TECHNICAL MANUAL UPDATE

July, 2001

Dear Dealer,

This DCS 50si Technical Manual Update includes information on the new FALCON keyset family.

Please add or replace the following material:

1. **General Description Section**
   - Replace the existing section by printing the *50_gd.pdf* file contained in the CD.
2. **User Instructions Section**
   - New Table of Contents and modified pages 1.1—1.22.
   - New Falcon Keyset User Guide.
   - Please keep your existing DCS 50si Keyset User Guide, DCS 50si Standard Telephone User Guide, DCS 50si System Administration and Special Features Guide and DCS 50si Auto Attendant and Uniform Call Distribution Administration Guide.
3. **Installation Section**
   - New Table of Contents.
   - Modified Part 6. Connecting Station Equipment.
   - Remove Figures 6-15, 6-16, 6-17 and 6-18. Replace with the following figures: 6-15A, 6-15B, 6-16, 6-17, 6-18, and 6-19.
4. **Programming Section**
   - Modified MMCs: 104, 106, 116, 209, 213, 315, 404, 405, 602, 706, 714, 715, 722, 723, 725, 728.
   - Modified Datasheets: 107 and 722&723.

Thank you.

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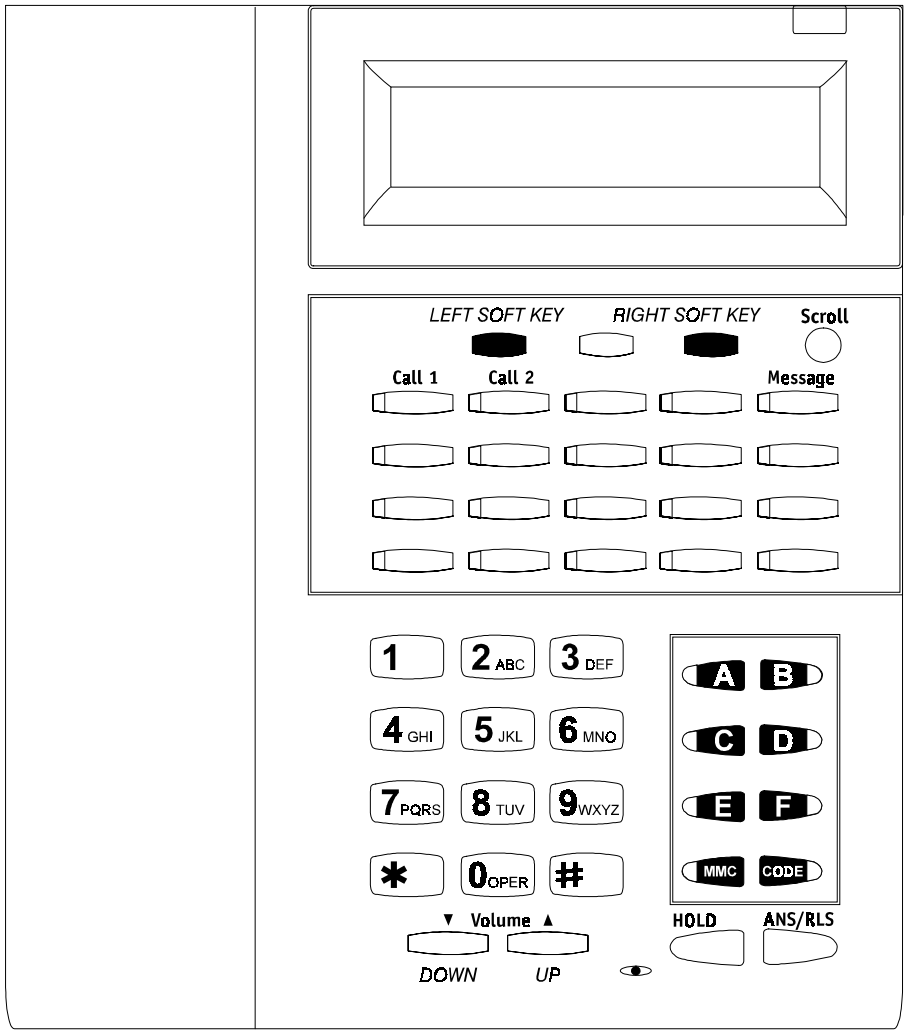
PART 1. ENHANCED DISPLAY PROGRAMMING

1.1 OVERVIEW

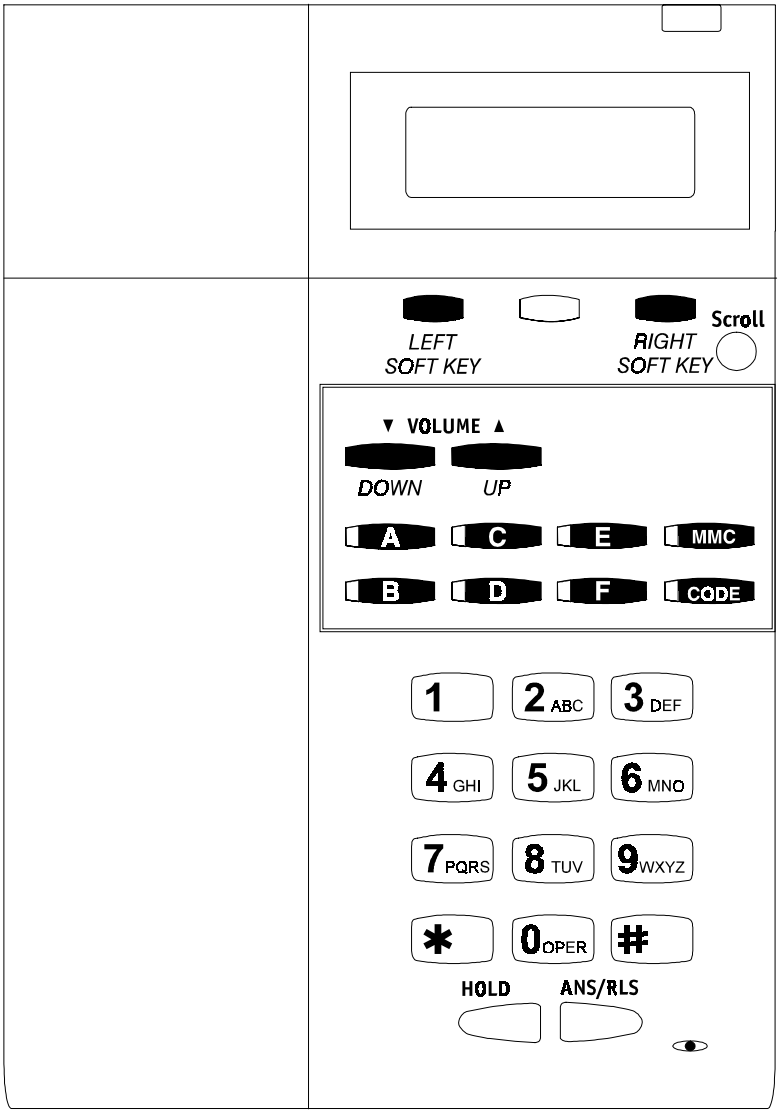
• FALCON KEYSETS

This section provides more detailed programming procedures that can be used by experienced display keyset users. These procedures will help explain some of the displays observed as the simpler procedures detailed in the *Keyset User Guide* are followed.

The diagram below illustrates the keys on a **FALCON 28 BUTTON and a FALCON 18 BUTTON** keyset that have special functions during programming. When required, these keys will be referred to by the names described below.



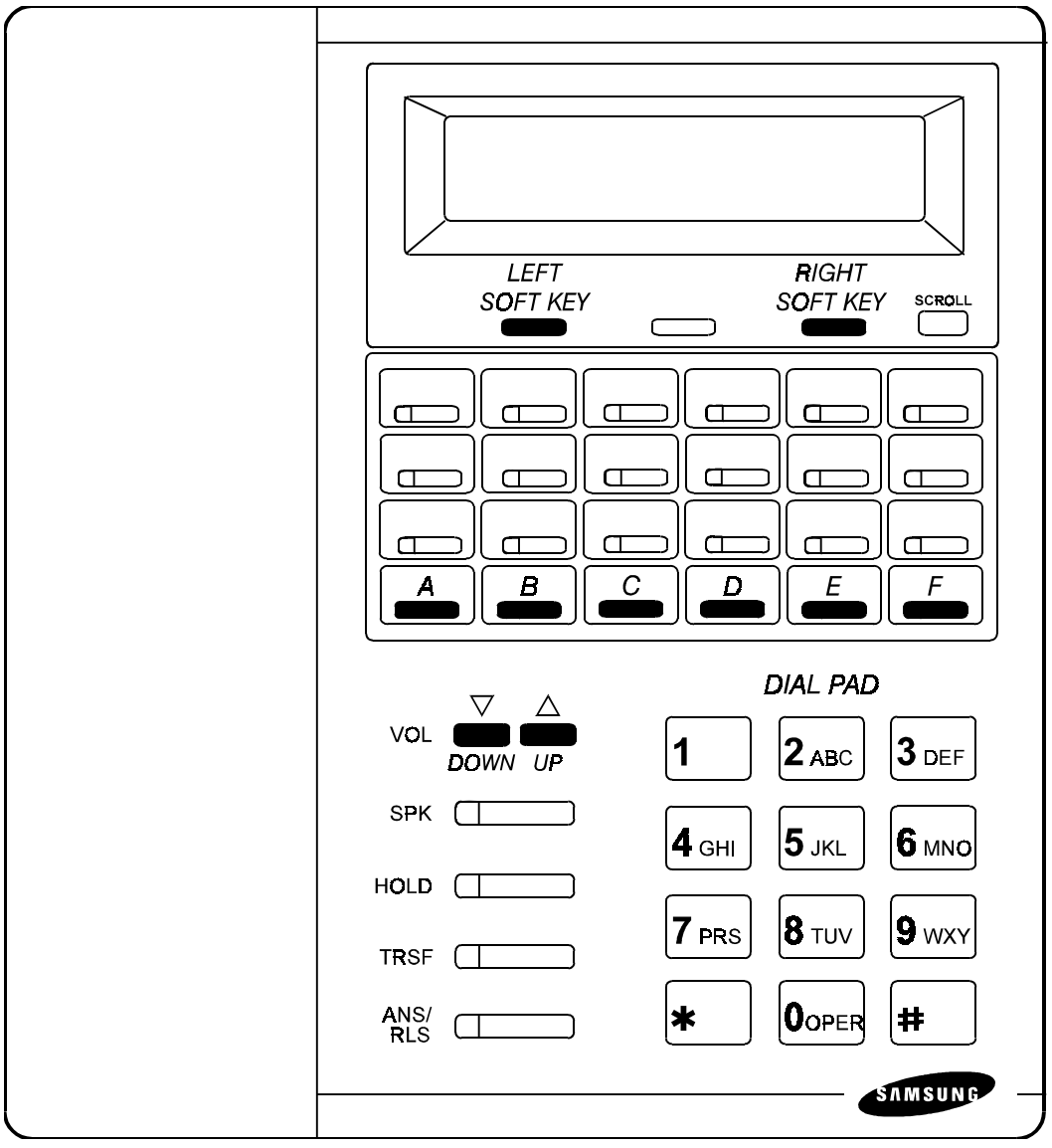
The diagram below illustrates the keys on a **FALCON 8 BUTTON keyset** that have special functions during programming. When required, these keys will be referred to by the names described below.



• DCS KEYSETS

This section provides more detailed programming procedures that can be used by experienced display keyset users. These procedures will help explain some of the displays observed as the simpler procedures detailed in the *Keyset User Guide* are followed.

The diagram below illustrates the keys on a DCS display keyset that have special functions during programming. When required, these keys will be referred to by the names described below.



1.2 LOCKING YOUR KEYSET

You can lock your keyset to prevent other people from making or receiving calls while you are away. You can unlock it when you return.

ACTION	DISPLAY
1. Press the **transfer key** followed by **100** Display shows	`[201] STN LOCK PASSCODE:_`
2. Enter your passocde Default is 1234	`[201] STN LOCK UNLOCKED`
3. Enter **1** for locking outgoing calls (Internal calls will still be allowed).	`[201] STN LOCK LOCKED OUTGOING`
	OR
4. Enter **2** for locking all calls (Internal and external calls will not be allowed).	`[201] STN LOCK LOCKED ALL CALLS`
5. Enter **0** to unlock your phone.	`[201] STN LOCK UNLOCKED`
6. Press the **transfer key** to save and exit	

1.3 CHANGING YOUR PASSCODE

Each keyset user can set or change his/her individual passcode. This passcode is used to lock or unlock keysets, for toll restriction override and to access the DISA feature.

NOTE: Default passcodes cannot be used for toll restriction override or for DISA access.

ACTION	DISPLAY
1. Press the **transfer key** followed by **101** Display shows	`[201] PASSCODE` `OLD CODE:_`
2. Enter the existing passcode (default = 1234)	`[201] PASSCODE` `OLD CODE:****`
3. Enter the new passcode	`[201] PASSCODE` `NEW CODE:_`
4. Reenter the new passcode to verify the number If reentered correctly, display shows	`[201] PASSCODE` `VERIFY :SUCCESS`
5. Press the **transfer key** to save and exit	

1.4 CALL FORWARDING

The DCS 50si allows six types of call forwarding—Forward All, Forward No Answer, Forward Busy, Forward Follow Me, Forward DND and Forward External. There is an additional option, Forward Busy/No Answer, that allows both of these options to be activated at the same time, provided destinations have been entered for both.

ACTION	DISPLAY
1. Press the **transfer key** followed by **102** Display shows	`[201] FORWARD` `0:FORWARD CANCEL`
2. Dial **0–6** to select the forward type (e.g., **1**) OR Press **UP** or **DOWN** to select the forward type Press the right soft key to move the cursor	`[201] FORWARD` `1:ALL CALL:NONE`
3. Dial the destination number (e.g., **202**) OR Press **UP** or **DOWN** to select the destination Press the right soft key to move the cursor	`[201] FORWARD` `1:ALL CALL:202`
4. Dial **1** to set OR Press **UP** or **DOWN** to select YES or NO	`[201] FORWARD` `CURENTLY SET:YES`
5. Press the **transfer key** to store and exit	

1.5 SETTING YOUR ANSWER MODE

Each keyset and add-on module (AOM) can have its answer mode for intercom calls set to one of the following options:

RING—The station will ring in one of eight custom ring patterns. Calls are answered by pressing the **ANS**/**RLS** key or lifting the handset.

AUTO—After giving a short attention tone, the station will automatically answer calls on the speakerphone. When a C.O. line is transferred to a station in Auto Answer, the screened portion of the call will be Auto Answer, but the keyset or AOM will ring when the transfer is complete if the user has not pressed the **ANS**/**RLS** key or lifted the handset.

VOICE—The station will not ring. After a short attention tone, callers can make an annoucement. The called party must press the **ANS**/**RLS** key or lift the handset to reply.

ACTION	**DISPLAY**
1. Press the **transfer key** followed by **103** Display shows	`[201] ANS MODE` `RING MODE`
2. Dial **0**, **1** or **2** to change the ring mode, e.g., **2** OR Press **UP** or **DOWN** to select the ring mode	`[201] ANS MODE` `VOICE ANNOUNCE`
3. Press the **transfer key** to store and exit	

1.6 PROGRAMMING YOUR STATION'S NAME

Names are written using the keypad. Each key press selects a character. Pressing the dial pad key moves the cursor to the next position. For example, if the directory name is "SAM SMITH," press the number "7" three times to get the letter "S." Press the number "2" once to get the letter "A." Continue selecting characters from the table below to complete your message. Pressing the bottom left programmable key will change the letter from upper case to lower case. There are up to 11 characters that can be used.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the **VOL UP** or **DOWN** keys to move the cursor to the right or to the left.

• DCS KEYSETS

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	(	9
DIAL *	:	=	[	]	*

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	Z	9
DIAL ✱	:	=	[	]	✱

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

ACTION	DISPLAY
1. Press the **transfer key** followed by **104** Display shows	`[201] STN NAME`
2. Enter the station name using the procedure described above	`[201] STN NAME SAMSUNG`
3. Press the **transfer key** to store and exit	

1.7 PROGRAMMING PERSONAL SPEED DIAL LOCATIONS

You can program frequently dialed telephone numbers in a personal speed dial list. Each station user begins with ten numbers 00–09 and may be assigned up to fifty numbers. See your system administrator to determine the amount assigned to your station.

NOTE: Press button **B** for flash and button **C** for pause.

Display keyset users may want to hide some speed dial numbers so they will not show in the display. Before entering a telephone number, press button **E**. All digits after this will be hidden. Press button **E** again to begin displaying digits.

If your system uses rotary (or pulse) dialing C.O. lines, pressing button **D** before entering a speed dial will cause all subsequent digits to be sent as DTMF tones until the **D** button is pressed again.

ACTION	**DISPLAY**
1. Press the **transfer key** followed by **105** Display shows	`[201] SPEED DIAL` `00:`
If you have no speed dial bins, the display will be as shown	`[201] SPEED DIAL` `SPDBLK NOT EXIST`
2. Dial the location number (e.g., **05**) OR Press **UP** or **DOWN** to select the location Press the right soft key to move cursor	`[201] SPEED DIAL` `05:_`
3. Enter the trunk access code (e.g., **9**) followed by the number to be dialed (e.g., **4264100**) OR Press the left soft key to return to step 2	`[201] SPEED DIAL` `05:9-4264100_`
4. Press the **F** button to access the next program OR Press the **transfer key** to save and exit	

1.8 NAMING YOUR PERSONAL SPEED DIAL LOCATIONS

This program allows a character name to be entered for each personal speed dial location. This name enables the speed dial number to be located when using the directory dial feature. The directory dial feature allows the display keyset user to select a speed dial location by scanning its name. There are up to 11 characters that can be used.

ACTION	DISPLAY
1. Press the **transfer key** followed by **106** Display shows	`[201] SPEED NAME` `00:`
2. Dial the speed dial location (e.g., **01**) OR Use **UP** or **DOWN** to scroll through the location numbers and use the right soft key to move the cursor	`[201] SPEED NAME` `01:_`
3. Enter the location name using the procedure described in *Programming Your Station's Name*	`[201] SPEED NAME` `01:SAMSUNG_`
4. Press **UP** or **DOWN** to move to the next location OR Press the **F** key to program speed dial numbers	
5. Press the **transfer key** to store and exit	

1.9 ADDING EXTENDERS TO KEYS

This program allows you to assign key extenders to make a general access feature key more specific. The feature keys that can have extenders are listed below:

FEATURE KEY	DESCRIPTION	EXTENDER
BOSS	Boss and Secretary	1–4
DP	Direct Pickup	Extension or station group number
DS	Direct Station Select	Any extension number
FWRD	Call Forward	0–6
GPIK	Group Pickup	01–20
IG	In/Out of Group	Any group number you are part of (501–509)
MMPG	Meet Me Page	0–9, ✱
PAGE	Page	0–9, ✱
SPD	Speed Dial	00–49, 500–999
PSMG	Programmed Message	01–20
DIR	Directory	PERS (1), SYS (2) or STN (3)
VT	Voice Mail Transfer	Voice Mail Group (501–529)

ACTION **DISPLAY**

1. Press the **transfer key** followed by **107**
   Display shows the first station

```
[201] EXT (KTS)
01:CALL1 →
```

2. Enter the key number, e.g., **18**
   OR
   Use **UP** and **DOWN** to scroll through the keys
   Use the right soft key to move the cursor
   OR
   Press the key to be programmed

```
[201] EXT (KTS)
18:DS    →
```

3. Dial the extender according to above table
   Press the right soft key to return to step 2
   OR
   Press the **transfer key** to store and exit
   OR
   Press the **speaker** key to store and advance to the next program

```
[201] EXT (KTS)
18:DS    →DS207
```

1.10 CHECKING STATION STATUS

This program displays the following attributes of a station port. This is a *read only* feature.

0	PORT #	Port (1–80) / Slot (1–10) – Channel (1–16) / Offset (1–16)
1	TENANT NUMBER	1–2
2	PICKUP GROUP	None, 01–30
3	SGR	Station Group Number
4	BOSS-SECR	None, 1–4
5	PAGE	Page Zone (1–4)
6	DAY COS NO	COS (01–30)
7	NIGHT COS NO	COS (01–30)

ACTION	DISPLAY
1. Press the **transfer key** followed by **108** Display shows	`[201] STN STATUS` `P01:S1-01 OFS:01`
2. Press **UP** or **DOWN** to view the status items	`[201] STN STATUS` `TYPE:24B US SET`
3. Press the **transfer key** to exit	

1.11 CHANGING YOUR TIME AND DATE DISPLAY

Display keysets will always have the date and time displayed when not in use. You can select from the following display options:

0 COUNTRY Sets overall display format and has two options
0 = ORIENTAL MM/DD DAY HH:MM
1 = WESTERN DAY DD MM HH:MM

1 CLOCK Sets format of clock display and has two options
0 = 12 HOUR (Displays 1 P.M. as 01:00)
1 = 24 HOUR (Displays 1 P.M. as 13:00)

2 DISPLAY Sets format of DAY and MONTH display and has two options
0 = UPPER CASE (Displays Friday as FRI and March as MAR)
1 = LOWER CASE (Displays Friday as Fri and March as Mar)

ACTION	**DISPLAY**
1. Press the **transfer key** followed by **109** Display shows	**[201] DAY FORMAT** **COUNTRY:WESTERN**
2. Press **UP** or **DOWN** to select the display mode Press the right soft key to move the cursor	**[201] DAY FORMAT** **COUNTRY:ORIENTAL**
3. Press the right soft key to return to step 2 OR Press the left soft key to return to step 3	
4. Press the **transfer key** to store and exit	

1.12 SETTING STATION ON/OFF OPTIONS

The following options may be turned on and off at your keyset.

0. AME BGM	This feature selects whether a station using Anwer Machine Emulation will hear their personal greeting or BGM while callers are listening to the personal greeting. A BGM source must be selected for this to work. This feature applies only if a CADENCE card is installed in the system.
1. AME PSWD	If this option is set to YES, station users who have AME set must enter their station password to listen to messages being left.
2. AUTO HOLD	Automatically places an existing C.O. call on hold if the **CALL** button, trunk key or trunk route key is pressed during that call. This will not affect the Auto Hold part of transfer and park/page.
3. AUTO TIMER	Automatically starts the stopwatch timer immediately when a C.O. call is answered or after a short delay on an outgoing call.
4. HEADSET USE	When on, this feature disables the hook switch, allowing a headset user to answer all calls on the headset without requiring to lift the handset.
5. HOT KEYPAD	When on, this feature allows the user to dial directory numbers without having to first lift the handset or press the **speaker** button.
6. KEY TONE	Allows the user to hear a slight tone when pressing buttons on the set.
7. PAGE REJOIN	This feature allows keyset users to hear the remaining portion of an ongoing internal page or all page over the speaker of their keysets after they return their keysets to idle. To enable this feature, follow the procedure below.
8. RING PREF.	When off, this feature requires the user to press the fast flashing button to answer a ringing call after lifting the handset.

ACTION	DISPLAY
1. Press the **transfer key** followed by **110** Display shows	[201] STN ON/OFF AME BGM :OFF
2. Dial the option number from above list (e.g., **4**) OR Press **UP** or **DOWN** to select the option and press the right soft key to move the cursor	[201] STN ON/OFF HOT KEYPAD :OFF
3. Press **UP** or **DOWN** to select ON or OFF Press the left or right soft key to return to step 2 OR Dial **1** for ON or **0** for OFF	[201] STN ON/OFF HOT KEYPAD :ON
If option 0 from above list is dialed at Step 2	[201] STN ON/OFF AME BGM :OFF
If option 1 from above list is dialed at Step 2	[201] STN ON/OFF AME PSWD :OFF
If option 2 from above list is dialed at Step 2	[201] STN ON/OFF AUTO HOLD :ON
If option 3 from above list is dialed at Step 2	[201] STN ON/OFF AUTO TIMER :ON
If option 4 from above list is dialed at Step 2	[201] STN ON/OFF HEADSET USE :OFF
If option 5 from above list is dialed at Step 2	[201] STN ON/OFF HOT KEYPAD :ON
If option 6 from above list is dialed at Step 2	[201] STN ON/OFF KEYTONE :ON
If option 7 from above list is dialed at Step 2	[201] STN ON/OFF PAGE REJOIN :ON
If option 8 from above list is dialed at Step 2	[201] STN ON/OFF RING PREF. :ON
4. Press **UP** or **DOWN** to select ON or OFF Press the left or right soft key to return to step 2	[201] STN ON/OFF HOT KEYPAD :ON
5. Press the **transfer key** to store and exit	

1.13 SELECTING A RING TONE

Each keyset user can select one of eight ring frequencies.

ACTION	DISPLAY
1. Press the **transfer key** followed by **111** Display shows	`[201] RING TONE` `SELECTION 6`
2. Dial **1–8** to select the ring tone OR Press **UP** or **DOWN** to select the ring tone Press the right soft key to move the cursor	`[201] RING TONE` `SELECTION 5`
3. Press the **transfer key** to store and exit	

1.14 ALARM REMINDER

Station users can have three alarms programmed at their phones. Each alarm may be one of the following three types:

0. NOTSET — The alarm is not set.
1. TODAY ONLY — The alarm will ring at the programmed time and be canceled automatically.
2. DAILY — The alarm will ring each day at this time.

ACTION	DISPLAY
1. Press the **transfer key** followed by **112** Display shows	`[201] ALM CLK(1)` `HHMM: →NOTSET`
2. Dial **1**–**3** to select the alarm (e.g., **2**) OR Press **UP** or **DOWN** to select alarm Press the right soft key to move the cursor OR Press the left soft key to return to step 2	`[201] ALM CLK(2)` `HHMM: →NOTSET`
3. Enter alarm time in 24 hour format (e.g., **1300**) Display automatically advances to step 5	`[201] ALM CLK (2)` `HHMM:1300→NOTSET`
4. Enter alarm type (e.g., **2**) OR Press **UP** or **DOWN** to select alarm type Press the right soft key to move the cursor and return to step 2	`[201] ALM CLK` `HHMM:1300→DAILY`
5. Press the **transfer key** to store and exit	

1.15 SETTING A PROGRAMMED MESSAGE

When you will be away from your phone for any length of time, you can leave a vacant station message. Display stations calling you will see this message and be informed of your status or follow your instructions.

ACTION	DISPLAY
1. Press the **transfer key** followed by **115** Display shows	`[201] PGMMSG(00)` `CANCEL VAC MSG`
2. Dial **00**–**20** to select message number, e.g., **05** OR Press **UP** or **DOWN** to select message	`[201] PGMMSG(05)` `PAGE ME`
3. Press the **LEFT** or **RIGHT** soft key to return to step 2 OR Press the **transfer key** to store and exit	

1.16 ALARM REMINDER WITH MESSAGE

Station users can have three alarms programmed at their phones. Each alarm may be one of the following three types:

0. NOTSET — The alarm is not set.
1. TODAY ONLY — The alarm will ring at the programmed time and be canceled automatically.
2. DAILY — The alarm will ring each day at this time.

In addition, each alarm may be accompanied by a 16 character message that will be displayed while the alarm is ringing.

NOTE: These are the same three alarms described in *Alarm Reminder*. This procedure allows a message to be added. A display keyset is necessary to view messages.

ACTION	DISPLAY
1. Press the **transfer key** followed by **116** Display shows	`[201] ALM REM(1)` `HHMM: →NOTSET`
2. Dial **1**–**3** to select the alarm (e.g., **2**) OR Press **UP** or **DOWN** to select the alarm Press the right soft key to move the cursor	`[201] ALM REM(1)` `HHMM: →NOTSET`
3. Enter the alarm time in 24 hour clock format (e.g., **1300**) Display automatically advances to step 4	`[201] ALM REM (2)` `HHMM:1300→NOTSET`
4. Dial the valid entry from the above list for the alarm type OR Press **UP** or **DOWN** to select the alarm type Press the right soft key to move the cursor	`[201] ALM REM` `HHMM:1300→DAILY`
5. Enter messages using the method in *Programming Your Station's Name* Press the right soft key to return to step 2	`[201] ALM REM` `TAKE MEDICATION`
6. Press the **transfer key** to store and exit	

1.17 CALLER ID DISPLAY

The station user can change the order in which the Caller ID information is displayed on an LCD set.

Caller ID display options are the following:

0. NO DISPLAY — No Caller ID data will be displayed.

1. NUMBER FIRST — The Caller ID number received from the Central Office will be displayed first.

2. NAME FIRST — The Caller ID name received from the Central Office will be displayed first.

ACTION	DISPLAY
1. Press the **transfer key** followed by **119** Display shows current display mode	`[201] CID DISPLAY` `NUMBER FIRST`
2. Dial display option **0**, **1** or **2**, e.g., **2** OR Press **UP** or **DOWN** to select option	`[201] CID DISPLAY` `NAME FIRST`
3. Press the **transfer key** to store and exit OR Press the **speaker key** to store and exit	

1.18 BACKGROUND MUSIC VOLUME

This procedure allows keyset users to view and adjust the level of background music heard at their keysets.

ACTION	DISPLAY
1. Press the **transfer key** followed by **117** Display shows	`[201] BGM VOLUME` `VOLUME 13`
2. Enter volume level (**01-16**)	`[201] BGM VOLUME` `VOLUME 06`
3. Press the **transfer key** to store and exit	

FALCON
KEYSET USER GUIDE

SAMSUNG DCS 50si SYSTEM

June 2001

Every effort has been made to eliminate errors and ambiguities in the information contained in this guide. Any questions concerning information presented here should be directed to SAMSUNG TELECOMMUNICATIONS AMERICA, 2700 N.W. 87th Avenue, Miami, FL 33172, telephone (305) 592-2900. SAMSUNG TELECOMMUNICATIONS AMERICA disclaims all liabilities for damages arising from the erroneous interpretation or use of information presented in this guide.

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PERSONAL SPEED DIAL NUMBERS 55-56

ABOUT THIS BOOK

Your FALCON keyset is the most visible part of your telephone system. No matter what model keyset you are using telephone calls are handled the same way. The 28B and 18B keysets have additional conveniences that are not available to 8B keyset users. These are noted throughout this guide.

Please take the time to study this guide and to become familiar with the operation of your keyset. Keep this guide handy. You may need to look up instructions for infrequently used features.

Learning to use your keyset correctly will make everyday telephone communications a breeze.

THINGS YOU SHOULD KNOW

USER ORIENTATION

FALCON telephones are called “keysets.” They contain buttons or “keys” that are used to access or activate the many features of your office phone system. The keys with paper designation strips are programmable keys. This means they can be programmed for a specific function on your keyset and that same button can be something different on another keyset. See the system manager to get your most frequently used features assigned to your programmable keys. When changes are made, be sure that your programmable keys are relabeled properly.

Lines from the telephone company are “C.O. lines.” Calls on these lines are referred to as “outside calls.” Your system can have individual C.O. line keys or lines may be assigned to groups. When they are in a group, you access a line by dialing an access code or pressing a route button. For example, dial 9 or press a “LOCAL” key to get a local outside line. If Least Cost Routing is used, pressing the “LCR” key will automatically select a preprogrammed C.O. line according to what digits are dialed. Each line in the system is numbered, beginning with 701, then 702, 703, etc.

Direct Station Selection (DSS) keys are programmed to ring specific stations. You can press a DSS key instead of dialing the extension number. A DSS key lights red when that station is busy (Busy Lamp Indication).

Falcon keysets provide distinctive ring patterns:

- Outside calls have a single ring tone repeated.
- Internal calls have a double ring tone repeated.
- Door phone calls and alarm/appointment reminders have a triple ring tone repeated.

CALL INDICATIONS

The keys on your phone have light emitting diodes (LEDs). These are tri-colored LEDs that light green, red or amber (green and red together).

Intercom calls, also called internal calls, always appear on your CALL buttons. They will always light green. You can have up to eight CALL buttons, but at least two are recommended.

Outside calls appear on individual line keys if they are assigned. When an individual line is not assigned to its own key, it will appear on a CALL button.

Your outside calls will light green on your keyset and red on other keysets. You never lose sight of your calls while they are on hold. They stay right where you put them and are identified with a green flashing light.

Some simple rules to remember:

- Any steady LED indicates the line or feature is in use.
- A fast flashing green LED indicates a new call ringing in.
- A slow flashing green or red LED indicates a call is on hold.
- A slow flashing amber LED indicates a recall to your keyset.

SPEAKERPHONE

All FALCON keysets are speaker phones. Pressing **ANS**/**RLS** key will answer or release a call on the speakerphone. Switching from the handset to the speakerphone is easy. Press the **SPEAKER** key and hang up the handset.

VOLUME CONTROLS

The FALCON keysets use the UP and DOWN keys to adjust the ringer volume while the keyset is ringing, the speaker volume while the speakerphone is in use and the handset volume while you are listening. These three levels will be stored in memory until changed. If background music is turned on at your keyset, the volume keys will also control the level of music. The volume of pages heard through the speaker of a keyset can be adjusted during a page announcement by using the volume keys. There are 16 levels for each volume setting. The volume of off-hook ring is controlled by a user-programmable setting.

TERMINAL STATUS INDICATOR

The terminal status indicator light is positioned on the top right corner of the keyset above the display. The terminal status indicator is a tri-colored (red, green, and amber) light that provides greater visibility of your keysets status than the individual key LEDs. The terminal status indicator provides the following indications:

- Busy/Off Hook — Steady Red
- Intercom Ring — Flashing Red
- Outside Call Ring — Flashing Green
- Recall Ring — Flashing Amber
- Message Waiting — Flashing Red
- Do Not Disturb — Fast Flash Red at 1 Second Intervals

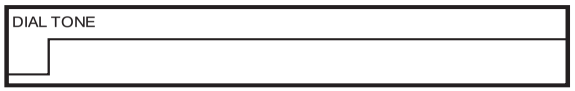
FEATURE ACCESS CODES

This user guide is written based on the default access code for using system features. If the system numbering plan has been changed some of the access codes may not be correct. Your installing company can inform you of the correct codes.

SYSTEM TONES

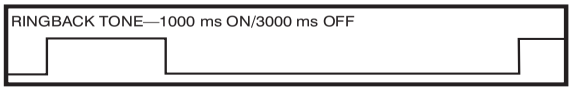
The system provides several tones to assist you. Some of these tones are already familiar to you.

Intercom Dial Tone—A steady tone that indicates you can begin dialing.



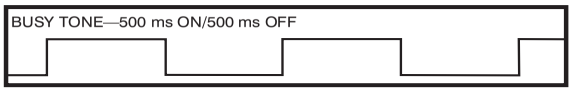
CONTINUOUS

Ringback Tone—Indicates the station you dialed is ringing.



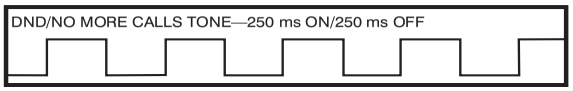
CONTINUOUS

Busy Tone—Indicates the station you dialed is busy.



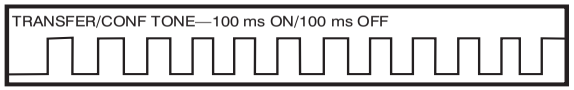
CONTINUOUS

DND/No More Calls Tone—Fast busy tone indicates the station you dialed is in the Do Not Disturb mode or cannot receive any more calls.



FOR TEN SECONDS

Transfer/Conference Tone—Indicates your call is being held and you can dial another party.

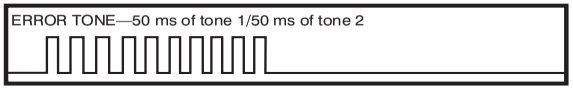


CONTINUOUS

Confirmation Tone—Very short beeps followed by dial tone indicate you have correctly set or canceled a system feature.

FOR ONE SECOND (programmable)

Error Tone—A distinctive two level beeping tone indicates you have done something incorrectly. Try again.



FOR THREE SECONDS

28 BUTTON FALCON KEYSET

32 CHARACTER DISPLAY
Two lines with 16 characters each.

TERMINAL STATUS INDICATOR
Used to provide your keyset status.

SOFT KEYS
Used to activate features via the display.

SCROLL KEY
Used to scroll through displays.

SPEAKER
For hands-free operation and ringing.

MICRO-PHONE
For handsfree operation.

HOLD KEY

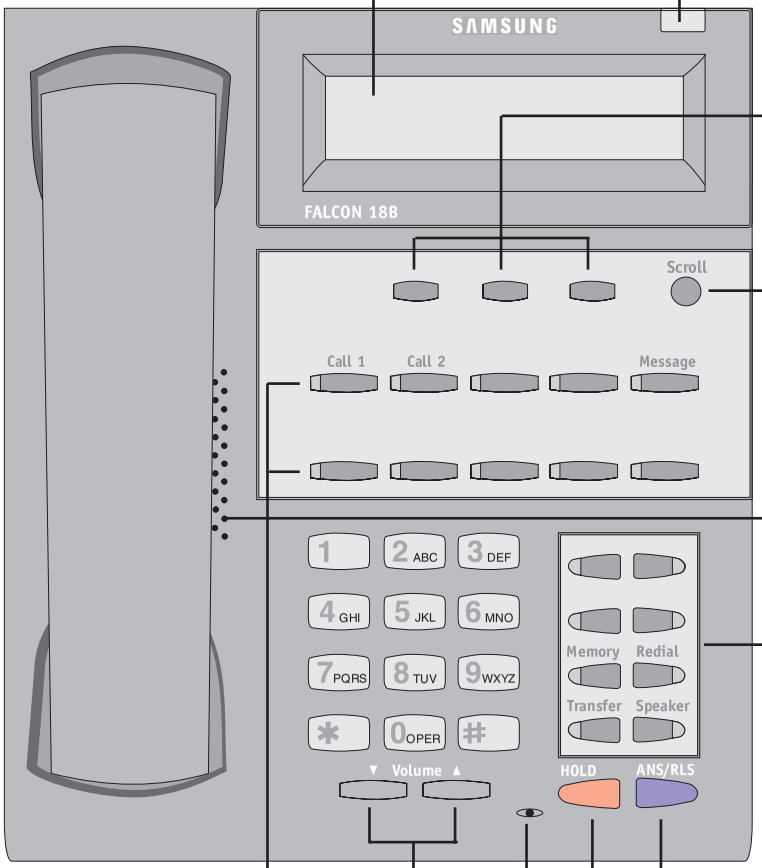
ANSWER/RELEASE KEY

20 PROGRAMMABLE KEYS WITH TRI-COLORED LIGHTS
Used for CALL buttons, intercom calls, outside lines and many other system features.

VOLUME CONTROL KEYS Used to set independent levels for handset, speaker, background music, ring and page volumes.

8 PROGRAMMABLE KEYS WITH TRI-COLORED LIGHTS Used to call stations directly, to indicate busy conditions of other stations, for One Touch dialing and many other system features.

18 BUTTON FALCON KEYSET



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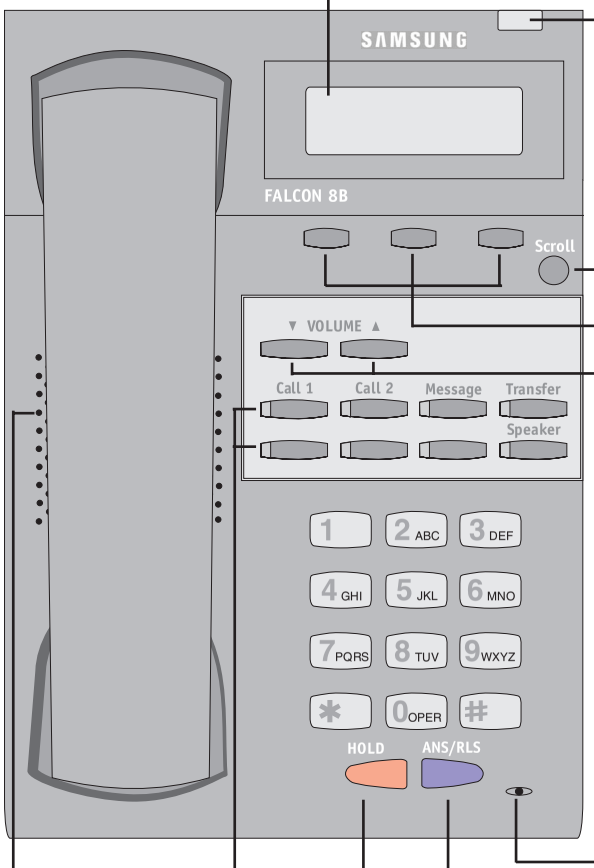

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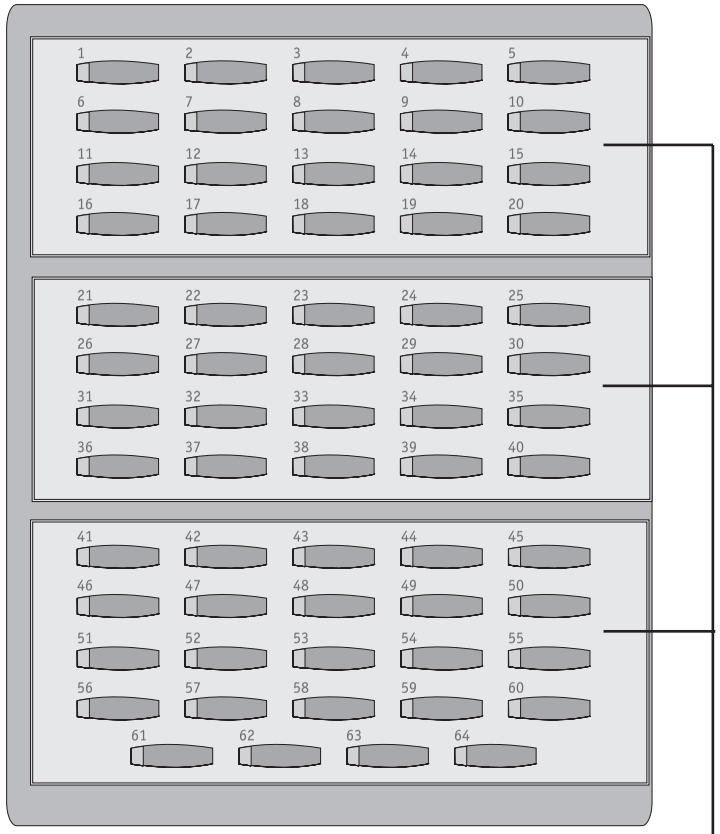
64 BUTTON FALCON AOM



64 PROGRAMMABLE KEYS WITH RED LIGHTS Used to call stations directly, to indicate busy conditions of other stations, for One Touch dialing and many other system features.

KEYSET DAUGHTER MODULES

[28 AND 18 BUTTON KEYSETS ONLY]

Falcon 28 and 18 button keysets can have one of three different types of daugher module installed on them to enhance the operation of the keyset or to provide an additional local port depending on the type of module.

FALCON KDB-DIGITAL LINE INTERFACE (FKDBD)

If your keyset is connected to a Digital Line Interface (DLI) port that supports 2B+D operation (your installing company can determine this) you may install a daughter module that provides a Digital Line Interface (DLI) port for connection of a digital station device such as a keyset or 64 button module.

FALCON KDB-SINGLE LINE INTERFACE (FKDBS)

If your keyset is connected to a Digital Line Interface (DLI) port that supports 2B+D operation (your installing company can determine this) you may install a daughter module that provides a Single Line Interface (SLI) port for connection of a standard telephone device such as a cordless phone.

FALCON KDB-FULL DUPLEX (FKDBF)

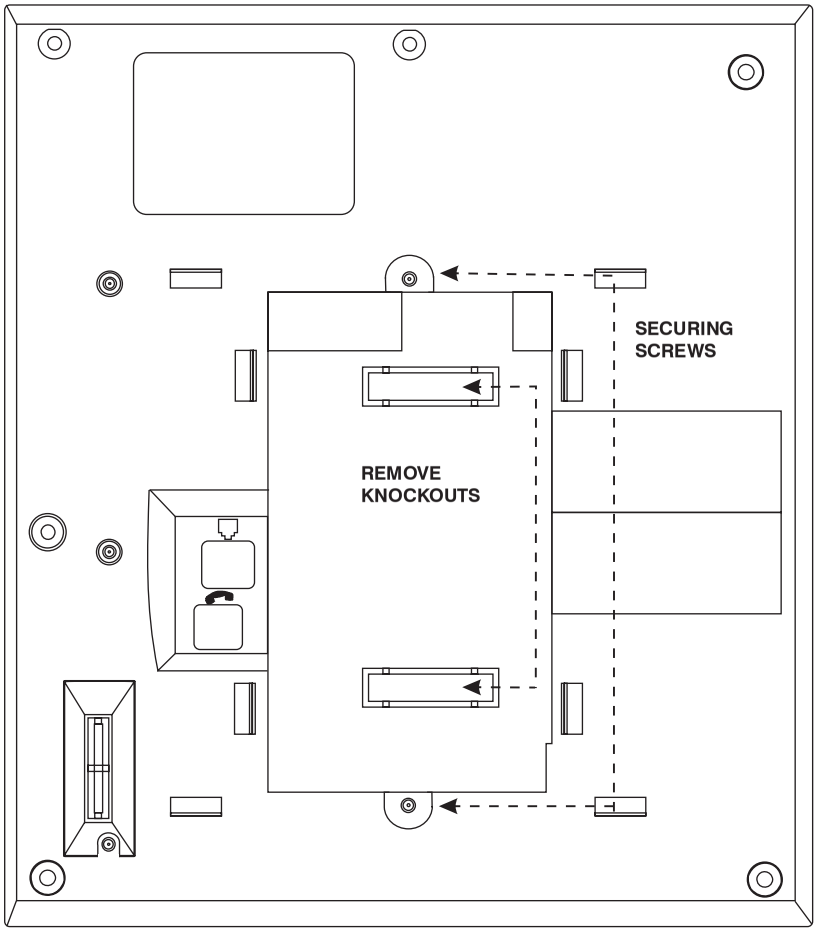
The standard speakerphone mode of operation for a Falcon keyset is “half duplex”. This means that you cannot transmit and receive speech at the same time. Adding a FKDBF to your keyset will convert the speakerphone into full duplex mode enhancing its operation. In addition the FKDBF may have up to three (3) external microphones attached to it for conference room type applications. These microphones require an “EXTMIC” key programmed on the keyset to activate or deactivate them.

ASSEMBLING YOUR KEYSET

- Place the keyset face down on a flat surface.
- Remove the base pedestal by placing your thumbs over the attachment clips and press outward while simultaneously pressing down on the keyset body with your fingertips.
- Plug the handset cord into the jack marked with the symbol.
- Route the handset cord out the RIGHT side of the keyset as you look at it face down.
- Reattach the base pedestal.
- Plug the line cord into the jack on the base of the keyset marked with the symbol and route it through one of the cable channels in the bottom of the base pedestal.

ADDING A KEYSET DAUGHTERBOARD MODULE

- Place the keyset face down on a flat surface.
- Remove the base pedestal by placing your thumbs over the attachment clips and press outward while simultaneously pressing down on the keyset body with your fingertips.
- Remove the two knockouts from the bottom of the keyset.
- Plug in the daughter module and secure with the two screws provided.



OUTSIDE CALLS

MAKING AN OUTSIDE CALL

- Lift the handset and press an idle outside line button, line group button or dial a line access code to receive dial tone—**OR**—press an idle outside line button, line group button or dial a line access code to receive dial tone through the speaker—**OR**—press **SPEAKER** receive intercom dial tone and dial a line access code.
- Dial the telephone number.
- Finish the call by replacing the handset or pressing the **ANS**/**RLS** key.

NOTE: You will receive No More Calls tone when you attempt to make a call and there is no key available for that line.

- If Least Cost Routing is enabled on your phone system, this button may be labeled **LCR** or accessed by dialing an access code (usually **9**).
- If your system is programmed to require an authorization code before making a call, dial ✱ plus a valid code before selecting a C.O. line.
- If your system is programmed to require an account code before making a call, press the **ACCT** button or dial **47** plus a valid code, press the **ACCT** button again and then select a C.O. line.

For more information on authorization and account codes, see your system administrator.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before dialing.

ANSWERING AN OUTSIDE CALL

- Lift the handset and you are automatically connected to the ringing call. See *Ring Preference under Customizing Your Keyset*—**OR**—press the **ANS**/**RLS** key to automatically answer on the speakerphone.

NOTE: If a call is flashing at your keyset but not ringing, you must press the flashing button to answer.

UNIVERSAL ANSWER

Outside lines may be programmed to ring a general alerting device. To answer calls ringing this device, dial **67** or press the **UA** key. This device can operate in the Day or Night mode.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before dialing.

RECALL DIAL TONE

Press the **NEW** button to disconnect your existing call, wait for dial tone and then make a new call on the same line.

NOTE: If this button does not appear on your keyset, the **FLASH** key may be programmed to recall dial tone.

SENDING A FLASH

While on an outside call, press the **FLASH** key to send a flash to the telephone company. This is required for some custom calling features or CENTREX use.

BUSY LINE QUEUING WITH CALLBACK

If you receive a busy signal when you are selecting an outside line, this means that the line or group of lines is busy.

- Press the **CBK** key or dial **44**. You will hear confirmation tone.
- When the line becomes free, the system will call you back.
- Lift the handset or press the **ANS**/**RLS** key to answer, wait for dial tone and dial the telephone number or speed dial number again.

NOTES:
1. A callback will be canceled if not answered within 30 seconds. If you have set a callback, your **CBK** key will light.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before dialing.

CANCELING CALLBACK

A callback will be canceled if not answered within 30 seconds. If you have set a callback, your **CBK** key will light.

Your phone may have a maximum of five callbacks on stations and/or lines set at a time. To cancel a callback:

- Press the **CBK** key or dial **44**. You will hear confirmation tone.
- While you are listening to confirmation tone, press the **HOLD** key. This will cancel the oldest callback that you have set.

NOTES:
1. If the hot keypad feature is turned off, you must first lift the handset or press the **SPEAKER** key before dialing.

INTERCOM CALLS

CALLING OTHER STATIONS

- Dial the extension number or group number.
- Wait for the party to answer. If you hear a brief tone burst instead of ring-back tone, the station you called is set for Voice Announce or Auto Answer. Begin speaking immediately after the tone.
- Finish the call by replacing the handset or pressing the **ANS**/**RLS** key.

NOTES:
1. If you have a **DSS** key assigned to an extension or station group, you may press this key instead of dialing the number.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

ANSWERING INTERCOM CALLS

- When your keyset rings, simply lift the handset—**OR**—press the **ANS**/**RLS** key to be connected to the calling station.
- Finish the call by replacing the handset or pressing the **ANS**/**RLS** key.

See *Ring Preference* under *Customizing Your Keyset*.

VOICE ANNOUNCE MODE (INTERCOM CALLS ONLY)

When another station calls you, your keyset will sound a brief attention tone and you will hear the caller's announcement.

- Press **ANS**/**RLS** to turn on the microphone and speak handsfree—**OR**—lift the handset to reply.
- To finish the call, replace the handset or press the **ANS**/**RLS** key.

AUTO ANSWER MODE (INTERCOM CALLS ONLY)

When another station calls you, your keyset will sound a brief attention tone and then automatically answer the call.

- Your microphone and speaker are turned on and you can speak hands-free. For privacy, use the handset.
- To finish the call, replace the handset or press the **ANS**/**RLS** key.

BUSY STATION CALLBACK

When you call another station and receive a busy signal:

- Press the **CBK** key or dial **44**.
- When the busy station becomes free, your keyset will ring.
- Lift the handset or press **ANS**/**RLS** to call the now idle station.

NOTES:
1. A callback will be canceled if not answered within 30 seconds. If you have set a callback, your **CBK** key will light.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before dialing.

BUSY STATION CAMP-ON

When you call another station and receive a busy signal but you do not want to wait for a callback:

- Press the **CAMP** key or dial **45**.
- The called station will receive off-hook ring tone repeated every few seconds and its first available **CALL** button will flash green to indicate your call is waiting.
- Wait for the called party to answer.
- The called station must release its first call or place it on hold before answering your camp-on.

NOTES:
1. If you receive No More Calls tone, that station has no available key to accept your call. Hang up or leave a message.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

CALLING YOUR SYSTEM OPERATOR

- Dial **0** to call your system operator or group of operators.
- If you want to call a specific operator, dial that person's extension number.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

CALL PROCESSING

SYSTEM HOLD

- When you are connected to any call, press **HOLD**. The call will flash green at your keyset. If this call appears on a line key at other keysets, it will flash red at those keysets.
- To take the caller off hold, press that key and the green flashing light will go steady green again. Resume the conversation.

NOTE: While on a call, pressing a line key, route key or flashing CALL button will automatically put your first call on hold and connect you to the new call. See *Automatic Hold* under *Customizing Your Keyset*.

EXCLUSIVE HOLD

To place an outside call on hold at your phone so that other users cannot get it:

- Press the **HOLD** button twice. The call will flash green on your keyset and this line will show a steady red light on other keysets.
- To retrieve the call, press the flashing green line button or press the **HOLD** button a third time.

NOTE: Intercom calls will always be placed on exclusive hold.

REMOTE HOLD

When you wish to place a call on hold at another station. Press **TRANSFER** and dial the station number (or press the appropriate DSS key). Press the **HOLD** key. This will place the call on system hold on an available CALL button or Line Key at the remote station and return you to dial tone.

NOTES:

1. If the destination station does not have any free CALL buttons or line keys you will hear No More Calls tone and must return to the other party by pressing the **TRANSFER** key (or the RETURN soft key in the display).
2. Intercom calls cannot be remote held.

HOLD RECALL

If you leave a call on hold longer than the hold timer, it will recall your station. The button that the call appears on will have a slow flashing amber light.

- When your phone rings, lift the handset or press the **ANS**/**RLS** key to answer the recall.
- If you do not answer this recall within a pre-programmed period of time, it will go to the system operator.

CONSULTATION HOLD

When you are talking on an outside line and it is necessary to consult with another extension:

- Press the **TRANSFER** key; you will receive transfer dial tone. Your call is placed on transfer hold.
- Dial the extension number.
- Consult with the internal party.
- Press **TRANSFER** to return to the outside party or hang up to transfer the call.

NOTE: Repeatedly pressing the **TRANSFER** key will toggle between the outside party and internal extension.

RETRIEVING CALLS HELD AT ANOTHER STATION

When a line is on hold and it appears on your keyset, press the line button with the red flashing light.

When a line is on hold and it does not appear on your keyset, dial **12** plus the line number or the extension number of the station that placed the call on hold.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

TRANSFERRING CALLS

Transfer is used to send any call to another extension in one of two ways. You can do a screened transfer by informing the other extension who is calling or you can do a blind transfer without notification.

- While on a call, press the **TRANSFER** key and dial an extension number or group number. Your call is automatically put on transfer hold.
  OR
  Press a **DSS** key or station group key. Your call is automatically put on transfer hold.
- Hang up when you hear ringing (this is an unscreened or blind transfer).
  OR
  Wait for the called party to answer and advise him/her of the call and hang up. If the transfer is refused, you will be reconnected to the outside

line when the called station hangs up or you can press **TRANSFER** to return to the outside party. If you wish to send the call to another extension without waiting for the first station to hang up, simply press another **DSS** button. **OR**
Press the **CALL** button or C.O. line key to return to the outside party and begin the transfer process again.

When you are transferring a call to a keyset set for Voice Announce or Auto Answer, the transferred call will always ring.

NOTES:
1. After the inside party answers, you may alternate back and forth between the parties by pressing the **TRANSFER** key.
2. If you receive No More Calls tone, that station has no key available to receive another call. Press **TRANSFER** to return to the other party.
3. You cannot transfer an Intercom call by pressing a DSS key. You must press the **TRANSFER** key and dial the destination extension number.

TRANSFER WITH CAMP-ON

When you are transferring a call to another station and you receive a busy signal, you may camp the call on to this station. Simply hang up when you hear the busy signal. The called party will be alerted that a call is waiting for them.

NOTE: If you receive No More Calls tone, that station has no key available to receive another call. Press **TRANSFER** to return to the outside caller.

TRANSFER TO VOICE MAIL

This feature is used to send a call directly to a voice mailbox. Your keyset must have a correctly programmed **VT** key to accomplish this. To transfer a call directly to a voice mailbox:

- While on a call, press the **VT** key and dial the mailbox number.
- Hang up when dialing is completed.

CALL WAITING

If an outside call has been camped-on to your phone or another station has camped-on to you:

- Your keyset will ring and the call that is waiting for you (camped-on) will flash green.
- Press the flashing button to answer; your other call will go on hold automatically if your station has the Automatic Hold feature set. If not, you must press **HOLD** and then the flashing button. **OR**
Finish the first call and hang up; the waiting call will ring.
- Lift the handset or press the **ANS**/**RLS** key to answer.

NOTE: Intercom calls will not go on Automatic Hold.

CONFERENCE CALLS

You may conference up to five parties (you and four others) in any combination of outside lines and internal stations in any order.

- While engaged in a conversation, press the **CONF** key and receive conference tone.
- Make another call, either intercom or outside, press the **CONF** key and receive conference tone.
- Make another call or press the **CONF** key to join all parties.
- Repeat the last step until all parties are added.

NOTE: When attempting to add another party to the conference and you are not able to reach the desired person, hang up. Simply press the **CONF** key again to return to your previous conversation.

To drop a party from your conference call:

- Press **CONF** and dial the extension or line number that is to be dropped.
- Press **CONF** again to reestablish the conference.

NOTE: To leave the conference, hang up. Control is passed to the next internal station. If there are no internal stations and you wish to leave outside lines connected together in a trunk to trunk conference, press the **CONF** key plus the **CALL** button that the call appears on or follow the instructions to drop a party and use your extension number. When they hang up, the lines will release automatically. Press **CONF** to rejoin a trunk to trunk conference.

FORWARDING CALLS

You may forward your calls to another station, group of stations or an external telephone number. Program a destination for the type of forwarding you want as detailed below. If you have **FWD ALL**, **FWD BUSY** and **FWD NO ANSWER** keys, press one to turn that forward feature on. A steady red light reminds you what forward condition is activated.

You can clear all call forward conditions set at your station by lifting the handset and dialing **600**.

FORWARD ALL CALLS

To forward all your calls under any condition to another station:

- Dial **601** plus the extension or group number.
- Receive confirmation tone and hang up.

NOTES:
1. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.
2. The station that receives a Forwarded All call can transfer the call to the forwarded station. This is useful when you are expecting an important call but you do not wish to be disturbed by other calls.
3. When a station user places his/her keyset in Forward All mode and he/she does not have a **FORWARD ALL** key, the **TRANSFER** key will light to indicate Forward All has been set and calls to this station have been transferred elsewhere.

FORWARD BUSY

To forward calls to another station when you are on the phone:

- Dial **602** plus the extension or group number.
- Receive confirmation tone and hang up.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press **SPEAKER** before you begin dialing.

FORWARD NO ANSWER

To forward calls to another station when you do not answer:

- Dial **603** plus the extension or group number.
- Receive confirmation tone and hang up.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

FORWARD BUSY/NO ANSWER

If you have both a Forward on Busy destination and a Forward No Answer destination programmed, you may set both of these at the same time:

- Dial **604**.
- Receive confirmation tone and hang up.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

FORWARD FOLLOW ME

When you want all calls to your extension forwarded to the extension where you are now:

- Dial **605** plus your extension number.
- Receive confirmation tone and hang up.

If you want a specific extension's calls forwarded to your phone (Remote Call Forward):

- Dial **605** plus the desired extension number.
- Receive confirmation tone and hang up.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

FORWARD TO AN EXTERNAL NUMBER

To forward outside calls to a number outside of your business, you must have a FWD EXTERNAL button on your keyset.

- While on-hook, press **TRANSFER** and then dial **102**.
- Dial **6**.
- Dial the trunk or trunk group access code followed by the telephone number that you want.
- Press **TRANSFER** to store.
- Press **FWD EXTERNAL** to turn the feature on and press it again to turn the feature off.

NOTES:
1. External Call Forward will cancel all other call forwarding instructions.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

FORWARD DND

To forward your phone when you activate DND.

- Dial **607** plus the extension number or group number.
- Receive confirmation tone and hang up.

NOTE:
1. If the Hot Keypad feature has been turned off you must first lift the handset or press the **SPEAKER** key before you begin dialing.

CALL FORWARD OPTIONS

A display keyset may review or change call forward options and destinations. Call forward access can be done via the keypad or by accessing the keyset display features. To review or change call forward options:

- Press **TRANSFER 102**.
- Dial **0-6** to select the forward type (e.g., 1) **OR**
  Press **UP** or **DOWN** to select the forward type
  Press the right soft key to move the cursor
- Dial the destination number (e.g., **202**) OR
  Press **UP** or **DOWN** to select the destination
  Press the right soft key to move the cursor
- Dial **1** to set **OR**
  Press **UP** or **DOWN** to select **YES** or **NO**
- Press **TRSF** to store and exit

STATION CALL PICKUP

To pick up (answer) a call ringing at another station, lift the handset and dial **65** plus the extension number of the ringing phone.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

GROUP CALL PICKUP

To pick up (answer) a call ringing in any pickup group, lift the handset and dial **66** plus the desired group number **01–20** or press the flashing **GROUP PICKUP** key if available.

NOTES:

1. A group pickup key can have an extender for a specific pickup group.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before dialing the access code.
3. Station and group pickup features cannot be used to answer recalls to a station, only new ringing calls and operator recalls.

DIALING FEATURES

SPEED DIALING

You can dial a preprogrammed telephone number stored in the system-wide speed dial list of numbers 500–999 or from your personal list of numbers 00–49:

- With the handset on-hook, press the **MEMORY** key or dial **16**.
- Dial the desired speed dial number.
- The telephone number is automatically dialed for you.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

PROGRAMMING PERSONAL SPEED DIAL NUMBERS

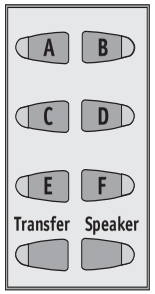
You can program frequently dialed telephone numbers in a personal speed dial list. A station may be assigned up to fifty numbers, **00–49**. See your system administrator to determine the amount assigned to your station.

- While on-hook, press **TRANSFER** and then dial **105**.
- Dial a speed dial number (**00–49**).
- Dial a line or line group access code.
- Dial the telephone number to be stored (18 digits maximum). It can include #, ✱, FLASH and PAUSE.
- Press **TRANSFER** to store the number.

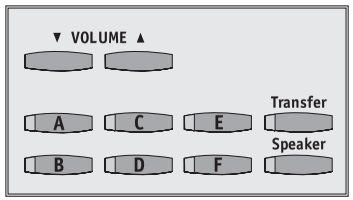
NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

For the purposes of programming speed dial numbers, the programmable keys are known as **A**, **B**, **C**, **D**, **E** and **F** and are defined below.

28B KEYSET
18B KEYSET
DEFAULT
PROGRAMMING
KEYS LAYOUT



8B KEYSET DEFAULT
PROGRAMMING
KEYS LAYOUT



- The **A** key is not used.
- The **B** key inserts a flash.
- The **C** key inserts a pause.
- The **D** key is used for pulse to tone conversion. If your system uses rotary (or pulse) dialing C.O. lines, pressing **D** while entering a speed dial number causes all subsequent digits to be sent as DTMF tones.
- The **E** key is used to hide digits. Display keyset users may want to hide some speed dial numbers so that they will not show in the display. When you are entering a telephone number, press **E**. All subsequent digits will be hidden. Press **E** again to begin displaying digits.
- The **F** key is used to enter a name. See *Personal Speed Dial Names* under *Display Features.*
- Use the **HOLD** key to clear a speed dial number.

ONE TOUCH SPEED DIALING

You may assign any speed dial number to an already existing One Touch Speed Dial button for quick and easy dialing of frequently used numbers.

- While on-hook, press **TRANSFER** and then dial **107**.
- Press a One Touch Speed Dial button.
- Dial the speed dial number (**00**–**49** or **500**–**999**) that you want assigned to this button.
- Press **TRANSFER** to store your selection.

To call this telephone number, just press the One Touch Speed Dial button.
NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

LAST NUMBER REDIAL

To redial the last telephone number you dialed, press the **REDIAL** key or dial **19**.

NOTES:
1. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.
2. Redial does not apply to intercom calls.

SAVE NUMBER WITH REDIAL

To save the number you just dialed for later use, press the SNR key before hanging up.

To redial this saved number at any time, press the **SNR** key or dial **17**. The same line will be selected for you.

NOTES:
1. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.
2. The saved telephone number is stored in memory until you save another number.
3. Redial does not apply to intercom calls.

CHAIN DIALING

You may manually dial additional digits following a speed dial number or chain as many speed dial numbers together as required:

- After the first speed number is dialed, press **MEMORY** again and dial another speed number **OR** manually dial additional digits following a speed dial number.

AUTOMATIC REDIAL/RETRY

When you are making an outside call and you receive a busy signal, the system can automatically redial the number for you. It will automatically redial at a pre-programmed interval for up to 15 attempts.

- When you hear a busy signal, press the **RETRY** button.
- The system will reserve the line and automatically redial the same number for you. You will hear the call being made through the keyset speaker. The microphone is muted.
- When the called party answers, you must pick up the handset or press the **ANS**/**RLS** key before you can begin speaking. You must answer within 10 seconds.

NOTES:
1. If you make another call, auto-redial is canceled.
2. To cancel a retry, lift and replace the handset.

PULSE TO TONE CHANGEOVER

When making an outside call on a dial pulse line, press #. All digits dialed after the # with be sent as tones.

PAGING AND MESSAGING

MAKING AN INTERNAL PAGE

To make an announcement through the keyset speakers:

- Lift the handset.
- Press the **PAGE** key or dial **55**.
- Dial the desired zone number **1**, **2**, **3** or **4**.
  OR
  Dial **0** to page all internal zones.
- After the attention tone, make your announcement.

NOTE: If you have a dedicated page zone key, it is not necessary to press **PAGE** and dial a zone number.

MAKING AN EXTERNAL PAGE

To make an announcement through the external paging speakers:

- Lift the handset.
- Press the **PAGE** key or dial **55**.
- Dial the desired zone number **5**, **6**, **7** or **8**.
  OR
  Dial **9** to page all external zones.
- After the attention tone, make your announcement.

NOTE: If you have a dedicated page zone key, it is not necessary to press **PAGE** and dial a zone number.

ALL PAGE

To page all designated keysets and external speakers at the same time:

- Lift the handset.
- Press the **PAGE** key or dial **55**.
- Dial ✱ or press the **ALL PAGE** key.
- After the attention tone, make your announcement.

NOTE: The LED on the **PAGE** key will only light when an All Page is in progress.

MEET ME PAGE

- Lift the handset.
- Press the Meet Me Page (**MMPG**) key or dial **54**.
- Dial the desired zone number.
- After the attention tone, instruct the paged person to dial **56**.
- Press **WAIT** or **TRANSFER**.
- Remain off-hook until the person dials **56** from any phone.
- The paged person will be automatically connected with you.

CALL PARK AND PAGE

When you have an outside call for someone who is not at his/her desk, you can park the call and page the requested party:

- While in conversation, press the **PAGE** button. The call is automatically parked at your station.
- Dial the desired page zone and announce “park” and your extension number or the line number. Hang up.

To retrieve a parked call:

- Dial **10** plus the number that was announced. If you have a **PARK** key, press it and dial the number that was announced.
- You will be connected to the parked call.

NOTES:

1. If the parked call is not retrieved within a pre-programmed period of time, it will recall your keyset and have a slow flashing amber light. You cannot park and page intercom calls.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

SETTING A MESSAGE INDICATION

When you are calling another station and no one answers or you receive a busy signal, you can leave a message indication:

- Press the **MESSAGE** key or dial **43** and receive confirmation tone.
- Hang up. The **MESSAGE** key on the called station will light. Standard telephones receive special dial tone as a message indication.

NOTES:

1. A station can have up to five message indications.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

CANCELING MESSAGES

To cancel a message indication that you left at another station, dial **42** plus the extension number of the station at which you left a message.

To cancel all message indications left at your keyset, dial **42** plus your extension. Your **MESSAGE** light will go out.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

RETURNING MESSAGES

- Press the **MESSAGE** key or dial **43**. The first station that left a message will be called automatically. If that station does not answer, your **MESSAGE** light will stay on.
- Repeat until all messages have been returned in the order received.
- Your **MESSAGE** light will turn off when all messages have been returned.

NOTES:

1. Display keyset users can view message indications and return them in any order. See *Viewing Message Indications* under *Display Features*.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.
3. If a message has been left at your keyset by a keyset in Auto Answer, you must manually cancel the message after it has been returned.

PROGRAMMED MESSAGES

When you will be away from your phone for any length of time, leave a programmed station message. Display stations calling you will see this message and be informed of your status or follow your instructions.

- Dial **48** plus any of the message codes **01–20** listed on the back of this user guide.
- To cancel this message, dial **48** plus **00**.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key.

You can have multiple programmed message keys and each one can have a different message code:

- Press any programmed message key. The message is set and the key will light red. Press the key again to turn off.
- Pressing another programmed message key will turn the previous one off and set a new programmed message.

CONVENIENCE FEATURES

DO NOT DISTURB

Use this feature when you want to block calls to your keyset.

- While on-hook, press the **DND** key or dial **401**. The **DND** key flashes to remind you of this mode.
- To cancel DND, press the **DND** key again or dial **400**. The **DND** light turns off. You can make calls while in the DND mode.

NOTES:

1. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key.
2. If you place your keyset in DND mode and you do not have a **DND** key, your **TSI** key will flash to indicate DND status.

ONE TIME DND

If you are on a call and you do not wish to be interrupted while on that call, you can press the **DND** key and place your station in Do Not Disturb. When you hang up at the end of the call, DND will be automatically canceled and your keyset will be able to receive new calls. This feature requires a **DND** key.

MUTE

You can mute the handset transmitter or the microphone during any conversation:

- Press the **MUTE** key. It will light red.
- To resume speaking, press the **MUTE** button again. The light turns off.

BACKGROUND MUSIC

When a music source is supplied, you may listen to music through the speaker in your keyset:

- While on-hook, press the **HOLD** button to hear music.
- Press the **HOLD** button again to turn music off.

You can set the level of background music by using the **VOLUME** keys while listening to the music. This does not affect the speakerphone level.

APPOINTMENT REMINDER/ALARM CLOCK

This feature works like an alarm clock. Use it to remind yourself of an appointment later in the day (TODAY ONLY) or as a daily reminder every day (DAILY). You can set up to three alarms. Each one can be either a TODAY ONLY or a DAILY alarm.

When the alarm rings, you will hear three short rings repeated three times. Lift the handset to answer the alarm. If you do not, the alarm will alert you two more times at five minute intervals.

To set alarms:

- Press **TRANSFER** and then dial **112**.
- Dial the alarm number **1**, **2** or **3**.
- Dial the time at which you want the alarm to sound. Enter the time as HHMM (hours and minutes) using the 24 hour clock.
- Dial **0** (NOT SET), **1** (TODAY ONLY) or **2** (DAILY) to select the alarm type.
- Press **TRANSFER** to save.
- Repeat for each alarm if needed.

To cancel individual alarms:

- Press **TRANSFER** and then dial **112**.
- Dial alarm number **1**, **2** or **3**.
- Press the **HOLD** key.

NOTE: Display keysets can show a reminder message. See *Alarm Reminder Messages* under *Display Features*.

ANSWERING THE DOOR PHONE

When you are programmed to receive calls from a door phone:

- You will receive three short rings repeated.
- Lift the handset or press **ANS**/**RLS** key. You are connected to the door phone.
- If an electric door lock release is installed, dial **13** to unlock the door.

CALLING THE DOOR PHONE/ROOM MONITOR

You may call the door phone and listen to what may be happening outside or in another room.

- Dial the extension number of the door phone.
- You will be connected to the door phone and you can listen or have a conversation.
- If an electric door lock release is installed, dial **13** to unlock the door.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key.

EXECUTIVE/SECRETARY HOT LINE

If programmed, an executive and a secretary can have a hot line between them. When the executive station is in the DND mode, all of its calls will ring the secretary station.

- Either person can press the **BOSS** key to make a voice call to the other station.
- Using the hot line will override DND at the other station. This key will light red when the other station is in use.

To transfer a call to a Boss Station in DND:

- Press the **TRANSFER** key followed by the **BOSS** key.
- Wait for the **BOSS** to answer to announce the call and hang up to complete the transfer **OR**
- Hang up to complete a blind transfer after pressing the **BOSS** key.

GROUP LISTENING

When you are engaged on a call and you are using the handset, you may want other people to hear the distant party's voice over the speaker:

- Press the **LISTEN** key to turn on the speaker. The microphone is not in use, so the distant party does not hear other parties present in your office.
- Press **LISTEN** again to turn the speaker off and resume private conversation.
- Repeat if necessary.

NOTE: Depending on speaker volume and the acoustics of your office, it may be advisable to turn the group listening feature off before hanging up. This will eliminate a momentary squeal.

ACCOUNT CODES

When equipped with optional equipment, your system will allow calls to be charged to a specific account:

- During any outside C.O. call, press the account (**ACCT**) key.

- Enter the account code (maximum 12 characters including ✱ and #). Press the **ACCT** key again. Your conversation will not be interrupted.

NOTE: If you make an error before you complete the account code, press the **ACCT** key twice and redial the correct code. Only the last account code dialed will be printed.

LOCKING YOUR KEYSET

You can lock your keyset to prevent other people from making or receiving calls with it while you are away. You can unlock it when you return.

- While on-hook, press **TRANSFER** and then dial **100**.
- Dial your four digit station passcode.
- Dial **1** to lock or **0** to unlock.
- Press **TRANSFER** to store your selection.

OFF-HOOK VOICE ANNOUNCE

Keysets may receive a voice announcement while on another call. The calling station must have an **OHVA** key. When you are in DND, you cannot receive OHVA calls. The OHVA feature will work with intercom and transferred calls.

To make an off-hook voice announcement:

- Dial the extension number or press the **DSS** key.
- When you receive a busy signal, press the **OHVA** key.
- After the attention tone, begin speaking.
- Finish the call by replacing the handset or pressing the **ANS**/**RLS** key.

NOTES:
1. When you are voice announcing to a station close to you, use the handset to avoid an echo effect.
2. You cannot off-hook voice announce to single line telephones.

When you receive an off-hook voice announcement, if you are using the handset, you will hear the announcement in the handset receiver. If you are using the speakerphone, you will hear the announcement over the keyset speaker. In both cases, you can continue to speak to the original party.

- Press the flashing **CALL** button on your keyset. This will place the original party on hold and allow you to talk to the announcing party.
- To return to your first party, press the key corresponding to your original call. This will disconnect the OHVA call.

If your keyset is associated with a DCS 32 Button Add-On Module, you can receive Executive OHVA calls. Executive Off-Hook Voice Announce allows you to engage in conversation on your keyset and simultaneously receive and reply handsfree to an OHVA through your DCS 32 Button Add-On Module (AOM). Use caution because the conversation through the AOM may possibly be heard by the caller on the keyset. When you receive an executive OHVA through your AOM:

- Reply by speaking in the direction of the microphone in the AOM unit.
- Adjust the volume with the **VOLUME** keys on the AOM unit.
- Press the **SPK** key on the AOM to disconnect the announcing party.

NOTE: If the **MUTE** key on the AOM is lit, you must press the AOM's **SPK** key to answer the OHVA call.

OHVA BLOCK

Your keyset can be programmed with an OHVA Block (**BLOCK**) key. Pressing this key will prevent anyone from making an OHVA to you until you press the button again and cancel the blocking.

OHVA REJECT

Your keyset can be programmed with an OHVA Reject (**REJECT**) key. Pressing this key while receiving an OHVA call will disconnect the voice announcing party and return you to your original call.

IN GROUP/OUT OF GROUP

If your keyset is assigned to a station ring group, you can remove your keyset from the group and then put it back in. While you are out of the group, you can receive calls to your extension number but not calls to the group number. If you have an **IN**/**OUT** key:

- Press the **IN**/**OUT** key. It will light red when your keyset is in the group.
- Press the **IN**/**OUT** key again to exit the group and turn the light off. Repeat as necessary.

If you do not have an **IN**/**OUT** key:

- Dial **53** plus the group number plus **0** to exit the group or **1** to enter the group. Repeat as necessary.

NOTE: If the Hot Keypad feature has been turned off, you must first lift the handset or press **SPEAKER** key.

The **IN**/**OUT** key can include an extender to indicate the specific group that this key will affect. This means that if you are in multiple groups, you can decide for which groups you will receive calls.

CUSTOMIZING YOUR KEYSET

AME BGM

This feature selects whether a station using Answer Machine Emulation will hear their personal greeting or BGM while callers are listening to the personal greeting. A BGM source must be selected for this to work. This feature only applies if there is a CADENCE card or an SVMi-4 card installed in the system and your keyset has a programmed AME key.

- While the handset is on-hook, press **TRANSFER** and then dial **110**.
- Press **01** to turn on AME BGM or **00** to turn it off.
- Press **TRANSFER** to store your selection.

AME PASSWORD

This feature allows people using the AME feature to enable password protection. This will prevent unauthorized people from listening to your messages being left. The passcode is the same as your station passcode. This feature only applies if there is a CADENCE card or an SVMi-4 card installed in the system and your keyset has a programmed AME key.

- With the handset on-hook, press **TRANSFER** and then dial **110**.
- Dial **11** to turn on AME PSWD or **10** to turn it off.
- Press **TRANSFER** to store your selection.

ANSWER MACHINE EMULATION

If you have an Answer Machine Emulation key programmed on your keyset, you can use it to monitor calls going to your voice mail, and optionally answer them. The operation of this feature is similar to screening a call on a home answering machine.

Your keyset must be set to forward on no answer to voice mail. After ringing your station the caller will be connected to voice mail and hear your personal greeting before leaving a message. During this time you will be monitoring the connection between the caller and your voice mail box. You can pick up the call at any time or ignore it.

To activate this feature press the AME key. It will light and the feature is set. Press again to turn off. If this key is pressed while a station is ringing (during forward no answer), the feature will be turned on for the current call only.

While the caller is leaving a message or ringing you may:

- Press [**#**] to immediately put the caller in your voice mailbox and monitor it.
- Press [**✱**] to immediately disconnect your station. The caller continues to leave a message normally.
- Pick up the handset and monitor privately.
- Press **ANS**/**RLS** to answer the call (using the handset or speaker).

NOTE: If you do not want to hear your personal greeting during this process you can select AME BGM in your keyset MMC 110. This will play background music at your keyset instead of your personal greeting.

SELECT RING TONE

Each keyset user can select any one of eight ring frequencies:

- While on-hook, press **TRANSFER** and then dial **111**.
- Dial **1**–**8** or press the **UP** and **DOWN** keys to hear each tone.
- When you hear the tone that you prefer, press **TRANSFER** to save it.

CHANGE YOUR PASSCODE

From the factory, your station passcode is 1234. You can change your station passcode whenever you desire.

- While on-hook, press **TRANSFER** and then dial **101**.
- Dial your old passcode.
- Dial a new passcode (must be four characters). You can use **0**–**9**.
- Redial the new passcode to verify. If successful, you will hear two beeps. Four beeps indicate an incorrect code. Reenter the code again.
- Press **TRANSFER** to store the new passcode.

SET ANSWER MODE

You can receive internal calls in one of three modes (see *Answering Intercom Calls* under *Intercom Calls* for descriptions):

- While on-hook, press **TRANSFER** and then dial **103**.
- Dial **0** for Ringing, **1** for Auto Answer or **2** for Voice Announce.
- Press **TRANSFER** to store your selection.

NOTE: When your keyset is programmed for Auto Answer and you have Forward No Answer (FNA) turned on, you must answer screened transfers by pressing the **ANS**/**RLS** key before your FNA timer expires or the call will forward.

AUTOMATIC HOLD

While on an outside call, pressing a line key, route key or a flashing **CALL** button will automatically put your call on hold and connect you to the next call. This feature can be turned on or off at your keyset.

- With the handset on-hook, press **TRANSFER** and then dial **110**.
- Dial **21** to turn Automatic Hold on or **20** to turn it off.
- Press **TRANSFER** to store your selection.

NOTE: Intercom calls can be automatically put on hold by pressing **TRANSFER**.

HEADSET OPERATION

Keyset users can switch between headset mode and handset mode. When using headset mode, press the **ANS**/**RLS** key to answer and release calls.

- With the handset on-hook, press **TRANSFER** and then dial **110**.
- Dial **41** to use the headset or **40** to use the handset.
- Press **TRANSFER** to store your selection.

Your keyset may be equipped with a Headset mode key. If it is so equipped pressing this key while the light is out will cause the keyset to enter headset mode and the light will illuminate to indicate this. Pressing the key while the light is lit will cause the keyset to return to handset mode and the light will go out.

HOT KEYPAD

On your phone system your keyset's keypad can be made "live" or "hot" so that it is not necessary to lift the handset or press the **SPEAKER** key before you begin dialing. Calls can be made and features activated by simply dialing the C.O. line number, trunk group access code, intercom number or feature access code. To activate this feature:

- With the handset on-hook, press **TRANSFER** and then dial **110**.
- Dial **51** to turn the Hot Keypad on or **50** to turn it off.
- Press **TRANSFER** to store your selection.

KEY CONFIRMATION TONE

You can hear a short beep (confirmation tone) each time you press a button on the dial pad. This tone can be turned on or off.

- While on-hook, press **TRANSFER** and then dial **110**.
- Dial **60** to turn tones off or **61** to turn tones on.
- Press **TRANSFER** to store your selection.

REJOINING A PAGE

This feature allows you to hear the remaining portion of an ongoing internal page after you return your keyset to idle. To enable this feature:

- With the handset on-hook, press **TRANSFER** and then dial **110**.
- Dial **71** to turn this feature on or **70** to turn it off.
- Press **TRANSFER** to store your selection.

RING PREFERENCE

This feature automatically answers ringing calls when you lift the handset or press the **ANS**/**RLS** key. This method will always answer calls in the order they arrived at your keyset. When you turn ring preference off, you must press the flashing button to answer a call, allowing you to answer calls in the order you choose.

- With the handset on-hook, press **TRANSFER** and then dial **110**.
- Dial **81** to turn ring preference on or **80** to turn it off.
- Press **TRANSFER** to store your selection.

DISPLAY FEATURES

INTERACTIVE DISPLAY KEYS

The three keys below the display are substitutes for dedicated feature keys and access codes. Pressing one of these keys has the same effect as pressing a programmable key. These keys are called soft keys as their functions are not fixed. They change to present you with the best options for that call condition. The use of soft keys allows the programmable keys to be used for more **DSS** and speed dial keys.

The **SCROLL** key is used to display options available to the user at a particular time or during a specific procedure. Press this key once while in the idle state to view the three main categories available.

201: STN NAME
CALL OTHER ANS

ANSWER: Guides you through the options to answer calls.
OTHER: Guides you through features other than making or answering calls.
CALL: Guides you through the options to make a call.

Select one of the main categories: **CALL**, **OTHER** or **ANS** (**ANSWER**). Press the **SCROLL** key to display additional options available under each of the three main categories. The symbol ➡ displayed as the last character on the lower line of the display indicates that there are additional options. Press the **SCROLL** key to display these additional options.

User instructions will be displayed in lower case letters. Options assigned to soft keys will be in upper case letters.

DIRECTORY INFORMATION

An 11 character directory name can be assigned to each extension number. Display keyset users can view the name of the called or calling station before answering.

Each outside line can have an 11 character directory name. Incoming calls can be easily identified and answered with different greetings.

Outside and internal calls ringing to a station group will display [CALL FOR xxx] where xxx is the station group number. This allows you to answer calls directed to you differently than calls directed to your group.

DIAL BY DIRECTORY

Each station or speed dial number can have an associated directory name. A station or speed dial number can be selected by scrolling alphabetically through a directory name list. This on-line “phone book” allows the user to look up and dial any station or speed dial number in seconds.

- Press the **DIR** key (**DIRECTORY**).
- Select the directory you wish to use: **PERS** (personal speed dial numbers), **SYS** (system speed dial numbers) or **STN** (station names).
- Dial the key on the keypad that corresponds to the first letter of the name you wish to search for.
- Use the **UP** and **DOWN** arrows to scroll through the names.
- Press the **DIAL** soft key to dial the number.

NOTE: A **DIR** key can have an extender to take you directly to one of the above lists.

CALL PROGRESS DISPLAYS

During everyday call handling, your keyset display will provide information that is helpful and in some cases invaluable. Displays like [CALL FROM 203], [TRANSFER TO 202], [701: RINGING], [TRANSFER FM 203], [708 busy], [Camp on to 204], [Recall from 204], [Call for 501], [message frm 204] and [FWD ALL to 204] keep you informed of what is happening and where you are. In some conditions you are prompted to take an action and in other cases you receive directory information.

DISPLAY NUMBER DIALED

Display keysets begin showing digits as they are dialed. They will stay in the display until the call duration timer comes on automatically or the **TIMER** button is pressed. If the call duration timer is not used, the number dialed will be displayed until the call is released, transferred or put on hold.

CALL DURATION TIMER

The system can be set to automatically time outside calls. A few seconds after you dial a telephone number, the timer appears in the display. It appears immediately for incoming calls. The call timer continues for the duration of the call. Call duration times are displayed in minutes and seconds. If a call lasts longer than 60 minutes, the timer restarts.

You can press the **TIMER** key to manually begin timing a call. Press it again to stop timing. If you press it while the automatic timer is on, the call duration time is restarted.

AUTO TIMER

Display keyset users may have the timer automatically start when they answer incoming calls or after a short delay on an outgoing call.

- With the handset on-hook, press **TRSF** and then dial **110**.
- Dial **31** to turn the auto timer on or **30** to turn it off.
- Press **TRSF** to store your selection.

TIMER FUNCTION

Display keyset users may use this feature as a simple stopwatch.

- When the keyset is idle, press the **TIMER** button to start timing.
- Press the **TIMER** button again to stop timing.
- Read the elapsed time in the display.
- Lift the handset and replace it. The display will return to date and time.

VIEWING MESSAGE INDICATIONS

You can view all of your message indications before you return them:

- With the handset on-hook, press the **MSG** key with the red flashing light.
- The first station that left a message indication will be displayed.
- Press the **UP** and **DOWN** arrows to scroll through the stations that left message indications. Use the soft keys to reply, clear or advance to the next message.
- Press the **ANS**/**RLS** key to return your keyset to the idle condition.

ALARM REMINDER MESSAGES

When you use the alarm/appointment reminder feature, you create a 16 character reminder message. When the alarm rings, your message will appear instead of [ALARM REMINDER]. To program reminder messages:

- Press **TRANSFER** and then dial **116**.
- Dial the alarm number **1**, **2** or **3**.
- Dial the time you want the alarm to go off. Enter the time as HHMM (hours and minutes) using the 24 hour clock.
- Dial **0** (NOT SET), **1** (TODAY) or **2** (DAILY) to select the alarm type.
- Write your message using the dial pad keys. Each press of a key selects a character. Pressing the next key moves the cursor to the next position. For example, if your message is “TAKE MEDICATION,” press **8** once to get the letter “T.” Press **2** once to get “A.” Press **5** twice to get “K.” Continue selecting characters from the following table to complete your message.
- Press the **TRANSFER** key to store the alarm and reminder message.
- Repeat for each alarm if needed.

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

NOTES:
1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

To cancel an individual alarm and reminder message:

- Press **TRANSFER** and then dial **112**.
- Dial alarm number **1**, **2** or **3**.
- Press the **HOLD** key.
- Press the **TRANSFER** key.

PERSONAL SPEED DIAL NAMES

Each personal speed dial number can have an 11 character name assigned to it. This name is used to select the speed dial bin when you are dialing by directory.

- Press **TRANSFER** and then dial **106**.
- Dial the speed dial bin number **00–49**.
- Write your message using the procedure described in *Alarm Reminder Messages*.
- Press the **TRANSFER** key to store the speed dial name.
- Repeat for each speed dial bin if necessary.

STATION NAMES

You can assign an 11 character name to your keyset. This allows other display keyset users to call you using the directory dial feature.

To program a station name:

- Press **TRANSFER** and then dial **104**.
- Enter the 11 character name using the procedure described in *Alarm Reminder Messages*.
- Press **TRANSFER** to store the name.

MANAGING KEY ASSIGNMENTS

You can view your key assignments and add extenders to some of your programmable keys for easy one touch operation of frequently used features.

An extender is a number that makes an otherwise general key very specific. Adding the digit "4" to a **PAGE** key defines this key for paging zone four. Adding "225" to a different pickup key will define this key as pickup for extension 225 only. The key must already be assigned by the technician.

- While on-hook, press **TRANSFER** and then dial **107**.
- Use the **VOLUME** keys to scroll through all of your programmable keys
  OR
  Press the programmable key to which you want to add the extender.
- When you reach a key listed below, dial the corresponding extender.
- Press **TRANSFER** to store and exit programming.

KEY	DESCRIPTION	EXTENDER
BOSS	Boss/Secretary	1–4
DP	Direct Pickup	Extension or station group number
DS	Direct Station	Any extension number
FWRD	Call Forwarding	0–6
GPIK	Group Pick-Up	01–20
IG	In/Out of Group	Any group you are part of 500–529
MMPG	Meet Me Page	0–9, ✱
PSMG	Programmed Message	01–20
PAGE	Page	0–9, ✱
SG	Station Group	500–529
SPD	Speed Dialing	00–49, 500–999
DIR	Directory	PERS (1), SYS (2) or STN (3)
VT	Voice Mail Transfer	Voice Mail Group (501–529)

NOTE: Confirm that the cursor is placed correctly before you enter the extender.

WHAT IS CALLER ID?

Caller ID is the name given to the telephone company-provided feature that delivers the telephone number and sometimes the name of the person calling your phone. There are two types of Caller ID; the first delivers the calling party's telephone number only and the second (sometimes referred to as "Deluxe" Caller ID) delivers both the calling party's telephone number and name as listed in the telephone directory.

The phone system can handle both types of Caller ID; in fact, in the case of number only delivery, the system can be programmed to insert a name for a specific telephone number (up to a maximum of 250 numbers).

However, even though you are paying to receive Caller ID information, there are some circumstances that mean you will not receive this information. The six most common reasons are listed below along with the display information that the system will provide.

PRIVATE	The caller does not wish his/her name or number to be revealed to you. This type of call can be stopped at the telephone company by dialing an access code on your outside lines. This will redirect these PRIVATE calls to an announcement that states that you do not wish to receive calls that have had Caller ID blocked. The code to block these calls can usually be found in the front section of the telephone directory.
OUT OF AREA	The caller is calling from an area that cannot provide Caller ID information (for example, international calls) or he/she is calling from a type of circuit that cannot provide Caller ID information, for example, some outbound WATS lines.
PAYPHONE	The caller is calling from a coin-operated telephone. The telephone company will send this information as there are no directory listings for pay phones. The number will be delivered as usual.
INVALID CID INFO	This is a message that will be displayed when corrupted CID information is received from the Central Office.
NO CID RECEIVED	This is a message that will be displayed when the CID information is not received from the telephone company.

NO CID DSP — Caller ID Digital Signal Processors (CIDDSP's) are resources in the DCS to receive and translate the CID data. If there are no CIDDSPs available at the time a call comes in, this is the message you will see on your display. In the unlikely event that [NO CID DSP] consistently appears consult with your service company.

NOTE: The Caller ID features require optional software and/or hardware. Please see your service and installation company for details.

SELECTING YOUR CALLER ID DISPLAY

You can decide if you want to see the CID name or CID number in the display. Regardless of which one is selected, you can press the **NND** key to view the other pieces of CID information. To select the type of Caller ID information you wish to view first:

- With the handset on-hook, press **TRANSFER** and then dial **119**.
- Dial **0** if you do not wish to view CID information, **1** to view the NUMBER first or **2** to view the NAME first.
- Press **TRANSFER** to exit and store your selection.

VIEWING THE NEXT CID CALL

In the event that you have a call waiting or a camped-on call at your keyset, you can press the **NEXT** key to display the Caller ID information associated with the call in queue at your keyset. Either the CID name or CID number will show in the display depending on your Name/Number selection.

To view Caller ID information for calls that have been camped-on to your keyset, press the **NEXT** key. If your keyset does not have a **NEXT** key, press the **CID** key and then the **NEXT** soft key.

SAVING THE CID NUMBER

At any time during an incoming call that provides CID information, you may press the **SAVE** key to save the CID number. If your keyset does not have a **SAVE** key, press the **CID** key, the **SCROLL** key and then the **SAVE** soft key. The system must be using LCR to dial the saved number.

REDIALING A SAVED CID NUMBER

To redial a number that has been saved, press the **SAVE** key or dial **17**.

NOTES:
1. Your telephone system must have LCR correctly programmed to redial the saved number.
2. If the Hot Keypad feature has been turned off, you must first lift the handset or press the **SPEAKER** key before you begin dialing.

STORING A CID NUMBER

At any time during an incoming call that provides CID information, you may save the CID number as a speed dial number in your personal speed dial list. To store a Caller ID number in a personal speed dial bin:

- Press the **STORE** key. The system displays the speed dial bin in which the number was stored **OR**
- Press the **CID** key and then press the **SCROLL** key.
- Press the **STORE** soft key.
- The system displays the speed dial bin in which the number was stored.

NOTE: Your telephone system must have LCR correctly programmed to redial the saved number. If LCR is not being used on your system, you will not be allowed to STORE CID numbers.

INQUIRE CID PARK/HOLD INFO

If you are informed that an incoming call is on hold or has been parked for you, you may view the Caller ID information before you retrieve the call. This may influence how you choose to handle the call.

From an idle keyset:

- Press the **INQUIRE** key **OR**
  Press the **CID** key and then the **INQUIRE** soft key.
- Dial the trunk number.
- You may now answer the call by pressing the **ANS** key **OR**
  You may use **NND** to view more information about this call **OR**
  You can return to the idle condition by pressing **IGNORE**.

If you are on a call:

- Press the **INQUIRE** key. Your existing call will go on hold **OR**
  Press the **CID** key and then the **INQUIRE** soft key to place the first call on hold.
- Dial the trunk number.

- You may now answer the call by pressing the **ANS** key **OR**
  You may use **NND** to view more information about this call **OR**
  You can return to the idle condition by pressing **IGNORE**.

NOTES:
1. If you are on an intercom call or you have Automatic Hold turned off, you must finish the existing call or place it on hold before inquiring.
2. If you inquire about an outgoing call, you will receive a [call no longer available] display.

REVIEWING PAST CID CALLS

This feature allows you to review CID information for calls sent to your keyset. This list can contain 10–50 calls in a first-in, first-out basis. The list includes calls that you answered and calls that rang your keyset but that you did not answer. When reviewing this list, you can press one button to dial the person back. The system must be using LCR to dial the stored number. To access the CID information stored in your REVIEW list:

- Press the **REVIEW** key **OR**
  Press the **CID** key and then press the **REVIEW** soft key.
- If you have entries in your review list, the oldest call will be shown first.
- You can now **CLEAR** this entry **OR**
  Use **NND** to view more information about this call **OR**
  Press **DIAL** to call this person back **OR**
  Press **SCROLL** and then press **STORE** to save this number in a personal speed dial bin.

NOTES:
1. Each keyset defaults with ten review bins. Please see your system administrator to determine the number of bins assigned to your keyset.
2. Your system must have LCR correctly programmed to allow you to **DIAL** numbers from the review list or to **STORE** entries from the review list.

LCR WITH CLEAR

When you are making an outside call using LCR and dial an incorrect digit, you can press the **CLEAR** soft key to reenter the telephone number. You do not need to redial **9** to reaccess LCR.

64 BUTTON MODULE

WITH KEYSET

The 64 button module is used when you need more programmable keys added to your keyset. The 64 red LED's provide visual indication of calls and features. The extra programmable keys are used exactly like the ones on your keyset. Make them DSS/BLF keys or feature keys. As a DSS/BLF the size of the 64 button module allows for greater call status and faster call processing. The 64 button module does not support executive off-hook voice announce (OHVA) and does not have a microphone. A maximum of two 64 button modules can be assigned to any keyset.

SVMi-4

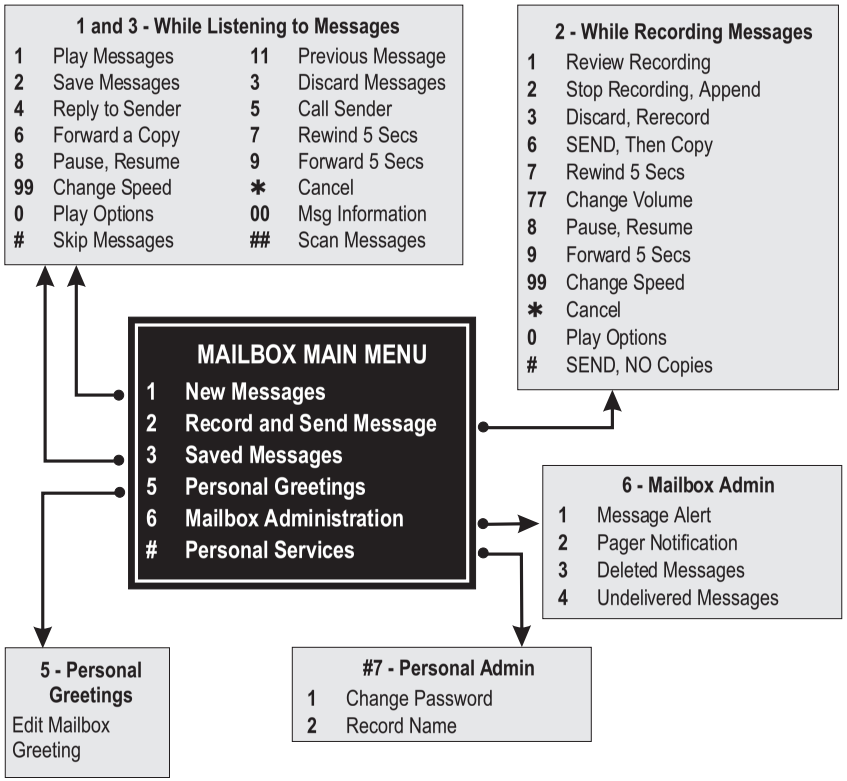
This section describes how to setup your mailbox, and how to use the various mailbox owner features. Please review this section carefully before you use your mailbox.

Your voice mail box has the capability of storing private messages offers a number of options for sending or redirecting messages and provides several ways to notify you of new messages or calls.

This section can be used by mailbox owners from within the office or from telephones outside the office. The basic operation is the same, but the access method will be different. See the flow chart for more details.

Note that some features and prompts detailed here may not be available to all mailbox owners. See your system administrator if you have questions about feature availability.

FLOW CHART



ACCESSING YOUR MAILBOX

Outside Callers

- Dial the phone number that will be answered by the SVMi-4. The main greeting will answer.
- At the main greeting dial [#] plus your mailbox number (mailbox numbers will usually match your extension number.
- Enter your personal mailbox password when prompted (the default password is 0000).

Inside Callers

- Dial the SVMi-4 Access Number or press the key assigned to ring SVMi-4 [VMMSG].
- Enter your personal mailbox password when prompted (the default password is 0000).

At this point the inside and outside callers follow the same instructions. You will hear a message stating the number of messages left in your mailbox. You will then hear the Mailbox Owner Main Menu with the following options:

1 **Listen to New Messages - See Listening to your Message.**

2 **Record and Send Message - See Sending Messages.**

3 **Review Saved Messages - See Listening to your Message.**

5 **Personal Greetings - See Personal Greetings.**

6 **Mailbox Administration - See Mailbox Administration.**

**Personal Services - See Personal Services.**

✱ **Disconnect.**

GETTING STARTED

Using your new mailbox is as simple as following a few simple spoken instructions. First time users should read this section as a tutorial. The first things to should do are:

- Access your mailbox - You already know how to do this.
- Record a personal greeting.
- Change your access code.
- Record your name.

After you have completed the steps above your mailbox is set up and ready to use.

LISTENING TO YOUR MESSAGES

If there are new messages in your mailbox your VMMSG key will be lit.

Call the SVMi-4 by pressing this key, and when prompted enter your password. Select [1] to listen to new messages or [3] to listen to saved messages.

1 To play / replay the message you just heard.

11 To play the previous message.

2 To save the message you just heard and listen to the next message.

3 To delete the message you just heard and listen to the next message.

4 To reply to the message. This will allow you to leave a message in mailbox of the sender (if the sender has a mailbox on this system).

5 To return the call directly to the telephone number that left the message.

6 To forward the message and saves a copy - See message forwarding.

7 To rewind the message 5 seconds.

77 To change playback volume of the recording.

8 To pause or resume during message playback.

9 To fast forward the message 5 seconds.

99 To change playback speed of the recording.

0 To play help options.

00 To hear the time and date, and sender's information of the message you just heard. Sender information is not available on outside calls.

To move to the next message. Does not save or discard current message.

To scan. Plays first 7 seconds of message then skips to next message. To stop scanning press [1].

✱ To cancel and return to previous menu.

MESSAGE FORWARDING OPTIONS

If option [6] is selected from the message play menu, you will be given the option to forward this message to another subscriber.

The subscriber can be selected by dialing the mailbox number (nnn), using the directory service (#) or you may also add comments and leave it as a memo to yourself (##).

The SEND and Copy Service (option [6]) allows a user to send copies of a message to multiple recipients easily. A different introduction message may be left for each recipient.

SENDING MESSAGES

Press [2] from the Main Menu.

Record your message at the tone. After recording the message, you will hear the send menu with the following functions:

1 Select the recipient.

2 Record the message.

3 Follow instructions to review, continue, re record or accept it or continue sending it to other subscribers using the send then copy option.

PERSONAL GREETINGS

To set personal mailbox greeting press [5] from the Main Menu.

Your personal greeting will be played every time someone reaches your mailbox. A typical text for a personal greeting message is:

"*Hi, this is ..... sorry I can't take your call right now. Please leave your name and number and I will get back to you as soon as I can.*"

Follow the instructions to record your greeting message. When you are done After recording your message, you will be able to listen to the message you recorded, save the message you recorded, and return to the previous menu, record the message again, or exit without saving the message.

MAILBOX ADMINISTRATION

The Mailbox Administration menu is used to turn on and off your pager notification, message alert options and other sent message control features.

Message Alert

When this function is activated, the SVMi-4 will call any outside or inside telephone number after each message is left in your voice mailbox. To hear your message at the remote location, pick up the telephone and enter your access code.

- From the mailbox main menu press [6] for mailbox administration.
- Press [1] for message alert.
- 2 options are available to you.
  Press [1] to toggle message alert on and off.
  Press [2] to set the destination phone number.

Pager Notification

When this function is activated, the SVMi-4 will call your beeper service and notify you after each message is left in your voice mailbox.

- From the mailbox main menu press [6] for mailbox administration.
- Press [2] for pager notification.
- Only one option is available to you.
  Press [1] to toggle pager notification on and off.
  *Your pager number must be programmed by the system administrator.

Undelete

When this function is activated, the SVMi-4 will allow you to undelete any messages that you have recently deleted (up to 3 am the following morning).

- From the mailbox main menu press [6] for mailbox administration.
- Press [3] for pager notification.
  Deleted voice mail messages are temporarily stored in memory until 3 am the following day. Select this option to recover ("undelete") previously deleted messages during this period of time.

Undelivered Retrieval

When this function is activated, the SVMi-4 will allow you to recall any messages you have sent that have not yet been picked up by the recipient.

- From the mailbox main menu press [6] for mailbox administration.
- Press [4] for undelivered messages.
  This useful feature will allow you to cancel any messages that have not yet been picked up by the recipient.

PERSONAL SERVICES

The Personal Administration menu is used to set your password and record your name.

Setting your Password

- From the main mailbox menu press [#].
- Press [1]. The current password will be played and you will have the chance to change it.

Recording your Name

Use this option to record your name. Your recorded name is played in several different situations. It is important to record your name for proper operation of the SVMi-4 system.

- From the main mailbox menu press [#].
- Press [2]. The current name will be played and you will have the chance to change it.

KEYSET USER FEATURES

The following options are available if you have a keyset. They require setup by the system administrator.

Message Waiting Lights

When a new message is left in your mailbox, the voice mail message light on your keyset will flash. Press this flashing key and follow the prompts to retrieve messages.

Shortcuts

Calling

Calling a station that is busy or does not answer you can press [#] to immediately send the call to the called parties mailbox.

Being Called

If your phone rings and you want to send the caller directly to your mailbox, simply press [#].

Direct Messaging

[#] + DSS To make it easy to leave messages for others in your office without having to dial their extension number first, keyset users may simply dial [#] plus a mailbox (extension) number and leave a message directly. If you dial a busy extension press [#] to connect directly with the mailbox.

Self Memo

[#] + [#] Pressing [##] will leave a message in your own mailbox.

INTERACTIVE DISPLAYS FOR SVMi-4

Display keyset users have the added advantage of using the soft keys and displays to play, save, delete, reply, call, fwd, rewind, pause, fast forward, change the volume, get message information, or help.

Viewing Mailbox Contents

If you have new messages, in addition to the message waiting light you will be able to use the keyset displays and soft keys to communicate with the SVMi-4.

PERSONAL SPEED DIAL NUMBERS

CODE	NAME	TELEPHONE NUMBER
00	_____	_____
01	_____	_____
02	_____	_____
03	_____	_____
04	_____	_____
05	_____	_____
06	_____	_____
07	_____	_____
08	_____	_____
09	_____	_____
10	_____	_____
11	_____	_____
12	_____	_____
13	_____	_____
14	_____	_____
15	_____	_____
16	_____	_____
17	_____	_____
18	_____	_____
19	_____	_____
20	_____	_____
21	_____	_____
22	_____	_____
23	_____	_____
24	_____	_____

PERSONAL SPEED DIAL NUMBERS

CODE	NAME	TELEPHONE NUMBER
25	_____	_____
26	_____	_____
27	_____	_____
28	_____	_____
29	_____	_____
30	_____	_____
31	_____	_____
32	_____	_____
33	_____	_____
34	_____	_____
35	_____	_____
36	_____	_____
37	_____	_____
38	_____	_____
39	_____	_____
40	_____	_____
41	_____	_____
42	_____	_____
43	_____	_____
44	_____	_____
45	_____	_____
46	_____	_____
47	_____	_____
48	_____	_____
49	_____	_____

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PART 6. CONNECTING STATION EQUIPMENT

6.1 SAFETY PRECAUTIONS

To limit the risk of personal injury, always follow these precautions before connecting telephone circuits:

a. Never install telephone wiring during a lightning storm.
b. Never install telephone jacks in a wet location unless the jack is specifically designed for wet locations.
c. Never touch uninsulated telephone wires or terminals unless the telephone line has been disconnected at the network interface.
d. Use caution when installing or modifying telephone lines.

6.2 KEYSETS

Using one pair twisted #24 AWG or #26 AWG jumper wire, cross-connect each keyset to the DLI port of your choice (see Figures 6–1, 6–2 and 6-3).

NOTE: Because the DCS 50si is a self-configuring system, if you connect a 12 button keyset to a DLI port that previously had a 24 button keyset installed, the existing data will be rewritten with 12 button keyset default data (see MMC 723).

6.3 DCS 32 BUTTON ADD-ON MODULE

Using one pair twisted #24 AWG or #26 AWG jumper wire, cross-connect each add-on module (AOM) to the DLI port of your choice (see Figures 6–4, 6-5 and 6-6).

If an AOM is to operate as a stand-alone unit, there is nothing else required other than assigning keys. When an AOM is to be used with a station, it must be assigned in MMC 209. Add-on modules can be assigned to any keyset.

6.4 SINGLE LINE TELEPHONE

Using one pair twisted #24 AWG or #26 AWG jumper wire, cross-connect each single line telephone to the SLI port of your choice (see Figures 6–7, 6–8 and 6-9).

6.5 DOOR PHONE AND DOOR LOCK RELEASE

Using one pair twisted #24 AWG or #26 AWG jumper wire, cross-connect each DPIM to the DLI port of your choice (see Figures 6–10, 6-11 and 6–12). Next, connect the DPIM to the door phone using #24 AWG or #26 AWG twisted pair wire.

When a customer-provided electric door release is installed, cross-connect the corresponding door release contacts on the DPIM to the door lock mechanism (see Figures 6–10, 6-11 and 6–12). Use MMC 501 to program the duration of the contact closure as required. See the user guides for door lock release operation. The door release contacts on the DPIM are to be used for low voltage relay control only. The contacts are rated at 24 VDC-1 amp.

WARNING: Do not attempt to connect commercial AC power to these contacts.

6.6 ISDN BRI STATIONS

The DCS 50si uses an S/T type interface so if the BRI station equipment requires a U type circuit then an NT1 must be connected between the DCS 50si and the station equipment. This will convert the circuit from the S/T type 4 wire interface provided by the DCS 50si to the U type 2 wire interface required by the station equipment. In this case the maximum distance of the BRI station equipment from the DCS 50si is determined by the specifications of the NT1.

Using two pair twisted #24 AWG or #26 AWG jumper wire cross-connect any BRI port to the BRI station equipment (or NT1), (see Figure 6-13).

For information regarding the programming of a BRI circuit please see the Special Applications part of the Programming section of this manual.

6.7A WALL-MOUNTING KEYSETS

DCS keysets come equipped with a reversible base wedge. To wall-mount a keyset, remove the wedge from the keyset and remove the directory tray from the wedge. Mount the wedge to the wall using one of the methods below (see Figure 6-14).

Use screw holes 1 and 2 to attach the base wedge to a standard electrical outlet box.

OR

Use screw holes 1 and 3 to attach to a standard telephone wall-mount plate with locking pins. This method can cause the keyset to wobble as the keyset feet do not fit securely to the mounting surface.

OR

Use screw holes 4 and 5 if you are mounting on dry wall with a hole in the middle for cable access.

6.7B WALL-MOUNTING KEYSETS WITH ULTRA BASE WEDGE

DCS keysets now come equipped with a new Ultra Base wedge. These base wedges are reversible and can be used for wall-mounting however not every wall mounting scenario is appropriate. First and foremost there is only one keyhole in the center of the base attaching to the wall, and these base wedges can not be used with the standard wall mount bracket with the two button/pins. To wall-mount the keyset using Ultra Base wedges use screw holes 1, 2 and 3 to mount the base wedge on dry wall with the hole in the middle for cable access (see Figure 6-15).

6.7C WALL-MOUNTING FALCON KEYSETS

FALCON keysets come equipped with a reversible base wedge. To wall-mount a keyset, remove the wedge from the keyset and mount the wedge to the wall using one of the methods below (see Figure 6-15A).

Use screw holes 1 and 2 to attach the base wedge to a standard electrical outlet box.

OR

Use screw holes 1 and 3 to attach to a standard telephone wall-mount plate with locking pins. This method can cause the keyset to wobble as the keyset feet do not fit securely to the mounting surface.

6.8 64 BUTTON MODULES

Using one pair twisted #24 AWG or #26 AWG jumper wire, cross-connect each 64 button module (64 BM) to the DLI port or plug into the DLI daughter board or your choice (see part 8 of the installation section). The 64 BM module can be assigned to any keyset telephone. It must be assigned to that station in MMC 309. A maximum of four (4) 64 button modules can be programmed in the DCS 50si system. A maximum of two (2) 64 button modules per keyset.

6.9 ATTACHING DCS 32 BUTTON AOM AND DCS 64 BUTTON MODULES TO MASTER STATION

These new Ultra Base Wedges allow a connector clip (packaged with 64B Modules and AOMs) to be connected to the underside of the new style wedge and attach AOM(s) or 64B module(s) together with the main or “master” station. This “clip” allows multiple 64B modules and or AOMs to be secured or “chained” together to the main or “master” station they are associated with. This will make instruments associated with each other seem as one unit (see Figure 6-16, 6-17 and 6-18).

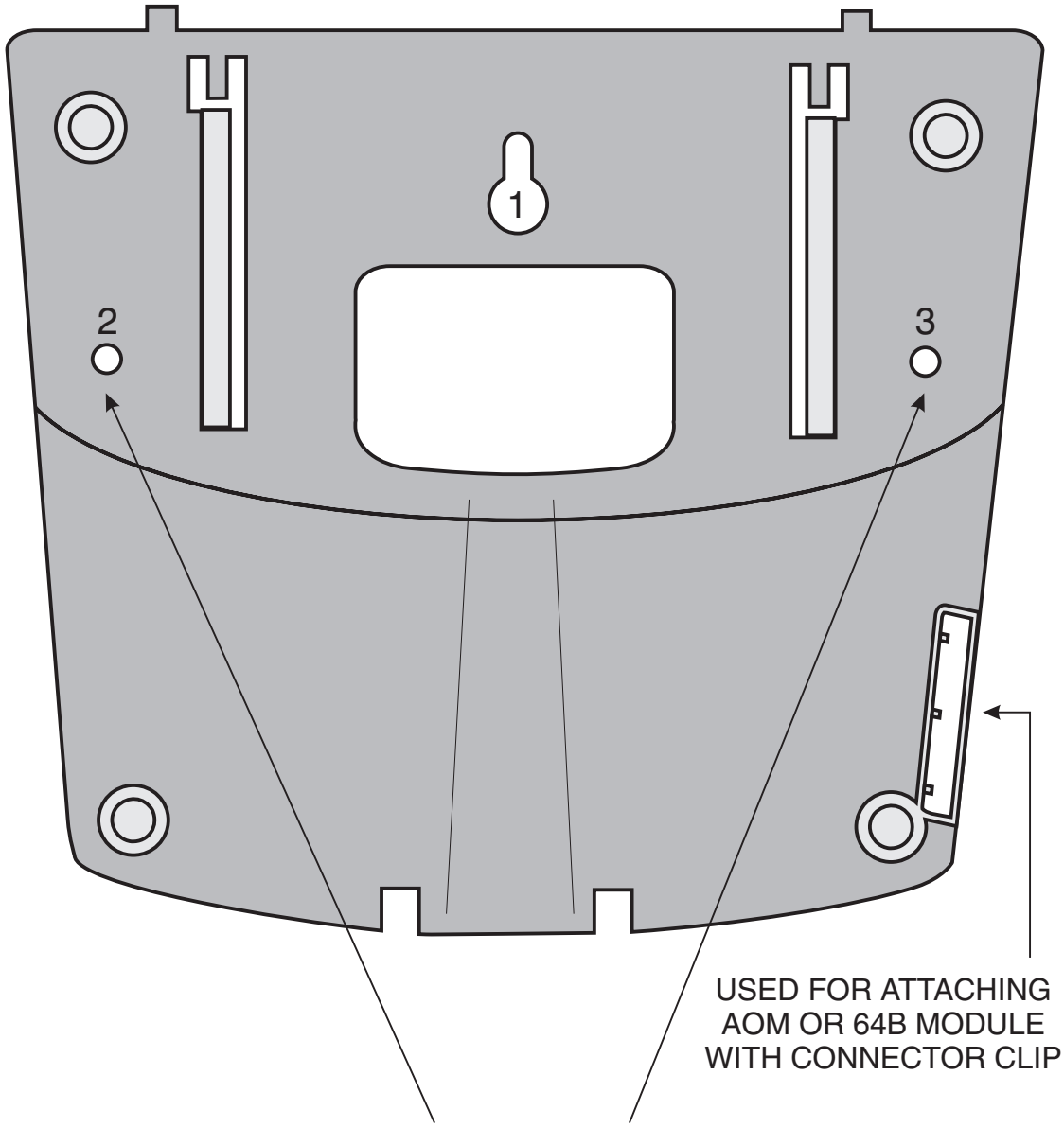
6.10 ATTACHING FALCON 64 BUTTON MODULES TO A FALCON KEYSET

First remove the base wedge from the FALCON 64 Button Module and attach the bracket to it with two of the screws provided (see Figure 6-19).

Remove the base wedge of the keyset and place it to the right of the 64 Button Module and attach the bracket/64BM to the keyset with the remaining two screws.

The base wedge can now be replaced.

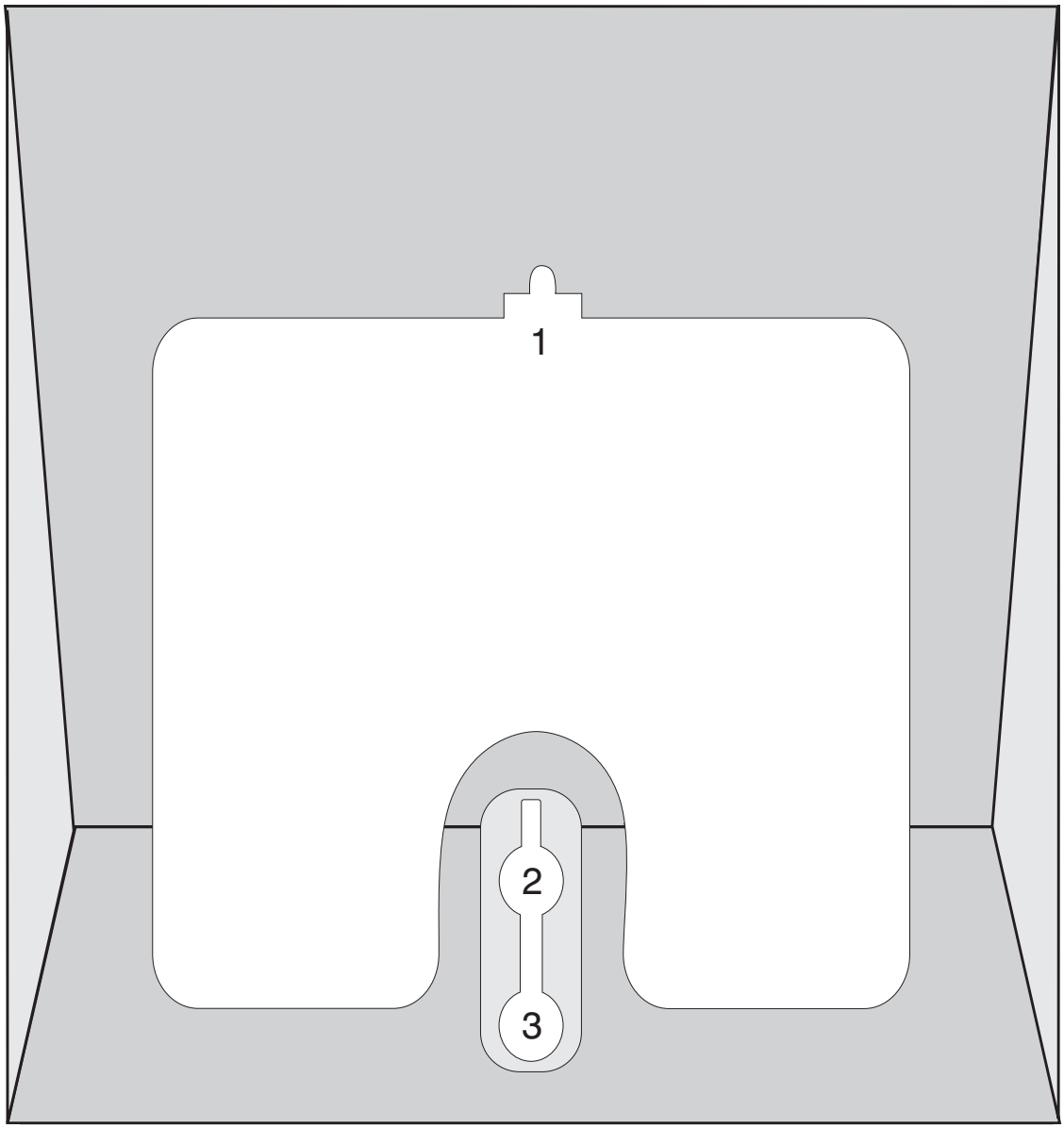
NOTE: If you wish to attach two 64 button modules to a keyset, connect the 64 button modules together first and then attach them to the keyset.



NOTE: THE DIRECTORY CARD SLIDE TRAY IS NOT USED WHEN THE KEYSET IS WALL-MOUNTED.

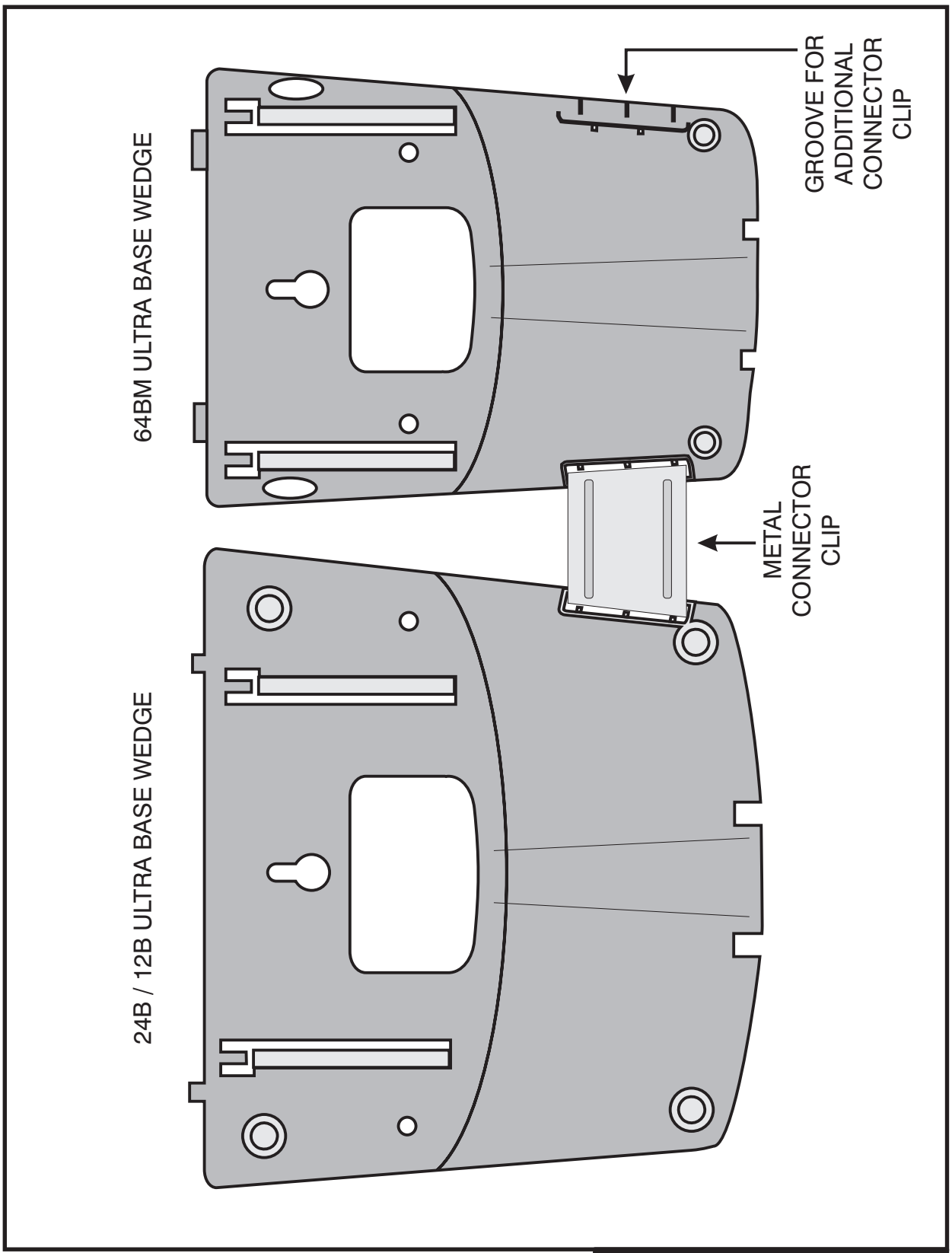
ULTRA BASE WEDGE

FIGURE 6–15A



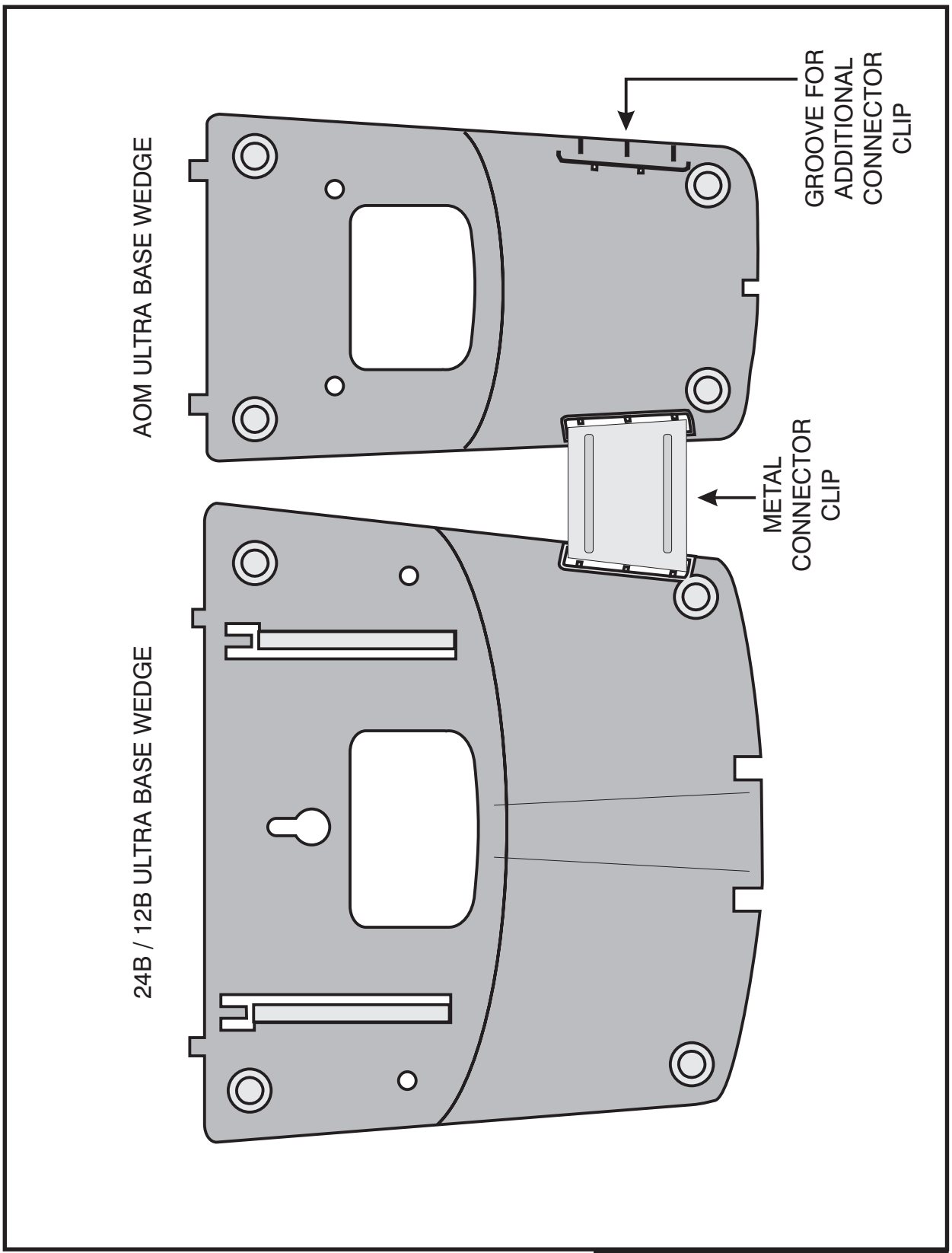
WALL-MOUNTING
A FALCON KEYSET

FIGURE 6–15B



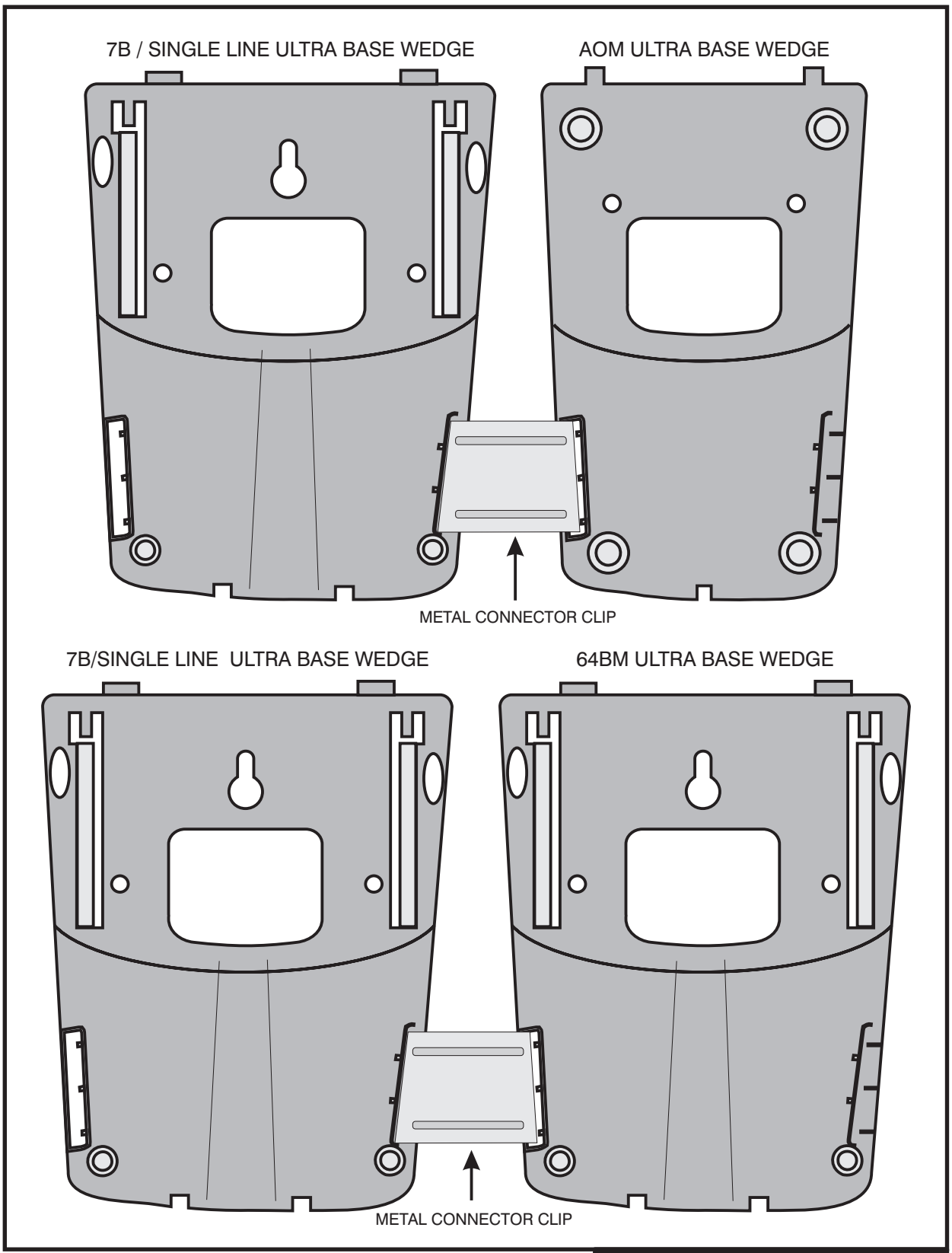
ATTACHING 24B/12B TO 64BM

FIGURE 6–16



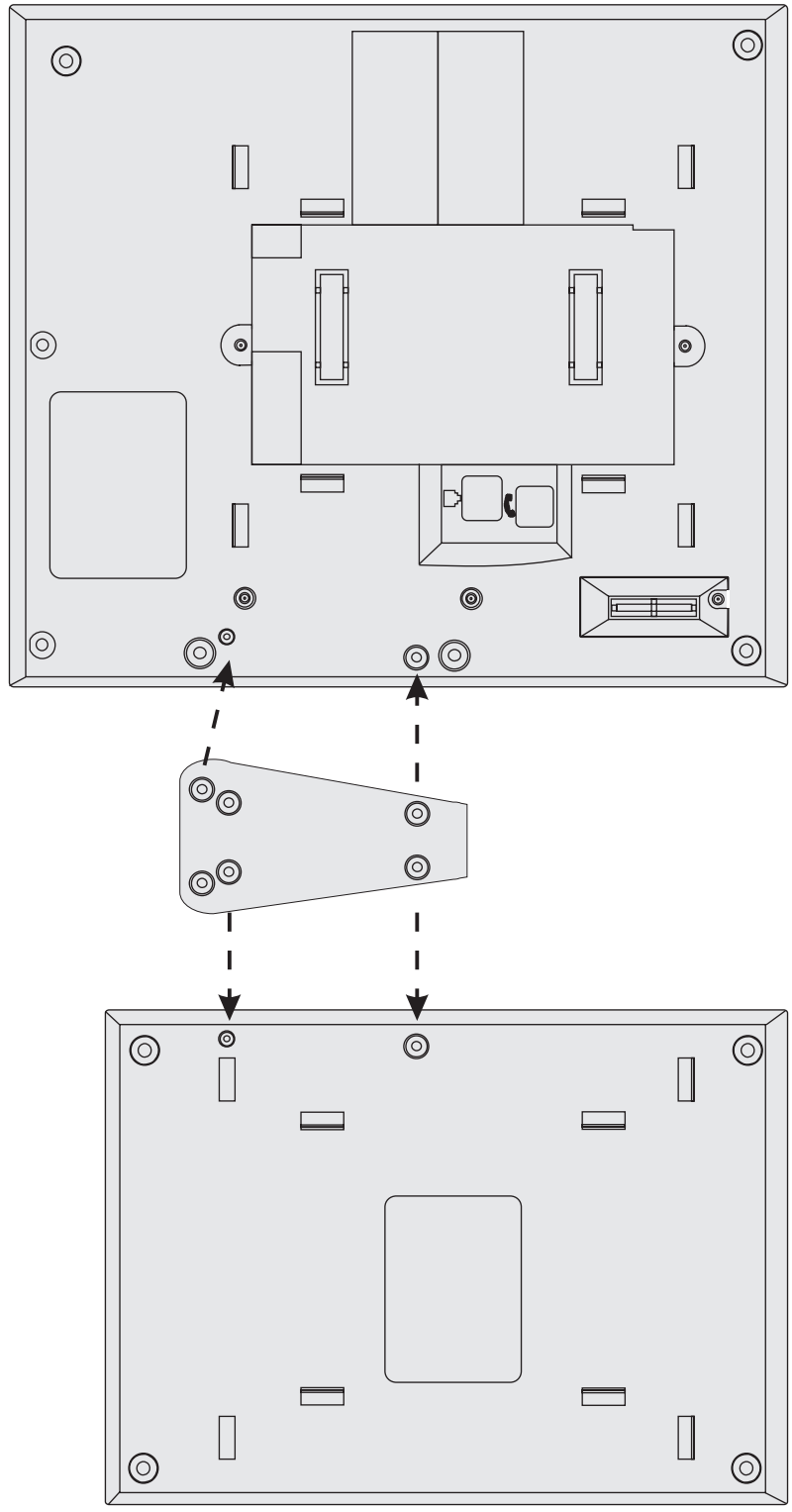
ATTACHING 24B/12B TO AOM

FIGURE 6–17



ATTACHING
7B/SINGLE LINE TO AOM AND
7B/SINGLE LINE TO 64BM

FIGURE 6–18



ATTACHING
FALCON 64 BUTTON MODULE
TO A FALCON KEYSET

FIGURE 6–19

MMC: 104 STATION NAME

DESCRIPTION:

Allows the system administrator or technician to enter an eleven (11) character name to identify an individual station.

Names are written using the keypad. Each key press selects a character. Pressing the dial pad key moves the cursor to the next position. For example, if the directory name is “SAM SMITH,” press the number “7” three times to get the letter “S.” Press the number “2” once to get the letter “A.” Continue selecting characters from the table below to complete your message. Pressing the bottom left programmable key will change the letter from upper case to lower case.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the UP key to move the cursor to the right.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	(	9
DIAL *	:	=	[	]	*

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 104

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
A	Key 19; acts as toggle between upper case and lower case

ACTION	DISPLAY
1. Press TRSF 104 Display shows	`[201] STN NAME`
2. Dial the station number (e.g., 205) OR Press UP or DOWN to select station and press RIGHT soft key to move cursor	`[205] STN NAME` `_`
3. Enter the station name using the procedure described above Press the RIGHT soft key to return to step 2	`[205] STN NAME` `SAM SMITH`

MMC: 104

4. Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: NONE

RELATED ITEMS: “A” BUTTON IS BUTTON #19 ON KEYSET

MMC: 106 STATION SPEED DIAL NAME

DESCRIPTION:

Allows an eleven (11) character name to be entered for each personal speed dial location. This name enables the speed dial number to be located when the directory dial feature is used. The directory dial feature allows the display keyset user to select a speed dial location by viewing its name.

Names are written using the keypad. Each press of a key selects a character. Pressing the dial keypad moves the cursor to the next position. For example, if the directory name is “SAM SMITH,” press the number “7” three times to get the letter “S.” Press the number “2” once to get the letter “A.” Continue selecting characters from the table below to complete your message. Pressing the bottom left programmable key changes the letter from upper case to lower case.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the UP key to move the cursor to the right.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	(	9
DIAL *	:	=	[	]	*

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 106

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
A	Key 19; acts as toggle between upper case and lower case

ACTION	DISPLAY
1. Press TRSF 106 Display shows	`[201] SPEED NAME` `00:`
2a. Dial station number (e.g., 205) OR	`[205] SPEED NAME` `00:`
Press UP or DOWN to select station and press RIGHT soft key to move cursor	`[305] SPEED NAME` `SPDBLK NOT EXIST`

MMC: 106

2b. Dial station number (e.g., 305)
OR
Press UP or DOWN to select station speed blocks not assigned

3. Dial speed dial location (e.g., 05)
OR
Use UP or DOWN to scroll through location numbers and use the RIGHT soft key to move the cursor
OR
Press the LEFT soft key to return to step 2

```
[205] SPEED NAME
01:_
```

4. Enter the location name using the procedures described above and press RIGHT soft key to return to step 2
OR
Press LEFT soft key to return to step 3 to continue entries

```
[205] SPEED NAME
01:SAM SMITH
```

5. Press TRSF to store and exit
OR
Press SPK to store and advance to next MMC

DEFAULT DATA: NONE

RELATED ITEMS: MMC 105 STATION SPEED DIAL

MMC: 116 ALARM AND MESSAGE

DESCRIPTION:

Allows the system administrator or technician to set or change the alarm clock/appointment reminder feature for any station. This must be done for single line telephone because they cannot access programming. Three alarms may be set for each station and each alarm may be defined as a one-time or TODAY alarm or as a DAILY alarm as described below. The TODAY alarm is automatically canceled after it rings while the DAILY alarm rings every day at the same time. It is also possible to set a message to display when the alarm is sounded. Alarm numbers are 1, 2 and 3.

Entry	Alarm Type
DIAL 1	NOTSET
DIAL 2	TODAY
DIAL 3	DAILY

Messages are written using the keypad. Each press of a key will select a character. Pressing the dial pad key will move the cursor to the next position. For example, if the directory name is “SAM SMITH,” press the number “7” three times to get the letter “S.” Now press the number “2” once to get the letter “A.” Continue selecting characters from the table below to complete your message. Pressing the “A” key will change the letter from upper case to lower case.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	(	9
DIAL ✱	:	=	[	]	✱

MMC: 116

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	Z	9
DIAL ✱	:	=	[	]	✱

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
A	Key 19; acts as toggle between upper case and lower case

ACTION **DISPLAY**

1. Press TRSF 116
   Display shows

```
[201]ALM REM(1)
HHMM:  →NOTSET
```

2. Dial station number (e.g., 205)
   OR
   Press UP or DOWN to select station
   and press RIGHT soft key to move cursor

```
[205]ALM REM(1)
HHMM:  →NOTSET
```

   OR
   Press ANS/RLS to select all stations

```
[ALL]ALM REM(1)
HHMM:  →NOTSET
```

MMC: 116

3. Dial 1–3 to select alarm (e.g., 2)
   OR
   Press UP or DOWN to select alarm and press RIGHT soft key to move cursor
   OR
   Press LEFT soft key to return to step 2

```
[201]ALM REM(1)
HHMM:  →NOTSET
```

4. Enter alarm time in 24 hour clock format (e.g., 1300)
   Display will automatically advance to step 5

```
[205]ALM REM (2)
HHMM:1300→NOTSET
```

5. Dial valid entry from above list for alarm type
   OR
   Press UP or DOWN to select alarm type
   Press RIGHT soft key to move cursor

```
[205]ALM REM
HHMM:1300→DAILY
```

6. Enter messages using above table
   Press RIGHT soft key to return to step 2

```
[205]ALM REM
Sam SMITH
```

7. Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: ALARMS SET TO NOTSET

RELATED ITEMS: NONE

MMC: 209 ASSIGN ADD-ON MODULE

DESCRIPTION:

Designates to which keyset a DCS 32 Button Add-On Module (AOM) or 64 Button Module is assigned to and determines if an off-hook voice announce (OHVA) will be received via a DCS 32 Button Add-On Module (AOM only). OHVAED:YES allows off-hook voice announce to an AOM. In the DCS the maximum number of AOM's a keyset can have assigned to it is 2. The maximum number of 64 button add-on modules that can be assigned to a keyset is 2. The DCS will support a maximum of 4, 64 button modules per system.

NOTE: The 64 BTN Module's do not have a speaker or microphone so they will **NOT** support the off-hook voice announce feature.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
RELEASE	Used to store data and advance to next MMC
HOLD	Clears previous entry

ACTION	DISPLAY
1. Press TRSF 209 Display shows first AOM or 64Btn	`[301] AOM MASTER` `MASTER:NONE`
2. Dial AOM number OR Use UP or DOWN to scroll through AOM numbers and use soft keys to move cursor	`[301] AOM MASTER` `MASTER:NONE`
3a. Enter station number, e.g., 301 OR Use UP or DOWN for selection of stations AND	`[301] AOM MASTER` `MASTER:201`
3b. Enter 1 for OHVAED: ON or 0 for OFF OR Use UP or DOWN to scroll through ON/OFF options Press RIGHT soft key to return to step 2	`[301] AOM MASTER` `OHVAED:ON`

MMC: 209

4. Press TRSF to store and exit
   OR
   Press SPK to save and advance to next MMC

DEFAULT DATA: **NONE FOR MASTER**
OFF FOR OHVAED

RELATED ITEMS: **NONE**

MMC: 213 ALARM MESSAGE

DESCRIPTION:

Allows the assignment of a name to an alarm sensor. Names are written using the dial keypad. Each press of a key will select a character. Pressing the dial key will move the cursor to the next position. For example, if the sensor name is “FIRE,” press the number “3” three times to get the letter “F.” Now press the number “4” three times to get the letter “I.” Continue selecting characters from the table below to complete your message.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the UP key to move the cursor to the right or the DOWN key to move the cursor left. A space can be entered by using these keys. Pressing the “A” key will change the letter from upper case to lower case.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	(	9
DIAL ✱	:	=	[	]	✱

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 213

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
A	Key 19; acts as toggle between upper case and lower case

ACTION **DISPLAY**

1. Press TRSF 213
   Display shows

```
[213] ALARM NAME
```

2. Dial ALARM number (e.g., 351)
   OR
   Press UP or DOWN key to make selection
   Press RIGHT soft key to move cursor

```
[351] ALARM NAME
```

3. Enter name using above method and table
   Press RIGHT soft key to return to step 2

```
[351] ALARM NAME
FIRE!
```

MMC: 213

4. Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: NONE

RELATED ITEMS: MMC 212 ALARM RINGING STATION

MMC: 315 CUSTOMER SET RELOCATION

DESCRIPTION:

Customer Set Relocation allows System Administration level or Technician level access to relocate or exchange similar station in the DCS without wiring changes (see Allow Table bellow). This program is a one for one exchange with like stations. ie. Single line to single line, 7 button keyset to 7 button keyset, etc. All individual station assignments such as trunk ring, station group, station COS, station speed dial, button appearances, etc. will follow the Customer Set Relocation program. 12 button keysets and 24 button keysets can be exchanged. Basic 7 button keysets can be exchanged with Basic 7 button key sets. Add On Modules can also be exchanged with other Add On Modules. Single line stations numbers can be exchanged. If incompatible set types are selected the DCS system will provide an ERROR: NO MATCH message. If AOM units are to be exchanged the AOM Master assignment must be removed prior to using Customer Set relocation. If the AOM Master station is not removed the error code ERROR: NOT ALONE will appear on the LCD display. A station must be in the idle state (on hook) to perform Customer Set Relocation. If a wired location has a station port connected but no telephone instrument the Customer Set Relocation program will allow set relocation as long as the station types are similar.

12 button and 24 button key assignments should be taken in consideration when relocating these types of sets due to the button configurations of the instruments. If a 12 button set and a 24 button set are exchanged using the Customer Set Relocation program the first twelve buttons on the 24 button set will have the button programming of the 12 button set. The 12 button set will then have the programming of the first twelve buttons of the 24 button set. In other words, when exchanging 12 and 24 button set only the first twelve buttons will swapped.

NOTE: Customer access to this feature is default OFF in MMC 802.

MMC: 315

CUSTOMER SET RELOCATION ALLOW TABLE

	S/L	7 BTN	BSC 12	LCD 12	BSC 24	LCD 24	32 AOM	DCS & FALCON 64 AOM	8 BUTTON FALCON	18 BUTTON FALCON	28 BUTTON FALCON
S/L	YES	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
7 BTN	NO	YES	NO	NO	NO	NO	NO	NO	NO	NO	NO
BSC 12	NO	NO	YES	YES	YES	YES	NO	NO	NO	NO	NO
LCD 12	NO	NO	YES	YES	YES	YES	NO	NO	NO	NO	NO
BSC 24	NO	NO	YES	YES	YES	YES	NO	NO	NO	NO	NO
LCD 24	NO	NO	YES	YES	YES	YES	NO	NO	NO	NO	NO
32 AOM	NO	NO	NO	NO	NO	NO	YES	YES	YES	YES	YES
DCS & FALCON 64 AOM	NO	NO	NO	NO	NO	NO	YES	YES	YES	YES	YES
8 BUTTON FALCON	NO	NO	NO	NO	NO	NO	NO	NO	YES	NO	NO
18 BUTTON FALCON	NO	NO	NO	NO	NO	NO	NO	NO	NO	YES	YES
28 BUTTON FALCON	NO	NO	NO	NO	NO	NO	NO	NO	NO	YES	YES

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
ANS/RLS	Used to select ALL

ACTION	DISPLAY
1. Press TRSF 315 Display shows	**SET RELOCATION** **EXT _ EXT**
2. Enter first station number (e.g.,202) press RIGHT soft key to move cursor	**SET RELOCATION** **EXT 202 EXT _**
3. Enter second station number (e.g.,210) Press RIGHT softkey to enter data	**SET RELOCATE** **EXT 202 EXT 210**
4. Display will return to STEP 1 Go to STEP 2 OR	**SET RELOCATION** **EXT _ EXT**

MMC: 315

5. Press SPK to advance to next MMC

DEFAULT DATA: NONE

RELATED ITEMS: MMC 722 STATION KEY PROGRAMMING
MMC 723 SYSTEM KEY PROGRAMMING

MMC: 404 TRUNK NAME

DESCRIPTION:

Allows an eleven (11) character name to be entered to identify an individual trunk.

Names are written using the keypad. Each press of a key will select a character. Press the desired key to move the cursor to the next position. For example, if the directory name is “SAM SMITH,” press the number “7” three times to get the letter “S.” Now press the number “2” once to get the letter “A.” Continue selecting characters from the table below to complete your message. Pressing the “A” key will change the letter from upper case to lower case.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the UP key to move the cursor to the right or the DOWN key to move the cursor left. A space can be entered by using these keys.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	(	9
DIAL *	:	=	[	]	*

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 404

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options/move cursor left or right
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
A	Key 19; acts as toggle between upper case and lower case

ACTION	DISPLAY
1. Press TRSF 404 Display shows	`[701] TRUNK NAME`
2. Dial trunk (e.g., 704) OR Press UP or DOWN to select trunk Press RIGHT soft key to move the cursor	`[704] TRUNK NAME`
3. Enter trunk name using the procedure above Press RIGHT soft key to return to step 2	`[704] TRUNK NAME` `SAMSUNG`

MMC: 404

4. Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: NO NAMES ENTERED

RELATED ITEMS: MMC 104 STATION NAME
MMC 405 TRUNK NUMBER
“A” KEY IS BUTTON 19

MMC: 405 TRUNK NUMBER

DESCRIPTION:

Allows an 11 digit number to be entered to identify an individual trunk.

Numbers are written using the keypad. Each press of a key will select a digit. Pressing the desired key will move the cursor to the next position. For example, if the directory number is “426-4100,” press the number “4” five times to get the number “4.” Now press the number “2” five times for number “2.” Continue selecting characters from the table below to complete your number.

NOTE: When the number you want appears on the same dial pad key as the previous number, press the UP key to move the cursor to the right or the DOWN key to move the cursor left.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	(	9
DIAL ✱	:	=	[	]	✱

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 405

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options/move cursor left or right
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
A	Key 19; acts as toggle between upper case and lower case

ACTION	DISPLAY
1. Press TRSF 405 Display shows	`[701] CO TEL NO.`
2. Dial trunk (e.g., 704) OR Press UP or DOWN to select trunk Press RIGHT soft key to move the cursor	`[704] CO TEL NO.`
3. Enter trunk number using the procedure described above	`[704] CO TEL NO.` `3054264100`

MMC: 405

4. Press RIGHT soft key to return to step 2
   OR
   Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: NO NUMBERS ENTERED

RELATED ITEMS: MMC 404 TRUNK NAME

MMC: 602 STATION GROUP NAME

DESCRIPTION:

Allows the system administrator or technician to enter a character name to identify an individual station group. There are ten characters for Version 1 software and 11 characters for Version 2 software.

Names are written using the keypad. Each press of a key will select a character. Pressing the next key will move the cursor to the next position. For example, if the directory name is “SAMSUNG," press the number “7” three times to get the letter “S.” Now press the number “2” once to get the letter “A.” Continue selecting characters from the table below to complete your message. Pressing the bottom left programmable key will change the letter from upper case to lower case.

NOTE: When the character that you want appears on the same dial pad key as the previous character, press the UP key to move the cursor to the right or the DOWN key to move the cursor left.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	(	9
DIAL ✱	:	=	[	]	✱

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 602

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry

ACTION	DISPLAY
1. Press TRSF 602 Display shows	`[501] SGR NAME`
2. Dial group number (e.g., 505) OR Press UP or DOWN key to make selection Press LEFT or RIGHT soft key to move cursor	`[505] SGR NAME`
3. Enter name using above method and table	`[505] SGR NAME` `SAMSUNG`

MMC: 602

4. Press LEFT or RIGHT soft key to return to step 2
   OR
   Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: NONE

RELATED ITEMS: MMC 104 STATION NAME
MMC 404 TRUNK NAME
MMC 600 ASSIGN OPERATOR GROUP
MMC 601 ASSIGN STATION GROUP

MMC: 706 SYSTEM SPEED DIAL BY NAME

DESCRIPTION:

Allows an eleven (11) character name to be entered for each system speed dial location. This name enables the speed dial number to be located when using the directory dial feature. The directory dial feature allows the display keyset user to select a speed dial location by scanning its name.

Names are written using the keypad. Each press of a key selects a character. Pressing a different key moves the cursor to the next position. For example, if the directory name is “SAM SMITH,” press “7” three times to get the letter “S.” Press “2” once to get the letter “A.” Continue selecting characters from the table below to complete your message. Pressing the “A” key will change the letter from upper case to lower case.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the UP key to move the cursor to the right.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	(	9
DIAL ✱	:	=	[	]	✱

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 706

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
TRSF	Used to store and exit MMC

ACTION

1. Press TRSF 706
   Display shows

2. Dial system speed entry number (e.g., 505)
   OR
   Press UP or DOWN to select entry number and press RIGHT soft key to move cursor

DISPLAY

```
SYS SPEED NAME
500:
```

```
SYS SPEED NAME
505:
```

MMC: 706

3. Enter name using dial keypad and above table and press RIGHT soft key to return to step 2

   OR

   Press the F key to toggle to speed dial number to return to MMC 705, step 5

```
SYS SPEED NAME
505:SAMSUNG
```

```
SYS SPEED DIAL
505:
```

4. Press RIGHT soft key to return to step 2

   OR

   Press TRSF to store and exit

   OR

   Press SPK to store and advance to next MMC

DEFAULT DATA: NO NAMES

RELATED ITEMS: MMC 705 ASSIGN SYSTEM SPEED DIAL

MMC: 714 DID NUMBER AND NAME TRANSLATION

DESCRIPTION:

Assigns an incoming DID call to a specific day or night station or station group. It also provides a call waiting option, if needed, so that a second incoming DID call can be received. An eleven (11) character name can be added to the number. There are a maximum of 500 entries in the table.

Names are written using the keypad. Each press of a key selects a character. Pressing the dial pad key moves the cursor to the next position. For example, if the directory name is "SAM SMITH," press "7" three times to get the letter "S." Press "2" once to get "A." Continue selecting characters from the table below to complete your message. Pressing the bottom left programmable key changes the letter from upper case to lower case.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the UP key to move the cursor to the right.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	(	9
DIAL *	:	=	[	]	*

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 714

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry

ACTION **DISPLAY**

1. Press TRSF 714
   Display shows

```
DID DIGIT  (001)
DGT:       CW:NO
```

2. Enter valid index number, e.g. 005,
   via dial keypad
   OR
   Press UP or DOWN key to make selection
   Press RIGHT soft key to move cursor

```
DID DIGIT  (005)
DGT:       CW:NO
```

3. Enter digits to be translated (e.g. 5065)
   via dial keypad and press RIGHT
   soft key to move cursor

```
DID DIGIT  (005)
DGT:5065   CW:NO
```

MMC: 714

4. Enter 1 for YES or 0 for NO CALL WAITING
   press RIGHT soft key to move cursor to next display

```
DID DIGIT  (005)
DGT:5065  CW:YES
```

5. Enter station or group number for DAY destination via dial keypad
   OR
   Press UP or DOWN key to make selection
   If valid entry, system will advance cursor

```
DID DIGIT  (005)
RG→D:205  N:NONE
```

6. Enter station or group number for NIGHT destination via dial keypad
   OR
   Press UP or DOWN key to make selection
   If valid entry, system will move cursor

```
DID DIGIT  (005)
RG→D:205  N:NONE
```

7. Enter name using above table and press RIGHT soft key to return to step 2

```
DID DIGIT  (005)
NAME:_
```

. Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: NO ENTRIES

RELATED ITEMS: TRUNK PROGRAMMING
MMC 416 ASSIGN E&M TRANSLATION

MMC: 715 PROGRAMMED STATION MESSAGE

DESCRIPTION:

Allows the programming of a 16 character custom message. Messages are written via the keypad. Each press of a key will select a character. Pressing a different key moves the cursor to the next position. For example, if the message is “Sunbathing,” press the number “7” three times to get the letter “S.” Now press “8” twice to get the letter “U.” Continue selecting characters from the table below to complete your message. Pressing the “A” key changes the letter from upper case to lower case.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the UP key to move the cursor to the right or the DOWN key to move the cursor to the left.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	(	9
DIAL *	:	=	[	]	*

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 715

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry
“A” KEY	Toggles from upper case to lower case

ACTION **DISPLAY**

1. Press TRSF 715
   Display shows

```
PGM .MESSAGE(01)
IN A MEETING
```

2. Enter index number (e.g., 11)
   OR
   Press UP or DOWN arrow to make selection and press RIGHT soft key to move cursor

```
PGM.MESSAGE (11)
_
```

MMC: 715

3. Enter message via the dial keypad using the above table (maximum 16 characters)
   Use “A” key to toggle uppercase/lowercase
   Press RIGHT soft key to return to step 2

```
PGM.MESSAGE(11)
SunBathing
```

4. Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: TEN PROGRAMMED MESSAGES AS DETAILED BELOW

01. IN A MEETING
02. OUT ON A CALL
03. OUT TO LUNCH
04. LEAVE A MESSAGE
05. PAGE ME
06. OUT OF TOWN
07. IN TOMORROW
08. RETURN AFTERNOON
09. ON VACATION
10. GONE HOME
MESSAGES 11–20 ARE NOT USED

RELATED ITEMS: MMC 115 SET PROGRAMMED MESSAGE

MMC: 722 STATION KEY PROGRAMMING

DESCRIPTION:

Allows the customizing of programmable keys on specific electronic keysets, AOM, or 64 button module on the DCS 50si system. For keysets, buttons 1 and 2 are set as CALL buttons by default. For AOMs and 64 button DSS boxes all buttons are set as DS keys by default. Features are entered via dial pad keys by pressing the dial pad number the required number of steps to select the feature. For example, for OHVA, the number 6 is pressed three times. If the BOSS key is required, press 2 for the first letter B and then use the UP or DOWN key to change the selection from BARGE to BOSS.

DIAL KEYPAD

COUNT→	1	2	3
DIAL 2	AAPLAY	BARGE	CALL
DIAL 3	DICT	DICT	FAUTO
DIAL 4	GPIK	HLDPK	IG
DIAL 5	LCR	LCR	LCR
DIAL 6	MMPA	NEW	OHVA
DIAL 7	PAGE	REJECT	SG
DIAL 8	TG	UA	

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry

ACTION **DISPLAY**

1. Press TRSF 722
   Display shows

```
[201] KEY (KTS)
01:CALL1 →
```

2. Enter selected station number (e.g., 205)
   OR
   Press UP or DOWN key to select station
   Press RIGHT soft key to move cursor

```
[205] KEY (64B)
01:CALL1 →
```

MMC: 722

3. Enter selected key number (e.g., 18)
   OR
   Press UP or DOWN key to select key number
   Press RIGHT soft key to move cursor

```
[201] KEY (KTS)
18:NONE →_
```

4. Using the dial keypad chart, press dial pad key number to make a selection
   OR
   Press UP or DOWN key to make a selection
   Press RIGHT soft key to advance cursor to step 5 to enter extender if required or to return to step 2

```
[201] KEY (KTS)
18:NONE →GPIK_
```

5. If required, enter extender (e.g.,03)
   OR
   Press UP or DOWN key to make a selection
   Press RIGHT soft key to return to step 2

```
[201] KEY (KTS)
18:NONE →GPIK03
```

6. Press TRSF to store and exit
   OR
   Press SPK to store and advance to next MMC

DEFAULT DATA: SEE BELOW

RELATED ITEMS: MMC 107 KEY EXTENDER

- **DCS KEYSETS**

Default 24 Button Keyset with or without Display

01:CALL1	02:CALL2	03:NONE	04:NONE	05:NONE	06:TG9
07:NONE	08:NONE	09:NONE	10:NONE	11:NONE	12:NONE
13:NONE	14:NONE	15:NONE	16:NONE	17:NONE	18:NONE
19:CONF	20:SPD	21:LNR	22:PAGE	23:CBK	24:MSG

Default 12 Button Keyset

01:CALL1	02:CALL2	03:NONE	04:NONE	05:NONE	06:TG9
07:CONF	08:SPD	09:LNR	10:PAGE	11:CBK	12:MSG

MMC: 722

Default Add-On Module

01:DS	02:DS	03:DS	04:DS
05:DS	06:DS	07:DS	08:DS
09:DS	10:DS	11:DS	12:DS
13:DS	14:DS	15:DS	16:DS
17:DS	18:DS	19:DS	20:DS
21:DS	22:DS	23:DS	24:DS
25:DS	26:DS	27:DS	28:DS
29:DS	30:DS	31:DS	32:DS

Default 64 Button DSS Box

01:DS	02:DS	03:DS	04:DS
05:DS	06:DS	07:DS	08:DS
09:DS	10:DS	11:DS	12:DS
13:DS	14:DS	15:DS	16:DS
17:DS	18:DS	19:DS	20:DS
21:DS	22:DS	23:DS	24:DS
25:DS	26:DS	27:DS	28:DS
29:DS	30:DS	31:DS	32:DS
33:DS	34:DS	35:DS	36:DS
37:DS	38:DS	39:DS	40:DS
41:DS	42:DS	43:DS	44:DS
45:DS	46:DS	47:DS	48:DS
49:DS	50:DS	51:DS	52:DS
53:DS	54:DS	55:DS	56:DS
57:DS	58:DS	59:DS	60:DS
61:DS	62:DS	63:DS	64:DS

Default 7 Button Keyset

01:CALL1	02:CALL2	03:NONE
04:NONE	05:NONE	06:NONE
	07:MSG	

MMC: 722

- **FALCON KEYSETS**

Default 28 Button Keyset

01:CALL1	02:CALL2	03:NONE	04:NONE	05:MESSAGE
06:NONE	07:NONE	08:NONE	09:NONE	10:NONE
11:NONE	12:NONE	13:NONE	14:NONE	15:NONE
16:NONE	17:NONE	18:NONE	19:NONE	20:NONE

21:NONE	25:NONE
22:NONE	26:NONE
23:MEMORY	27:REDIAL
24:TRANSFER	28:SPEAKER

Default 18 Button Keyset

01:CALL1	02:CALL2	03:NONE	04:NONE	05:MESSAGE
06:NONE	07:NONE	08:NONE	09:NONE	10:NONE

21:NONE	25:NONE
22:NONE	26:NONE
23:MEMORY	27:REDIAL
24:TRANSFER	28:SPEAKER

Default 8 Button Keyset

01:CALL1	02:CALL2	03:MESSAGE	04:TRANSFER
05:NONE	06:NONE	07:NONE	08:SPEAKER

Default 64 Button DSS Box

01:DS	02:DS	03:DS	04:DS
05:DS	06:DS	07:DS	08:DS
09:DS	10:DS	11:DS	12:DS
13:DS	14:DS	15:DS	16:DS
17:DS	18:DS	19:DS	20:DS
21:DS	22:DS	23:DS	24:DS
25:DS	26:DS	27:DS	28:DS
29:DS	30:DS	31:DS	32:DS
33:DS	34:DS	35:DS	36:DS
37:DS	38:DS	39:DS	40:DS
41:DS	42:DS	43:DS	44:DS
45:DS	46:DS	47:DS	48:DS
49:DS	50:DS	51:DS	52:DS
53:DS	54:DS	55:DS	56:DS
57:DS	58:DS	59:DS	60:DS
61:DS	62:DS	63:DS	64:DS

MMC: 722

Programmable Key Assignments

AAPLAY:	AUTO ATTND MESSAGE PLAY*
AAREC:	AUTO ATTND MSG RECORD*
ACCT:	ACCOUNT
ALARM:	ALARM RING ANSWER
AN/RLS:	ANSWER/RELEASE
BARGE:	BARGE-IN
BLOCK:	OHVA BLOCK
BOSS:	BOSS/SECRETARY
CALL:	CALL BUTTON
CAMP:	STATION CAMP-ON
CANMG:	MESSAGE CANCEL
CBK:	CALLBACK
CID:	CALLER ID*
CONF:	CONFERENCE
CR:	CALL RECORD KEY
CS:	CALL STATUS
CSNR:	CALLER ID SAVE NUMBER REDIAL*
DICT:	DICTATION
DIR:	DIRECTORY
DLOCK:	DOOR LOCK
DND:	DO NOT DISTURB
DP:	DIRECT PICKUP
DS:	DSS KEY
DT:	DTS KEY
EXT MIC:	EXTERNAL MICROPHONE**
FAUTO:	FORCED AUTO ANSWER
FLASH:	FLASH
FWRD:	CALL FORWARD
GPIK:	GROUP PICKUP
HDSET:	HEADSET MODE
HLDPK:	HOLD PICKUP
HOLD:	HOLD
IG:	IN/OUT OF GROUP
INQIRE:	INQUIRE (CID)*
ISPY:	CID SPY*
LCR:	LEAST COST ROUTING
LISTN:	GROUP LISTENING
LNR:	LAST NUMBER REDIAL
MMPA:	MEET ME PAGE ANSWER
MMPG:	MEET ME PAGE
MSG:	MESSAGE

MMC: 722

Programmable Key Assignments

MUTE:	MUTE
NEW:	NEW CALL
NIGHT:	NIGHT SERVICE
NND:	NAME NUMBER DATE (CID)
NXT:	NEXT (CID)
OHVA:	OFF-HOOK VOICE ANNOUNCE
OPER:	OPERATOR
PAGE:	PAGE
PAGPK:	PICKUP PAGE HOLD
PMSG:	PROGRAMMED STATION MESSAGE
REJECT:	OHVA REJECT
RETRY:	AUTO REDIAL ON BUSY
REVW:	REVIEW (CID)*
SETMG:	SET MESSAGE W/O RING
SG:	STATION GROUP
SNR:	SAVED NUMBER REDIAL
SP:	UCD SUPERVISOR
SPD:	SPEED DIAL
SPK:	SPEAKER**
STORE:	STORE DISPLAYED NUMBER (CID)*
TG:	TRUNK GROUP
TIMER:	TIMER
TRSF:	TRANSFER**
UA:	UNIVERSAL ANSWER
VM:	VOICE MAIL MEMO*
VMADM:	VOICE MAIL ADMINISTRATION*
VMAME:	ANSWER MACHINE EMULATION*
VMMSG:	VOICE MAIL MESSAGE KEY*
VT:	VOICE MAIL TRANSFER*

NOTE: Items marked with an asterisk require optional hardware and/or software. Items marked with double asterisks (**) indicate FALCON keyset specific feature keys.

MMC: 723 SYSTEM KEY PROGRAMMING

DESCRIPTION:

This MMC is much like MMC 722 Station Key Programming. The main difference is that this MMC is system-wide rather than on a per-station basis. Features are entered via dial pad keys by pressing the dial pad number the required number of steps to select the feature. For example, for OHVA, the number 6 is pressed three times. If the BOSS key is required, first press 2 for the first letter B and then use the UP or DOWN key to make the selection from BARGE to BOSS.

NOTE: Please remember that this program is system-wide.

DIAL KEYPAD

COUNT→	1	2	3
DIAL 2	AAPLAY	BARGE	CALL
DIAL 3	DICT	DICT	FAUTO
DIAL 4	GPIK	HLDPK	IG
DIAL 5	LCR	LCR	LCR
DIAL 6	MMPA	NEW	OHVA
DIAL 7	PAGE	REJECT	SG
DIAL 8	TG	UA	

TYPE OF SET

DIAL	0	24BTNS
DIAL	1	12BTNS
DIAL	2	32BTNS
DIAL	3	7BTNS

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry

MMC: 723

ACTION	DISPLAY
1. Press TRSF 723 Display shows	SYS.KEY PROGRAM TYPE:24 BTN SETS
2. Enter the type of set via dial pad (e.g., 2) OR Press UP or DOWN key to make selection and press RIGHT soft key to move cursor	SYS.KEY PROGRAM TYPE:24 BTN SETS
3. Enter key number (e.g., 18) OR Press UP or DOWN key to make selection and press RIGHT soft key move cursor	SYS.KEY PROGRAM 18:DS →
4. Using the dial keypad chart, press the dial pad key number to make a selection OR Press UP or DOWN key to make a selection Press RIGHT soft key to advance cursor to step 5 to enter extender if required OR Press LEFT soft key to return to step 3	SYS.KEY PROGRAM 18:DS →GPIK
5. If required, enter extender (e.g.,03) OR Press UP or DOWN key to make a selection Press RIGHT soft key to return to step 2 Press LEFT soft key to return to step 3	SYS.KEY PROGRAM 18:DS →GPIK03
6. Press TRSF to store and exit OR Press SPK to store and advance to next MMC	

DEFAULT DATA: SEE BELOW

RELATED ITEMS: NONE

MMC: 723

- **DCS KEYSETS**

Default 24 Button Keyset with or without Display

01:CALL1	02:CALL2	03:NONE	04:NONE	05:NONE	06:TG9
07:NONE	08:NONE	09:NONE	10:NONE	11:NONE	12:NONE
13:NONE	14:NONE	15:NONE	16:NONE	17:NONE	18:NONE
19:CONF	20:SPD	21:LNR	22:PAGE	23:CBK	24:MSG

Default 12 Button Keyset

01:CALL1	02:CALL2	03:NONE	04:NONE	05:NONE	06:TG9
07:CONF	08:SPD	09:LNR	10:PAGE	11:CBK	12:MSG

Default Add-On Module

01:DS	02:DS	03:DS	04:DS
05:DS	06:DS	07:DS	08:DS
09:DS	10:DS	11:DS	12:DS
13:DS	14:DS	15:DS	16:DS
17:DS	18:DS	19:DS	20:DS
21:DS	22:DS	23:DS	24:DS
25:DS	26:DS	27:DS	28:DS
29:DS	30:DS	31:DS	32:DS

Default 64 Button DSS Box

01:DS	02:DS	03:DS	04:DS
05:DS	06:DS	07:DS	08:DS
09:DS	10:DS	11:DS	12:DS
13:DS	14:DS	15:DS	16:DS
17:DS	18:DS	19:DS	20:DS
21:DS	22:DS	23:DS	24:DS
25:DS	26:DS	27:DS	28:DS
29:DS	30:DS	31:DS	32:DS
33:DS	34:DS	35:DS	36:DS
37:DS	38:DS	39:DS	40:DS
41:DS	42:DS	43:DS	44:DS
45:DS	46:DS	47:DS	48:DS
49:DS	50:DS	51:DS	52:DS
53:DS	54:DS	55:DS	56:DS
57:DS	58:DS	59:DS	60:DS
61:DS	62:DS	63:DS	64:DS

MMC: 723

Default 7 Button Keyset

01:CALL1	02:CALL2	03:NONE
04:NONE	05:NONE	06:NONE
	07:MSG	

- **FALCON KEYSETS**

Default 28 Button Keyset

01:CALL1	02:CALL2	03:NONE	04:NONE	05:MESSAGE
06:NONE	07:NONE	08:NONE	09:NONE	10:NONE
11:NONE	12:NONE	13:NONE	14:NONE	15:NONE
16:NONE	17:NONE	18:NONE	19:NONE	20:NONE

21:NONE	25:NONE
22:NONE	26:NONE
23:MEMORY	27:REDIAL
24:TRANSFER	28:SPEAKER

Default 18 Button Keyset

01:CALL1	02:CALL2	03:NONE	04:NONE	05:MESSAGE
06:NONE	07:NONE	08:NONE	09:NONE	10:NONE

21:NONE	25:NONE
22:NONE	26:NONE
23:MEMORY	27:REDIAL
24:TRANSFER	28:SPEAKER

Default 8 Button Keyset

01:CALL1	02:CALL2	03:MESSAGE	04:TRANSFER
05:NONE	06:NONE	07:NONE	08:SPEAKER

Default 64 Button DSS Box

01:DS	02:DS	03:DS	04:DS
05:DS	06:DS	07:DS	08:DS
09:DS	10:DS	11:DS	12:DS
13:DS	14:DS	15:DS	16:DS
17:DS	18:DS	19:DS	20:DS
21:DS	22:DS	23:DS	24:DS
25:DS	26:DS	27:DS	28:DS
29:DS	30:DS	31:DS	32:DS
33:DS	34:DS	35:DS	36:DS

MMC: 723

37:DS	38:DS	39:DS	40:DS
41:DS	42:DS	43:DS	44:DS
45:DS	46:DS	47:DS	48:DS
49:DS	50:DS	51:DS	52:DS
53:DS	54:DS	55:DS	56:DS
57:DS	58:DS	59:DS	60:DS
61:DS	62:DS	63:DS	64:DS

Programmable Key Assignments

AAPLAY: AUTO ATTENDANT PLAY*
AAREC: AUTO ATTENDANT RECORD*
ACCT: ACCOUNT
ALARM: ALARM RING ANSWER
AN/RLS: ANSWER/RELEASE
BARGE: BARGE-IN
BLOCK: OHVA BLOCK
BOSS: BOSS/SECRETARY
CALL: CALL BUTTON
CAMP: STATION CAMP-ON
CANMG: MESSAGE CANCEL
CBK: CALLBACK
CID: CALLER ID*
CONF: CONFERENCE
CR: CALL RECORD KEY
CS: CALL STATUS
CSNR: CALLER ID SAVE NUMBER REDIAL*
DICT: DICTATION
DIR: DIRECTORY
DLOCK: DOOR LOCK
DND: DO NOT DISTURB
DP: DIRECT PICKUP
DS: DSS KEY
DT: DTS KEY
EXT MIC: EXTERNAL MICROPHONE**
FAUTO: FORCED AUTO ANSWER
FLASH: FLASH
FWRD: CALL FORWARD
GPIK: GROUP PICKUP
HDSET: HEADSET MODE
HLDPK: HOLD PICKUP
HOLD: HOLD
IG: IN/OUT OF GROUP

MMC: 723

Programmable Key Assignments

INQUIRE:	INQUIRE (CID)*
ISPY:	CID SPY*
LCR:	LEAST COST ROUTING
LISTN:	GROUP LISTENING
LNR:	LAST NUMBER REDIAL
MMPA:	MEET ME PAGE ANSWER
MMPG:	MEET ME PAGE
MSG:	MESSAGE
MUTE:	MUTE
NEW:	NEW CALL
NIGHT:	NIGHT SERVICE
NND:	NAME NUMBER DATE (CID)*
NXT:	NEXT (CID)*
OHVA:	OFF-HOOK VOICE ANNOUNCE
OPER:	OPERATOR
PAGE:	PAGE
PAGPK:	PICKUP PAGE HOLD
PMSG:	PROGRAMMED STATION MESSAGE
REJECT:	OHVA REJECT
RETRY:	AUTO REDIAL ON BUSY
REVW:	REVIEW (CID)*
SG:	STATION GROUP
SETMG:	SET MESSAGE W/O RING
SNR:	SAVED NUMBER REDIAL
SP:	UCD SUPERVISOR
SPD:	SPEED DIAL
SPK:	SPEAKER**
STORE:	STORE DISPLAYED NUMBER (CID)*
TG:	TRUNK GROUP
TIMER:	TIMER
UA:	UNIVERSAL ANSWER
TRSF:	TRANSFER**
VM:	VOICE MAIL MEMO*
VMADM:	VOICE MAIL ADMINISTRATION*
VMAME:	ANSWER MACHINE EMULATION*
VMMSG:	VOICE MAIL MESSAGE KEY*
VT:	VOICE MAIL TRANSFER*

NOTE: Items marked with an asterisk require optional hardware and/or software. Items marked with double asterisks (**) indicate FALCON keysets specific feature keys.

MMC: 725 SMDR OPTIONS

DESCRIPTION:

NOTE: This MMC requires optional hardware and/or software.

Allows the system administrator to select the information to be printed on the SMDR report. The following options may be selected to print on SMDR.

00. PAGE HEADER	This option determines whether a page header will print at the top of each page. This would normally be turned off if SMDR is being sent to a call accounting machine.
01. LINE PER PAGE	This option selects the length of each page to determine when to print the SMDR header. The number of lines may be in the range 01 to 99.
02. INCOMING CALL	This option determines whether incoming calls will print on SMDR.
03. OUTGOING CALL	This option determines whether outgoing calls will print on SMDR.
04. AUTHORIZE CODE	This option determines whether authorization codes will print on SMDR.
05. LESS START TIME	This option determines whether valid calls will include the minimum call time in total call duration.
06. IN/OUT GROUP	This option allows a message, IN GROUP or OUT GROUP, to be printed in the digits dialed column each time a station enters or leaves a group.
07. DND CALL	This option allows a message, IN DND or OUT DND, to be printed in the digits dialed column each time a station enters or leaves DND.
08. WAKE-UP CALL	This option determines whether stations receiving an alarm reminder call will print on SMDR.
09. DIRECTORY NAME	This option allows the system administrator to enter a 16 character name which will appear on the SMDR header.

10. CALLER ID — This option can be selected to print Caller ID data received from the Central Office on incoming calls. This option requires the use of a 132 column (wide carriage) printer or an 80 column printer set for condensed print.

11. ABANDON CALL — If this option is set to YES, unanswered calls for which CID information was received will print on SMDR.

The DIRECTORY NAME that appears on the SMDR header is programmed as follows. Names are written using the keypad. Each press of a key selects a character. Pressing the next key moves the cursor to the next position. For example, if the directory name is “SAM SMITH,” press the number “7” three times to get the letter “S.” Now press the number “2” once to get the letter “A.” Continue selecting characters from the table below to complete your message.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the VOL UP key to move the cursor to the right.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	(	9
DIAL ✱	:	=	[	]	✱

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 725

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC

ACTION **DISPLAY**

1. Press TRSF 725
   Display shows

```
PAGE HEADER
PRINT : YES
```

2. Dial the option number (e.g., 01)
   OR
   Use the UP and DOWN keys to scroll through the options and press the right or left soft key to select option

```
LINE PER PAGE
66 LINE / PAGE
```

MMC: 725

3. Enter the number of lines per page in the range 01–99 (e.g., 50)
   OR
   Use UP and DOWN to change number of lines and press the right or left soft key to save the data and return to step 2

```
50 LINE / PAGE
LINE PER PAGE
```

OR

```
LINE PER PAGE
50 LINE / PAGE
```

THEN

```
LINE PER PAGE
50 LINE / PAGE
```

4. If option 00 is selected at step 2

```
PAGE HEADER
PRINT : YES
```

5. If option 02 is selected at step 2

```
INCOMING CALL
PRINT : YES
```

6. If option 03 is selected at step 2

```
OUTGOING CALL
PRINT : YES
```

7. If option 04 is selected at step 2

```
AUTHORIZE CODE
PRINT : NO
```

8. If option 05 is selected at step 2

```
LESS START TIME
PRINT : YES
```

9. If option 06 is selected at step 2

```
IN/OUT GROUP
PRINT : YES
```

10. If option 07 is selected at step 2

```
DND CALL
PRINT : YES
```

11. If option 08 is selected at step 2

```
WAKE-UP CALL
PRINT : YES
```

12. If option 09 is selected at step 2

```
DIRECTORY NAME
_
```

12a. Enter the 16 character name as described above

```
DIRECTORY NAME
SAMSUNG DCS
```

12b. Press right or left soft key to save name and return to step 2

```
DIRECTORY NAME
SAMSUNG DCS
```

13. If option 10 is selected at step 2

```
CALLER ID DATA
PRINT : YES
```

MMC: 725

14. If option 11 is selected at step 2

15. After all desired options have been selected,
    press TRSF to exit
    OR
    Press SPK to exit and advance to next MMC

DEFAULT DATA:

PAGE HEADER	**YES**
LINE PER PAGE	**66**
INCOMING CALL	**NO**
OUTGOING CALL	**YES**
AUTHORIZE CODE	**NO**
LESS START TIME	**YES**
IN/OUT GROUP	**NO**
DND CALL	**NO**
WAKE-UP CALL	**YES**
DIRECTORY NAME	**NO DEFAULT DEFINED**
CALLER ID DATA	**NO**
ABANDON CALL	**NO**

RELATED ITEMS: MMC 300 CUSTOMER ON/OFF PER STATION
SMDR FORMAT FOR CALLER ID (SEE BELOW)

MMC: 725

SMDR FORMAT FOR CALLER ID

```
=============================================================================================================
   T EXT  AUTH TRK  MM/DD START    DURATION FG DIALED DIGITS      ACCOUNT CODE  CID NUMBER       CID NAME
=============================================================================================================
   1 201       701  01/12 12:30    00:00    A                                  13054264100      SAMSUNG
```

NORMAL SMDR FORMAT | ADDED SECTION FOR CALLER ID

POSITION	SIZE	HEADER	FIELD NAME
4	1	T	Tenant
6	4	EXT	Extension
11	4	AUTH	Authorization code
16	4	TRK	Trunk number
21	5	MM/DD	Start date
27	8	START	Start time
36	8	DURATION	Duration
45	2	FG	Call flag
48	18	DIALED DIGITS	Dialed digits
67	12	ACCOUNT CODE	Account code
81	15	CID NUMBER	Caller ID number

MMC: 728 CALLER ID TRANSLATION TABLE

DESCRIPTION:

NOTE: This MMC requires optional hardware and/or software.

Allows the system administrator or technician to associate a CID number received from the central office with a name programmed in this translation table. If there is no match between a received number and a name in this table, “no CID name” will be displayed.

The translation table consists of 350 entries with each entry comprised of a ten digit telephone number and a 16 digit name.

Names are written using the keypad. Each press of a key will select a character. Pressing the next key will move the cursor to the next position. For example, if the directory name is “SAM SMITH,” press the number “7” three times to get the letter “S.” Now press the number “2” once to get the letter “A.” Continue selecting characters from the table below to complete your message.

NOTE: When the character you want appears on the same dial pad key as the previous character, press the VOL UP key to move the cursor to the right.

- **DCS KEYSETS**

COUNT	1	2	3	4	5
DIAL 0	Q	Z	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	R	S	&	7
DIAL 8	T	U	V	✱	8
DIAL 9	W	X	Y	(	9
DIAL ✱	:	=	[	]	✱

The # key can be used for the following special characters: #, space, &, !, :, ?, ., %, $, -, <, >, /, =, [,], @, ^, (,), _, +, {, }, |, ;, \, " and ~.

MMC: 728

• FALCON KEYSETS

COUNT	1	2	3	4	5
DIAL 0	<	>	.	)	0
DIAL 1	space	?	,	!	1
DIAL 2	A	B	C	@	2
DIAL 3	D	E	F	#	3
DIAL 4	G	H	I	$	4
DIAL 5	J	K	L	%	5
DIAL 6	M	N	O	^	6
DIAL 7	P	Q	R	S	7
DIAL 8	T	U	V	*	8
DIAL 9	W	X	Y	Z	9
DIAL *	:	=	[	]	*

1. When the character you want appears on the same dial pad key as the previous character, press UP to move the cursor one space to the right.
2. Other symbols are available for DIAL #.

PROGRAM KEYS

UP & DOWN	Used to scroll through options
KEYPAD	Used to enter selections
SOFT KEYS	Move cursor left and right
SPK	Used to store data and advance to next MMC
HOLD	Used to clear previous entry

ACTION **DISPLAY**

1. Press TRSF 728
   Display shows first entry

```
CID XLATION(001)
DIGIT:
```

2. Dial entry number (e.g., 005)
   OR
   Use UP and DOWN to scroll through entries
   Press RIGHT soft key to select entry

```
CID XLATION(005)
DIGIT:
```

MMC: 728

3. Enter telephone number and press RIGHT soft key to advance to name entry
   OR
   Enter telephone number and press LEFT soft key to return to step 2

```
CID XLATION(005)
DIGIT:3054264100
```

4. Enter associated name as described above and press RIGHT or LEFT soft key to return to step 2
   OR
   Press SPK to save and advance to next MMC
   OR
   Press TRSF to save and exit programming

```
CID XLATION : 005
SAMSUNG TELECOM
```

DEFAULT DATA: NONE

RELATED ITEMS: NONE

MMC 106	STATION SPEED DIAL NAME
STATION#	NAME
BIN 00	

MMC 107	**KEY EXTENDER**				
LCD 24B OR STD 24B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:
13:	14:	15:	16:	17:	18:
19:	20:	21:	22:	23:	24:

LCD 24B OR STD 24B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:
13:	14:	15:	16:	17:	18:
19:	20:	21:	22:	23:	24:

LCD 24B OR STD 24B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:
13:	14:	15:	16:	17:	18:
19:	20:	21:	22:	23:	24:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

32 BUTTON ADD-ON MODULE			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:
09:	10:	11:	12:
13:	14:	15:	16:
17:	18:	19:	20:
21:	22:	23:	21:
25:	26:	27:	28:
29:	30:	31:	32:

32 BUTTON ADD-ON MODULE			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:
09:	10:	11:	12:
13:	14:	15:	16:
17:	18:	19:	20:
21:	22:	23:	21:
25:	26:	27:	28:
29:	30:	31:	32:

DCS AND FALCON 64 BUTTON ADD-ON MODULE			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:
09:	10:	11:	12:
13:	14:	15:	16:
17:	18:	19:	20:
21:	22:	23:	21:
25:	26:	27:	28:
29:	30:	31:	32:
33:	34:	35:	36:
37:	38:	39:	40:
41:	42:	43:	44:
45:	46:	47:	48:
49:	50:	51:	52:
53:	54:	55:	56:
57:	58:	59:	60:
61:	62:	63:	64:

DCS AND FALCON 64 BUTTON ADD-ON MODULE			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:
09:	10:	11:	12:
13:	14:	15:	16:
17:	18:	19:	20:
21:	22:	23:	21:
25:	26:	27:	28:
29:	30:	31:	32:
33:	34:	35:	36:
37:	38:	39:	40:
41:	42:	43:	44:
45:	46:	47:	48:
49:	50:	51:	52:
53:	54:	55:	56:
57:	58:	59:	60:
61:	62:	63:	64:

FALCON 28 BUTTON KEYSET				
EXT NO.				
01:	02:	03:	04:	05:
06:	07:	08:	09:	10:
11:	12:	13:	14:	15:
16:	17:	18:	19:	20:

21:	25:
22:	26:
23:	27:
24:	28:

FALCON 28 BUTTON KEYSET				
EXT NO.				
01:	02:	03:	04:	05:
06:	07:	08:	09:	10:
11:	12:	13:	14:	15:
16:	17:	18:	19:	20:

21:	25:
22:	26:
23:	27:
24:	28:

FALCON 18 BUTTON KEYSET				
EXT NO.				
01:	02:	03:	04:	05:
06:	07:	08:	09:	10:

21:	25:
22:	26:
23:	27:
24:	28:

FALCON 18 BUTTON KEYSET				
EXT NO.				
01:	02:	03:	04:	05:
06:	07:	08:	09:	10:

21:	25:
22:	26:
23:	27:
24:	28:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

MMC 119	CALLER ID DISPLAY		
STATION NUMBER	NUMBER	NAME	NO CALLER ID

Default is number only.

MMC 201	CHANGE CUSTOMER PASSCODE
PASSCODE	

MMC 202	CHANGE FEATURE PASSCODES
DAY/NIGHT	
DISA ALARM	
ALARM CLEAR	
AA RECORD	

MMC 203	ASSIGN UA DEVICE
UA DEVICE	DEVICE LOCATION
RING PAGE	
STATION	
COM BELL	
STATION GROUP	

MMC 204	COMMON BELL CONTROL
COMMON BELL	DEVICE NUMBER
INTERRUPTED	
CONTINUOUS	

MMC 206 BARGE-IN TYPE

EXT	BARGE	EXT	BARGE	EXT	BARGE

Barge in options are: NO BARGE IN = 0
WITH TONE = 1
WITHOUT TONE = 2

MMC 207 ASSIGN VM/AA PORT

EXT	VM/AA	EXT	VM/AA	EXT	VM/AA

MMC 722 and 723		**KEY PROGRAMMING**			
LCD 24B OR STD 24B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:
13:	14:	15:	16:	17:	18:
19:	20:	21:	22:	23:	24:

LCD 24B OR STD 24B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:
13:	14:	15:	16:	17:	18:
19:	20:	21:	22:	23:	24:

LCD 24B OR STD 24B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:
13:	14:	15:	16:	17:	18:
19:	20:	21:	22:	23:	24:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

LCD 12B OR BASIC 12B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:	08:	09:	10:	11:	12:

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

7B KEYSET					
EXT NO.					
01:	02:	03:	04:	05:	06:
07:					

32 BUTTON ADD-ON MODULE			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:
09:	10:	11:	12:
13:	14:	15:	16:
17:	18:	19:	20:
21:	22:	23:	21:
25:	26:	27:	28:
29:	30:	31:	32:

32 BUTTON ADD-ON MODULE			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:
09:	10:	11:	12:
13:	14:	15:	16:
17:	18:	19:	20:
21:	22:	23:	21:
25:	26:	27:	28:
29:	30:	31:	32:

DCS AND FALCON 64 BUTTON ADD-ON MODULE			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:
09:	10:	11:	12:
13:	14:	15:	16:
17:	18:	19:	20:
21:	22:	23:	21:
25:	26:	27:	28:
29:	30:	31:	32:
29:	30:	31:	32:
33:	34:	35:	36:
37:	38:	39:	40:
41:	42:	43:	44:
45:	46:	47:	48:
49:	50:	51:	52:
53:	54:	55:	56:
57:	58:	59:	60:
61:	62:	63:	64:

DCS AND FALCON 64 BUTTON ADD-ON MODULE			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:
09:	10:	11:	12:
13:	14:	15:	16:
17:	18:	19:	20:
21:	22:	23:	21:
25:	26:	27:	28:
29:	30:	31:	32:
29:	30:	31:	32:
33:	34:	35:	36:
37:	38:	39:	40:
41:	42:	43:	44:
45:	46:	47:	48:
49:	50:	51:	52:
53:	54:	55:	56:
57:	58:	59:	60:
61:	62:	63:	64:

FALCON 28 BUTTON KEYSET				
EXT NO.				
01:	02:	03:	04:	05:
06:	07:	08:	09:	10:
11:	12:	13:	14:	15:
16:	17:	18:	19:	20:

21:	25:
22:	26:
23:	27:
24:	28:

FALCON 28 BUTTON KEYSET				
EXT NO.				
01:	02:	03:	04:	05:
06:	07:	08:	09:	10:
11:	12:	13:	14:	15:
16:	17:	18:	19:	20:

21:	25:
22:	26:
23:	27:
24:	28:

FALCON 18 BUTTON KEYSET				
EXT NO.				
01:	02:	03:	04:	05:
06:	07:	08:	09:	10:

21:	25:
22:	26:
23:	27:
24:	28:

FALCON 18 BUTTON KEYSET				
EXT NO.				
01:	02:	03:	04:	05:
06:	07:	08:	09:	10:

21:	25:
22:	26:
23:	27:
24:	28:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08:

FALCON 8 BUTTON KEYSET			
EXT NO.			
01:	02:	03:	04:
05:	06:	07:	08: