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**KINSMAN™**

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**Call Connect System**

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**Console  
operating  
instructions**

# Introduction

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Your Call Connect System Operator Console represents one of the most advanced and efficient EPABX consoles available. Many features have been provided to make the console easy and pleasant to use.

These instructions describe the use of each display and key plus detailed instructions on how to operate the console. After using the console for a short time, these instructions will not be needed.

Note: As a security feature, the removal of the console handset will disable console operation and automatically place the system in Night Service. Normal console operation is restored by plugging in the handset.

## Console display

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The console displays are provided to keep you informed of the current state of all calls within the system. The console display (shown below) is divided into the following sections: Alarm Status Display, Extension Status Display, System Status Display, Call Waiting (CW) Display, Time Display, Trunk Status Display and Call Status Display.

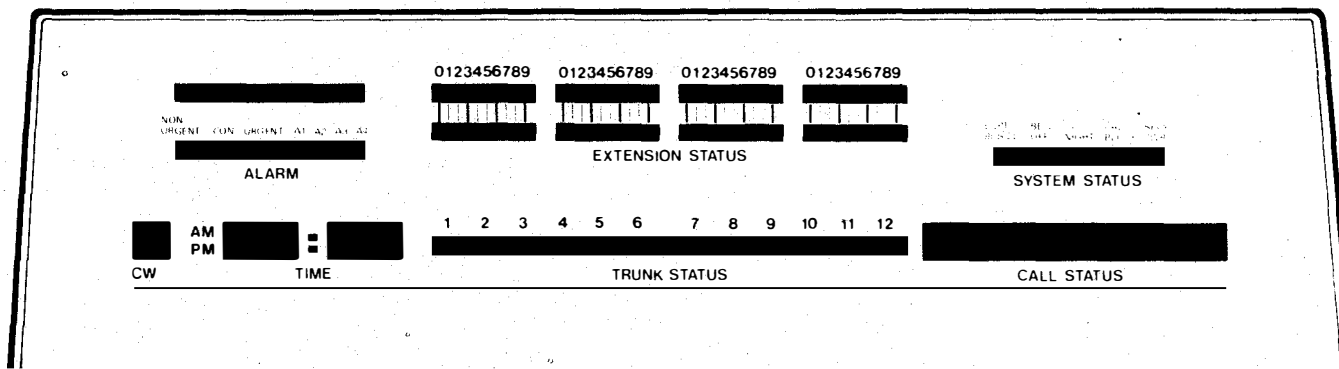


Fig. 1

## Alarm Status

This area contains three lamps labelled Non-urgent, CON (Console) and Urgent. When the Non-urgent lamp glows, it indicates a minor system malfunction (refer to identifying and Resetting Alarms under Operator Functions in this book.) When the CON lamp glows there is a fault inside the console. These alarms generally do not affect service. The Urgent lamp indicates a serious system malfunction. Lamps A1-A4 are not used at this time.

# Extension Status

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The centre of the display area contains the busy lamp display which provides 80 busy lamps. When an extension is busy the associated lamp glows.

# System Status

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The System Status lamps indicate the condition of a number of system features plus the state of the equipment (busied or free) and secondary power (activated or not activated). Each of the five lamps are described below:

## **EQPT BUSIED-OUT**

The system continuously checks itself to make sure that it is operating correctly. If the system detects a malfunction, it will automatically busy-out that unit, flash the "equipment busied" lamp and give an alarm indication (see identifying and Resetting Alarms under Operator Functions). The equipment busied status may be interrogated by using the Status Display Function Codes or the Status Key.

## **BELL OFF**

The lamp glows when you turn the console bell off. Incoming calls are indicated by a flashing console key lamp only.

**NIGHT**

The NIGHT (Night Service) lamp glows when the system is switched into Night Service using the Operator Function or the Night Service console key.

**BARRING EXT/EXT HOTEL FEATURE**

This lamp glows when you have activated the Barring Extension to Extension feature. Calls between extensions that have the barring enabled in their class-of-service are now prevented from making extension to extension calls.

**SECY PWR**

The SECY PWR (Secondary Power) lamp glows when there is a mains power failure and the secondary power supply is powering the system.

## **Calls Waiting (CW) Status**

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This numerical indicator located on the left hand side of the console display, shows the number of calls waiting to be answered by the operator.

## **Time**

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The Time display continuously shows time-of-day using either a 12 hour or 24 hour clock. The procedure to set the clock is detailed in the Operator Function section in this book.

# Trunk Status

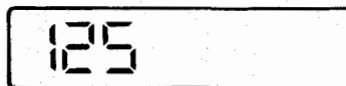
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The twelve Trunk Status lamps show the busy/idle state of each trunk. The Trunk Status lamp glows when the Trunk is busy, flashes when the trunk is on hold and is dark when it is idle.

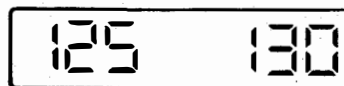
# Call Status

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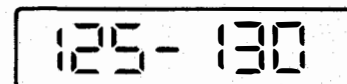
The Call Status display shows the active status of the call being handled at the console. The directory number of the party you are connected to is always shown on the left of the display and the other party in the connection on the right.



You are connected to extension 125

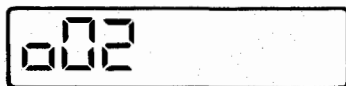


You are connected to extension 125 extension 130 is on hold

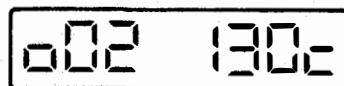


You are connected to extension 125 and 130 in a three party conference

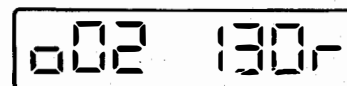
Three symbols are used on the Call Status display to show special functions.



This display indicates that you are connected to trunk 2



Trunk 2 is recalling the console after waiting on Busy at extension 130



Exchange line 2 is recalling the console after ringing and not being answered at extension 130

# Console Keys

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The console keys (shown below) allow a call to be originated, answered and a number of special functions to be performed. The lamp associated with each key indicates the status of the function associated with the key.

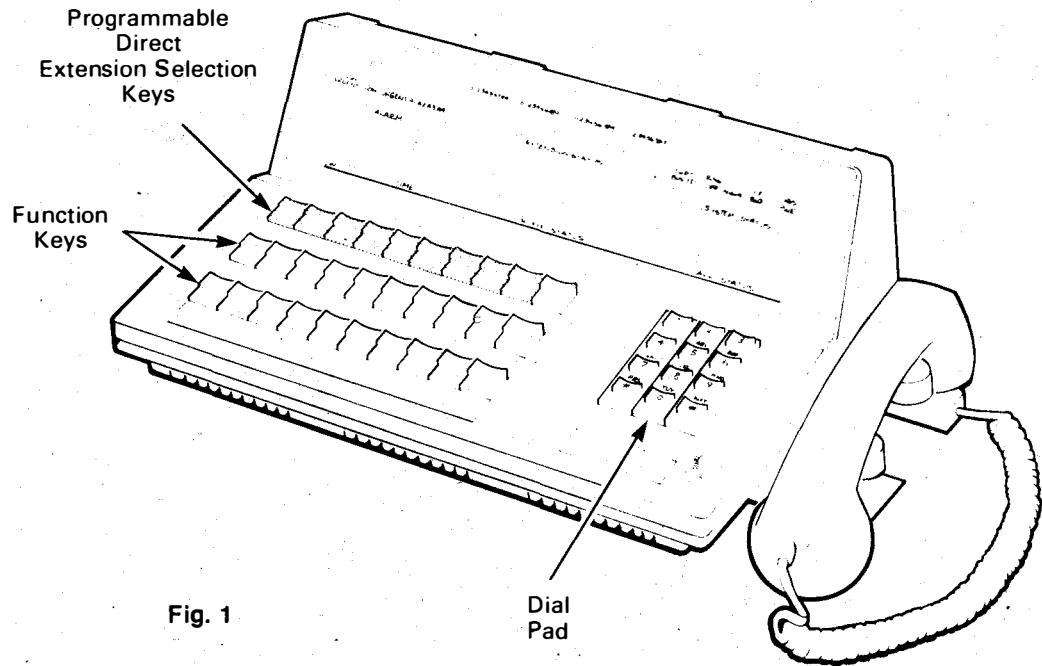


Fig. 1

# Function Keys

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The Call Connect System Operator Console function keys are laid out to provide efficient Operator call processing, control and support. These keys are divided into two groups as follows:

- Call Handling keys which include the CANCEL, RELEASE, ANSWER, BOTH, SPLIT, RECALL, DIAL O, I/C GRP 1, 2 and 3, and Hold 1, 2 and 3 keys
- Superfunction keys which include the NIGHT SERVICE, ALARM, STATUS, BELL OFF, EXTENSION METERING, MESSAGE WAITING, PAGE, OPERATOR INTRUDE and BARRING EXT /EXT. Some of these keys may not be provided on your System.

## **CANCEL**

The CANCEL key allows you to cancel calls extended to busy extensions, or cancel any misdialled number.

## **RELEASE**

The RELEASE key allows you to release a call from the console. The call may be released after a talking connection has been established, in the ringing state or in Wait on Busy to a busy extension.

## **ANSWER**

If flashing, the ANSWER key allows you to answer any call to the console. When the ANSWER key is pressed, calls waiting at the console are answered in the order that they arrive.

## **BOTH**

The BOTH key allows the operator to form a three-party conversation. Once established the SPLIT key may be used to speak privately to either party.

## **SPLIT**

This key allows the operator to speak privately to either party in a three party connection. Each time the SPLIT key is pressed the active party and the held party are interchanged.

## **RECALL**

If a call has been released from the console and has not been answered within the timeout period, it is returned to the console on a recall. This is indicated by the RECALL key flashing and the console bell being rung. When answered the Call Status Display will indicate the type of recall (ringing recall or Wait on Busy recall).

## **DIAL O**

When an extension user calls the console, the DIAL O lamp flashes. The call may be answered by pressing the DIAL O or ANSWER key.

## **I/C GRP**

There are three I/C GRP keys available on the console which allow you to select the sequence in which you answer the console.

## **HOLD**

The HOLD keys allow you to place any extension or trunk call on hold and answer or originate another call.



# Superfunction keys

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Some of these keys may not be provided on your system.

## **NIGHT SERVICE**

This key is used to switch the system into and out of Night Service. When the key is pressed, the key lamp glows to indicate the system has been switched into Night Service, connecting incoming trunks to selected extensions or Night Bells.

## **ALARM**

If the system detects an alarm, the ALARM key lamp flashes and the alarm LED in the Alarm Status Display flashes. Pressing the ALARM key displays the alarm code in the Call Status Display and lights the ALARM key lamp. Releasing the ALARM key causes the display to blank, stores the alarm code and illuminates the key lamp indicating that the code has been stored. The ALARM key lamp will remain glowing until the alarm is cleared using the Operator Functions.

## **STATUS**

This console key allows the Operator to display the status of various Call Connect System equipment. The equipment status to be displayed is selected by pressing the STATUS key the required number of times (refer to Superfunction Key Operation).

## **BELL OFF**

This key allows you to turn the console bell on or off. When the BELL OFF key is pressed, the lamp glows and all incoming calls are indicated by a flashing key only.

## **EXT METR**

This key allows you to enable or disable Extension Metering for any extension, to record the number of local call units made from that extension (refer to Superfunction Key Operation).

## **MSG WAIT**

This Key allows you to automatically signal extension to call the console. After Message Waiting has been applied to the extension, the Call Connect System will automatically ring the extension at preprogrammed intervals (refer to Superfunction Key Operation).

## **PAGE**

Pressing the PAGE key connects the console handset directly to the paging equipment for as long as the key is pressed. Console paging overrides any other user (refer to Superfunction Key Operation).

## **BARRING EXTENSION TO EXTENSION**

This key allows you to turn Barring Extension to Extension on or off. When the Barring key is pressed the key lamp glows indicating all extensions with Barring Extension to Extension enable in their Class of Service will be barred from dialling extension to extension.

## **INTRUDE**

Pressing and holding this key allows the Operator who encounters a busy extension to interrupt the conversation. Before voice contact is established all parties (those in the original conversation plus the Operator) receive a one second warning tone. A short burst of warning tone is repeated every six seconds for the duration of the intrusion.

# Direct Extension Selection

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Selected extensions within your Call Connect System can have a console DIRECT EXTENSION SELECTION key associated with them. These keys perform two functions:

- Pressing a DES key automatically rings the extension  
The lamp associated with each
- DES key indicates the status of the extension. If the lamp glows, the extension is busy or ringing; and if dark, the extension is free.

To change the assignment of a Direct Extension Selection key, refer to Direct Extension Selection Key Operation.

# Dial Pad

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The console Dial Pad allows you to originate any trunk or extension call and to dial the Operator Function codes.



# Call processing

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1

To Call an Extension



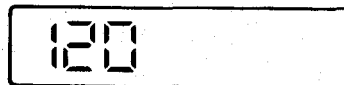
PRESS THE APPROPRIATE  
DES KEY  
**OR**



DIAL THE REQUIRED EXTENSION  
NUMBER FROM THE DIAL PAD



DES KEY LAMP  
GLOWS



The extension number is shown on the left of the display and the extension is ringing.

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The extension number is shown on the left of the display and the extension is ringing.

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2

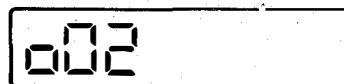
To Answer Incoming Calls



PRESS THE ANS  
DIAL O OR I C GRP



ANS KEY LAMP  
GLOWS

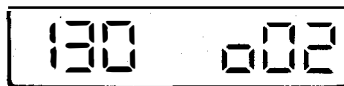


The extension number or trunk number is shown on the left of the display

---



ANS KEY LAMP  
GLOWS



If the extension has placed either a trunk call or an extension call on hold the number of the held party is shown on the right of the calls status display

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### 3 To Extend the Call to a New Extension



PRESS THE APPROPRIATE  
DES KEY  
**OR**



DES KEY LAMP  
GLOWS

129 002

The extension number dialled is shown on the left of the display and the party on hold is shown on the right of the display. When the RELEASE key is pressed, the call is released from the console and connected to the extension dialled.



DIAL THE REQUIRED  
EXTENSION FROM THE DIAL PAD



IF THERE IS AN  
ASSOCIATED DES KEY  
THAT KEY LAMP WILL GLOW

129 002

The extension number dialled is shown on the left of the display and the party on hold is shown on the right of the display. When the RELEASE key is pressed the call is released from the console and connected to the extension dialled.

### 4 To Place a Call On Hold



PRESS THE HOLD KEY  
AND HOLD DOWN



HOLD KEY  
GLOWS

452

The held call location code is displayed as long as the key is pressed. When the key is released the display will blank. The call may be retrieved from the extension by dialling the code shown, or at the console by pressing the glowing HOLD key.

### 5 Recall



PRESS THE FLASHING  
ANS OR RECALL KEY



ANS KEY LAMP  
GLOWS

13 11

The trunk or extension that was transferred to the ringing extension is shown on the left of the display. The extension being rung is shown on the right of the display. The symbol indicates a ringing recall.



ANS KEY LAMP  
GLOWS

002 12c

The trunk or extension that was transferred to the busy extension is shown on the left of the display. The busy extension is shown on the right of the display. The symbol indicates a Wait on Busy recall.

### 6 To SPLIT the Call



PRESS THE SPLIT  
KEY



SPLIT KEY LAMP  
GLOWS

131 129

The extension talking to the Operator is shown on the left of the display and the extension on hold is shown on the right of the display. If the key is pressed again, the two parties are interchanged.

# Call processing (cont'd)

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7

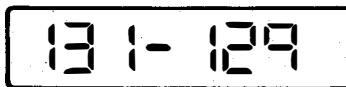
To Form a Three  
Party Connection  
with the Operator.



PRESS THE BOTH  
KEY



BOTH KEY LAMP  
GLOWS



A three way conversation is formed  
if the SPLIT key is pressed again, the  
two parties are separated

---



# Superfunction key operation

## 1 Night Service Key

To Apply Night Service



PRESS NIGHT SERVICE KEY



NIGHT SERVICE KEY LAMP GLOWS

The system is in night service

To Change Night Service Assignments



PRESS NIGHT SERVICE KEY AND HOLD



FLASHING

Trunk number 1 is displayed on the left and the assignment is flashing.

- Dial \* to step to next trunk that is equipped and has flexible night service
- Dial the extension number from the keypad.

## 2 Alarm Key



PRESS THE FLASHING ALARM KEY



ALARM TYPE

The audio-visual alarm indication has been cancelled. You should note the displayed alarm condition and whether the EQPT BUSIED lamp on the System Status display glows.



PRESS THE STATUS KEY ONCE AND HOLD



The display shows the Equipment Busied count on the left of the display followed by Secondary Power Status (0 - OFF, 1 - On) and the status of the two monitors (0 - OPEN, 1 - ACTIVATED).



PRESS THE STATUS KEY TWICE AND HOLD



The display shows the trunk status for trunks 1 through 8. The different status are indicated as follows:

- 0 - free
- 1 - busy
- 2 - Busied-out
- - not equipped

ie. Trunk 3 is indicated as being busy (1)



### 3 Status Key

**NOTE:** The Status Key queue, as defined in Step 3, will automatically return to the beginning of the queue if another key is pressed during the sequence.



PRESS THE STATUS KEY  
THREE TIMES AND HOLD

0000

The display shows the trunk status for trunks 9 through 12

The different status are:

- 0 = free
- 1 = busy
- 2 = busied-out
- = not equipped



PRESS THE STATUS KEY  
FOUR TIMES AND HOLD

500-01

The display shows the features package Generic number and the software revision level.



PRESS THE STATUS KEY  
FIVE TIMES AND HOLD

BLANK

Entire lamp test for the Cabinet Display and Remote Display. The console Call Status display remains blank.



PRESS THE STATUS KEY  
6 TIMES AND HOLD

BLANK

The console bell rings, the console busy lamp display and all key lamps light. The console Call Status display remains blank.



PRESS THE STATUS KEY  
7 TIMES AND HOLD

88888888

Console lamp test for the Call Status display. C.W. lamp and time display.

# Superfunction key operation (cont'd)

## 4 Bell Off Key

To Turn The Console Bell ON



PRESS THE BELL OFF KEY



BELL OFF KEY LAMP GOES DARK

BELL OFF key lamp goes dark and the Console Bell will ring

To Turn The Console Bell OFF



PRESS THE BELL OFF KEY



BELL OFF KEY LAMP GLOWS

BELL OFF key glows and the Console Bell turns off

## 5 Extension Metering Key

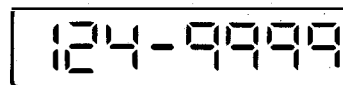
**NOTE:** This feature key may not be provided with your console.

**a**

To check meter when connected to an extension



PRESS THE EXTENSION METERING KEY AND HOLD



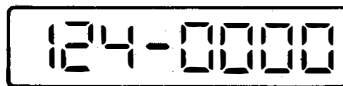
EXTENSION NUMBER

FLASHING

The extension number in the connection is shown on the left of the display.

9999 indicates Extension Metering is disabled and Temporary Trunk Barring enabled for the extension concerned. You may

- Leave as it is by releasing key
- Dial 0 to enable Extension Metering and reset meters and disable Temporary Trunk Barring



EXTENSION NUMBER

FLASHING

The extension number in the connection is shown on the left of the display.

0000 indicates Extension Metering is enabled. You may

- Leave Extension Metering as it is by releasing key
- Dial 9 to disable Extension Metering and enable Barring - Ext Ext



124-9998

FLASHING

The extension number in the connection is shown on the left of the display.

9999 indicates that the Extension Meter has reached the maximum permitted count. You may —

- Dial 0 to reset Extension Meter
- Dial 9 to disable Extension Meter and enable Temporary Trunk Barring



124-XXXX

FLASHING

The extension number in the connection is shown on the left of the display.

XXXX indicates the number of call units for this extension. Extension Metering is enabled and Temporary Trunk Barring is disabled. You may —

- Release key
- Dial 0 to reset Extension Meter
- Dial 9 to disable Extension Meter and enable Barring EXT EXT Control.



---

FLASHING

The display shows three dashes flashing. Dial the desired extension number

**b**

Operation  
When The  
Console  
is free



PRESS THE  
EXT METR KEY  
AND HOLD

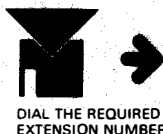
124-XXXX

The display is interpreted as in case **a** above

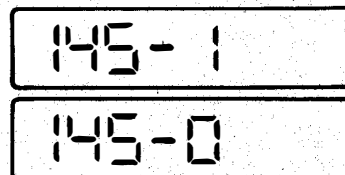
# Superfunction key operation (cont'd)

## 6 Message Waiting Key

**a**  
To Apply  
Message Waiting To An  
Unanswered  
Extension



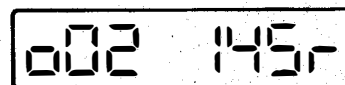
NO ANSWER AT EXTENSION



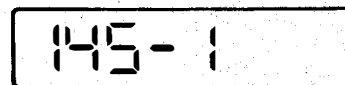
The extension number dialed and the Message Waiting status for that extension is shown on the display (0 = NOT APPLIED, 1 = APPLIED).

Each time the MSG WAIT key is pressed, it will toggle the message waiting status for that extension.

**During  
a Recall**



The trunk or extension that was transferred to the ringing ( - ) or busy ( □ ) extension is shown on the left of the display



You are still connected to the original trunk or extension. The display indicates Message Waiting has been applied to the called extension.

**b**

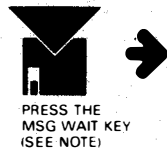
**To Cancel  
Message Waiting**



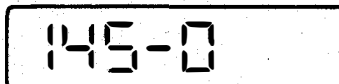
PRESS THE FLASHING  
ANS OR DIAL 0 KEY



MSG WAIT  
KEY FLASHES



PRESS THE  
MSG WAIT KEY  
(SEE NOTE)



The display indicates Message Waiting has been cancelled for the extension

Note: If Message Wait Auto Cancel is enabled in programming, this operation will cause Message Waiting to be re-applied.

**c**

**To Display  
All Message  
Waiting  
Indications**



PRESS THE MSG WAIT  
KEY AND HOLD

The busy lamp display shows all extensions with Message Waiting applied

## **7** PAGE KEY

NOTE: This feature key may not be provided with your console



PRESS THE PAGE KEY  
AND HOLD



PAGE KEY LAMP  
GLOWS

You are connected to the paging circuit and can make your announcement

## **8** BARRING EXT/EXT

NOTE: This feature key may not be provided with your console

**a**

**To Turn  
Barring Ext/  
Ext On**



PRESS THE BARRING  
EXT EXT KEY



BARRING EXT EXT  
KEY LIGHT GLOWS

The Barring EXT EXT key lamp lights and Barring EXT EXT is now enabled. All extensions with Barring EXT EXT enabled in their Class of Service are barred from dialing extension to extension.

**b**

**To Turn  
Barring Ext/  
Ext Off**



PRESS THE LIT  
BARRING EXT EXT KEY



BARRING EXT EXT KEY  
LAMP GOES DARK

The key lamp turns off and Barring EXT EXT is disabled. Calls between extensions are allowed.

# Superfunction key operation (cont'd)

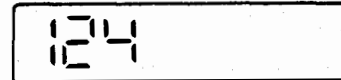
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DIAL THE REQUIRED  
EXTENSION FROM  
THE DIAL PAD



IF THERE IS AN  
ASSOCIATED DES KEY  
THE KEY LAMP WILL GLOW



The extension number dialled is shown  
on the left of the display. If the  
extension is busy, the Operator hears  
busy tone

## 9 Intrude Key



PRESS THE  
INTRUDE KEY



INTRUDE KEY  
GLOWS

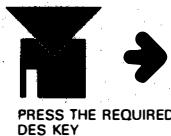
The intrude key glows and all parties  
(the busy extensions in the  
conversation and the Operator)  
receive one second of Intrude tone.  
The Operator may then talk to the  
parties in the conversation. Intrude  
tone is repeated every six seconds  
while the Operator is intruding.



# Direct extension selection operation

1

To Place a DES  
Extension Call



DES key lamp glows and the extension is automatically rung

The extension number is shown on the left of display

2

To Extend  
a Call to a  
DES Extension



DES key lamp glows and the extension is automatically rung

Extension number is shown on the left of the display and the party on hold on the right

When the release key is pressed, the call is released from the console and connected to that extension

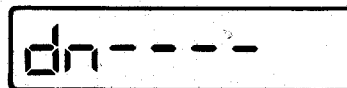
3

To Change the  
Assignment of  
A DES Key



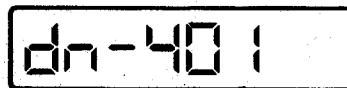
THE EXTENSION WILL NOT RING

NOTE: If a valid number is entered, the display will glow solid until the DES key is released or after the time-out period. If an invalid or duplicate number is entered, the display will continue to flash with the original value.



FLASHING

After 2 seconds, if the DES key is not assigned, the display will show plus three dashes flashing. Dial the desired directory number (see note)



FLASHING

If the DES key has an assignment the display shows plus the present directory number flashing.

If desired, dial the new directory number (see note)



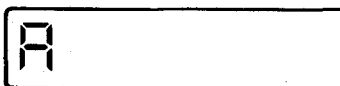


# Operator functions

**NOTE:** Some Operator Functions may be accessed either by using a console key, or by dialling the required code. The functions which can be accessed both ways have an † beside the function heading in this section.

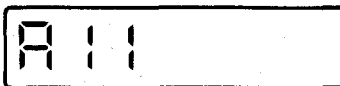
**NOTE:** When entering Trunk Equipment Numbers prefix the line number by '0' on the first 9 lines only. eg. Line 1-01. Line 9-09. Line 10-10.

Before performing any Operator Function which does not appear on a console key, you must dial the Operator Function Access Code.



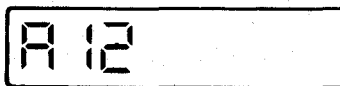
You are now in the Operator Function mode. You may perform any of the Operator Functions by dialling the required code.

## 1 Night Service † To Turn Night Service ON



The NIGHT SERVICE console key lamp glows, the system goes into night service. (Depending on feature programming, all message waiting indications may be suspended during Night service).

## To Turn Night Service OFF



The NIGHT SERVICE console key lamp goes dark, the system returns to normal operation. (Message waiting indications are re-enabled.)

## 2 Identifying and Resetting Alarms †

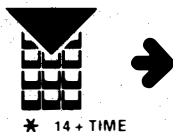


ALARM TYPE

The audio-visual alarm indication has been cancelled. You should note the displayed alarm condition and whether the "EQUIPMENT BUSIED" lamp glows. Report the information to your telephone company.

### 3 Set clock

Set 12 Hour Clock



A 14-0105

The time must be entered as two digit hours and two digit minutes.  
eg. To set the time as 1:05 dial 0105.

Set 24 Hour Clock

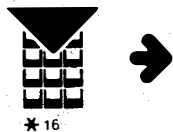


A 15-1305

The time must be entered as two digit hours and two digit minutes.  
e.g. To set the time as 13:05 dial 1305.

### 4 Lamp test

To Test the System Lamps

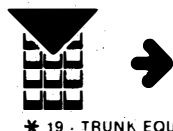


BLANK

Entire lamp test for the Cabinet Display and Remote Display. The console Call Status Display remains blank (refer to step 3 of the Super-function Status Key)

### 5 Access Trunk By Equipment Number

This procedure allows you to access any trunk, even if it has been busied out



006

You are connected to the trunk with the equipment number dialed. You will hear dial tone if the trunk was busied out or idle (trunk status lamp flashing), or busy tone if the trunk is in use (trunk status lamp glowing).

# Operator functions

## 6 Night Service - Flexible

If you do not have this feature the display will blank and you will hear number unobtainable tone after dialling 21 - trunk equipment number.

**a**

To determine the extension that receives incoming calls during night service



\* 21 + TRUNK EQUIPMENT NUMBER

003-142

TRUNK EQUIPMENT  
NUMBER

FLASHING

Incoming calls on trunk 3 are connected to extension 142 during night service. You may —

- leave this unchanged by pressing RELEASE
- make calls appear at a new extension **7b**
- make calls appear at the console **7c**

**b**

To direct incoming calls to a new extension during night service



EXTENSION NUMBER

003-264

NEW EXTENSION

Incoming calls will now be routed to the new extension during night service.

**c**

To direct incoming calls to the console during night service



DIAL 0

003-0

Incoming calls will now be routed to the console during night service.

All calls return to normal call processing after Night Service - Flexible procedures are followed.

# 7

## Message Registration Restrictive Extension Control

**a**

### Extension Metering

If you do not have this feature, the display will blank and you will hear number unobtainable tone, after dialling 22 + extension number. Extension Metering permits the system to keep a record of the usage of an extension. Temporary Trunk Barring prevents an extension from making outside calls. You may have either or both Extension Metering and Registration and Trunk Barring.

**NOTE:** If Temporary Trunk Barring is set by the operator, the Extension Meter is automatically cleared.

**b**

### Restrictive Extension Control



\* DIAL 22 + EXTENSION NUMBER

124-9999

EXTENSION  
NUMBER

FLASHING

9999 indicates Extension Metering is disabled for the extension concerned. You may —

- Leave Extension Metering as it is by pressing REL
- Dial 0 to enable Extension Metering and reset meters.



\* DIAL 22 + EXTENSION NUMBER

124-0000

EXTENSION  
NUMBER

FLASHING

0000 indicates that Extension Metering is enabled. You may —

- Leave Extension Metering as it is by pressing REL
- Dial 9 to disable Extension Metering



\* DIAL 22 + EXTENSION NUMBER

124-9998

EXTENSION  
NUMBER

FLASHING

9998 indicates that the Extension Meter has reached the maximum permitted count. You may —

- Dial 0 to reset Extension Metering
- Dial 9 to disable Extension Metering



\* DIAL 22 + EXTENSION NUMBER

124-XXXX

EXTENSION  
NUMBER

FLASHING

XXXX is any number other than 0000, 9998 or 9999. Extension Metering is enabled. You may —

- Press REL
- Dial 0 to reset Extension Metering
- Dial 9 to disable Extension Metering



\* DIAL 22 + EXTENSION NUMBER

124-9999

EXTENSION  
NUMBER

FLASHING

9999 indicates Temporary Trunk Barring is enabled for the extension concerned. You may —

- leave as is by pressing REL
- dial 0 to disable Temporary Trunk Barring, thereby allowing calls



\* DIAL 22 + EXTENSION NUMBER

124-XXXX

EXTENSION  
NUMBER

FLASHING

XXXX is any number other than 9999. Temporary Trunk Barring disabled. You may —

- leave Temporary Trunk Barring as is by pressing REL
- dial 9 to enable Temporary Trunk Barring thereby barring outside calls.

# Operator functions (cont'd)

## 8 Barring EXT/EXT

To Turn Barring  
EXT/EXT ON



• 23

A23

If you do not have this feature you will hear number unobtainable tone and the display will blank. Barring EXT/EXT is enabled. room to room calling is prevented. The Barring EXT/EXT (CB) lamp on the display glows.

To Turn Barring  
EXT/EXT OFF



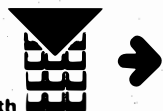
• 24

A24

Barring EXT/EXT is disabled. Room to room calling is permitted. The Barring EXT/EXT (CB) lamp on the display goes dark.

## 9 Message Waiting

To display all  
extensions with  
Message  
Waiting

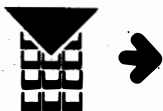


• 25

A25

The console busy lamp display shows all the extensions that have message waiting applied.

To cancel  
message waiting  
on all  
extensions



• 26

A26

The display blanks. All messages waiting indications are cancelled.

10

**Busy  
Out/  
Free  
a Trunk**

**To Busy Out a  
Trunk**



\* 41 + TRUNK EQUIPMENT NUMBER

A4 1-06

The trunk is busied out and its associated status lamp glows and the Equipment busied lamp flashes. The trunk can only be accessed from the console or the test extension.



\* 51 + TRUNK EQUIPMENT NUMBER

A5 1-06

The trunk status lamp goes dark, the trunk is free and may be accessed normally.

11

**To Exit from the  
Operator  
Function Mode**



PRESS REL



Your console is now operating in the normal mode.

# Operator function codes

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**Press the appropriate console key or dial the programmed operator function code \* and the required code.**

| Function   | Code   |
|--|--|
| To turn Night Service ON<br>a) Dial * 11<br>b) Press RELEASE<br>(also see Night Service key operation)       | To change Night Service assignment<br>a) Dial * 21<br>b) Dial the trunk equipment number.<br>c) Dial the new 2 or 3 digit extension number<br>d) Press RELEASE<br>(also see Night Service key operation) |
| To turn Night Service OFF:<br>a) Dial * 12<br>b) Press RELEASE<br>(also see Night Service key operation)     | To turn Extension Metering ON and turn Trunk Barring OFF temporary:<br>a) Dial * 22<br>b) Dial extension number<br>c) Dial 0<br>d) Press RELEASE   |
| To reset console bell and store alarm:<br>a) Dial * 13<br>b) Press RELEASE<br>(also see Alarm key operation) | To turn Extension Metering OFF and turn Trunk Barring ON temporary:<br>a) Dial * 22<br>b) Dial extension number<br>c) Dial 9<br>d) Press RELEASE   |
| To set 12-hour clock:<br>a) Dial * 14<br>b) Dial 2-digit hours and 2-digit minutes<br>c) Press RELEASE       |  |



To set 24-hour clock:

- a) Dial \* 15
- b) Dial 2-digit hours and 2-digit minutes
- c) Press RELEASE

To perform a Lamp test

- a) Dial \* 16
  - b) Press RELEASE
- (also see status key operation)

To turn Background Music ON:

- a) Dial \* 17
- b) Press RELEASE

To turn Background Music OFF:

- a) Dial \* 18
- b) Press RELEASE

To Access Trunk by Equipment Number:

- a) Dial \* 19
- b) Dial trunk equipment number
- c) Make the call
- d) Press RELEASE

To turn Barring — Extension to Extension ON:

- a) Dial \* 23
- b) Press RELEASE

To turn Barring — Extension to Extension OFF:

- a) Dial \* 24
- b) Press RELEASE

To busy — out a Trunk:

- a) Dial \* 41
- b) Dial the trunk equipment number
- c) Press RELEASE

To restore a Trunk:

- a) Dial \* 51
- b) Dial the trunk equipment number
- c) Press RELEASE

**Note:** To convert numbers to trunk equipment numbers prefix digit '0' to the first 9 lines only.

e.g.

- line 1-01
- line 9-09
- line 10-10

