### Notes:

The extension must have a direct CO line appearance (MCO line appearance won't work).

### Related Programming:

FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold

## Auto Camp-On Receive

**BSSC-0404:0**  
Auto Camp-On

(all CPCs) - Version 1.0 or higher

Enable/Disable the ability of other extensions to automatically “camp” onto this (busy) extension simply by calling it.

**FF3 0 BSSC 04 04 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**0=Do not allow Auto Camp-On Receive. (default)**

**1=Allow Auto Camp-On Receive.**

**Notes:**

**FF3**  
Extensions

**Related Programming:**

Extension COS: Manual Camp-On Send (pg. 1-57) **FF1 0 03 (00-15) 28 Hold (0 or 1) Hold**

Extension COS: Manual Camp-On Receive (pg. 1-58) **FF1 0 03 (00-15) 29 Hold (0 or 1) Hold**

## CO Off-Hook Signal

**BSSC-0405:1**  
Off-Hook Signal

(all CPCs) - Version 1.0 or higher

Set whether the extension phone will indicate a second multiple-incoming call while the first call is ringing on the trunk key.

**FF3 0 BSSC 04 05 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**0=Do not ring for another multiple-incoming call.**

**1=Ring for another multiple-incoming call. (default)**

**Notes:**

Digital key phones indicate a second multiple-incoming call with a “beep” on speaker. SLT phones “beep” in receiver.

**Multiple Incoming:** An incoming trunk call can ring on multiple extensions that have an FF-key line appearance for the trunk (see **Trunk FF-Key** addresses in FF4).

The destination extensions for receiving **Multiple Incoming** trunks are assigned in FF4.

**Related Programming:**

Trunk FF-Key ...

- Outbound Call Restriction (pg. 4-10) FF4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold
- Inbound Answer Restriction (pg. 4-11) FF4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold
- Day1 Ringing (pg. 4-11) FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold
- Day2 Ringing (pg. 4-12) FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold
- Night Ringing (pg. 4-12) FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold
- No-Ring Auto Answer (pg. 4-13) FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold

## SLT Voice Mail Connection

**BSSC-0406:0**  
 VoiceMail Port

(all CPCs) - Version 1.0 or higher

Set whether an SLT extension is connected to 3rd-Party Voice Mail.

**FF3 0 BSSC 04 06 Hold (0 or 1) Hold**

↑

**BSSC: Extension Port**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑

**0=This SLT extension *is not* a voice mail port. (default)**  
  
 1=This SLT extension *is* a voice mail port.

**FF3**  
Extensions

**Notes:**

**Related Programming:**

- Loop (AEC) Disconnect Signal for VM (pg. 3-19) FF3 0 BSSC 04 20 Hold (0 or 1) Hold
- Extension COS Assignment (pg. 3-26) FF3 0 BSSC 07 Hold (1-16) Hold
- FF1 0 23 and 24: Voice Mail Codes (pg. 1-109)
- Call-Forward ID Codes for Voice Mail (pg. 8-51) FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold
- Extension COS: Priority Message Waiting Send (VM) (pg. 1-54) FF1 0 03 (00-15) 24 Hold (0 or 1) Hold

## SLT Fixed Ring Pattern

**BSSC-0407:0**  
Fixed Ring-SLT

(all CPCs) - Version 1.0 or higher

Set whether an SLT's receiving ring pattern is fixed (same pattern always) or differs based on the call type (recall, intercom, trunk, etc.).

**FF3 0 BSSC 04 07 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Different ring patterns for receiving different call types. (default)**

**1=Fixed ring pattern for receiving all call types (1 second on / 3 seconds off).**

**Notes:**

**FF3**  
Extensions

**Related Programming:**

## End-to-End Signaling

**BSSC-0408:1**  
Auto PB Convert

(all CPCs) - Version 1.0 or higher

Set whether an SLT extension port will receive DTMF signals from a digital keyphone port.

**FF3 0 BSSC 04 08 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Do not receive DTMF from digital key phone.**

**1=Receive DTMF from digital key phone. (default)**

**Notes:**

This address must be set to "1" (Receive DTMF) if the SLT port is Voice Mail, answering machine, etc. (a device requiring DTMF).

**Related Programming:**

## Message Waiting LED

**BSSC-0409:1**  
MW LED Control

(all CPCs) - Version 1.0 or higher

Enable/Disable Message Waiting LED on the extension for messages received from other extensions.

**FF3 0 BSSC 04 09 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

0=Disable Message Waiting LED.

1=Enable Message Waiting LED. (default)

### Notes:

Even if this is set to “Disable,” the phone’s LCD display will indicate the Message-Waiting.

(all CPCs - Version 1.3 and higher) Message-Waiting can now be sent during a Voice call without first having to switch to Tone calling.



### Related Programming:

Extension COS: Message Waiting Send (pg. 1-55)    **FF1 0 03 (00-15) 25 Hold (0 or 1) Hold**

## Data Security

**BSSC-0410:0**  
Data Security

(all CPCs) - Version 1.0 or higher

Enable/Disable interruptions such as Busy Override-Receive on this extension.

**FF3 0 BSSC 04 10 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

0=Allow interruptions on this extension. (default)

1=Do not allow interruptions.

### Notes:

Set this address to “1” (Do not allow interruptions) to protect data transmissions from being interrupted.

### Related Programming:

## Large-LCD Fixed Menu Display During Idle

**BSSC-0411:1**  
Idle Screen Set

(all CPCs) - Version 1.0 or higher

Set whether a Large-LCD phone's display will return to the "Idle" Fixed Feature Code menu screen when the phone returns to idle.

**FF3 0 BSSC 04 11 Hold (0 or 1) Hold**

**BSSC: Extension Port**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

0=Do not allow return to "Idle" Fixed menu.

**1=Allow return to "Idle" Fixed menu. (default)**

### Notes:

This address applies only to handset off-hook calls (doesn't apply to ON/OFF key).

If "0" (do not allow return to "Idle" menu) is selected, the first page of the directory accessed will appear when the user hangs up.

If "1" (allow return to "Idle" menu) is selected, the phone will return to the Fixed Idle menu each time the user hangs up. To select a different menu for idle, display the desired menu during idle, then press:

**ON/OFF PROG ## ON/OFF**

### Related Programming:

## Trunk Key Operation: Direct Calls

**BSSC-0412:1**  
CO Key OPT 1

(all CPCs) - Version 1.0 or higher

Enable/Disable the extension's ability to seize a trunk by pressing the trunk key for it while the phone is ringing for an incoming call.

**FF3 0 BSSC 04 12 Hold (0 or 1) Hold**

**BSSC: Extension Port**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

0=Seize trunk.

**1=Ignore key press. (default)**

### Notes:

The incoming call can be an intercom call, DID, DISA, DIL, etc.



**Related Programming:**

**Trunk FF-Key ...**

- Outbound Call Restriction (pg. 4-10) FF4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold
- Inbound Answer Restriction (pg. 4-11) FF4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold
- Day1 Ringing (pg. 4-11) FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold
- Day2 Ringing (pg. 4-12) FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold
- Night Ringing (pg. 4-12) FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold
- No-Ring Auto Answer (pg. 4-13) FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold

### Trunk Key Operation: HOLD

**BSSC-0413:0**  
 CO Key OPT 2

(all CPCs) - Version 1.0 or higher

Set whether a trunk call appearing on a trunk key and placed on hold, can be retrieved by pressing HOLD again.

**FF3 0 BSSC 04 13 Hold (0 or 1) Hold**

↑  
**BSSC: Extension Port**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑  
**0=Ignore pressing of HOLD. (default)**  
 1=Call is retrieved.

**FF3**  
Extensions

**Notes:**

Even if this is left at the default **0=Ignore**, the call can still be retrieved by pressing the trunk key.

**Related Programming:**

### Trunk Key Operation: Multiple Call Pickup

**BSSC-0414:0**  
 CO Key OPT 3

(all CPCs) - Version 1.0 or higher

Set whether a second trunk call appearing on a trunk key and ringing for an incoming call, can be retrieved by pressing the trunk key.

**FF3 0 BSSC 04 14 Hold (0 or 1) Hold**

↑  
**BSSC: Extension Port**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑  
**0=Call is retrieved. (default)**  
 1=Ignore pressing of trunk key.

**Notes:**

If this is set to 1=Ignore, the extension user will still be connected to the first call.

**Related Programming:**

**Trunk Key Operation: Brokers Hold**

BSSC-0415:0  
CO Key OPT 4

(all CPCs) - Version 1.0 or higher

Enable/Disable the Brokers Hold feature on a digital keyphone extension.

**FF3 0 BSSC 04 15 Hold (0 or 1) Hold**

**BSSC: Extension Port**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Disable Brokers Hold. (default)**  
1=Enable Brokers Hold.

**FF3**  
Extensions

**Notes:**

**Brokers Hold:** The ability to toggle between two calls on trunk keys by pressing HOLD.

- If this address is set to 1=Enable Brokers Hold, the first call will be automatically retrieved when the second call is put on hold.
- If this address is left at the default **0=Disable Brokers Hold**, the extension user will receive intercom dial tone after putting the second call on hold (both calls will be on hold).

(the following applies only if Brokers Hold is left at default **0=Disable**) If an appearance call (on an FF-key) and a non-appearance call (on "EXT" LED/no FF-key) are both on hold...

- the appearance call's FF-key will blink. Retrieve it by pressing the FF-key.
- the "EXT" LED will blink for the non-appearance call. Retrieve it by pressing HOLD.

**Related Programming:**

## System Mode Display

(all CPCs) - Version 1.0 or higher

**BSSC-0416:0**  
S-Mode Display

Enable/Disable the display of System Mode status (Day1/Day2/Night) on the extension's LCD.

**FF3 0 BSSC 04 16 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**0=Do not display System Mode. (default)**

**1=Display System Mode.**

### Notes:

By default, only the Attendant (via Extension COS assignment; see FF1 0 03 [00-15] 26 Hold) can *change* the system mode.

### Related Programming:

**FF3**  
Extensions

## Flash on PROG (Recall)

(all CPCs) - Version 1.0 or higher

**BSSC-0417:0**  
Recall Key

Enable/Disable the PROG key for Recall function (release line & seize new trunk).

**FF3 0 BSSC 04 17 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**0=Ignore pressing of PROG or RECALL key for flash to CO. (default - U.S.)**

**1=Send short flash when PROG or RECALL is pressed. (default - U.K.)**

### Notes:

Some sites require a shorter flash than is provided by the FLASH key. So, for example, the system could be set for two types of flash: one is FLASH key for long Flash Timer; the other is PROG key for short Flash Timer.

### Related Programming:

Flash-Signal Control (pg. 3-19) **FF3 0 BSSC 04 17 Hold (0 or 1) Hold**

Flash Timer 2 for Trunk Line (pg. 1-116) **FF1 1 01 0002 Hold (1-255) Hold**

## Call Duration Display

**BSSC-0418:0**  
In-Talk Duration

(all CPCs) - Version 1.0 or higher

Set whether call duration timing or the current date/time is displayed on the extension phone after receiving a CO call.

**FF3 0 BSSC 04 18 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Call duration is displayed. (default)**

**1=Date/Time is displayed.**

**Notes:**

**FF3**  
Extensions

**Related Programming:**

Call Duration (pg. 2-19) on analog CO trunks    **FF2 0 BSSC 02 03 Hold (0 or 1) Hold**  
Call Duration Timer (analog CO) (pg. 1-118)    **FF1 1 01 0005 Hold (1-255) Hold**

## Ring Volume Control

**BSSC-0419:1**  
Ring VOL Control

(all CPCs) - Version 1.0 or higher

Enable/Disable separate volume controls for incoming call ringing and intercom ringing on the extension.

**FF3 0 BSSC 04 19 Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Same volume control for both.**

**1=Separate volume controls for incoming call and intercom call ringing. (default)**

**Notes:**

**Related Programming:**

## Loop (AEC) Disconnect Signal for VM

**BSSC-0420:0**  
Loop Disconnect

(all CPCs) - Version 1.0 or higher

Enable/Disable a 1-second (open-loop) disconnect signal sent from this extension port at hangup, allowing for quick-disconnect from 3rd-Party and Built-In Voice Mail systems.

**FF3 0 BSSC 04 20 Hold (0 or 1) Hold**

**BSSC: Extension Port**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Do not send Loop Disconnect signal. (default)**  
**1=Send Loop Disconnect signal.**

### Notes:

### Related Programming:

SLT Voice Mail Connection (pg. 3-11) **FF3 0 BSSC 04 06 Hold (0 or 1) Hold**

**FF3**  
Extensions

## Flash-Signal Control

**BSSC-0421:0**  
Flash Control

(all CPCs) - Version 1.0 or higher

Enable/Disable flash signal sent from this extension whenever the user presses the FLASH, PROG or Recall key.

**FF3 0 BSSC 04 21 Hold (0 or 1) Hold**

**BSSC: Extension Port**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

**0=Send flash signal to CO. (default)**  
**1=Send intercom dial tone.**

### Notes:

The sending of the flash signal can also be enabled/disabled on individual trunks.

- If the flash signal is disabled on the trunk but enabled on the extension (or vice versa), a flash signal *will be sent* when the user accesses the trunk and presses FLASH.

(all CPCs - Version 1.3 and higher) This setting will also affect the "SLT Flash Send" Flexible Feature Code (765 by default). See **FF1 2: Dial Plan (pg. 1-154)**.

**Related Programming:**

**Flash Key Operation ...**

- (pg. 2-23) on analog CO trunks FF2 0 BSSC 02 11 Hold (0 or 1) Hold
- (pg. 2-50) on analog E&M tie-trunks FF2 0 BSSC 02 11 Hold (0 or 1) Hold
- (pg. 2-67) on ISDN trunks FF2 1 BSSC 03 04 Hold (0 or 1) Hold
- (pg. 2-101) on T1-CO trunks FF2 2 BSSCC 03 09 Hold (0 or 1) Hold
- (pg. 2-129) on T1-E&M tie-trunks FF2 2 BSSCC 03 09 Hold (0 or 1) Hold

**Flexible Feature Codes at Dial Tone ...**

- (pg. 1-155) for Dial Plan "A" FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
- (pg. 1-157) for Dial Plan "B" FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold

**FF3**  
Extensions

**Variable Mode Release**

BSSC-0422:0  
Variable Mode

(all CPCs) - Version 1.0 or higher

Set whether the phone stays in Variable Mode after the extension user executes a feature in Variable Mode. This address applies to Small-Display phones only (Large-Display phones will automatically stay in Variable Mode).

**FF3 0 BSSC 04 22 Hold (0 or 1) Hold**

↑  
**BSSC: Extension Port**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

↑  
**0=Release Variable Mode. (default)**  
1=Stay in Variable Mode.

**Notes:**

**Variable Mode:** Activated via an FF-key programmed with the Variable Mode feature code. Provides one-touch access to features on large-display and small-display phones. While Variable Mode is activated (the FF-key will be lit red), a different menu of features can appear for each call state (intercom calling, CO dial tone, trunk call, and busy tone). Any of these features can be executed during the call state in which they appear, by pressing the soft key next to the displayed feature.

**Related Programming:**

## MCO Prime Line

(all CPCs) - Version 1.0 or higher

**BSSC-0423:0**  
 MCO Preference

Enable/Disable the MCO Prime Line feature on the extension.

**FF3 0 BSSC 04 23 Hold (0 or 1) Hold**

↑  
**BSSC: Extension Port**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑  
**0=Disable MCO Prime Line. (default)**  
 1=Enable MCO Prime Line.

**Notes:**

**MCO Prime Line:** When the user picks up the handset (ON/OFF not affected; it always gets intercom dial tone), the 1st-priority MCO group is picked up automatically.

**Related Programming:**

FF1 3: MCO Access in Tenant Groups (pg. 1-163)



## Forced Account Codes

(all CPCs) - Version 1.0 or higher

**BSSC-0424:0**  
 Forced ACCD

Enable/Disable “Forced” entry of Account Codes for calls on this extension.

**FF3 0 BSSC 04 24 Hold (0 or 1) Hold**

↑  
**BSSC: Extension Port**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-8

↑  
**0=Disabled/Not Forced (default)**  
 1=Enabled/Forced

**Notes:**

**Account Codes:** The user dials the feature code for Account Code Entry (#8 by default), the Account Code (1-10 digits long), and # before dialing an outbound call. Or, during an inbound call, the user dials AUTO # [Account Code] #. Account Codes are useful for allocating telephone expenses on SMDR reports. They are also useful (as Forced, Not Forced, Verified, or Unverified) for overriding the extension’s TRS Class for outbound calls that are “exceptions to the rule,” as shown in the table below:

**Table 3-1. Account Codes and their interaction with TRS for outbound calls**

(FF3 0 BSSC 04 24) Are Account Codes Forced or Not Forced on this extension?	(FF3 0 BSSC 04 25) Are Account Codes Verified or Unverified on this extension?	This TRS Class determines whether to allow the call or not...	
		If the user doesn't enter an Account Code:	If the user enters an Account Code:
Forced	Verified*	system-wide TRS Class for Forced Account Codes (FF1 0 19)	Account Code TRS Class (FF8 1 04)
Forced	Unverified	system-wide TRS Class for Forced Account Codes (FF1 0 19)	Extension TRS Class (FF3 0 BSSC 06)
Not Forced	Verified*	Extension TRS Class (FF3 0 BSSC 06)	Account Code TRS Class (FF8 1 04)
Not Forced	Unverified	Extension TRS Class (FF3 0 BSSC 06)	Extension TRS Class (FF3 0 BSSC 06)

\* Anytime the extension is set for "Verified" Account Codes, and the user enters an Account Code, it is checked against the Verified Account Code Table in FF8 1 04. If no match is found, further dialing is not allowed (TRS Class isn't even considered; the user gets fast-busy immediately).

**FF3**  
Extensions

For more information about Account Codes and their interaction with TRS, see *Section 700-Feature Operation*.

**Related Programming:**

- TRS Class for Forced Account Codes (pg. 1-104)    FF1 0 19 0001 Hold (1-50) Hold
- Verified Account Codes (pg. 3-22) for extensions    FF3 0 BSSC 04 25 Hold (0 or 1) Hold
- TRS Class Assignment (Day) (pg. 3-25) for extensions    FF3 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-25) for extensions    FF3 0 BSSC 06 1 Hold (1-50) Hold
- FF6 1: TRS Class Definitions (pg. 6-15)
- Verified Account Codes (pg. 8-50)    FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold
- TRS Class for Verified Account Codes (pg. 8-50)    FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold

## Verified Account Codes

BSSC-0425:0  
Verified ACCD

(all CPCs) - Version 1.0 or higher

Enable/Disable Verified Account Codes for calls on this extension.

**FF3 0 BSSC 04 25 Hold (0 or 1) Hold**

↑

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

↑

**0=Unverified (default)**  
1=Verified



**Notes:**

If this address is set to 1=Verified, the system will check the entered Account Code for a matching entry in **Verified Account Codes (FF8 1 04)**. If no match is found, the phone user receives fast-busy tone and further dialing is not allowed. See the table (previous page) for other interactions.

**Related Programming:**

- TRS Class for Forced Account Codes (pg. 1-104)    **FF1 0 19 0001 Hold (1-50) Hold**
- Forced Account Codes (pg. 3-21) for extensions    **FF3 0 BSSC 04 24 Hold (0 or 1) Hold**
- TRS Class Assignment (Day) (pg. 3-25) for extensions    **FF3 0 BSSC 06 0 Hold (1-50) Hold**
- TRS Class Assignment (Night) (pg. 3-25) for extensions    **FF3 0 BSSC 06 1 Hold (1-50) Hold**
- FF6 1: TRS Class Definitions (pg. 6-15)
- Verified Account Codes (pg. 8-50)    **FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold**
- TRS Class for Verified Account Codes (pg. 8-50)    **FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold**

**Not Used**

(all CPCs) - Version 1.0 or higher

**FF3 0 BSSC 04 26 Hold**

**BSSC-0426:**  
Not Used

**FF3**  
Extensions

**Hot Dial Pad**

(all CPCs) - Version 1.3 or higher

Enable/Disable the Hot Dial Pad feature on this extension.

**FF3 0 BSSC 04 27 Hold (0 or 1) Hold**

↑  
**BSSC: Extension Port**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-8

↑  
0=Disable Hot Dial Pad.  
**1=Enable Hot Dial Pad. (default)**

**BSSC-0427:1**  
Hot Dial Pad

**Notes:**

**Hot Dial Pad:** The ability to dial a phone number without going off-hook.

**Related Programming:**

## Tenant Group Assignment

(all CPCs) - Version 1.0 or higher

Assign the extension to a Tenant Group.

**BSSC-05 :1**  
Tenant Group

**FF3 0 BSSC 05 Hold (1-72) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

Tenant Group No. 1-72

**default: 1**

**NOTE:** The available range of Tenant Group Nos. depends on the CPC used:

with a CPC-96: Tenant Groups 1-12

with a CPC-288: Tenant Groups 1-36

with a CPC-576: Tenant Groups 1-72

**FF3**  
Extensions

### Notes:

This is the ring assignment for incoming calls in the Inbound MCO Trunk Group assigned to this Tenant Group in **FF1 3 03: MCO Trunk Groups (Inbound Calls)** (pg. 1-166).

In addition to ring assignments for incoming calls, Tenant Groups can be used for controlling the extension's MCO access, MOH (Music-On-Hold) source for intercom calls, and SSD block assignment.

### Related Programming:

**MOH Source for Intercom Calls** (pg. 1-98) **FF1 0 14 (0001-0072) Hold (0-3) Hold**

**SSD Block Assignment to MCO Tenant Groups** (pg. 1-99) **FF1 0 15 (0001-0072) Hold (0-72) Hold**

**MCO Trunk Groups (Inbound Calls)** (pg. 1-166) **FF1 3 03 (0001-0072) Hold (1-99) Hold**

### TRS Class Assignment (Day)

**BSSC-060 :1**  
Day1/2 TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the extension, applicable during Day1 and Day2 modes.

**FF3 0 BSSC 06 0 Hold (1-50) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

TRS Class No. 1-50 (Day)

**default: 1**

**Notes:**

#### Related Programming:

FF6 1: TRS Class Definitions (pg. 6-15)



### TRS Class Assignment (Night)

**BSSC-061 :1**  
Night TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the extension, applicable during Night mode.

**FF3 0 BSSC 06 1 Hold (1-50) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

TRS Class No. 1-50 (Night)

**default: 1**

**Notes:**

#### Related Programming:

FF6 1: TRS Class Definitions (pg. 6-15)

## Extension COS Assignment

(all CPCs) - Version 1.0 or higher

Assign a Class of Service (COS) to the extension.

**BSSC-07 :1**  
Extension COS

**FF3 0 BSSC 07 Hold (1-16) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

Extension COS No. 1-16

**default: 1**

NOTE: Based on default settings,  
Extension COS 15 is used for Voice Mail  
ports, and COS 16 for Attendant phones.

### Notes:

Based on this **Extension COS Assignment**, extension features can be enabled/disabled.

**FF3**  
Extensions

### Related Programming:

FF1 0 03: Extension COS Definitions (pg. 1-35)

## Extension Digital Pad Class Assignment

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to the extension.

**BSSC-08 :1**  
EXT DPAD CLS

**FF3 0 BSSC 08 Hold (1-8) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

Extension Digital Pad Class No. 1-8

**default: 1 (for Analog Extension Card)**  
**3 (for Digital Extension Card)**

### Notes:

This Digital Pad Class assignment can be used for controlling volume adjustments between the extension and other extensions, trunks, conference calls, etc. See **Digital Pad Settings (FF1 8)**.

### Related Programming:

FF1 8: Digital Pad Settings (pg. 1-176)

## Dial Plan Assignment

(all CPCs) - Version 1.0 or higher

Assign a Dial Plan to the extension.

**BSSC-09 :1**  
Dial Plan PTN

**FF3 0 BSSC 09 Hold (1 or 2) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-8

**1=Dial Plan "A" (default)**

2=Dial Plan "B"

### Notes:

The phone system supports two Dial Plans, each with a programmable set of Flexible Feature Codes.

### Related Programming:

FF1 2: Dial Plan (pg. 1-154)

**FF3**  
Extensions

# FF3 1: S-Point ISDN Extensions

**NOTE:** This section is basically the same as *ISDN Trunk* settings, but here the PBX side is the CO.

## Common D-Channel Position

(all CPCs) - Version 1.0 or higher

Identify the position of the common D-channel (if used) that will control the ISDN extension located on a 24B PRI card.

**BSSC-000 :**  
Shared Dch POS

**FF3 1 BSSC 00 0 Hold (BSSC) Hold**

**BSSC: Extension Port position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=PRI Circuit no. 1

**Common D-Channel Position:**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**default: [no assignment]**

**FF3**  
Extensions

**Notes:**

This address is applicable only if the system is using multiple PRI or BRI cards. Skip this address if using only the 23B+D card for PRI, or only one 2B+D card for BRI.

**Related Programming:**

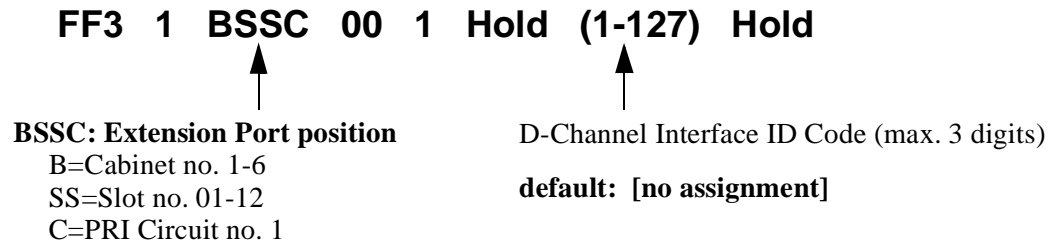
D-Channel Interface ID Code (pg. 3-29) **FF3 1 BSSC 00 1 Hold (1-127) Hold**

### D-Channel Interface ID Code

**BSSC-001 :**  
Dch I/F ID Code

(all CPCs) - Version 1.0 or higher

When **Common D-Channel** (see previous address) is used, identify the Interface ID code (supplied by the CO) that will be used for common D-channel control.



#### Notes:

The **Common D-Channel Position** must be set for the port before this address can be entered. If **Common D-Channel Position** is cleared, this address will automatically be cleared also.



#### Related Programming:

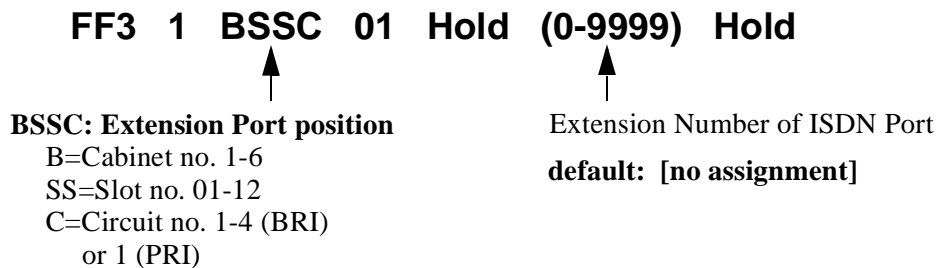
**Common D-Channel Position (pg. 3-28) FF3 1 BSSC 00 0 Hold (BSSC) Hold**

### Extension Number Assignment

**BSSC-01 :**  
EXT Number

(all CPCs) - Version 1.0 or higher

Assign an extension number to the ISDN port only.



#### Notes:

#### Related Programming:

## Connection Type

(all CPCs) - Version 1.0 or higher

Choose the connection type for the ISDN extension.

**BSSC-0200:0**  
Connection Type

**FF3 1 BSSC 02 00 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=Point-to-Point (default)**

1=Point-to-MultiPoint (BRI only)

### Notes:

If set to "1" (Point-to-MultiPoint), you can parallel-connect up to 8 different ISDN-BRI devices. This is normally used with S-Point DID.

**FF3**  
Extensions

### Related Programming:

DID Dialing to ISDN "S" Point (pg. 1-172) FF1 4 05 (0001-0192) Hold (setting) Hold  
Called Number Indication (pg. 3-34) FF3 1 BSSC 03 03 Hold (0 or 1) Hold

## Passive Bus

(all CPCs) - Version 1.0 or higher

Set the distance between the phone system and a station or another system.

Controls voice level on the ISDN extension.

**BSSC-0201:0**  
Passive Bus

**FF3 1 BSSC 02 01 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=Short Loop (200m) (default)**

1=Long Loop (1 km)

### Notes:

### Related Programming:



## Layer 1 Operate Mode

**BSSC-0202:0**  
Operate Mode

(all CPCs) - Version 1.0 or higher

Set the ISDN detection method by the CO. (The CO should be contacted to match this detection method.)

**FF3 1 BSSC 02 02 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=Active mode (default)**

1=Activated per call

### Notes:

If “**Active mode**” (default) is selected, PBX will inform the CO of the existence of the ISDN extension when PBX power is turned on.

If “Activated per call” is selected, system will inform the CO of the existence of the ISDN extension when the extension makes an outgoing call, or the system detects an incoming call.

**FF3**  
Extensions

### Related Programming:

## Not Used

(all CPCs) - Version 1.0 or higher

**FF3 1 BSSC 02 03 Hold**

**BSSC-0203:**  
Not Used

## B-Channel Select

(all CPCs) - Version 1.0 or higher

**BSSC-0300:0**  
Bch Select

Set the method used by the system to seize a B-channel for an outgoing call.

**FF3 1 BSSC 03 00 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=System will search for highest-numbered B-channel; system cannot change channel. (default)**

1=System will search for lowest-numbered B-channel; system can change channel by request from ISDN terminal equipment.

**Notes:**

**FF3**  
Extensions

**Related Programming:**

## B-Channel Numbering (Layer 3)

(all CPCs) - Version 1.0 or higher

**BSSC-0301:0**  
Bch MAP

Select the Layer 3 format of the messaging commands sent by the system/PBX to the ISDN device.

**FF3 1 BSSC 03 01 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=Slot Mapping (default - U.S./China)**

1=Channel Numbering (default - U.K.)

**Notes:**

When ordering span from CO, specify **Slot Mapping** or **Channel Numbering**:

- Choose **Slot Mapping** for multirate (64kbps base rate) bearer capability on a Primary Rate Interface, when you want to combine channels together -- for example, using many channels to provide a larger bandwidth for video-conferencing.

- ❑ Choose **Channel Numbering** when the information transfer rate is 64 kbps, and the channels on the span are used as single channels. For example, specify to CO:  
 1st interface=channels 1-24  
 2nd interface=channels 25-49

In ISDN, Layers 1, 2 and 3 represent signaling levels over the D-channel. **Layer 1** is the basic hardware level that controls messages regarding electrical characteristics, such as speed, channel structure, etc. **Layer 2** is the “housekeeping” level, containing controls that make sure the messages coincide, providing sequence and flow control, etc. **Layer 3** is the feature level with messages that establish, maintain, and terminate connections, as well as additional information for different applications, such as passing the identity of the calling party, passing terminal compatibility information, allowing the redirection of calls, etc.

**Related Programming:**

**B-Channel Numbering (Layer 3) (pg. 2-71) on ISDN trunks    FF2 1 BSSC 03 10 Hold (0 or 1) Hold**



### Call ID Length

(all CPCs) - Version 1.0 or higher

Set the ID method by which the system/PBX flags messages sent to the ISDN PRI equipment for calls.

**BSSC-0302:**  
 Call ID Length

**FF3 1 BSSC 03 02 Hold (0 or 1) Hold**

↑

**BSSC: Extension Port position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑

**0=1 byte/octet (default for BRI)**  
**1=2 bytes/octets (default for PRI)**

**Notes:**

“1 byte/octet” rotates from 1 to 127 IDs. “2 bytes/octets” rotates from 1 to 32,767 IDs.

**Related Programming:**

## Called Number Indication

**BSSC-0303:0**  
Called # INFO

(all CPCs) - Version 1.0 or higher

For incoming calls, set whether the system will send the called party's number to the ISDN terminal.

**FF3 1 BSSC 03 03 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=No called-number indication. (default)**

**1=Called-number indication.**

### Notes:

This must be set to "1" (Called-number indication) when using S-Point DID (parallel connection).

**FF3**  
Extensions

### Related Programming:

DID Dialing to ISDN "S" Point (pg. 1-172) **FF1 4 05 (0001-0192) Hold (setting) Hold**

Connection Type (pg. 3-30) for ISDN extensions **FF3 1 BSSC 02 00 Hold (0 or 1) Hold**

## Called Sub-Address Indication

**BSSC-0304:0**  
Sub-Address INFO

(all CPCs) - Version 1.0 or higher

For incoming calls, set whether the PRI/BRI card will send the sub-address that identifies the originating terminal, to the ISDN extension.

**FF3 1 BSSC 03 04 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6

SS=Slot no. 01-12

C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=No sub-address indication. (default)**

**1=Sub-address indication.**

### Notes:

### Related Programming:

### Not Used

(all CPCs) - Version 1.0 or higher

**BSSC-0305:**  
Not Used

**FF3 1 BSSC 03 05 Hold**

### Progress Tone

(all CPCs) - Version 1.0 or higher

**BSSC-0306:1**  
Progress Tone

Set whether the system will send progress tones indicating call status (e.g., ringback tone, busy tone) to the analog terminal connected to the ISDN extension.

**FF3 1 BSSC 03 06 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

0=Do not send progress tones.

1=Send progress tones. (default)

**FF3**  
Extensions

**Notes:**

**Related Programming:**

## Data Security

**BSSC-0307:0**  
Data Security

(all CPCs) - Version 1.0 or higher

Set whether to allow interruptions (such as Busy Override-Receive) at the analog terminal connected to the ISDN extension.

**FF3 1 BSSC 03 07 Hold (0 or 1) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

**0=Data Security OFF; interruptions are allowed. (default)**

**1=Data Security ON; do not allow interruptions.**

**Notes:**

**FF3**  
Extensions

**Related Programming:**

## Tenant Group Assignment

**BSSC-04 :1**  
Tenant Group

(all CPCs) - Version 1.0 or higher

Assign the ISDN extension's PRI-/BRI-line to a Tenant Group.

**FF3 1 BSSC 04 Hold (1-72) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

Tenant Group No. 1-72

**default: 1**

**NOTE:** The available range of Tenant Group Nos. depends on the CPC used:

with a CPC-96: Tenant Groups 1-12  
with a CPC-288: Tenant Groups 1-36  
with a CPC-576: Tenant Groups 1-72

**Notes:**

Tenant Groups cannot be assigned to individual channels; instead, they are assigned by PRI- or BRI-line basis.

This is the ring assignment for incoming calls in the Inbound MCO Trunk Group assigned to this Tenant Group in **FF1 3 03: MCO Trunk Groups (Inbound Calls) (pg. 1-166)**.

In addition to ring assignments for incoming calls, Tenant Groups can be used for controlling the extension’s MCO access, MOH (Music-On-Hold) source for intercom calls, and SSD block assignment.

**Related Programming:**

- MOH Source for Intercom Calls (pg. 1-98)    **FF1 0 14 (0001-0072) Hold (0-3) Hold**
- SSD Block Assignment to MCO Tenant Groups (pg. 1-99)    **FF1 0 15 (0001-0072) Hold (0-72) Hold**
- MCO Trunk Groups (Inbound Calls) (pg. 1-166)    **FF1 3 03 (0001-0072) Hold (1-99) Hold**

### TRS Class Assignment (Day)

**BSSC-050 :1**  
 Day1/2 TRS CLS

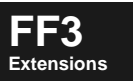
(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the ISDN extension, applicable during Day1 and Day2 modes.

**FF3 1 BSSC 05 0 Hold (1-50) Hold**

↑  
**BSSC: Extension Port position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=Circuit no. 1-4 (BRI)  
 or 1 (PRI)

↑  
 TRS Class No. 1-50 (Day)  
**default: 1**



**Notes:**

**Related Programming:**

- FF6 1: TRS Class Definitions (pg. 6-15)**

## TRS Class Assignment (Night)

**BSSC-051 :1**  
Night TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a Toll Restriction Service (TRS) class to the ISDN extension, applicable during Night mode.

**FF3 1 BSSC 05 1 Hold (1-50) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

TRS Class No. 1-50 (Night)

**default: 1**

**Notes:**

**FF3**  
Extensions

**Related Programming:**

FF6 1: TRS Class Definitions (pg. 6-15)

## Extension COS Assignment

**BSSC-06 :1**  
Extension COS

(all CPCs) - Version 1.0 or higher

Assign a Class of Service (COS) to the ISDN extension.

**FF3 1 BSSC 06 Hold (1-16) Hold**

**BSSC: Extension Port position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=Circuit no. 1-4 (BRI)  
or 1 (PRI)

Extension COS No. 1-16

**default: 1**

**Notes:**

Based on this **Extension COS Assignment**, extension features can be enabled/disabled.

**Related Programming:**

FF1 0 03: Extension COS Definitions (pg. 1-35)

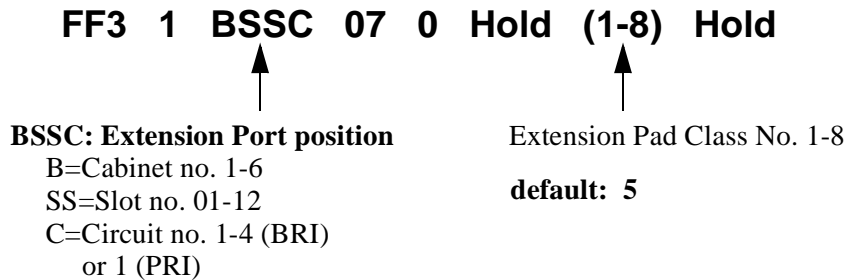


## Extension Digital Pad Class Assignment

**BSSC-070 :5**  
EXT DPAD CLS

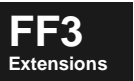
(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to an ISDN extension.



### Notes:

This Digital Pad Class assignment can be used for controlling volume adjustments between the extension and other extensions, trunks, conference calls, etc. (To set these volume adjustment levels, see **Digital Pad Settings**.)



### Related Programming:

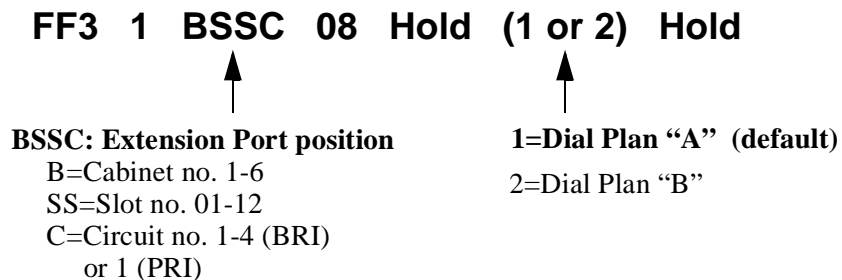
**FF1 8: Digital Pad Settings (pg. 1-176)**

## Dial Plan Assignment

**BSSC-08 :1**  
Dial Plan PTN

(all CPCs) - Version 1.0 or higher

Assign a Dial Plan to the ISDN extension.



### Notes:

The phone system supports two Dial Plans, each with a programmable set of Flexible Feature Codes.

### Related Programming:

**FF1 2: Dial Plan (pg. 1-154)**

## FF3 2: Virtual Ports

### Extension Number Assignment

(all CPCs) - Version 1.0 or higher

Assign an extension number to the Virtual Port. This will be the number dialed to reach the Virtual Port.

001-00 :  
EXT Number

FF3 2 (001-576) 00 Hold (0-9999) Hold (or BLK-DOWN)

↑  
Virtual Port No.

↑  
Extension No. assignment 0-9999

NOTE: Available range of Virtual Port Nos. depends on the CPC used --

with a CPC-96: Virtual Port Nos. 001-096

with a CPC-288: Virtual Port Nos. 001-288

with a CPC-576: Virtual Port Nos. 001-576

**default: [no assignment]**

NOTE: If this Extension No. starts with a "9", it may not work if the "9" trunk access code is being used. Check the **Tenant Group Assignment** (FF3 2 [001-576] 03 Hold [1-72] Hold).

**FF3**  
Extensions

#### Notes:

Press the BLK-DOWN soft key instead of the last HOLD in the above address, to scroll to the next BSSC extension port position and assign it an Extension Number (stay in same address).

**Virtual Ports:** Extensions that do not physically exist, and do not require any hardware (doesn't take up a slot, port, etc.). Virtual Ports can be used for multiple ringing. Some examples are as follows:

- Incoming DID or DIL calls to a Virtual Port can ring on multiple phones.
- Virtual Ports can be assigned to Hunt Groups.
- Virtual Ports can receive calls going through Auto Attendant (e.g., "for Customer Service, press 1").
- Virtual Ports can be used as System Park orbits.

There are two kinds of Virtual Ports -- a **Virtual Extension** which is a Virtual Port with an assigned (dialable) extension number (to set up multiple ringing), and a **Floating Virtual Port** which does not have an extension number (similar to a Park Orbit).

#### Related Programming:

Virtual Key LED: Answer Control #1 (pg. 1-12) FF1 0 01 0007 Hold (0 or 1) Hold

Virtual Key LED: Answer Control #2 (pg. 1-13) FF1 0 01 0008 Hold (0 or 1) Hold

Floating Hold on Trunk Key (pg. 1-14) FF1 0 01 0009 Hold (0 or 1) Hold

Floating Hold on Virtual Port Key (pg. 1-14) FF1 0 01 0010 Hold (0 or 1) Hold

FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7) FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold

# Ring Frequency

(all CPCs) - Version 1.0 or higher

001-0100 :1  
Ring Frequency

Set the ring frequency for incoming calls to the Virtual Port.

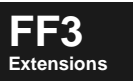
**FF3 2 (001-576) 01 00 Hold (1-6) Hold**

↑  
Virtual Port No.

↑  
**1=400/562 Hz (default)**  
2=1000/1340 Hz  
3=400 Hz  
4=800/1040 Hz  
5=1040/1320 Hz  
6=660/1320 Hz

NOTE: Available range of Virtual Port Nos.  
depends on the CPC used --  
with a CPC-96: Virtual Port Nos. 001-096  
with a CPC-288: Virtual Port Nos. 001-288  
with a CPC-576: Virtual Port Nos. 001-576

## Notes:



## Related Programming:

# Ring Pattern

001-0101 :1  
Ring Cycle PTN

(all CPCs) - Version 1.0 or higher

Set the interval between rings for incoming calls to the Virtual Port.

**FF3 2 (001-576) 01 01 Hold (1-12) Hold**

Virtual Port No.

NOTE: Available range of Virtual Port Nos. depends on the CPC used --

- with a CPC-96: Virtual Port Nos. 001-096
- with a CPC-288: Virtual Port Nos. 001-288
- with a CPC-576: Virtual Port Nos. 001-576

**FF3**  
Extensions

Setting Values for U.K.		Setting Values for U.S. and Hong Kong	
<b>0</b>	Synchronize with CO	<b>0</b>	No ring alarm
<b>1</b>	<b>1on/2off (default) (in seconds)</b>	<b>1</b>	<b>1on/3off (in seconds) (default)</b>
<b>2</b>	2on/1off	<b>2</b>	2on/2off
<b>3</b>	1on/1off	<b>3</b>	3on/1off
<b>4</b>	.5on/.5off	<b>4</b>	1on/1off
<b>5</b>	.25on/2.75off	<b>5</b>	.5on/.5off
<b>6</b>	.25on/.25off/.25on/2.25off	<b>6</b>	.5on/3.5off
<b>7</b>	.25on/.25off/.25on/.25off/.25on/1.75off	<b>7</b>	.5on/.5off/.5on/2.5off
<b>8</b>	.75on/.25off/.75on/1.25off	<b>8</b>	.25on/.25off/.25on/3.25off
<b>9</b>	1on/.25off/.25on/1.5off	<b>9</b>	1on/.25off/.25on/2.5off
<b>10</b>	1on/.25off/.25on/.25off/.25on/1off	<b>10</b>	1on/.25off/.25on/.25off/.25on/2off
<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off	<b>11</b>	1.375on/.125off/.125on/.125off/.125on/.125off
<b>12</b>	Continuous tone	<b>12</b>	Continuous tone

**Notes:**

**Related Programming:**

## Tenant Group Assignment

(all CPCs) - Version 1.0 or higher

Assign the Virtual Port to a Tenant Group.

001-02 :1  
Tenant Group

**FF3 2 (001-576) 02 Hold (1-72) Hold**

↑  
Virtual Port No.

↑  
Tenant Group No.

**default: 1**

NOTE: Available range of Virtual Port Nos. depends on the CPC used --

with a CPC-96: Virtual Port Nos. 001-096  
with a CPC-288: Virtual Port Nos. 001-288  
with a CPC-576: Virtual Port Nos. 001-576

NOTE: The available range of Tenant Group Nos. depends on the CPC used:

with a CPC-96: Tenant Groups 1-12  
with a CPC-288: Tenant Groups 1-36  
with a CPC-576: Tenant Groups 1-72

### Notes:

This is the ring assignment for incoming calls in the Inbound MCO Trunk Group assigned to this Tenant Group in **FF1 3 03: MCO Trunk Groups (Inbound Calls) (pg. 1-166)**.

In addition to ring assignments for incoming calls, Tenant Groups can be used for controlling the extension's MCO access, MOH (Music-On-Hold) source for intercom calls, and SSD block assignment.

**FF3**  
Extensions

### Related Programming:

MOH Source for Intercom Calls (pg. 1-98) **FF1 0 14 (0001-0072) Hold (0-3) Hold**  
SSD Block Assignment to MCO Tenant Groups (pg. 1-99) **FF1 0 15 (0001-0072) Hold (0-72) Hold**  
MCO Trunk Groups (Inbound Calls) (pg. 1-166) **FF1 3 03 (0001-0072) Hold (1-99) Hold**

## Extension COS Assignment

(all CPCs) - Version 1.0 or higher

Assign a Class of Service (COS) to the Virtual Port.

001-03 :1  
Extension COS

**FF3 2 (001-576) 03 Hold (1-16) Hold**

↑  
Virtual Port No.

↑  
Extension COS No. 1-16

**default: 1**

NOTE: Available range of Virtual Port Nos. depends on the CPC used --

with a CPC-96: Virtual Port Nos. 001-096  
with a CPC-288: Virtual Port Nos. 001-288  
with a CPC-576: Virtual Port Nos. 001-576

**Notes:**

Based on this **Extension COS Assignment**, extension features for incoming calls can be enabled/disabled, such as restricting the receiving of camp-on calls or callbacks.

**Related Programming:**

FF1 0 03: Extension COS Definitions (pg. 1-35)

# FF3 3: RAI Extension Port

*NOTE: RAI is not available in the U.S.*

## RAI Extension Number Assignment

(all CPCs) - Version 1.0 or higher

Assign an extension number to the system's Remote Administration Interface (RAI) port.

00 :699  
EXT Number

**FF3 3 00 Hold (0-9999) Hold**

↑  
RAI Extension No. assignment 0-9999  
**default: 699**

**FF3**  
Extensions

### Notes:

The RAI port is mounted on the CPC card.

Assign an extension number to the RAI port so that DISA, DIL, DID, etc. calls can ring directly to the RAI port unattended, or a call can be transferred to it.

### Related Programming:

## Tenant Group Assignment

(all CPCs) - Version 1.0 or higher

Assign the RAI port to a Tenant Group.

01 :1  
Tenant Group

**FF3 3 01 Hold (1-72) Hold**

↑  
Tenant Group No. 1-72  
**default: 1**

**NOTE:** The available range of Tenant Group Nos. depends on the CPC used:

- with a CPC-96: Tenant Groups 1-12
- with a CPC-288: Tenant Groups 1-36
- with a CPC-576: Tenant Groups 1-72

**Notes:**

This is the ring assignment for incoming calls in the Inbound MCO Trunk Group assigned to this Tenant Group in **FF1 3 03: MCO Trunk Groups (Inbound Calls) (pg. 1-166)**.

In addition to ring assignments for incoming calls, Tenant Groups can be used for controlling the extension’s MCO access, MOH (Music-On-Hold) source for intercom calls, and SSD block assignment.

**Related Programming:**

- MOH Source for Intercom Calls (pg. 1-98) FF1 0 14 (0001-0072) Hold (0-3) Hold
- SSD Block Assignment to MCO Tenant Groups (pg. 1-99) FF1 0 15 (0001-0072) Hold (0-72) Hold
- MCO Trunk Groups (Inbound Calls) (pg. 1-166) FF1 3 03 (0001-0072) Hold (1-99) Hold

**FF3**  
Extensions

### Extension COS Assignment

02 :1  
Extension COS

(all CPCs) - Version 1.0 or higher

Assign a Class of Service (COS) to the RAI port.

**FF3 3 02 Hold (1-16) Hold**

↑  
Extension COS No. 1-16  
**default: 1**

**Notes:**

Based on this **Extension COS Assignment**, RAI extension features can be enabled/disabled.

**Related Programming:**

- FF1 0 03: Extension COS Definitions (pg. 1-35)



## 4. FF-Key/Soft Key Feature Assignment (FF4)

Use the FF4 programming addresses in this chapter to assign Feature Codes (including trunk ringing) to FF-keys and soft keys on DBS 576 phones:

- FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units**
- FF4 1: FF-Keys on DSS/72 Consoles**
- FF4 2: Soft Keys on Display Phones**

This chapter covers the following FF4 addresses:

FF Key Address	Topic	Default	Page
<b>FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units</b>			<b>4-7</b>
FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold	FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)	--	4-7
FF4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold	Trunk FF-Key: Outbound Call Restriction	0 (Allowed)	4-10
FF4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold	Trunk FF-Key: Inbound Answer Restriction	0 (Allowed)	4-11
FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold	Trunk FF-Key: Day1 Ringing	0 (No ring)	4-11
FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold	Trunk FF-Key: Day2 Ringing	0 (No ring)	4-12
FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold	Trunk FF-Key: Night Ringing	0 (No ring)	4-12
FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold	Trunk FF-Key: No-Ring Auto Answer	0 (Disabled)	4-13
<b>FF4 1: FF-Keys on DSS/72 Consoles</b>			<b>4-14</b>
FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold	FF-Key Feature Assignment (DSS/72)	--	4-14
FF4 1 BSSC 1 (01-72) Hold CONF (0 or 1) Hold	DSS Trunk FF-Key: Outbound Call Restriction	0 (Allowed)	4-15
FF4 1 BSSC 1 (01-72) Hold CONF Hold (0 or 1) Hold	DSS Trunk FF-Key: Inbound Answer Restriction	0 (Allowed)	4-16
FF4 1 BSSC 1 (01-72) Hold CONF Holdx2 (0 or 1) Hold	DSS Trunk FF-Key: Day1 Ringing	0 (No ring)	4-16
FF4 1 BSSC 1 (01-72) Hold CONF Holdx3 (0 or 1) Hold	DSS Trunk FF-Key: Day2 Ringing	0 (No ring)	4-17
FF4 1 BSSC 1 (01-72) Hold CONF Holdx4 (0 or 1) Hold	DSS Trunk FF-Key: Night Ringing	0 (No ring)	4-17
FF4 1 BSSC 1 (01-72) Hold CONF Holdx5 (0 or 1) Hold	DSS Trunk FF-Key: No-Ring Auto Answer	0 (Disabled)	4-18
<b>FF4 2: Soft Keys on Display Phones</b>			<b>4-19</b>
FF4 2 BSSC 0 (01-30) Hold (Code) Hold	Soft Key Feature Assignment	--	4-19

**FF4**  
FF-/Soft Keys

# Introduction: Feature Codes in Programming Mode

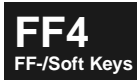
Use the **Feature Codes** table below for all FF4 addresses. (Some features cannot be programmed into soft keys; these features are noted in the table below.)

The codes shown in the “Fixed Feature Codes” column are hard-coded and cannot be changed. However, most of the features can also be assigned another “flexible” code in **FF1 2: Dial Plan (pg. 1-154)** for end-user programming. Exceptions are noted in the table below.

When assigning features to keys in Programming Mode, you must always use the Fixed Feature Code. However, end-users programming their own keys can use the Flexible Code. If the Flexible Codes are changed in the **Dial Plan**, it is not necessary to reprogram extensions. When an end-user programs a Flexible Code into an FF-key or soft key, *the system will translate the Flexible Code into the Fixed Code*. The end-user can still press the same FF-key or soft key to perform the feature, even if the feature’s Flexible Code is changed in programming.

When you display the FF-key or soft key setting, it will always show the Fixed Code.

**Table 4-1. FF-Key/Soft Key Fixed Feature Codes**



**NOTE:** All features can be programmed on FF-Keys, and most (but not all) can also be programmed on Soft Keys (the “Soft Key” column will be shaded for exceptions). Also, some features cannot be assigned a Flexible Code for end-users, and can be set only in Programming Mode (the “End-User” column will be shaded for these exceptions).

Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
<b>CO Trunk Key</b>		# + (Trunk 1-576)		
<b>MCO Trunk Key</b>	For incoming <b>and</b> outgoing calls. MCO No. 1 = “9” access code MCO No. 2 = “81” access code MCO No. 3 = “82” access code MCO No. 4 = “83” access code MCO No. 5 = “84” access code	1 + (MCO 1-5) + (MCO-Incoming Group 00-99)		
<b>Virtual Port Key</b>		*9 + (Virtual Port 001-576)		
<b>DSS/BLF - Outgoing only</b>	Call ext. / View status only.	9 + (Extension 0-9999)	End-User	Soft Key
<b>DSS/BLF - Immediate Ring</b>	Call ext. / View status / Also rings immediately for incoming call (can answer).	81+(Extension 0-9999)	End-User	
<b>DSS/BLF - Delayed Ring</b>	Call ext. / View status / Also delay-rings incoming call (can answer).	82+(Extension 0-9999)	End-User	
<b>DSS/BLF - Flash/No-Ring</b>	Call ext. / View status / Also flashes for incoming call (can answer).	83+(Extension 0-9999)	End-User	
<b>Built-In VM Unit #1: Mailbox Access</b>	Access mailbox options.	61 + (Mailbox No. 00-9999)		

Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
<b>Built-In VM Unit #2: Mailbox Access</b>	Access mailbox options.	62 + (Mailbox No. 00-9999)		
<b>Built-In VM Unit #3: Mailbox Access</b>	Access mailbox options.	63 + (Mailbox No. 00-9999)		
<b>Built-In VM Unit #4: Mailbox Access</b>	Access mailbox options.	64 + (Mailbox No. 00-9999)		
<b>Built-In VM Unit #1: Message Broadcast</b>	Copy a recording to other (pre-programmed) mailboxes.	61 + (Broadcast Code 00- 9999)		
<b>Built-In VM Unit #2: Message Broadcast</b>	Copy a recording to other (pre-programmed) mailboxes.	62 + (Broadcast Code 00- 9999)		
<b>Built-In VM Unit #3: Message Broadcast</b>	Copy a recording to other (pre-programmed) mailboxes.	63 + (Broadcast Code 00- 9999)		
<b>Built-In VM Unit #4: Message Broadcast</b>	Copy a recording to other (pre-programmed) mailboxes.	64 + (Broadcast Code 00- 9999)		
<b>Built-In VM: Retrieve Messages</b>	Listen to messages in mailbox.	5 + (Mailbox No. 00-9999)		
<b>Built-In VM: Start/Restart</b>	2-Way Call Recording	*#50		
<b>Built-In VM: Stop</b>	2-Way Call Recording	*#51		
<b>Built-In VM: Re-Record</b>	(over the same call) 2-Way Call Recording	*#52		
<b>Built-In VM: Pause</b>	2-Way Call Recording	*#53		
<b>Built-In VM: Stop/End</b>	2-Way Call Recording	*#54		
<b>Built-In VM: Add Comment</b>	(to end of recording) 2-Way Call Recording	*#55		
<b>Built-In VM: Clear</b>	(delete recording) 2-Way Call Recording	*#56		
<b>Built-In VM: Notify</b>	(call outside pager or phone) 2-Way Call Recording	*#57		
<b>Built-In VM: Copy</b>	(a message into another mailbox) 2-Way Call Recording	*#58		
<b>Built-In VM: Dial Pulse/ DTMF Switch</b>	2-Way Call Recording	*#59		
<b>ACD-1 Log-In/Out Button</b>		*#80		
<b>ACD-1 Work Unit</b>		*#81 + (Work Unit 00-19)		
<b>ACD-1 Unavailable Button</b>		*#82		
<b>ACD-2 Log-In/Out Button</b>		*#85		
<b>ACD-2 Work Unit</b>		*#86 + (Work Unit 00-19)		
<b>ACD-2 Unavailable Button</b>		*#87		
<b>Speed-Dial Send Button</b>		*01 + (SSD 000-799 or PSD 80-99)	End-User	Soft Key
<b>Direct Trunk Access</b>		*02	End-User	Soft Key
<b>Verified ID Code Send</b>		*03	End-User	Soft Key
<b>Floating Hold Answer</b>		*04	End-User	Soft Key
<b>Voice Mail Message- Waiting: Send</b>		*05	End-User	Soft Key

**FF4**  
 FF-/Soft Keys

Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
Voice Mail Message-Waiting: Cancel		*06	End-User	Soft Key
Message-Waiting: Cancel		*07	End-User	Soft Key
Message-Waiting: Callback		*08	End-User	Soft Key
Call Forward (All): Set		70 + (Extension 0-9999)	End-User	Soft Key
Call Forward (All): Clear		*09	End-User	Soft Key
Call Forward (All): Set via Attendant		*10	End-User	Soft Key
Call Forward (All): Clear via Attendant		*11	End-User	Soft Key
Call Forward (No Answer): Set		71 + (Extension 0-9999)	End-User	Soft Key
Call Forward (No Answer): Clear		*12	End-User	Soft Key
Call Forward (No Answer): Set via Attendant		*13	End-User	Soft Key
Call Forward (No Answer): Clear via Attendant		*14	End-User	Soft Key
Call Forward (Busy): Set		72 + (Extension 0-9999)	End-User	Soft Key
Call Forward (Busy): Clear		*15	End-User	Soft Key
Call Forward (Busy): Set via Attendant		*16	End-User	Soft Key
Call Forward (Busy): Clear via Attendant		*17	End-User	Soft Key
DND Set/Clear		*18	End-User	Soft Key
DND Set from Attendant		*19	End-User	Soft Key
DND Clear from Attendant		*20	End-User	Soft Key
DND & Call Forward Clear		*21	End-User	Soft Key
Alarm Set		*22	End-User	Soft Key
Alarm Clear		*23	End-User	Soft Key
BGM On/Off		*24	End-User	Soft Key
Day 1/Night Toggle		*25	End-User	Soft Key
Day 2		*26	End-User	Soft Key
Night 1		*27	End-User	Soft Key
Night 2 (for 2-Way VM)		*28	End-User	Soft Key
Paging		*29 + (Page Grp.No.0-9)	End-User	Soft Key
Meet-Me Answer		*30	End-User	Soft Key
Call Pickup Group-All Calls		*31	End-User	Soft Key
Call Pickup Group-CO Calls Only		*32	End-User	Soft Key
Call Pickup Group-Specified	Pick up a call in another Call Pickup Group.	*33 + (Call Pickup Grp 1-99)	End-User	Soft Key
Direct Call Pickup		73 + (Extension 0-9999)	End-User	Soft Key
CO Trunk Call Pickup		*34	End-User	Soft Key
Headset Mode On/Off		*35	End-User	Soft Key

**FF4**  
FF-/Soft Keys

Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
3-party Conference Key		*36	End-User	Soft Key
Transfer Key		*37	End-User	Soft Key
Program Key		*38	End-User	Soft Key
Recall - Flash Key		*39		Soft Key
PSD Name Assignment		*40	End-User	Soft Key
Ext. Directory Name Assignment		*41	End-User	Soft Key
Speed-Dial Directory Name Assignment		*42	End-User	Soft Key
MCO-1 Access	For outgoing calls (default: 9)	*43	End-User	Soft Key
MCO-2 Access	For outgoing calls (default: 81)	*44	End-User	Soft Key
MCO-3 Access	For outgoing calls (default: 82)	*45	End-User	Soft Key
MCO-4 Access	For outgoing calls (default: 83)	*46	End-User	Soft Key
MCO-5 Access	For outgoing calls (default: 84)	*47	End-User	Soft Key
<b>NOTE: No more than 5 MCO keys can be assigned per phone.</b>				
Mic/Mute (Talkback Key)		*48		Soft Key
Callback at Busy Tone		*49	End-User	Soft Key
Camp-On at Busy Tone		*50	End-User	Soft Key
Message-Waiting Set at Busy Tone		*51	End-User	Soft Key
Message-Waiting Priority Set at Busy Tone		*52	End-User	Soft Key
Busy Override Send		*53	End-User	Soft Key
Switch to Voice Call at Ringback Tone		*54	End-User	Soft Key
Message-Waiting Set at Ringback Tone		*55	End-User	Soft Key
Message-Waiting Priority Set at Ringback Tone		*56	End-User	Soft Key
Account Code Entry		*57	End-User	Soft Key
8-Party Conference		*58	End-User	Soft Key
Extension Port Number Confirm		*59	End-User	Soft Key
Trunk Port Number Confirm		*60	End-User	Soft Key
Voice Mail Transfer Key #1		74 + (VM Voice Port Ext.No. 0-9999)	End-User	Soft Key
Voice Mail Transfer Key #2		75 + (VM Pilot Ext.No. 0-9999)	End-User	Soft Key
Variable Mode		*61	End-User	Soft Key
Call Logging Confirmation Mode		*62	End-User	Soft Key
Station Call Park Hold/ Answer		*63	End-User	Soft Key
Station Call Park Hold		*64	End-User	Soft Key

**FF4**  
 FF-/Soft Keys

Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
<b>Station Call Park Answer (own extension)</b>		*65	End-User	Soft Key
<b>Station Call Park Answer (other extensions)</b>		*66	End-User	Soft Key
<b>Station Call Park Transfer</b>		*67	End-User	Soft Key
<b>Release Key</b>	for headset on regular phone	*68		
<b>Answer Key</b>	for headset on regular phone	*69		
<b>OHVA</b>		*70	End-User	Soft Key
<b>Split Key</b>	OHVA/Silent Transfer/Talkback	*71	End-User	
<b>Walking TRS</b>		*72	End-User	
<b>ANY Key</b> (all CPCs-Version 1.3 or higher)	Change phone status to "Monitor ON"; put current CO call on hold. NOTE: The ANY key LED won't light.	*8 + (up to 4 digits, including 0-9, #, *)	End-User	Soft Key

# FF4 0: FF-Keys on Digital Keyphones, SLTs, and EM/24 Units

**Notes:**

- ❑ The extension’s Phone Type must be set to “1” (for Digital Keyphone or SLT - default) or “2” (for EM/24). See **Phone Type (pg. 3-3): FF3 0 BSSC 00 Hold (1-3) Hold**.
- ❑ Although SLTs don’t have Flexible Function Keys, the following addresses can be used for assigning trunk or Virtual Port ringing to them.
- ❑ There are 32 assignments for FF-keys in the following FF4 0 addresses. The largest phone programmed by this address, the 34-Button Small-Display phone (see illustration, next page) has 24 FF-keys. The remaining 8 assignments for this phone can be used for Virtual Port ringing. Virtual Ports can also be assigned on other phones using the extra FF-key assignments.

## FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s)

(all CPCs) - Version 1.0 or higher

Assign Feature Codes to the FF-keys on digital keyphones, SLTs, or EM/24 units.

(to clear current feature assignment)

**FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold**

<p><b>BSSC: Extension Port</b></p> <p>B=Cabinet no. 1-6</p> <p>SS=Card Slot no. 01-12</p> <p>C=Circuit no. 1-8</p>	<p>01=FF1 key</p> <p>02=FF2 key</p> <p>03=FF3 key</p> <p>...</p> <p>32=FF32 key</p>	<p>Feature Code Assignment (see pg. 4-2)</p> <p><b>initial default: [no assignment]</b></p> <p><i>See figures starting on pg. 4-8 for FF-key numbering on phones.</i></p>
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**BSSC-00 :#1**  
FF Assign



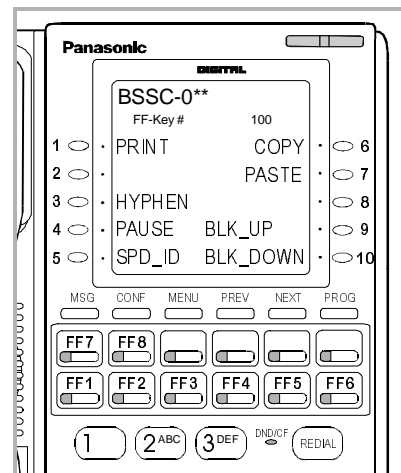
**Notes:**

To copy FF-key and ring assignments from one phone to another, use the COPY and PASTE commands (soft keys 6 and 7) as follows:

- (1) Enter the first part of the above address without specifying an FF-key number to program:  

**FF4 0 BSSC 0 Hold**

(for **BSSC**, enter the port position of the phone you want to copy settings from)
- (2) Press the COPY soft key. The display won’t change, but the phone will beep once to indicate it has recognized the copy command.
- (3) Use the BLK-DOWN or BLK\_UP soft key to toggle to the next extension you want to copy to. The display will change to the new BSSC port position and extension number assignment.

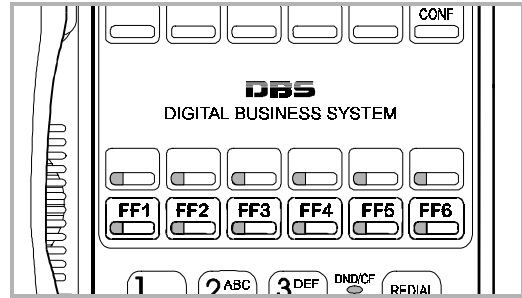


- (4) Press the PASTE soft key. The display won't change, but the phone will beep once to indicate the paste command.
- (5) Repeat steps (3) and (4) for all extensions you want to copy to.

**EM/24 units require their own extension port**, separate from the phone. Therefore, when programming the FF-keys on an EM/24 unit, enter the EM/24 port position (not the phone's port position).

**If you assign the FF-key as a CO Trunk, MCO Trunk, Virtual Port, or DSS/BLF Key:** FF1 through FF6 on the phone will become toggle switches for the **Trunk FF-Key** addresses starting on pg. 4-10. These keys will be lit either **green for a "0"** setting, or **red for a "1"** setting. Press the corresponding FF-key to change the setting:

- FF1 = Outbound Call Restriction (green/0=Allow)
- FF2 = Inbound Answer Restriction (green/0=Allow)
- FF3 = Day1 Ringing (green/0=Do not ring)
- FF4 = Day2 Ringing (green/0=Do not ring)
- FF5 = Night Ringing (green/0=Do not ring)
- FF6 = No-Ring Auto Answer (green/0=Disabled-No effect)



**NOTE:** This applies only if you start from the FF4 0 BSSC 0 address (not if you punch-in the **Trunk FF-Key** address directly).

**FF4**  
FF-/Soft Keys

**For Example:** Extension No. 300 is located in Cabinet 1, Card Slot 01, Circuit 1. Extension 300's FF1 key is already assigned Trunk #1. To restrict incoming calls for FF1 (Trunk #1), first display FF1's assignment:

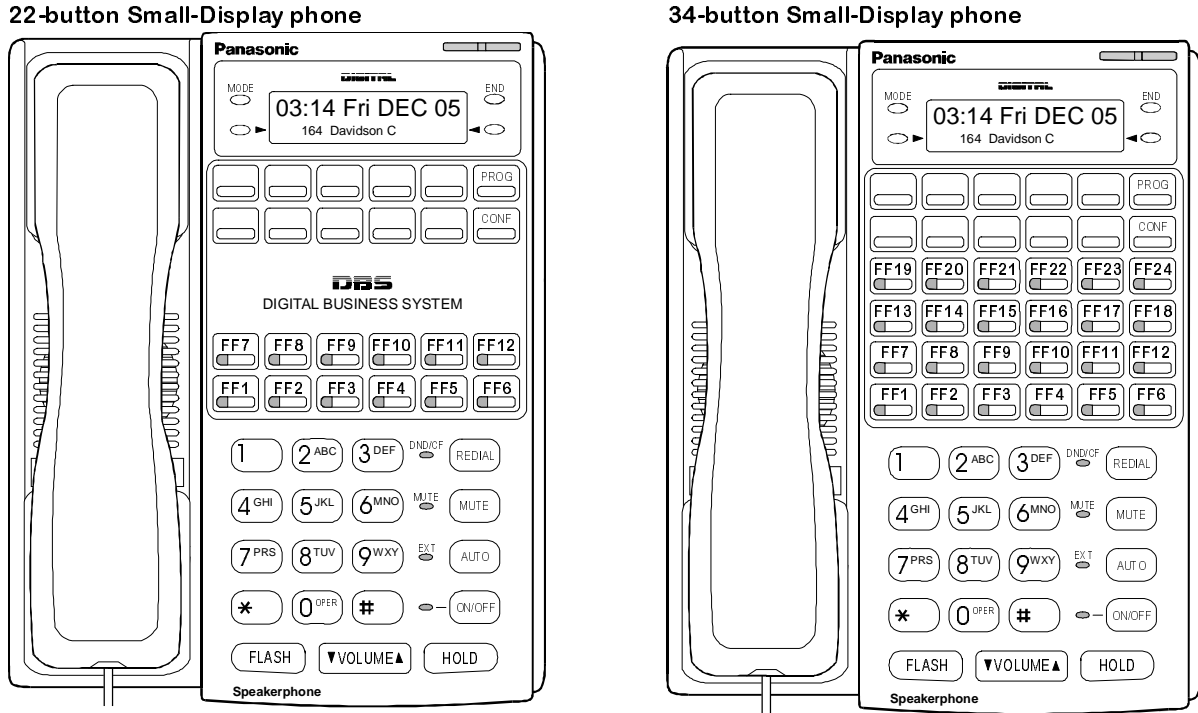
... punch in: **FF4 0 1011 001 Hold** LCD display shows: 1011-001 :#1  
FF Assign  
(FF1 thru FF6 are all lit green for "0" setting)

... punch **FF2** to restrict incoming calls for Trunk #1 on the FF1 key. FF2 will now be lit red for "1=Restrict". (Corresponding address is FF4 0 BSSC 101 Hold CONF Hold 1 Hold.)

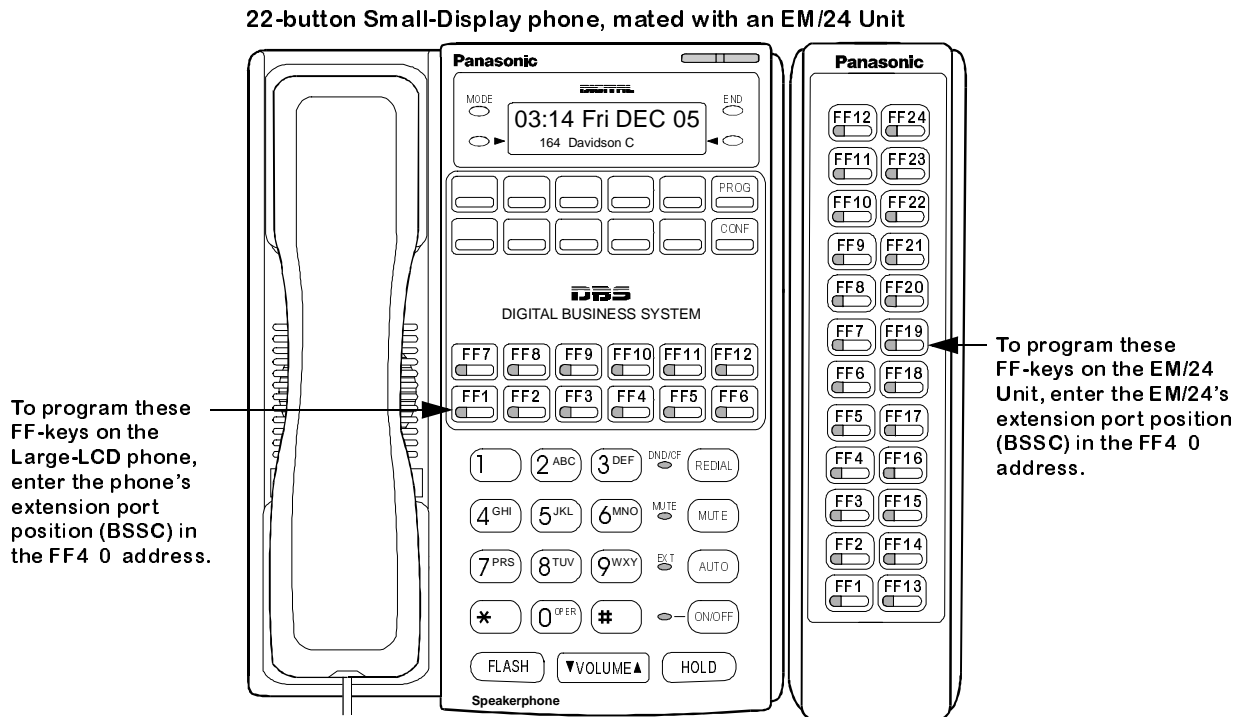
**Related Programming:**



**Figure 4-1: FF-key layout on a Small-Display phone (44-series)**



**Figure 4-2: FF-key layout on an EM/24 unit (44-series)**



## Trunk FF-Key: Outbound Call Restriction

**BSSC-1011:0**  
 Outgoing TRS

(all CPCs) - Version 1.0 or higher  
 (for digital keyphones, SLTs, and EM24s) Allow/Restrict outbound calls on the FF-key programmed as a CO trunk, MCO trunk group, Virtual Port, or DSS/BLF key.

FF4 0 BSSC 1 (01-32) Hold CONF (0 or 1) Hold

<p><b>BSSC: Extension Port</b></p> <p>B=Cabinet no. 1-6                  SS=Card Slot no. 01-12                  C=Circuit no. 1-8</p>	<p>01=FF1 key                  02=FF2 key                  03=FF3 key                  ...                  32=FF32 key</p>	<p><b>0=Allow outbound calls on this FF-key. (default)</b></p> <p>1=Do Not Allow outbound calls on this FF-key.</p>
--	---	---

**Notes:**

The LCD display will show the allow/restrict settings for this and the next 5 addresses after the first “Hold” is pressed in the above address:

**BSSC-101\*:x0xxxx**  
 Key INFO

If “Outbound Call Restriction” is set to 0=Allow, and “Inbound Answer Restriction” is set to 1=Do Not Allow,

x = setting “0”  
 o = setting “1”

the FF-key can’t be used while an incoming call is ringing in on it (the LED will blink green). Once the call is answered on another phone, however, the LED will extinguish and the FF-key will become available for making an outbound call.



To set delayed ringing for trunk FF-keys, use the **Day1/2/Night Delayed Ring Type/Destination** addresses in FF2.

**Related Programming:**

- Trunk Key Operation: Direct Calls (pg. 3-14) FF3 0 BSSC 04 12 Hold (0 or 1) Hold
- Trunk Key Operation: HOLD (pg. 3-15) FF3 0 BSSC 04 13 Hold (0 or 1) Hold
- Trunk Key Operation: Multiple Call Pickup (pg. 3-15) FF3 0 BSSC 04 14 Hold (0 or 1) Hold
- Trunk Key Operation: Brokers Hold (pg. 3-16) FF3 0 BSSC 04 15 Hold (0 or 1) Hold

### Trunk FF-Key: Inbound Answer Restriction

**BSSC-1012:0**  
Incoming TRS

(all CPCs) - Version 1.0 or higher

(for digital keyphones, SLTs, and EM24s) Allow/Restrict the ability to answer incoming calls on the FF-key programmed as a CO trunk, MCO trunk group, Virtual Port, or DSS/BLF key.

**FF4 0 BSSC 1 (01-32) Hold CONF Hold (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Card Slot no. 01-12

C=Circuit no. 1-8

01=FF1 key

02=FF2 key

03=FF3 key

...

32=FF32 key

**0=Allow answering inbound calls on this FF-key. (default)**

1=Do Not Allow answering inbound calls on this FF-key.

**Notes:**

If “**Inbound Answer Restriction**” is set to 1=Do Not Allow, the FF-key will still flash green for an incoming CO or MCO call, although the user won’t be able to answer it.

**Related Programming:**



### Trunk FF-Key: Day1 Ringing

**BSSC-1013:0**  
Day1 Ring Assign

(all CPCs) - Version 1.0 or higher

(for digital keyphones, SLTs, and EM24s) Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Day1 mode.

**FF4 0 BSSC 1 (01-32) Hold CONF Holdx2 (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Card Slot no. 01-12

C=Circuit no. 1-8

01=FF1 key

02=FF2 key

03=FF3 key

...

32=FF32 key

**0=Do Not Ring inbound calls on this FF-key during Day1 mode. (default)**

1=Ring inbound calls on this FF-key during Day1 mode.

**Notes:**

Even if this address is set to 0=Do Not Ring (default), the user can still pick up the incoming call by pressing the FF-key, as long as “**Inbound Answer Restriction**” (pg. 4-11) is set to 0=Allow (default).

(all CPCs - Version 1.3 or higher) For DSS/BLF keys, if this address is set to 1=Ring, Auto-Answer will apply; user simply picks up the handset to answer the incoming call on the DSS/BLF key.

**Related Programming:**

BLF Call Pickup (pg. 1-24) **FF1 0 01 0006 Hold (0 or 1) Hold**

### Trunk FF-Key: Day2 Ringing

**BSSC-1014:0**  
Day2 Ring Assign

(all CPCs) - Version 1.0 or higher

(for digital keyphones, SLTs, and EM24s) Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Day2 mode.

**FF4 0 BSSC 1 (01-32) Hold CONF Holdx3 (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Card Slot no. 01-12  
C=Circuit no. 1-8

01=FF1 key  
02=FF2 key  
03=FF3 key  
...  
32=FF32 key

**0=Do Not Ring inbound calls on this FF-key during Day2 mode. (default)**  
1=Ring inbound calls on this FF-key during Day2 mode.

**Notes:** (same as Day1 Ringing - previous page)

**Related Programming:** (same as Day1 Ringing - previous page)

**FF4**  
FF-/Soft Keys

### Trunk FF-Key: Night Ringing

**BSSC-1015:0**  
Night R-Assign

(all CPCs) - Version 1.0 or higher

(for digital keyphones, SLTs, and EM24s) Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/DSS/BLF key during Night mode.

**FF4 0 BSSC 1 (01-32) Hold CONF Holdx4 (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6  
SS=Card Slot no. 01-12  
C=Circuit no. 1-8

01=FF1 key  
02=FF2 key  
03=FF3 key  
...  
32=FF32 key

**0=Do Not Ring inbound calls on this FF-key during Night mode. (default)**  
1=Ring inbound calls on this FF-key during Night mode.

**Notes:** (same as Day1 Ringing - previous page)

**Related Programming:** (same as Day1 Ringing - previous page)

## Trunk FF-Key: No-Ring Auto Answer

**BSSC-1016:0**  
No-Ring Auto ANS

(all CPCs) - Version 1.0 or higher

(for digital keyphones, SLTs, and EM24s) Allow/Restrict the ability to answer incoming calls that are blinking, but not ringing, on this Trunk/MCO/Virtual Port/DSS/BLF key, simply by picking up the handset.

**FF4 0 BSSC 1 (01-32) Hold CONF Holdx5 (0 or 1) Hold**

**BSSC: Extension Port**

B=Cabinet no. 1-6

SS=Card Slot no. 01-12

C=Circuit no. 1-8

01=FF1 key

02=FF2 key

03=FF3 key

...

32=FF32 key

**0=Disabled; this address has no effect. (default)**

1=Enabled; pick up handset to answer call. (don't have to press FF-key)

### Notes:

Even if this is set to 1=Enabled, pressing ON/OFF will not pick up the call (user must pick up handset).

### Related Programming:

BLF Call Pickup (pg. 1-24) **FF1 0 01 0006 Hold (0 or 1) Hold**



# FF4 1: FF-Keys on DSS/72 Consoles

## FF-Key Feature Assignment (DSS/72)

(all CPCs) - Version 1.0 or higher

**BSSC-001 :**  
 Function# nnnn

Assign Feature Codes to the FF-keys on DSS/72 Attendant Consoles.

(to clear current feature assignment)

**FF4 1 BSSC 0 (01-72) Hold FLASH (Code) Hold**

↑

**BSSC: Attendant Port**  
 B=Cabinet no. 1-6  
 SS=Card Slot no. 01-12  
 C=Circuit no. 1-8

↑

01=FF1 key  
 02=FF2 key  
 03=FF3 key  
 ...  
 72=FF72 key

↑

Feature Code Assignment (see pg. 4-2)  
  
**initial default: [no assignment]**

*See figure below for FF-key numbering on a DSS/72.*

**Notes:**

See **Notes** on pg. 4-7. The same applies to DSS/72 consoles.

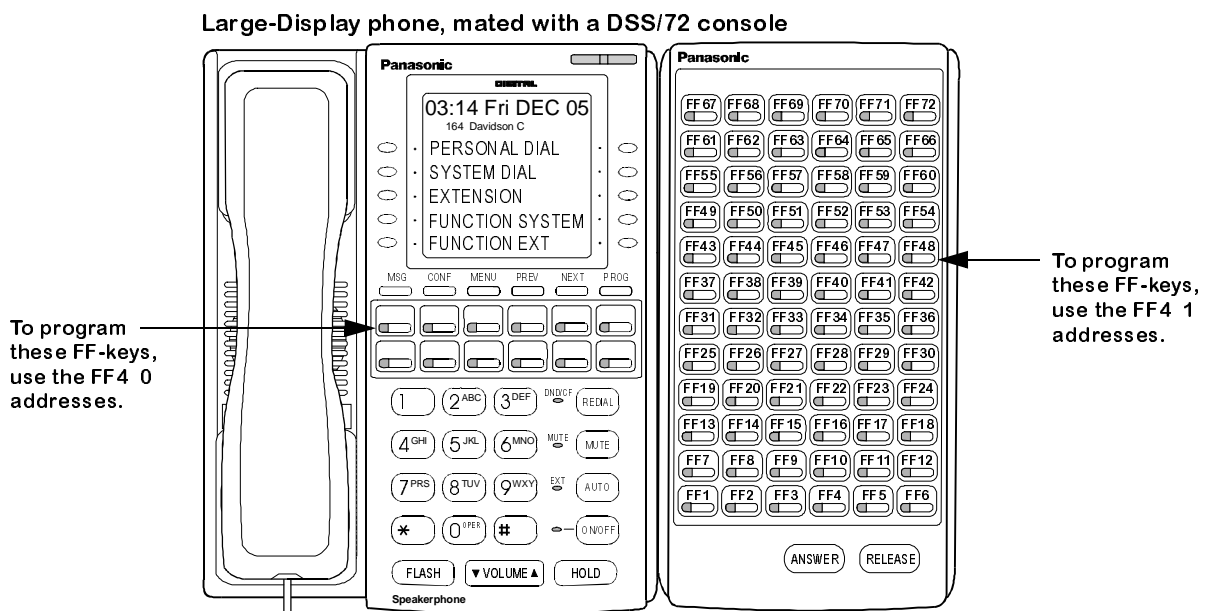
The port must already be set for DSS/72. See **Extensions - Phone Type**.



**Related Programming:**

Phone Type (pg. 3-3) on extensions    **FF3 0 BSSC 00 Hold (1-3) Hold**

**Figure 4-3: FF-key layout on a DSS/72 Attendant Console (44-series)**



## DSS Trunk FF-Key: Outbound Call Restriction

**BSSC-1011:0**  
 Outgoing TRS

(all CPCs) - Version 1.0 or higher

Allow/Restrict outbound calls on this Trunk/MCO/Virtual Port/DSS/BLF key.

FF4 1 BSSC 1 (01-72) Hold CONF (0 or 1) Hold

**BSSC: Attendant Port**

B=Cabinet no. 1-6

SS=Card Slot no. 01-12

C=Circuit no. 1-8

01=FF1 key

02=FF2 key

03=FF3 key

...

72=FF72 key

**0=Allow outbound calls on this FF-key. (default)**

1=Do Not Allow outbound calls on this FF-key.

**Notes:**

The LCD display will show the allow/restrict settings for this and the next 5 addresses after the first “Hold” is pressed in the above address:

**BSSC-101\*:x0xxxx**  
 Key INFO

If “**Outbound Call Restriction**” is set to 0=Allow, and “**Inbound Answer Restriction**” is set to 1=Do Not Allow, the FF-key can’t be used while an incoming call is ringing in on it (the LED will blink green). Once the call is answered on another phone, however, the LED will extinguish and the FF-key will become available for making an outbound call.

x = setting “0”  
 o = setting “1”

To set delayed ringing for trunk FF-keys, use the **Day1/2/Night Delayed Ring Type/Destination** addresses in FF2.



**Related Programming:**

- Trunk Key Operation: Direct Calls (pg. 3-14) FF3 0 BSSC 04 12 Hold (0 or 1) Hold
- Trunk Key Operation: HOLD (pg. 3-15) FF3 0 BSSC 04 13 Hold (0 or 1) Hold
- Trunk Key Operation: Multiple Call Pickup (pg. 3-15) FF3 0 BSSC 04 14 Hold (0 or 1) Hold
- Trunk Key Operation: Brokers Hold (pg. 3-16) FF3 0 BSSC 04 15 Hold (0 or 1) Hold

### DSS Trunk FF-Key: Inbound Answer Restriction

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability to answer incoming calls on this Trunk/MCO/Virtual Port/DSS/BLF key.

**FF4 1 BSSC 1 (01-72) Hold CONF Hold (0 or 1) Hold**

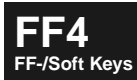
<p><b>BSSC: Attendant Port</b>                      B=Cabinet no. 1-6                      SS=Card Slot no. 01-12                      C=Circuit no. 1-8</p>	<p>01=FF1 key                      02=FF2 key                      03=FF3 key                      ...                      72=FF72 key</p>	<p><b>0=Allow answering inbound calls on this FF-key. (default)</b>                       1=Do Not Allow answering inbound calls on this FF-key.</p>
--	---	--

**BSSC-1012:0**  
Incoming TRS

**Notes:**

If “**Inbound Answer Restriction**” is set to 1=Do Not Allow, the FF-key will still flash green for an incoming CO or MCO call, although the user won’t be able to answer it.

**Related Programming:**



### DSS Trunk FF-Key: Day1 Ringing

(all CPCs) - Version 1.0 or higher

Allow/Restrict phone ringing for an incoming call on this this Trunk/MCO/Virtual Port/DSS/BLF key during Day1 mode.

**FF4 1 BSSC 1 (01-72) Hold CONF Holdx2 (0 or 1) Hold**

<p><b>BSSC: Attendant Port</b>                      B=Cabinet no. 1-6                      SS=Card Slot no. 01-12                      C=Circuit no. 1-8</p>	<p>01=FF1 key                      02=FF2 key                      03=FF3 key                      ...                      72=FF72 key</p>	<p><b>0=Do Not Ring inbound calls on this FF-key during Day1 mode. (default)</b>                       1=Ring inbound calls on this FF-key during Day1 mode.</p>
--	---	--

**BSSC-1013:0**  
Day1 Ring Assign

**Notes:**

Even if this address is set to 0=Do Not Ring (default), the user can still pick up the incoming call by pressing the FF-key, as long as “**Inbound Answer Restriction**” (pg. 4-16) is set to 0=Allow (default).

(all CPCs - Version 1.3 or higher) For DSS/BLF keys, if this address is set to 1=Ring, Auto-Answer will apply; user simply picks up the handset to answer the incoming call on the DSS/BLF key.

**Related Programming:**

BLF Call Pickup (pg. 1-24) **FF1 0 01 0006 Hold (0 or 1) Hold**



### DSS Trunk FF-Key: Day2 Ringing

**BSSC-1014:0**  
 Day2 Ring Assign

(all CPCs) - Version 1.0 or higher

Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/  
DSS/BLF key during Day2 mode.

**FF4 1 BSSC 1 (01-72) Hold CONF Holdx3 (0 or 1) Hold**

<p><b>BSSC: Attendant Port</b></p> <p>B=Cabinet no. 1-6</p> <p>SS=Card Slot no. 01-12</p> <p>C=Circuit no. 1-8</p>	<p>01=FF1 key</p> <p>02=FF2 key</p> <p>03=FF3 key</p> <p>...</p> <p>72=FF72 key</p>	<p><b>0=Do Not Ring inbound calls on this FF-key during Day2 mode. (default)</b></p> <p>1=Ring inbound calls on this FF-key during Day2 mode.</p>
--	---	---

**Notes:** (same as Day1 Ringing - previous page)

**Related Programming:** (same as Day1 Ringing - previous page)

### DSS Trunk FF-Key: Night Ringing

**BSSC-1015:0**  
 Night R-Assign

(all CPCs) - Version 1.0 or higher

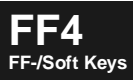
Allow/Restrict phone ringing for an incoming call on this Trunk/MCO/Virtual Port/  
DSS/BLF key during Night mode. Applies to DSS/72 consoles.

**FF4 1 BSSC 1 (01-72) Hold CONF Holdx4 (0 or 1) Hold**

<p><b>BSSC: Attendant Port</b></p> <p>B=Cabinet no. 1-6</p> <p>SS=Card Slot no. 01-12</p> <p>C=Circuit no. 1-8</p>	<p>01=FF1 key</p> <p>02=FF2 key</p> <p>03=FF3 key</p> <p>...</p> <p>72=FF72 key</p>	<p><b>0=Do Not Ring inbound calls on this FF-key during Night mode. (default)</b></p> <p>1=Ring inbound calls on this FF-key during Night mode.</p>
--	---	---

**Notes:** (same as Day1 Ringing - previous page)

**Related Programming:** (same as Day1 Ringing - previous page)



## DSS Trunk FF-Key: No-Ring Auto Answer

**BSSC-1016:0**  
No-Ring Auto ANS

(all CPCs) - Version 1.0 or higher

Allow/Restrict the ability to answer incoming calls that are blinking, but not ringing, on this Trunk/MCO/Virtual Port/DSS/BLF key, simply by picking up the handset.

**FF4 1 BSSC 1 (01-72) Hold CONF Holdx5 (0 or 1) Hold**

**BSSC: Attendant Port**

B=Cabinet no. 1-6

SS=Card Slot no. 01-12

C=Circuit no. 1-8

01=FF1 key

02=FF2 key

03=FF3 key

...

72=FF72 key

**0=Disabled; this address has no effect.  
(default)**

**1=Enabled; pick up handset to answer call.  
(don't have to press FF-key)**

### Notes:

Even if this is set to 1=Enabled, pressing ON/OFF will not pick up the call (user must pick up handset).

### Related Programming:

BLF Call Pickup (pg. 1-24) **FF1 0 01 0006 Hold (0 or 1) Hold**

**FF4**  
FF-/Soft Keys

# FF4 2: Soft Keys on Display Phones

**Notes:**

- ❑ This address applies to both Large-Display and Small-Display phones.
- ❑ The extension's Phone Type must be set to "1" (for Digital Key Phone - default). See **Phone Type (pg. 3-3): FF3 0 BSSC 00 Hold (1-3) Hold**.

## Soft Key Feature Assignment

(all CPCs) - Version 1.0 or higher

BSSC-001 :  
Function # nnnn

Assign Feature Codes to the soft keys on Large-Display and Small-Display phones.

**FF4 2 BSSC 0 (01-30) Hold (Code) Hold**

<p><b>BSSC: Extension Port</b>                  B=Cabinet no. 1-6                  SS=Card Slot no. 01-12                  C=Circuit no. 1-8</p>	<p>Soft Key Feature No. 01-30:                  01-10 = during Dial Tone or Dialing                  11-15 = during Ringback Tone                  16-20 = during Busy Tone                  21-25 = during OHVA/Receive                  26-30 = during Talk</p>	<p>Feature Code Assignment                  (see pg. 4-2)   <b>default: [no assignment]</b></p>
--	---	---

*(See figures, next page, for soft key numbering on phones)*



**Notes:**

These features will apply in the following modes:

- ❑ **On Large-Display phones**, press the **FUNCTION EXT** soft key to access these features. Up to 5 features are displayed at a time, and are executable by pressing the soft keys on the left side of the LCD. During Dial Tone or Dialing (which can have up to 10 feature assignments), press the **NEXT** or **PREV** keys to toggle between the 2 screens of 5 functions each. Press the **MENU** key to exit.
- ❑ **On Small-Display phones**, activate Variable Mode (default code = \*61, or press the FF-key programmed with this code). One feature at a time is displayed, and can be executed by pressing the EXEC (R) or (L). Use the ▼ **VOLUME** ▲ key to change the feature name to be displayed. Press the FF-key again to exit.

<p>Variable Mode ON:</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>FUNC DISP ON</b>                      [assigned function]                 </div> <p>(FF-key: lit red)</p>	<p>Variable Mode OFF:</p> <div style="border: 1px solid black; padding: 5px; display: inline-block;"> <b>FUNC DISP OFF</b>                      100 Panasonic                 </div> <p>(FF-key: unlit)</p>
---	---

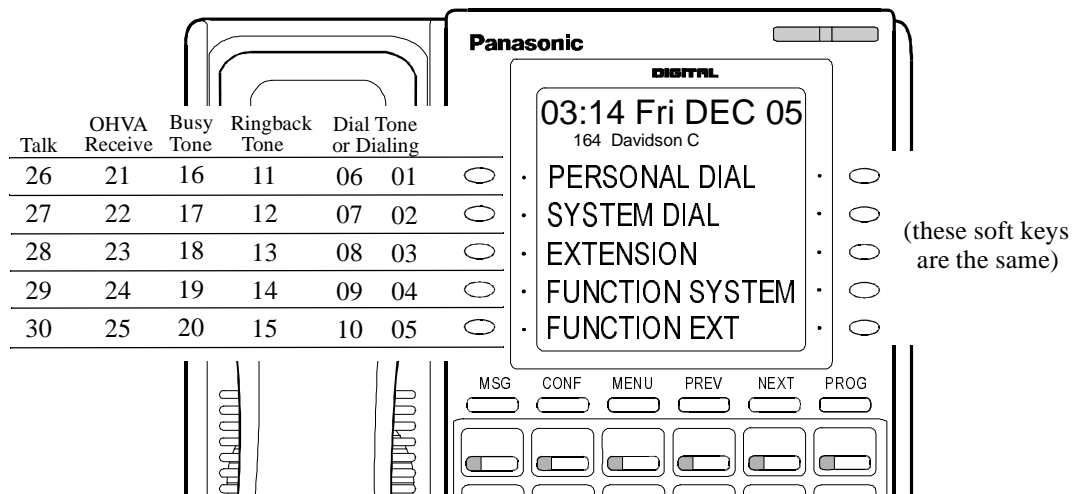
**Related Programming:**

Dial Plan Assignment (pg. 3-27) to extensions **FF3 0 BSSC 09 Hold (1 or 2) Hold**

**Flexible Feature Codes ...**

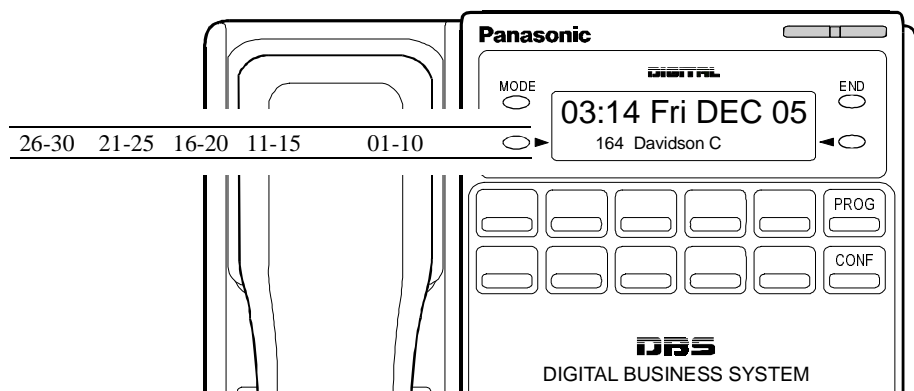
- at Dial Tone, for Dial Plan "A" (pg. 1-155) FF1 2 02 (0001-0056) Hold (max. 4-digit Code) Hold
- at Dial Tone, for Dial Plan "B" (pg. 1-157) FF1 2 03 (0001-0056) Hold (max. 4-digit Code) Hold
- at Ringback Tone, for Dial Plan "A" (pg. 1-159) FF1 2 04 (0001-0010) Hold (1-digit Code) Hold
- at Ringback Tone, for Dial Plan "B" (pg. 1-160) FF1 2 05 (0001-0010) Hold (1-digit Code) Hold
- at Busy Tone, for Dial Plan "A" (pg. 1-161) FF1 2 06 (0001-0010) Hold (1-digit Code) Hold
- at Busy Tone, for Dial Plan "B" (pg. 1-162) FF1 2 07 (0001-0010) Hold (1-digit Code) Hold

**Figure 4-4: Soft key layout on a Large-Display phone (44-series)**



**FF4**  
FF-/Soft Keys

**Figure 4-5: Soft key layout on a Small-Display phone (44-series)**



# 5. Groups (FF5)

Use the FF5 programming addresses in this chapter to set parameters for the following groups in the DBS 576:

- FF5 0: Attendant Hunt Group**
- FF5 1: Extension Hunt Groups**
- FF5 2: MCO Trunk Groups (Outbound)**
- FF5 3: MCO Trunk Groups (Inbound)**
- FF5 4: Paging Groups**
- FF5 5: Hot Line Group**
- FF5 6: Call Pickup Groups**

This chapter covers the following FF5 addresses:

FF Key Address	Topic	Default	Page
<b>FF5 0: Attendant Hunt Group</b>			<b>5-3</b>
FF5 0 01 Hold (0-9999) Hold	Attendant HG Pilot Number	0	5-3
FF5 0 02 01 Hold (0-2) Hold	Attendant HG/Day1 Hunt Mode	1 (Pilot terminal)	5-3
FF5 0 02 (02-21) Hold (0-9999) Hold	Attendant HG/Day1 Members	--	5-4
FF5 0 02 22 Hold (0-255) Hold	Attendant HG/Day1 Delayed (No Answer) Hunt Timer	0 (Stay at idle ext.)	5-5
FF5 0 02 23 Hold (0-255) Hold	Attendant HG/Day1 Queuing Timer	0 (Stay in HG)	5-5
FF5 0 02 24 Hold (0-9999) Hold	Attendant HG/Day1 Next Extension/Hunt Group	--	5-6
FF5 0 03 01 Hold (1 or 2) Hold	Attendant HG/Day2 Hunt Mode	1 (Pilot terminal)	5-6
FF5 0 03 (02-21) Hold (0-9999) Hold	Attendant HG/Day2 Members	--	5-7
FF5 0 03 22 Hold (0-255) Hold	Attendant HG/Day2 Delayed (No Answer) Hunt Timer	0 (Stay at idle ext.)	5-7
FF5 0 03 23 Hold (0-255) Hold	Attendant HG/Day2 Queuing Timer	0 (Stay in HG)	5-8
FF5 0 03 24 Hold (0-9999) Hold	Attendant HG/Day2 Next Extension/Hunt Group	--	5-9
FF5 0 04 01 Hold (1 or 2) Hold	Attendant HG/Night Hunt Mode	1 (Pilot terminal)	5-9
FF5 0 04 (02-21) Hold (0-9999) Hold	Attendant HG/Night Members	--	5-10
FF5 0 04 22 Hold (0-255) Hold	Attendant HG/Night Delayed (No Answer) Hunt Timer	0 (Stay at idle ext.)	5-10
FF5 0 04 23 Hold (0-255) Hold	Attendant HG/Night Queuing Timer	0 (Stay in HG)	5-11
FF5 0 04 24 Hold (0-9999) Hold	Attendant HG/Night Next Extension/Hunt Group	--	5-11
<b>FF5 1: Extension Hunt Groups</b>			<b>5-13</b>
FF5 1 (01-72) 01 Hold (0-4) Hold	Extension HG Hunt Mode	1 (Terminal)	5-13
FF5 1 (01-72) 02 Hold (0-9999) Hold	Extension HG Pilot Number	--	5-14
FF5 1 (01-72) (03-22) Hold FLASH (0-9999) Hold	Extension HG Members	--	5-14
FF5 1 (01-72) 23 Hold (0-255) Hold	Extension HG Delayed (No Answer) Hunt Timer	16 (seconds)	5-15
FF5 1 (01-72) 24 Hold (0-255) Hold	Extension HG Queuing Timer	0 (Stay in HG)	5-16
FF5 1 (01-72) 25 Hold (0-9999) Hold	Extension HG Next Extension/Hunt Group	--	5-17

**FF5**  
Groups

<b>FF5 2: MCO Trunk Groups (Outbound)</b>			<b>5-18</b>
FF5 2 (01-99) 001 Hold (0 or 1) Hold	MCO-Outbound Search Mode	0 (Reverse order)	5-18
FF5 2 (01-99) (002-577) Hold (1-576) Hold	MCO-Outbound Trunk Group Members	--	5-18
<b>FF5 3: MCO Trunk Groups (Inbound)</b>			<b>5-20</b>
FF5 3 (01-99) (001-576) Hold (1-576) Hold	MCO-Inbound Trunk Group Members	--	5-20
<b>FF5 4: Paging Groups</b>			<b>5-21</b>
FF5 4 (01-10) 01 Hold (BSSC) Hold	External Page Port	* (use SCC port)	5-21
FF5 4 (01-10) (02-73) Hold (0-9999) Hold	Paging Group Members	--	5-22
<b>FF5 5: Hot Line Group</b>			<b>5-23</b>
FF5 5 (01-20) 01 Hold (0-9999) Hold	Hot Line Extension	--	5-23
FF5 5 (01-20) 02 Hold (0 or 1) Hold	Hot Line Mode	0 (Extension)	5-23
FF5 5 (01-20) 03 Hold (1-9999 or 000-799) Hold	Hot Line Destination	--	5-24
<b>FF5 6: Call Pickup Groups</b>			<b>5-25</b>
FF5 6 (01-72) (01-20) Hold (1-9999) Hold	Call Pickup Group Members	--	5-25



# FF5 0: Attendant Hunt Group

## Attendant HG Pilot Number

(all CPCs) - Version 1.0 or higher

01-01 :0  
ATT Pilot #

Enter the pilot number for the system's Attendant Hunt Group.

**FF5 0 01 Hold (0-9999) Hold**



Attendant Hunt Group Pilot No. 0-9999  
(range depends on Extension No. configuration, 1 to 4 digits)

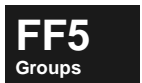
**default: 0**

### Notes:

Only one Attendant Hunt Group is allowed per system.

A pilot number is a "phantom" extension number not assigned to a physical port. In pilot hunting, calls are directed to the pilot number and sent to hunt group members from there.

### Related Programming:



## Attendant HG/Day1 Hunt Mode

(all CPCs) - Version 1.0 or higher

02-01 :1  
ATT-D1 Hunt Mod

Set the hunting method for the Attendant Hunt Group during Day1 mode.

**FF5 0 02 01 Hold (0-2) Hold**

**Day1  
Attendant Hunt Group**



0=no hunting  
1=Pilot Terminal hunting (default)  
2=Pilot Distributed hunting  
(see explanation in **Notes** below)

**NOTE:** If this address is reset to "0" (no hunting), the members in the next address will be automatically cleared.

**Notes:**

**Pilot Terminal hunting.** Calls are directed to the pilot number. Hunting begins at the first member position, and proceeds forward through the sequential members until the end of the hunt group is reached. If no member is available, the call is queued until a member becomes available.

**Pilot Distributed hunting.** Calls are directed to the pilot number. Hunting begins at the next sequential member after the member that received the last call. Hunting then proceeds forward through the sequential members until the member who received the last call is reached. After a complete search in the hunt group, the call is queued until a member becomes available.

**Related Programming:**

**Attendant HG/Day1 Members**

(all CPCs) - Version 1.0 or higher

02-02 :  
ATT-D1 Member

Assign extensions as members of the Attendant Hunt Group during Day1 mode.

**FF5 0 02 (02-21) Hold (0-9999) Hold**

Day1  
Attendant Hunt Group

Extension No. 0-9999

Member Position No.:

default: [no assignment]

02=Member position 1

03=Member position 2

04=Member position 3

...

21=Member position 20

**FF5**  
Groups

**Notes:**

**Day1 Attendant Hunt Group Members** can also be **Day2** and **Night Attendant Hunt Group Members**. However, an **Extension Hunt Group Member** cannot also be an **Attendant Hunt Group Member**.

**Related Programming:**



## Attendant HG/Day1 Delayed (No Answer) Hunt Timer

02-22 :0  
ATT-D1 Delayed

(all CPCs) - Version 1.0 or higher

Set the amount of time before an unanswered call ringing an idle member in the Attendant Hunt Group, is forwarded to the next member during Day1.

**FF5 0 02 22 Hold (0-255) Hold**

Day1  
Attendant Hunt Group

↑  
Delayed (No Answer) Hunt Timer:  
**0=stay at idle extension (default)**  
1-255=no. of seconds

**Notes:**

**Related Programming:**

## Attendant HG/Day1 Queuing Timer

02-23 :0  
ATT-D1 Queuing

(all CPCs) - Version 1.0 or higher

Set the amount of time an incoming call is queued in the Attendant Hunt Group (waiting for a member to become available) before being forwarded to the next hunt group or extension, during Day1 mode.

**FF5 0 02 23 Hold (0-255) Hold**

Day1  
Attendant Hunt Group

↑  
Queuing Timer:  
**0=stay in the same Hunt Group (default)**  
1-255=no. of seconds



**Notes:**

A call is queued in a hunt group after the idle members are tried (once each) and the remaining members are busy.

If there is no assigned **Next Extension/Hunt Group** (see next address), intercom and network calls will be dropped after the Queuing Timer expires. CO calls will return to “multiple CO incoming” status.

**Related Programming:**

Attendant HG/Day1 Next Extension/Hunt Group (pg. 5-6) **FF5 0 02 24 Hold (0-9999) Hold**

## Attendant HG/Day1 Next Extension/Hunt Group

02-24 :  
ATT-D1 Next HUN

(all CPCs) - Version 1.0 or higher

Enter the Hunt Group pilot number or Extension number that will receive the Attendant Hunt Group's unanswered calls during Day1.

**FF5 0 02 24 Hold (0-9999) Hold**

Day1  
Attendant Hunt Group

↑  
Next Extension/Hunt Group  
(enter Hunt Group Pilot No. or Extension No.)  
default: [no assignment]

### Notes:

The Pilot No. can be an Extension Hunt Group or Attendant Hunt Group. The Extension No. can be a Virtual Extension or an actual extension number.

### Related Programming:

- Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold
- Extension HG Pilot Number (pg. 5-14) FF5 1 (01-72) 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-4) FF3 0 BSSC 02 Hold (0-9999) Hold

**FF5**  
Groups

## Attendant HG/Day2 Hunt Mode

03-01 :1  
ATT-D2 Hunt Mod

(all CPCs) - Version 1.0 or higher

Set the hunting method for the Attendant Hunt Group during Day2 mode.

**FF5 0 03 01 Hold (1 or 2) Hold**

Day2  
Attendant Hunt Group

↑  
1=Pilot Terminal hunting (default)  
2=Pilot Distributed hunting  
(see explanation in **Notes** below)

### Notes:

**Pilot Terminal hunting.** Calls are directed to the pilot number. Hunting begins at the first member position, and proceeds forward through the sequential members until the end of the hunt group is reached. The call is then queued until a member becomes available.

**Pilot Distributed hunting.** Calls are directed to the pilot number. Hunting begins at the next sequential member after the member that received the last call. Hunting then proceeds forward through the sequential members until the member who received the last call is reached. After a complete search in the hunt group, the call is queued until a member becomes available.

**Related Programming:**

### Attendant HG/Day2 Members 03-02 : ATT-D2 Member

(all CPCs) - Version 1.0 or higher

Assign extensions as members of the Attendant Hunt Group during Day2 mode.

**FF5 0 03 (02-21) Hold (0-9999) Hold**

**Day2  
Attendant Hunt Group**

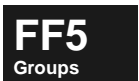
↑  
 Member Position No.:  
 02=Member position 1  
 03=Member position 2  
 04=Member position 3  
 ...  
 21=Member position 20

↑  
 Extension No. 0-9999  
**default: [no assignment]**

**Notes:**

**Day2 Attendant Hunt Group Members** can also be **Day1** and **Night Attendant Hunt Group Members**. However, an **Extension Hunt Group Member** cannot also be an **Attendant Hunt Group Member**.

**Related Programming:**



### Attendant HG/Day2 Delayed (No Answer) Hunt Timer 03-22 :0 ATT-D2 Delayed

(all CPCs) - Version 1.0 or higher

Set the amount of time before an unanswered call ringing an idle member in the Attendant Hunt Group, is forwarded to the next member during Day2.

**FF5 0 03 22 Hold (0-255) Hold**

**Day2  
Attendant Hunt Group**

↑  
 Delayed (No Answer) Hunt Timer:  
**0=stay at idle extension (default)**  
 1-255=no. of seconds

**Notes:**

**Related Programming:**

### Attendant HG/Day2 Queuing Timer

03-23 :0  
 ATT-D2 Queuing

(all CPCs) - Version 1.0 or higher

Set the amount of time an incoming call is queued in the Attendant Hunt Group (waiting for a member to become available) before being forwarded to the next hunt group or extension, during Day2 mode.

**FF5 0 03 23 Hold (0-255) Hold**

Day2  
 Attendant Hunt Group

↑  
 Queuing Timer:  
**0=stay in the same Hunt Group (default)**  
 1-255=no. of seconds

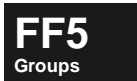
**Notes:**

A call is queued in a hunt group after the idle members are tried (once each) and the remaining members are busy.

If there is no assigned **Next Extension/Hunt Group** (see next address), intercom and network calls will be dropped after the Queuing Timer expires. CO calls will return to “multiple CO incoming” status.

**Related Programming:**

Attendant HG/Day2 Next Extension/Hunt Group (pg. 5-9)    **FF5 0 03 24 Hold (0-9999) Hold**



## Attendant HG/Day2 Next Extension/Hunt Group

03-24 :  
ATT-D2 Next HUN

(all CPCs) - Version 1.0 or higher

Enter the Hunt Group pilot number or Extension number that will receive the Attendant Hunt Group's unanswered calls during Day2.

**FF5 0 03 24 Hold (0-9999) Hold**

Day2  
Attendant Hunt Group

↑  
Next Extension/Hunt Group  
(enter Hunt Group Pilot No. or Extension No.)  
default: [no assignment]

### Notes:

The Pilot No. can be an Extension Hunt Group or Attendant Hunt Group. The Extension No. can be a Virtual Extension or an actual extension number.

### Related Programming:

- Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold
- Extension HG Pilot Number (pg. 5-14) FF5 1 (01-72) 02 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold
- Extension Number Assignment (pg. 3-4) FF3 0 BSSC 02 Hold (0-9999) Hold

## Attendant HG/Night Hunt Mode

04-01 :1  
ATT-N Hunt Mode

(all CPCs) - Version 1.0 or higher

Set the hunting method for the Attendant Hunt Group during Night mode.

**FF5 0 04 01 Hold (1 or 2) Hold**

Night  
Attendant Hunt Group

↑  
1=Pilot Terminal hunting. (default)  
2=Pilot Distributed hunting.

**FF5**  
Groups

### Notes:

**Pilot Terminal hunting.** Calls are directed to the pilot number. Hunting begins at the first member position, and proceeds forward through the sequential members until the end of the hunt group is reached. The call is then queued until a member becomes available.

**Pilot Distributed hunting.** Calls are directed to the pilot number. Hunting begins at the next sequential member after the member that received the last call. Hunting then proceeds forward through the sequential members until the end of the hunt group is reached, then proceeds to the first member in the hunt group. After a complete search in the hunt group, the call is queued until a member becomes available.

**Related Programming:**

### Attendant HG/Night Members

04-02 :  
ATT-N Member

(all CPCs) - Version 1.0 or higher

Assign extensions as members of the Attendant Hunt Group during Night mode.

**FF5 0 04 (02-21) Hold (0-9999) Hold**

Night  
Attendant Hunt Group

↑

↑

Member Position No.:  
 02=Member position 1  
 03=Member position 2  
 04=Member position 3  
 ...  
 21=Member position 20

Extension No. 0-9999  
**default: [no assignment]**

**Notes:**

**Night Attendant Hunt Group Members** can also be **Day1** and **Day2 Attendant Hunt Group Members**. However, an **Extension Hunt Group Member** cannot also be an **Attendant Hunt Group Member**.

**Related Programming:**



### Attendant HG/Night Delayed (No Answer) Hunt Timer

04-22 :0  
ATT-N Delayed T

(all CPCs) - Version 1.0 or higher

Set the amount of time before an unanswered call ringing an idle member in the Attendant Hunt Group, is forwarded to the next member during Night mode.

**FF5 0 04 22 Hold (0-255) Hold**

Night  
Attendant Hunt Group

↑

Delayed (No Answer) Hunt Timer:  
**0=stay at idle extension (default)**  
 1-255=no. of seconds

**Notes:**

**Related Programming:**

### Attendant HG/Night Queuing Timer

**04-23 :0**  
**ATT-N Queuing**

(all CPCs) - Version 1.0 or higher

Set the amount of time an incoming call is queued in the Attendant Hunt Group (waiting for a member to become available) before being forwarded to the next hunt group or extension, during Night mode.

**FF5 0 04 23 Hold (0-255) Hold**

**Night  
Attendant Hunt Group**

↑  
 Queuing Timer:  
**0=stay in the same Hunt Group (default)**  
 1-255=no. of seconds

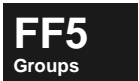
**Notes:**

A call is queued in a hunt group after the idle members are tried (once each) and the remaining members are busy.

If there is no assigned **Next Extension/Hunt Group** (see next address), intercom and network calls will be dropped after the Queuing Timer expires. CO calls will return to “multiple CO incoming” status.

**Related Programming:**

Attendant HG/Night Next Extension/Hunt Group (pg. 5-11)    **FF5 0 04 24 Hold (0-9999) Hold**



### Attendant HG/Night Next Extension/Hunt Group

**04-24 :**  
**ATT-N Next HUNT**

(all CPCs) - Version 1.0 or higher

Enter the Hunt Group pilot number or Extension number that will receive the Attendant Hunt Group’s unanswered calls during Night mode.

**FF5 0 04 24 Hold (0-9999) Hold**

**Night  
Attendant Hunt Group**

↑  
 Next Extension/Hunt Group  
 (enter Hunt Group Pilot No. or Extension No.)  
**default: [no assignment]**

**Notes:**

The Pilot No. can be an Extension Hunt Group or Attendant Hunt Group. The Extension No. can be a Virtual Extension or an actual extension number.

**Related Programming:**

Attendant HG Pilot Number (pg. 5-3) FF5 0 01 Hold (0-9999) Hold  
Extension HG Pilot Number (pg. 5-14) FF5 1 (01-72) 02 Hold (0-9999) Hold  
Extension Number Assignment (pg. 3-40) FF3 2 (001-576) 00 Hold (0-9999) Hold  
Extension Number Assignment (pg. 3-4) FF3 0 BSSC 02 Hold (0-9999) Hold



# FF5 1: Extension Hunt Groups

## Extension HG Hunt Mode

(all CPCs) - Version 1.0 or higher

01-01 :1  
HG Hunt Mode

Set the hunting method for each Extension Hunt Group.

FF5 1 (01-72) 01 Hold (0-4) Hold

↑  
Extension Hunt Group No.

NOTE: Available range depends on the CPC used:

with a CPC-96: Hunt Group No. 01-12  
with a CPC-288: Hunt Group No. 01-36  
with a CPC-576: Hunt Group No. 01-72

↑  
0=No hunting.

1=**Terminal hunting. (default)**  
2=Pilot Distributed hunting.  
3=Switchback hunting.  
4=Circular hunting.

(see explanation in **Notes** below)

NOTE: If this address is reset to "0=No hunting," the pilot number and members in the next addresses will be automatically cleared.

### Notes:

**Terminal hunting.** Calls are directed to the pilot number or member extension. Hunting proceeds forward through the sequential members until the end of the Hunt Group is reached. The call is then queued until a member becomes available.

**Pilot Distributed hunting.** Calls are directed to the pilot number. Hunting begins at the next sequential member after the member that received the last call. Hunting then proceeds forward through the sequential members until the member who received the last call is reached. After all members in the Hunt Group have been tried, the call is queued until a member becomes available.

**Switchback hunting.** Hunting begins at the member extension receiving the call. Hunting proceeds forward through the sequential members until the end of the Hunt Group is reached, then returns to the member extension that first received the call, and rings it again. It then hunts backward through the members until the first Hunt Group member is reached. The call is then queued until a member becomes available.

**Circular hunting.** Hunting begins at the member extension receiving the call. Hunting proceeds forward through the sequential members until the end of the Hunt Group is reached, then proceeds to the first member in the Hunt Group. After a complete search of the Hunt Group, the call is queued until a member becomes available.

### Related Programming:

**FF5**  
Groups

## Extension HG Pilot Number

01-02 :  
HG Pilot #

(all CPCs) - Version 1.0 or higher

Enter the pilot number of the Extension Hunt Group. Applies only if the hunt group is assigned Terminal or Pilot Distributed hunting (see previous address).

**FF5 1 (01-72) 02 Hold (0-9999) Hold**

↑  
Extension Hunt Group  
(available range depends on system size)

- (01-12) for a 96-port system
- (01-24) for a 192-port system
- (01-36) for a 288-port system
- (01-48) for a 384-port system
- (01-60) for a 460-port system
- (01-72) for a 576-port system

↑  
Extension Hunt Group Pilot No. 0-9999  
(range depends on Extension No. configuration - 1 to 4 digits)

**default: [no assignment]**

**NOTE:** This Pilot No. cannot match an Ext.No. or a Flexible Feature Code.

### Notes:

A pilot number is a “phantom” extension number not assigned to a physical port. In pilot hunting, calls are directed to the pilot number and sent to hunt group members from there.

### Related Programming:

Extension HG Hunt Mode (pg. 5-13) FF5 1 (01-72) 01 Hold (0-4) Hold

**FF5**  
Groups

## Extension HG Members

01-03 :  
HG Member

(all CPCs) - Version 1.0 or higher

Assign extensions as members of an Extension Hunt Group.

**FF5 1 (01-72) (03-22) Hold FLASH (0-9999) Hold**

↑  
Extension Hunt Group No.  
(available range depends on system size)

- (01-12) for a 96-port system
- (01-24) for a 192-port system
- (01-36) for a 288-port system
- (01-48) for a 384-port system
- (01-60) for a 460-port system
- (01-72) for a 576-port system

↑  
Extension Hunt Group  
Member Position:  
03=Member position 1  
04=Member position 2  
05=Member position 3  
...  
22=Member position 20

(to clear current assignment)

↑  
Extension No. 0-9999

**default: [no assignment]**

**Notes:**

An **Extension Hunt Group Member** cannot also be an **Attendant Hunt Group Member**.

Each extension can belong to only one **Extension Hunt Group**. (The most recent assignment is the priority.)

To change an **Extension Hunt Group Member**, clear the current member by pressing FLASH first, then entering the new extension member. Otherwise, the new extension will have the member position, and the current assignment will move backward one member position. (You cannot override an extension number, unless you press FLASH to clear it first.)

**Related Programming:**

### Extension HG Delayed (No Answer) Hunt Timer

01-23 :0  
 Delayed Hunt TM

(all CPCs) - Version 1.0 or higher

Set the amount of time before an unanswered call ringing an idle member in the Extension Hunt Group, is forwarded to the next member in the group.

**FF5 1 (01-72) 23 Hold (0-255) Hold**

↑

Extension Hunt Group No.  
(available range depends on system size)

(01-12) for a 96-port system  
 (01-24) for a 192-port system  
 (01-36) for a 288-port system  
 (01-48) for a 384-port system  
 (01-60) for a 460-port system  
 (01-72) for a 576-port system

↑

Delayed (No Answer) Hunt Timer:  
 0=stay at idle extension  
 1-255=no. of seconds

**default: 16 seconds**



**Notes:**

**Related Programming:**

## Extension HG Queuing Timer

01-24 :0  
Queuing Timer

(all CPCs) - Version 1.0 or higher

Set the amount of time an incoming call is queued in the Extension Hunt Group (waiting for a member to become available) before being forwarded to the next hunt group or extension.

**FF5 1 (01-72) 24 Hold (0-255) Hold**

↑  
Extension Hunt Group No.  
(available range depends on  
system size)

- (01-12) for a 96-port system
- (01-24) for a 192-port system
- (01-36) for a 288-port system
- (01-48) for a 384-port system
- (01-60) for a 460-port system
- (01-72) for a 576-port system

↑  
Queuing Timer:

**0=stay in the same Hunt Group (default)**  
1-255=no. of seconds

### Notes:

A call is queued in a hunt group after the idle members are tried (once each) and the remaining members are busy.

If there is no assigned **Next Extension/Hunt Group** (see next address), intercom and network calls will be dropped after the Queuing Timer expires. CO calls will return to “multiple CO incoming” status.

**FF5**  
Groups

### Related Programming:

Extension HG Next Extension/Hunt Group FF5 1 (01-72) 25 Hold (0-9999) Hold

## Extension HG Next Extension/Hunt Group

01-25 :  
Next Hunting

(all CPCs) - Version 1.0 or higher

Enter the Hunt Group pilot number or Extension number that will receive the Extension Hunt Group's unanswered calls.

**FF5 1 (01-72) 25 Hold (0-9999) Hold**

↑  
Extension Hunt Group No.  
(available range depends on  
system size)

**(01-12)** for a 96-port system  
**(01-24)** for a 192-port system  
**(01-36)** for a 288-port system  
**(01-48)** for a 384-port system  
**(01-60)** for a 460-port system  
**(01-72)** for a 576-port system

↑  
Next Extension/Hunt Group  
(enter Hunt Group Pilot No. or Extension No.)

**default: [no assignment]**

### Notes:

The Pilot No. can be an Extension Hunt Group or Attendant Hunt Group. The Extension No. can be a Virtual Extension or an actual extension number.

### Related Programming:

Attendant HG Pilot Number    **FF5 0 01 Hold (0-9999) Hold**  
 Extension HG Pilot Number    **FF5 1 (01-72) 02 Hold (0-9999) Hold**  
 Extension Number Assignment    **FF3 2 (001-576) 00 Hold (0-9999) Hold**  
 Extension Number Assignment    **FF3 0 BSSC 02 Hold (0-9999) Hold**

**FF5**  
Groups

# FF5 2: MCO Trunk Groups (Outbound)

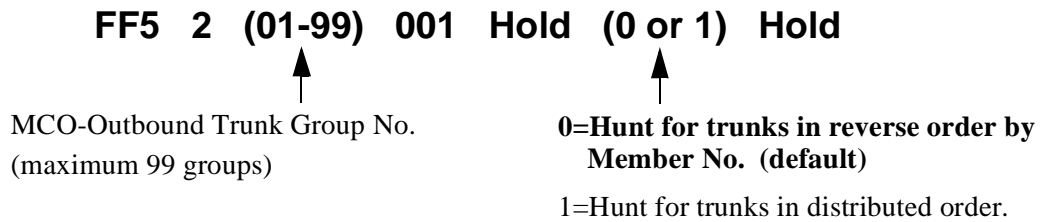
## MCO-Outbound Search Mode

(all CPCs) - Version 1.0 or higher

01-001 :0  
TG-Out Search

Set the hunting method for trunks in the MCO-Outbound Trunk Group.

**FF5 2 (01-99) 001 Hold (0 or 1) Hold**



MCO-Outbound Trunk Group No.  
(maximum 99 groups)

**0=Hunt for trunks in reverse order by Member No. (default)**  
1=Hunt for trunks in distributed order.

**Notes:**

**Related Programming:**

**FF5**  
Groups

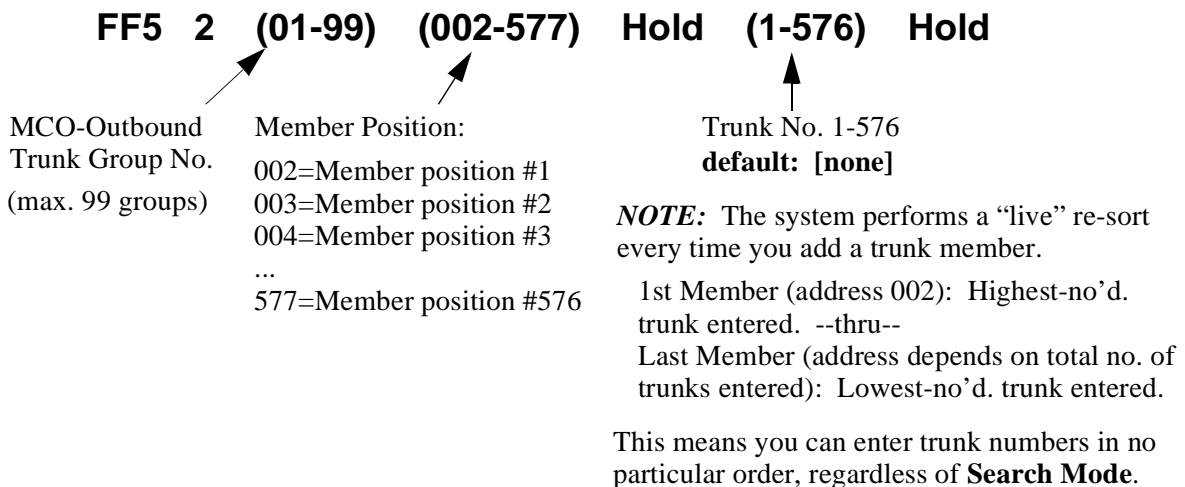
## MCO-Outbound Trunk Group Members

(all CPCs) - Version 1.0 or higher

01-002 :  
TG-Out Member

Assign trunks as members of the MCO-Outbound Trunk Group.

**FF5 2 (01-99) (002-577) Hold (1-576) Hold**



MCO-Outbound Trunk Group No.  
(max. 99 groups)

Member Position:  
002=Member position #1  
003=Member position #2  
004=Member position #3  
...  
577=Member position #576

Trunk No. 1-576  
**default: [none]**

**NOTE:** The system performs a “live” re-sort every time you add a trunk member.

1st Member (address 002): Highest-no’d. trunk entered. --thru--  
Last Member (address depends on total no. of trunks entered): Lowest-no’d. trunk entered.

This means you can enter trunk numbers in no particular order, regardless of **Search Mode**.

**Notes:**

A trunk cannot belong to more than one Trunk Group (the most recent assignment is the priority).

MCO-Outbound Trunk Groups can be assigned to MCO Access codes (e.g., MCO-1 is “9” dialing by default; assign the Trunk Group to be accessed when the user dials “9” or selects MCO-1).

MCO-Outbound Trunk Groups are also used in Toll Restriction (TRS) and Automatic Route Selection (ARS).

**Related Programming:**

**Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164) FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold**

# FF5 3: MCO Trunk Groups (Inbound)

*NOTE: There is no search method for MCO-Inbound Trunk Groups.*

## MCO-Inbound Trunk Group Members

(all CPCs) - Version 1.0 or higher

Assign trunks as members of the MCO-Inbound Trunk Group.

01-001 :  
 TG-In Member

**FF5 3 (01-99) (001-576) Hold (1-576) Hold**

MCO-Inbound Trunk Group No. (max. 99 groups)

Member Position:  
 001=Member position #1  
 002=Member position #2  
 003=Member position #3  
 ...  
 576=Member position #576

Trunk No. 1-576  
**default: [none]**

*NOTE:* The system performs a “live” re-sort every time you add a trunk member.

1st Member (address 002) = Highest-no’d. trunk entered. --thru--  
 Last Member (address depends on total no. of trunks entered) = Lowest-no’d. trunk entered.

This means you can enter trunk numbers in no particular order.



**Notes:**

A trunk cannot belong to more than one Trunk Group (the most recent assignment is the priority).

MCO-Inbound Trunk Groups are used in the Trunk Group Pickup feature. See *Section 700-Feature Operation* for more information.

**Related Programming:**

MCO Trunk Groups (Inbound Calls) (pg. 1-166)    FF1 3 03 (0001-0072) Hold (1-99) Hold



# FF5 4: Paging Groups

## External Page Port

(all CPCs) - Version 1.0 or higher

Set the position on the card (e.g., trunk card) where the Paging Adapter for external paging is installed for each Paging Group.

01-01 :\*  
External Port

**FF5 4 (01-10) 01 Hold (BSSC) Hold**

Paging Group:  
01=Paging Group 1  
02=Paging Group 2  
...  
10=Paging Group 0

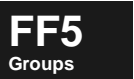
External Paging Adapter port position:  
B=Cabinet no. 1-6  
SS=Card Slot no. 01-12  
C=Circuit no. 1-8

**default: \* (use paging port on SCC board)**

### Notes:

If the above address is left at the default “\*”, voice will be sent through the paging port on the SCC board. To disable external page output, press FLASH after **01 Hold** in the above address to clear the “\*” setting.

### Related Programming:



## Paging Group Members

01-02 :  
Page Member

(all CPCs) - Version 1.0 or higher

Assign extensions as members of the Paging Group (up to 72 extensions per group).

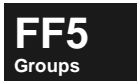
<p><b>FF5 4 (01-10)</b></p> <p>Paging Group: 01=Paging Group 1 02=Paging Group 2 ... 10=Paging Group 0</p>	<p><b>(02-73) Hold</b></p> <p>Paging Group Member position: 02=Member position 1 03=Member position 2 04=Member position 3 ... 73=Member position 72</p>	<p><b>(0-9999) Hold</b></p> <p>Extension No. (range depends on dial configuration: 1 to 4 digits) <b>default: [no assignment]</b></p>
--	--	---

**Notes:**

(all CPCs - Version 1.3 or higher) Phones set to DND will *not* receive pages. However, phones set to Call Forward/All *will* receive pages.

**Related Programming:**

Extension COS: Paging (pg. 1-48)    FF1 0 03 (00-15) 15 Hold (0 or 1) Hold



# FF5 5: Hot Line Group

## Hot Line Extension

01-01 :  
Hot-L ORG EXT #

(all CPCs) - Version 1.0 or higher

Assign up to 20 “Hot Line” extensions.

FF5 5 (01-20) 01 Hold (0-9999) Hold

↑

Hot Line Member No.:

01=Hot Line #1

02=Hot Line #2

...

20=Hot Line #20

↑

Extension No. 0-9999

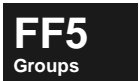
(range depends on dial configuration: 1 to 4 digits)

**default: [no assignment]**

**Notes:**

**Hot Line Extension:** Go off-hook. Phone automatically dials another extension or SSD code.

**Related Programming:**



## Hot Line Mode

01-02 :0  
Hot-L DEST Type

(all CPCs) - Version 1.0 or higher

Set whether the Hot Line destination is another extension or a System Speed Dial (SSD) code.

FF5 5 (01-20) 02 Hold (0 or 1) Hold

↑

Hot Line Member No.:

01=Hot Line #1

02=Hot Line #2

...

20=Hot Line #20

↑

**0=Extension (default)**

1=SSD Code

**Notes:**

**Related Programming:**

Hot Line Extension (pg. 5-23) FF5 5 (01-20) 01 Hold (0-9999) Hold  
SSD Numbers (pg. 8-46) FF8 1 02 Hold 1 Hold Hold (SSD) Hold FLASH (Name) Hold

**Hot Line Destination**

01-03 :  
Hot-L DEST INFO

(all CPCs) - Version 1.0 or higher

Assign an extension number or System Speed Dial (SSD) code as the Hot Line destination.

**FF5 5 (01-20) 03 Hold (1-9999 or 000-799) Hold**

↑  
Hot Line Member No.:  
01=Hot Line #1  
02=Hot Line #2  
...  
20=Hot Line #20

↑  
Extension No. (1-9999) or  
SSD Code (000-799)  
**default: [no assignment]**

**Notes:**

**Related Programming:**

**FF5**  
Groups

Hot Line Extension (pg. 5-23) FF5 5 (01-20) 01 Hold (0-9999) Hold  
SSD Numbers (pg. 8-46) FF8 1 02 Hold 1 Hold Hold (SSD) Hold FLASH (Name) Hold

# FF5 6: Call Pickup Groups

## Call Pickup Group Members

01-01 :  
Pick-Up Member

**(all CPCs) - Version 1.0 or higher**

Assign extensions as members of a Call Pickup Group.

**FF5 6 (01-72) (01-20) Hold (1-9999) Hold**

<p>Call Pickup Group No.</p> <p>NOTE: Available range depends on the CPC used:</p> <ul style="list-style-type: none"> <li>with a CPC-96: Group No. 01-12</li> <li>with a CPC-288: Group No. 01-36</li> <li>with a CPC-576: Group No. 01-72</li> </ul>	<p>Call Pickup Group Member No.:</p> <ul style="list-style-type: none"> <li>01=Member #1</li> <li>02=Member #2</li> <li>...</li> <li>20=Member #20</li> </ul>	<p>Extension No. (1-9999)</p> <p><b>default: [no assignment]</b></p>
---	---	--

**Notes:**

Group Call Pickup can be performed for both single-ringing calls (ringing only one extension) or multiple-ringing calls (ringing on multiple extensions).

The following types of single-ringing calls can be retrieved via Group Call Pickup:

- DIL (Direct-In Line)
- DID (Direct Inward Dialing)
- DISA (Direct Inward System Access)
- Caller ID
- Network
- Intercom (tone and voice)
- Virtual

The following types of multiple-ringing calls can be retrieved via Group Call Pickup:

- Multiple Incoming trunks
- BLF (Busy Lamp Field)

**Related Programming:**





## 6. TRS/ARS (FF6)

Use the FF6 addresses in this chapter to set Toll Restriction Service (TRS) and Automatic Route Selection (ARS) parameters in the DBS 576.

- FF6 0: TRS/ARS Common**
- FF6 1: TRS Class Definitions**
- FF6 2: ARS Settings**

This chapter covers the following FF6 addresses:

FF-key Address	Topic	Default	Page
<b>FF6 0: TRS/ARS Common</b>			<b>6-5</b>
<b>FF6 0 00: Leading Digits Table</b>			<b>6-5</b>
FF6 0 00 (001-100) 0001 Hold (up to 10 digits) Hold	Leading Digits Table: Prefix String	--	6-6
FF6 0 00 (001-100) 0002 Hold (0-99) Hold	Leading Digits Table: Prefix ID	0 (not linked to Anlyz.Dig.)	6-6
FF6 0 00 (001-100) 0003 Hold (0-16) Hold	Leading Digits Table: Follow Digit Maximum	0	6-7
FF6 0 00 (001-100) 0004 Hold (0-8) Hold	Leading Digits Table: TRS Level	0	6-8
FF6 0 00 (001-100) 0005 Hold (0-2) Hold	Leading Digits Table: Route Type	0 (use Route)	6-9
FF6 0 00 (001-100) 0006 Hold (1-200/100/50) Hold	Leading Digits Table: Route Number	0 (None)	6-9
<b>FF6 0 01: Analyze Digits Table</b>			<b>6-10</b>
FF6 0 01 (001-500) 0001 Hold (0-99) Hold	Analyze Digits Table: Prefix ID	0 (No code)	6-10
FF6 0 01 (001-500) 0002 Hold (up to 8 digits) Hold	Analyze Digits Table: Digit String	--	6-11
FF6 0 01 (001-500) 0003 Hold (0-16) Hold	Analyze Digits Table: Follow Digit Maximum	0	6-12
FF6 0 01 (001-500) 0004 Hold (0-8) Hold	Analyze Digits Table: TRS Level	0	6-12
FF6 0 01 (001-500) 0005 Hold (0-2) Hold	Analyze Digits Table: Route Type	0 (use Route)	6-13
FF6 0 01 (001-500) 0006 Hold (0-200/100/50) Hold	Analyze Digits Table: Route Number	0(None)	6-14
<b>FF6 1: TRS Class Definitions</b>			<b>6-15</b>
<b>FF6 1 00: TRS Class: Path Settings (non-ARS)</b>			<b>6-15</b>
FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold	TRS Level for Path (non-ARS)	9 (Allow all)	6-16
<b>FF6 1 01: TRS Class: Originator Settings (ARS/TRS)</b>			<b>6-18</b>
FF6 1 01 (01-50) 0001 Hold (0-9) Hold	TRS Level for Originator (ARS/TRS)	9 (Allow all)	6-18
FF6 1 01 (01-50) 0002 Hold (0-9) Hold	ARS Level for Originator (Route List)	9	6-19
FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold	Trunk Queuing for Originator (Route List)	1 (Queuing)	6-20
<b>FF6 1 02: TRS Class: Dialing Restrictions</b>			<b>6-21</b>
FF6 1 02 (01-50) 0001 Hold (0-20) Hold	Outbound Dialed-Digit Maximum	0 (No restr.)	6-21
FF6 1 02 (01-50) 0002 Hold (0 or 1) Hold	Dialing Restriction During Inbound Calls	0 (No restr.)	6-22
FF6 1 02 (01-50) 0003 Hold (0 or 1) Hold	TRS Override on SSD Dialing	0 (Restricted)	6-23
FF6 1 02 (01-50) 0004 Hold (0 or 1) Hold	Star (Q) and Pound (#) Dialing Restriction	0 (Allowed)	6-23
<b>FF6 1 03: TRS Class: SSD Range</b>			<b>6-24</b>
FF6 1 03 0001 Hold (000-799) Hold	Allowed SSD Range	0 (No TRS)	6-24

**FF6**  
TRS/ARS

<b>FF6 2: ARS Settings</b>			<b>6-25</b>
<b>FF6 2 00 thru 02: Time List Tables</b>			<b>6-25</b>
FF6 2 00 (0001-0007) Hold (1-4) Hold	Day of the Week for Time List Table	1	6-25
FF6 2 01 (0001-0040) Hold (MMDD or 1-4) Hold	Day of the Year for Time List Table	0000 and 1	6-26
FF6 2 02 (0-3) (01-50) (0001-0010) Hold (0000-2359 or 0-100) Hold	Time List Tables	0000 and 0	6-27
<b>FF6 2 03: Route List Table</b>			<b>6-28</b>
FF6 2 03 (001-100) 0001 Hold (0-200) Hold	Route List Table: 1st Priority Route No.	0	6-28
FF6 2 03 (001-100) 0002 Hold (0-9) Hold	Route List Table: 1st Priority ARS Level	0	6-29
FF6 2 03 (001-100) 0003 Hold (0-200) Hold	Route List Table: 2nd Priority Route No.	0	6-29
FF6 2 03 (001-100) 0004 Hold (0-9) Hold	Route List Table: 2nd Priority ARS Level	0	6-30
FF6 2 03 (001-100) 0005 Hold (0 or 1) Hold	Route List Table: 2nd Priority ARS Alarm	0 (Alarm off)	6-30
FF6 2 03 (001-100) 0006 Hold (0-200) Hold	Route List Table: 3rd Priority Route No.	0	6-31
FF6 2 03 (001-100) 0007 Hold (0-9) Hold	Route List Table: 3rd Priority ARS Level	0	6-31
FF6 2 03 (001-100) 0008 Hold (0 or 1) Hold	Route List Table: 3rd Priority ARS Alarm	0 (Alarm off)	6-32
FF6 2 03 (001-100) 0009 Hold (0-200) Hold	Route List Table: 4th Priority Route No.	0	6-32
FF6 2 03 (001-100) 0010 Hold (0-9) Hold	Route List Table: 4th Priority ARS Level	0	6-33
FF6 2 03 (001-100) 0011 Hold (0 or 1) Hold	Route List Table: 4th Priority ARS Alarm	0 (Alarm off)	6-33
FF6 2 03 (001-100) 0012 Hold (0-200) Hold	Route List Table: 5th Priority Route No.	0	6-34
FF6 2 03 (001-100) 0013 Hold (0-9) Hold	Route List Table: 5th Priority ARS Level	0	6-34
FF6 2 03 (001-100) 0014 Hold (0 or 1) Hold	Route List Table: 5th Priority ARS Alarm	0 (Alarm off)	6-35
<b>FF6 2 04: Route Table</b>			<b>6-36</b>
FF6 2 04 (001-200) 0001 Hold (0-99) Hold	Route Table: Trunk Group Assignment	0 (None)	6-36
FF6 2 04 (001-200) 0002 Hold (0-50) Hold	Route Table: Digit Modify Pattern No.	0 (None)	6-37
<b>FF6 2 05: Digit Modify Table</b>			<b>6-38</b>
FF6 2 05 (01-50) 0001 Hold (0-24) Hold	Digit Modify Table: Delete Beginning Digits	0	6-38
FF6 2 05 (01-50) 0002 Hold (up to 10 char.) Hold	Digit Modify Table: Add Beginning Digits	--	6-39
FF6 2 05 (01-50) 0003 Hold (up to 10 char.) Hold	Digit Modify Table: Add Ending Digits	--	6-40
<b>FF6 2 06: Authorization Code</b>			<b>6-41</b>
FF6 2 06 (0001-0008) Hold (up to 10 digits) Hold	Authorization Code	--	6-41
<b>FF6 2 07: Closed Number Table</b>			<b>6-42</b>
FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold	Closed Number Table: Digit String	--	6-42
FF6 2 07 (001-150) 0002 Hold (0-16) Hold	Closed Number Table: Follow Digit Maximum	0 (None)	6-43
FF6 2 07 (001-150) 0003 Hold (0-8) Hold	Closed Number Table: TRS Level	0 (Restrict all outbound)	6-43
FF6 2 07 (001-150) 0004 Hold (0 or 1) Hold	Closed Number Table: Route Type	0 (use Route)	6-44
FF6 2 07 (001-150) 0005 Hold (1-200/100) Hold	Closed Number Table: Route Number	0 (None)	6-44
<b>FF6 2 08: Tandem Exchange Table</b>			<b>6-45</b>
FF6 2 08 (01-50) 0001 Hold (1-4 digits) Hold	Tandem Exchange Table: Digit String	-- (None)	6-45
FF6 2 08 (01-50) 0002 Hold (0-16) Hold	Tandem Exchange Table: Follow Digit Maximum	0 (None)	6-46
FF6 2 08 (01-50) 0003 Hold (0-2) Hold	Tandem Exchange Table: Route Type	0 (use Route)	6-46
FF6 2 08 (01-50) 0004 Hold (1-200/100) Hold	Tandem Exchange Table: Route Number	0 (None)	6-47

**FF6**  
TRS/ARS



## General TRS/ARS Concepts in the DBS 576

**TRS:** **Toll Restriction Service.**  
Outgoing calls are allowed or blocked, based on the *path* (originating extension or DISA trunk seizing an outgoing trunk) and the *dialed digits*.

**ARS:** **Automatic Route Selection.**  
(also called *Least Cost Routing*) Calls are automatically routed to the least expensive trunk when the user dials MCO-1 (“9” by default) to make an outgoing call. The routing is based on the *originating extension or DISA trunk*, the *dialed phone number*, and *when the call is placed* (Time of Day, Day of Week, or Special Day such as a holiday).

### Implementing TRS/ARS:

There are two ways you can use TRS/ARS in the DBS 576:

- **TRS by itself.**
- **TRS and ARS together.**  
(You cannot use ARS alone; it must go through TRS restrictions also.)

**If TRS is used by itself**, the trunk is selected *before* the system analyzes the *path* and the *dialed phone number* to determine whether to allow/restrict the call.

**If TRS is used with ARS**, however, *the system will not select a trunk until the user has dialed enough digits* to match an entry in the Leading Digits Table. (Remember, ARS works when the user dials the MCO-1 access code to get an outside line.) TRS will allow or block the call by comparing the TRS Levels assigned to the *originator* and the *dialed phone number*. If the call passes TRS, a *trunk group* is then selected for the call based on ARS settings.

For a detailed description of TRS/ARS operation, see *Section 700-Feature Operation: Appendix A*.

**FF6**  
TRS/ARS

### Important Program Settings

- TRS is always on. All calls are allowed by default (via the TRS Class assignments to extensions and trunks). To activate ARS also, enable the following address:

**ARS/LCR Setting (pg. 1-27)**  
FF1 0 02 0010 Hold (0 or 1) Hold (default: 0=disabled. Set it to 1=enabled.)

- Before programming TRS/ARS in FF6, it is important to group extensions and DISA trunks (as originators of outbound calls) into TRS Classes:

defaults for all: TRS Class 1 during Day Mode *and* Night Mode

**for Digital Keyphones and SLTs:**

TRS Class Assignment (Day) (pg. 3-25) FF3 0 BSSC 06 0 Hold (1-50) Hold  
TRS Class Assignment (Night) (pg. 3-25) FF3 0 BSSC 06 1 Hold (1-50) Hold

**for S-Point ISDN Extensions:**

TRS Class Assignment (Day) (pg. 3-37) FF3 1 BSSC 05 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 3-38) FF3 1 BSSC 05 1 Hold (1-50) Hold

**for analog CO trunks:**

TRS Class Assignment (Day) (pg. 2-34) FF2 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-35) FF2 0 BSSC 06 1 Hold (1-50) Hold

**for analog E&M tie-trunks:**

TRS Class Assignment (Day) (pg. 2-57) FF2 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-57) FF2 0 BSSC 06 1 Hold (1-50) Hold

**for ISDN trunks:**

TRS Class Assignment (Day) (pg. 2-81) FF2 1 BSSC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-82) FF2 1 BSSC 07 1 Hold (1-50) Hold

**for T1 CO trunks:**

TRS Class Assignment (Day) (pg. 2-113) FF2 2 BSSCC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-114) FF2 2 BSSCC 07 1 Hold (1-50) Hold

**for T1 E&M tie-trunks:**

TRS Class Assignment (Day) (pg. 2-136) FF2 2 BSSCC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-136) FF2 2 BSSCC 07 1 Hold (1-50) Hold

- Before programming TRS/ARS in FF6, it is important to set up trunk groups, assign them to the MCO-1 access code in each Tenant Group, and assign extensions to the Tenant Groups:

MCO-Outbound Trunk Group Members (pg. 5-18)  
 FF5 2 (01-99) (002-577) Hold (1-576) Hold (default: no assignment)

Tenant Group MCO Access: Outbound Trunk Groups (pg. 1-164)  
 FF1 3 01 (0001-0360) Hold (0-99 or 0-72) Hold  
 defaults: Tenant Group #1/MCO-1=Trunk Group 1  
 Tenant Group #2/MCO-1=Trunk Group 2  
 Tenant Group #3/MCO-1=Trunk Group 3  
 ...  
 Tenant Group #72/MCO-1=Trunk Group 72

Advanced Routing: Outbound Trunk Group Chains (pg. 1-165)  
 FF1 3 02 (0001-0360) Hold (0-99) Hold (default: 0=no assignment)

**for Digital Keyphones and SLTs:**

Tenant Group Assignment (pg. 3-24)  
 FF3 0 BSSC 05 Hold (1-72) Hold (default: Tenant Group #1)

**for S-Point ISDN Extensions:**

Tenant Group Assignment (pg. 3-36)  
 FF3 1 BSSC 04 Hold (1-72) Hold (default: Tenant Group #1)

**for Virtual Ports:**

Tenant Group Assignment (pg. 3-43)  
 FF3 2 (001-576) 02 Hold (1-72) Hold (default: Tenant Group #1)

- Groups of extensions can be limited to MCO-1 access only, to get an outside line:

Extension COS: Forced ARS (pg. 1-68)  
 FF1 0 03 (00-15) 42 Hold (0 or 1) Hold (default: 0=Not Forced. Set it to 1=Forced)

Extension COS Assignment (pg. 3-26)  
 FF3 0 BSSC 07 Hold (1-16) Hold (default: Extension COS #1)

## FF6 0: TRS/ARS Common

**NOTE:** These FF6 0 addresses contain the **Leading Digits Table** and the **Analyze Digits Table**. These tables store the dialed-digit string definitions, along with their assigned TRS Level and ARS route. These tables are used with ARS/TRS and TRS alone.

**IMPORTANT:** In these tables, all dial string possibilities should be entered. If there is no match, there is no restriction. As a catch-all, use \* as a wild-card (for example, enter **900976\*** to cover all 1-900-976 phone calls). If there is more than one match, the system will pick the most exact match and follow its settings (in the same example, the system would follow the **900976\*** entry instead of a **900\*** entry).

### FF6 0 00: Leading Digits Table

Table 6-1. Leading Digits Table: FF6 0 00 (001-100) (0001 thru 0006) Hold

Leading Digits Table: FF6 0 00 .....						
(001-100)	0001	0002	0003	0004	0005	0006
Bin No.	Prefix String	Prefix ID	Follow Digit Maximum	TRS Level	Route Type	Route No.
001	0-9, * (up to 10 dig.)	0-99	(up to 16 dig. after Prefix string)	0-8	0=Route 1=Route List 2=Time List	0-200 0-100 0-50
002	0-9, * (up to 10 dig.)	0-99	(up to 16 dig. after Prefix string)	0-8	0=Route 1=Route List 2=Time List	0-200 0-100 0-50
...	0-9, * (up to 10 dig.)	0-99	(up to 16 dig. after Prefix string)	0-8	0=Route 1=Route List 2=Time List	0-200 0-100 0-50
100	0-9, * (up to 10 dig.)	0-99	(up to 16 dig. after Prefix string)	0-8	0=Route 1=Route List 2=Time List	0-200 0-100 0-50

**FF6**  
TRS/ARS

**NOTE:** The system will automatically re-sort this table after you exit Programming Mode. The purpose of the re-sort is to place exact phone-number matches first, and the most \*'s last. (The system will start at the beginning of the Table when it searches for a match with an actual dialed number; it will select the first match it comes to.) You can view the re-sort by re-entering Programming Mode.

### Leading Digits Table: Prefix String

0001 :  
LD001 Number

(all CPCs) - Version 1.0 or higher

Assign up to 100 dial strings, which will be matched with the first dialed digits of outbound calls.

**FF6 0 00 (001-100) 0001 Hold (up to 10 digits) Hold**

↑  
Leading Digits Entry  
(Bin) No. 001-100

↑  
Leading Digits Prefix String (up to 10 digits)  
valid entries: digits 0-9, and \* (for wild-card)

**default: [no assignment]**

**Notes:**

These prefix dial strings will be searched by the system to check for TRS restrictions and ARS call routing when the digits are dialed by the user.

This address includes all leading digits dialed *except for the ARS Access Code*, which is equal to the MCO-1 Access Code (“9” by default).

**Related Programming:**

### Leading Digits Table: Prefix ID

0002 :0  
LD001 ID Code

(all CPCs) - Version 1.0 or higher

Assign a prefix ID to each Leading Digits entry, if you intend to use **FF6 0 01: Analyze Digits Table** (pg. 6-10) to further analyze this Leading Digits dial string.

**FF6 0 00 (001-100) 0002 Hold (0-99) Hold**

↑  
Leading Digits Entry  
(Bin) No. 001-100

↑  
Prefix ID No. 1-99  
**default: 0 (not linked to Analyze Digits Table)**

**Notes:**

Prefix IDs serve as “pointers” to the Analyze Digits Table, for the purpose of determining TRS and ARS for the dial string. The same Leading Digits can have several different routing possibilities depending on what is dialed after the Leading Digits. The Analyze Digits Table can handle these possibilities.

If you assign a prefix ID 1-99 here, the system will not check the remaining **FF6 0 00** addresses. Instead, it will go straight to the Analyze Digits Table and look for the closest match to the entire dialed number (not just the Leading Digits).

**FF6**  
TRS/ARS

**Related Programming:**

FF6 0 01: Analyze Digits Table (pg. 6-10)

**Leading Digits Table: Follow Digit Maximum** 0003 :0  
LD001 Follow DGT

(all CPCs) - Version 1.0 or higher

(for ARS/TRS only) For each Leading Digits entry, enter the maximum number of digits a phone user can dial after the digits defined in **Leading Digits Table: Prefix String** (pg. 6-6).

**FF6 0 00 (001-100) 0003 Hold (0-16) Hold**

↑

Leading Digits Entry  
(Bin) No. 001-100

↑

Maximum No. of Dialed Digits Allowed  
after Prefix String (0-16)

**default: 0 (no maximum)**

**Notes:**

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

The system will start analyzing the call immediately after the end-user has dialed the maximum number of digits set in this address (1-16). However, if this address is set to 0 (no maximum), the system doesn't know how many digits will be dialed. Therefore, the system will wait until the appropriate **Interdigit Timer** expires before processing the call.

**Related Programming:**

- Leading Digits Table: Prefix String (pg. 6-6)    **FF6 0 00 (001-100) 0001 Hold (up to 10 digits) Hold**
- Interdigit Timer (ARS and ISDN CO) (pg. 1-120)    **FF1 1 01 0010 Hold (1-255) Hold**
- Interdigit Timer (DP SLTs) (pg. 1-141)    **FF1 1 03 0006 Hold (0-255) Hold**
- Interdigit Timer (DTMF SLTs) (pg. 1-142)    **FF1 1 03 0007 Hold (0-255) Hold**
- Interdigit Timer (Digital Keyphones) (pg. 1-142)    **FF1 1 03 0008 Hold (0-255) Hold**



## Leading Digits Table: TRS Level

0004 :0  
LD001 TRS Level

(all CPCs) - Version 1.0 or higher

Assign a TRS Level to each Leading Digits entry. This TRS Level must be lower than the path's or originator's TRS Level for the call to be allowed.

**FF6 0 00 (001-100) 0004 Hold (0-8) Hold**

↑  
Leading Digits Entry  
(Bin) No. 001-100

↑  
TRS Level 0-8  
**default: 0**

### Notes:

The TRS Level you assign to this dial string (above address) will be compared to the TRS Level assigned (in FF6 1) to the path or originator of the call attempt. The call will be *allowed* only if the *dial string's* TRS Level is *lower than* the path/originator's TRS Level.

- The "path" is the extension or DISA trunk seizing an outbound trunk. Applies when TRS is used by itself (without ARS).
- The "originator" is the extension or DISA trunk attempting an outgoing call (before the system selects a trunk). Applies when ARS/TRS is used.

TRS Level 0 (when assigned to the path/originator) blocks all calls. TRS Level 9 (when assigned to the path/originator) allows all calls. TRS Level 9 can be assigned to the path or originator, but not to the dial string (0-8 only).

### Related Programming:

for analog CO trunks:

TRS Class Assignment (Day) (pg. 2-34)    **FF2 0 BSSC 06 0 Hold (1-50) Hold**  
 TRS Class Assignment (Night) (pg. 2-35)    **FF2 0 BSSC 06 1 Hold (1-50) Hold**

for analog E&M tie-trunks:

TRS Class Assignment (Day) (pg. 2-57)    **FF2 0 BSSC 06 0 Hold (1-50) Hold**  
 TRS Class Assignment (Night) (pg. 2-57)    **FF2 0 BSSC 06 1 Hold (1-50) Hold**

for ISDN trunks:

TRS Class Assignment (Day) (pg. 2-81)    **FF2 1 BSSC 07 0 Hold (1-50) Hold**  
 TRS Class Assignment (Night) (pg. 2-82)    **FF2 1 BSSC 07 1 Hold (1-50) Hold**

for T1 CO trunks:

TRS Class Assignment (Day) (pg. 2-113)    **FF2 2 BSSCC 07 0 Hold (1-50) Hold**  
 TRS Class Assignment (Night) (pg. 2-114)    **FF2 2 BSSCC 07 1 Hold (1-50) Hold**

for T1 E&M tie-trunks:

TRS Class Assignment (Day) (pg. 2-136)    **FF2 2 BSSCC 07 0 Hold (1-50) Hold**  
 TRS Class Assignment (Night) (pg. 2-136)    **FF2 2 BSSCC 07 1 Hold (1-50) Hold**

for digital keyphones and SLTs:

TRS Class Assignment (Day) (pg. 3-25)    **FF3 0 BSSC 06 0 Hold (1-50) Hold**  
 TRS Class Assignment (Night) (pg. 3-25)    **FF3 0 BSSC 06 1 Hold (1-50) Hold**

for S-Point ISDN extensions:

TRS Class Assignment (Day) (pg. 3-37)    **FF3 1 BSSC 05 0 Hold (1-50) Hold**  
 TRS Class Assignment (Night) (pg. 3-38)    **FF3 1 BSSC 05 1 Hold (1-50) Hold**

TRS Level for Path (non-ARS) (pg. 6-16)    **FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold**

TRS Level for Originator (ARS/TRS) (pg. 6-18)    **FF6 1 01 (01-50) 0001 Hold (0-9) Hold**

**FF6**  
TRS/ARS

### Leading Digits Table: Route Type

**0005 :0**  
**LD001 Route Type**

**(all CPCs) - Version 1.0 or higher**  
*(for ARS/TRS only)* Assign the route type for each Leading Digits entry.

FF6 0 00 (001-100) 0005 Hold (0-2) Hold

↑  
 Leading Digits Entry  
 (Bin) No. 001-100

↑  
**0=Follow the assigned Route. (default)**  
 1=Follow the assigned Route List.  
 2=Follow the assigned Time List.

**Notes:**

Assign the Route, Route List, or Time List number in the next address.

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

**Related Programming:**

Leading Digits Table: Route Number (pg. 6-9)    **FF6 0 00 (001-100) 0006 Hold (1-200/100/50) Hold**

### Leading Digits Table: Route Number

**0006 :0**  
**LD001 Route #**

**(all CPCs) - Version 1.0 or higher**  
*(for ARS/TRS only)* Assign a route number for each Leading Digits entry, depending on the **Route Type** set in the previous address.

FF6 0 00 (001-100) 0006 Hold (1-200/100/50) Hold

↑  
 Leading Digits Entry  
 (Bin) No. 001-100

↑  
 Route 1-200  
 Route List 1-100  
 Time List 1-50  
  
**default: 0 (no routing)**



**Notes:**

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

**Related Programming:**

Leading Digits Table: Route Type (pg. 6-9)    **FF6 0 00 (001-100) 0005 Hold (0-2) Hold**  
**FF6 2 02: Time List Tables (pg. 6-27)**  
**FF6 2 03: Route List Table (pg. 6-28)**  
**FF6 2 04: Route Table (pg. 6-36)**

## FF6 0 01: Analyze Digits Table

Table 6-2. Analyze Digits Table: FF6 0 01 (001-500) (0001 thru 0006) Hold

Analyze Digits Table: FF6 0 01 .....						
(001-500)	0001	0002	0003	0004	0005	0006
Bin No.	Prefix ID	Digit String	Follow Digit Maximum	TRS Level	Route Type	Route No.
001	0-99	0-9, * (up to 8 digits)	(up to 16 dig. after Analyze Digit string)	0-8	0=Route 1=Route List 2=Time List	0-200 0-100 0-50
002	0-99	0-9, * (up to 8 digits)	(up to 16 dig. after Analyze Digit string)	0-8	0=Route 1=Route List 2=Time List	0-200 0-100 0-50
...	0-99	0-9, * (up to 8 digits)	(up to 16 dig. after Analyze Digit string)	0-8	0=Route 1=Route List 2=Time List	0-200 0-100 0-50
500	0-99	0-9, * (up to 8 digits)	(up to 16 dig. after Analyze Digit string)	0-8	0=Route 1=Route List 2=Time List	0-200 0-100 0-50

**NOTE:** The system will search the Analyze Digits Table only if a Prefix ID 1-99 is entered for a dial string defined in the **Leading Digits Table (pg. 6-5)**. The Analyze Digits Table allows further analysis of a dialed phone number whose beginning digits match an entry in the Leading Digits Table.

If the Analyze Digits Table is used, the system will ignore the Leading Digits Table settings (Follow Digit Maximum, TRS Level, Route Type and Route Number), and will follow the settings here instead.

**FF6**  
TRS/ARS

### Analyze Digits Table: Prefix ID

(all CPCs) - Version 1.0 or higher

Enter the Prefix ID created in **Leading Digits Table: Prefix ID (pg. 6-6)**.

0001 :0  
FD001 ID Code

**FF6 0 01 (001-500) 0001 Hold (0-99) Hold**

↑  
Analyze Digits Entry  
(Bin) No. 001-500

↑  
Prefix ID No. 1-99  
default: 0 (none)



**Notes:**

Prefix IDs serve as index numbers for Leading Digit strings. The same Prefix ID (Leading Digit string) can be entered in the Analyze Digits Table as many times as necessary to cover all dialing possibilities for that Leading Digit string.

For example, Prefix ID #1 is assigned to Leading Digit String “1-900.” Prefix ID #1 can have multiple entries in the Analyze Digits Table, to cover such dialing possibilities as “1-900-976,” “1-900-888,” “1-900-973-5555,” etc.:

Bin No.	Prefix ID	Analyze Digit String
001	1	976*
002	1	888*
003	1	9735555

**Related Programming:**

Leading Digits Table: Prefix ID (pg. 6-6) FF6 0 00 (001-100) 0002 Hold (0-99) Hold

### Analyze Digits Table: Digit String

(all CPCs) - Version 1.0 or higher

0002 :  
FD001 Number

Assign up to 500 dial strings, which (along with the Leading Digits prefix string) will be matched with an actual dialed number.

**FF6 0 01 (001-500) 0002 Hold (up to 8 digits) Hold**

↑  
 Analyze Digits Entry  
 (Bin) No. 001-500

↑  
 Digit String (up to 8 digits)  
 valid entries: digits 0-9, and \* (for wild-card)  
**default: [no assignment]**



**Notes:**

**Related Programming:**

Leading Digits Table: Prefix String (pg. 6-6) FF6 0 00 (001-100) 0001 Hold (up to 10 digits) Hold

### Analyze Digits Table: Follow Digit Maximum

0003 :0  
FD001 Follow DGT

(all CPCs) - Version 1.0 or higher

(for ARS/TRS only) Assign the maximum number of digits the user can dial after the Analyze Digit string (defined in the previous address).

FF6 0 01 (001-500) 0003 Hold (0-16) Hold

Analyze Digits Entry  
(Bin) No. 001-500

Maximum No. of Dialed Digits Allowed  
after Analyze Digit string (0-16)

default: 0 (no maximum)

**Notes:**

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

The system will start analyzing the call immediately after the end-user has dialed the maximum (1-16) set in this address. However, if this address is set to 0 (no maximum), the system doesn't know how many digits will be dialed. Therefore, the system will wait until the appropriate **Interdigit Timer** expires before processing the call.

**Related Programming:**

- Analyze Digits Table: Digit String (pg. 6-11) FF6 0 01 (001-500) 0002 Hold (up to 8 digits) Hold
- Interdigit Timer (ARS and ISDN CO) (pg. 1-120) FF1 1 01 0010 Hold (1-255) Hold
- Interdigit Timer (DP SLTs) (pg. 1-141) FF1 1 03 0006 Hold (0-255) Hold
- Interdigit Timer (DTMF SLTs) (pg. 1-142) FF1 1 03 0007 Hold (0-255) Hold
- Interdigit Timer (Digital Keyphones) (pg. 1-142) FF1 1 03 0008 Hold (0-255) Hold

**FF6**  
TRS/ARS

### Analyze Digits Table: TRS Level

0004 :0  
FD001 TRS Level

(all CPCs) - Version 1.0 or higher

Assign a TRS Level to each Analyze Digits entry. This TRS Level must be lower than the path's or originator's TRS Level for the call to be allowed.

FF6 0 01 (001-500) 0004 Hold (0-8) Hold

Analyze Digits Entry  
(Bin) No. 001-500

TRS Level 0-8

default: 0

**Notes:**

The TRS Level you assign to this dial string (above address) will be compared to the TRS Level assigned (in FF6 1) to the path or originator of the call attempt. The call will be *allowed* only if the *dial string's* TRS Level is *lower than* the path/originator's TRS Level.

- ❑ The “path” is the extension or DISA trunk seizing an outbound trunk. Applies when TRS is used by itself (without ARS).
- ❑ The “originator” is the extension or DISA trunk attempting an outgoing call (before the system selects a trunk). Applies when TRS/ARS is used.

TRS Level 0 (when assigned to the path/originator) blocks all calls. TRS Level 9 (when assigned to the path/originator) allows all calls. TRS Level 9 can be assigned to the path or originator, but not to the dial string (0-8 only).

**Related Programming:**

for analog CO trunks:

TRS Class Assignment (Day) (pg. 2-34) FF2 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-35) FF2 0 BSSC 06 1 Hold (1-50) Hold

for analog E&M tie-trunks:

TRS Class Assignment (Day) (pg. 2-57) FF2 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-57) FF2 0 BSSC 06 1 Hold (1-50) Hold

for ISDN trunks:

TRS Class Assignment (Day) (pg. 2-81) FF2 1 BSSC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-82) FF2 1 BSSC 07 1 Hold (1-50) Hold

for T1 CO trunks:

TRS Class Assignment (Day) (pg. 2-113) FF2 2 BSSCC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-114) FF2 2 BSSCC 07 1 Hold (1-50) Hold

for T1 E&M tie-trunks:

TRS Class Assignment (Day) (pg. 2-136) FF2 2 BSSCC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-136) FF2 2 BSSCC 07 1 Hold (1-50) Hold

for digital keyphones and SLTs:

TRS Class Assignment (Day) (pg. 3-25) FF3 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 3-25) FF3 0 BSSC 06 1 Hold (1-50) Hold

for S-Point ISDN extensions:

TRS Class Assignment (Day) (pg. 3-37) FF3 1 BSSC 05 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 3-38) FF3 1 BSSC 05 1 Hold (1-50) Hold

TRS Level for Path (non-ARS) (pg. 6-16) FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold

TRS Level for Originator (ARS/TRS) (pg. 6-18) FF6 1 01 (01-50) 0001 Hold (0-9) Hold



**Analyze Digits Table: Route Type**

0005 :0  
FD001 Route Type

(all CPCs) - Version 1.0 or higher

(for ARS/TRS only) Assign the route type for each Analyze Digits entry.

**FF6 0 01 (001-500) 0005 Hold (0-2) Hold**

↑  
Analyze Digits Entry  
(Bin) No. 001-500

↑  
**0=Follow the assigned Route. (default)**  
1=Follow the assigned Route List.  
2=Follow the assigned Time List.

**Notes:**

Assign the Route, Route List, or Time List number in the next address.

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

**Related Programming:**

Analyze Digits Table: Route Number (pg. 6-14)    **FF6 0 01 (001-500) 0006 Hold (0-200/100/50) Hold**

### Analyze Digits Table: Route Number

0006 :0  
 FD001 Route #

(all CPCs) - Version 1.0 or higher

*(for ARS/TRS only)* Assign a route number for each Analyze Digits entry, depending on the **Route Type** set in the previous address.

**FF6 0 01 (001-500) 0006 Hold (0-200/100/50) Hold**

↑

Analyze Digits Entry  
(Bin) No. 001-500

↑

Route 1-200  
Route List 1-100  
Time List 1-50

**default: 0 (no routing)**

**Notes:**

This address applies only to ARS/TRS routing; it does not apply when TRS is used without ARS.

**Related Programming:**

Analyze Digits Table: Route Type (pg. 6-13)    **FF6 0 01 (001-500) 0005 Hold (0-2) Hold**  
**FF6 2 02: Time List Tables (pg. 6-27)**  
**FF6 2 03: Route List Table (pg. 6-28)**  
**FF6 2 04: Route Table (pg. 6-36)**



# FF6 1: TRS Class Definitions

**NOTE:** In these FF6 1 addresses, define TRS Classes 1-50 by assigning TRS restrictions and ARS routing to each of them.

These TRS Classes can be assigned to extensions and trunks in FF2 and FF3 (the default for all is TRS Class 1). The TRS Class assignment is used for ARS/TRS (or TRS alone) when the extension or DISA trunk originates an outbound call.

## FF6 1 00: TRS Class: Path Settings (non-ARS)

Table 6-3. TRS Level for Path: FF6 1 00 (01-50) Hold (0001-0099) Hold (0-9) Hold

TRS Level for Path: FF6 1 00 .....		
(01-50)	(0001-0099)	(0-9)
TRS Class	Trunk Group No.	TRS Level
01	0001	0-9
	0002	0-9
	0003	0-9
	...	0-9
	0099	0-9
02	0001	0-9
	0002	0-9
	0003	0-9
	...	0-9
	0099	0-9
...	0001	0-9
	0002	0-9
	0003	0-9
	...	0-9
	0099	0-9
50	0001	0-9
	0002	0-9
	0003	0-9
	...	0-9
	0099	0-9



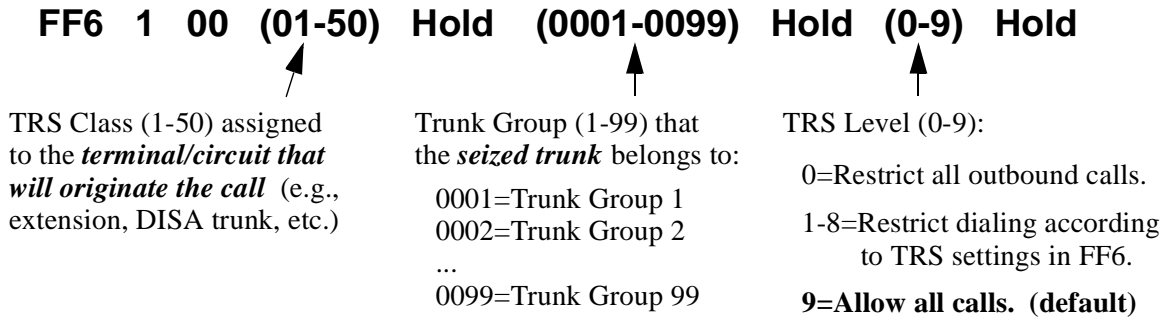
**NOTE:** This applies only when TRS is used without ARS. It does not apply to ARS/TRS.

## TRS Level for Path (non-ARS)

0001 :9  
CLS01 TG01 LV

(all CPCs) - Version 1.0 or higher

(for TRS only) Assign a TRS Level to each path possibility (between the originator's TRS Class and the seized Trunk Group).



### Notes:

This address applies only when TRS is used by itself. It does not apply to ARS/TRS.

The TRS Level you assign to the path (above address) will be compared to the TRS Level assigned (in FF6 0) to the dialed digit string. The call will be **allowed** only if the *path's* TRS Level is **higher than** the dialed digit string's TRS Level.

□ The "path" is the extension or DISA trunk seizing an outbound trunk.

TRS Level 0 (when assigned to the path) blocks all calls. TRS Level 9 (when assigned to the path) allows all calls.

See figure (next page) for illustration.

### Related Programming:

FF1 3: MCO Access in Tenant Groups (pg. 1-163)

for analog CO trunks:

TRS Class Assignment (Day) (pg. 2-34)	FF2 0 BSSC 06 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-35)	FF2 0 BSSC 06 1 Hold (1-50) Hold

for analog E&M tie-trunks:

TRS Class Assignment (Day) (pg. 2-57)	FF2 0 BSSC 06 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-57)	FF2 0 BSSC 06 1 Hold (1-50) Hold

for ISDN trunks:

TRS Class Assignment (Day) (pg. 2-81)	FF2 1 BSSC 07 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-82)	FF2 1 BSSC 07 1 Hold (1-50) Hold

for T1 CO trunks:

TRS Class Assignment (Day) (pg. 2-113)	FF2 2 BSSCC 07 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-114)	FF2 2 BSSCC 07 1 Hold (1-50) Hold

for T1 E&M tie-trunks:

TRS Class Assignment (Day) (pg. 2-136)	FF2 2 BSSCC 07 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 2-136)	FF2 2 BSSCC 07 1 Hold (1-50) Hold

for digital keyphones and SLTs:

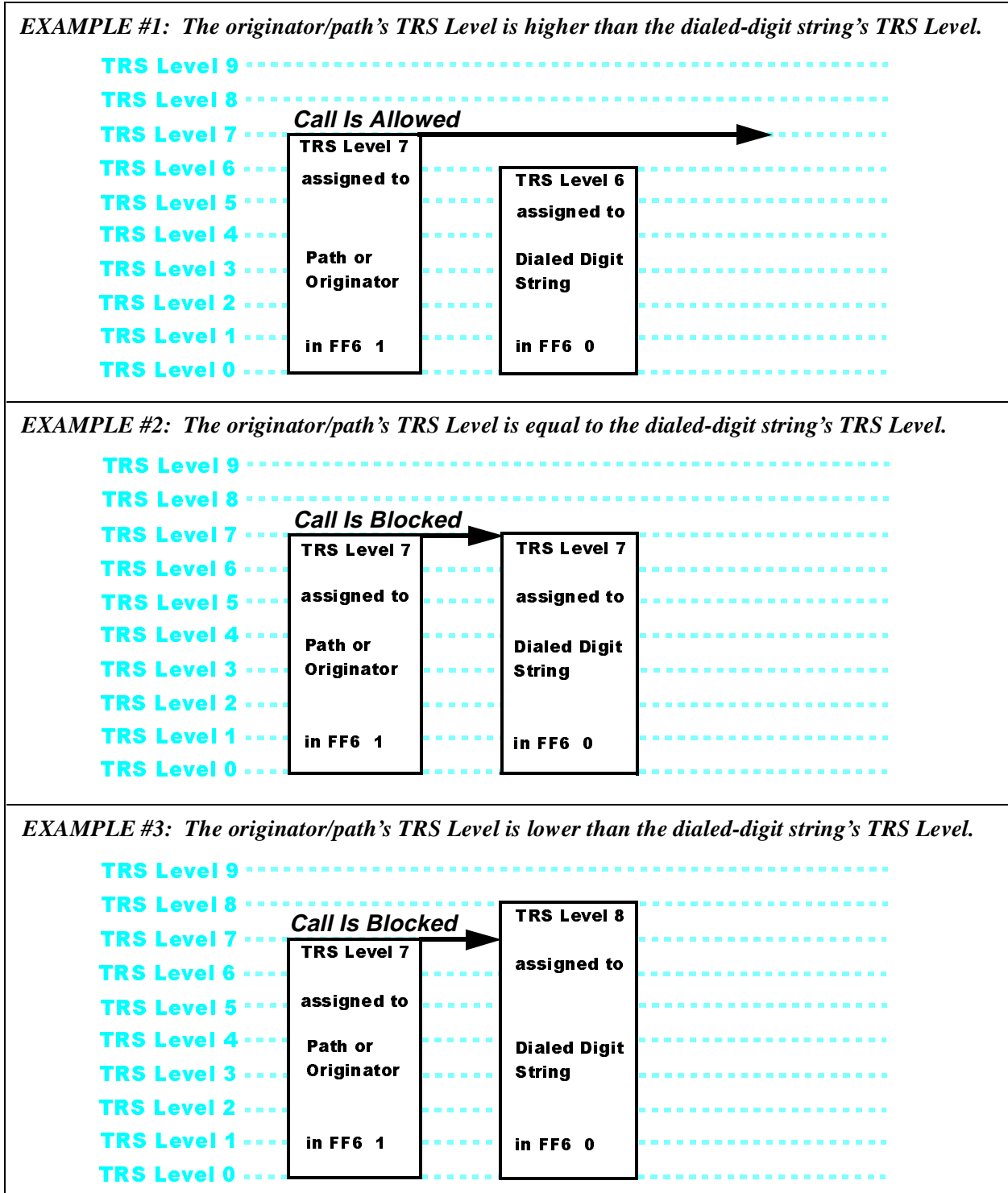
TRS Class Assignment (Day) (pg. 3-25)	FF3 0 BSSC 06 0 Hold (1-50) Hold
TRS Class Assignment (Night) (pg. 3-25)	FF3 0 BSSC 06 1 Hold (1-50) Hold

**FF6**  
TRS/ARS

for S-Point ISDN extensions:

- TRS Class Assignment (Day) (pg. 3-37)    FF3 1 BSSC 05 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-38)    FF3 1 BSSC 05 1 Hold (1-50) Hold
- FF6 0 00: Leading Digits Table (pg. 6-5)
- FF6 0 01: Analyze Digits Table (pg. 6-10)

**Figure 6-1: TRS Levels comparison to allow/block the call**



## FF6 1 01: TRS Class: Originator Settings (ARS/TRS)

Table 6-4. TRS Class: ARS/TRS Levels: FF6 1 01 (01-50) (0001 thru 0003) Hold

TRS Class: ARS/TRS Levels: FF6 1 01 .....			
(01-50)	0001	0002	0003
TRS Class No.	TRS Level	ARS Level	Trunk Queuing?
01	0-9	0-9	0=No 1=Yes
02	0-9	0-9	0=No 1=Yes
...	0-9	0-9	0=No 1=Yes
50	0-9	0-9	0=No 1=Yes

### TRS Level for Originator (ARS/TRS)

(all CPCs) - Version 1.0 or higher

(for ARS/TRS only) Assign a TRS Level to each originator (via their assigned TRS Class).

0001 :9  
CLS 01 TRS LV

**FF6 1 01 (01-50) 0001 Hold (0-9) Hold**

↑  
TRS Class No. 1-50  
assigned to the originator  
of an outbound call  
(extension, DISA trunk, etc.)

↑  
TRS Level 0-9:  
0=Restrict all outbound calls.  
1-8=Restrict dialing according to  
TRS settings in FF6.  
**9=Allow all calls. (default)**

**FF6**  
TRS/ARS

#### Notes:

This address applies only when ARS/TRS is used. It does not apply when TRS alone is used.

The TRS Level you assign to the originator (above address) will be compared to the TRS Level assigned (in FF6 0) to the dialed digit string. The call will be **allowed** only if the **originator's** TRS Level is **higher than** the dialed digit string's TRS Level.

- ❑ The "originator" is the extension or DISA trunk attempting an outbound call (the system has not yet seized the trunk).

TRS Level 0 (when assigned to the originator) blocks all calls. TRS Level 9 (when assigned to the originator) allows all calls.

See figure (previous page) for illustration.



**Related Programming:**

for analog CO trunks:

TRS Class Assignment (Day) (pg. 2-34) FF2 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-35) FF2 0 BSSC 06 1 Hold (1-50) Hold

for analog E&M tie-trunks:

TRS Class Assignment (Day) (pg. 2-57) FF2 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-57) FF2 0 BSSC 06 1 Hold (1-50) Hold

for ISDN trunks:

TRS Class Assignment (Day) (pg. 2-81) FF2 1 BSSC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-82) FF2 1 BSSC 07 1 Hold (1-50) Hold

for T1 CO trunks:

TRS Class Assignment (Day) (pg. 2-113) FF2 2 BSSCC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-114) FF2 2 BSSCC 07 1 Hold (1-50) Hold

for T1 E&M tie-trunks:

TRS Class Assignment (Day) (pg. 2-136) FF2 2 BSSCC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-136) FF2 2 BSSCC 07 1 Hold (1-50) Hold

for digital keyphones and SLTs:

TRS Class Assignment (Day) (pg. 3-25) FF3 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 3-25) FF3 0 BSSC 06 1 Hold (1-50) Hold

for S-Point ISDN extensions:

TRS Class Assignment (Day) (pg. 3-37) FF3 1 BSSC 05 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 3-38) FF3 1 BSSC 05 1 Hold (1-50) Hold

FF6 0 00: Leading Digits Table (pg. 6-5)  
 FF6 0 01: Analyze Digits Table (pg. 6-10)

**ARS Level for Originator (Route List)**

0002 :9  
 CLS 01 ARS LV

(all CPCs) - Version 1.0 or higher

(for ARS/TRS only) Assign an ARS Level to each originator (via their TRS Class).

**FF6 1 01 (01-50) 0002 Hold (0-9) Hold**

↑  
 TRS Class No. 1-50  
 assigned to the originator  
 of an outbound call  
 (extension, DISA trunk, etc.)

↑  
 ARS Level 0-9  
**default: 9**

**FF6**  
 TRS/ARS

**Notes:**

This address applies only when ARS/TRS is used. It does not apply when TRS alone is used.

This setting will be used in the **Route List Table (pg. 6-28)**. If the originator's ARS Level (assigned in the above address) is higher than (or equal to) the ARS Level assigned to the Route in the **Route List Table**, the trunk group for that Route will be searched for an available trunk. However, if the originator's ARS level is lower than the Route's ARS Level, call routing will stop and the user will receive busy tone.

**Related Programming:**

FF6 2 03: Route List Table (pg. 6-28)

### Trunk Queuing for Originator (Route List)

(all CPCs) - Version 1.0 or higher

*(for ARS/TRS only)* Set whether the phone user will be queued (waiting) for an available trunk when attempting to seize a busy Trunk Group during ARS routing.

0003 :1  
 CLS 01 QT

**FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold**

↑

TRS Class No. 1-50  
assigned to the originator  
of an outbound call  
(extension, DISA trunk, etc.)

↑

0=Disable Queuing; go to next-priority  
route in Route List Table.  
  
**1=Enable Queuing; wait for available  
trunk in current Trunk Group.  
(default)**

**Notes:**

This address applies only when ARS/TRS is used. It does not apply when TRS alone is used.

This setting will be used in the **Route List Table (pg. 6-28)**. If set to 1=Enable (default), the call will be queued until a trunk in the current Route's trunk group becomes available, or the **Queuing Timer (ARS) (pg. 1-136)** expires, whichever occurs first. If the Queuing Timer expires first, the call will move to the next-priority route.

However, if set to 0=Disable, the call will go immediately to the next-priority route in the Route List Table.

**FF6**  
TRS/ARS

**Related Programming:**

FF6 2 03: Route List Table (pg. 6-28)

Queuing Timer (ARS) (pg. 1-136) FF1 1 02 0014 Hold (0-255) Hold

## FF6 1 02: TRS Class: Dialing Restrictions

Table 6-5. TRS Class: Dialing Restrictions: FF6 1 02 (01-50) (0001 thru 0004) Hold

TRS Class: Dialing Restrictions: FF6 0 02 .....				
(01-50)	0001	0002	0003	0004
TRS Class No.	Outbound Dialed-Digit Maximum	Dialing Restriction During Inbound Calls	TRS Override on SSD Dialing	Star (*) and Pound (#) Restriction
01	0=no restriction 1-20=max. no. of digits allowed	0=no restriction 1=restrict	0=restrict 1=no restriction	0=no restriction 1=restrict
02	0=no restriction 1-20=max. no. of digits allowed	0=no restriction 1=restrict	0=restrict 1=no restriction	0=no restriction 1=restrict
...	0=no restriction 1-20=max. no. of digits allowed	0=no restriction 1=restrict	0=restrict 1=no restriction	0=no restriction 1=restrict
50	0=no restriction 1-20=max. no. of digits allowed	0=no restriction 1=restrict	0=restrict 1=no restriction	0=no restriction 1=restrict

### Outbound Dialed-Digit Maximum

(all CPCs) - Version 1.0 or higher

Set the maximum number of digits that can be dialed by originators with this TRS Class.

0001 :0  
CLS 01 DGT TRS

**FF6 1 02 (01-50) 0001 Hold (0-20) Hold**

↑  
 TRS Class No. 1-50  
 assigned to the originator  
 of an outbound call  
 (extension, DISA trunk, etc.)

↑  
**0=No restriction. (default)**  
 1-20=Maximum number of digits allowed  
 in dial string.



**Notes:**

When a user makes an outbound call attempt in ARS/TRS routing, the system will read this setting first, then (if the maximum is not exceeded) will check the Leading Digits Table.

**Related Programming:**

- FF6 0 00: Leading Digits Table (pg. 6-5)
- FF6 0 01: Analyze Digits Table (pg. 6-10)

**for analog CO trunks:**

TRS Class Assignment (Day) (pg. 2-34) FF2 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-35) FF2 0 BSSC 06 1 Hold (1-50) Hold

**for analog E&M tie-trunks:**

TRS Class Assignment (Day) (pg. 2-57) FF2 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-57) FF2 0 BSSC 06 1 Hold (1-50) Hold

**for ISDN trunks:**

TRS Class Assignment (Day) (pg. 2-81) FF2 1 BSSC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-82) FF2 1 BSSC 07 1 Hold (1-50) Hold

**for T1 CO trunks:**

TRS Class Assignment (Day) (pg. 2-113) FF2 2 BSSCC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-114) FF2 2 BSSCC 07 1 Hold (1-50) Hold

**for T1 E&M tie-trunks:**

TRS Class Assignment (Day) (pg. 2-136) FF2 2 BSSCC 07 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 2-136) FF2 2 BSSCC 07 1 Hold (1-50) Hold

**for digital keyphones and SLTs:**

TRS Class Assignment (Day) (pg. 3-25) FF3 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 3-25) FF3 0 BSSC 06 1 Hold (1-50) Hold

**for S-Point ISDN extensions:**

TRS Class Assignment (Day) (pg. 3-37) FF3 1 BSSC 05 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 3-38) FF3 1 BSSC 05 1 Hold (1-50) Hold

FF6 0 00: Leading Digits Table (pg. 6-5)

FF6 0 01: Analyze Digits Table (pg. 6-10)

## Dialing Restriction During Inbound Calls

0002 :0  
 CLS 01 INCOME TRS

(all CPCs) - Version 1.0 or higher

Set whether dialing during an incoming call is restricted for originators with this TRS Class.

**FF6 1 02 (01-50) 0002 Hold (0 or 1) Hold**

↑  
 TRS Class No. 1-50  
 assigned to the originator  
 of an outbound call  
 (extension, DISA trunk, etc.)

↑  
**0=No restriction. (default)**  
 1=Do not allow dialing on the extension  
 during an incoming call.

**Notes:**

If an extension user receives an incoming call and remains off-hook after the caller hangs up, sometimes the CO will send dial tone to the extension, allowing an outgoing call to be placed without being routed through ARS/TRS. This address prevents that from happening, if set to 1=Do not allow.

**Related Programming:**

**FF6**  
 TRS/ARS

## TRS Override on SSD Dialing

0003 :0  
CLS 01 SSD TRS

(all CPCs) - Version 1.0 or higher

Set whether SSD dialing will override TRS for originators with this TRS Class.

**FF6 1 02 (01-50) 0003 Hold (0 or 1) Hold**

↑  
TRS Class No. 1-50  
assigned to the originator  
of an outbound call  
(extension, DISA trunk, etc.)

↑  
**0=Do not allow TRS override for  
SSDs. (default)**

1=Allow TRS override for SSDs.

### Notes:

If this is set to 0=Do Not Allow (default), the system will check the phone number stored inside the SSD bin for TRS restrictions, and allow or block the call based on those restrictions.

If this is set to 1=Allow, users in this TRS Class can dial SSD numbers regardless of any TRS restrictions that may apply to the dialed number.

### Related Programming:

Allowed SSD Range (pg. 6-24) **FF6 1 03 0001 Hold (000-799) Hold**

SSD Numbers (pg. 8-46) **FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold**

## Star (★) and Pound (#) Dialing Restriction

0004 :0  
CLS 01 \*/# TRS

(all CPCs) - Version 1.0 or higher

Allow/Restrict dialing the ★ or # key for originators with this TRS Class.

**FF6 1 02 (01-50) 0004 Hold (0 or 1) Hold**

↑  
TRS Class No. 1-50  
assigned to the originator  
of an outbound call  
(extension, DISA trunk, etc.)

↑  
**0=Allow ★ and # dialing. (default)**

1=Do not allow ★ or # dialing.

**FF6**  
TRS/ARS

### Notes:

### Related Programming:

# FF6 1 03: TRS Class: SSD Range

## Allowed SSD Range

(all CPCs) - Version 1.0 or higher

Set the highest-numbered SSD code allowed to be dialed by originators with TRS Classes that are enabled for **TRS Override on SSD Dialing** (pg. 6-23).

0001 :0  
SSD Override #

**FF6 1 03 0001 Hold (000-799) Hold**

*NOTE: The lowest allowed SSD code is always 000.*

↑  
Highest-Numbered SSD Code Allowed  
**default: 0 (No TRS)**

### Notes:

The system will check this setting only if **TRS Override on SSD Dialing** (pg. 6-23) is set to 1=Allow (the default is 0=Do Not Allow).

### Related Programming:

TRS Override on SSD Dialing (pg. 6-23)    **FF6 1 02 (01-50) 0002 Hold (0 or 1) Hold**



# FF6 2: ARS Settings

*NOTE: These addresses include ARS routing tables:*

- Time List Tables
- Route List Table
- Closed Numbering Table
- Tandem Exchange Table

## FF6 2 00 thru 02: Time List Tables

*NOTE: In the Time List Tables, you can set up ARS routing based on **when the call is placed** -- time of day, day of week, or day of year (such as holiday). Each entry points to a Route List Table.*

### Day of the Week for Time List Table

(all CPCs) - Version 1.0 or higher

Assign a Time List Table number to each day of the week.

**FF6 2 00 (0001-0007) Hold (1-4) Hold**

↑

0001=Sunday  
0002=Monday  
0003=Tuesday  
0004=Wednesday  
0005=Thursday  
0006=Friday  
0007=Saturday

↑

Time List Table No. 1-4  
**default: 1**

0001 :1  
SUN TL Pattern



**Notes:**

**Related Programming:**

## Day of the Year for Time List Table

0001 :0000  
Date01 MMDD

(all CPCs) - Version 1.0 or higher

Assign up to 20 Special Days during the year that are “exceptions to the rule” (such as holidays), and assign a Time List Table number to each.

**FF6 2 01 (0001-0040) Hold (MMDD or 1-4) Hold**

	↑		↑
0001=Special Day 1: Date		...	0101-1231
0002=Special Day 1: Time List Tbl		...	1-4
0003=Special Day 2: Date		...	0101-1231
0004=Special Day 2: Time List Tbl		...	1-4
0005=Special Day 3: Date		...	0101-1231
0006=Special Day 3: Time List Tbl		...	1-4
...		...	
0039=Special Day 20: Date		...	0101-1231
0040=Special Day 20: Time List Tbl		...	1-4

**default: 0000 (Date) or 1 (Time List Table)  
for all Special Days**

### Notes:

### Related Programming:



## Time List Tables

0001 :0000  
PTN0 TL01 TZ1 T

(all CPCs) - Version 1.0 or higher

Define up to 4 different Time List Tables, each with up to 50 time-period groups. Within each group, up to 5 different time periods can be entered, with each entry pointing to a Route List Table.

**FF6 2 02 (0-3) (01-50) (0001-0010) Hold (0000-2359 or 0-100) Hold**

Time List Table No.

- 0=Table #1
- 1=Table #2
- 2=Table #3
- 3=Table #4

**defaults: 0000 (Start Time) and 0 (no assigned Route List)**

Group No.  
1-50

- 0001=Time Period #1 Start Time ... HHMM (0000-2359)
- 0002=Time Period #1 Route List ... (0-100)
- 0003=Time Period #2 Start Time ... HHMM (0000-2359)
- 0004=Time Period #2 Route List ... (0-100)
- 0005=Time Period #3 Start Time ... HHMM (0000-2359)
- 0006=Time Period #3 Route List ... (0-100)
- 0007=Time Period #4 Start Time ... HHMM (0000-2359)
- 0008=Time Period #4 Route List ... (0-100)
- 0009=Time Period #5 Start Time ... HHMM (0000-2359)
- 0010=Time Period #5 Route List ... (0-100)

**Notes:**

**Related Programming:**

FF6 2 03: Route List Table (pg. 6-28)

**Table 6-6. Time List Tables #1 thru #4: FF6 2 02 (0-3) (01-50) (0001-0010) Hold**

Time List Tables #1 thru #4: FF6 2 02 .....								
		Time Period #1		Time Period #2		...	Time Period #5	
(0-3)	(01-50)	0001	0002	0003	0004	...	0009	0010
Table No.	Group No.	Start Time	Rt.List No.	Start Time	Rt.List No.	...	Start Time	Rt.List No.
0 (Tbl.#1)	01	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
	...	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
	50	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
1 (Tbl.#2)	01	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
	...	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
	50	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
2 (Tbl.#3)	01	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
	...	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
	50	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
3 (Tbl.#4)	01	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
	...	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100
	50	0000-2359	0-100	0000-2359	0-100	...	0000-2359	0-100



## FF6 2 03: Route List Table

*NOTE: The Route List Table can contain up to 100 different routing paths. Each path can have up to 5 different Routes to be checked by the system in priority order when an outbound call is ARS-routed. Each Route points to an entry in the Route Table.*

**Table 6-7. Route List Table: FF6 2 03 (001-100) (0001 thru 0014) Hold**

Route List Table: FF6 2 03 .....									
	1st Priority Route		2nd Priority Route			...	5th Priority Route		
(001-100)	0001	0002	0003	0004	0005	...	0012	0013	0014
Bin No.	Route	ARS Level	Route	ARS Level	ARS Alarm	...	Route	ARS Level	ARS Alarm
001	0-200	0-9	0-200	0-9	0=OFF 1=ON	...	0-200	0-9	0=OFF 1=ON
002	0-200	0-9	0-200	0-9	0=OFF 1=ON	...	0-200	0-9	0=OFF 1=ON
...	0-200	0-9	0-200	0-9	0=OFF 1=ON	...	0-200	0-9	0=OFF 1=ON
100	0-200	0-9	0-200	0-9	0=OFF 1=ON	...	0-200	0-9	0=OFF 1=ON

### Route List Table: 1st Priority Route No.

(all CPCs) - Version 1.0 or higher

0001 :0  
RL001 P1 RT #

For each Route List Table entry, assign the first Route to be checked by the system.

**FF6 2 03 (001-100) 0001 Hold (0-200) Hold**

↑  
Route List Table Entry  
(Bin) No. 1-100

↑  
1st-Priority Route No. 1-200  
default: 0 (not linked to Route Table)

**Notes:**

Route Nos. 1-200 are defined in **FF6 2 04: Route Table (pg. 6-36)**, in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

**Related Programming:**

- Route Table: Trunk Group Assignment (pg. 6-36) **FF6 2 04 (001-200) 0001 Hold (0-99) Hold**
- Route Table: Digit Modify Pattern No. (pg. 6-37) **FF6 2 04 (001-200) 0002 Hold (0-50) Hold**

**FF6**  
TRS/ARS

### Route List Table: 1st Priority ARS Level

0002 :0  
 RL001 P1 ARS LV

(all CPCs) - Version 1.0 or higher

Assign an ARS Level to the first-priority Route.

FF6 2 03 (001-100) 0002 Hold (0-9) Hold

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
 ARS Level 0-9 for 1st-Priority Route  
**default: Level 0**

**Notes:**

If the *route's* ARS Level is higher than the *call originator's* ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route's ARS level is lower than or equal to the originator's ARS Level, the system will search for an available trunk in the current-priority Route. If all trunks are busy, the system will either continue to the next-priority route, or queue the call to wait for an available trunk on the current-priority route (if **Trunk Queuing for Originator (Route List)** is enabled/default).

**Related Programming:**

- ARS Level for Originator (Route List) (pg. 6-19)    FF6 1 01 (01-50) 0002 Hold (0-9) Hold
- Trunk Queuing for Originator (Route List) (pg. 6-20)    FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold
- Route List Table: 1st Priority Route No. (pg. 6-28)    FF6 2 03 (001-100) 0001 Hold (0-200) Hold
- Route List Table: 2nd Priority Route No. (pg. 6-29)    FF6 2 03 (001-100) 0003 Hold (0-200) Hold

### Route List Table: 2nd Priority Route No.

0003 :0  
 RL001 P2 RT #

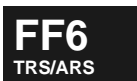
(all CPCs) - Version 1.0 or higher

For each Route List Table entry, assign the second Route to be checked by the system.

FF6 2 03 (001-100) 0003 Hold (0-200) Hold

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
 2nd-Priority Route No. 1-200  
**default: 0 (not linked to Route Table)**



**Notes:**

Route Nos. 1-200 are defined in **FF6 2 04: Route Table (pg. 6-36)**, in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

**Related Programming:**

- Route Table: Trunk Group Assignment (pg. 6-36)    FF6 2 04 (001-200) 0001 Hold (0-99) Hold
- Route Table: Digit Modify Pattern No. (pg. 6-37)    FF6 2 04 (001-200) 0002 Hold (0-50) Hold

### Route List Table: 2nd Priority ARS Level

0004 :0  
 RL001 P2 ARS LV

(all CPCs) - Version 1.0 or higher

Assign an ARS Level to the second-priority Route.

**FF6 2 03 (001-100) 0004 Hold (0-9) Hold**

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
 ARS Level 0-9 for 2nd-Priority Route  
**default: Level 0**

**Notes:**

If the *route's* ARS Level is higher than the *call originator's* ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route's ARS level is lower than or equal to the originator's ARS Level, the system will search for an available trunk in the current-priority Route. If all trunks are busy, the system will either continue to the next-priority route, or queue the call to wait for an available trunk on the current-priority route (if **Trunk Queuing for Originator (Route List)** is enabled/default).

**Related Programming:**

- ARS Level for Originator (Route List) (pg. 6-19)    **FF6 1 01 (01-50) 0002 Hold (0-9) Hold**
- Trunk Queuing for Originator (Route List) (pg. 6-20)    **FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold**
- Route List Table: 2nd Priority Route No. (pg. 6-29)    **FF6 2 03 (001-100) 0003 Hold (0-200) Hold**
- Route List Table: 3rd Priority Route No. (pg. 6-31)    **FF6 2 03 (001-100) 0006 Hold (0-200) Hold**

**FF6**  
TRS/ARS

### Route List Table: 2nd Priority ARS Alarm

0005 :0  
 RL001 P2 WT

(all CPCs) - Version 1.0 or higher

Enable/Disable the ARS Alarm for the second-priority Route.

**FF6 2 03 (001-100) 0005 Hold (0 or 1) Hold**

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
**0=Alarm OFF for 2nd Route (default)**  
**1=Alarm ON for 2nd Route**

**Notes:**

The **ARS Alarm** tells callers they are going to be using a more-expensive (lower-priority) trunk. The ARS Alarm sounds in the receiver only once, just before the system seizes the trunk.

**Related Programming:**

- Route List Table: 2nd Priority Route No. (pg. 6-29)    **FF6 2 03 (001-100) 0003 Hold (0-200) Hold**

### Route List Table: 3rd Priority Route No.

0006 :0  
 RL001 P3 RT #

(all CPCs) - Version 1.0 or higher

For each Route List Table entry, assign the third Route to be checked by the system.

**FF6 2 03 (001-100) 0006 Hold (0-200) Hold**

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
 3rd-Priority Route No. 1-200  
**default: 0 (not linked to Route Table)**

**Notes:**

Route Nos. 1-200 are defined in **FF6 2 04: Route Table (pg. 6-36)**, in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

**Related Programming:**

Route Table: Trunk Group Assignment (pg. 6-36)    **FF6 2 04 (001-200) 0001 Hold (0-99) Hold**  
 Route Table: Digit Modify Pattern No. (pg. 6-37)    **FF6 2 04 (001-200) 0002 Hold (0-50) Hold**

### Route List Table: 3rd Priority ARS Level

0007 :0  
 RL001 P3 ARS LV

(all CPCs) - Version 1.0 or higher

Assign an ARS Level to the third-priority Route.

**FF6 2 03 (001-100) 0007 Hold (0-9) Hold**

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
 ARS Level 0-9 for 3rd-Priority Route  
**default: Level 0**



**Notes:**

If the *route's* ARS Level is higher than the *call originator's* ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route's ARS level is lower than or equal to the originator's ARS Level, the system will search for an available trunk in the current-priority Route. If all trunks are busy, the system will either continue to the next-priority route, or queue the call to wait for an available trunk on the current-priority route (if **Trunk Queuing for Originator (Route List)** is enabled/default).

**Related Programming:**

ARS Level for Originator (Route List) (pg. 6-19)    **FF6 1 01 (01-50) 0002 Hold (0-9) Hold**  
 Trunk Queuing for Originator (Route List) (pg. 6-20)    **FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold**  
 Route List Table: 3rd Priority Route No. (pg. 6-31)    **FF6 2 03 (001-100) 0006 Hold (0-200) Hold**  
 Route List Table: 4th Priority Route No. (pg. 6-32)    **FF6 2 03 (001-100) 0009 Hold (0-200) Hold**

### Route List Table: 3rd Priority ARS Alarm

0008 :0  
 RL001 P3 WT

(all CPCs) - Version 1.0 or higher

Enable/Disable the ARS Alarm for the third-priority Route.

**FF6 2 03 (001-100) 0008 Hold (0 or 1) Hold**

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
**0=Alarm OFF for 3rd Route (default)**  
**1=Alarm ON for 3rd Route**

**Notes:**

The **ARS Alarm** tells callers they are going to be using a more-expensive (lower-priority) trunk. The ARS Alarm sounds in the receiver only once, just before the system seizes the trunk.

**Related Programming:**

Route List Table: 3rd Priority Route No. (pg. 6-31)    **FF6 2 03 (001-100) 0006 Hold (0-200) Hold**

### Route List Table: 4th Priority Route No.

0009 :0  
 RL001 P4 RT #

(all CPCs) - Version 1.0 or higher

For each Route List Table entry, assign the fourth Route to be checked by the system.

**FF6 2 03 (001-100) 0009 Hold (0-200) Hold**

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
 4th-Priority Route No. 1-200  
**default: 0 (not linked to Route Table)**

**FF6**  
TRS/ARS

**Notes:**

Route Nos. 1-200 are defined in **FF6 2 04: Route Table (pg. 6-36)**, in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

**Related Programming:**

Route Table: Trunk Group Assignment (pg. 6-36)    **FF6 2 04 (001-200) 0001 Hold (0-99) Hold**  
 Route Table: Digit Modify Pattern No. (pg. 6-37)    **FF6 2 04 (001-200) 0002 Hold (0-50) Hold**

### Route List Table: 4th Priority ARS Level

0010 :0  
RL001 P4 ARS LV

(all CPCs) - Version 1.0 or higher

Assign an ARS Level to the fourth-priority Route.

**FF6 2 03 (001-100) 0010 Hold (0-9) Hold**

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
 ARS Level 0-9 for 4th-Priority Route  
**default: Level 0**

**Notes:**

If the *route's* ARS Level is higher than the *call originator's* ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route's ARS level is lower than or equal to the originator's ARS Level, the system will search for an available trunk in the current-priority Route. If all trunks are busy, the system will either continue to the next-priority route, or queue the call to wait for an available trunk on the current-priority route (if **Trunk Queuing for Originator (Route List)** is enabled/default).

**Related Programming:**

- ARS Level for Originator (Route List) (pg. 6-19)    FF6 1 01 (01-50) 0002 Hold (0-9) Hold
- Trunk Queuing for Originator (Route List) (pg. 6-20)    FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold
- Route List Table: 4th Priority Route No. (pg. 6-32)    FF6 2 03 (001-100) 0009 Hold (0-200) Hold
- Route List Table: 5th Priority Route No. (pg. 6-34)    FF6 2 03 (001-100) 0012 Hold (0-200) Hold

### Route List Table: 4th Priority ARS Alarm

0011 :0  
RL001 P4 WT

(all CPCs) - Version 1.0 or higher

Enable/Disable the ARS Alarm for the fourth-priority Route.

**FF6 2 03 (001-100) 0011 Hold (0 or 1) Hold**

↑  
 Route List Table Entry  
 (Bin) No. 1-100

↑  
**0=Alarm OFF for 4th Route (default)**  
 1=Alarm ON for 4th Route



**Notes:**

The **ARS Alarm** tells callers they are going to be using a more-expensive (lower-priority) trunk. The ARS Alarm sounds in the receiver only once, just before the system seizes the trunk.

**Related Programming:**

- Route List Table: 4th Priority Route No. (pg. 6-32)    FF6 2 03 (001-100) 0009 Hold (0-200) Hold

### Route List Table: 5th Priority Route No.

0012 :0  
RL001 P5 RT #

(all CPCs) - Version 1.0 or higher

For each Route List Table entry, assign the fifth Route to be checked by the system.

**FF6 2 03 (001-100) 0012 Hold (0-200) Hold**

↑  
Route List Table Entry  
(Bin) No. 1-100

↑  
5th-Priority Route No. 1-200  
default: 0 (not linked to Route Table)

**Notes:**

Route Nos. 1-200 are defined in **FF6 2 04: Route Table (pg. 6-36)**, in which each Route is assigned a Trunk Group and a Digit Modify Pattern (if any) for adding digits to the beginning and/or end of the dialed number, or deleting digits from the beginning of it.

**Related Programming:**

Route Table: Trunk Group Assignment (pg. 6-36) **FF6 2 04 (001-200) 0001 Hold (0-99) Hold**

Route Table: Digit Modify Pattern No. (pg. 6-37) **FF6 2 04 (001-200) 0002 Hold (0-50) Hold**

### Route List Table: 5th Priority ARS Level

0013 :0  
RL001 P5 ARS LV

(all CPCs) - Version 1.0 or higher

Assign an ARS Level to the fifth-priority Route.

**FF6 2 03 (001-100) 0013 Hold (0-9) Hold**

↑  
Route List Table Entry  
(Bin) No. 1-100

↑  
ARS Level 0-9 for 5th-Priority Route  
default: Level 0

**FF6**  
TRS/ARS

**Notes:**

If the *route's* ARS Level is higher than the *call originator's* ARS Level, ARS routing will stop and the caller will receive busy tone.

However, if the route's ARS level is lower than or equal to the originator's ARS Level, the system will search for an available trunk in the current (5th)-priority Route. If all trunks are busy, the system will either queue the call to wait for an available trunk on the 5th-priority route (if **Trunk Queuing for Originator (Route List)** is enabled/default), or give the caller busy tone (if **Trunk Queuing** is disabled).

**Related Programming:**

ARS Level for Originator (Route List) (pg. 6-19) **FF6 1 01 (01-50) 0002 Hold (0-9) Hold**

Trunk Queuing for Originator (Route List) (pg. 6-20) **FF6 1 01 (01-50) 0003 Hold (0 or 1) Hold**

Route List Table: 5th Priority Route No. (pg. 6-34) **FF6 2 03 (001-100) 0012 Hold (0-200) Hold**



## Route List Table: 5th Priority ARS Alarm

0014 :0  
RL001 P5 WT

(all CPCs) - Version 1.0 or higher

Enable/Disable the ARS Alarm for the fifth-priority Route.

**FF6 2 03 (001-100) 0014 Hold (0 or 1) Hold**

↑  
Route List Table Entry  
(Bin) No. 1-100

↑  
**0=Alarm OFF for 5th Route (default)**  
1=Alarm ON for 5th Route

### Notes:

The **ARS Alarm** tells callers they are going to be using a more-expensive (lower-priority) trunk. The ARS Alarm sounds in the receiver only once, just before the system seizes the trunk.

### Related Programming:

Route List Table: 5th Priority Route No. (pg. 6-34) **FF6 2 03 (001-100) 0012 Hold (0-200) Hold**



## FF6 2 04: Route Table

**NOTE:** The Route Table contains up to 200 entries. Each entry is assigned a Trunk Group and a Digit Modify Pattern No. (which points to the Digit Modify Table in FF6 2 05, for adding digits to the beginning or end of the dialed number, or deleting digits from the beginning of it).

**Table 6-8. Route Table: FF6 2 04 (001-200) (0001 and 0002) Hold**

Route Table: FF6 2 04 .....		
(001-200)	0001	0002
Route No.	Trunk Group	Digit Modify Pattern
001	0-99	0-50
002	0-99	0-50
...	0-99	0-50
200	0-99	0-50

### Route Table: Trunk Group Assignment

(all CPCs) - Version 1.0 or higher

Assign a Trunk Group to each Route.

0001 :0  
RT001 Trunk G #

**FF6 2 04 (001-200) 0001 Hold (0-99) Hold**

↑  
Route No. 1-200

↑  
Trunk Group 1-99  
default: 0 [no assignment]

**FF6**  
TRS/ARS

**Notes:**

Trunks are assigned to Trunk Groups in FF5 2.

**Related Programming:**

MCO-Outbound Search Mode (pg. 5-18) FF5 2 (01-99) 001 Hold (0 or 1) Hold

MCO-Outbound Trunk Group Members (pg. 5-18) FF5 2 (01-99) (002-577) Hold (1-576) Hold

## Route Table: Digit Modify Pattern No.

(all CPCs) - Version 1.0 or higher

Assign a Digit Modify Pattern to each Route.

0002 :0 RT001 MD TBL #
---------------------------

**FF6 2 04 (001-200) 0002 Hold (0-50) Hold**

↑  
Route 1-200

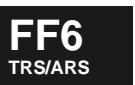
↑  
Digit Modify Pattern No. 1-50  
default: 0 [no assignment]

### Notes:

Digit Modify Patterns are used for deleting digits from the beginning of a dialed number, or adding digits to the beginning and/or end of it.

### Related Programming:

- Route Table: Trunk Group Assignment (pg. 6-36) **FF6 2 04 (001-200) 0001 Hold (0-99) Hold**
- Digit Modify Table: Delete Beginning Digits (pg. 6-38) **FF6 2 05 (01-50) 0001 Hold (0-24) Hold**
- Digit Modify Table: Add Beginning Digits (pg. 6-39) **FF6 2 05 (01-50) 0002 Hold (up to 10 char.) Hold**
- Digit Modify Table: Add Ending Digits (pg. 6-40) **FF6 2 05 (01-50) 0003 Hold (up to 10 char.) Hold**



## FF6 2 05: Digit Modify Table

**NOTE:** The Digit Modify Table contains up to 50 entries (“Patterns”) for any combination of the following:

- deleting digits from the beginning of the dialed number
- adding digits to the beginning of the dialed number
- adding digits to the end of the dialed number.

The Digit Modify Patterns can be assigned to Route Table entries in FF6 2 04.

**Table 6-9. Digit Modify Table: FF6 2 05 (01-50) (0001 thru 0003) Hold**

Digit Modify Table: FF6 2 05 .....			
(01-50)	0001	0002	0003
Digit Modify Pattern No.	Delete Beginning Digits	Add Beginning Digits	Add Ending Digits
01	up to 24 digits	up to 10 digits, including 0-9, *, #, and One-Touch keys + codes	up to 10 digits, including 0-9, *, #, and One-Touch keys + codes
02	up to 24 digits	up to 10 digits, including 0-9, *, #, and One-Touch keys + codes	up to 10 digits, including 0-9, *, #, and One-Touch keys + codes
...	up to 24 digits	up to 10 digits, including 0-9, *, #, and One-Touch keys + codes	up to 10 digits, including 0-9, *, #, and One-Touch keys + codes
50	up to 24 digits	up to 10 digits, including 0-9, *, #, and One-Touch keys + codes	up to 10 digits, including 0-9, *, #, and One-Touch keys + codes

**FF6**  
TRS/ARS

### Digit Modify Table: Delete Beginning Digits

(all CPCs) - Version 1.0 or higher

Set the number of digits the system will take away from the beginning of the dialed-digit string when the number is sent to the CO.

0001 :0  
MD 01 Delete DGT

**FF6 2 05 (01-50) 0001 Hold (0-24) Hold**

↑  
Digit Modify Pattern 1-50

↑  
Number of Digits to be removed from the beginning of a dialed number

**default: 0**

**Notes:**

The Digit Modify Patterns can be assigned to Routes in the **Route Table (pg. 6-36)**.

**Related Programming:**

Route Table: Digit Modify Pattern No. (pg. 6-37) FF6 2 04 (001-200) 0002 Hold (0-50) Hold

### Digit Modify Table: Add Beginning Digits

0002 :  
MD 01 Prefix DG

(all CPCs) - Version 1.0 or higher

Specify the digit(s) that the system will add to the beginning of a dialed-digit string when the number is sent to the CO.

**FF6 2 05 (01-50) 0002 Hold (up to 10 char.) Hold**

↑

Digit Modify Pattern 1-50

↑

Digits or Codes to be added to the beginning of a dialed number, including:

Digits 0-9  
\* and #  
OT-4 (for pause)  
OT-5 + 6 (for DTMF conversion)  
OT-5 + 9 (for itemized code) *(U.K. use only)*  
OT-5 + (1-8) (for authorization code *(U.K. use only)*)

**default: [no assignment]**

NOTE: "OT-x"=One-Touch keys 1-10.

**Notes:**

The "itemized code" (OT-5 + 9) is used in the U.K. to send the calling extension's number to the CO.

The "authorization code" (OT-5 + [1-8]) is used in the U.K. to send a system identifier code to the CO when the system seizes the trunk.

The Digit Modify Patterns can be assigned to Routes in the **Route Table (pg. 6-36)**.

**Related Programming:**

Route Table: Digit Modify Pattern No. (pg. 6-37) FF6 2 04 (001-200) 0002 Hold (0-50) Hold

Authorization Code (pg. 6-41) FF6 2 06 (0001-0008) Hold (up to 10 digits) Hold

## Digit Modify Table: Add Ending Digits

0003 :  
MD 01 Suffix DGT

(all CPCs) - Version 1.0 or higher

Specify the digit(s) that the system will add to the end of a dialed digit string when the number is sent to the CO.

**FF6 2 05 (01-50) 0003 Hold (up to 10 char.) Hold**

↑  
Digit Modify Pattern 1-50

↑  
Digits or Codes to be added to the end of a dialed number, including:

- Digits 0-9
- \* and #
- OT-4 (for pause)
- OT-5 + 6 (for DTMF conversion)
- OT-5 + 9 (for itemized code) *(U.K. use only)*
- OT-5 + (1-8) (for authorization code *(U.K. use only)*)

NOTE: "OT-x"=One-Touch keys 1-10.

**default: [no assignment]**

### Notes:

The "itemized code" (OT-5 + 9) is used in the U.K. to send the calling extension's number to the CO.

The "authorization code" (OT-5 + [1-8]) is used in the U.K. to send a system identifier code to the CO when the system seizes the trunk.

The Digit Modify Patterns can be assigned to Routes in the **Route Table (pg. 6-36)**.

### Related Programming:

**Route Table: Digit Modify Pattern No. (pg. 6-37) FF6 2 04 (001-200) 0002 Hold (0-50) Hold**


**Authorization Code (pg. 6-41) FF6 2 06 (0001-0008) Hold (up to 10 digits) Hold**


## FF6 2 06: Authorization Code

**Authorization Code** 0001 :  
Authorization 1

*(all CPCs) - Version 1.0 or higher*  
*(U.K. use only)* Specify the digit(s) of the Authorization Code sent to the CO every time a trunk is seized.

**FF6 2 06 (0001-0008) Hold (up to 10 digits) Hold**

  
 Code Entry No. 1-8

  
 Authorization Code  
 (up to 10 digits, including 0-9)  
**default: [no assignment]**

**Notes:**

When the Authorization Code is assigned in this address, it is not displayed on the LCD (per government regulations). Instead, \* appears for every digit in the Code.

**Related Programming:**

- Digit Modify Table: Add Beginning Digits (pg. 6-39) **FF6 2 05 (01-50) 0002 Hold (up to 10 char.) Hold**  
 Digit Modify Table: Add Ending Digits (pg. 6-40) **FF6 2 05 (01-50) 0003 Hold (up to 10 char.) Hold**



## FF6 2 07: Closed Number Table

Table 6-10. Closed Number Table: FF6 2 07 (001-150) (0001 thru 0005) Hold

Closed Number Table: FF6 2 07 .....					
(001-150)	0001	0002	0003	0004	0005
Entry No.	Closed No. Digit String	Follow Digit Maximum	TRS Level	Route Type	Route No.
001	1 to 4 digits long, including 0-9, * and #	0-16 digits can be dialed after Closed No. Digits	0-8	0=Route 1=Route List	1-200 1-100
002	1 to 4 digits long, including 0-9, * and #	0-16 digits can be dialed after Closed No. Digits	0-8	0=Route 1=Route List	1-200 1-100
...	1 to 4 digits long, including 0-9, * and #	0-16 digits can be dialed after Closed No. Digits	0-8	0=Route 1=Route List	1-200 1-100
150	1 to 4 digits long, including 0-9, * and #	0-16 digits can be dialed after Closed No. Digits	0-8	0=Route 1=Route List	1-200 1-100

### Closed Number Table: Digit String

(all CPCs) - Version 1.0 or higher

Define up to 150 different Closed Numbers.

0001 :  
C001 Closed #

**FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold**

Closed Number Entry:  
001=Closed Number #1  
002=Closed Number #2  
...  
150=Closed Number #150

Closed Number Digits (can be 1-4 digits in length, including digits 0-9, \* and #)

default: [no assignment]

**Important:** The Closed Number Digits MUST NOT MATCH an extension number.

**FF6**  
TRS/ARS

#### Notes:

If a "\*" is entered in this address, the system will dial it as a "\*" (it is not a wild-card character).

#### Related Programming:

Ext.No. Display for Closed-Number Calls (pg. 1-105) FF1 0 20 0001 Hold (0-4) Hold



### Closed Number Table: Follow Digit Maximum

0002 :0  
C001 Follow DGT

(all CPCs) - Version 1.0 or higher

Specify the maximum number of digits that can be dialed after a Closed Number.

**FF6 2 07 (001-150) 0002 Hold (0-16) Hold**

↑  
Closed Number Entry:  
001=Closed Number #1  
002=Closed Number #2  
...  
150=Closed Number #150

↑  
Maximum Number of dialed digits  
after the Closed Number  
**default: 0 (no accumulated dial)**

**Notes:**

**Related Programming:**

Closed Number Table: Digit String (pg. 6-42) **FF6 2 07 (001-150) 0001 Hold (1-4 digits) Hold**

### Closed Number Table: TRS Level

0003 :0  
C001 TRS Level

(all CPCs) - Version 1.0 or higher

Assign a TRS Level to each Closed Number.

**FF6 2 07 (001-150) 0003 Hold (0-8) Hold**

↑  
Closed Number Entry:  
001=Closed Number #1  
002=Closed Number #2  
...  
150=Closed Number #150

↑  
TRS Level 0-8  
**default: 0 (restrict all  
outbound calls)**

**FF6**  
TRS/ARS

**Notes:**

If a TRS Level is assigned here, the system will check the setting in **TRS Level for Originator (ARS/TRS)** (pg. 6-18).

TRS Level 9 allows all calls, so it is not included here.

**Related Programming:**

TRS Level for Originator (ARS/TRS) (pg. 6-18) **FF6 1 01 (01-50) 0001 Hold (0-9) Hold**

### Closed Number Table: Route Type

0004 :0  
C001 Route Type

(all CPCs) - Version 1.0 or higher

Set which table the system will follow when the Closed Number is dialed.

**FF6 2 07 (001-150) 0004 Hold (0 or 1) Hold**

↑  
Closed Number Entry:  
001=Closed Number #1  
002=Closed Number #2  
...  
150=Closed Number #150

↑  
**0=Route (default)**  
1=Route List

**Notes:**

The Route or Route List number is assigned in the next address.

**Related Programming:**

- Closed Number Table: Route Number (pg. 6-44) **FF6 2 07 (001-150) 0005 Hold (1-200/100) Hold**
- FF6 2 03: Route List Table (pg. 6-28)
- FF6 2 04: Route Table (pg. 6-36)

### Closed Number Table: Route Number

0005 :0  
C001 Route #

(all CPCs) - Version 1.0 or higher

Assign a route to the Closed Number, depending on the setting in the previous address.

**FF6 2 07 (001-150) 0005 Hold (1-200/100) Hold**

↑  
Closed Number Entry:  
001=Closed Number #1  
002=Closed Number #2  
...  
150=Closed Number #150

↑  
Route 1-200 or  
Route List 1-100  
**default: 0**

**FF6**  
TRS/ARS

**Notes:**

**Related Programming:**

- Closed Number Table: Route Type (pg. 6-44) **FF6 2 07 (001-150) 0004 Hold (0 or 1) Hold**
- FF6 2 03: Route List Table (pg. 6-28)
- FF6 2 04: Route Table (pg. 6-36)

## FF6 2 08: Tandem Exchange Table

Table 6-11. Tandem Exchange Table: FF6 2 08 (01-50) (0001 thru 0004) Hold

Tandem Exchange Table: FF6 2 08 .....				
(01-50)	0001	0002	0003	0004
Entry No.	Tandem Exchange Digit String	Follow Digit Maximum	Route Type	Route No.
01	1 to 4 digits long, including 0-9, * and #	0-16	0=Route 1=Route List 2=local PBX	1-200 1-100
02	1 to 4 digits long, including 0-9, * and #	0-16	0=Route 1=Route List 2=local PBX	1-200 1-100
...				
50	1 to 4 digits long, including 0-9, * and #	0-16	0=Route 1=Route List 2=local PBX	1-200 1-100

### Tandem Exchange Table: Digit String

(all CPCs) - Version 1.0 or higher

Define up to 50 different Tandem Exchange numbers.

**FF6 2 08 (01-50) 0001 Hold (1-4 digits) Hold**

↑

Tandem Exchange Entry 1-50

↑

Tandem Exchange Number  
(can be 1-4 digits long, including digits 0-9, \* and #)

**default: No Assignment**

**0001 :**  
T01 Tandem #



**Notes:**

Tandem Exchange applies to E&M Trunks set to “Tandem.”

**Related Programming:**

- Day1 Ring Type (pg. 2-53) for analog E&M tie trunks    FF2 0 BSSC 03 0 Hold (0 or 1) Hold
- Day2 Ring Type (pg. 2-54) for analog E&M tie trunks    FF2 0 BSSC 03 2 Hold (0 or 1) Hold
- Night Ring Type (pg. 2-55) for analog E&M tie trunks    FF2 0 BSSC 03 4 Hold (0 or 1) Hold
- Day1 Ring Type (pg. 2-132) for T1 E&M tie trunks    FF2 2 BSSCC 04 0 Hold (0 or 1) Hold
- Day2 Ring Type (pg. 2-133) for T1 E&M tie trunks    FF2 2 BSSCC 04 2 Hold (0 or 1) Hold
- Night Ring Type (pg. 2-134) for T1 E&M tie trunks    FF2 2 BSSCC 04 4 Hold (0 or 1) Hold

### Tandem Exchange Table: Follow Digit Maximum

**0002 :0**  
 T01 Follow DGT

(all CPCs) - Version 1.0 or higher

Specify the maximum number of digits that can be dialed after a Tandem Exchange number.

FF6 2 08 (01-50) 0002 Hold (0-16) Hold

↑  
 Tandem Exchange Entry 1-50

↑  
 Maximum Number of dialed digits after the Tandem Exchange Number  
  
**default: 0 (no accumulated dial)**

**Notes:**

**Related Programming:**

### Tandem Exchange Table: Route Type

**0003 :0**  
 T01 Route Type

(all CPCs) - Version 1.0 or higher

Set which table the system will follow when the Tandem Exchange number is dialed.

FF6 2 08 (01-50) 0003 Hold (0-2) Hold

↑  
 Tandem Exchange Entry 1-50

↑  
**0=Route (default)**  
 1=Route List  
 2=local PBX



**Notes:**

The Route or Route List number is assigned in the next address.

**Related Programming:**

Tandem Exchange Table: Route Number (pg. 6-47) **FF6 2 08 (01-50) 0004 Hold (1-200/100) Hold**

### Tandem Exchange Table: Route Number

0004 :0  
T01 Route #

(all CPCs) - Version 1.0 or higher

Assign a route to the Tandem Exchange Number, depending on the setting in the previous address.

**FF6 2 08 (01-50) 0004 Hold (1-200/100) Hold**

↑  
Tandem Exchange Entry 1-50

↑  
Route 1-200 or  
Route List 1-100  
**default: 0**

#### Notes:

#### Related Programming:

Tandem Exchange Table: Route Type (pg. 6-46) FF6 2 08 (01-50) 0003 Hold (0-2) Hold





# 7. Applications (FF7)

Use the FF7 programming addresses in this chapter to set parameters for the following optional applications of the DBS 576:

- FF7 0: Built-In Voice Mail**
- FF7 1: Built-In ACD**
- FF7 2: API**

This chapter covers the following FF7 addresses:

FF Key Address	Topic	Default	Page
<b>FF7 0: Built-In Voice Mail</b>			<b>7-3</b>
FF7 0 (B11) 00 Hold (0-4) Hold	VM Unit Number	0 (None)	7-3
FF7 0 (B11) 01 (01-16) 00 Hold (Ext.No.) Hold	VPU Port Extension Numbers	--	7-4
FF7 0 (B11) 01 (01-16) 01 Hold (1-72) Hold	VPU Port Tenant Group Assignment	1	7-5
FF7 0 (B11) 01 (01-16) 02 (0 and 1) Hold (1-50) Hold	VPU Port TRS Class Assignment (Day/Night)	1	7-5
FF7 0 (B11) 01 (01-16) 03 Hold (1-8) Hold	VPU Port Digital Pad Class Assignment	6	7-6
FF7 0 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold	Built-In VM: Service Range Assignment	0/00 (None)	7-7
FF7 0 (B11) 03 Hold CONF...	Built-In VM: Detail Settings	--	7-8
<b>FF7 1: Built-In ACD</b>			<b>7-9</b>
FF7 1 (B11) 00 Hold (0-2) Hold	ACD Unit Number	0 (None)	7-9
FF7 1 (B11) 01 (01-24) 00 Hold (Ext.No.) Hold	ACD Port Extension Numbers	--	7-9
FF7 1 (B11) 01 (01-24) 01 Hold (1-72) Hold	ACD Port Tenant Group Assignment	1	7-10
FF7 1 (B11) 01 (01-24) 02 (0 and 1) Hold (1-50) Hold	ACD Port TRS Class Assignment (Day/Night)	1	7-10
FF7 1 (B11) 01 (01-24) 03 Hold (1-8) Hold	ACD Port Digital Pad Class Assignment	6	7-11
FF7 1 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold	Built-In ACD: Service Range Assignment	0/00 (None)	7-11
FF7 1 (B11) 03 Hold CONF...	Built-In ACD: Detail Setting	--	7-12
<b>FF7 2: API</b>			<b>7-13</b>
FF7 2 (BSS) 00 Hold (0-6) Hold	API Unit Number	0 (None)	7-13
FF7 2 (BSS) 01 (01-08) 02 (0 and 1) Hold (1-50) Hold	API Port Extension Numbers	--	7-14
FF7 2 (BSS) 01 (01-08) 01 Hold (1-72) Hold	API Port Tenant Group Assignment	1	7-14
FF7 2 (BSS) 01 (01-08) 02 (0 and 1) Hold (1-50) Hold	API Port TRS Class Assignment (Day/Night)	1	7-15
FF7 2 (BSS) 01 (01-08) 03 Hold (1-8) Hold	API Port Digital Pad Class Assignment	3 (DEC card) 1 (AEC card)	7-15
FF7 2 (BSS) 02 01 0001 Hold (0-7) Hold	API: Data Format via RS-232C	6 (8bits/Even/ 1 stop bit)	7-16
FF7 2 (BSS) 02 01 0002 Hold (0-6) Hold	API: Baud Rate	5 (9600 bps)	7-16
FF7 2 (BSS) 02 02 (0001-0016) Hold (0-6 or 0-11) Hold	API: Service Range Assignment	0/00 (None)	7-17

**FF7**  
Applications





## FF7 0: Built-In Voice Mail

*NOTE: See Section 510: Built-In Voice Mail Reference Manual for complete instructions on installing, programming, and using this DBS 576 option.*

### VM Unit Number

(all CPCs) - Version 1.0 or higher

Identify the cabinet in which each Built-In Voice Mail Unit is installed.

**FF7 0 (B11) 00 Hold (0-4) Hold**

↑

**B11: VSSC Card Position --**  
 B=Cabinet 1-6  
 11=Free Slot 11

↑

**0=[no assignment] (default)**  
 1=Built-In Voice Mail Unit #1  
 2=Built-In Voice Mail Unit #2  
 3=Built-In Voice Mail Unit #3  
 4=Built-In Voice Mail Unit #4

**B11-00 :**  
**Built-In VM #**

### Notes:

- This setting will be used when programming an FF-key for Voice Mail Access. When the end-user presses the FF-key, the system will dial this number to reach the VM Unit.
- A maximum of 1 VM Unit can be installed per cabinet. A maximum of 4 VM Units can be installed per phone system.
- Each VM Unit is distinct and separate from the other VM Units, with separate directories, separate pilot numbers, etc. A phone user cannot simultaneously access more than one VM Unit at a time, nor can a mailbox recording be forwarded or a call transferred from one VM Unit to another.

### Related Programming:

FF-Key Feature Assignment (Digital Keyphones, SLTs, EM24s) (pg. 4-7)    **FF4 0 BSSC 0 (01-32) Hold FLASH (Code) Hold**

Free Slot Assignment (pg. 0-5)    **01 (1-6) (01-12) Hold (1-99) Hold**

Card Type Verification (pg. 8-23)    **FF8 0 04 1 BSS 00 Hold [01-99 displays]**

**FF7**  
Applications

## VPU Port Extension Numbers

**B11-01 :**  
**VM Virtual #**

**(all CPCs) - Version 1.0 or higher**

Assign extension numbers to the VPU Ports. These extension numbers will serve as Voice Mail access numbers.

**FF7 0 (B11) 01 (01-16) 00 Hold (Ext.No.) Hold**

↑

**B11: VSSC Card Position --**  
 B=Cabinet 1-6  
 11=Free Slot 11

↑

VPU Port No.  
 NOTE: Available range depends on VPU card(s) installed:  
 VPU/4 = 01-04  
 VPU/8 = 01-08  
 VPU/4 + VPU/4 = 01-08  
 VPU/4 + VPU/8 = 01-12  
 VPU/8 + VPU/8 = 01-16

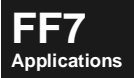
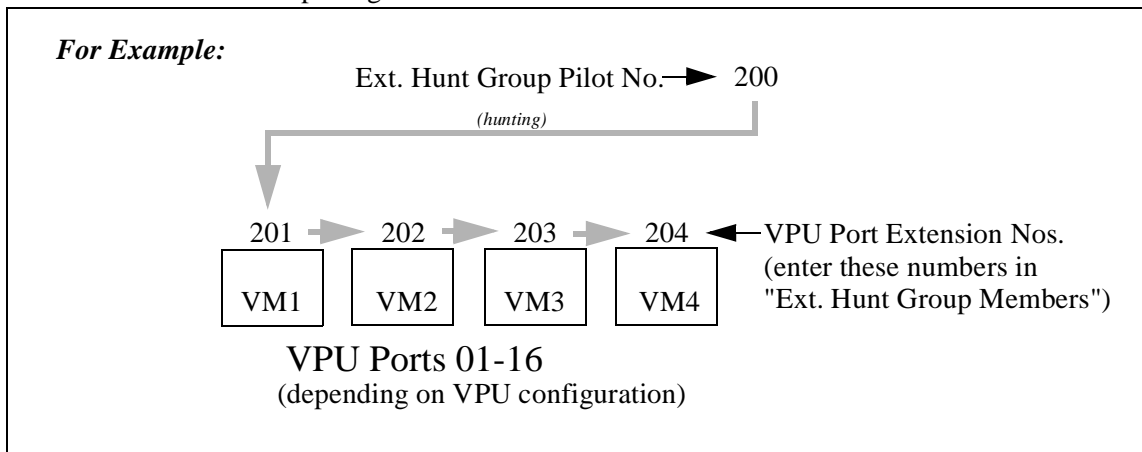
↑

Extension No. (1 to 4 digits)  
**default: [no assignment]**

NOTE: The digit length must be shorter than the Maximum length specified in Dial Plan.  
 The Voice Port extension number must be the phantom number (cannot be the same number as the existing extension number).

**Notes:**

- A **VPU Port** is a channel, not a physical port.
- Extension COS #15 will automatically apply to VPU ports.
- For internal calls, Voice Mail has its own built-in hunting. However, external calls require Extension Hunt Group assignments.



**Related Programming:**

- Extension HG Pilot Number (pg. 5-14) **FF5 1 (01-72) 02 Hold (0-9999) Hold**
- Extension HG Members (pg. 5-14) **FF5 1 (01-72) (03-22) Hold FLASH (0-9999) Hold**
- FF1 0 03: Extension COS Definitions (pg. 1-35)**

## VPU Port Tenant Group Assignment

01-01 :1  
VM Tenant Group

(all CPCs) - Version 1.0 or higher

Assign a Tenant Group to each VPU Port (if required). This Tenant Group assignment will apply during outbound dialing.

FF7 0 (B11) 01 (01-16) 01 Hold (1-72) Hold

↑

**B11: VSSC Card Position --**  
B=Cabinet 1-6  
11=Free Slot 11

↑

VPU Port No.  
NOTE: Available range depends on VPU card(s) installed:  
VPU/4 = 01-04  
VPU/8 = 01-08  
VPU/4 + VPU/4 = 01-08  
VPU/4 + VPU/8 = 01-12  
VPU/8 + VPU/8 = 01-16

↑

Tenant Group No. 1-72  
**default: 1**

**Notes:**

This **Tenant Group** assignment can be used for outside notification (for example, Voice Mail automatically calling your pager after receiving a message in your mailbox).

**Related Programming:**

## VPU Port TRS Class Assignment (Day/Night)

01-02\* :1  
VM TRS Class

(all CPCs) - Version 1.0 or higher

Assign a TRS Class (if required) to each VPU Port.

FF7 0 (B11) 01 (01-16) 02 (0 and 1) Hold (1-50) Hold

↑

**B11: VSSC Card Position --**  
B=Cabinet 1-6  
11=Free Slot 11

↑

VPU Port No.  
NOTE: Available range depends on VPU card(s) installed:  
VPU/4 = 01-04  
VPU/8 = 01-08  
VPU/4 + VPU/4 = 01-08  
VPU/4 + VPU/8 = 01-12  
VPU/8 + VPU/8 = 01-16

↑

0=Day 1&2 mode  
1=Night mode

↑

TRS Class No. 1-50  
**default: 1**



**Notes:**

This **TRS Class** assignment can be used for restricting outside notification (for example, whether Voice Mail can automatically call your pager after receiving a message in your mailbox).

**Related Programming:**

### VPU Port Digital Pad Class Assignment

**01-03 :6**  
 VM DPAD Class

**(all CPCs) - Version 1.0 or higher**

Assign a Digital Pad Class to each VPU Port.

**FF7 0 (B11) 01 (01-16) 03 Hold (1-8) Hold**

↑

**B11: VSSC Card Position --**  
 B=Cabinet 1-6  
 11=Free Slot 11

↑

VPU Port No.

↑

Digital Pad Class No. 1-8  
**default: 6**

NOTE: Available range depends on VPU card(s) installed:

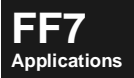
- VPU/4 = 01-04
- VPU/8 = 01-08
- VPU/4 + VPU/4 = 01-08
- VPU/4 + VPU/8 = 01-12
- VPU/8 + VPU/8 = 01-16

**Notes:**

The default "6" setting in this address (Pad Class 6) is optimal in most systems for hearing messages.

**Related Programming:**

FF1 8: Digital Pad Settings (pg. 1-176)



## Built-In VM: Service Range Assignment

01-0000 :0  
PTN1 VM S-CAB

(all CPCs) - Version 1.0 or higher

Assign up to 4 ranges of extensions that will get Voice Mail service.

**FF7 0 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold**

**B11: VSSC Card Position --**  
B=Cabinet 1-6  
11=Free Slot 11

First/Last Free Slot Position  
in Range (up to 4 ranges):

Cabinet 1-6 or Slot 1-12  
**default: 0/00 [no assignment]**

0001=Range #1 First Cabinet  
0002=Range #1 First Slot  
0003=Range #1 Last Cabinet  
0004=Range #1 Last Slot

NOTE #1: The total number of extensions defined in Ranges #1 thru #4 must not exceed 248.

0005=Range #2 First Cabinet  
0006=Range #2 First Slot  
0007=Range #2 Last Cabinet  
0008=Range #2 Last Slot

NOTE #2: These extension numbers will *automatically become the Mailbox Numbers* - there's no need to assign mailboxes to extensions in FF4 (FF-Key Feature Assignments). The system will automatically send the extension number to the Voice Mail Unit.

0009=Range #3 First Cabinet  
0010=Range #3 First Slot  
0011=Range #3 Last Cabinet  
0012=Range #3 Last Slot

0013=Range #4 First Cabinet  
0014=Range #4 First Slot  
0015=Range #4 Last Cabinet  
0016=Range #4 Last Slot

### Notes:

To specify only one Extension Card, enter the same Cabinet/Slot number in the First and Last positions.

The total number of extensions included in Card Ranges 1-4 must not exceed 248.

The defined range cannot include any type of card other than DEC or AEC Extension Cards. For example, if there's a Trunk Card installed between Extension Cards, you must define two separate Extension Card ranges in the above address.



### Related Programming:

Free Slot Assignment (pg. 0-5)    01 (1-6) (01-12) Hold (1-99) Hold  
Card Type Verification (pg. 8-23)    FF8 0 04 1 BSS 00 Hold [01-99 displays]

## Built-In VM: Detail Settings

(all CPCs) - Version 1.0 or higher

This is the gateway for entering detailed settings for Built-In Voice Mail.

B11-03 :  
VM Detail Set

FF7 0 (B11) 03 Hold CONF...



**B11: VSSC Card Position --**

B=Cabinet 1-6

11=Free Slot 11

### Notes:

See *Section 510: Built-In Voice Mail Reference Manual* for the addresses contained within this portion of programming.

### Related Programming:

# FF7 1: Built-In ACD

**NOTE:** "ACD" means "Automated Call Distributor." See **Section 520: Built-In ACD Reference Manual** for complete instructions on installing, programming, and using this DBS 576 option.

## ACD Unit Number

(all CPCs) - Version 1.0 or higher

Assign a number to each Built-In ACD unit installed.

**FF7 1 (B11) 00 Hold (0-2) Hold**

↑

**BSS: ACD Card Position --**  
 B=Cabinet no. 1-6  
 SS=Slot no. 11

↑

**0=[no assignment] (default)**  
 1=Built-In ACD #1  
 2=Built-In ACD #2

**B11-00 :**  
Built-In ACD #

**Notes:**

- A maximum of 1 ACD Unit can be installed per cabinet. A maximum of 2 ACD Units can be installed per phone system.

**Related Programming:**

Free Slot Assignment (pg. 0-5)    01 (1-6) (01-12) Hold (1-99) Hold  
 Card Type Verification (pg. 8-23)    FF8 0 04 1 BSS 00 Hold [01-99 displays]

## ACD Port Extension Numbers

(all CPCs) - Version 1.0 or higher

Assign the extension number that can be dialed to reach Built-In ACD.

**FF7 1 (B11) 01 (01-24) 00 Hold (Ext.No.) Hold**

↑

**BSS: ACD Card Position --**  
 B=Cabinet no. 1-6  
 SS=Slot no. 11

↑

ACD Port No.  
(max. 24 channels  
can be assigned)

↑

Extension No. (1 to 4 digits)  
**default: [no assignment]**

**B11-01 :**  
ACD Virtual #



**Notes:**

**Related Programming:**

### ACD Port Tenant Group Assignment

01-01 :1  
ACD Tenant Group

(all CPCs) - Version 1.0 or higher

Assign each ACD port to a Tenant Group, for incoming call functions.

FF7 1 (B11) 01 (01-24) 01 Hold (1-72) Hold

↑

**BSS: ACD Card Position --**  
B=Cabinet no. 1-6  
SS=Slot no. 11

↑

ACD Port No.  
(max. 24 channels  
can be assigned)

↑

Tenant Group No. 1-72  
**default: 1**

**Notes:**

**Related Programming:**

MCO-Inbound Trunk Group Members (pg. 5-20) FF5 3 (01-99) (001-576) Hold (1-576) Hold

### ACD Port TRS Class Assignment (Day/Night)

-020 :1  
Day 1/2 TRS CLS

(all CPCs) - Version 1.0 or higher

Assign a TRS Class to each ACD port, for incoming call functions.

FF7 1 (B11) 01 (01-24) 02 (0 and 1) Hold (1-50) Hold

↑

**BSS: ACD Card Position --**  
B=Cabinet no. 1-6  
SS=Slot no. 11

↑

ACD Port No.  
(max. 24 channels  
can be assigned)

↑

0=Day 1&2 mode  
1=Night mode

↑

TRS Class No. 1-50  
**default: 1**

**FF7**  
Applications

**Notes:**

**Related Programming:**

FF6 0: TRS/ARS Common (pg. 6-5)  
FF6 1: TRS Class Definitions (pg. 6-15)



## ACD Port Digital Pad Class Assignment

01-03 :6  
ACD DPAD Class

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to each Built-In ACD port.

**FF7 1 (B11) 01 (01-24) 03 Hold (1-8) Hold**

**BSS: ACD Card Position --**  
B=Cabinet no. 1-6  
SS=Slot no. 11

ACD Port No.  
(max. 24 channels  
can be assigned)

Digital Pad Class No. 1-8  
**default: 6**

### Notes:

### Related Programming:

FF1 8: Digital Pad Settings (pg. 1-176)

## Built-In ACD: Service Range Assignment

01-0001 :0  
PTN1 ACD S-CAB

(all CPCs) - Version 1.0 or higher

Assign up to 4 ranges of extensions that will have Built-In ACD service.

**FF7 1 (B11) 02 01 (0001-0016) Hold (0-6 or 0-12) Hold**

**BSS: ACD Card Position --**  
B=Cabinet no. 1-6  
SS=Slot no. 11

0001=Range #1 First Shelf  
0002=Range #1 First Slot  
0003=Range #1 Last Shelf  
0004=Range #1 Last Slot

0005=Range #2 First Shelf  
0006=Range #2 First Slot  
0007=Range #2 Last Shelf  
0008=Range #2 Last Slot

0009=Range #3 First Shelf  
0010=Range #3 First Slot  
0011=Range #3 Last Shelf  
0012=Range #3 Last Slot

0013=Range #4 First Shelf  
0014=Range #4 First Slot  
0015=Range #4 Last Shelf  
0016=Range #4 Last Slot

Shelf No. 1-6 or Slot No. 1-12  
**default: 0/00 [no assignment]**

**FF7**  
Applications

**Notes:**

The defined range cannot include any type of card other than DEC or AEC Extension Cards. For example, if there's a Trunk Card installed between Extension Cards, you must define two separate Extension Card ranges in the above address.

**Related Programming:**

Free Slot Assignment (pg. 0-5) 01 (1-6) (01-12) Hold (1-99) Hold  
Card Type Verification (pg. 8-23) FF8 0 04 1 BSS 00 Hold [01-99 displays]

**Built-In ACD: Detail Setting**

**B11-03 :  
ACD Detail Set**

(all CPCs) - Version 1.0 or higher

This is the gateway for entering more detail settings for Built-In ACD.

**FF7 1 (B11) 03 Hold CONF...**



**BSS: ACD Card Position --**  
B=Cabinet no. 1-6  
SS=Slot no. 11

**Notes:**

See *Section 520: ACD Reference Manual* for the addresses contained within this portion of programming.

**Related Programming:**



# FF7 2: API

**NOTE:** “API” means “Application Processor Interface.” The API card provides an interface path between the phone system’s information BUS and an external, PC-based application such as 3rd-party (integrated) Voice Mail, Enhanced ACD, etc. An RS232C port (19,200bps maximum) located on the API card provides the external interface connection.

See “General Notes” in System Configuration (pg. 0-2) for more information about using API with 3rd-party Voice Mail.

## API Unit Number

(all CPCs) - Version 1.0 or higher

Assign a number to each API unit installed.

**FF7 2 (BSS) 00 Hold (0-6) Hold**

↑

**BSS: API Card Position**  
 B=Cabinet no. 1-6  
 SS=Slot No. where API port  
 is located (01-11)

↑

**0=[no assignment] (default)**  
 1=API #1  
 2=API #2  
 ...  
 6=API #6

**BSS-00 :**  
API Number

**Notes:**

One API card is available for each cabinet. An AEC or DEC card should be installed in the slot to the right of the API card, to provide up to 8 voice ports.

**Related Programming:**

- Free Slot Assignment (pg. 0-5)    01 (1-6) (01-12) Hold (1-99) Hold
- Card Type Verification (pg. 8-23)    FF8 0 04 1 BSS 00 Hold [01-99 displays]



## API Port Extension Numbers

BSS-01 :  
API Virtual #

(all CPCs) - Version 1.0 or higher

Assign the extension number that can be dialed to reach the API port.

**FF7 2 (BSS) 01 (01-08) 00 Hold (Ext.No.) Hold**

↑

**BSS: API Card Position**  
B=Cabinet no. 1-6  
SS=Slot No. where API port  
is located (01-11)

↑

API Port No.  
(max. 8 channels)

↑

Extension No. (1 to 4 digits)  
**default: [no assignment]**

**Notes:**

The API Port Number should be the phantom extension number. It cannot be the existing extension number.

For example, when you select Card Type 80 (2 API ports) in Free Slot Assignment, you can only enter API Port No.1 or No. 2 in this address.

**Related Programming:**

Free Slot Assignment (pg. 0-5) 01 (1-6) (01-12) Hold (1-99) Hold



## API Port Tenant Group Assignment

01-01 :1  
API Tenant Group

(all CPCs) - Version 1.0 or higher

Assign each API port to a Tenant Group, for the outgoing function.

**FF7 2 (BSS) 01 (01-08) 01 Hold (1-72) Hold**

↑

**BSS: API Card Position**  
B=Cabinet no. 1-6  
SS=Slot No. where API port  
is located (01-11)

↑

API Port No.  
(max. 8 channels)

↑

Tenant Group No. 1-72  
**default: 1**

**Notes:**

Tenant Groups can be used for controlling MCO access and SSD block assignment.

**Related Programming:**

FF1 3: MCO Access in Tenant Groups (pg. 1-163)  
FF1 0 15, 16, and 17: SSD Blocks (pg. 1-99)

### API Port TRS Class Assignment (Day/Night)

01-02\* :1  
API TRS Class

(all CPCs) - Version 1.0 or higher

Assign a TRS Class of Service to each API port, for the outgoing function.

FF7 2 (BSS) 01 (01-08) 02 (0 and 1) Hold (1-50) Hold

↑

**BSS: API Card Position**  
B=Cabinet no. 1-6  
SS=Slot No. where API port  
is located (01-11)

↑

API Port No.  
(max. 8 channels)

↑

0=Day 1&2 mode  
1=Night mode

↑

TRS Class No. 1-50  
**default: 1**

**Notes:**

**Related Programming:**

- FF6 0: TRS/ARS Common (pg. 6-5)
- FF6 1: TRS Class Definitions (pg. 6-15)

### API Port Digital Pad Class Assignment

01-03 :1  
API DPAD Class

(all CPCs) - Version 1.0 or higher

Assign a Digital Pad Class to each API port.

FF7 2 (BSS) 01 (01-08) 03 Hold (1-8) Hold

↑

**BSS: API Card Position**  
B=Cabinet no. 1-6  
SS=Slot No. where API port  
is located (01-11)

↑

API Port No.  
(max. 8 channels)

↑

Extension Digital Pad Class No. 1-8  
**default: 3 (for a DEC card)**  
**1 (for an AEC card)**



**Notes:**

**Related Programming:**

- FF1 8: Digital Pad Settings (pg. 1-176)

## API: Data Format via RS-232C

**BSS- :6**  
API Data Format

(all CPCs) - Version 1.0 or higher

Set the data length, stop bits, and parity for the API RS-232C port.

**FF7 2 (BSS) 02 01 0001 Hold (0-7) Hold**

**BSS: API Card Position**

B=Cabinet no. 1-6

SS=Slot No. where API port is located (01-11)

0=7 bits / Even parity / 2 stop bits

1=7 bits / Odd parity / 2 stop bits

2=7 bits / Even parity / 1 stop bit

3=7 bits / Odd parity / 1 stop bit

4=8 bits / No parity / 2 stop bits

5=8 bits / No parity / 1 stop bit

**6=8 bits / Even parity / 1 stop bit (default)**

7=8 bits / Odd parity / 1 stop bit

**Notes:**

**Related Programming:**

## API: Baud Rate

**BSS- :5**  
API Baud Rate

(all CPCs) - Version 1.0 or higher

Set baud rate (bits per second) for the API RS-232C port.

**FF7 2 (BSS) 02 01 0002 Hold (0-6) Hold**

**BSS: API Card Position**

B=Cabinet no. 1-6

SS=Slot No. where API port is located (01-11)

0=300 bps

1=600 bps

2=1200 bps

3=2400 bps

4=4800 bps

**5=9600 bps (default)**

6=19200 bps

**FF7**  
Applications

**Notes:**

**Related Programming:**

### API: Service Range Assignment

(all CPCs) - Version 1.0 or higher

:0  
PTN1 API S-CAB

Assign up to 4 ranges of extensions that will have API service.

FF7 2 (BSS) 02 02 (0001-0016) Hold (0-6 or 0-11) Hold

<p><b>BSS: API Card Position</b>                      B=Cabinet no. 1-6                      SS=Slot No. where API port is located (01-11)</p>	<p>0001=Range #1 First Shelf                      0002=Range #1 First Slot                      0003=Range #1 Last Shelf                      0004=Range #1 Last Slot                      0005=Range #2 First Shelf                      0006=Range #2 First Slot                      0007=Range #2 Last Shelf                      0008=Range #2 Last Slot</p>	<p>0009=Range #3 First Shelf                      0010=Range #3 First Slot                      0011=Range #3 Last Shelf                      0012=Range #3 Last Slot                      0013=Range #4 First Shelf                      0014=Range #4 First Slot                      0015=Range #4 Last Shelf                      0016=Range #4 Last Slot</p>	<p>Shelf No. 1-6 or Slot No. 1-11  <b>default: 0/00</b>  <b>[no assignment]</b></p>
--	---	---	---

**Notes:**

The defined range cannot include any type of card other than DEC or AEC Extension Cards. For example, if there's a Trunk Card installed between Extension Cards, you must define two separate Extension Card ranges in the above address.

**Related Programming:**

Free Slot Assignment (pg. 0-5) 01 (1-6) (01-12) Hold (1-99) Hold







# 8. Maintenance (FF8)

Use the FF8 addresses in this chapter to perform DBS 576 system maintenance settings:

**FF8 0: Dealer Maintenance**

**FF8 1: User Maintenance**

This chapter covers the following FF8 addresses:

FF-key Address	Topic	Default	Page
<b>FF8 0: Dealer Maintenance</b>			<b>8-4</b>
<b>FF8 0 00: Large-LCD FUNCTION SYSTEM Assignments</b>			<b>8-4</b>
FF8 0 00 0 (01-50) Hold (Code) Hold	Large-LCD FUNCTION SYSTEM Assignment at Idle/Dial Tone	See pg. 8-9	8-9
FF8 0 00 1 (01-10) Hold (Code) Hold	Large-LCD FUNCTION SYSTEM Assignment at Ringback Tone	See pg. 8-11	8-11
FF8 0 00 2 (01-10) Hold (Code) Hold	Large-LCD FUNCTION SYSTEM Assignment at Busy Tone	See pg. 8-12	8-12
FF8 0 00 3 (01-10) Hold (Code) Hold	Large-LCD FUNCTION SYSTEM Assignment during Talk	See pg. 8-13	8-13
<b>FF8 0 01: Traffic Control</b>			<b>8-14</b>
FF8 0 01 0 00 Hold CONF (0 or 1) Hold	Traffic Control Start/Stop Memory	0 (Stop)	8-14
FF8 0 01 0 00 Hold CONF Hold (0 or 1) Hold	Traffic Control Start/Stop Print	0 (Stop)	8-14
FF8 0 01 0 00 Hold CONF (Holdx2) thru (Holdx5)	Not Used	--	8-15
FF8 0 01 0 (01-48) Hold (0-16) Hold	Traffic Control Timing Storage	0 (Not stored)	8-15
FF8 0 01 1 Hold (0 or 1) Hold	Trunk Call Traffic (Outbound Calls)	--	8-17
FF8 0 01 2 Hold (0 or 1) Hold	Trunk Call Traffic (Inbound Calls)	--	8-18
FF8 0 01 3 Hold (0 or 1) Hold	Intercom Call Traffic	--	8-18
<b>FF8 0 02: Trunk Names</b>			<b>8-19</b>
FF8 0 02 Hold Hold (1-576) Hold FLASH (up to 10 char.) Hold	Trunk Name Assignment	--	8-19
<b>FF8 0 03: Alarms</b>			<b>8-21</b>
FF8 0 03 Hold Hold Hold 1 Hold	Confirm Major Alarm		8-21
FF8 0 03 Hold Hold Hold 2 Hold	Confirm Minor Alarm		8-21
FF8 0 03 Hold Hold Hold 3 Hold	Confirm AL Alarms		8-22
FF8 0 03 1 Hold OT-1 OT-1 Hold Hold 1 Hold	Dump All Trouble Records		8-22
<b>FF8 0 04: Card Settings</b>			<b>8-23</b>
FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)	Card Reset	--	8-23
FF8 0 04 1 BSS 00 Hold [01-99 displays]	Card Type Verification	See pg. 8-24	8-23
FF8 0 04 1 BSS 01 Hold [Version No. displays]	Card Version Verification	--	8-24
<b>FF8 0 05: Line Control</b>			<b>8-25</b>
FF8 0 05 0 BSSCC Hold (0 or 1) Hold	Line Lockout	--	8-25
FF8 0 05 1 BSSC Hold (0 or 1) Hold	ISDN/T1 Error Information Control	--	8-25
FF8 0 05 2 BSSC 00 Hold (digits)	Signal Loss Alarm Counter	0000	8-26
FF8 0 05 2 BSSC 01 Hold (digits)	OOF Alarm Counter	0000	8-26

**FF8**  
Maintenance

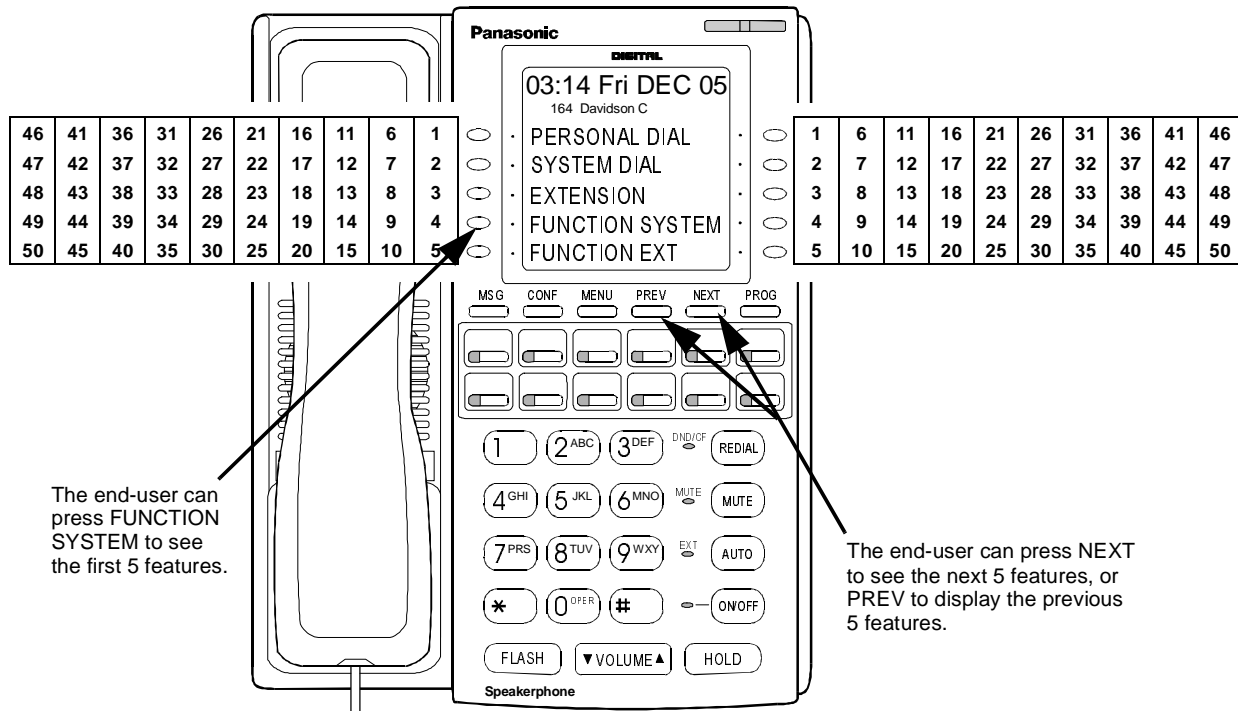
FF8 0 05 2 BSSC 02 Hold (digits)	Sync Loss Alarm Counter	0000	8-27
FF8 0 05 2 BSSC 03 Hold (digits)	Yellow Alarm Counter	0000	8-27
FF8 0 05 2 BSSC 04 Hold (digits)	AIS Alarm Counter	0000	8-28
FF8 0 05 2 BSSC 05 Hold (digits)	Slip Alarm Counter	0000	8-28
FF8 0 05 2 BSSC 06 Hold (digits)	CRC Alarm Counter	0000	8-29
FF8 0 05 2 BSSC 07 Hold (digits)	BPV Alarm Counter	0000	8-29
FF8 0 05 2 BSSC 08 Hold (digits)	Layer 1 Status Error Counter (ISDN)	00	8-30
FF8 0 05 2 BSSC 09 Hold (digits)	Layer 1 Receive Error Counter (ISDN)	000000	8-30
FF8 0 05 2 BSSC 10 Hold (digits)	Layer 1 Transmit Error Counter (ISDN)	000000	8-31
FF8 0 05 2 BSSC (11-90) Hold (digits)	TEI Layer 2 Error Counter (ISDN)	000000	8-31
FF8 0 05 3 BSS(C) Hold (0 or 1) Hold	T1 Loopback 1 Diagnostics	0 (Stop)	8-34
FF8 0 05 4 BSS(C) Hold 1 Hold	T1 Loopback 2 Diagnostics	1 (Start)	8-34
<b>FF8 0 06: ISDN Channel Control</b>			<b>8-35</b>
FF8 0 06 BSSC (0-3) Hold CONF... (0 or 1) Hold	ISDN Channel Control	0 (Lockout)	8-35
<b>FF8 0 07: Bus Monitor (for factory use)</b>			<b>8-37</b>
FF8 0 07 0 00 Hold (0 or 1) Hold	Bus Monitor Save Control	0 (stop/no save)	8-37
FF8 0 07 0 (01-15) Hold (code) Hold	Trigger Codes	See pg. 8-38	8-37
<b>FF8 0 08: Table Dump</b>			<b>8-39</b>
FF8 0 08 Hold Hold (vvvv-dddd-iiii) Hold	Table Dump	--	8-39
<b>FF8 0 09: Memory Dump</b>			<b>8-40</b>
FF8 0 09 Hold Hold (aaaaaaa) Hold	Memory Dump	--	8-40
<b>FF8 0 10: DID Names</b>			<b>8-41</b>
FF8 0 10 Hold Hold (001-576) Hold (up to 10 char.) Hold	DID Names	--	8-41
<b>FF8 1: User Maintenance</b>			<b>8-42</b>
<b>FF8 1 00: System Clock</b>			<b>8-42</b>
FF8 1 00 0 Hold (YYMMDD) Hold	System Date	970101 (after initialization)	8-42
FF8 1 00 1 Hold (HHMM) Hold	System Time	00:00 (after initialization)	8-42
FF8 1 00 2 Hold (1-7) Hold	System Day of Week	3 (Wed.)	8-43
<b>FF8 1 01: Personal Speed Dial (PSD)</b>			<b>8-44</b>
FF8 1 01 Hold 0 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Phone No.) Hold	PSD Numbers	--	8-44
FF8 1 01 Hold 1 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Name) Hold	PSD Names	--	8-45
<b>FF8 1 02: System Speed Dial (SSD)</b>			<b>8-46</b>
FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold	SSD Numbers	--	8-46
FF8 1 02 Hold 1 Hold Hold (SSD) Hold FLASH (Name) Hold	SSD Names	--	8-47
FF8 1 02 Hold 2 Hold Hold (1 or 2) Hold FLASH (Name) Hold	SSD Index	--	8-48
<b>FF8 1 03: Extension Names</b>			<b>8-49</b>
FF8 1 03 Hold 0 Hold Hold (Ext.No.) Hold FLASH (up to 10 char.) Hold	Extension Name Assignment	--	8-49

FF8 1 03 Hold 1 Hold Hold (1 or 2) Hold FLASH (Name) Hold	Extension Index	--	8-49
<b>FF8 1 04 thru 06: ID Codes</b>			<b>8-50</b>
FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold	Verified Account Codes	--	8-50
FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold	TRS Class for Verified Account Codes	--	8-50
FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold	Call-Forward ID Codes for Voice Mail	--	8-51
FF8 1 06 Hold Hold (Ext.No.) Hold FLASH (Code) Hold	MSG Key ID Codes	--	8-43
<b>FF8 1 07: Special Days/Times</b>			<b>8-53</b>
FF8 1 07 0 (00-09) Hold (HHMM or 0-5) Hold	Weekdays	--	8-53
FF8 1 07 0 (10-19) Hold (HHMM or 0-5) Hold	Weekend "A"	--	8-54
FF8 1 07 0 (20-29) Hold (HHMM or 0-2) Hold	Weekend "B"	--	8-54
FF8 1 07 1 (000-219) Hold (MMDD, HHMM or 0-5) Hold	Holidays	--	8-55
FF8 1 07 2 (00-11) Hold (MMDD) Hold	Extended Holidays	--	8-59
FF8 1 07 3 (00-34) Hold (0-3) Hold	Special Days of the Month	--	8-60
<b>FF8 1 08: Walking TRS Codes</b>			<b>8-61</b>
FF8 1 08 Hold (0-9999) Hold (4-digit Code) Hold	Walking TRS Code	--	8-61
<b>FF8 1 09: Call-Foward Destination</b>			<b>8-62</b>
FF8 1 09 0 Hold (0-9999) Hold (0-9999) Hold	Call-Forward/Busy Destination Extension	--	8-62
FF8 1 09 1 Hold (0-9999) Hold (0-9999) Hold	Call-Forward/No Answer Destination Extension	--	8-62
<b>FF8 1 10: Caller ID Log Extensions</b>			<b>8-64</b>
FF8 1 10 Hold Hold (001-120) Hold (0-9999) Hold	Caller ID Log Extensions	--	8-64

# FF8 0: Dealer Maintenance

## FF8 0 00: Large-LCD FUNCTION SYSTEM Assignments

Figure 8-1: Soft Key Numbering for Large-LCD FUNCTION SYSTEM Features (FF8 0 00)

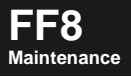


**Table 8-1. List of Available Feature Codes**

**NOTE:** All features can be programmed on FF-Keys, and most (but not all) can also be programmed on Soft Keys (the "Soft Key" column will be shaded for exceptions). Also, some features cannot be assigned a Flexible Code for end-users, and can be set only in Programming Mode (the "End-User" column will be shaded for these exceptions).

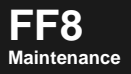
Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
<b>CO Trunk Key</b>		# + (Trunk 1-576)		
<b>MCO Trunk Key</b>	For incoming <b>and</b> outgoing calls. MCO No. 1 = "9" access code MCO No. 2 = "81" access code MCO No. 3 = "82" access code MCO No. 4 = "83" access code MCO No. 5 = "84" access code	1 + (MCO 1-5) + (MCO-Incoming Group 00-99)		
<b>Virtual Port Key</b>		*9 + (Virtual Port 001-576)		
<b>DSS/BLF - Outgoing only</b>	Call ext. / View status only.	9 + (Extension 0-9999)	End-User	Soft Key
<b>DSS/BLF - Immediate Ring</b>	Call ext. / View status / Also rings immediately for incoming call (can answer).	81+(Extension 0-9999)	End-User	
<b>DSS/BLF - Delayed Ring</b>	Call ext. / View status / Also delay-rings incoming call (can answer).	82+(Extension 0-9999)	End-User	
<b>DSS/BLF - Flash/No-Ring</b>	Call ext. / View status / Also flashes for incoming call (can answer).	83+(Extension 0-9999)	End-User	
<b>Built-In VM Unit #1: Mailbox Access</b>	Access mailbox options.	61 + (Mailbox No. 00-9999)		
<b>Built-In VM Unit #2: Mailbox Access</b>	Access mailbox options.	62 + (Mailbox No. 00-9999)		
<b>Built-In VM Unit #3: Mailbox Access</b>	Access mailbox options.	63 + (Mailbox No. 00-9999)		
<b>Built-In VM Unit #4: Mailbox Access</b>	Access mailbox options.	64 + (Mailbox No. 00-9999)		
<b>Built-In VM Unit #1: Message Broadcast</b>	Copy a recording to other (pre-programmed) mailboxes.	61 + (Broadcast Code 00-9999)		
<b>Built-In VM Unit #2: Message Broadcast</b>	Copy a recording to other (pre-programmed) mailboxes.	62 + (Broadcast Code 00-9999)		
<b>Built-In VM Unit #3: Message Broadcast</b>	Copy a recording to other (pre-programmed) mailboxes.	63 + (Broadcast Code 00-9999)		
<b>Built-In VM Unit #4: Message Broadcast</b>	Copy a recording to other (pre-programmed) mailboxes.	64 + (Broadcast Code 00-9999)		
<b>Built-In VM: Retrieve Messages</b>	Listen to messages in mailbox.	5 + (Mailbox No. 00-9999)		
<b>Built-In VM: Start/Restart</b>	2-Way Call Recording	*#50		
<b>Built-In VM: Stop</b>	2-Way Call Recording	*#51		
<b>Built-In VM: Re-Record</b>	(over the same call) 2-Way Call Recording	*#52		
<b>Built-In VM: Pause</b>	2-Way Call Recording	*#53		
<b>Built-In VM: Stop/End</b>	2-Way Call Recording	*#54		

Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
<b>Built-In VM: Add Comment</b>	(to end of recording) 2-Way Call Recording	*#55		
<b>Built-In VM: Clear</b>	(delete recording) 2-Way Call Recording	*#56		
<b>Built-In VM: Notify</b>	(call outside pager or phone) 2-Way Call Recording	*#57		
<b>Built-In VM: Copy</b>	(a message into another mailbox) 2-Way Call Recording	*#58		
<b>Built-In VM: Dial Pulse/ DTMF Switch</b>	2-Way Call Recording	*#59		
<b>ACD-1 Log-In/Out Button</b>		*#80		
<b>ACD-1 Work Unit</b>		*#81 + (Work Unit 00-19)		
<b>ACD-1 Unavailable Button</b>		*#82		
<b>ACD-2 Log-In/Out Button</b>		*#85		
<b>ACD-2 Work Unit</b>		*#86 + (Work Unit 00-19)		
<b>ACD-2 Unavailable Button</b>		*#87		
<b>Speed-Dial Send Button</b>		*01 + (SSD 000-799 or PSD 80-99)	End-User	Soft Key
<b>Direct Trunk Access</b>		*02	End-User	Soft Key
<b>Verified ID Code Send</b>		*03	End-User	Soft Key
<b>Floating Hold Answer</b>		*04	End-User	Soft Key
<b>Voice Mail Message- Waiting: Send</b>		*05	End-User	Soft Key
<b>Voice Mail Message- Waiting: Cancel</b>		*06	End-User	Soft Key
<b>Message-Waiting: Cancel</b>		*07	End-User	Soft Key
<b>Message-Waiting: Callback</b>		*08	End-User	Soft Key
<b>Call Forward (All): Set</b>		70 + (Extension 0-9999)	End-User	Soft Key
<b>Call Forward (All): Clear</b>		*09	End-User	Soft Key
<b>Call Forward (All): Set via Attendant</b>		*10	End-User	Soft Key
<b>Call Forward (All): Clear via Attendant</b>		*11	End-User	Soft Key
<b>Call Forward (No Answer): Set</b>		71 + (Extension 0-9999)	End-User	Soft Key
<b>Call Forward (No Answer): Clear</b>		*12	End-User	Soft Key
<b>Call Forward (No Answer): Set via Attendant</b>		*13	End-User	Soft Key
<b>Call Forward (No Answer): Clear via Attendant</b>		*14	End-User	Soft Key
<b>Call Forward (Busy): Set</b>		72 + (Extension 0-9999)	End-User	Soft Key
<b>Call Forward (Busy): Clear</b>		*15	End-User	Soft Key
<b>Call Forward (Busy): Set via Attendant</b>		*16	End-User	Soft Key



Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
Call Forward (Busy): Clear via Attendant		*17	End-User	Soft Key
DND Set/Clear		*18	End-User	Soft Key
DND Set from Attendant		*19	End-User	Soft Key
DND Clear from Attendant		*20	End-User	Soft Key
DND & Call Forward Clear		*21	End-User	Soft Key
Alarm Set		*22	End-User	Soft Key
Alarm Clear		*23	End-User	Soft Key
BGM On/Off		*24	End-User	Soft Key
Day 1/Night Toggle		*25	End-User	Soft Key
Day 2		*26	End-User	Soft Key
Night 1		*27	End-User	Soft Key
Night 2 (for 2-Way VM)		*28	End-User	Soft Key
Paging		*29 + (Page Grp.No.0-9)	End-User	Soft Key
Meet-Me Answer		*30	End-User	Soft Key
Call Pickup Group-All Calls		*31	End-User	Soft Key
Call Pickup Group-CO Calls Only		*32	End-User	Soft Key
Call Pickup Group-Specified	Pick up a call in another Call Pickup Group.	*33 + (Call Pickup Grp 1-99)	End-User	Soft Key
Direct Call Pickup		73 + (Extension 0-9999)	End-User	Soft Key
CO Trunk Call Pickup		*34	End-User	Soft Key
Headset Mode On/Off		*35	End-User	Soft Key
3-party Conference Key		*36	End-User	Soft Key
Transfer Key		*37	End-User	Soft Key
Program Key		*38	End-User	Soft Key
Recall - Flash Key		*39		Soft Key
PSD Name Assignment		*40	End-User	Soft Key
Ext. Directory Name Assignment		*41	End-User	Soft Key
Speed-Dial Directory Name Assignment		*42	End-User	Soft Key
MCO-1 Access	For outgoing calls (default: 9)	*43	End-User	Soft Key
MCO-2 Access	For outgoing calls (default: 81)	*44	End-User	Soft Key
MCO-3 Access	For outgoing calls (default: 82)	*45	End-User	Soft Key
MCO-4 Access	For outgoing calls (default: 83)	*46	End-User	Soft Key
MCO-5 Access	For outgoing calls (default: 84)	*47	End-User	Soft Key
<b>NOTE: No more than 5 MCO keys can be assigned per phone.</b>				
Mic/Mute (Talkback Key)		*48		Soft Key
Callback at Busy Tone		*49	End-User	Soft Key
Camp-On at Busy Tone		*50	End-User	Soft Key
Message-Waiting Set at Busy Tone		*51	End-User	Soft Key

Feature	Description	Fixed Feature Code + (additional digits to program into key)	End-User	Soft Key
Message-Waiting Priority Set at Busy Tone		*52	End-User	Soft Key
Busy Override Send		*53	End-User	Soft Key
Switch to Voice Call at Ringback Tone		*54	End-User	Soft Key
Message-Waiting Set at Ringback Tone		*55	End-User	Soft Key
Message-Waiting Priority Set at Ringback Tone		*56	End-User	Soft Key
Account Code Entry		*57	End-User	Soft Key
8-Party Conference		*58	End-User	Soft Key
Extension Port Number Confirm		*59	End-User	Soft Key
Trunk Port Number Confirm		*60	End-User	Soft Key
Voice Mail Transfer Key #1		74 + (VM Voice Port Ext.No. 0-9999)	End-User	Soft Key
Voice Mail Transfer Key #2		75 + (VM Pilot Ext.No. 0-9999)	End-User	Soft Key
Variable Mode		*61	End-User	Soft Key
Call Logging Confirmation Mode		*62	End-User	Soft Key
Station Call Park Hold/ Answer		*63	End-User	Soft Key
Station Call Park Hold		*64	End-User	Soft Key
Station Call Park Answer (own extension)		*65	End-User	Soft Key
Station Call Park Answer (other extensions)		*66	End-User	Soft Key
Station Call Park Transfer		*67	End-User	Soft Key
Release Key	for headset on regular phone	*68		
Answer Key	for headset on regular phone	*69		
OHVA		*70	End-User	Soft Key
Split Key	OHVA/Silent Transfer/Talkback	*71	End-User	
Walking TRS		*72	End-User	
ANY Key (all CPCs-Version 1.3 or higher)	Change phone status to "Monitor ON"; put current CO call on hold. NOTE: The ANY key LED won't light.	*8 + (up to 4 digits, including 0-9, #, *)	End-User	Soft Key





## Large-LCD FUNCTION SYSTEM Assignment at Idle/Dial Tone

001 : \*24  
Idle/DT Function

(all CPCs) - Version 1.0 or higher

Assign up to 50 soft key functions (up to 10 menu screens) for the FUNCTION SYSTEM option, which appears on soft key #4 while the Large-LCD phone is idle (on-hook/no activity) or receiving dial tone.

**FF8 0 00 0 (01-50) Hold (Code) Hold**

Soft Key #1 thru #50

(see figure on pg. 8-4 for soft key numbering)

Fixed Feature Code

defaults: [see Table 8-2 below]

### Notes:

This address will affect all Large-LCD phones in the system. To change the default setting for a soft key, enter another Fixed Feature Code for it in this address.

When the Large-LCD phone user selects the FUNCTION SYSTEM option (soft key #4) during idle or dial tone, the functions you assign to soft keys #1 thru #5 in this address, will appear on the LCD. When the phone user presses the NEXT key, the features assigned to soft keys #6 thru #10 will appear (and so on, up to soft keys #46 thru #50, maximum 10 screens).

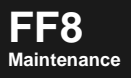
### Related Programming:

**Table 8-2. "FUNCTION SYSTEM" Default Assignments at Idle/Dial Tone (FF8 0 00)**

Soft Key No.	Feature Default for Soft Key	Fixed Feature Code + additional digits to program into key
1	BGM On/Off	*24
2	Mic/Mute (Talkback Key)	*48
3	DND Set/Clear	*18
4	Call Forward (All): Set	70 + (Extension 0-9999)
5	Call Forward (All): Clear	*09
6	Call Forward (Busy): Set	72 + (Extension 0-9999)
7	Call Forward (Busy): Clear	*15
8	Call Forward (No Answer): Set	71 + (Extension 0-9999)
9	Call Forward (No Answer): Clear	*12
10	DND & Call Forward Clear	*21
11	Alarm Set	*22
12	Alarm Clear	*23
13	Message-Waiting: Callback	*08
14	Message-Waiting: Cancel	*07
15	Headset Mode On/Off	*35
16	Meet Me Answer	*30

**FF8**  
Maintenance

Soft Key No.	Feature Default for Soft Key	Fixed Feature Code + additional digits to program into key
17	System Park Answer (Floating Hold Answer)	*04
18	Call Pickup Group-All Calls	*31
19	Call Pickup Group-CO Calls Only	*32
20	Call Pickup Group-Specified (pick up a call in another Pickup Group)	*33 + (Call Pickup Grp 1-99)
21	Extension Call Pickup	73 + (Extension 0-9999)
22	CO Trunk Call Pickup	*34
23	PSD Name Assignment	*40
24	Account Code	*57
25	Direct Trunk Access	*02
26	Station Call Park Hold	*64
27	Station Call Park Answer(own)	*65
28	Station Call Park Answer(others)	*66
29	Station Call Park Transfer	*67
30	Walking TRS	*72
31	8-party Conference	*58
32	Call Logging Confirmation	*62
33	Extension Port Confirm	*59
34	Trunk Port Confirm	*60
35	Extension Name Assignment	*41
36	Speed-Dial Directory Name Assignment	*42
37	Day 1/Night Toggle	*25
38	Day 2	*26
39	Night 1	*27
40	Night 2 (for 2-Way VM)	*28
41	Voice Mail Message-Waiting: Send	*05
42	Voice Mail Message-Waiting: Cancel	*06
43	Call Forward (All): Set via Attendant	*10
44	Call Forward (All): Clear via Attendant	*11
45	Call Forward (Busy): Set via Attendant	*16
46	Call Forward (Busy): Clear via Attendant	*17
47	Call Forward (No Answer): Set via Attendant	*13
48	Call Forward (No Answer): Clear via Attendant	*14
49	DND Set from Attendant	*19
50	DND Clear from Attendant	*20



## Large-LCD FUNCTION SYSTEM Assignment at Ringback Tone

101 : \*37  
RBT Function

(all CPCs) - Version 1.0 or higher

Assign up to 10 soft key functions (2 menu screens) for the FUNCTION SYSTEM option, which appears on soft key #4 while the Large-LCD phone is receiving ringback tone.

**FF8 0 00 1 (01-10) Hold (Code) Hold**

Soft Key #1 thru #10  
(see Figure 8-1 for soft key numbering)

Fixed Feature Code  
(see Table 8-1 for a complete list of Codes)

### Ringback Defaults

**Soft Key #1: Transfer (\*37)**

**Soft Key #2: Voice Call (\*54)**

**Soft Key #3: Message Wait Set (\*55)**

**Soft Key #4: (no assignment)**

**Soft Key #5: (no assignment)**

**Soft Keys #6 thru #10: (no assignment)**

### Notes:

This address will affect all Large-LCD phones in the system. To change the default setting for a soft key, enter another Fixed Feature Code for it in this address.

When the Large-LCD phone user selects the FUNCTION SYSTEM option (soft key #4) during ringback tone, the functions you assign to soft keys #1 thru #5 in this address, will appear on the LCD. When the phone user presses the NEXT key, the features assigned to soft keys #6 thru #10 will appear.

### Related Programming:

## Large-LCD FUNCTION SYSTEM Assignment at Busy Tone

201 :\*49  
BT Function

(all CPCs) - Version 1.0 or higher

Assign up to 10 soft key functions (2 menu screens) for the FUNCTION SYSTEM option, which appears on soft key #4 while the Large-LCD phone is receiving busy tone.

**FF8 0 00 2 (01-10) Hold (Code) Hold**

Soft Key #1 thru #10  
(see Figure 8-1 for soft key numbering)

Fixed Feature Code  
(see Table 8-1 for a complete list of Codes)

**Busy Tone Defaults**

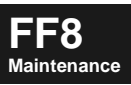
- Soft Key #1: Callback (\*49)**
- Soft Key #2: Camp-On (\*50)**
- Soft Key #3: Message Wait Set (\*51)**
- Soft Key #4: Busy Override (\*53)**
- Soft Key #5: OHVA (\*70)**
- Soft Key #6: Transfer (\*37)**
- Soft Keys #7 thru #10: (no assignment)**

**Notes:**

This address will affect all Large-LCD phones in the system. To change the default setting for a soft key, enter another Fixed Feature Code for it in this address.

When the Large-LCD phone user selects the FUNCTION SYSTEM option (soft key #4) during busy tone, the functions you assign to soft keys #1 thru #5 in this address, will appear on the LCD. When the phone user presses the NEXT key, the features assigned to soft keys #6 thru #10 will appear.

**Related Programming:**



## Large-LCD FUNCTION SYSTEM Assignment during Talk

301 : \*48  
Talk Function

(all CPCs) - Version 1.0 or higher

Assign up to 10 soft key functions (2 menu screens) for the FUNCTION SYSTEM option, which appears on soft key #4 while the Large-LCD phone is in use (off-hook/talk path).

**FF8 0 00 3 (01-10) Hold (Code) Hold**

Soft Key #1 thru #10  
(see Figure 8-1 for soft key numbering)

Fixed Feature Code  
(see Table 8-1 for a complete list of Codes)

### Talk Defaults

**Soft Key #1: Transfer (\*37)**

**Soft Key #2: 3-Party Conference (\*36)**

**Soft Key #3: Recall/Flash (\*39)**

**Soft Key #4: Acct.Code Entry (\*57)**

**Soft Keys #5 thru #10: (no assignment)**

### Notes:

This address will affect all Large-LCD phones in the system. To change the default setting for a soft key, enter another Fixed Feature Code for it in this address.

When the Large-LCD phone user selects the FUNCTION SYSTEM option (soft key #4) during talk, the functions you assign to soft keys #1 thru #5 in this address, will appear on the LCD. When the phone user presses the NEXT key, the features assigned to soft keys #6 thru #10 will appear.

### Related Programming:

# FF8 0 01: Traffic Control

## Traffic Control Start/Stop Memory

0001 :  
Store Start/Stop

(all CPCs) - Version 1.0 or higher

Start/Stop the storing of Call Traffic data in system memory.

FF8 0 01 0 00 Hold CONF (0 or 1) Hold



0=Stop (Default)

1=Start

### Notes:

When you restart the Traffic Control, previous data is gone.

### Related Programming:

Traffic Control Timing Storage (pg. 8-15) FF8 0 01 0 (01-48) Hold (0-16) Hold

## Traffic Control Start/Stop Print

0002 :  
Not Used

(all CPCs) - Version 1.0 or higher

Start/Stop the printing of Call Traffic data to the RS-232C port.

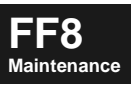
FF8 0 01 0 00 Hold CONF Hold (0 or 1) Hold



0=Stop (Default)

1=Start

### Notes:



### Related Programming:

FF1 0 05: Serial Ports (pg. 1-80)

FF1 0 06: Serial Port Output Data (pg. 1-88)

### Not Used

(all CPCs) - Version 1.0 or higher

						(press Hold 2 times)	
<b>FF8</b>	<b>0</b>	<b>01</b>	<b>0</b>	<b>00</b>	<b>Hold</b>	<b>CONF</b>	<b>(Holdx2)</b>
							<b>0003 : Not Used</b>
						(press Hold 3 times)	
<b>FF8</b>	<b>0</b>	<b>01</b>	<b>0</b>	<b>00</b>	<b>Hold</b>	<b>CONF</b>	<b>(Holdx3)</b>
							<b>0004 : Not Used</b>
						(press Hold 4 times)	
<b>FF8</b>	<b>0</b>	<b>01</b>	<b>0</b>	<b>00</b>	<b>Hold</b>	<b>CONF</b>	<b>(Holdx4)</b>
							<b>0005 : Not Used</b>
						(press Hold 5 times)	
<b>FF8</b>	<b>0</b>	<b>01</b>	<b>0</b>	<b>00</b>	<b>Hold</b>	<b>CONF</b>	<b>(Holdx5)</b>
							<b>0006 : Not Used</b>

**Notes:**

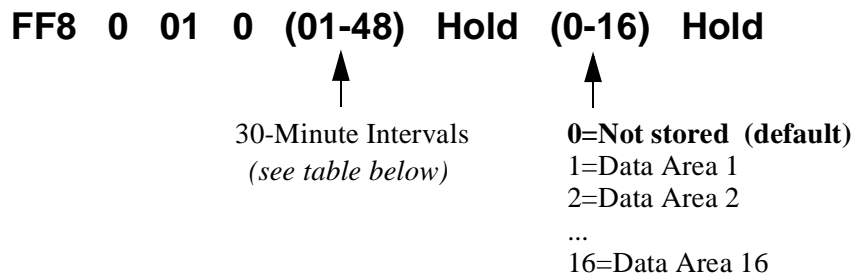
**Related Programming:**

### Traffic Control Timing Storage

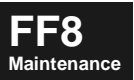
(all CPCs) - Version 1.0 or higher

Assign a data area to each 30-minute interval of Call Traffic data during a 24-hour period. The traffic data currently stored in memory will be printed through the RS-232C port.

**001 :0  
00:00-00:29**



**Notes:**

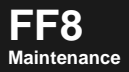


**Related Programming:**

Traffic Control Start/Stop Memory (pg. 8-14) **FF8 0 01 0 00 Hold CONF (0 or 1) Hold**

**Table 8-3. Traffic Control Timing Storage (FF8 0 01 0)**

Address No. (FF8 0 01 0 ...)	Value (in 30-minute intervals)	Data Area
01	00:00-00:29	0=not stored 1-16=Data Area 1-16
02	00:30-00:59	
03	01:00-01:29	
04	01:30-01:59	
05	02:00-02:29	
06	02:30-02:59	
07	03:00-03:29	
08	03:30-03:59	
09	04:00-04:29	
10	04:30-04:59	
11	05:00-05:29	
12	05:30-05:59	
13	06:00-06:29	
14	06:30-06:59	
15	07:00-07:29	
16	07:30-07:59	
17	08:00-08:29	
18	08:30-08:59	
19	09:00-09:29	
20	09:30-09:59	
21	10:00-10:29	
22	10:30-10:59	
23	11:00-11:29	
24	11:30-11:59	
25	12:00-12:29	
26	12:30-12:59	
27	13:00-13:29	
28	13:30-13:59	
29	14:00-14:29	
30	14:30-14:59	
31	15:00-15:29	
32	15:30-15:59	
33	16:00-16:29	
34	16:30-16:59	
35	17:00-17:29	
36	17:30-17:59	
37	18:00-18:29	
38	18:30-18:59	
39	19:00-19:29	
40	19:30-19:59	





Address No. (FF8 0 01 0 ...)	Value (in 30-minute intervals)	Data Area
41	20:00-20:29	0=not stored 1-16=Data Area 1-16
42	20:30-20:59	
43	21:00-21:29	
44	21:30-21:59	
45	22:00-22:29	
46	22:30-22:59	
47	23:00-23:29	
48	23:30-23:59	

### Trunk Call Traffic (Outbound Calls)

(all CPCs) - Version 1.0 or higher

Enable/Disable printing of outbound call traffic data.

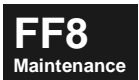
1 :  
Outgoing

FF8 0 01 1 Hold (0 or 1) Hold

↑  
 0=Print.  
 1=Do not print.

**Notes:**

**Related Programming:**



### Trunk Call Traffic (Inbound Calls)

2 :  
Incoming

(all CPCs) - Version 1.0 or higher

Enable/Disable printing of incoming trunk calls.

**FF8 0 01 2 Hold (0 or 1) Hold**



0=Print.

1=Do not print.

**Notes:**

**Related Programming:**

### Intercom Call Traffic

3 :  
Intercom

(all CPCs) - Version 1.0 or higher

Enable/Disable printing of intercom (extension-to-extension) calls.

**FF8 0 01 3 Hold (0 or 1) Hold**



0=Print.

1=Do not print.

**Notes:**

**Related Programming:**

## FF8 0 02: Trunk Names

### Trunk Name Assignment

(all CPCs) - Version 1.0 or higher

Assign names to trunks. The trunk name will display on the phone whenever the trunk is used on that phone.



FF8 0 02 Hold Hold (1-576) Hold FLASH (up to 10 char.) Hold

(clears current data)

↑  
Trunk No. 1-576

↑  
Trunk Name  
(up to 10 characters)

*NOTE: See illustrations, next page for  
Trunk Name Assignment examples.*

**default: [no assignment]**

#### Notes:

To Assign Trunk Names using a display phone:

- First, press FLASH to clear current data (if any).
- Then press the soft key that represents the group of letters you want to choose from.
- Then press one of the FF-keys on the bottom row (underneath the LCD), that is in the same position as the letter you want to choose.

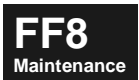
Use the \* key to erase an entry. Use the # key to enter a space.

Press Hold when finished.

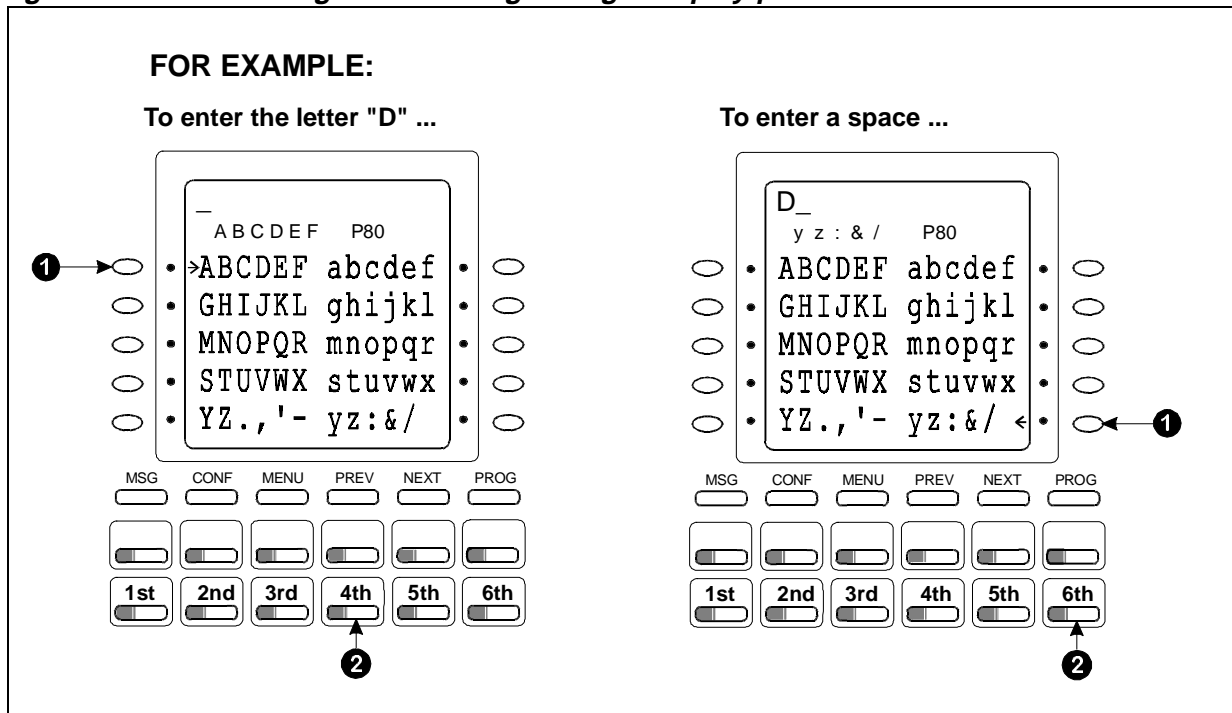
See illustrations, next page.

#### Related Programming:

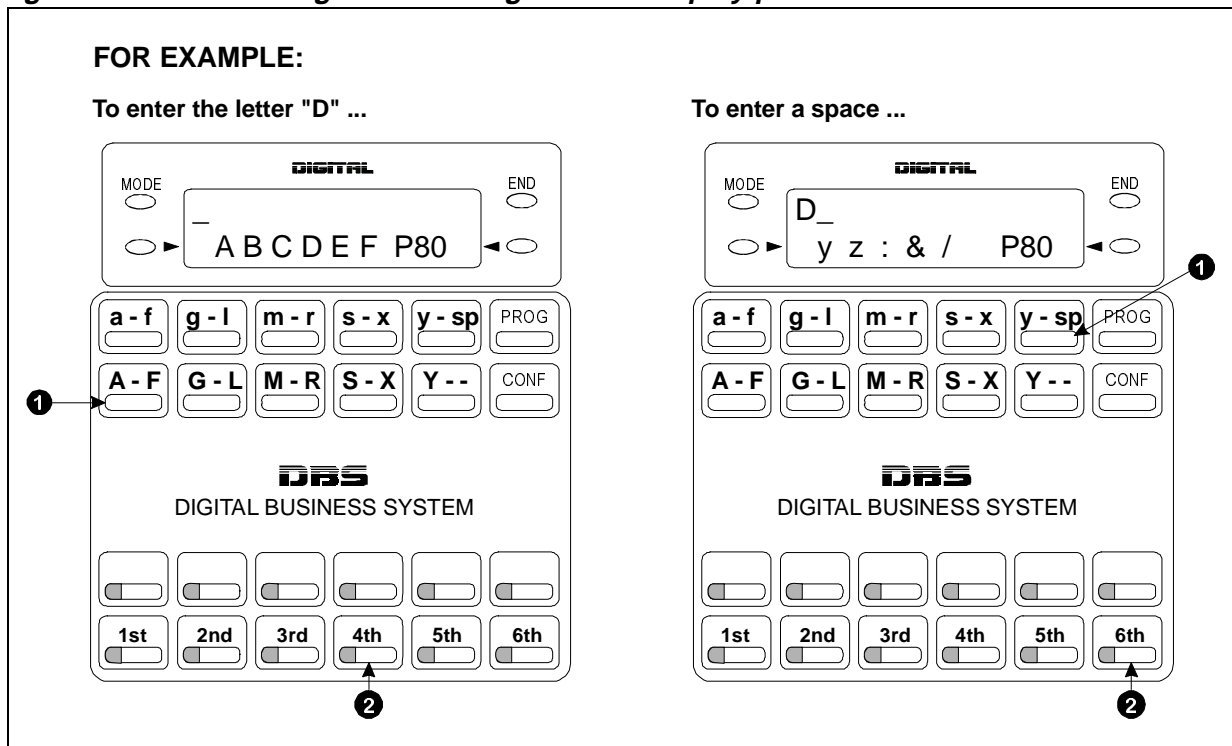
- Trunk Number Assignment (pg. 2-7) for analog CO trunks FF2 0 BSSC 00 Hold (0-576) Hold
- Trunk Number Assignment (pg. 2-37) for analog E&M tie-trunks FF2 0 BSSC 00 Hold (0-576) Hold
- Trunk Number Assignment (1st Channel) (pg. 2-60) for ISDN trunks FF2 1 BSSC 01 Hold (0-576) Hold
- Trunk Number Assignment (pg. 2-87) for T1 CO trunks FF2 2 BSSCC 01 Hold (0-576) Hold
- Trunk Number Assignment (pg. 2-116) for T1 E&M tie-trunks FF2 2 BSSCC 01 Hold (0-576) Hold



**Figure 8-2: Name Assignments using a Large-Display phone**



**Figure 8-3: Name Assignments using a Small-Display phone**



**FF8**  
Maintenance

## FF8 0 03: Alarms

### Confirm Major Alarm

(all CPCs) - Version 1.0 or higher

Confirm Major Alarms on Large-LCD phones.

0 :  
Major Fault

**FF8 0 03 Hold Hold Hold 1 Hold**

#### Notes:

You can see the Major Alarm on the LCD line base.

When the MJ Alarm is lit on CPC card, you can enter this address.

- Press Hold to increment the record.
- After the data displays, press **FLASH Hold** to clear the data.

#### Related Programming:

### Confirm Minor Alarm

(all CPCs) - Version 1.0 or higher

Confirm Minor Alarms on Large-LCD phones.

0 :  
Minor Fault

**FF8 0 03 Hold Hold Hold 2 Hold**

#### Notes:

You can see the Minor Alarm on the LCD line base.

- Press Hold to increment the record.
- After the data displays, press **FLASH Hold** to clear the data.

#### Related Programming:

**FF8**  
Maintenance

## Confirm AL Alarms

(all CPCs) - Version 1.0 or higher

Confirm "AL" Alarms on Large-LCD phones.

0 :  
Alarm Fault

**FF8 0 03 Hold Hold Hold 3 Hold**

### Notes:

Ten AL Alarms occurring within 10 minutes will be counted as 1 Minor Alarm, and will appear on the "Minor" LED on the CPC.

You can see AL Alarms on the LCD line base.

- Press Hold to increment the record.
- After the data displays, press **FLASH Hold** to clear the data.

### Related Programming:

## Dump All Trouble Records

(all CPCs) - Version 1.0 or higher

Print alarms to RS-232C port.

1 :  
Fault Output

**FF8 0 03 1 Hold OT-1 OT-1 Hold Hold 1 Hold**

↑            ↑  
OT-1 = One-Touch Key 1  
(press once to start printer)  
(press again to stop printer)

### Notes:

### Related Programming:

Programmed Data to Serial Port (pg. 1-89)    **FF1 0 06 0003 Hold (0-2) Hold**

## FF8 0 04: Card Settings

### Card Reset

(all CPCs) - Version 1.0 or higher

Reset a card if the system cannot communicate with it.

**BSS** :  
Card Status

**FF8 0 04 0 BSS Hold (0 or 1) (Flash + Hold)**

**BSS: Card Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12

0=Not installed, or idle  
(no communication).  
1=Installed and busy.

(press FLASH\* and Hold simultaneously)  
\*Not available for FLASH, programmed via FF-key.

#### Notes:

When you reset a card, the system will display the next card. You can then reset the card in the free slot.

Even if the display shows “0” (Not installed, or idle), you can reset the card.

If the entered card position is an EXT (extension) card, only “0” (Not installed, or idle) is available for display.

#### Related Programming:

### Card Type Verification

(all CPCs) - Version 1.0 or higher

Verifies the existing card type. For display only (you cannot change the card type).

**BSS-00** :  
Card ID

**FF8 0 04 1 BSS 00 Hold [01-99 displays]**

**BSS: Card Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-14

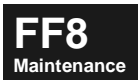
Card Type Setting 01-99  
(see table below for values)

#### Notes:

The Card Type No. displayed will not match the card’s address entry in **Free Slot/Option Slot Assignment** (see **0: System Configuration**). The table below shows the actual values for the displayed Card Type No.

#### Related Programming:

Free Slot Assignment (pg. 0-5) 01 (1-6) (01-12) Hold (1-99) Hold  
Option Slot Assignment (pg. 0-6) 02 (1-6) (13 or 14) Hold (50) Hold



**Table 8-4. Card Verification (FF8 0 04 1)**

Display No.	Card Type	Card Description	Address Entry in 0: System Configuration
10	MFR/8		50
14	RAI		51
16	CONF		52
29	LTRK/8		1
2A	LGTRK/8		2
2B	DIDTR8		3
2C	Caller ID		1
30	AEC/8		31
33	DEC/8		30
50	PRI/23		11/12/13
53	PRI/30		11/12/14/15
60	DEC/8	Digital Extension Card/8-port	
70	AEC/8	Analog Extension Card/8-port	
73	SBRI/4	BRI Card/S-point	
80	PRI/8	ISDN PRI Extension Card/S-point/ 8-channel use	
C1	PRI/23	ISDN PRI Extension Card/S-point/ 23- or 24-channel	
D2	MFR/8	DTMF Receiver Card	
D3	RAI		
D6	API+		
D9	ACD		

### Card Version Verification

(all CPCs) - Version 1.0 or higher

Verifies the version number of the card. For display only (you cannot change the version).

**BSS-01** :  
Card Version

**FF8 0 04 1 BSS 01 Hold [Version No. displays]**



**BSS: Card Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-14

**FF8**  
Maintenance

**Notes:**

**Related Programming:**



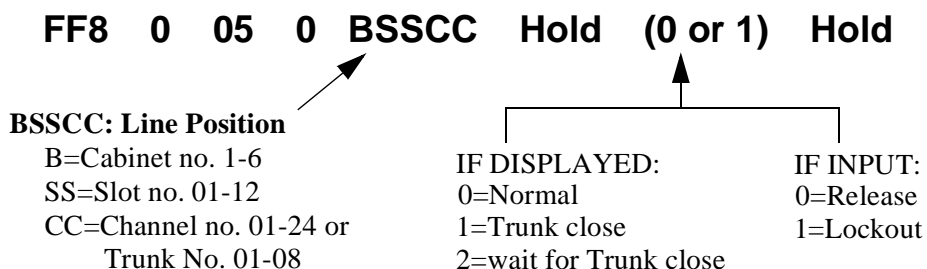
## FF8 0 05: Line Control

### Line Lockout

(all CPCs) - Version 1.0 or higher

Enable/Disable the line. You can use pre-lockout to make the line idle (the system will lockout the line).

**BSSCC :**  
Line Status



**Notes:**

If the line is busy when you lockout the trunk, “2” (meaning “wait for Trunk close”) will appear on the display. When the line becomes idle, the display will change to “1” (“Trunk close”). Trunk Lockout status is not indicated on FF-key line appearances.

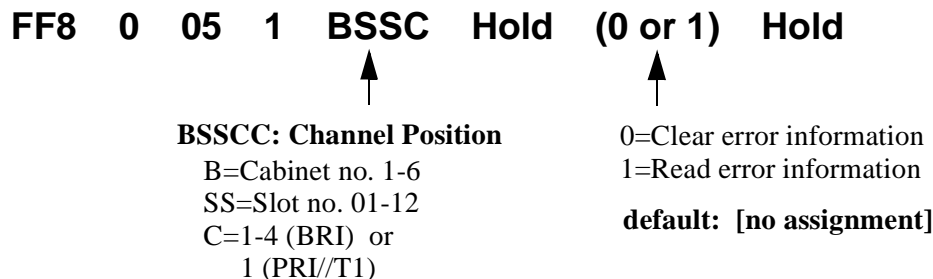
**Related Programming:**

### ISDN/T1 Error Information Control

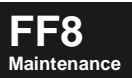
(all CPCs) - Version 1.0 or higher

View or clear ISDN/T1 error information.

**BSSC :**  
Line ERR Control



**Notes:**



**Related Programming:**

- Layer 1 Status Error Counter (ISDN) (pg. 8-30) FF8 0 05 2 BSSC 08 Hold (digits)
- Layer 1 Receive Error Counter (ISDN) (pg. 8-30) FF8 0 05 2 BSSC 09 Hold (digits)
- Layer 1 Transmit Error Counter (ISDN) (pg. 8-31) FF8 0 05 2 BSSC 10 Hold (digits)
- TEI Layer 2 Error Counter (ISDN) (pg. 8-31) FF8 0 05 2 BSSC (11-90) Hold (digits)

## Signal Loss Alarm Counter

(all CPCs) - Version 1.0 or higher

View historical Signal Loss Alarm errors.

**BSSC :  
Loss ALM Count**

**FF8 0 05 2 BSSC 00 Hold (digits)**

↑

**BSSCC: Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=1-4 (BRI) or  
 1 (PRI/T1)

↑

Signal Loss Alarm count  
**default: 0000**

**Notes:**

**Related Programming:**

## OOF Alarm Counter

(all CPCs) - Version 1.0 or higher

View historical Out-Of-Frame (OOF) Alarm errors.

**BSSC-01 :  
OFF ALM Count**

**FF8 0 05 2 BSSC 01 Hold (digits)**

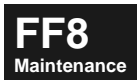
↑

**BSSCC: Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=1-4 (BRI) or  
 1 (PRI/T1)

↑

OOF Alarm Count  
**default: 0000**

**Notes:**



**Related Programming:**

### Sync Loss Alarm Counter

(all CPCs) - Version 1.0 or higher

**BSSC-02 :  
SYNC ALM Count**

View historical Sync Loss Alarm errors.

**FF8 0 05 2 BSSC 02 Hold (digits)**

↑

**BSSCC: Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=1-4 (BRI) or  
1 (PRI//T1)

↑

Sync Loss Alarm Count  
**default: 0000**

**Notes:**

**Related Programming:**

### Yellow Alarm Counter

(all CPCs) - Version 1.0 or higher

**BSSC-03 :0  
Yellow ALM Count**

View historical Yellow Alarm errors.

**FF8 0 05 2 BSSC 03 Hold (digits)**

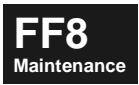
↑

**BSSCC: Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=1-4 (BRI) or  
1 (PRI//T1)

↑

Yellow Alarm Count  
**default: 0000**



**Notes:**

**Related Programming:**



## CRC Alarm Counter

(all CPCs) - Version 1.0 or higher

View historical CRC Alarm errors.

**BSSC-06 :  
CRC ALM Count**

**FF8 0 05 2 BSSC 06 Hold (digits)**

↑

**BSSCC: Channel Position**

B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=1-4 (BRI) or  
1 (PRI/T1)

↑

CRC Alarm Count  
**default: 0000**

**Notes:**

**Related Programming:**

## BPV Alarm Counter

(all CPCs) - Version 1.0 or higher

View historical BPV Alarm errors.

**BSSC-07 :0  
BPV ALM Count**

**FF8 0 05 2 BSSC 07 Hold (digits)**

↑

**BSSCC: Channel Position**

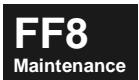
B=Cabinet no. 1-6  
SS=Slot no. 01-12  
C=1-4 (BRI) or  
1 (PRI/T1)

↑

BPV Alarm Count  
**default: 0000**

**Notes:**

**Related Programming:**



## Layer 1 Status Error Counter (ISDN)

**BSSC-08 :0**  
 Layer1 Status

(all CPCs) - Version 1.0 or higher  
 View historical Layer 1 status errors.

FF8 0 05 2 BSSC 08 Hold (digits)

↑  
**BSSCC: Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=1-4 (BRI) or  
 1 (PRI//T1)

↑  
 Layer 1 Status Error Count  
**default: 00**

**Notes:**

**Related Programming:**

## Layer 1 Receive Error Counter (ISDN)

**BSSC-09 :0**  
 Layer1 R-Error

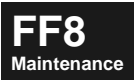
(all CPCs) - Version 1.0 or higher  
 View historical Layer 1 Receive errors.

FF8 0 05 2 BSSC 09 Hold (digits)

↑  
**BSSCC: Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=1-4 (BRI) or  
 1 (PRI//T1)

↑  
 Layer 1 Receive Error Count  
**default: 000000**

**Notes:**



**Related Programming:**

## Layer 1 Transmit Error Counter (ISDN)

**BSSC-10 :0**  
 Layer1 T-Error

(all CPCs) - Version 1.0 or higher  
 View historical Layer 1 Transmit errors.

FF8 0 05 2 BSSC 10 Hold (digits)

↑  
**BSSCC: Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=1-4 (BRI) or  
 1 (PRI/T1)

↑  
 Layer 1 Transmit Error Count  
**default: 000000**

**Notes:**

**Related Programming:**

## TEI Layer 2 Error Counter (ISDN)

**BSSC-11 :0**  
 TEI0 Layer2ERR1

(all CPCs) - Version 1.0 or higher  
 View historical TEI Layer 2 errors.

FF8 0 05 2 BSSC (11-90) Hold (digits)

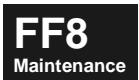
↗  
**BSSCC: Channel Position**  
 B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=1-4 (BRI) or  
 1 (PRI/T1)

↑  
 TEI Error No.  
*(see table, next page)*

↑  
 TEI Layer 2  
 Error Count  
**default: 000000**

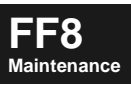
**Notes:**

**Related Programming:**



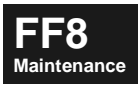
**Table 8-5. TEI Layer 2 Error Counter (FF8 0 05 2)**

Address No.	Error No.	for TEI No.	
11	Error 1	<b>TEI-0</b>	
12	Error 2		
13	Error 3		
14	Error 4		
15	Error 5		
16	Error 1	<b>TEI-1</b>	
17	Error 2		
18	Error 3		
19	Error 4		
20	Error 5		▲ (PRI: display)
21	Error 1	<b>TEI-2</b>	(PRI: no display) ▼
22	Error 2		
23	Error 3		
24	Error 4		
25	Error 5		
26	Error 1	<b>TEI-3</b>	
27	Error 2		
28	Error 3		
29	Error 4		
30	Error 5		
31	Error 1	<b>TEI-4</b>	
32	Error 2		
33	Error 3		
34	Error 4		
35	Error 5		
36	Error 1	<b>TEI-5</b>	
37	Error 2		
38	Error 3		
39	Error 4		
40	Error 5		
41	Error 1	<b>TEI-6</b>	
42	Error 2		
43	Error 3		
44	Error 4		
45	Error 5		
46	Error 1	<b>TEI-7</b>	
47	Error 2		
48	Error 3		
49	Error 4		
50	Error 5		





Address No.	Error No.	for TEI No.	
51	Error 1	<b>TEI-8</b>	
52	Error 2		
53	Error 3		
54	Error 4		
55	Error 5		
56	Error 1	<b>TEI-9</b>	
57	Error 2		
58	Error 3		
59	Error 4		
60	Error 5		
61	Error 1	<b>TEI-10</b>	
62	Error 2		
63	Error 3		
64	Error 4		
65	Error 5		
66	Error 1	<b>TEI-11</b>	
67	Error 2		
68	Error 3		
69	Error 4		
70	Error 5		
71	Error 1	<b>TEI-12</b>	
72	Error 2		
73	Error 3		
74	Error 4		
75	Error 5		
76	Error 1	<b>TEI-13</b>	
77	Error 2		
78	Error 3		
79	Error 4		
80	Error 5		
81	Error 1	<b>TEI-14</b>	
82	Error 2		
83	Error 3		
84	Error 4		
85	Error 5		
86	Error 1	<b>TEI-15</b>	
87	Error 2		
88	Error 3		
89	Error 4		
90	Error 5		



### T1 Loopback 1 Diagnostics

(all CPCs) - Version 1.0 or higher

Enable/Disable T1 Loopback mode 1.

**BSS** :  
LP01 Start/Stop

**FF8 0 05 3 BSS(C) Hold (0 or 1) Hold**

**BSS: Card Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12

**0=Stop (Default)**  
1=Start

#### Notes:

When you enter “1”, the T1 card starts loopback mode. (Loopback mode 1 is one of the diagnostics which is used to check a T1 card.)

#### Related Programming:

### T1 Loopback 2 Diagnostics

(all CPCs) - Version 1.0 or higher

Enable/disable T1 Loopback mode 2.

**BSS** :  
LP02 Start

**FF8 0 05 4 BSS(C) Hold 1 Hold**

**BSS: Card Position**  
B=Cabinet no. 1-6  
SS=Slot no. 01-12

1=Start

#### Notes:

#### Related Programming:



# FF8 0 06: ISDN Channel Control

## ISDN Channel Control

**BSSC-01 :0**  
**CH01 Lockout**

(all CPCs) - Version 1.0 or higher  
 Enable/Disable the lockout of ISDN on the line base.

**FF8 0 06 BSSC (0-3) Hold CONF... (0 or 1) Hold**

**BSSC: ISDN Channel Position**

B=Cabinet no. 1-6  
 SS=Slot no. 01-12  
 C=1 (PRI)  
 C=1-4 (BRI)

0=channels 1-6  
 1=channels 7-12  
 2=channels 13-18  
 3=channels 19-24  
 (see table below)

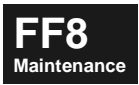
**0=Lockout (default)**  
 1=Lockout

**Notes:**

**Related Programming:**

**Table 8-6. ISDN Channel Lockout (FF8 0 06)**

Address	Channel No.	
FF8 0 06 (BSSC) 0 Hold CONF	Channel 1	
FF8 0 06 (BSSC) 0 Hold CONF Hold	Channel 2	
FF8 0 06 (BSSC) 0 Hold CONF (Hold x2)	Channel 3	
FF8 0 06 (BSSC) 0 Hold CONF (Hold x3)	Channel 4	
FF8 0 06 (BSSC) 0 Hold CONF (Hold x4)	Channel 5	
FF8 0 06 (BSSC) 0 Hold CONF (Hold x5)	Channel 6	
FF8 0 06 (BSSC) 1 Hold CONF	Channel 7	
FF8 0 06 (BSSC) 1 Hold CONF Hold	Channel 8	
FF8 0 06 (BSSC) 1 Hold CONF (Hold x2)	Channel 9	
FF8 0 06 (BSSC) 1 Hold CONF (Hold x3)	Channel 10	
FF8 0 06 (BSSC) 1 Hold CONF (Hold x4)	Channel 11	
FF8 0 06 (BSSC) 1 Hold CONF (Hold x5)	Channel 12	
FF8 0 06 (BSSC) 2 Hold CONF	Channel 13	
FF8 0 06 (BSSC) 2 Hold CONF Hold	Channel 14	
FF8 0 06 (BSSC) 2 Hold CONF (Hold x2)	Channel 15	



Address	Channel No.	
FF8 0 06 (BSSC) 2 Hold CONF (Hold x3)	Channel 16	
FF8 0 06 (BSSC) 2 Hold CONF (Hold x4)	Channel 17	
FF8 0 06 (BSSC) 2 Hold CONF (Hold x5)	Channel 18	
FF8 0 06 (BSSC) 3 Hold CONF	Channel 19	
FF8 0 06 (BSSC) 3 Hold CONF Hold	Channel 20	
FF8 0 06 (BSSC) 3 Hold CONF (Hold x2)	Channel 21	
FF8 0 06 (BSSC) 3 Hold CONF (Hold x3)	Channel 22	
FF8 0 06 (BSSC) 3 Hold CONF (Hold x4)	Channel 23	
FF8 0 06 (BSSC) 3 Hold CONF (Hold x5)	Channel 24	

## FF8 0 07: Bus Monitor (for factory use)

### Bus Monitor Save Control

(all CPCs) - Version 1.0 or higher

Save internal bus communication, which can then be used to investigate a problem that occurs.

000 :0  
Save Start/Stop

FF8 0 07 0 00 Hold (0 or 1) Hold

0=Stop/Do not save. (default)

1=Start.

#### Notes:

#### Related Programming:

### Trigger Codes

(all CPCs) - Version 1.0 or higher

Specify up to 5 Trigger Codes, which are used for saving Bus Monitor information.

001 :  
Stop SR1G Code 1

FF8 0 07 0 (01-15) Hold (code) Hold

01-03=for Code 1

04-06=for Code 2

07-09=for Code 3

10-12=for Code 4

13-15=for Code 5

(see table below)

#### Notes:

This address should be used only under the supervision of Panasonic Technical Support.

#### Related Programming:

**FF8**  
Maintenance

**Table 8-7. Trigger Codes (FF8 0 07 0 [01-15])**

<b>FF8 0 07 0...</b>	<b>Address Description</b>	<b>Data Setting</b>
01	Trigger Code 1	
02	Data Position (Code 1)	
03	Stop Data (Code 1)	
04	Trigger Code 2	
05	Data Position (Code 2)	
06	Stop Data (Code 2)	
07	Trigger Code 3	
08	Data Position (Code 3)	
09	Stop Data (Code 3)	
10	Trigger Code 4	
11	Data Position (Code 4)	
12	Stop Data (Code 4)	
13	Trigger Code 5	
14	Data Position (Code 5)	
15	Stop Data (Code 5)	

---

## FF8 0 08: Table Dump

---

### Table Dump

(All CPCs) - Version 1.0 or higher

This address provides Problem Report information and should be used only if requested by Panasonic Technical Support.

020008 :  
0001-0000-0000

**FF8 0 08 Hold Hold (vvvv-dddd-iiii) Hold**

#### Notes:

#### Related Programming:

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## FF8 0 09: Memory Dump

---

### Memory Dump

(all CPCs) - Version 1.0 or higher

This address provides Problem Report information and should be used only if requested by Panasonic Technical Support.

000000 :0040  
00000000

**FF8 0 09 Hold Hold (aaaaaaa) Hold**

#### Notes:

#### Related Programming:



## FF8 0 10: DID Names

### DID Names

\_ A B C D E F 001

(all CPCs) - Version 1.0 or higher

Assign names of up to 10 characters each to DID numbers in the “A” side  
DID Dial Table (pg. 1-169).

**FF8 0 10 Hold Hold (001-576) Hold (up to 10 char.) Hold**

↑  
 DID No. 1-576

↑  
 DID Name (up to 10 characters,  
 including AA-zz, 0-9, \* and #)  
  
**default: [no assignment]**

**Notes:**

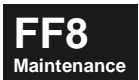
See pg. 8-20 for instructions on entering names.

DID Names do not apply to the “B” side DID Dial Table.

**Related Programming:**

DID/DNIS Numbering (“A” Side) (pg. 1-168)    **FF1 4 01 0001 Hold (1-4) Hold**

DID/DNIS Dial Table (“A” Side) (pg. 1-169)    **FF1 4 02 (000-575) (1-6) Hold (0-9999 or 1-72) Hold**



# FF8 1: User Maintenance

## FF8 1 00: System Clock

### System Date

(all CPCs) - Version 1.0 or higher

Set the current date for the DBS 576 phone system.

0 :YYMMDD  
Date

FF8 1 00 0 Hold (YYMMDD) Hold



System Date (Year/Month/Day)

default (after initializing system): 970101

#### Notes:

#### Related Programming:

### System Time

(all CPCs) - Version 1.0 or higher

Set the current time for the DBS 576 phone system.

1 :HHMM  
Time

FF8 1 00 1 Hold (HHMM) Hold



System Time (Hour/Minute) in military format

example: 1328 for 1:28 pm.

default (after initializing system): 00:00

**FF8**  
Maintenance

#### Notes:

#### Related Programming:

Time Display Mode (pg. 1-21) FF1 0 01 0023 Hold (0 or 1) Hold

## System Day of Week

(all CPCs) - Version 1.0 or higher

Set current day of the week for the phone system.

2 :3  
Week of the Day

FF8 1 00 2 Hold (1-7) Hold



System Day of Week:

- 1=Mon
- 2=Tue
- 3=Wed
- 4=Thu
- 5=Fri
- 6=Sat
- 7=Sun

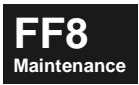
default: 3 (Wed -- for default System Date: 970101)

### Notes:

When you enter **System Date**, the system will automatically pick the correct **System Day of Week**.

### Related Programming:

System Date (pg. 8-42) FF8 1 00 0 Hold (YYMMDD) Hold



## FF8 1 01: Personal Speed Dial (PSD)

### PSD Numbers

(all CPCs) - Version 1.0 or higher

Assign Personal Speed Dial (PSD) codes for each extension.

0 :  
Ext# or Name 80

(clears current data)

**FF8 1 01 Hold 0 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Phone No.) Hold**

↑

Extension No.

↑

PSD Code  
(Bin No.)  
range: 80-99

↑

Phone Number  
stored in PSD bin  
(up to 24 char.)

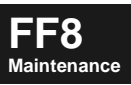
**Notes:**

You can assign up to 10 PSDs to the one-touch keys on a non-display or small-display phone. You can assign up to 20 PSDs to the soft keys on a Large-LCD phone.

Speed Dial numbers can contain up to 24 characters. The following table shows which keys to use for entering special characters.

**Table 8-8. Keys for Speed-Dial Number Entry**

To indicate...	Enter...
Digit or character	0, 1 - 9, *, #
Intercom Level	AUTO * #
MCO Code 9	AUTO * 0
MCO Code 81	AUTO * 71
MCO Code 82	AUTO * 72
MCO Code 83	AUTO * 73
MCO Code 84	AUTO * 74
Pause	REDIAL
DP - DTMF Code	AUTO **
SSD Code	AUTO NN(N)
Hyphen (-)	PROG
Display Number (Start/Stop)	AUTO * 2



**Special Instructions for Large-Display Phones:**

When you enter this address, the display on the Large-LCD phone will change to HYPHEN (soft key #3), PAUSE (soft key #4), and SPD-ID (soft key #5) so you can enter these characters into the PSD phone number. (On non-display or small-display phones, use the one-touch keys #3 thru #5 for entering these characters.)

- “SPD-ID” represents AUTO, which must precede each special code you enter into the phone number (such as another SSD/PSD code, Account Code, etc.).

- ❑ When you press soft key #3 (HYPHEN) to enter a hyphen, it will display as F. Pressing soft key #4 (PAUSE) will display as R. Pressing soft key #5 (SPD-ID) will display as A.

**Related Programming:**

**Trunk Access in Speed Dialing (pg. 1-23) FF1 0 02 0004 Hold (0 or 1) Hold**

### PSD Names

(all CPCs) - Version 1.0 or higher

Assign names to PSD codes for each extension.

1 :  
 ABCDEF 80

(clears current data)

**FF8 1 01 Hold 1 Hold Hold (Ext.No.) Hold (PSD) Hold FLASH (Name) Hold**

↑  
 Extension No.

↑  
 PSD Code 80-99

↑  
 Name for PSD Code  
(up to 7 char.)

**Notes:**

PSD Names are displayed alphabetically on Large-LCD phones.

**To assign PSD Names:**

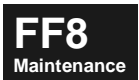
- ❑ After entering the PSD Code and Hold in the above address, press FLASH to clear current data (if any).
- ❑ Then press the soft key that represents the group of letters you want to choose from.
- ❑ Then press one of the FF-keys on the bottom row (underneath the LCD), that is in the same position as the letter you want to choose.

Use the \* key to erase an entry. Use the # key to enter a space.

Press Hold when finished.

See figures, pg. 8-20 for instructions on entering names.

**Related Programming:**



## FF8 1 02: System Speed Dial (SSD)

### SSD Numbers

(all CPCs) - Version 1.0 or higher

10 :  
-SSDxxx xxx

Assign System Speed Dial (SSD) codes for the system.

(clears current data)

**FF8 1 02 Hold 0 Hold Hold (SSD) Hold FLASH (Phone No.) Hold**

↑  
 SSD Code (Bin No.)  
 range: 00-79 or 000-799

↑  
 Phone No. stored in SSD bin  
 (up to 24 char.)

**Notes:**

Speed Dial numbers can contain up to 24 characters. The following table shows which keys to use for entering special characters.

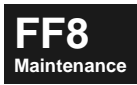
**Table 8-9. Keys for Speed-Dial Number Entry**

To indicate...	Enter...
Digit or character	0, 1 - 9, *, #
Intercom Level	AUTO * #
MCO Code 9	AUTO * 0
MCO Code 81	AUTO * 71
MCO Code 82	AUTO * 72
MCO Code 83	AUTO * 73
MCO Code 84	AUTO * 74
Pause	REDIAL
DP - DTMF Code	AUTO **
SSD Code	AUTO NN(N)
Hyphen (-)	PROG
Display Number (Start/Stop)	AUTO * 2

**Special Instructions for Large-Display Phones:**

When you enter this address, the display on the Large-LCD phone will change to HYPHEN (soft key #3), PAUSE (soft key #4), and SPD-ID (soft key #5) so you can enter these characters into the SSD phone number. (On non-display or small-display phones, use the one-touch keys #3 thru #5 for entering these characters.)

- “SPD-ID” represents AUTO, which must precede each special code you enter into the phone number (such as another SSD/PSD code, Account Code, etc.).
- When you press soft key #3 (HYPHEN) to enter a hyphen, it will display as F. Pressing soft key #4 (PAUSE) will display as R. Pressing soft key #5 (SPD-ID) will display as A.



**Related Programming:**

SSD Code Numbering (pg. 1-22) FF1 0 02 0002 Hold (0 or 1) Hold  
 Trunk Access in Speed Dialing (pg. 1-23) FF1 0 02 0004 Hold (0 or 1) Hold

**SSD Names** 10 :  
A B C D E F xxx

(all CPCs) - Version 1.0 or higher  
 Assign names to SSD codes.

FF8 1 02 Hold 1 Hold Hold (SSD) Hold FLASH (Name) Hold  
(clears current data)

↑  
 SSD Code (Bin No.)

↑  
 Name for SSD Code  
 (up to 16 char.)

**Notes:**

SSD Names are displayed alphabetically on Large-LCD phones.

**To assign SSD Names**, use the same procedure as **PSD Names**:

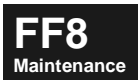
- After entering the SSD Code and Hold in the above address, press FLASH to clear current data (if any).
- Then press the soft key that represents the group of letters you want to choose from.
- Then press one of the FF-keys on the bottom row (underneath the LCD), that is in the same position as the letter you want to choose.

Use the \* key to erase an entry. Use the # key to enter a space.

Press Hold when finished.

See figures, pg. 8-20 for instructions on entering names.

**Related Programming:**



## SSD Index

(all CPCs) - Version 1.0 or higher

Assign a name to SSD Indexes #1 and #2.

A B C D E F 1

FF8 1 02 Hold 2 Hold Hold (1 or 2) Hold FLASH (Name) Hold

↑  
 SSD Index No. 1 or 2

(clears current data)  
 ↑  
 Name for SSD Index  
 (up to 4 char.)

**Notes:**

**Related Programming:**



## FF8 1 03: Extension Names

### Extension Name Assignment

(all CPCs) - Version 1.0 or higher

- :  
ABCDEF

Assign names to extensions.

(clears current data)

**FF8 1 03 Hold 0 Hold Hold (Ext.No.) Hold FLASH (up to 10 char.) Hold**

↑  
 Extension No. 0-9999

↑  
 Name for Extension (up to 10 char.)

**Notes:**

*If Using a Large-Display phone to program Extension Names:* After punching-in:

**FF8 1 03 Hold 0 Hold Hold**

in the above address, the display will show a list of existing extension numbers and name assignments, in alphabetical order. If you don't already know the extension number, press the PREV or NEXT key to toggle through the list. Then press the soft key next to the extension number whose name you want to change.

To enter the name, use the same procedure as **SSD and PSD Names**. See figures, pg. 8-20 for instructions on entering names.

During normal phone-system operating mode, each display phone's Extension Name will appear on the 2nd line of the display while the phone is idle. When the phone is used to call another extension, the destination extension's assigned Name will appear on the 1st line of the display.

**Related Programming:**

Extension Number Assignment (pg. 3-4)    **FF3 0 BSSC 02 Hold (0-9999) Hold**

### Extension Index

(all CPCs) - Version 1.0 or higher

A B C D E F 1

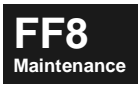
Assign a name to Extension Indexes #1 and #2.

(clears current data)

**FF8 1 03 Hold 1 Hold Hold (1 or 2) Hold FLASH (Name) Hold**

↑  
 Extension Index No. 1 or 2

↑  
 Name for Extension Index (up to 4 char.)



**Notes:**

**Related Programming:**

## FF8 1 04 thru 06: ID Codes

### Verified Account Codes

(all CPCs) - Version 1.0 or higher

001:Account Code

Enter up to 500 Verified Account Codes to be stored in system memory.

(clears current data)

FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold

↑  
Entry No.  
(max. 500 entries)

↑  
Verified Account Code  
(up to 10 digits)

default: [no assignment]

#### Notes:

**Using Verified Account Codes:** The user enters the feature code for Account Code Entry (#8 by default), dials the Account Code and # before making a call. If the dialed Code matches an entry in the above address, the user can then proceed to dial a phone number. The Account Code's TRS Class (assigned in the next address) will determine whether the call is allowed or not, overriding the extension's TRS Class which is normally used. See pg. 3-22 for more information.

#### Related Programming:

TRS Class for Forced Account Codes (pg. 1-104) FF1 0 19 0001 Hold (1-50) Hold  
 Forced Account Codes (pg. 3-21) for extensions FF3 0 BSSC 04 24 Hold (0 or 1) Hold  
 Verified Account Codes (pg. 3-22) for extensions FF3 0 BSSC 04 25 Hold (0 or 1) Hold  
 TRS Class Assignment (Day) (pg. 3-25) for extensions FF3 0 BSSC 06 0 Hold (1-50) Hold  
 TRS Class Assignment (Night) (pg. 3-25) for extensions FF3 0 BSSC 06 1 Hold (1-50) Hold  
 FF6 1: TRS Class Definitions (pg. 6-15)  
 TRS Class for Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold

### TRS Class for Verified Account Codes

(all CPCs) - Version 1.0 or higher

001:TRS Class

Assign a TRS Class to each Verified Account Code.

FF8 1 04 Hold Hold (001-500) 0002 Hold (1-50) Hold

↑  
Entry No.  
(max. 500 entries)

↑  
TRS Class No. (1-50)

default: [no assignment]

#### Notes:

This TRS Class will override the extension's TRS Class for outbound calls, if the user enters a Verified Account Code. See pg. 3-22 for more information.

**Related Programming:**

- TRS Class for Forced Account Codes (pg. 1-104) FF1 0 19 0001 Hold (1-50) Hold
- Forced Account Codes (pg. 3-21) for extensions FF3 0 BSSC 04 24 Hold (0 or 1) Hold
- Verified Account Codes (pg. 3-22) for extensions FF3 0 BSSC 04 25 Hold (0 or 1) Hold
- TRS Class Assignment (Day) (pg. 3-25) for extensions FF3 0 BSSC 06 0 Hold (1-50) Hold
- TRS Class Assignment (Night) (pg. 3-25) for extensions FF3 0 BSSC 06 1 Hold (1-50) Hold
- FF6 1: TRS Class Definitions (pg. 6-15)
- Verified Account Codes (pg. 8-50) FF8 1 04 Hold Hold (001-500) 0001 Hold FLASH (up to 10 digits) Hold

### Call-Forward ID Codes for Voice Mail

CF-ID EXT xxxx

(all CPCs) - Version 1.0 or higher

Assign a Voice Mail Call-Forward ID code to each extension.

(clears current data)

**FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold**

↑

Extension No.  
00-99 or  
000-999 or  
0000-9999

↑

Call-Forward ID Code  
for Voice Mail  
(up to 16 characters, including  
digits 0-9, \*, #, and Pause)  
**default: [no assignment]**

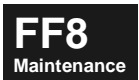
**Notes:**

*For Built-In VM:* Code= [VPU Port Hunt Group Pilot No.] \* [Ext.No.] #  
(must program this Code for every mailbox)

(all CPCs - Version 1.3 or higher) When the system sends intercom DTMF signals for the Voice Mail ID Code, DTMF On/Off Pattern #1 will automatically be used (it is defined in FF1 1 01 0016 and 0017).

**Related Programming:**

- FF1 0 23 and 24: Voice Mail Codes (pg. 1-109)
- DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold
- Extension Number Assignment (pg. 3-4) FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension HG Pilot Number (pg. 5-14) FF5 1 (01-72) 02 Hold (0-9999) Hold



## MSG Key ID Codes

(all CPCs) - Version 1.0 or higher

MSG-ID EXT xxxx

*(for 44-series Large-Display phones only)* Assign a code (such as a VM Access Code) to the extension phone's "MSG" one-touch key.

(clears current data)
**FF8 1 06 Hold Hold (Ext.No.) Hold FLASH (Code) Hold**

↑

Extension No.  
00-99 or  
000-999 or  
0000-9999

↑

MSG Key ID Code  
(up to 16 characters, including  
digits 0-9, \*, #, and Pause)  
  
**default: [no assignment]**

**Notes:**

The MSG key can be used to retrieve Voice Mail messages, as well as Message-Waiting calls received from other extensions. If the extension receives both kinds of messages at the same time, pressing the MSG key will retrieve Voice Mail messages first.

(all CPCs - Version 1.3 or higher) When the system sends intercom DTMF signals for the Voice Mail ID Code, DTMF On/Off Pattern #1 will automatically be used (it is defined in FF1 1 01 0016 and 0017).

**Related Programming:**

- Built-In VM: Message Retrieve Key (pg. 1-17) FF1 0 01 0015 Hold (0 or 1) Hold
- FF1 0 23 and 24: Voice Mail Codes (pg. 1-109)
- DTMF ON: Pattern #1 (pg. 1-123) FF1 1 01 0016 Hold (1-255) Hold
- DTMF OFF: Pattern #1 (pg. 1-124) FF1 1 01 0017 Hold (1-255) Hold
- Call-Forward ID Codes for Voice Mail (pg. 8-51) FF8 1 05 Hold Hold (Ext.No.) Hold FLASH (up to 16 char.) Hold



# FF8 1 07: Special Days/Times

## Weekdays

(all CPCs) - Version 1.0 or higher

Assign up to 5 weekday start times and modes.

000 :  
PTN 1-1 Start T

**FF8 1 07 0 (00-09) Hold (HHMM or 0-5) Hold**

- 00=Weekday1 Start Time
- 01=Weekday1 Start Mode
- 02=Weekday2 Start Time
- 03=Weekday2 Start Mode
- 04=Weekday3 Start Time
- 05=Weekday3 Start Mode
- 06=Weekday4 Start Time
- 07=Weekday4 Start Mode
- 08=Weekday5 Start Time
- 09=Weekday5 Start Mode

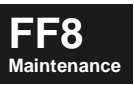
(HHMM)=Start Time (Hour/Minute)

- (0-5)=Start Mode:
- 0: No switch
  - 1: Day1
  - 2: Day2
  - 3: Night
  - 4: Night1
  - 5: Night2

**Notes:**

**Related Programming:**

Special Days of the Month (pg. 8-60) FF8 1 07 3 (00-34) Hold (0-3) Hold



### Weekend "A"

(all CPCs) - Version 1.0 or higher

Set up to 5 different Weekend "A" start times and modes.

010 :  
PTN 2-1 Start T

**FF8 1 07 0 (10-19) Hold (HHMM or 0-5) Hold**

- 10="A" Weekend1 Start Time
- 11="A" Weekend1 Start Mode
- 12="A" Weekend2 Start Time
- 13="A" Weekend2 Start Mode
- 14="A" Weekend3 Start Time
- 15="A" Weekend3 Start Mode
- 16="A" Weekend4 Start Time
- 17="A" Weekend4 Start Mode
- 18="A" Weekend5 Start Time
- 19="A" Weekend5 Start Mode

(HHMM)=Start Time (Hour/Minute)

(0-5)=Start Mode:

- 0: no switch
- 1: Day1
- 2: Day2
- 3: Night
- 4: Night1
- 5: Night2

**Notes:**

Weekend "A" typically applies to days like Saturdays, where only one mode (Day1, Day2, Night, Night1, or Night2) will be used for the entire day.

**Related Programming:**

Special Days of the Month (pg. 8-60) **FF8 1 07 3 (00-34) Hold (0-3) Hold**

### Weekend "B"

(all CPCs) - Version 1.0 or higher

Set up to 5 different Weekend "B" start times and modes.

020 :  
PTN 3-1 Start T

**FF8 1 07 0 (20-29) Hold (HHMM or 0-2) Hold**

- 20="B" Weekend1 Start Time
- 21="B" Weekend1 Start Mode
- 22="B" Weekend2 Start Time
- 23="B" Weekend2 Start Mode
- 24="B" Weekend3 Start Time
- 25="B" Weekend3 Start Mode
- 26="B" Weekend4 Start Time
- 27="B" Weekend4 Start Mode
- 28="B" Weekend5 Start Time
- 29="B" Weekend5 Start Mode

(HHMM)=Start Time (Hour/Minute)

(0-2)=Start Mode:

- 0: Day1
- 1: Day2
- 2: Night

**FF8**  
Maintenance

**Notes:**

Weekend “B” is typically used for Sundays, where only one of the modes (Day1, Day2, or Night) applies for the day.

**Related Programming:**

## Holidays

1000 :  
Special Day 01

(all CPCs) - Version 1.0 or higher

Set up to 20 different holidays, each with up to five different time periods.

**FF8 1 07 1 (000-219) Hold (MMDD, HHMM or 0-5) Hold**

↑

Address Nos. for Holidays 1-20  
(for each holiday, set the Date  
and five Start Times/Modes)

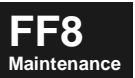
*(see table below)*

↑

(MMDD)=Holiday Date (Month/Day)  
(HHMM)=Start Time (Hour/Minute)  
(0-5)=Start Mode:  
0: No switch  
1: Day1  
2: Day2  
3: Night  
4: Night1  
5: Night2

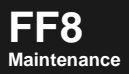
**Notes:**

**Related Programming:**



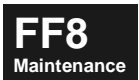
**Table 8-10. Holidays (FF8 1 07 1)**

Holidays: FF8 1 07 1 (000-219) Hold (MMDD or HHMM or 0-5) Hold						
-- VALUES -- (MMDD, HHMM, or 0-5)		-- ADDRESS NOs. (000-219) --				
		TIME PERIODS				
		PERIOD 1	PERIOD 2	PERIOD 3	PERIOD 4	PERIOD 5
<b>HOLIDAY 1</b>	Date (MMDD)	000				
	Start Time (HHMM)	001	003	005	007	009
	Mode (0-5): 0=No swtch 1=Day1 2=Day2 3=Night 4=Night1 5=Night2	002	004	006	008	010
<b>HOLIDAY 2</b>	Date (MMDD)	011				
	Start Time (HHMM)	012	014	016	018	020
	Mode (0-5)	013	015	017	019	021
<b>HOLIDAY 3</b>	Date (MMDD)	022				
	Start Time (HHMM)	023	025	027	029	031
	Mode (0-5)	024	026	028	030	032
<b>HOLIDAY 4</b>	Date (MMDD)	033				
	Start Time (HHMM)	034	036	038	040	042
	Mode (0-5)	035	037	039	041	043
<b>HOLIDAY 5</b>	Date (MMDD)	044				
	Start Time (HHMM)	045	047	049	051	053
	Mode (0-5)	046	048	050	052	054
<b>HOLIDAY 6</b>	Date (MMDD)	055				
	Start Time (HHMM)	056	058	060	062	064
	Mode (0-5)	057	059	061	063	065
<b>HOLIDAY 7</b>	Date (MMDD)	066				
	Start Time (HHMM)	067	069	071	073	075
	Mode (0-5)	068	070	072	074	076

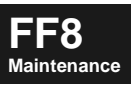




Holidays: FF8 1 07 1 (000-219) Hold (MMDD or HHMM or 0-5) Hold						
-- VALUES -- (MMDD, HHMM, or 0-5)		-- ADDRESS NOS. (000-219) -- TIME PERIODS				
		PERIOD 1	PERIOD 2	PERIOD 3	PERIOD 4	PERIOD 5
<b>HOLIDAY 8</b>	Date (MMDD)	077				
	Start Time (HHMM)	078	080	082	084	086
	Mode (0-5)	079	081	083	085	087
<b>HOLIDAY 9</b>	Date (MMDD)	088				
	Start Time (HHMM)	089	091	093	095	097
	Mode (0-5)	090	092	094	096	098
<b>HOLIDAY 10</b>	Date (MMDD)	099				
	Start Time (HHMM)	100	102	104	106	108
	Mode (0-5)	101	103	105	107	109
<b>HOLIDAY 11</b>	Date (MMDD)	110				
	Start Time (HHMM)	111	113	115	117	119
	Mode (0-5)	112	114	116	118	120
<b>HOLIDAY 12</b>	Date (MMDD)	121				
	Start Time (HHMM)	122	124	126	128	130
	Mode (0-5)	123	125	127	129	131
<b>HOLIDAY 13</b>	Date (MMDD)	132				
	Start Time (HHMM)	133	135	137	139	141
	Mode (0-5)	134	136	138	140	142
<b>HOLIDAY 14</b>	Date (MMDD)	143				
	Start Time (HHMM)	144	146	148	150	152
	Mode (0-5)	145	147	149	151	153
<b>HOLIDAY 15</b>	Date (MMDD)	154				
	Start Time (HHMM)	155	157	159	161	163
	Mode (0-5)	156	158	160	162	164



Holidays: FF8 1 07 1 (000-219) Hold (MMDD or HHMM or 0-5) Hold						
-- VALUES -- (MMDD, HHMM, or 0-5)		-- ADDRESS NOS. (000-219) -- TIME PERIODS				
		PERIOD 1	PERIOD 2	PERIOD 3	PERIOD 4	PERIOD 5
<b>HOLIDAY 16</b>	Date (MMDD)	165				
	Start Time (HHMM)	166	168	170	172	174
	Mode (0-5)	167	169	171	173	175
<b>HOLIDAY 17</b>	Date (MMDD)	176				
	Start Time (HHMM)	177	179	181	183	185
	Mode (0-5)	178	180	182	184	186
<b>HOLIDAY 18</b>	Date (MMDD)	187				
	Start Time (HHMM)	188	190	192	194	196
	Mode (0-5)	189	191	193	195	197
<b>HOLIDAY 19</b>	Date (MMDD)	198				
	Start Time (HHMM)	199	201	203	205	207
	Mode (0-5)	200	202	204	206	208
<b>HOLIDAY 20</b>	Date (MMDD)	209				
	Start Time (HHMM)	210	212	214	216	218
	Mode (0-5)	211	213	215	217	219



## Extended Holidays

(all CPCs) - Version 1.0 or higher

200 :  
PTN 1 Start Day

Set up to 6 extended holidays in which the holiday lasts more than one day.

**FF8 1 07 2 (00-11) Hold (MMDD) Hold**

Address Nos. for Extended Holidays 1-6:

- 00=Extended Holiday1 Start Day
- 01=Extended Holiday1 End Day (inclusive)
- 02=Extended Holiday2 Start Day
- 03=Extended Holiday2 End Day (inclusive)
- 04=Extended Holiday3 Start Day
- 05=Extended Holiday3 End Day (inclusive)
- 06=Extended Holiday4 Start Day
- 07=Extended Holiday4 End Day (inclusive)
- 08=Extended Holiday5 Start Day
- 09=Extended Holiday5 End Day (inclusive)
- 10=Extended Holiday6 Start Day
- 11=Extended Holiday6 End Day (inclusive)

MMDD=Month/Day

### Notes:

Examples of extended holidays include vacations, factory shutdowns, etc.

For extended holidays, the system will automatically switch to Night mode.

### Related Programming:

## Special Days of the Month

300 :  
1st SUN Pattern

(all CPCs) - Version 1.0 or higher

Assign special days (e.g., Saturday) within any given month.

All Special Day possibilities (every day within the month) are included.

**FF8 1 07 3 (00-34) Hold (0-3) Hold**

Address Nos. for Special Days:

00=first occurrence of a Sunday within the month

01=first occurrence of a Monday within the month

...

06=first occurrence of a Saturday within the month

07-13=second occurrence of Sunday thru Saturday

14-20=third occurrence

21-27=fourth occurrence

28-34=fifth occurrence

(see table below)

0=(no pattern)

1=Weekdays (FF8 1 07 0 [00-09])

2=Weekend "A" (FF8 1 07 0 [10-19])

3=Weekend "B" (FF8 1 07 0 [20-29])

### Notes:

An example of a Special Day of the Month is working half-day on the 2nd Saturday of each month.

### Related Programming:

Weekdays (pg. 8-53) FF8 1 07 0 (00-09) Hold (HHMM or 0-5) Hold

Weekend "A" (pg. 8-54) FF8 1 07 0 (10-19) Hold (HHMM or 0-5) Hold

Weekend "B" (pg. 8-54) FF8 1 07 0 (20-29) Hold (HHMM or 0-2) Hold

Table 8-11. Special Days of the Month (FF8 1 07 3)

ADDRESSES FOR THESE DAYS OF THE WEEK:	-- SPECIAL DAY OCCURRENCE IN MONTH -- (e.g., 1st Sunday=address 00; 2nd Sunday=address 07)				
	1st	2nd	3rd	4th	5th
<b>Sunday</b>	00	07	14	21	28
<b>Monday</b>	01	08	15	22	29
<b>Tuesday</b>	02	09	16	23	30
<b>Wednesday</b>	03	10	17	24	31
<b>Thursday</b>	04	11	18	25	32
<b>Friday</b>	05	12	19	26	33
<b>Saturday</b>	06	13	20	27	34

## FF8 1 08: Walking TRS Codes

### Walking TRS Code

(all CPCs) - Version 1.0 or higher

Walking ID XXXX

Assign a 4-digit Walking TRS Code to each extension.

**FF8 1 08 Hold (0-9999) Hold (4-digit Code) Hold**

↑  
Extension No.

↑  
Walking TRS Code (4 digits)

NOTE: The same Walking TRS Code can be assigned to multiple extensions.

#### Notes:

**Walking TRS:** End-users can make calls on other extensions that would normally block the call, by entering: Walking TRS Feature Access Code + user's own extension number + user's Walking TRS Code. The user can then access a trunk line and dial the call; the TRS Class assigned to the user's own extension (not the extension currently being used) will determine whether the dialed phone number is allowed or not. ON/OFF or hangup will return the phone to its normal state. A hookflash will keep the phone in Walking TRS mode.

In SMDR reports, Walking TRS calls will be preceded by "Wxxxx" ("xxxx" is the extension number dialed).

#### Related Programming:

# FF8 1 09: Call-Foward Destination

## Call-Forward/Busy Destination Extension

XXXX-  
CFWD-Busy

(all CPCs) - Version 1.0 or higher

For each extension, assign another extension to receive its Call Forward/Busy calls.

**FF8 1 09 0 Hold (0-9999) Hold (0-9999) Hold**



### Notes:

(for Voice Mail) the Destination Extension No. can be the VPU Port Hunt Group Pilot No. assigned in FF5 1.

NOTE: This is not Permanent Call Forwarding! It is simply an easier way for the technician to program all extensions to call-forward/Busy to Voice Mail (for example) from the same phone, instead of setting it on each phone using the Feature Code (72 by default). When Call-Forward/Busy is changed or cancelled on the phone (either by re-dialing the Feature Code or by entering User Maintenance programming), the setting in the above address will change also.

### Related Programming:

- Extension COS: Call Forward/Busy (pg. 1-52)    FF1 0 03 (00-15) 21 Hold (0 or 1) Hold
- Extension Number Assignment (pg. 3-4)    FF3 0 BSSC 02 Hold (0-9999) Hold
- Extension COS Assignment (pg. 3-26)    FF3 0 BSSC 07 Hold (1-16) Hold
- Extension HG Pilot Number (pg. 5-14)    FF5 1 (01-72) 02 Hold (0-9999) Hold

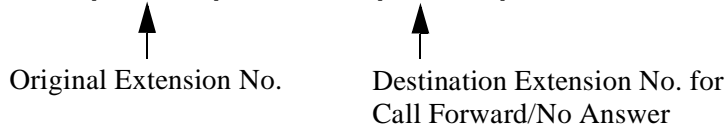
## Call-Forward/No Answer Destination Extension

XXXX->  
CFWD-NoANS

(all CPCs) - Version 1.0 or higher

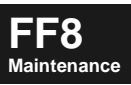
For each extension, assign another extension to receive its Call Forward/No Answer calls.

**FF8 1 09 1 Hold (0-9999) Hold (0-9999) Hold**



### Notes:

(for Voice Mail) the Destination Extension No. can be the VPU Port Hunt Group Pilot No. assigned in FF5 1.



NOTE: This is not Permanent Call Forwarding! It is simply an easier way for the technician to program all extensions to call-forward/No-Answer to Voice Mail (for example) from the same phone, instead of setting it on each phone using the Feature Code (71 by default). When Call-Forward/No-Answer is changed or cancelled on the phone (either by re-dialing the Feature Code or by entering User Maintenance programming), the setting in the above address will change also.

**Related Programming:**

Extension COS: Call Forward/No Answer (pg. 1-51) FF1 0 03 (00-15) 20 Hold (0 or 1) Hold

Extension Number Assignment (pg. 3-4) FF3 0 BSSC 02 Hold (0-9999) Hold

Extension COS Assignment (pg. 3-26) FF3 0 BSSC 07 Hold (1-16) Hold

Extension HG Pilot Number (pg. 5-14) FF5 1 (01-72) 02 Hold (0-9999) Hold

# FF8 1 10: Caller ID Log Extensions

## Caller ID Log Extensions

(all CPCs) - Version 1.0 or higher

001 :  
Enter EXT #

Assign extensions that will have the Caller ID Log feature.

**FF8 1 10 Hold Hold (001-120) Hold (0-9999) Hold**

NOTE: Number of extensions that can have the Caller ID Log is limited by the number of cabinets:

- 96-port (1 cabinet) = up to 20 Extensions
- 192-port (2 cabinets) = up to 40 Extensions
- 288-port (3 cabinets) = up to 60 Extensions
- 384-port (4 cabinets) = up to 80 Extensions
- 460-port (5 cabinets) = up to 100 Extensions
- 576-port (6 cabinets) = up to 120 Extensions

↑  
Number of Extensions

↑  
Extension No. that will have the Caller ID Log feature

### Notes:

**Caller ID Log:** The last 5 Caller ID calls received at the phone can be displayed, and redialed by pressing the soft key next to the displayed call. On a Large-Display phone, 5 log entries can be seen at a time. To toggle between screens, press the NEXT or PREV key.

### Related Programming:

Caller ID Log Outgoing Control (pg. 1-20) FF1 0 01 0021 Hold (0 or 1) Hold

Caller ID Log Private/Out-of-Area Control (pg. 1-20) FF1 0 01 0022 Hold (0 or 1) Hold



# Appendix A. Programming Structure

The following tables include all programming addresses and their defaults.

## 0: System Configuration

(page 0-1)

0	System Config	Address No./Display		Position Entry		Available Settings			Defaults			Page No.
		US	UK	CH	US	UK	CH	US	UK	CH		
		0	System Size			1-6 (cabinet no.)						0-5
		1	Card ID # for FS	BSS	(B=Cabinet 1-6) (SS=Free Slot 01-12)	1-82 (card type no.)						0-5
		2	Card ID # for OPt	BSS	(B=Cabinet 1-6) (SS=Option Slot 13-14)	1-82 (card type no.)						0-6

## FF1 0: System Common

(page 1-9)

FF1	System Program	0	General	Address No./Display		Available Settings			Defaults			Page No.
				US	UK	CH	US	UK	CH	US	UK	
				01	General Part 1	0001	SPT for Voice	0.No 1:Yes	1	1	1	1-9
						0002	SPT for Paging	0.No 1:Yes	1	1	1	1-9
						0003	SPT Override 1	0.No 1:Yes	1	1	1	1-10
						0004	SPT Override 2	0.No 1:Yes	0	0	0	1-10
						0005	SPT for CONF	0.No 1:Yes	0	1	0	1-11
						0006	Exclusive Hold	0.No 1:Yes	1	1	1	1-11
						0007	Virtual CONT 1	0:LED unlit 1:LED lit	0	0	0	1-12
						0008	Virtual CONT 2	0:LED lit 1:LED unlit	1	1	1	1-13
						0009	Auto Floating	0.No 1:Yes	0	0	0	1-14
						0010	Virtual Hold	0.No 1:Yes	0	0	0	1-14
						0011	ON/OFF Control	0.No 1:Yes	0	0	0	1-15
						0012	PROG 1st Port	0.No 1:Yes	1	1	1	1-15
						0013	VM Key CONT 1	0.No 1:Yes	1	1	1	1-16
						0014	VM Key CONT 2	0.No 1:Yes	1	1	1	1-16
						0015	VM Key CONT 3	0.No 1:Yes	1	1	1	1-17
						0016	Off-Hook Monitor	0.No 1:Yes	1	1	1	1-17
						0017	Handset Mute	0.No 1:Yes	1	1	1	1-18
						0018	SLT HK CONT	0:hookflash 1:digit "1" outpulse d	0	0	0	1-18
						0019	ISDN Setup CONT	0.No 1:Yes	0	0	0	1-19
						0020	BLF Auto Assign	0.No 1:Yes	0	0	0	1-19
						0021	CID Log Dial	0.No 1:Yes	0			1-20
						0022	CID Logging CONT	0.No 1:Yes	1			1-20
						0023	24/12 Hours	0:24-hour format 1:12-hour format	1			1-21
				02	General Part 2	0001	TRK Numbering	0:2-digit 1:3-digit	0	0	0	1-22
						0002	SSD Numbering	0:2-digit 1:3-digit	1	1	1	1-22
						0003	SSD Type	0:all can use 1:MCO Tnt.Grp-assignable	0	0	0	1-23
						0004	Speed Dial Mode	0.No auto-trunk access 1:Yes	1	1	1	1-23
						0005	Pick-up V-call	0.No 1:Yes	0	0	0	1-24
						0006	Pick-up BLF	0.No 1:Yes	1	1	1	1-24
						0007	Day/Night Mode	0:System set 1:MCO Tenant Group set	0	0	0	1-25
						0008	EXT Step Call	0.No 1:Yes	0	0	0	1-26
						0009	TIE Step Call	0.No 1:Yes	0			1-26

FF1	System Program	0	General	Address No./Display		Address No./Display		Available Settings		Defaults			Page No.
				US	UK	CH							
				0010	ARS/LCR	0:No ARS for MCO-1	1:ARS for MCO-1	0	0	0	1-27		
				0011	Route Advance	0:No	1:Yes	0	0	0	1-27		
				0012	Paging Override	0:No	1:Yes	1	1	1	1-28		
				0013	TIE Paging CONT	0:No	1:Yes	0	0	0	1-29		
				0014	Howler Tone	0:No	1:Yes	0	0	0	1-29		
				0015	DISA Error #	0:Multi-incoming call	1:Disconnect call	0	0	0	1-30		
				0016	DISA DGT T-Out	0:Multi-incoming call	1:Disconnect call	0	0	0	1-30		
				0017	DISA No Answer	0:Multi-incoming call	1:Disconnect call	0	0	0	1-31		
				0018	DID Busy Day1	0:Busy signal	1:Normal call	0	0	0	1-31		
				0019	DID Busy Day2	0:Busy signal	1:Normal call	0	0	0	1-32		
				0020	DID Busy Night	0:Busy signal	1:Normal call	0	0	0	1-32		
				0021	DID Error Day1	0:Busy signal	1:Normal call	0	0	0	1-32		
				0022	DID Error Day2	0:Busy signal	1:Normal call	0	0	0	1-33		
				0023	DID Error Night	0:Busy signal	1:Normal call	0	0	0	1-34		
			03	EXT COS	NN01	NN:EXT Call Type	0:Tone	1:Voice	1	1	1	1-36	
				NN = 00-15 (displays as COS 01-16)	NN02	NN:ON-HK RBT	0:Yes	1:No	0	0	0	1-37	
					NN03	NN:ON-HK Talk	0:Yes	1:No	0	0	0	1-38	
					NN04	NN:ON-HK Camp On	0:Yes	1:No	0	0	0	1-39	
					NN05	NN:Hold Type-KTL	0:System Hold	1:Exclusive Hold	0	0	0	1-40	
					NN06	NN:Hold Type SLT	0:System Hold	1:Exclusive Hold	0	0	0	1-41	
					NN07	NN:Broker's Hold	0:3-Party Conference	1:Brokers Hold	1	1	1	1-42	
					NN08	NN:SLT Hooking	0:Yes	1:No	0	0	0	1-43	
					NN09	NN:SSD Assign	0:Yes	1:No	1	1	1	1-43	
					NN10	NN:G.SSD Assign	0:Yes	1:No	1			1-44	
					NN11	NN:SSD TRS	0:Yes	1:No	0	0	0	1-45	
					NN12	NN:Redial Type	0:Yes	1:No	1	1	1	1-46	
					NN13	NN:Designed CO	0:Yes	1:No	0	0	0	1-46	
					NN14	NN:DESI MCO ANS	0:Yes	1:No	0	0	0	1-47	
					NN15	NN:Paging	0:Yes	1:No	0	0	0	1-48	
					NN16	NN:Auto REP Dial	0:Yes	1:No	0	0	0	1-48	
					NN17	NN:DND	0:Yes	1:No	0	0	0	1-49	
					NN18	NN:DND via Other	0:Yes	1:No	1	1	1	1-50	
					NN19	NN:CFWD-All	0:Yes	1:No	0	0	0	1-50	
					NN20	NN:CFWD-No ANS	0:Yes	1:No	0	0	0	1-51	
					NN21	NN:CFWD-Busy	0:Yes	1:No	0	0	0	1-52	
					NN22	NN:CF via Other	0:Yes	1:No	1	1	1	1-52	
					NN23	NN:User Log-In	0:Yes	1:No	1	1	1	1-53	
					NN24	NN:MSG Wait1	0:Yes	1:No	1	1	1	1-54	
					NN25	NN:MSG Wait2	0:Yes	1:No	0	0	0	1-55	
					NN26	NN:SYS Mode	0:Yes	1:No	1	1	1	1-55	
					NN27	NN:INT Override	0:Yes	1:No	0	0	0	1-56	
					NN28	NN:Camp On	0:Yes	1:No	0	0	0	1-57	
					NN29	NN:Camped On	0:Yes	1:No	0	0	0	1-58	
					NN30	NN:Call Back	0:Yes	1:No	0	0	0	1-58	
					NN31	NN:Called Back	0:Yes	1:No	0	0	0	1-59	
					NN32	NN:TRK Queuing	0:Yes	1:No	0	0	0	1-60	
					NN33	NN:DND Override	0:Yes	1:No	1	1	1	1-61	
					NN34	NN:DND Call	0:Yes	1:No	1	1	1	1-61	
					NN35	NN:8 Party CONF	0:Yes	1:No	0			1-62	
					NN36	NN:Voice Call	0:Yes	1:No	0	0	0	1-63	
					NN37	NN:Voice Called	0:Yes	1:No	0	0	0	1-64	

FF1	System Program	0	General	Address No./Display		Available Settings	Defaults			Page No.	
							US	UK	CH		
					NN38	NN:DT Stop	0:No 1:Yes	1	1	1	1-64
					NN39	NN:DT Pre-Pause	0:No 1:Yes	1	1	1	1-65
					NN40	NN:LongTalk ALM	0:No 1:Yes	0			1-66
					NN41	NN:Recall Time	0:Recall to extension 1:Recall to Attendant	0	0	0	1-67
					NN42	NN:Forced ARS	0:No 1:Yes	0	0	0	1-68
					NN43	NN:API Event	0:No 1:Yes	1	1	1	1-69
					NN44	NN:CFWD Outside	0:Yes 1:No	0			1-69
					NN45	NN:ON-HK TKtoTK	0:Yes 1:No	1			1-70
					NN46	NN:C.Park Answer	0:Yes 1:No	0			1-71
					NN47	NN:C.Park TRF	0:Yes 1:No	0			1-72
					NN48	NN:OHVA	0:Yes 1:No	0			1-72
					NN49	NN:OHVA Answer	0:Yes 1:No	0			1-73
					NN50	NN:Call Wait ANS	0:Yes 1:No	1			1-74
			04	CO COS	NN01	NN:Ring Tone	0:CO 1:Intercom	0	0	0	1-75
					NN02	NN:DT CONT-TIE	0:No 1:Yes	1	1	1	1-76
					NN03	NN:FBT CONT-TIE	0:Fast-busy 1:Disconnect line	0	0	0	1-77
					NN04	NN: DID TBL	0:A-side table 1:B-side table	0	0	0	1-77
					NN05	NN:Paging TRS	0:No 1:Yes	0			1-78
					NN06	NN:Check DISA ID	0:Yes 1:No	0			1-79
			05	TTY Port Type	0001	P1:Data Format	0:7bits/Even/2stop 1:7bits/Odd/2stop 2:7bits/Even/1stop 3:7bits/Odd/1stop 4:8bits/None/2stop 5:8bits/None/1stop 6:8bits/Even/1stop 7:8bits/Odd/1stop	5			1-80
					0002	P1:Baud Rate	0:300bps 1:600bps 2:1200bps 3:2400bps 4:4800bps 5:9600bps	5			1-81
					0003	P1:Mode	0:No order 1:Originate 2:Answer	0	0	0	1-81
					0004	P1:Echo Control	0:Echo OFF 1:Echo ON	0	0	0	1-82
					0005	P1:Data Length	1-255 max. input digits	80	80	80	1-82
					0017	RAI:Data Format	0:7bits/Even/2stop 1:7bits/Odd/2stop 2:7bits/Even/1stop 3:7bits/Odd/1stop 4:8bits/None/2stop 5:8bits/None/1stop 6:8bits/Even/1stop 7:8bits/Odd/1stop	5			1-83
					0018	RAI:Baud Rate	0:300bps 1:600bps 2:1200bps 3:2400bps 4:4800bps 5:9600bps	5			1-83
					0019	RAI:Mode	0:No order 1:Originate 2:Answer	0	0	0	1-84
					0020	RAI:Echo Control	0:Echo OFF 1:Echo ON	0			1-84
					0021	RAI:Data Length	1-255 max. input digits	1			1-85
					0033	P2:Data Format	0:7bits/Even/2stop 1:7bits/Odd/2stop 2:7bits/Even/1stop 3:7bits/Odd/1stop 4:8bits/None/2stop 5:8bits/None/1stop 6:8bits/Even/1stop 7:8bits/Odd/1stop	5			1-85
					0034	P2:Baud Rate	0:300bps 1:600bps 2:1200bps 3:2400bps 4:4800bps 5:9600bps	5			1-86
					0035	P2:Mode	0:No order 1:Originate 2:Answer	0	0	0	1-86
					0036	P2:Echo Control	0:Echo OFF 1:Echo ON	0			1-87
					0037	P2:Data Length	1-255 max. input digits	80	80	80	1-87
			06	TTY Data Out Put	0001	SMDR Data	0:No 1:Port1 2:Port2	1	1	1	1-88
					0002	Sys Alarm Data	0:No 1:Port1 2:Port2	0	0	0	1-88
					0003	Program Data	0:No 1:Port1 2:Port2	2	2	2	1-89
					0004	Not Used					1-89
					0005	Bus Monitor (IN)	0:No 1:Port1 2:Port2	2	2	2	1-90
			07	Auto Pause	0001	PBX Pause for 1	0:None 1-16=insert pause after 1-16 digits	0	0	0	1-91
					0002	PBX Pause for 2	0:None 1-16=insert pause after 1-16 digits	0	0	0	1-91
					0003	PBX Pause for 3	0:None 1-16=insert pause after 1-16 digits	0	0	0	1-91
					0004	PBX Pause for 4	0:None 1-16=insert pause after 1-16 digits	0	0	0	1-91

FF1	System Program	0	General	Address No./Display		Available Settings	Defaults			Page No.		
							US	UK	CH			
					0005	PBX Pause for 5	0:None 1:1-16=insert pause after 1-16 digits	0	0	0	1-91	
					0006	PBX Pause for 6	0:None 1:1-16=insert pause after 1-16 digits	0	0	0	1-91	
					0007	PBX Pause for 7	0:None 1:1-16=insert pause after 1-16 digits	0	0	0	1-91	
					0008	PBX Pause for 8	0:None 1:1-16=insert pause after 1-16 digits	0	0	0	1-91	
					0009	PBX Pause for 9	0:None 1:1-16=insert pause after 1-16 digits	1	1	1	1-91	
					0010	PBX Pause for 0	0:None 1:1-16=insert pause after 1-16 digits	0	0	0	1-91	
					0011	PBX Pause for *	0:None 1:1-16=insert pause after 1-16 digits	0	0	0	1-91	
					0012	PBX Pause for #	0:None 1:1-16=insert pause after 1-16 digits	0	0	0	1-91	
				08	PBX Access Code	0001	PBX Code 1	0-9999	9	9	9	1-92
						0002	PBX Code 2	0-9999	--	--	--	1-92
						0003	PBX Code 3	0-9999	--	--	--	1-92
						0004	PBX Code 4	0-9999	--	--	--	1-92
						0005	PBX Code 5	0-9999	--	--	--	1-92
						0006	PBX Code 6	0-9999	--	--	--	1-92
				09	SMDR Format	0001	SMDR Format	0:None 1:Format#1 2:Format#2	1	1	1	1-93
				10	EXT COS TRS	XXRR	TRS E.COSXX-->RR	0:Allow Ext calling 1:Do not allow	0	0	0	1-94
							XX=sending Ext.COS 00-15 (displays as 01-16) RR=receiving Ext.COS 01-16					
				11	CO COS TRS	XXRR	TRS C.COSXX-->RR	0:Allow Trk-to-Trk calling 1:Do not allow	0	0	0	1-95
							XX=sending Trk.COS 00-15 (displays as 01-16) RR=receiving Trk.COS 01-16					
				12	CO MOH	0001	Tenant01 CO MOH	0:Internal tone 1:External source 2:Internal melody 3:Silence	0	0	0	1-96
						...	...					
						0072	Tenant72 CO MOH					
				13	TIE MOH	0001	Tenant01 TIE MOH	0:Internal tone 1:External source 2:Internal melody 3:Silence	0	0	0	1-97
						...	...					
						0072	Tenant72 TIE MOH					
				14	INT MOH	0001	Tenant01 EXT MOH	0:Internal tone 1:External source 2:Internal melody 3:Silence	0	0	0	1-98
						...	...					
						0072	Tenant72 EXT MOH					
				15	SSD For Tenant	0001	Tenant01 SSD BLK	00:None 01-72:SSD Block 1-72	01	01	01	1-99
						...	...					
						0072	Tenant72 SSD BLK					
				16	Common SSD	0001	Common SSD #	0:No common block 1-799:Highest SSD	0	0	0	1-100
				17	SSD Separation	0001	SSD BLK01 TOP #	0-799	0	0	0	1-100
						0002	SSD BLK01 Q ty	0-800	80	80	80	1-100
						0003	SSD BLK02 TOP#	0-799	80	80	80	1-100
						0004	SSD BLK02 Q ty	0-800	80	80	80	1-100
						0005	SSD BLK03 TOP#	0-799	160	160	160	1-100
						0006	SSD BLK03 Q ty	0-800	80	80	80	1-100
						0007	SSD BLK04 TOP#	0-799	240	240	240	1-100
						0008	SSD BLK04 Q ty	0-800	80	80	80	1-100
						0009	SSD BLK05 TOP#	0-799	320	320	320	1-100
						0010	SSD BLK05 Q ty	0-800	80	80	80	1-100
						0011	SSD BLK06 TOP#	0-799	400	400	400	1-100
						0012	SSD BLK06 Q ty	0-800	80	80	80	1-100
						0013	SSD BLK07 TOP#	0-799	480	480	480	1-100
						0014	SSD BLK07 Q ty	0-800	80	80	80	1-100
						0015	SSD BLK08 TOP#	0-799	560	560	560	1-100
						0016	SSD BLK08 Q ty	0-800	80	80	80	1-100

FF1	System Program	0	General	Address No./Display		Available Settings	Defaults			Page No.		
							US	UK	CH			
					0017	SSD BLK09 TOP#	0-799	640	640	640	1-100	
					0018	SSD BLK09 Q'ty	0-800	80	80	80	1-100	
					0019	SSD BLK10 TOP#	0-799	720	720	720	1-100	
					0020	SSD BLK10 Q'ty	0-800	80	80	80	1-100	
					0021	SSD BLK11 TOP#	0-799	0	0	0	1-100	
					...	...	1-100					
					0144	SSD BLK72 Q'ty	0-800				1-100	
			18	Digital CO Sync	0001	1st SYNC Clock	BSS/C (B:Cabinet 1-6) (SS:Slot 01-14) (C:Trk.Port 1-4)	--	--	--	1-103	
						0002	2nd SYNC Clock	BSS/C (B:Cabinet 1-6) (SS:Slot 01-14) (C:Trk.Port 1-4)	--	--	--	1-103
						0003	3rd SYNC Clock	BSS/C (B:Cabinet 1-6) (SS:Slot 01-14) (C:Trk.Port 1-4)	--	--	--	1-103
			19	ID Code TRS	0001	TRS for F-ACCD	1-50	1	1	1	1-104	
				Closed # Name	0001	Closed Display	0-4 (no. of digits)	0			1-105	
			21	Alarm Ringing	0001	Ring ALM FREQ	0:No ring 1:400/562Hz 2:1000/1340Hz 3:400Hz 4:800/1040Hz 5:1040/1320Hz 6:660/1320Hz	1	1	1	1-106	
					0002	Ring ALM PTRN	0:No ring 1-11:pattern, in seconds (5:5on/5off) 12:continuous tone (1:1on/2off)	5	1	5	1-107	
			22	Program ID	0001	Program ID Code	0000-9999	9999			1-108	
			23	VM Answer Dial	0001	VM Answer Dial	0000-9999	--			1-109	
			24	VM TRF ID	0001	VM-TRF #1/Prefix	up to 10 char., including 0-9, *, #, Pause	--			1-109	
					0002	VM-TRF #1/Suffix	up to 10 char., including 0-9, *, #, Pause	--			1-110	
					0003	VM-TRF #2/Prefix	up to 8 char., including 0-9, *, #, Pause	--			1-110	
					0004	VM-TRF #2/Suffix	up to 8 char., including 0-9, *, #, Pause	--			1-111	
			25	CID Add-Dial	0001	CID Add-Dial	up to 4 char., including 0-9, *, #	--			1-112	
			26	DISA ID Code	0001	DISA ID Digits	0: no code needed to get DISA service 1-10: 1-digit to 10-digit Codes	0			1-113	
					0002	DISA01:ID Code	up to 10 digits, including 0-9, *, #	--			1-114	
					0003	DISA01:TRS Class	0-50 (0: no TRS Class)	0			1-114	
					0004	DISA02:ID Code	up to 10 digits, including 0-9, *, #	--			1-114	
					0005	DISA02:TRS Class	0-50 (0: no TRS Class)	0			1-114	
					...	...	...	...			1-114	
					0033	DISA16:TRS Class	0-50 (0: no TRS Class)	0			1-114	

**FF1 1: System Timers**

**(page 1-115)**

FF1	System Program	1	Timer	Address No./Display		Available Settings	Defaults			Page No.	
							US	UK	CH		
			01	Trunk Timer 1	0001	Flash Timer 1	1-225 (x16ms) (50:800ms)	50	50	50	1-115
					0002	Flash Timer 2	1-255 (x16ms) (5:80ms)	5			1-116
					0003	ARD Flash Timer	1-255 (x16ms) (124:1,984ms)	124	124	124	1-117
					0004	Pause Timer	1-255 (no. of seconds) (3:3 seconds)	3	3	3	1-117
					0005	Call Duration CO	0-255 (no. of seconds) (10:10 seconds)	10	10	10	1-118
					0006	Answer SIG TIE	0-255 (no. of seconds) (10:10 seconds)	10	10	10	1-118
					0007	Dial Delay CO	0-255 (no. of seconds) (3:3 seconds)	3	3	3	1-119
					0008	Dial Delay A-Tie	0-255 (no. of seconds) (1:1 second)	1	1	1	1-119
					0009	ISDN Pre-Pause	0-255 (no. of seconds) (30:30 seconds)	30	30	30	1-120
					0010	ISDN Interdigit	0-255 (no. of seconds) (10:10 seconds)	10	10	10	1-120
					0011	Not Used					1-121
					0012	Not Used					1-121

FF1	System Program	1	Timer	Address No./Display		Available Settings	Defaults			Page No.		
							US	UK	CH			
						0013	Wink Wait A-TIE	0-255 (no. of seconds) (5:5 seconds)	5	5	5	1-121
						0014	ARD BT Start	0-255 (no. of seconds) (5:5 seconds)	5	5	5	1-122
						0015	ARD BT Timer	0-255 (no. of seconds) (30:30 seconds)	30	30	30	1-123
						0016	DTMF 1 ON Time	0-255 (x5ms) (16:80ms on)	16	16	16	1-123
						0017	DTMF 1 OFF Time	0-255 (x5ms) (9:45ms off)	9	9	9	1-124
						0018	DTMF2 ON/OFF	0-255 (x125ms) (1:125ms on/125ms off)	1	1	1	1-125
						0019	DTMF3 ON/OFF	0-255 (x125ms) (2:250ms on/250ms off)	2	2	2	1-126
				02	Trunk Timer 2	0001	DISA N-ANS1	0:5 seconds 1-255.no. of seconds (30:30 seconds)	30	30	30	1-127
						0002	DID/DISA N-ANS2	0:5 seconds 1-255.no. of seconds (16:16 seconds)	16	16	16	1-128
						0003	Delayed Day1	0:5 seconds 1-255.no. of seconds (20:20 seconds)	0			1-129
						0004	Delayed Day2	0:5 seconds 1-255.no. of seconds (20:20 seconds)	0			1-129
						0005	Delayed Night	0:5 seconds 1-255.no. of seconds (20:20 seconds)	0			1-130
						0006	DIL Busy Timer	0:continue queuing extension 1-255.no. of seconds (120:120 seconds)	120	120	120	1-131
						0007	Slide Day1	0:5 seconds 1-255.no. of seconds (20:20 seconds)	20	20	20	1-132
						0008	Slide Day2	0:5 seconds 1-255.no. of seconds (20:20 seconds)	20	20	20	1-133
						0009	Slide Night	0:5 seconds 1-255.no. of seconds (20:20 seconds)	20	20	20	1-133
						0010	Long Talk ALM 1	0:5 seconds 1-255.no. of seconds (180:180 seconds)	180	180	180	1-134
						0011	Long Talk ALM 2	0:5 seconds 1-255.no. of seconds (60:60 seconds)	60	60	60	1-135
						0012	Paging Time TIE	0:5 seconds 1-255.no. of seconds (30:30 seconds)	30	30	30	1-135
						0013	TRK to TRK Timer	0:allow indefinitely 1-255.no. of minutes (60:1 hour)	60	60	60	1-136
						0014	ARS Queuing	0:5 seconds 1-255.no. of seconds (15:15 seconds)	15	15	15	1-136
						0015	Delayed Via DID	0:no delayed ring 1-255.no. of seconds	20			1-137
				03	EXT Timer 1	0001	CFWD/DND Tone	0:no tone 1-255.no. of seconds (3:3 seconds)	3	3	3	1-138
						0002	MSG Wait Tone	0:no tone 1-255.no. of seconds (3:3 seconds)	3	3	3	1-138
						0003	Pre-Pause SLTDP	0:wait indefinitely 1-255.no. of seconds (30:30 seconds)	30	30	30	1-139
						0004	Pre-Pause SLTPB	0:wait indefinitely 1-255.no. of seconds (15:15 seconds)	15	15	15	1-140
						0005	Pre-Pause KTEL	0:wait indefinitely 1-255.no. of seconds	0	0	0	1-140
						0006	Interdigit SLTDP	0:wait indefinitely 1-255.no. of seconds (15:15 seconds)	15	15	15	1-141
						0007	Interdigit SLTPB	0:wait indefinitely 1-255.no. of seconds (15:15 seconds)	15	15	15	1-142
						0008	Interdigit KTEL	0:wait indefinitely 1-255.no. of seconds	0	0	0	1-142
						0009	DTMF/R SLT PB	0:immed.busy/re-order tone 1-255.no. of seconds (6:6 seconds)	6	6	6	1-143
						0010	Not Used					1-143
						0011	Not Used					1-143
						0012	SLT INCM on Busy	0:no off-hook signal 1-255.no. of seconds	10			1-144
						0013	BLF Delayed	0:no delayed ringing for BLF 1-255.no. of seconds	16			1-144

FF1	System Program	1	Timer	Address No./Display		Address No./Display		Available Settings			Defaults			Page No.
				US	UK	CH	US	UK	CH					
				04	EXT Timer 2	0001	Hold RCL S-KTEL	0:no recall 1-255:no. of seconds (120:120 seconds)	120	120	120	1-145		
						0002	Hold RCL S-ATTG	0:no recall 1-255:no. of seconds (120:120 seconds)	120	120	120	1-145		
						0003	Hold RCL S-SLT	0:no recall 1-255:no. of seconds	0	0	0	1-146		
						0004	TRF RCL S-EXT	0:no recall 1-255:no. of seconds (60:60 seconds)	60	60	60	1-147		
						0005	TRF RCL S-ATTG	0:no recall 1-255:no. of seconds (20:20 seconds)	20	20	20	1-147		
						0006	Hold/TRF Recall	0:recall indefinitely (no reversion) 1-255:no. of seconds (60:60 seconds)	60	60	60	1-148		
						0007	Reversion Timer	0:ring indefinitely 1-255:no. of seconds	0	0	0	1-148		
						0008	CF No-ANS Day 1	0.5 seconds 1-255:no. of seconds (16:16 seconds)	16	16	16	1-149		
						0009	CF No-ANS Day 2	0.5 seconds 1-255:no. of seconds (16:16 seconds)	16	16	16	1-149		
						0010	CF No-ANS Night	0.5 seconds 1-255:no. of seconds (16:16 seconds)	16	16	16	1-150		
						0011	Callback Timer	0.5 seconds 1-255:no. of seconds (15:15 seconds)	15	15	15	1-150		
						0012	Reminder Timer	0.5 seconds 1-255:no. of seconds (60:60 seconds)	16			1-151		
						0013	Reminder Recall	0.5 seconds 1-255:no. of seconds (180:180 seconds)	180	180	180	1-152		
						0014	Not Used					1-152		
						0015	Not Used					1-152		
						0016	Howler Start	0.5 seconds 1-255:no. of seconds (30:30 seconds)	30	30	30	1-153		
						0017	Call Park Recall	0:no recall 1-255:no. of seconds	180			1-153		

**FF1 2: Dial Plan**

(page 1-154)

FF1	System Program	2	Dial Plan	Address No./Display		Address No./Display		Available Settings			Defaults			Page No.
				US	UK	CH	US	UK	CH					
				01	Dial Digits	0001	Dial1 Digit Max	1-4 (maximum no. of digits @ 1st dial '1')	4	4	4	1-154		
						0002	Dial1 Digit Min	1-4 (minimum no. of digits @ 1st dial '1')	2	2	2	1-154		
						0003	Dial2 Digit Max	1-4 (maximum no. of digits @ 1st dial '2')	4	4	4	1-154		
						0004	Dial2 Digit Min	1-4 (minimum no. of digits @ 1st dial '2')	2	2	2	1-154		
						0005	Dial3 Digit Max	1-4 (maximum no. of digits @ 1st dial '3')	4	4	4	1-154		
						0006	Dial3 Digit Min	1-4 (minimum no. of digits @ 1st dial '3')	2	2	2	1-154		
						0007	Dial4 Digit Max	1-4 (maximum no. of digits @ 1st dial '4')	4	4	4	1-154		
						0008	Dial4 Digit Min	1-4 (minimum no. of digits @ 1st dial '4')	2	2	2	1-154		
						0009	Dial5 Digit Max	1-4 (maximum no. of digits @ 1st dial '5')	4	4	4	1-154		
						0010	Dial5 Digit Min	1-4 (minimum no. of digits @ 1st dial '5')	2	2	2	1-154		
						0011	Dial6 Digit Max	1-4 (maximum no. of digits @ 1st dial '6')	4	4	4	1-154		
						0012	Dial6 Digit Min	1-4 (minimum no. of digits @ 1st dial '6')	2	2	2	1-154		
						0013	Dial7 Digit Max	1-4 (maximum no. of digits @ 1st dial '7')	3	3	3	1-154		
						0014	Dial7 Digit Min	1-4 (minimum no. of digits @ 1st dial '7')	3	3	3	1-154		
						0015	Dial8 Digit Max	1-4 (maximum no. of digits @ 1st dial '8')	2	2	2	1-154		
						0016	Dial8 Digit Min	1-4 (minimum no. of digits @ 1st dial '8')	2	2	2	1-154		
						0017	Dial9 Digit Max	1-4 (maximum no. of digits @ 1st dial '9')	1	1	1	1-154		
						0018	Dial9 Digit Min	1-4 (minimum no. of digits @ 1st dial '9')	1	1	1	1-154		
						0019	Dial0 Digit Max	1-4 (maximum no. of digits @ 1st dial '0')	1	1	1	1-154		
						0020	Dial0 Digit Min	1-4 (minimum no. of digits @ 1st dial '0')	1	1	1	1-154		

FF1	System Program	2	Dial Plan	Address No./Display		Available Settings	Defaults			Page No.	
							US	UK	CH		
					0021	Dial* Digit Max	1-4 (maximum no. of digits @ 1st dial)**)	3	3	3	1-154
					0022	Dial* Digit Min	1-4 (minimum no. of digits @ 1st dial***)	2	2	2	1-154
					0023	Dial# Digit Max	1-4 (maximum no. of digits @ 1st dial*#)	2	2	2	1-154
					0024	Dial# Digit Min	1-4 (minimum no. of digits @ 1st dial*#)	1	1	1	1-154
			02	Dial Plan1(DT)	0001	DT1-SD Access	Speed Dial Originate code	80	80	80	1-155
					0002	DT1-SD Assign	Speed Dial Set code	710	710	710	1-155
					0003	DT1-SLT Redial	SLT Redial code	712	712	712	1-155
					0004	DT1-MCO1 Access	MCO-1 Trunk Selection code	9	9	9	1-155
					0005	DT1-MCO2 Access	MCO-2 Trunk Selection code	81	81	81	1-155
					0006	DT1-MCO3 Access	MCO-3 Trunk Selection code	82	82	82	1-155
					0007	DT1-MCO4 Access	MCO-4 Trunk Selection code	83	83	83	1-155
					0008	DT1-MCO5 Access	MCO-5 Trunk Selection code	84	84	84	1-155
					0009	DT1-TRK Access	Specified Trunk Access code	88	88	88	1-155
					0010	DT1-Flash Send	SLT Flash Send to CO	765			1-155
					0011	DT1-M. Wait High	Message Waiting Set code	*41	*41	*41	1-155
					0012	DT1-M. Wait CLR	Message Waiting Cancel code	*5	*5	*5	1-155
					0013	DT1-M. Wait Back	Message Waiting Callback code	*6	*6	*6	1-155
					0014	DT1-MW H CLR Via	Priority Message Waiting Cancel code	*49	*49	*49	1-155
					0015	DT1-CF.All Set	Call Forward/All Set code	721	721	721	1-155
					0016	DT1-CF.All CLR	Call Forward/All Cancel code	731	731	731	1-155
					0017	DT1-CF.All S Via	Call Forward/All Set @ Other Ext. code	741	741	741	1-155
					0018	DT1-CF.All C Via	Call Forward/All Cancel @ Other Ext. code	751	751	751	1-155
					0019	DT1-CF.Busy Set	Call Forward/Busy Set code	722	722	722	1-155
					0020	DT1-CF.Busy CLR	Call Forward/Busy Cancel code	732	732	732	1-155
					0021	DT1-CF.B S Via	Call Forward/Busy Set @ Other Ext. code	742	742	742	1-155
					0022	DT1-CF.B C Via	Call Forward/Busy Cancel @ Other Ext.	752	752	752	1-155
					0023	DT1-CF.N-ANS Set	Call Forward/No Answer Set code	723	723	723	1-155
					0024	DT1-CF.N-ANS CLR	Call Forward/No Answer Cancel code	733	733	733	1-155
					0025	DT1-CF.N-A S Via	Call Forward/No Answer Set @ Other Ext.	743	743	743	1-155
					0026	DT1-CF.N-A C Via	Call Forward/No Answer Cancel @ Oth.Ext.	753	753	753	1-155
					0027	DT1-DND Set/CLR	DND Set/Cancel code	720	720	720	1-155
					0028	DT1-DND Set Via	DND Set @ Other Ext. code	740	740	740	1-155
					0029	DT1-DND CLR Via	DND Cancel @ Other Ext. code	750	750	750	1-155
					0030	DT1-CF/DND CLR	Call Forward/DND Cancel code	7**	7**	7**	1-155
					0031	DT1-Reminder Set	Timed Reminder Set code	*31	*31	*31	1-155
					0032	DT1-Reminder CLR	Timed Reminder Cancel code	*39	*39	*39	1-155
					0033	DT1-BGM Set/CLR	BGM Set/Cancel code	*30	*30	*30	1-155
					0034	DT1-Day1<->Night	Day/Night Mode Set code	760	760	760	1-155
					0035	DT1-Day2	Day2 Mode Set code	761	761	761	1-155
					0036	DT1-Night(1)	Night2 Mode Set code	762	762	762	1-155
					0037	DT1-Night(2)	Night3 Mode Set code	763	763	763	1-155
					0038	DT1-Meet Me ANS	Paging Answer code	##	##	##	1-155
					0039	DT1-Paging	Paging code	#	#	#	1-155
					0040	DT1-G. Pickup	Same Group Call Pickup code	701	701	701	1-155
					0041	DT1-G. Pickup CO	Same Group Call Pickup (CO Calls) code	702	702	702	1-155
					0042	DT1-O. G. Pickup	Specified Group Call Pickup code	703	703	703	1-155
					0043	DT1-D. Pickup	Direct Call Pickup code	704	704	704	1-155
					0044	DT1-MCO Answer	MCO Incoming Call Answer code	709	709	709	1-155
					0045	DT1-Virtual ANS	Specified Floating Hold Answer code	*9	*9	*9	1-155
					0046	DT1-TRK Answer	Specified Trunk Answer code	*0	*0	*0	1-155
					0047	DT1-Account Code	Account Code Set code	8#	8#	8#	1-155

Appendix A



FF1	System Program	2	Dial Plan	Address No./Display		Available Settings	Defaults			Page No.	
				US	UK		CH				
				0048	DT1-CF ID Set	VM Call Forward ID Code Set	715			1-155	
				0049	DT1-VM Access	VM Message Code Set	716			1-155	
				0050	DT1-Remote MAINT	Remote Maintenance code	799			1-155	
				0051	DT1-8Party CONF	8-Party Conference code	788			1-155	
				0052	DT1-Walking TRS	Walking TRS Access Code	87			1-155	
				0053	DT1-C.Park Hold	Station Call Park	771			1-155	
				0054	DT1-C.Park ANS1	Station Call Park Answer Code #1 (own?)	772			1-155	
				0055	DT1-C.Park ANS2	Station Call Park Answer Code #2 (other?)	773			1-155	
				0056	DT1-C.Park TRF	Station Call Park Transfer Code	774			1-155	
			03	Dial Plan2(DT)	0001	DT2-SD Access	same as 02: Dial Plan1(DT) (see above)			1-157	
				...	...						
				0056	DT2-C.Park TRF						
			04	Dial Plan1(RBT)	0001	RBT1-Voice Call	Voice Call code	1	1	1	1-159
					0002	RBT1-M. Wait Low	Message Waiting (Normal) code	4	4	4	1-146
					0003	RBT1-M. Wait High	Message Waiting (Priority, for VM) code	5	5	5	1-146
					0004	RBT1-Not Used				1-146	
				...							
				0010							
			05	Dial Plan2(RBT)	0001	RBT2-Voice Call	Voice Call code	1	1	1	1-160
					0002	RBT2-M. Wait Low	Message Waiting (Normal) code	4	4	4	1-146
					0003	RBT2-M. Wait High	Message Waiting (Priority, for VM) code	5	5	5	1-146
					0004	RBT2-Not Used				1-146	
				...							
				0010							
			06	Dial Plan1(BT)	0001	BT1-Callback	CO Queuing & Intercom Callback Request	3	3	3	1-161
					0002	BT1-Camp-On	Camp-On code	2	2	2	1-161
					0003	BT1-M. Wait Low	Message Waiting (Normal) code	4	4	4	1-161
					0004	RBT1-M. Wait High	Message Waiting (Priority, for VM) code	5	5	5	1-161
					0005	BT1-B. Override	Busy Override	9	9	9	1-161
					0006	BT1-OHVA	OHVA Access Code	8			1-161
					0007	BT1-Not Used				1-161	
				...							
				0010							
			07	Dial Plan2(BT)	0001	BT2-Callback	CO Queuing & Intercom Callback Request	3	3	3	1-162
					0002	BT2-Camp-On	Camp-On code	2	2	2	1-162
					0003	BT2-M. Wait Low	Message Waiting (Normal) code	4	4	4	1-162
					0004	BT2-M. Wait High	Message Waiting (Priority, for VM) code	5	5	5	1-162
					0005	BT2-B. Override	Busy Override	9	9	9	1-162
					0006	BT2-OHVA	OHVA Access Code	8			1-162
					0007	BT2-Not Used				1-162	
				...							
				0010							

**FF1 3: MCO Access**

**(page 1-163)**

FF1	System Program	3	MCO	Address No./Display		Available Settings	Defaults			Page No.		
				US	UK		CH					
				01	MCO Outgoing	0001	Tenant01 MCO1 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	1	1	1	1-164
						0002	Tenant01 MCO2 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						0003	Tenant01 MCO3 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						0004	Tenant01 MCO4 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						0005	Tenant01 MCO5 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						0006	Tenant02 MCO1 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	2	2	2	1-164
						0007	Tenant02 MCO2 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						0008	Tenant02 MCO3 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						0009	Tenant02 MCO4 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						0010	Tenant02 MCO5 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						0011	Tenant03 MCO1 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	3	3	3	1-164
						...	...	...	...	...	...	1-164
						0360	Tenant72 MCO5 TG	0:none 1-99 (TrunkGrp) or 1-72 (TrunkGrp Chain)	0	0	0	1-164
						02	MCO Group List	0001	Tenant01 1st TG	0:none 1-99:Trunk Group	0	0
				0002	Tenant01 2nd TG			0:none 1-99:Trunk Group	0	0	0	1-165
				0003	Tenant01 3rd TG			0:none 1-99:Trunk Group	0	0	0	1-165
				0004	Tenant01 4th TG			0:none 1-99:Trunk Group	0	0	0	1-165
				0005	Tenant01 5th TG			0:none 1-99:Trunk Group	0	0	0	1-165
				0006	Tenant02 1st TG			0:none 1-99:Trunk Group	0	0	0	1-165
				...	...			...	...	...	...	1-165
				0360	Tenant72 5th TG			0:none 1-99:Trunk Group	0	0	0	1-165
				03	MCO Incoming	0001	Tenant01 In-MCO	1-99 (Trunk Group)	1	1	1	1-166
						0002	Tenant02 In-MCO	1-99 (Trunk Group)	2	2	2	1-166
						0003	Tenant03 In-MCO	1-99 (Trunk Group)	3	3	3	1-166
						...	...	...	...	...	...	1-166
						0072	Tenant72 In-MCO	1-99 (Trunk Group)	72	72	72	1-166

**FF1 4: DID/DDI**

**(page 1-168)**

FF1	System Program	4	DID/DDI	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.	
							US	UK	CH		
				01	A-Number of DGT	0001 A-Receive Digit	1-4 digits	4	4	4	1-168
				02	A-Change Table	0001 A001-RCV DGT #	0-9999 (DID No.)	0	0	0	1-169
						0002 A001-DEST. Day	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-169
						0003 A001-DEST. Night	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-169
						0004 A001-Delayed Day	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-169
						0005 A001-Delayed NGT	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-169
						0006 A001-Tenant G	1-72 (Tenant Group No.)	0	0	0	1-169
						0011 A002-RCV DGT #	0-9999 (DID No.)	0	0	0	1-169
						0012 A002-DEST. Day	0-9999 (Ext.No. or Closed No.)	0	0	0	1-169
						0013 A002-DEST. Night	0-9999 (Ext.No. or Closed No.)	0	0	0	1-169
						0014 A002-Delayed Day	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-169
						0015 A002-Delayed NGT	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-169
						0016 A002-Tenant G	1-72 (Tenant Group No.)	0	0	0	1-169
						0021 A003-RCV DGT #	0-9999 (DID No.)	0	0	0	1-169
						...	...	...	...	...	1-169
						5756	A576-Tenant G	1-72 (Tenant Group No.)	0	0	0
				03	B-Number of DGT	0001 B-Receive Digit	1-4 digits	4	4	4	1-170
				04	B-Change Table	0001 B001-RCV DGT #	0-9999 (DID No.)	0	0	0	1-170
						0002 B001-DEST. Day	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-170
						0003 B001-DEST. Night	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-170
						0004 B001-Delayed Day	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-170
						0005 B001-Delayed NGT	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-170
						0006 B001-Tenant G	1-72 (Tenant Group No.)	0	0	0	1-170
						0011 B002-RCV DGT #	0-9999 (DID No.)	0	0	0	1-170
						0012 B002-DEST. Day	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-170
						0013 B002-DEST. Night	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-170
						0014 B002-Delayed Day	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-170
						0015 B002-Delayed NGT	0-9999 (Ext./Virtual/Closed No.)	0	0	0	1-170
						0016 B002-Tenant G	1-72 (Tenant Group No.)	0	0	0	1-170
						0021 B003-RCV DGT #	0-9999 (DID No.)	0	0	0	1-170
						...	...	...	...	...	1-170
						5756	B576-Tenant G	1-72 (Tenant Group No.)	0	0	0
				05	ISDN DDI Table	0001 001 S-P DGT #	0-9999 (S-Point DID No.)	--	--	--	1-172
						0002 001 Destination	0-9999 (DID Extension No.)	--	--	--	1-172
						0003 002 S-P DGT#	0-9999 (S-Point DID No.)	--	--	--	1-172
						0004 002 Destination	0-9999 (DID Extension No.)	--	--	--	1-172
						0005 003 S-P DGT#	0-9999 (S-Point DID No.)	--	--	--	1-172
						...	...	...	...	...	1-172
						0192	096 Destination	0-9999 (DID Extension No.)	--	--	--
				06	VM-ID Control	0001 Auto DID Dial	0:Do not send 1:Send entire DID No. 2:Send last 2 digits 3:Send last 3 digits	0	0	0	1-174
						0002 DID VM-ID/Prefix	up to 8 char. (0-9, *, #, Pause)	--	--	--	1-174
						0003 DID VM-ID/Suffix	up to 8 char. (0-9, *, #, Pause)	--	--	--	1-175

**FF1 5: Not Used (page 1-175)**

**FF1 6: Not Used (page 1-175)**

**FF1 7: Not Used (page 1-175)**

**FF1 8: Digital Pad Settings**

**(page 1-176)**

FF1	System Program	8	Digital Pad	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.	
							US	UK	CH		
				01	Extension PAD	0001 ECLS01-ECLS01	0-31: 0=0dB      16=0 dB 1=-2dB     17=+2dB 2=-4dB     18=+4dB 3=-6dB     19=+6dB 4=-8dB     20=+8dB 5=-10dB    21=+10dB 6=-12dB    22=+12dB 7=-14dB    23=+14dB 8=-16dB    24=+16dB 9=-18dB    25=+18dB 10=-20dB   26=+20dB 11=-22dB   27=+22dB 12=-24dB   28=+24dB 13=-26dB   29=+26dB 14=-28dB   30=+28dB 15=-30dB   31=+30dB	4	4	4	1-176
					0002 ECLS01-ECLS02	4		4	4	1-176	
					0003 ECLS01-ECLS03	0		0	0	1-176	
					0004 ECLS01-ECLS04	18		18	18	1-176	
					0005 ECLS01-ECLS05	18		18	18	1-176	
					0006 ECLS01-ECLS06	0		0	0	1-176	
					0007 ECLS01-ECLS07	0		0	0	1-176	
					0008 ECLS01-ECLS08	0		0	0	1-176	
					0009 ECLS01-TCLS01	0		0	0	1-176	
					0010 ECLS01-TCLS02	0		0	0	1-176	
					0011 ECLS01-TCLS03	0		0	0	1-176	
					0012 ECLS01-TCLS04	0		0	0	1-176	
					0013 ECLS01-TCLS05	0		0	0	1-176	
					0014 ECLS01-TCLS06	0		0	0	1-176	
					0015 ECLS01-TCLS07	2		2	2	1-176	
					0016 ECLS01-TCLS08	2		2	2	1-176	
					0017 ECLS01-TCLS09	2		2	2	1-176	
					0018 ECLS01-TCLS10	0		0	0	1-176	
					0019 ECLS01-TCLS11	2		2	2	1-176	
					0020 ECLS01-TCLS12	0		0	0	1-176	
					0021 ECLS01-TCLS13	0		0	0	1-176	
					0022 ECLS01-TCLS14	2		2	2	1-176	
					0023 ECLS01-TCLS15	4		4	4	1-176	
					0024 ECLS01-TCLS16	0		0	0	1-176	
					0025 ECLS01-3 CONF	2		2	2	1-176	
					0026 ECLS01-Page	2		2	2	1-176	
					0027 ECLS01-DTMFR	2		2	2	1-176	
					0028 ECLS01-RAI	0		0	0	1-176	
					0029 ECLS01-8 CONF	2		2	2	1-176	
					0030 ECLS01-Not Used					1-176	
					0031 ECLS02-ECLS01					1-176	
					... .. (same as above)	(see table, pg. 1-177)			1-176		
					0060 ECLS02-Not Used				1-176		
					0061 ECLS03-ECLS01				1-176		
					... .. (same as above)	(see table, pg. 1-177)			1-176		
					0090 ECLS03-Not Used				1-176		
					0091 ECLS04-ECLS01				1-176		
					... .. (same as above)	(see table, pg. 1-177)			1-176		
					0120 ECLS04-Not Used				1-176		
					0121 ECLS05-ECLS01				1-176		
					... .. (same as above)	(see table, pg. 1-177)			1-176		
					0150 ECLS05-Not Used				1-176		
					0151 ECLS06-ECLS01				1-176		
					... .. (same as above)	(see table, pg. 1-177)			1-176		
					0180 ECLS06-Not Used				1-176		
					0181 ECLS07-ECLS01				1-176		
					... .. (same as above)	(see table, pg. 1-177)			1-176		
					0210 ECLS07-Not Used				1-176		

FF1	System Program	8	Digital Pad	Address No./Display		Available Settings	Defaults			Page No.	
							US	UK	CH		
					0211 ECLS08-ECLS01	(same as above)	(see table, pg. 1-177)	0	0	0	1-176
				...							1-176
				0240 ECLS08-Not Used							1-176
			02 Trunk PAD	0001 TCLS01-ECLS01	0-31: 0=0dB            16=0 dB 1=-2dB         17=+2dB 2=-4dB         18=+4dB 3=-6dB         19=+6dB 4=-8dB         20=+8dB 5=-10dB        21=+10dB 6=-12dB        22=+12dB 7=-14dB        23=+14dB 8=-16dB        24=+16dB 9=-18dB        25=+18dB 10=-20dB       26=+20dB 11=-22dB       27=+22dB 12=-24dB       28=+24dB 13=-26dB       29=+26dB 14=-28dB       30=+28dB 15=-30dB       31=+30dB	0	0	0	1-178		
				0002 TCLS01-ECLS02		0	0	0	1-178		
				0003 TCLS01-ECLS03		20	20	20	1-178		
				0004 TCLS01-ECLS04		22	22	22	1-178		
				0005 TCLS01-ECLS05		22	22	22	1-178		
				0006 TCLS01-ECLS06		20	20	20	1-178		
				0007 TCLS01-ECLS07		20	20	20	1-178		
				0008 TCLS01-ECLS08		0	0	0	1-178		
				0009 TCLS01-TCLS01		18	18	18	1-178		
				0010 TCLS01-TCLS02		18	18	18	1-178		
				0011 TCLS01-TCLS03		0	0	0	1-178		
				0012 TCLS01-TCLS04		0	0	0	1-178		
				0013 TCLS01-TCLS05		0	0	0	1-178		
				0014 TCLS01-TCLS06		0	0	0	1-178		
				0015 TCLS01-TCLS07		18	18	18	1-178		
				0016 TCLS01-TCLS08		18	18	18	1-178		
				0017 TCLS01-TCLS09		18	18	18	1-178		
				0018 TCLS01-TCLS10		0	0	0	1-178		
				0019 TCLS01-TCLS11		18	18	18	1-178		
				0020 TCLS01-TCLS12		0	0	0	1-178		
				0021 TCLS01-TCLS13		20	20	20	1-178		
				0022 TCLS01-TCLS14		18	18	18	1-178		
				0023 TCLS01-TCLS15		0	0	0	1-178		
				0024 TCLS01-TCLS16		0	0	0	1-178		
				0025 TCLS01-3 CONF		17	17	17	1-178		
				0026 TCLS01-Page		20	20	20	1-178		
				0027 TCLS01-DTMFR		17	17	17	1-178		
				0028 TCLS01-RAI		0	0	0	1-178		
				0029 TCLS01-8 CONF		17	17	17	1-178		
				0030 TCLS01-Not Used					1-178		
				0031 TCLS02-ECLS01		(same as above)	(see table, pg. 1-179)	0	0	0	1-178
				...							1-178
				0060 TCLS02-Not Used							1-178
				0061 TCLS03-ECLS01	(same as above)	(see table, pg. 1-179)	0	0	0	1-178	
				...							1-178
				0090 TCLS03-Not Used							1-178
				0091 TCLS04-ECLS01	(same as above)	(see table, pg. 1-179)	0	0	0	1-178	
				...							1-178
				0120 TCLS04-Not Used							1-178
				0121 TCLS05-ECLS01	(same as above)	(see table, pg. 1-179)	0	0	0	1-178	
				...							1-178
				0150 TCLS05-Not Used							1-178
				0151 TCLS06-ECLS01	(same as above)	(see table, pg. 1-179)	0	0	0	1-178	
				...							1-178
				0180 TCLS06-Not Used							1-178
				0181 TCLS07-ECLS01	(same as above)	(see table, pg. 1-179)	0	0	0	1-178	
				...							1-178
				0210 TCLS07-Not Used							1-178

FF1	System Program	8	Digital Pad	Address No./Display		Available Settings	Defaults			Page No.	
							US	UK	CH		
					0211	TCLS08-ECLS01	(same as above)	(see table, pg. 1-179)	1-178		
				...	...						
				0240	TCLS08-Not Used						
					0241	TCLS09-ECLS01	(same as above)	(see table, pg. 1-180)	1-178		
				...	...						
				0270	TCLS09-Not Used						
					0271	TCLS10-ECLS01	(same as above)	(see table, pg. 1-180)	1-178		
				...	...						
				0300	TCLS10-Not Used						
					0301	TCLS11-ECLS01	(same as above)	(see table, pg. 1-180)	1-178		
				...	...						
				0330	TCLS11-Not Used						
					0331	TCLS12-ECLS01	(same as above)	(see table, pg. 1-180)	1-178		
				...	...						
				0360	TCLS12-Not Used						
					0361	TCLS13-ECLS01	(same as above)	(see table, pg. 1-180)	1-178		
				...	...						
				0390	TCLS13-Not Used						
					0391	TCLS14-ECLS01	(same as above)	(see table, pg. 1-180)	1-178		
				...	...						
				0420	TCLS14-Not Used						
					0421	TCLS15-ECLS01	(same as above)	(see table, pg. 1-180)	1-178		
				...	...						
				0450	TCLS15-Not Used						
					0451	TCLS16-ECLS01	(same as above)	(see table, pg. 1-180)	1-178		
				...	...						
				0480	TCLS16-Not Used						
			03	BGM PAD	0001	BGM-ECLS01	0-31: 0=0dB            16=0 dB 1=-2dB         17=+2dB 2=-4dB         18=+4dB 3=-6dB         19=+6dB 4=-8dB         20=+8dB 5=-10dB        21=+10dB 6=-12dB        22=+12dB 7=-14dB        23=+14dB 8=-16dB        24=+16dB 9=-18dB        25=+18dB 10=-20dB       26=+20dB 11=-22dB       27=+22dB 12=-24dB       28=+24dB 13=-26dB       29=+26dB 14=-28dB       30=+28dB 15=-30dB       31=+30dB	0	0	0	1-181
					0002	BGM-ECLS02		17	17	17	1-181
					0003	BGM-ECLS03		0	0	0	1-181
					0004	BGM-ECLS04		0	0	0	1-181
					0005	BGM-ECLS05		0	0	0	1-181
					0006	BGM-ECLS06		0	0	0	1-181
					0007	BGM-ECLS07		0	0	0	1-181
					0008	BGM-ECLS08		0	0	0	1-181
			04	E. Paging Pad	0001	Paging - ECLS01		0-31: 0=0dB            16=0 dB 1=-2dB         17=+2dB 2=-4dB         18=+4dB 3=-6dB         19=+6dB 4=-8dB         20=+8dB 5=-10dB        21=+10dB 6=-12dB        22=+12dB 7=-14dB        23=+14dB 8=-16dB        24=+16dB 9=-18dB        25=+18dB 10=-20dB       26=+20dB 11=-22dB       27=+22dB 12=-24dB       28=+24dB 13=-26dB       29=+26dB 14=-28dB       30=+28dB 15=-30dB       31=+30dB	0	0	0
					0002	Paging - ECLS02	17		17	17	1-182
					0003	Paging - ECLS03	0		0	0	1-182
					0004	Paging - ECLS04	0		0	0	1-182
					0005	Paging - ECLS05	0		0	0	1-182
					0006	Paging - ECLS06	4		4	4	1-182
					0007	Paging - ECLS07	0		0	0	1-182
					0008	Paging - ECLS08	0		0	0	1-182
					0009	Paging - TCLS01	0		0	0	1-182
					0010	Paging - TCLS02	19		19	19	1-182
					0011	Paging - TCLS03	0		0	0	1-182
					0012	Paging - TCLS04	0		0	0	1-182

FF1	System Program	8	Digital Pad	Address No./Display		Available Settings	Defaults			Page No.		
							US	UK	CH			
					0013	Paging - TCLS05	(same as above)	0	0	0	1-182	
					0014	Paging - TCLS06		0	0	0	1-182	
					0015	Paging - TCLS07		0	0	0	1-182	
					0016	Paging - TCLS08		0	0	0	1-182	
					0017	Paging - TCLS09		0	0	0	1-182	
					0018	Paging - TCLS10		0	0	0	1-182	
					0019	Paging - TCLS11		0	0	0	1-182	
					0020	Paging - TCLS12		0	0	0	1-182	
					0021	Paging - TCLS13		0	0	0	1-182	
					0022	Paging - TCLS14		0	0	0	1-182	
					0023	Paging - TCLS15		0	0	0	1-182	
					0024	Paging - TCLS16	0	0	0	1-182		
				05	3Party CONF PAD	0001	3 CONF-ECLS01	0-31:	3	3	3	1-183
					0002	3 CONF-ECLS02	0=0dB 16=0 dB	2	2	2	1-183	
					0003	3 CONF-ECLS03	1=-2dB 17=+2dB	3	3	3	1-183	
					0004	3 CONF-ECLS04	2=-4dB 18=+4dB	0	0	0	1-183	
					0005	3 CONF-ECLS05	3=-6dB 19=+6dB	0	0	0	1-183	
					0006	3 CONF-ECLS06	4=-8dB 20=+8dB	20	20	20	1-183	
					0007	3 CONF-ECLS07	5=-10dB 21=+10dB	0	0	0	1-183	
					0008	3 CONF-ECLS08	6=-12dB 22=+12dB	0	0	0	1-183	
					0009	3 CONF-ECLS09	7=-14dB 23=+14dB	0	0	0	1-183	
					0010	3 CONF-ECLS10	8=-16dB 24=+16dB	0	0	0	1-183	
					0011	3 CONF-ECLS11	9=-18dB 25=+18dB	0	0	0	1-183	
					0012	3 CONF-ECLS12	10=-20dB 26=+20dB	0	0	0	1-183	
					0013	3 CONF-ECLS13	11=-22dB 27=+22dB	0	0	0	1-183	
					0014	3 CONF-ECLS14	12=-24dB 28=+24dB	18	18	18	1-183	
					0015	3 CONF-ECLS15	13=-26dB 29=+26dB	0	0	0	1-183	
					0016	3 CONF-ECLS16	14=-28dB 30=+28dB	0	0	0	1-183	
					0017	3 CONF-ECLS17	15=-30dB 31=+30dB	0	0	0	1-183	
					0018	3 CONF-ECLS18		0	0	0	1-183	
					0019	3 CONF-ECLS19		0	0	0	1-183	
					0020	3 CONF-ECLS20		0	0	0	1-183	
					0021	3 CONF-ECLS21		0	0	0	1-183	
					0022	3 CONF-ECLS22		0	0	0	1-183	
					0023	3 CONF-ECLS23		0	0	0	1-183	
					0024	3 CONF-ECLS24		0	0	0	1-183	
				06	8Party CONF PAD	0001	8 CONF-ECLS01	0-31:	3	3	3	1-185
					0002	8 CONF-ECLS02	0=0dB 16=0 dB	2	2	2	1-185	
					0003	8 CONF-ECLS03	1=-2dB 17=+2dB	3	3	3	1-185	
					0004	8 CONF-ECLS04	2=-4dB 18=+4dB	0	0	0	1-185	
					0005	8 CONF-ECLS05	3=-6dB 19=+6dB	0	0	0	1-185	
					0006	8 CONF-ECLS06	4=-8dB 20=+8dB	20	20	20	1-185	
					0007	8 CONF-ECLS07	5=-10dB 21=+10dB	0	0	0	1-185	
					0008	8 CONF-ECLS08	6=-12dB 22=+12dB	0	0	0	1-185	
					0009	8 CONF-ECLS09	7=-14dB 23=+14dB	0	0	0	1-185	
					0010	8 CONF-ECLS10	8=-16dB 24=+16dB	0	0	0	1-185	
					0011	8 CONF-ECLS11	9=-18dB 25=+18dB	0	0	0	1-185	
					0012	8 CONF-ECLS12	10=-20dB 26=+20dB	0	0	0	1-185	
					0013	8 CONF-ECLS13	11=-22dB 27=+22dB	0	0	0	1-185	
					0014	8 CONF-ECLS14	12=-24dB 28=+24dB	18	18	18	1-185	
					0015	8 CONF-ECLS15	13=-26dB 29=+26dB	0	0	0	1-185	
					0016	8 CONF-ECLS16	14=-28dB 30=+28dB	0	0	0	1-185	
					0017	8 CONF-ECLS17	15=-30dB 31=+30dB	0	0	0	1-185	
					0018	8 CONF-ECLS18		0	0	0	1-185	
					0019	8 CONF-ECLS19		0	0	0	1-185	
					0020	8 CONF-ECLS20		0	0	0	1-185	
					0021	8 CONF-ECLS21		0	0	0	1-185	
					0022	8 CONF-ECLS22		0	0	0	1-185	
					0023	8 CONF-ECLS23		0	0	0	1-185	
					0024	8 CONF-ECLS24		0	0	0	1-185	

FF1	System Program	8	Digital Pad	Address No./Display		Available Settings	Defaults			Page No.	
							US	UK	CH		
					0016	8 CONF-TCLS08	(same as above)	0	0	0	1-185
					0017	8 CONF-TCLS09		0	0	0	1-185
					0018	8 CONF-TCLS10		0	0	0	1-185
					0019	8 CONF-TCLS11		0	0	0	1-185
					0020	8 CONF-TCLS12		0	0	0	1-185
					0021	8 CONF-TCLS13		0	0	0	1-185
					0022	8 CONF-TCLS14		0	0	0	1-185
					0023	8 CONF-TCLS15		0	0	0	1-185
					0024	8 CONF-TCLS16	0	0	0	1-185	



**FF2 0: Analog Trunks (CO)**

(page 2-7)

FF2	Trunks	0	Analog/CO	BSSC	TrunkPos	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.	
									US	UK	CH		
				B=1-6 SS=01-12 C=1-8		00	Trunk Number	0:none 1-576:trunk no.	--	--	--	2-7	
						01	General 1	00 Signal Type	0:LS 1:GS 2:DID Immed. 3:DID Wink	(depends on card installed)			2-8
							01	Loop Detect	0:No 1:Yes	1			2-8
							02	DISC Detect	0:Yes 1:No	0	0	0	2-9
							03	DP MIN.Pause	0:625ms(US) or 750ms(UK) 1:1000ms	0	0	0	2-9
							04	GS Ring Type	0:CO ring signal 1:No CO ring signal	0	0	0	2-10
							05	DID RingDET Time	0:32ms 1:96ms	0	0	0	2-10
							06	Not Used					2-12
							07	Not Used					2-12
							08	Not Used					2-12
							09	Reverse ANS SIG	0:Yes 1:No	1	1	1	2-12
							10	CID Control	0:No 1:Yes	0	0	0	2-12
							11	Ring Frequency	0:synchronize w/CO 1:400/562Hz 2:1000/1340Hz 3:400Hz 4:800/1040Hz 5:1040/1320Hz 6:660/1320Hz	1	1	1	2-12
							12	Ring Cycle PTN	0:synchronize w/CO 1-11:pattern, in seconds (5.5on/.5off) 12:continuous tone (1:1on/3off)	0	1	5	2-13
							13	DTMF PTN-Talk	0:pattern1 1:pattern2 2:pattern3	1	1	1	2-14
							14	DTMF PTN-Dial	0:pattern1 1:pattern2 2:pattern3	0	0	0	2-14
							15	Disconnect Timer	for LS/GS: 0:281ms 1:531ms 2:781ms 3:1032ms for DID: 0:96ms 1:144ms 2:240ms 3:1500ms	0	0	0	2-15
							16	Guard Timer	0:500ms 1:1sec 2:1.5sec 3:2sec	0	3	0	2-15
							17	Ground OTG Timer	0:1sec 1:2sec 2:4sec 3:8sec	0	0	0	2-16
							18	Not Used					2-16
							19	RG Control	0:5sec 1:6sec 2:8sec 3:11sec	0			2-17
						02	General 2	00 Dial Type DP/PB	0:Dial Pulse 1:DTMF	1	1	1	2-17
							01	Flash Length	0:pattern1 1:pattern2	0	0	0	2-18
							02	DT Detect	0:No 1:Yes	1	1	1	2-18
							03	Call Duration	0:don't use system timer (CO sends reverse signal) 1:use system timer	1			2-19
							04	TRK Type CO/PBX	0:CO 1:PBX	0	0	0	2-19
							05	Auto Repeat Dial	0:No 1:Yes	1	1	1	2-20
							06	Link Control	0:Allow 1:Do not allow DTMF signaling after called party answers	0			2-20
							07	CO-DT	0:Do not send simulated CO dialtone to ext. 1:Send	0	0	0	2-21
							08	INCM Control	0:Wait for Caller ID data 1:Immed.ring	0			2-21
							09	SMDR Output/Out	0:Do not include in SMDR 1:Include	1			2-22
							10	SMDR Output/In	0:Do not include in SMDR 1:Include	0			2-22
							11	Flash Control	0:Send flash signal to CO 1:Release trunk; user hears internal dial tone	0			2-23
							12	Long-Talk Alarm	0:Disabled 1:Enabled	0			2-23
							13	Alarm Ringing	0:Disabled 1:Enabled	0			2-24
							14	Slide Ringing	0:Disabled 1:Enabled	0			2-25
							15	PB Convert/Out	0:Do not switch to DTMF 1:Switch to DTMF after called/outside party answers	1	1	1	2-26
							16	PB Convert/In	0:Do not switch to DTMF 1:Switch to DTMF after user answers incoming call	1			2-26
							17	Indirect LCR	0:Disabled 1:Enabled	0			2-27
							18	Not Used					2-27
							19	Not Used					2-27
							20	Not Used					2-27

FF2	Trunks	0	Analog/CO	BSSC	TrunkPos	Address No./Display		Available Settings	Defaults			Page No.	
						US	UK		CH				
						03	Ring Assignment	0 Day1 Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL-HG 5:DIL-SSD 6:DIL-Att.	0	0	0	2-28
							1 D1 Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-28	
							2 Day2 Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL-HG 5:DIL-SSD 6:DIL-Att.	0	0	0	2-29	
							3 D2 Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-29	
							4 Night Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL-HG 5:DIL-SSD 6:DIL-Att.	0	0	0	2-30	
							5 N Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-30	
						04	Delayed Ring	0 Day1 D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-31
								1 D1 D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-31
								2 Day2 D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-32
								3 D2 D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-32
								4 NGT D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-33
						5 N D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-33		
						05	Tenant Group		0:none 1-72: Tenant Group No.	0	0	0	2-34
						06	TRK-TRS Class	0 Day1/2 TRS CLS	1-50	1	1	1	2-34
								1 Night TRS CLS	1-50	1	1	1	2-35
						07	Trunk COS		1-16	1	1	1	2-35
						08	Trunk DPAD CLS		1-16	1	1	1	2-36

**FF2 0: Analog Trunks (E&M Tie)**

**(page 2-37)**

FF2	Trunks	0	Analog/E&M	BSSC	TrunkPos	Address No./Display		Available Settings	Defaults			Page No.		
						US	UK		CH					
				B=1-6 SS=01-12 C=1-4		00	Trunk Number		0:none 1-576:trunk no.	--	--	--	2-37	
						01	General 1	00	Signal Type	4:E&M Immed Start 5:E&M Wink Start	5			2-38
								01	Not Used					2-38
								02	Not Used					2-38
								03	Not Used					2-38
								04	Not Used					2-38
								05	Ring DET Timer	0:48ms 1:160ms	0	0	0	2-39
								06	Auto Detect ANS	0:Disabled (wait for answer signal from other end) 1:Enabled (open voice path)	0	0	0	2-39
								07	Balance Control	0:Long Loop 1:Short Loop	0	0	0	2-40
								08	PAD Control	0:Far 1:Near	0	0	0	2-40
								09	Not Used					2-41
								10	Not Used					2-41
								11	Ring Frequency	1:400/562Hz 2:1000/1340Hz 3:400Hz 4:800/1040Hz 5:1040/1320Hz 6:660/1320Hz	1	1	1	2-41
								12	Ring Cycle PTN	0:synchronize w/CO 1-11:pattern, in seconds (5:5on/5off) 12:continuous tone (1:1on/3off)	1	1	5	2-42
								13	DTMF PTN-Talk	0:pattern1 1:pattern2 2:pattern3	1	1	1	2-43
								14	DTMF PTN-Dial	0:pattern1 1:pattern2 2:pattern3	0	0	0	2-43
								15	Disconnect Time	0:160ms 1:96ms 2:240ms 3:800ms	0	0	0	2-44
								16	Not Used					2-44
								17	Not Used					2-44
								18	Auto ANS Timer	0:1sec 1:2sec 2:3sec 3:4sec	0	0	0	2-45
19	Not Used					2-45								

FF2	Trunks	0	Analog/E&M	BSSC	TrunkPos	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.
									US	UK	CH	
02	General 2	00	Dial Type DP/PB	0:Dial Pulse 1:DTMF	1	1	1	2-46				
		01	Flash Length	0:pattern1 1:pattern2	0	0	0	2-46				
		02	Not Used					2-47				
		03	Not Used					2-47				
		04	TRK Type CO/PBX	0:CO (E&M) 1:PBX/Centrex	0	0	0	2-47				
		05	Not Used					2-47				
		06	Link Control	0:Allow 1:Do not allow DTMF signaling after called party answers	0			2-48				
		07	CO-DT For Tie	0:Do not send simulated CO dialtone to ext. 1:Send	0	0	0	2-48				
		08	Not Used					2-49				
		09	SMDR Output/Out	0:Do not include in SMDR 1:Include	1	1	1	2-49				
		10	SMDR Output/In	0:Do not include in SMDR 1:Include	0	0	0	2-49				
		11	Flash Control	0:Send flash signal to CO 1:Release trunk; user hears internal dial tone	0	0	0	2-50				
		12	Not Used					2-51				
		13	Not Used					2-51				
		14	Not Used					2-51				
		15	PB Convert/Out	0:Do not switch to DTMF 1:Switch to DTMF after called/outside party answers	1			2-51				
		16	PB Convert/In	0:Do not switch to DTMF 1:Switch to DTMF after user answers incoming call	1	1	1	2-52				
		17	Indirect LCR	0:Disabled 1:Enabled	0	0	0	2-52				
		18	Not Used					2-53				
		03	Ring Assignment	0	Day1 Ring Type	0:Tie Incoming 1:Tandem	0	0	0	2-53		
1	Not Used							2-54				
2	Day2 Ring Type			0:Tie Incoming 1:Tandem	0	0	0	2-54				
3	Not Used							2-55				
4	Night Ring Type			0:Tie Incoming 1:Tandem	0	0	0	2-55				
5	Not Used							2-55				
04	Not Used	0	Not Used					2-56				
		1	Not Used					2-56				
		2	Not Used					2-56				
		3	Not Used					2-56				
		4	Not Used					2-56				
		5	Not Used					2-56				
05	Tenant Group	0:none 1-72:Tenant Group No.	0	0	0	2-56						
06	TRK-TRS Class	0	Day1/2 TRS CLS	1-50	1	1	1	2-57				
		1	Night TRS CLS	1-50	1	1	1	2-57				
07	Trunk COS	1-16	1	1	1	2-58						
08	Trunk DPAD CLS	1-16	8	8	8	2-58						

**FF2 1: ISDN Trunks**

(page 2-59)

FF2	Trunks	1	ISDN	BSSC	TrunkPos	Address No./Display		Available Settings	Defaults			Page No.	
									US	UK	CH		
				B=1-6 SS=01-12 C=1 (PRI)		00	Common Dch	0 Shared DchPOS	BSSC (B:1-6 SS:01-12 C:1-4 or 1)	--	--	--	2-59
							1 Dch I/F ID Code	1-127 (max. 3 digits)		--	--	--	2-59
				B=1-6 SS=01-12 C=1-4		01	Trunk Number		0:none 1:576:trunk number	--	--	--	2-60
						02	General 1	00 Connection Type	0:Point-to-Point 1:Point-to-Multi-Point	0	0	0	2-61
								01 Ring Frequency	0:none 1:400/562Hz 2:1000/1340Hz 3:400Hz 4:800/1040Hz 5:1040/1320Hz 6:660/1320Hz	1	1	1	2-62
								02 Ring Cycle PTN	1-11:pattern, in seconds (5:.5on/.5off) 12:continuous tone (1:1on/3off)	1			2-63
								03 DTMF PTN-Talk	0:pattern1 1:pattern2 2:pattern3	1	1	1	2-64
								04 Not Used					2-64
								05 Not Used					2-64
						03	General 2	00 TRK Type CO/PBX	0:CO 1:PBX	0	0	0	2-65
								01 Auto Repeat Dial	0:No 1:Yes	1	1	1	2-65
								02 SMDR Output/Out	0:Do not include in SMDR 1:Include	1	1	1	2-66
								03 SMDR Output/In	0:Do not include in SMDR 1:Include	0	0	0	2-66
								04 Flash Control	0:Disconnect talk path/keep trunk; user hears simulated dial tone 1:Release trunk; user hears internal dial tone	0	0	0	2-67
								05 Long-Talk Alarm	0:Disabled 1:Enabled	0	0	0	2-68
								06 Alarm Ringing	0:Disabled 1:Enabled	0	0	0	2-68
								07 Slide Ringing	0:Disabled 1:Enabled	0	0	0	2-69
								08 Indirect LCR	0:Disabled 1:Enabled	0	0	0	2-70
								09 Bch Select	0:highest-numbered 1:lowest-numbered	0	0	0	2-70
								10 Bch MAP	0:Slot mapping 1:Channel numbering	0	1	0	2-71
								11 Call ID Length	0:1 byte/octet 1:2 bytes/octets	0 (BRI) 1 (PRI)			2-72
								12 Calling # Send	0:No 1:Yes	1	1	1	2-72
								13 Sub Address Type	0:IA5 1:BCD	0	0	0	2-73
							14 Not Used					2-74	
							15 Not Used					2-74	
							16 Not Used					2-74	
							17 Not Used					2-74	
							18 Not Used					2-74	
							19 Not Used					2-74	
							20 Not Used					2-74	
						04	Ring Assignment	0 Day1 Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL-HG 5:DIL-SSD 6:DIL-Att.	0	0	0	2-75
								1 D1 Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-75
								2 Day2 Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL-HG 5:DIL-SSD 6:DIL-Att.	0	0	0	2-76
								3 D2 Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-76
								4 Night Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL-HG 5:DIL-SSD 6:DIL-Att.	0	0	0	2-77
							5 N Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-77	
						05	Delayed Ring	0 Day1 D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-78
								1 D1 D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-78
								2 Day2 D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-79
								3 D2 D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-79
								4 NGT D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-80
							5 N D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-80	

FF2	Trunks	1	ISDN	BSSC	TrunkPos	Address No./Display		Available Settings	Defaults			Page No.		
						US	UK		CH					
						06	Tenant Group	0	TRK#001 Tenant G	0:none 1:72: Tenant Group No.	0	0	0	2-81
								1	TRK#002 Tenant G	0:none 1:72: Tenant Group No.	0	0	0	2-81
								2	TRK#003 Tenant G	0:none 1:72: Tenant Group No.	0	0	0	2-81
								...	...	0:none 1:72: Tenant Group No.	0	0	0	2-81
								29	TRK#030 Tenant G	0:none 1:72: Tenant Group No.	0	0	0	2-81
						07	TRK-TRS Class	0	Day/2 TRS CLS	1-50	1	1	1	2-81
								1	Night TRS CLS	1-50	1	1	1	2-82
						08	Trunk COS			1-16	1	1	1	2-82
						09	Calling Number	0	Area Code	up to 6 digits	--	--	--	2-83
								1	Office Code	up to 6 digits	--	--	--	2-84
								2	Subscriber #	up to 4 digits	--	--	--	2-84
						10	Trunk DPAD CLS			1-16	7	7	7	2-85

**FF2 2: T1 Trunks (CO)**

**(page 2-86)**

FF2	Trunks	2	T1/CO	BSSC	ChnmlPos	Address No./Display		Available Settings	Defaults			Page No.		
						US	UK		CH					
				B=1-6 SS=01-12 CC=01-24		00	TRK Type CO/NET		0:none 1:CO 2:Private Network	1	1	1	2-86	
						01	Trunk Number		0:none 1-576:trunk no.	--	--	--	2-87	
						02	General 1	00	Signal	0:LS 1:GS 2:DID Immed. 3:DID Wink	3	3	3	2-87
								01	DISC Detect	0:No 1:Yes	0	0	0	2-88
								02	DP MIN.Pause	0:625ms (US) or 750ms (UK) 1:1000ms	0	0	0	2-88
								03	GS Ring Type	0:CO ring signal 1:No CO ring signal	0	0	0	2-89
								04	DID RingDET Time	0:32ms 1:96ms	0	0	0	2-89
								05	Not Used					2-90
								06	Frame Format	0:SF 1:ESF	0	0	0	2-90
								07	Line Coding	0:AMI 1:B8ZS	0	0	0	2-91
								08	Ring Frequency	0:none 1:400/562Hz 2:1000/1340Hz 3:400Hz 4:800/1040Hz 5:1040/1320Hz 6:660/1320Hz	1	1	1	2-92
								09	Ring Cycle PTN	0:synchronize w/CO 1-11:pattern, in seconds (5.5on/.5off) 12:continuous tone (1:1on/3off)	1			2-93
								10	DTMF PTN-Talk	0:pattern1 1:pattern2 2:pattern3	1	1	1	2-94
								11	DTMF PTN-Dial	0:pattern1 1:pattern2 2:pattern3	0	0	0	2-94
								12	Disconnect Timer	for LS/GS: 0:281ms 1:531ms 2:781ms 3:1032ms for DID: 0:96ms 1:144ms 2:240ms 3:1500ms	0	0	0	2-95
								13	Guard Timer	0:500ms 1:1sec 2:1.5sec 3:2sec	0	0	0	2-96
								14	In-Ground Timer	0:1sec 1:2sec 2:4sec 3:8sec	0	0	0	2-96
						15	Not Used					2-97		
						03	General 2	00	Dial Type DP/PB	0:Dial Pulse 1:DTMF	1	1	1	2-97
								01	Flash Length	0:pattern1 1:pattern2	0	0	0	2-97
								02	DT Detect	0:No 1:Yes	1	1	1	2-98
								03	TRK Type CO/PBX	0:CO 1:PBX	0	0	0	2-98
								04	Auto Repeat Dial	0:No 1:Yes	1	1	1	2-99
								05	Link Control	0:Allow 1:Do not allow DTMF signaling after called party answers	0			2-99
								06	CO-DT	0:Do not send simulated CO dialtone to ext. 1:Send	0	0	0	2-100
								07	SMDR Output/Out	0:Do not include in SMDR 1:Include	1	1	1	2-100
						08	SMDR Output/In	0:Do not include in SMDR 1:Include	0	0	0	2-101		

FF2	Trunks	2	T1/CO	BSSCC	ChnnlPos	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.	
									US	UK	CH		
						09	Flash Control	0:Send flash signal to CO 1:Release T1 channel; user hears internal dial tone	0	0	0	2-101	
						10	Long-Talk Alarm	0:Disabled 1:Enabled	0	0	0	2-102	
						11	Alarm Ringing	0:Disabled 1:Enabled	0	0	0	2-102	
						12	Slide Ringing	0:Disabled 1:Enabled	0	0	0	2-103	
						13	PB Convert/Out	0:Do not switch to DTMF 1:Switch to DTMF after called/outside party answers	1			2-104	
						14	PB Convert/In	0:Do not switch to DTMF 1:Switch to DTMF after user answers incoming call	1	1	1	2-104	
						15	Indirect LCR	0:Disabled 1:Enabled	0	0	0	2-105	
						16	Call Duration	0: Do not use system timer 1: Use system timer	1			2-105	
						17	Not Used					2-106	
						18	Not Used					2-106	
					04	Ring Assignment	0	Day1 Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL/HG 5:DIL/SSD 6:DIL/Att.	0	0	0	2-107
						1	D1 Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-107	
						2	Day2 Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL/HG 5:DIL/SSD 6:DIL/Att.	0	0	0	2-108	
						3	D2 Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-108	
						4	Night Ring Type	0:multiCOincm. 1:DID 2:DISA 3:DIL 4:DIL/HG 5:DIL/SSD 6:DIL/Att.	0	0	0	2-109	
						5	N Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-109	
					05	Delayed Ring	0	Day1 D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-110
						1	D1 D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-110	
						2	Day2 D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-111	
						3	D2 D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-111	
						4	NGT D-Ring Type	0:none 1:Ext 2:HG 3:SSD 4:Att.	0	0	0	2-112	
						5	N D-Destination	Ext/Virtual/Closed, Ext.HG, Att.HG, or SSD	--	--	--	2-112	
					06	Tenant Group		1-72	--	--	--	2-113	
					07	TRK-TRS Class	0	Day1/2 TRS CLS	1-50	1	1	1	2-113
						1	Night TRS CLS	1-50	1	1	1	2-114	
					08	Trunk COS		1-16	1	1	1	2-114	
					09	Trunk DPAD CLS		1-16	7	7	7	2-115	

**FF2 2: T1 Trunks (E&M Tie)**

(page 2-116)

FF2	Trunks	2	T1/E&M	BSSCC	ChnnlPos	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.	
									US	UK	CH		
				B=1-6 SS=01-12 CC=01-24		00	TRK Type CO/NET	1:CO 2:Private Network	1	1	1	2-116	
						01	Trunk Number	0:none 1-576:trunk no.	--	--	--	2-116	
						02	General 1	00 Signal Type	4:E&M Immediate 5:E&M Wink	5	5	5	2-117
							01	Not Used				2-118	
							02	Not Used				2-118	
							03	Not Used				2-118	
							04	RingDET Timer	0:48ms 1:160ms	0	0	0	2-118
							05	Auto Detect Answer	0:Disabled (wait for answer signal from other end) 1:Enabled (open voice path)	0			2-119
							06	Frame Format	0:SF 1:ESF	0	0	0	2-119
							07	Line Coding	0:AMI 1:B8ZS	0	0	0	2-120
							08	Ring Frequency	0:No ring 1:400/562Hz 2:1000/1340Hz 3:400Hz 4:800/1040Hz 5:1040/1320Hz 6:660/1320Hz	1	1	1	2-121

FF2	Trunks	2	T1/E&M	BSSCC	ChnrlPos	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.	
									US	UK	CH		
							09	Ring Cycle PTN	0:synchronize w/CO 1-11:pattern, in seconds (5.5on/.5off) 12:continuous tone (1:1on/3off)	1			2-122
							10	DTMF PTN-Talk	0:pattern1 1:pattern2 2:pattern3	1	1	1	2-123
							11	DTMF PTN-Dial	0:pattern1 1:pattern2 2:pattern3	0	0	0	2-123
							12	Disconnect Timer	0:160ms 1:96ms 2:240ms 3:800ms	0	0	0	2-124
							13	Not Used					2-124
							14	Not Used					2-124
							15	Auto ANS Timer	0:1sec 1:2sec 2:3sec 3:4sec	0	0	0	2-125
					03	General 2	00	Dial Type DP/PB	0:Dial Pulse 1:DTMF	1	1	1	2-125
							01	Flash Length	0:pattern1 1:pattern2	0	0	0	2-126
							02	Not Used					2-126
							03	TRK Type CO/PBX	0:E&M 1:PBX/Centrex	0	0	0	2-127
							04	Not Used					2-127
							05	Link Control	0:Allow 1:Do not allow DTMF signaling after called party answers	0			2-127
							06	CO-DT	0:Do not send simulated CO dialtone to ext. 1:Send	0	0	0	2-128
							07	SMDR Output/Out	0:Do not include in SMDR 1:Include	1	1	1	2-128
							08	SMDR Output/In	0:Do not include in SMDR 1:Include	0	0	0	2-129
							09	Flash Control	0:Send flash signal to CO 1:Release channel; user hears internal dial tone	0	0	0	2-129
							10	Not Used					2-130
							11	Not Used					2-130
							12	Not Used					2-130
							13	PB Convert/Out	0:Do not switch to DTMF 1:Switch to DTMF after called/outside party answers	1			2-130
							14	PB Convert/In	0:Do not switch to DTMF 1:Switch to DTMF after user answers incoming call	1	1	1	2-131
							15	Indirect LCR	0:Disabled 1:Enabled	0	0	0	2-131
							16	Not Used					2-132
							17	Not Used					2-132
							18	Not Used					2-132
					04	Ring Assignment	0	Day1 Ring Type	0:Tie Incoming 1:Tandem	0	0	0	2-132
							1	Not Used					2-132
							2	Day2 Ring Type	0:Tie Incoming 1:Tandem	0	0	0	2-133
							3	Not Used					2-133
							4	Night Ring Type	0:Tie Incoming 1:Tandem	0	0	0	2-134
							5	Not Used					2-135
					05	Not Used	0	Not Used					2-135
							1	Not Used					2-135
							2	Not Used					2-135
							3	Not Used					2-135
							4	Not Used					2-135
							5	Not Used					2-135
					06	Tenant Group			0:none 1-72:Tenant Group No.	0	0	0	2-135
					07	TRK-TRS Class	0	Day1/2 TRS CLS	1-50	1	1	1	2-136
							1	Night TRS CLS	1-50	1	1	1	2-136
					08	Trunk COS			1-16	1	1	1	2-137
					09	Trunk DPAD CLS			1-16	7	7	7	2-137

**FF3 0: Extension Settings - Digital Keyphones and SLTs (page 3-3)**

FF3	Extens	0	Digital&SLT	BSSC	ExtPortPos	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.	
									US	UK	CH		
				B=1-6 SS=01-12 C=1-8		00	Phone Type	1:digital keyphone or SLT 2:EM/24 3:DSS/72	1	1	1	3-3	
						01	KTEL Type	1:VB-44 2:VB-43 3:not used 4:not used 5:Digital SLT	automatically detected			3-4	
						02	EXT Number	0-9999	--	--	--	3-4	
						03	General 1	0 SLT HK Control	0:Detect 1:Ignore	0	0	0	3-5
							1	SLT Type DP/PB	0:Dial pulse 1:DTMF	1	1	1	3-6
							2	SLT ON-HK Timer	(if Flash Detect) 0:240ms 1:1008ms 2:1200ms 3:1504ms (if Flash Ignore) 0:160ms 1:112ms 2:208ms 3:304ms	1	0	0	3-6
							3	SLT Hooking TM	0:80-176ms 1:96-176ms 2:208ms 3:208ms	2	0	0	3-7
							4	Not Used					3-7
						04	General 2	00 Auto Answer	0:No (must press trunk FF-key) 1:Yes	1	1	1	3-8
							01	Ring PREF ON/OFF	0:No (must press trunk FF-key) 1:Yes	0	0	0	3-8
							02	Slide Ringing	0:Disable receive 1:Enable receive	0	0	0	3-9
							03	CO-Key Override	0:Disable 1:Enable	0	0	0	3-9
							04	Auto Camp-On	0:Disable 1:Enable	0	0	0	3-10
							05	Off-Hook Signal	0:Disable 1:Enable	1			3-10
							06	VoiceMail Port	0:No 1:Yes	0	0	0	3-11
							07	Fixed Ring-SLT	0:Variable 1:Fixed ring pattern	0	0	0	3-12
							08	Auto PB Convert	0:Do not receive DTMF 1:Receive DTMF from digital key phone	1	1	1	3-12
							09	MW LED Control	0:Disable 1:Enable Msg-Waiting LED	1	1	1	3-13
							10	Data Security	0:Disabled (allow interruptions) 1:Enabled (do not allow interruptions)	0	0	0	3-13
							11	Idle Screen Set	0:Do not allow 1:Allow return to idle menu	1	1	1	3-14
							12	CO Key OPT 1	0:Seize trunk on FF-key press 1:Ignore	1	1	1	3-14
							13	CO Key OPT 2	0:Ignore HOLD press 1:Retrieve held call by pressing HOLD again	0	0	0	3-15
							14	CO Key OPT 3	0:Retrieve second trunk call by pressing its FF-key 1:Ignore trunk FF-key press	0	0	0	3-15
							15	CO Key OPT 4	0:Disable 1:Enable Brokers Hold	0	0	0	3-16
							16	S-Mode Display	0:Do not display 1:Display Day/2/Night	0	0	0	3-17
							17	Recall Key	0:Do not send 1:Send flash to CO	0	1	1	3-17
							18	In-Talk Duration	0:Display call duration 1:Display date/time	0	0	0	3-18
							19	Ring VOL Control	0:same 1:separate volume controls for intercom and trunk ringing	1	1	1	3-18
							20	Loop Disconnect	0:Do not send 1:Send open-loop disconnect signal upon hangup	0			3-19
							21	Flash Control	0:Send flash to CO 1:Send intercom dialtone	0			3-19
							22	Variable Mode	0:Release 1:Do not release	0			3-20
							23	MCO Preference	0:Disable 1:Enable MCO Prime Line	0			3-21
							24	Forced ACCD	0:Disable 1:Enable Forced Acct. Codes	0			3-21
							25	Verified ACCD	0:Disable 1:Enable Verified Acct. Codes	0			3-22
							26	Not Used					3-23
						27	Hot Dial Pad	0:Disable 1:Enable Hot Dial Pad feature	0			3-23	
						05	Tenant Group	1-72	1	1	1	3-24	
						06	EXT-TRS Class	0 Day/2 TRS CLS	1-50	1	1	1	3-25
							1 Night TRS CLS	1-50	1	1	1	3-25	
						07	Extension COS	1-16	1	1	1	3-26	
						08	EXT DPAD CLS	1-8	1(AEC) 3(DEC)			3-26	
						09	Dial Plan PTN	1:Dial Plan 'A' 2:Dial Plan 'B'	1	1	1	3-27	



**FF3 1: S-Point ISDN Extensions**

(page 3-28)

FF3	Extens	1	S-point ISDN	BSSC	ExtPortPos	Address No./Display		Available Settings	Defaults			Page No.	
									US	UK	CH		
				B=1-6 SS=01-12 C=1 (PRI)		00	Common Dch	0 Shared Dch POS	BSSC	--	--	--	3-28
							1	Dch I/F ID Code	1-127 (max. 3 digits)	--	--	--	3-29
				B=1-6 SS=01-12 C=1-4 (for BRI) or 1 (for PRI)		01	EXT Number		0-9999	--	--	--	3-29
						02	General 1	00 Connection Type	0:Point-to-Point 1:Point-to-MultiPoint	0	0	0	3-30
								01 Passive Bus	0:Short loop/200m 1:Long loop/1km	0	0	0	3-30
								02 Operate Mode	0:Active 1:Passive 2:Per-call	0	0	0	3-31
								03 Not Used					3-31
						03	General 2	00 Bch Select	0:Highest-numbered 1:Lowest-numbered	0	0	0	3-32
								01 Bch MAP	0:Slot Mapping 1:Channel Numbering	0	1	0	3-32
								02 Call ID Length	0:1 byte/octet 1:2 bytes/octets	0 (for BRI) 1 (for PRI)			3-33
								03 Called# INFO	0:No 1:Yes	0	0	0	3-34
								04 Sub-Address INFO	0:No 1:Yes	0	0	0	3-34
								05 Not Used					3-35
								06 Progress Tone	0:Do not send 1:Send	1	1	1	3-35
								07 Data Security	0:Disabled (allow interruptions) 1:Enabled (do not allow interruptions)	0	0	0	3-36
						04	Tenant Group		1-72	1	1	1	3-36
						05	EXT-TRS Class	0 Day 1/2 TRS CLS	1-50	1	1	1	3-37
								1 Night TRS CLS	1-50	1	1	1	3-38
						06	Extension COS		1-16	1	1	1	3-38
						07	EXT DPAD CLS	0 EXT DPAD CLS	1-8	5	5	5	3-39
						08	Dial Plan PTN		1:Dial Plan 'A' 2:Dial Plan 'B'	1	1	1	3-39

**FF3 2: Virtual Ports**

(page 3-40)

FF3	Extens	2	Virtual Ports	001-576	Vir.PortNo.	Address No./Display		Available Settings	Defaults			Page No.	
									US	UK	CH		
						00	EXT Number		0-9999	--	--	--	3-40
						01	General 1	00 Ring Frequency	1:400/562Hz 2:1000/1340Hz 3:400Hz 4:800/1040Hz 5:1040/1320Hz 6:660/1320Hz	1	1	1	3-41
								01 Ring Cycle PTN	1-11:pattern, in seconds (5:5on/5off) 12:continuous tone (1:1on/2off)	5	1	5	3-42
						02	Tenant Group		1-72	1	1	1	3-43
						03	Extension COS		1-16	1	1	1	3-43

**FF3 3: RAI Extension Port**

(page 3-45)

FF3	Extens	3	RAI Port	--	--	Address No./Display		Available Settings	Defaults			Page No.	
									US	UK	CH		
						00	EXT Number		0-9999	699	699	699	3-45
						01	Tenant Group		1-72	1	1	1	3-45
						02	Extension COS		1-16	1	1	1	3-46

**FF4: FF-Key/Soft Key Assignments**

(page 4-1)

FF4	0	Digital Keyphones, SLTs, and EM/24s	Ext. Pos.	Address No./Descr.	Address No./Descr.	Address No./Display	Available Settings	Defaults			Page No.
			US	UK	CH						
			BSSC	0 FF-Key Feat.Cd	NN (NN=FF-key 01-32)	FF Assign	enter Fixed Feature Code (see table, pg 4-2)	--	--	--	4-7
				1 Trunk Ringing	NN (NN=FF-key 01-32)	1 Outgoing TRS	0:Allow 1:Do not allow	0	0	0	4-10
						2 Incoming TRS	0:Allow 1:Do not allow	0	0	0	4-11
						3 Day1 Ring Assign	0:Do not ring 1:Ring	0	0	0	4-11
						4 Day2 Ring Assign	0:Do not ring 1:Ring	0	0	0	4-12
						5 Night R-Assign	0:Do not ring 1:Ring	0	0	0	4-12
						6 No-Ring Auto ANS	0:Disabled 1:Enabled	0	0	0	4-13
	1	DSS/72s	BSSC	0 Feature Code	NN (NN=FF-key 01-72)	Function# nnnn	enter Fixed Feature Code (see table, pg 4-2)	--	--	--	4-14
				1 Trunk Ringing	NN (NN=FF-key 01-72)	1 Outgoing TRS	0:Allow 1:Do not allow	0	0	0	4-15
						2 Incoming TRS	0:Allow 1:Do not allow	0	0	0	4-16
						3 Day1 Ring Assign	0:Do not ring 1:Ring	0	0	0	4-16
						4 Day2 Ring Assign	0:Do not ring 1:Ring	0	0	0	4-17
						5 Night R-Assign	0:Do not ring 1:Ring	0	0	0	4-17
						6 No-Ring Auto ANS	0:Disabled 1:Enabled	0	0	0	4-18
	2	Soft Keys on Display Phones	BSSC	0 Soft Key Feat.Cd	NN (NN=Soft key 01-30)	Function # nnnn	enter Fixed Feature Code (see table, pg 4-2)	--	--	--	4-19

**FF5: Groups**

(page 5-1)

FF5	Group Program	Address No./Display	Address No./Display or Entry No./Description	Address No./Display	Available Settings	Defaults			Page No.
						US	UK	CH	
		0	Attendant Group	01 ATT Pilot #	Extension (Pilot) No. 0-9999	0	0	0	5-3
				02 ATT-D1 Hunt	0:no hunting 1:Pilot Terminal 2:Pilot Distributed	1	1	1	5-3
				02 ATT-D1 Member	Ext. No. 0-9999	--	--	--	5-4
				...	...	...	...	...	5-4
				21 ATT-D1 Member	Ext. No. 0-9999	--	--	--	5-4
				22 ATT-D1 Delayed	0:stay at idle ext. 1-255:no.seconds	0			5-5
				23 ATT-D1 Queuing	0:stay in same HG 1-255:no.seconds	0			5-5
				24 ATT-D1 Next HUN	0-9999 (next Ext.No. or HG Pilot No.)	--			5-6
				03 ATT-D2 Hunt	01 ATT-D2 Hunt Mod 1:Pilot Terminal 2:Pilot Distributed	1	1	1	5-6
				02 ATT-D2 Member	Ext. No. 0-9999	--	--	--	5-7
				...	...	...	...	...	5-7
				21 ATT-D2 Member	Ext. No. 0-9999	--	--	--	5-7
				22 ATT-D2 Delayed	0:stay at idle ext. 1-255:no.seconds	0			5-7
				23 ATT-D2 Queuing	0:stay in same HG 1-255:no.seconds	0			5-8
				24 ATT-D2 Next HUN	0-9999 (next Ext.No. or HG Pilot No.)	--			5-9
				04 ATT-N Hunt	01 ATT-N Hunt Mode 1:Pilot Terminal 2:Pilot Distributed	1	1	1	5-9
				02 ATT-N Member	Ext. No. 0-9999	--	--	--	5-10
				...	...	...	...	...	5-10
				21 ATT-N Member	Ext. No. 0-9999	--	--	--	5-10
				22 ATT-N Delayed T	0:stay at idle ext. 1-255:no.seconds	0			5-10
				23 ATT-N Queuing	0:stay in same HG 1-255:no.seconds	0			5-11
				24 ATT-N Next HUNT	0-9999 (next Ext.No. or HG Pilot No.)	--			5-11
		1	Hunting Group	NN (NN=Ext.HGrp 01-72)	01 HG Hunt Mode 0:no hunting 1:Pilot Terminal 2:Pilot Distributed 3:Switchback 4:Circular	1			5-13
				02 HG Pilot #	0-9999 (Pilot no.)	--	--	--	5-14

FF5	Group Program	Address No./Display	Address No./Display or Entry No./Description	Address No./Display	Available Settings	Defaults			Page No.
						US	UK	CH	
				03	HG Member Ext. No. 0-9999	--	--	--	5-14
				...	...	...	...	...	5-14
				22	HG Member Ext. No. 0-9999	--	--	--	5-14
				23	Delayed Hunt TM 0:stay at idle ext. 1-255:no.seconds	16			5-15
				24	Queuing Timer 0:stay in same HG 1-255:no.seconds	0			5-16
				25	Next Hunting 0-9999 (next Ext.No. or HG Pilot No.)	--			5-17
	2	MCO Out Group	NN (NN=Trk Grp 01-99)	001	TG-Out Search 0:Reverse order by Member# 1:Distributed order	0	0	0	5-18
				002	TG-Out Member Trunk No. 1-576	--	--	--	5-18
				...	...	...	...	...	5-18
				051	TG-Out Member Trunk No. 1-576	--	--	--	5-18
	3	MCO In Group	NN (NN=Trk Grp 01-99)	01	TG-In Member Trunk No. 1-576	--	--	--	5-20
				...	...	...	...	...	5-20
				50	TG-In Member Trunk No. 1-576	--	--	--	5-20
	4	Paging Group	NN (NN=PageGrp 01-10)	01	External Port BSSC (B=1-6 SS=01-12 C=1-8)	* (use paging port on SCC)			5-21
				02	Page Member Ext. No. 0-9999	--	--	--	5-22
				...	...	...	...	...	5-22
				73	Page Member Ext. No. 0-9999	--	--	--	5-22
	5	Hot Line	NN (NN=HotLn 01-20)	01	Hot-L ORG EXT # Ext. No. 0-9999	--	--	--	5-23
				02	Hot-L DEST Type 0:Extension 1:SSD code	0	0	0	5-23
				03	Hot-L DEST INFO Ext. No. 1-9999 or SSD Code 000-999	--	--	--	5-24
	6	Pickup Group	NN (NN=PickupGrp 1-72)	01	Pick-Up Member Ext. No. 1-9999	--	--	--	5-25
				...	...	...	...	...	5-25
				20	Pick-Up Member Ext. No. 1-9999	--	--	--	5-25

**FF6: TRS/ARS**

(page 6-1)

FF6	TRS/ARS Program	Address No./Display	Address No./Display	Entry	Address No./Display	Available Settings	Defaults			Page No.	
							US	UK	CH		
	0	TRS/ARS Common	00	Leading Table	NNN	0001	LDNNN Number 0-9, * (up to 10 digits)	--	--	--	6-6
				(NNN=Leading Digit Pattern 001-100)		0002	LDNNN ID Code 0:no link w/Following Table 1-99:prefix ID	0	0	0	6-6
						0003	LDNNN Follow DGT 0-16 (max. no. of dialed digits after Ldg)	0	0	0	6-7
						0004	LDNNN TRS Level 0-8 (TRS Level)	0	0	0	6-8
						0005	LDNNN Route Type 0:Route 1:Route List 2:Time List	0	0	0	6-9
						0006	LDNNN Route # 0-200 (Route) or 0-100 (Route List) or 0-50 (Time List)	0	0	0	6-9
			01	Following Table	NNN	0001	FDNNN ID Code 0:none 1-99:prefix ID	0	0	0	6-10
				(NNN=Analyze Digit Pattern 001-500)		0002	FDNNN Number 0-9, * (up to 8 digits)	--	--	--	6-11
						0003	FDNNN Follow DGT 0-16 (max. no. of dialed digits after Anlyz)	0	0	0	6-12
						0004	FDNNN TRS Level 0-8 (TRS Level)	0	0	0	6-12
						0005	FDNNN Route Type 0:Route 1:Route List 2:Time List	0	0	0	6-13
						0006	FDNNN Route # 0-200 (Route) or 0-100 (Route List) or 0-50 (Time List)	0	0	0	6-14
	1	TRS	00	N-ARS TRS Level	NN	0001	CLSNN TG01 LV 0-9 TRS Level (0:restrict all 9:allow all)	9	9	9	6-16
				(NN=TRS Class 01-50)		...	...	...	...	...	6-16
						0099	CLSNN TG99 LV 0-9 TRS Level (0:restrict all 9:allow all)	9	9	9	6-16
			01	ARS TRS Level	NN	0001	CLS NN TRS LV 0-9 TRS Level (0:restrict all 9:allow all)	9	9	9	6-18
				(NN=TRS Class 01-50)		0002	CLS NN ARS LV 0-9 ARS Level	9	9	9	6-19
						0003	CLS NN QT 0:no queuing 1:queuing	1	1	1	6-20

FF6	TRSI/ARS Program	Address No./Display	Address No./Display	Entry	Address No./Display	Available Settings	Defaults			Page No.			
							US	UK	CH				
			02	TRS CLS Set	NN	0001	CLS NN DGT TRS	0:no restr. 1-20:max. no. digits in string	0	0	0	6-21	
				(NN=TRS Class 01-50)		0002	CLS NN INCOME TRS	0:Allow dialing during incoming call 1:Do not allow	0	0	0	6-22	
						0003	CLS NN SSD TRS	0:Do not allow 1:Allow	0	0	0	6-23	
						0004	CLS NN *# TRS	0:Allow 1:Do not allow	0	0	0	6-23	
			03		SSD TRS Override		0001	SSD Override #	000-799 (highest SSD to override TRS)	0	0	0	6-24
	2 ARS		00	TL Day of Week		0001	SUN TL Pattern	1-4 (Time List Table No.)	1	1	1	6-25	
					0002	MON TL Pattern	1-4 (Time List Table No.)	1	1	1	6-25		
					0003	TUE TL Pattern	1-4 (Time List Table No.)	1	1	1	6-25		
					0004	WED TL Pattern	1-4 (Time List Table No.)	1	1	1	6-25		
					0005	THU TL Pattern	1-4 (Time List Table No.)	1	1	1	6-25		
					0006	FRI TL Pattern	1-4 (Time List Table No.)	1	1	1	6-25		
					0007	SAT TL Pattern	1-4 (Time List Table No.)	1	1	1	6-25		
					01	TL Day of Year		0001	01:Special Date	0101-1231 (month/day)	0	0	0
			0002	01:Date Pattern			1-4 (Time List Table No.)	1	1	1	6-26		
			0003	02:Special Date			0101-1231 (month/day)	0	0	0	6-26		
			0004	02:Date Pattern			1-4 (Time List Table No.)	1	1	1	6-26		
			0005	03:Special Date			0101-1231 (month/day)	0	0	0	6-26		
			....	...			...	...	...	...	6-26		
			0040	20:Date Pattern			1-4 (Time List Table No.)	1	1	1	6-26		
			02	Time List Table	xpp  (x=0-3 for Tables 1-4) (pp=Pattern 01-50)		0001	PTNx TLpp TZ1 T	0000-2359 (Time Period 1 start time)	0	0	0	6-27
						0002	PTNx TLpp TZ1 R	0:none 1-100:Time Period 1 Route List No.	0	0	0	6-27	
						0003	PTNx TLpp TZ2 T	0000-2359 (Time Period 2 start time)	0	0	0	6-27	
						0004	PTNx TLpp TZ2 R	0:none 1-100:Time Period 2 Route List No.	0	0	0	6-27	
						0005	PTNx TLpp TZ3 T	0000-2359 (Time Period 3 start time)	0	0	0	6-27	
						0006	PTNx TLpp TZ3 R	0:none 1-100:Time Period 3 Route List No.	0	0	0	6-27	
						0007	PTNx TLpp TZ4 T	0000-2359 (Time Period 4 start time)	0	0	0	6-27	
						0008	PTNx TLpp TZ4 R	0:none 1-100:Time Period 4 Route List No.	0	0	0	6-27	
						0009	PTNx TLpp TZ5 T	0000-2359 (Time Period 5 start time)	0	0	0	6-27	
						0010	PTNx TLpp TZ5 R	0:none 1-100:Time Period 5 Route List No.	0	0	0	6-27	
						03	Route List TBL	NNN  (NNN=Route List 001-100)		0001	RLNNN P1 RT #	0:none 001-200:1st priority Route No.	0
			0002	RLNNN P1 ARS LV	0-9:ARS Level				0	0	0	6-29	
			0003	RLNNN P2 RT #	0:none 001-200:2nd priority Route No.				0	0	0	6-29	
			0004	RLNNN P2 ARS LV	0-9:ARS Level				0	0	0	6-30	
		0005	RLNNN P2 WT	0:Alarm Off 1:Alarm On	0				0	0	6-30		
		0006	RLNNN P3 RT #	0:none 001-200:3rd priority Route No.	0				0	0	6-31		
		0007	RLNNN P3 ARS LV	0-9:ARS Level	0				0	0	6-31		
		0008	RLNNN P3 WT	0:Alarm Off 1:Alarm On	0				0	0	6-32		
		0009	RLNNN P4 RT #	0:none 001-200:4th priority Route No.	0				0	0	6-32		
		0010	RLNNN P4 ARS LV	0-9:ARS Level	0				0	0	6-33		
		0011	RLNNN P4 WT	0:Alarm Off 1:Alarm On	0				0	0	6-33		
		0012	RLNNN P5 RT #	0:none 001-200:5th priority Route No.	0				0	0	6-34		
		0013	RLNNN P5 ARS LV	0-9:ARS Level	0				0	0	6-34		
		0014	RLNNN P5 WT	0:Alarm Off 1:Alarm On	0				0	0	6-35		
		04	Route Table	NNN  (NNN=Route 001-200)		0001	RTNNN TRUNK G #	0:none 1-99:Trunk Group	0	0	0	6-36	
					0002	RTNNN MD TBL #	0:none 1-50:Dial Conversion Pattern	0	0	0	6-37		

FF6	TRS/ARS Program	Address No./Display	Address No./Display	Entry	Address No./Display	Available Settings	Defaults			Page No.	
							US	UK	CH		
			05	Digit Modify TBL (NN=Dial Conversion Pattern 01-50)	NN	0001 MD NN Delete DGT	0-24: no. digits removed from beginning	0	0	0	6-38
						0002 MD NN Prefix DGT	up to 10 char., including 0-9, *, #, OT-4 (pause), OT-5 +6 (DTMF conversion), OT-5 +9 (itemized code), OT-5 +(1-5) (authorization code)	--	--	--	6-39
						0003 MD NN Suffix DGT	up to 10 char., including 0-9, *, #, OT-4 (pause), OT-5 +6 (DTMF conversion), OT-5 +9 (itemized code), OT-5 +(1-5) (authorization code)	--	--	--	6-40
			06	Authorization ID		0001 Authorization 1	up to 10 digits, including 0-9	--	--	--	6-41
						0002 Authorization 2	up to 10 digits, including 0-9	--	--	--	6-41
						...	...	...	...	...	6-41
						0008 Authorization 8	up to 10 digits, including 0-9	--	--	--	6-41
			07	Closed Number (NNN=Closed Number Entry 001-150)	NNN	0001 CNNN Closed #	up to 4 digits, including 0-9, *, #	--	--	--	6-42
						0002 CNNN Follow DGT	0-16 (max. no. of digits after Closed No.)	0	0	0	6-43
						0003 CNNN TRS Level	0-8 (TRS Level)	0	0	0	6-43
						0004 CNNN Route Type	0:Route 1:Route List	0	0	0	6-44
						0005 CNNN Route #	0:none 1-200:Route or 1-100:Route List	0	0	0	6-44
			08	Tandem (NN=Tandem Exchange Entry 01-50)	NN	0001 TNN Tandem #	up to 4 digits, including 0-9, *, #	--	--	--	6-45
						0002 TNN Follow DGT	0-16 (max. no. of digits after Tandem No.)	0	0	0	6-46
						0003 TNN Route Type	0:Route 1:Route List 2:same PBX	0	0	0	6-46
						0004 TNN Route #	0:none 1-200:Route or 1-100:Route List	0	0	0	6-47

**FF7: Applications**

(page 7-1)

FF7	Application VF	Address No./Display	Slot Pos.	Address No./Display	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.	
								US	UK	CH		
		0	Built-In VM	B11	00	Built-In VM #	0:none 1-4:VM Unit No.	0	0	0	7-3	
			(B=Cabinet 1-6) (11=Slot 11)		01	(NN=Virtual Port No. 01-16)	00 VM Virtual #	0-9999 (Ext.No.)	--	--	--	7-4
							01 VM Tenant Group	1-72 (Tenant Group)	1	1	1	7-5
							020 VM TRS Class	1-50 (TRS Class/Day Mode)	1	1	1	7-5
							021 VM TRS Class	1-50 (TRS Class/Night Mode)	1	1	1	7-5
							03 VM DPAD Class	1-8 (Digital Pad Class)	6	6	6	7-6
					02		0001 PTN1 VM S-CAB	0-6 (1st Cabinet)	0	0	0	7-7
							0002 PTN1 VM S-SLOT	00-12 (1st Slot)	00	00	00	7-7
							0003 PTN1 VM ?-CAB	0-6 (Last Cabinet)	0	0	0	7-7
							0004 PTN1 VM ?-SLOT	00-12 (Last Slot)	00	00	00	7-7
							0005 PTN2 VM S-CAB	0-6 (1st Cabinet)	0	0	0	7-7
							...	...	...	...	7-7	
							0016 PTN4 VM ?-SLOT	00-12 (Last Slot)	00	00	00	7-7
					03	VM Detail Set	(see Section 510: Built-In VM Reference)				7-8	
		1	Built-In ACD	B11	00	Built-In ACD #	0:none 1-2:ACD 1-2	0	0	0	7-9	
			(B=Cabinet 1-6) (11=Slot 11)		01	(NN=ACD Port 01-24)	00 ACD Virtual #	0-9999 (Ext.No.)	--	--	--	7-9
							01 ACD Tenant Group	1-72 (Tenant Group)	1	1	1	7-10
							020 Day 1/2 TRS CLS	1-50 (TRS Class/Day Mode)	1	1	1	7-10
							021 Night TRS CLS	1-50 (TRS Class/Night Mode)	1	1	1	7-10
							03 ACD DPAD Class	1-8 (Digital Pad Class)	6	6	6	7-11
					02		0001 PTN1 ACD S-CAB	0-6 (1st Cabinet)	0	0	0	7-11
							0002 PTN1 ACD S-SLOT	00-12 (1st Slot)	00	00	00	7-11
							0003 PTN1 ACD _-CAB	0-6 (Last Cabinet)	0	0	0	7-11

FF7	Application VF	Address No./Display	Slot Pos.	Address No./Display	Address No./Display	Address No./Display	Available Settings	Defaults			Page No.		
								US	UK	CH			
					0004	PTN1 ACD _-SLOT	00-12 (Last Slot)	00	00	00	7-11		
					0005	PTN2 ACD S-CAB	0-6 (1st Cabinet)	0	0	0	7-11		
					...	...	...	...	...	...	7-11		
					0016	PTN4 ACD _-SLOT	00-12 (Last Slot)	00	00	00	7-11		
				03	ACD Detail Set		(see Section 520: ACD Reference)				7-12		
		2 API	BSS	00	API Number		0:none 1-6:API 1-6	0	0	0	7-13		
		(B=1-6 SS=01-12)		01	API Virtual #	NN	00:API Virtual # 01:API Tenant Group	00:0-9999 (Ext.No.)	--	--	--	7-14	
						(NN=channel 01-08)	02:API TRS Class	1-50 (TRS Class/Day Mode)	1	1	1	7-15	
							021:API TRS Class	1-50 (TRS Class/Night Mode)	1	1	1	7-15	
							03:API DPAD Class	1-8 (Digital Pad Class)	3 (for DEC) 1 (for AEC)			7-15	
				02	01	0001	API Data Format	0:7bits/Even/2stop 1:7bits/Odd/2stop 2:7bits/Even/1stop 3:7bits/Odd/1stop 4:8bits/No/2stop 5:8bits/No/1stop 6:8bits/Even/1stop 7:8bits/Odd/1stop	6	6	6	7-16	
							0002	API Baud Rate	0:300bps 1:600bps 2:1200bps 3:2400bps 4:4800bps 5:9600bps 6:19200bps	5	5	5	7-16
					02	0001	PTN1 API S-CAB	0-6 (1st Cabinet)	0	0	0	7-17	
							0002	PTN1 API S-SLOT	00-12 (1st Slot)	00	00	00	7-17
							0003	PTN1 API _-CAB	0-6 (Last Cabinet)	0	0	0	7-17
							0004	PTN1 API _-SLOT	00-12 (Last Slot)	00	00	00	7-17
							0005	PTN2 API S-CAB	0-6 (1st Cabinet)	0	0	0	7-17
							...	...	...	...	...	7-17	
							0016	PTN4 API _-SLOT	00-12 (Last Slot)	00	00	00	7-17

**FF8 0: Dealer Maintenance**

(page 8-4)

FF8	Maintenance	0	Dealer Maint	Addr.No./Display	Addr.No./Display	Addr.No./Display	Addr.No./Display	Available Settings	Defaults			Page No.	
									US	UK	CH		
				00	Flexible Screen	0	Idle/DT Status	01	Idle/DT Function		Fixed Feature Code for Soft Keys 1-50 during Idle or Dial Tone	see table, pg. 8-9	8-9
							...	...					8-9
						50	Idle/DT Function						8-9
				1	RBT Status	01	RBT Function		Fixed Feature Code for Soft Keys 1-10 during Ringback Tone	Transfer: *37			8-11
						02	RBT Function			Voice Call: *54			8-11
						03	RBT Function			MsgWISet: *55			8-11
						04	RBT Function			--			8-11
						...	...			--			8-11
						10	RBT Function			--			8-11
				2	BT Status	01	BT Function		Fixed Feature Code for Soft Keys 1-10 during Busy Tone	Callback: *49			8-12
						02	BT Function			Camp-On: *50			8-12
						03	BT Function			MsgWISet: *51			8-12
						04	BT Function			BusyOvrrd: *53			8-12
						05	BT Function			OHVA: *70			8-12
						06	BT Function			Transfer: *37			8-12
						07	BT Function			--			8-12
						...	...			--			8-12
						10	BT Function			--			8-12

FF8	Maintenance	0	Dealer Maint	Addr.No./Display	Addr.No./Display	Addr.No./Display	Addr.No./Display	Available Settings	Defaults			Page No.		
									US	UK	CH			
					3	Talk Status	01	Talk Function	Fixed Feature Code for Soft Keys 1-10 during Talk	Transfer: *37		8-13		
						02	Talk Function	3-PartyCnf: *36			8-13			
						03	Talk Function	RecI/FIsh: *39			8-13			
						04	Talk Function	Acct.Cd.En: *57			8-13			
						05	Talk Function	--			8-13			
						...	...	--			8-13			
						10	Talk Function	--			8-13			
			01	Traffic Measure	0	Traffic Control	00	Store Control	1 Store Start/Stop	0:Stop 1:Start	0	0	0	8-14
								2 Not Used	0:Stop 1:Start	0	0	0	8-14	
								3 Not Used					8-15	
								4 Not Used					8-15	
								5 Not Used					8-15	
								6 Not Used					8-15	
						01	00:00-00:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						02	00:30-00:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						03	01:00-01:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						04	01:30-01:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						05	02:00-02:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						06	02:30-02:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						07	03:00-03:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						08	03:30-03:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						09	04:00-04:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						10	04:30-04:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						11	05:00-05:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						12	05:30-05:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						13	06:00-06:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						14	06:30-06:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						15	07:00-07:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						16	07:30-07:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						17	08:00-08:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						18	08:30-08:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						19	09:00-09:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						20	09:30-09:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						21	10:00-10:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						22	10:30-10:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						23	11:00-11:29		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	
						24	11:30-11:59		0:not stored 1-16:Data Area 1-16	0	0	0	8-15	

FF8	Maintenance	0	Dealer Maint	Addr.No./Display		Addr.No./Display		Addr.No./Display		Addr.No./Display		Available Settings		Defaults			Page No.
				US	UK	CH											
								25	12:00-12:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								26	12:30-12:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								27	13:00-13:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								28	13:30-13:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								29	14:00-14:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								30	14:30-14:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								31	15:00-15:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								32	15:30-15:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								33	16:00-16:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								34	16:30-16:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								35	17:00-17:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								36	17:30-17:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								37	18:00-18:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								38	18:30-18:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								39	19:00-19:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								40	19:30-19:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								41	20:00-20:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								42	20:30-20:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								43	21:00-21:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								44	21:30-21:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								45	22:00-22:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								46	22:30-22:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								47	23:00-23:29			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
								48	23:30-23:59			0: not stored 1-16: Data Area 1-16	0	0	0	8-15	
							1	Outgoing				0: Print 1: Do not print				8-17	
							2	Incoming				0: Print 1: Do not print				8-18	
							3	Intercom				0: Print 1: Do not print				8-18	
				02	Trunk Name		1	Trunk No. 1	A B C D E F 001		Trunk Name (max. 10 char.)	--	--	--	8-19		
							...	...	...		...	--	--	--	8-19		
							576	Trunk No. 576	A B C D E F 576		Trunk Name (max. 10 char.)	--	--	--	8-19		
				03	Fault Records	0	Fault INFO DISP			1	Major Fault				8-21		
										2	Minor Fault				8-21		
										3	Alarm Fault				8-22		
						1	Fault Output			1					8-22		



FF8	Maintenance	0	Dealer Maint	Addr.No./Display		Addr.No./Display		Addr.No./Display		Addr.No./Display		Available Settings		Defaults			Page No.		
				US	UK	CH													
04				Card Control	0	Card Reset	BSS (B=Cabinet 1-6 SS=Slot 01-12)		Card Status	0:Not installed, or idle 1:Installed and busy					8-23				
					1	Card Information			00	Card ID	Card Type 01-99 displays					8-23			
						01			Card Version	Card Version displays					8-24				
05				Line Control	0	Line Status	BSSCC (B=Cab.1-6 SS=Slot 01-12 CC=Ch. 01-24)			(display) (input) 0: Normal Lockout 1: Trk.Close Release 2: wait for * Trk Close	0	0	0	8-25					
					1	Line ERR Control			BSSCC (B=Cab.1-6 SS=Slot 01-12 C=1 or 1-4)			0:Clear 1:Read only		--	--	--	8-25		
					2	Error INFO DISP	00	Loss ALM Count			(digits)		0000			8-26			
							01	OFF ALM Count	(digits)		0000			8-26					
							02	SYNC ALM Count	(digits)		0000			8-27					
							03	Yellow ALM Count	(digits)		0000			8-27					
							04	AIS ALM Count	(digits)		0000			8-28					
							05	SLIP ALM Count	(digits)		0000			8-28					
							06	CR C ALM Count	(digits)		0000			8-29					
							07	BPV ALM Count	(digits)		0000			8-29					
							08	Layer1 Status	Layer1 Status Error count		00			8-30					
							09	Layer1 R-Error	Layer1 Receive Error cnt.		000000			8-30					
							10	Layer1 T-Error	Layer1 Transmit Error cnt.		000000			8-31					
							11	TEI0 Layer2ERR1	TEI-0/Layer2/Error#1 count		000000			8-31					
							12	TEI0 Layer2ERR2	TEI-0/Layer2/Error#2 count		000000			8-31					
							13	TEI0 Layer2ERR3	TEI-0/Layer2/Error#3 count		000000			8-31					
							14	TEI0 Layer2ERR4	TEI-0/Layer2/Error#4 count		000000			8-31					
							15	TEI0 Layer2ERR5	TEI-0/Layer2/Error#5 count		000000			8-31					
							16	TEI1 Layer2ERR1	TEI-1/Layer2/Error#1 count		000000			8-31					
							...	...	...		000000			8-31					
							90	TEI15Layr2ERR5	TEI-15/Layer2/Error#5 cnt.		000000			8-31					
				06				ISDN CH Control	BSSC	0		LP01 Start/Stop	0:Stop 1:Start		1	1	1	8-34	
												LP02 Start	1:Start		1	1	1	8-34	
06				ISDN CH Control	BSSC	0		1	CH01 Lockout	0:Lockout 1:Lockout		0	0	0	8-35				
								2	CH02 Lockout	(same as above)		0	0	0	8-35				
								3	CH03 Lockout	(same as above)		0	0	0	8-35				
								4	CH04 Lockout	(same as above)		0	0	0	8-35				
								5	CH05 Lockout	(same as above)		0	0	0	8-35				
								6	CH06 Lockout	(same as above)		0	0	0	8-35				
				06				ISDN CH Control	BSSC	1		1	CH07 Lockout	(same as above)		0	0	0	8-35
												2	CH08 Lockout	(same as above)		0	0	0	8-35
												3	CH09 Lockout	(same as above)		0	0	0	8-35
												4	CH10 Lockout	(same as above)		0	0	0	8-35
												5	CH11 Lockout	(same as above)		0	0	0	8-35
												6	CH12 Lockout	(same as above)		0	0	0	8-35
				06				ISDN CH Control	BSSC	2		1	CH13 Lockout	(same as above)		0	0	0	8-35
												2	CH14 Lockout	(same as above)		0	0	0	8-35
												3	CH15 Lockout	(same as above)		0	0	0	8-35
												4	CH16 Lockout	(same as above)		0	0	0	8-35
												5	CH17 Lockout	(same as above)		0	0	0	8-35
												6	CH18 Lockout	(same as above)		0	0	0	8-35

FF8	Maintenance	0	Dealer Maint	Addr.No./Display		Addr.No./Display		Addr.No./Display		Addr.No./Display		Available Settings	Defaults			Page No.
				US	UK	CH										
						3		1	CH 19 Lockout	0: Lockout 1: Lockout	0	0	0	8-35		
								2	CH 20 Lockout	(same as above)	0	0	0	8-35		
								3	CH 21 Lockout	(same as above)	0	0	0	8-35		
								4	CH 22 Lockout	(same as above)	0	0	0	8-35		
								5	CH 23 Lockout	(same as above)	0	0	0	8-35		
								6	CH 24 Lockout	(same as above)	0	0	0	8-35		
			07	Bus Monitor	0			00	Save Start/Stop	0: Stop/Do not save 1: Start	0	0	0	8-37		
								01	Stop SR 1 G Code 1	(code)				8-35		
								02	Code 1 DataPos	(code)				8-35		
								03	Code 1 StopData	(code)				8-35		
								04	Code 2 Trigger	(code)				8-35		
								05	Code 2 DataPos	(code)				8-35		
								06	Code 2 StopData	(code)				8-35		
								07	Code 3 Trigger	(code)				8-35		
								08	Code 3 DataPos	(code)				8-35		
								09	Code 3 StopData	(code)				8-35		
								10	Code 4 Trigger	(code)				8-35		
								11	Code 4 DataPos	(code)				8-35		
								12	Code 4 StopData	(code)				8-35		
								13	Code 5 Trigger	(code)				8-35		
								14	Code 5 DataPos	(code)				8-35		
								15	Code 5 StopData	(code)				8-35		
			08	Table Dump						www-dddd-iiii				8-39		
			09	Memory Dump						aaaaaaa				8-40		
			10	DID Name	DID Number		A B C D E F 001			up to 10 char., including A-z, 0-9, * and #	--			8-41		

**FF8 1: User Maintenance**

**(page 8-42)**

FF8	Maintenance	1	User Maint	Addr.No./Display	Addr.No./Display	Addr.No./Display	Entry	Available Settings	Defaults			Page No.		
									US	UK	CH			
00	System Clock	0	Date					YYMMDD (Year/Day/Mo.)	970101			8-42		
		1	Time					HHMM	00:00			8-42		
		2	Week of the Day					1:Mon 2:Tue 3:Wed 4:Thu 5:Fri 6:Sat 7:Sun	3	3	3	8-43		
01	PSD	0	PSD Numbers		Ext# or Name 80	PSD Cd		phone no., up to 24 char.				8-44		
		1	PSD Names		ABCDEF 80	PSD Cd		name, up to 7 char.				8-45		
02	SSD	0	SSD Numbers		SSD Code (00-79) or (000-799)			phone no., up to 24 char.				8-46		
		1	SSD Names		SSD Code (00-79) or (000-799)			name, up to 16 char.				8-47		
		2	SSD Index	1	Index 1				name, up to 4 char.				8-48	
2	Index 2							name, up to 4 char.				8-48		
03	Extension Names	0	Ext. Name		Ext.No.			name, up to 10 char.				8-49		
		1	Ext. Index	1	Index 1			name, up to 4 char.				8-49		
				2	Index 2			name, up to 4 char.				8-49		
04	Verified ID Code	001	(entry no. 001)	0001	001:Account Code			Ver.Acct Code 0000-9999	--	--	--	8-50		
		...	...		...			...				8-50		
		500	(entry no. 500)		500:Account Code			Ver.Acct Code 0000-9999	--	--	--	8-50		
		001	(entry no. 001)	0002	001:TRS Class			TRS Class 1-50	--	--	--	8-50		
		...	...		...			...				8-50		
		500	(entry no. 500)		500:TRS Class			TRS Class 1-50	--	--	--	8-50		
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				25	PTN 3-3 Mode	0-2		0:Day1 1:Day2 2:Night						8-54
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27	PTN 3-4 Mode	0-2		0:Day1 1:Day2 2:Night						8-54				

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								29	PTN 3-5 Mode	0-2	0:Day1 1:Day2 2:Night				8-54
				1	Mode Special Da			000	Special Day 01	MMDD	Month/Day				8-55
								001	S Day 01-1 Star	HHMM	Hour/Minute				8-55
								002	S Day 01-1 Mode	0-5	0=none 1=Day1 2=Day2 3=Night 4=Night1 5=Night2				8-55
								003	S Day 01-2 Star	HHMM	Hour/Minute				8-55
								004	S Day 01-2 Mode	0-5	0=none 1=Day1 2=Day2 3=Night 4=Night1 5=Night2				8-55
								005	S Day 01-3 Star	HHMM	Hour/Minute				8-55
								006	S Day 01-3 Mode	0-5	0=none 1=Day1 2=Day2 3=Night 4=Night1 5=Night2				8-55
								007	S Day 01-4 Star	HHMM	Hour/Minute				8-55
								008	S Day 01-4 Mode	0-5	0=none 1=Day1 2=Day2 3=Night 4=Night1 5=Night2				8-55
								009	S Day 01-5 Star	HHMM	Hour/Minute				8-55
								010	S Day 01-5 Mode	0-5	0=none 1=Day1 2=Day2 3=Night 4=Night1 5=Night2				8-55
								011	Special Day 02	MMDD	Month/Day				8-55
								...	(repeat addresses 001-010 above)						8-55
								022	Special Day 03	MMDD	Month/Day				8-55
								...	(repeat addresses 001-010 above)						8-55
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								...	(repeat addresses 001-010 above)						8-55
								044	Special Day 05	MMDD	Month/Day				8-55
								...	(repeat addresses 001-010 above)						8-55
								055	Special Day 06	MMDD	Month/Day				8-55
								...	(repeat addresses 001-010 above)						8-55
								066	Special Day 07	MMDD	Month/Day				8-55
								...	(repeat addresses 001-010 above)						8-55
								077	Special Day 08	MMDD	Month/Day				8-55
								...	(repeat addresses 001-010 above)						8-55
								088	Special Day 09	MMDD	Month/Day				8-55
								...	(repeat addresses 001-010 above)						8-55
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								...	(repeat addresses 001-010 above)						8-55
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								132	Special Day 13	MMDD	Month/Day				8-55
								...	(repeat addresses 001-010 above)						8-55
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								...	(repeat addresses 001-010 above)						8-55

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						209	Special Day 20	MMDD	Month/Day				8-55	
						...	(repeat addresses 001-009 above)						8-55	
						219	S Day 20-5 Mode	0-5	0=none 1=Day1 2=Day2 3=Night 4=Night1 5=Night2				8-55	
					2	Mode Except Day	00	PTN 1 Start Day	MMDD	Month/Day (inclusive)				8-59
							01	PTN 1 Stop Day	MMDD	Month/Day (inclusive)				8-59
							02	PTN 2 Start Day	MMDD	Month/Day (inclusive)				8-59
							03	PTN 2 Stop Day	MMDD	Month/Day (inclusive)				8-59
							04	PTN 3 Start Day	MMDD	Month/Day (inclusive)				8-59
							05	PTN 3 Stop Day	MMDD	Month/Day (inclusive)				8-59
							06	PTN 4 Start Day	MMDD	Month/Day (inclusive)				8-59
							07	PTN 4 Stop Day	MMDD	Month/Day (inclusive)				8-59
							08	PTN 5 Start Day	MMDD	Month/Day (inclusive)				8-59
							09	PTN 5 Stop Day	MMDD	Month/Day (inclusive)				8-59
							10	PTN 6 Start Day	MMDD	Month/Day (inclusive)				8-59
							11	PTN 6 Stop Day	MMDD	Month/Day (inclusive)				8-59
					3	D of Week PTN	00	1st SUN Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							01	1st MON Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							02	1st TUE Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							03	1st WED Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							04	1st THU Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							05	1st FRI Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							06	1st SAT Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							07	2nd SUN Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							08	2nd MON Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							09	2nd TUE Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							10	2nd WED Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							11	2nd THU Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							12	2nd FRI Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							13	2nd SAT Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							14	3rd SUN Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							15	3rd MON Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							16	3rd TUE Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							17	3rd WED Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							18	3rd THU Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							19	3rd FRI Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							20	3rd SAT Pattern	0-3	0:none 1-3:patterns 1-3				8-60
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							22	4th MON Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							23	4th TUE Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							24	4th WED Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							25	4th THU Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							26	4th FRI Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							27	4th SAT Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							28	5th SUN Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							29	5th MON Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							30	5th TUE Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							31	5th WED Pattern	0-3	0:none 1-3:patterns 1-3				8-60
							32	5th THU Pattern	0-3	0:none 1-3:patterns 1-3				8-60

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