## NEC

## ElectraElite IPK



Multiline Telephone
User Guide

## ELITE IPK TELEPHONES



| 1 | Speaker | 6 | Large LED | 11 Softkeys |
| :--- | :--- | :---: | :--- | :---: |
| 2 | Line Keys/Feature <br> Access Keys | 7 | Alphanumeric <br> Display | 12Directory Key <br> (DIR) |
| 3 | Dialpad/Dedicated <br> Function Keys | 8 | One Touch <br> Keys | 13Message Key <br> (MSG) |
| 4 | Microphone | 9 | Hookswitch | 14 MIC Key |
| 5 | Volume Control | 10Built-in Head- <br> set Jack |  |  |
|  |  |  |  |  |



32 Button Display with 16 DSS/BLF One Touch Keys


16 Button Multiline Liquid Display

| 1 | Speaker | 6 | Large LED | 11 Softkeys |
| :--- | :--- | :--- | :--- | :--- |
| 2 | LineKeys/Feature <br> Access Keys | 7 | Alphanumeric <br> Display | 12 Directory Key |
| (DIR) |  |  |  |  |

## GENERAL INFORMATION

The following should be considered when reviewing this User Guide:

- All operational instructions assume Prime Line Pickup is assigned to intercom dial tone, Ringing Line Preference is assigned to all telephones, a Line and Second Incoming Extension key has been assigned to all multiline telephones and only a single tenant has been assigned in the system.
- All access codes listed are standard; some may vary based on system assignment.
- Access to many features is based on system assignments. Not all features may be available from your telephone.
- Telephones equipped with displays will provide useful call processing information such as digits dialed, recall indications, feature confirmation, etc.

| LED INDICATIONS |  |
| :--- | :--- |
| Function | Lamp Status |
| CO LINE KEYS: |  |
| Incoming Call |  |
| Held Call - Your Telephone | Rapid Flashing Red |
| Held Call - Other Telephone | Slow Flashing Green |
| Call in Progress |  |
| Your Telephone |  |
| Other Telephone Flashing Red |  |
| Hold Recall |  |
| LARGE LED: | Steady Green |
| Incoming CO/PBX, CIT, or ANA | Steady Red |
| Call |  |
| Incoming Intercom, TIE Line, or | Rapid Flashing Green Flashing Green |
| DID Call | Rapid Flashing Red |
| Message for Attendant | Slow Flashing Green |
| Voice Mail Message | Slow Flashing Red |
| FEATURE KEY: |  |
| DND Set | Intermittent Flashing Red |
| Call Forward Set | Intermittent Flashing Red |
| Callback Request | Slow Flashing Red |
| ICM LED: |  |
| Incoming Call | Flashing Red |
| Call in Progress | Steady Red |
| Held Call | Flashing Red Conf LED |

## ANSWERING CALLS

## Ringing Calls

1. Lift the handset.
2. Converse.

Note: When assigned the Delayed Ringing feature, incoming calls will first ring at a primary station. If the call is unanswered after a preprogrammed time interval, calls will also ring at the assigned secondary station.

## Ringing Calls To A Second Incoming Extension Key

1. Lift the handset.
2. Converse.

Note 1: A Second Incoming Extension key must be assign to appear and right.

Note 2: A Line key must be available to answer an incoming outside call.

## Voice Announce Calls

1. Ensure the MIC LED is lit.
2. Adjust the Speaker volume $(\boldsymbol{\nabla}$ or $\mathbf{A})$ as needed.
3. Respond handsfree.

Note: The handset may be used at any time during the conversation.

## Camp-on (Call Waiting)

Receive camp-on tone while on another call:

1. Replace the handset to disconnect present call.

OR
Press Hold and press the Hookswitch to converse with the second party.

## Call Alert Notification

With a call in progress:

1. Receive a Call Alert Notification.
2. Press the Hold key, then converse with the second party.

Note 1: The second call may be placed on Hold if a Line appearance is assigned.

Note 2: Press the flashing Line key or Conf key to return to the first call.

## PLACING CALLS

## Internal Calls

1. Lift the handset.
2. Dial a station number of $\mathbf{0}$ for the attendant.

OR
Press the Feature Access key or One Touch key programmed for Direct Station Select.
3. Voice announce after the tone burst or wait for the ringing call to be answered.

Note 1: When calling a multiline telephone, dialing 1 after the station number will change ringing to voice or voice to ringing.

Note 2: To directly access a person voice mailbox, dial 7 after dialing the station number.

## Outside Calls

## 1. Lift the handset.

2. Dial the trunk access code, i.e. 9 .

## OR

Press an idle Outside Line key.
3. Dial the telephone number.
4. Converse.

## Trunk Queuing

After dialing the trunk access code or pressing a busy Line key and receiving the trunk busy indication:

1. Dial the Trunk
2. Queue set code 78.
3. Replace the handset.

Note: When a line is available, your telephone will ring; lift the handset and place the call.

## Last CO/PBX Number Redial

1. Lift the handset.
2. Press the Redial key.
3. Dial the Last Number Redial code *.
4. Converse.

## Station/System Speed Dial

## 1. Lift the handset

2. Press the Redial key and dial the Speed Dial Memory location:

- Station Speed Dial 80~99.
- System Speed Dial 00~79.

OR
Press the Feature Access key or One Touch key programmed for the Station Speed Dial.
3. Converse.

## Scrolling Speed Dial Directories

1. Press the Speed Dial Softkey.

- SYS System Speed Dial
- STA Station Speed Dial

2. Press the UP/DOWN Softkeys to scroll through all the entries.

OR
Use the dial pad to enter the first letter of the desired entry then dial ${ }^{*}$.

Press the UP/DOWN Softkeys to scroll.
Lift the handset or press the Speaker key or press an idle Outside Line key to place a call to the displayed entry.

OR
Press Feature or Exit or wait 10 seconds to cancel
Note: For example, when using the dial pad to search the directory
for the "Ann", dial the number $\mathbf{2}$ on the dial pad followed by the
$\star$. To search for "Bob", dial the number $\mathbf{2}$ twice and then the ${ }^{\star}$.
To search for "Carol", dial the number $\mathbf{2}$ three times and then
the ${ }^{\star}$. To search for "Dan", dial the number $\mathbf{3}$ followed by the .

## MICROPHONE CONTROL

1. Press the MIC key.
2. A lit MIC LED indicates that the MIC is on.

## SPEAKERPHONE CALLS

1. Press the Speaker key and the LED lights.
2. Ensure that the MIC LED is lit.
3. Place internal or outside call.
4. Converse.
5. Press the Speaker key to disconnect call.

Note: The handset may be used at any time during the conversation. To resume handsfree operation or to monitor a call, press the Speaker key (the LED lights) and replace the handset.

## GROUP LISTENING

With a call in progress via the handset/headset:

1. Press the Speaker key, then the LED lights.
2. Converse. Conversation is heard over the speaker and the handset/headset. One the handset/headset may be used to respond.
3. Press Speaker to cancel the Group Listening mode.

Note: When switching from Group Listening mode to the Speakerphone mode, it is recommended that the Microphone be turned off.
Non-Exclusive Hold
With a call in progress:
Exclusive Hold

1. Press Hold.
With a call in progress:
2. Press Feature.
3. Press Hold.
Note 1: To retrieve a held call, press the flashing Line key or Conf key(internal calls).
Note 2: Calls on One-Exclusive Hold can be retried from any multiline telephone with the held line appearance.
Note 3: After a preprogrammed time, the held call will recall to the originating station. Once in a recall condition, Exclusively Held calls can be retrieved from any station with the held line appearance.
TRANSFERRING CALLS
Using Manual Dial
Using Direct Station Selection (DSS)
With a call in progress: With a call in progress:
4. Press the Transfer key. 1. Press the Transfer key.
5. Dial the station number.3. Announce the call(optional).
6. Replace the handset.
7. Press the programmed
DSS.
8. Announce the call(optional).4. Replace the handset.
Note 1: If the called station is busy, replace the handset to initiate acamp-on. Unanswered camp-ons and unscreened transfers willrecall to the attendant telephone. After answering the recall,pressing the Feature key and then 86 will transfer the call to thepersonal voice mailbox of the station number dialed.

Note 2: To return to the original party, press the flashing Line key or Conf key.

Note 3: A Feature Access key or One Touch key may be assigned for DSS.

Note 4: To transfer a call directly to a personal voice mailbox, dial 7 after dialing the station number.

## CONFERENCE

## With a call in progress:

1. Press the Conf key.
2. Place the second call (internal or external).
3. Announce the conference.
4. Press the Conf key to establish the conference.

Note 1: Repeat the above procedure to add an additional party (Maximum of 2 for outside calls or 3 or inside calls).

Note 2: An unsupervised conference may be established by press the Conf key again, after the conference has be established. The parties may continue to converse in private. Press the flashing Conf key to return to the conversation. This feature is available if programmed in your system by your system administrator.

## CONFERENCE BRIDGE

To make a call using a Conference Bridge:

1. Call a Conference Bridge extension.
2. When the voice prompt is heard, enter the password and press\#.
3. Start the conference call.

## Start a conference call from an incoming CO call using an Automated Attendant:

1. Call an outside line that is answered by an Automated Attendant.
2. Dial the extension of the Conference Bridge.
3. When the voice prompt is heard, enter the password press \#.
4. Start the conference call.

Start a conference call from an off premise location:

1. Call a line that is directed to the Conference Bridge.
2. When the voice prompt is heard, enter the password press \#.
3. Start the conference call.

Start a conference call from an incoming CO call using an Attendant:

1. Call the Attendant and ask to be transferred to a Conference Bridge extension.
2. Wait until the transfer is complete.
3. When the voice prompt is heard, enter the password press \#.
4. Start the conference call.

Note: Default passwords: Conference \#1 = 0001 Conference \#2 = 0002

## CALL PARK - SYSTEM

## Set

With a call in progress:

1. Press the Transfer key.
2. Dial Call Park Set code 4*.
3. Dial Call Park location 0~9.
4. Replace the handset.

Retrieve
From any station:

1. Lift the handset.
2. Dial Call Park Set code 4 *.
3. Dial Call Park location $0 \sim 9$.
4. Converse.

Note: If the dialed Call Park location is busy, dial another Call Park location 0~9.

## STATION BUSY/NO ANSWER OPTIONS

## Automatic CallBack

## Set

When calling a busy multiline telephone:

1. Dial the Automatic Callback code 0.
2. Replace the handset.

Answer
When both telephones are idle originating telephone rings:

1. Lift the handset.
2. Call is placed automatically.

## Callback Request

## Set

When calling a busy or unanswered multiline telephone:

1. Dial the Callback Request code \#.
2. Replace the handset.

## Answer

Receive a display and/or Feature LED message indication:

1. Lift the handset.
2. Dial \#: the requested originator is automatically called.

Note: Callback messages are automatically canceled once the origination station is called.

## Tone Override

## Set

When calling a busy multiline telephone:

1. Dial the Tone Override code * to send the tone.
2. Wait for a signaled party to answer.

## Answer

When a call is in progress:

1. Receive a tone override signal.*
2. Press the Hold key.
3. Converse the second party.

* If handsfree, a visual indication only ( * ) will be provided on the telephone display.

Note: An Override Tone will be sent each * is pressed.

## Step Call

When calling a busy telephone:

1. Dial 2 to advance to the next station number in the 10 's group.

## Voice Over

Originate Whisper Page
When calling a busy telephone: With a call in progress:

1. Dial the Voice Over code 1. Receive the Voice Over announcement.
2. Announce the message.

## Answer

With a call in progress:

1. Receive the Voice Over announcement.
2. Press the Hold key.
3. Converse with the Voice Over originator.
4. Press the Answer key to alternate between parties.
5. Press the Feature key.
6. Dial 65.
7. Converse with the Voice Over originator while monitoring the first call.
8. Press the Feature key again.
9. Dial 65 again.
10. Converse with the first caller while monitoring the Voice Over originator.
Note: The Whisper Page Access Code may be assigned to a Feature Access key or a One Touch key.

## CO/PBX DIALING OPTIONS

## Save \& Repeat

## Save

With an originating outside call in progress:

1. Press the Feature key.
2. Dial 9 and the called number is stored.

## Repeat

1. Lift the handset.
2. Press the Redial key.
3. Dial \# and the call is placed.

## Store \& Repeat

## Store <br> Repeat

With an outside call in progress:

1. Press the Feature key.
2. Dial 7
3. Dial the number to be stored.
4. Complete the conversation and replace the handset.

Note: Store \& Repeat and Save \& Repeat features cannot be used simultaneously.

## Automatic Redial

After originating a busy or unanswered outside call:

1. Press the Speaker key or replace the handset.
2. Press the Feature key.
3. Press the Redial key.
4. The call is repeatedly dialed until answered, canceled, or the maximum number of redial attempts is reached.
5. Lift the handset when the called party answers.

Note 1: Press the Speaker key to cancel the Automatic Redial.
Note 2: System programming determines the waiting time and the number of redial attempts.

## Caller ID

## Answer

Receive incoming ringing or transferred outside call:

1. Review the telephone display for the calling party's name or number.
2. Answer the call accordingly.

## Place Call ID Calls

1. Press DIR repeatedly until the desired number is displayed.
2. Lift the handset to automatically dial the displayed number.
3. Converse.

Note 1: Caller ID will be displayed even when the station is busy or in DND mode, allowing the user to identify the incoming call.

Note 2: On a per station basis, the last 50 calls answered with Caller ID information are stored and are accessible with the Scroll key.

Note 3: Press the lit Line key to review the calling party's name or number while the call is in progress.

## CALL PICKUP

## Call Pickup System

Upon hearing ringing at another telephone:

1. Lift the handset.
2. Dial the Call Pickup code:

- All Calls

68

- CO/PBX Line
- Night Call Pickup

69

1. Converse.

## Call Pickup Direct

Upon hearing ringing or voice announcement at another telephone:

1. Lift the handset.
2. Dial the Call Pickup Direct code 67.
3. Dial the station number of the telephone to be answered.
4. Converse.

## PAGING

## 1. Lift the handset.

## 2. Dial the Paging code:

Internal
External
All Zones 51 All int. \& ext. 59
Zone A 52 All Zones 55
Zone B $53 \quad$ Zone A 56
Zone C $54 \quad$ Zone B 57
Zone C 58
3. Page.
4. Wait for the Meet-Me Answer for replace the handset.

## Meet-Me Answer

1. Lift the handset set.
2. Dial the Meet-Me Answer code:

Internal Page 5 *
External page 5 \#
3. Converse.

## BACKGROUND MUSIC

## Set/Cancel

1. Press the Feature key.
2. Dial BGM On/Off code 26.

Note: A BGM key may be assigned in system programming to set/ cancel the Background Music feature.

## CALL FORWARDING

## All Calls (CF/A)/Do Not Disturb (DND)

## Set

1. Press the Feature key.
2. Dial Call Forward All/DND set code 60.
3. Select operation:

- DND: Press the Feature key.
- Call Forward All: dial the destination station number or voice mail or trunk access code and outside number and press the Feature key.


## Cancel

1. Press the Feature key.
2. Dial Call Forward All/DND set code 69.
3. Press the Feature key again.

Note 1: The Feature LED will flash intermittently when your telephone is in Call Forward/DND.

Note 2: While set, Call Forward All will override Call Forward Busy/No Answer setting.

Note 3: If Call Forward All and Do Not Disturb are both set, the feature set last is activated.

Note 4: A CFA/DND key may be assigned in system programming to set/ cancel this feature. When setting Call Forward All, a destination station must be entered. A lit LED indicates that Call Forward All/ Do Not Disturb is set.

## Call Forward Busy/No Answer (B/NA)

Set

1. Press the Speaker key.
2. Dial Call Forward B/NA set code 43.
3. Dial the destination station number or voice mail or trunk access code and the outside number.
4. Press the Speaker key again.

Cancel

1. Press the Speaker key.
2. Dial Call Forward cancel code 44.
3. Press the Speaker key again.
Note 1: The Feature LED will flash intermittently when your telephone is in Call Forward.
Note 2: While set, Call Forward All will override Call Forward Busy/No Answer setting.
Note 3: A CF B/NA key may be assigned in system programming to set/ cancel this feature. When setting Call Forward Busy/No Answer, a destination station must be entered. A lit LED indicates that DF $\mathrm{B} / \mathrm{NA}$ is set.

## CUSTOMIZED MESSAGE

From a display telephone:

1. Press the Feature key.
2. Dial the Custom Message code 70.
3. Dial * to scroll through messages.
4. Dial \# to select a message.
5. Dial the return date and time if required (Month/day, Hour/Minute, using the 4 -digit 24 -hour clock).
6. Press the Feature key again.

Note: You must place your telephone in Do Not Disturb; other display telephones will then receive your message upon calling your station.

## SET RELOCATION

1. Ask the Attendant to turn on the Set Relocation Mode.
2. From the new location, press the Speaker key, then the LED lights.
3. Dial Set Relocation code $\qquad$ .
4. Dial your station number.
5. Dial the Station Password (same as the Station Lockout (Password) code).
6. Hear the confirmation tone and then press the Speaker key.
7. Inform the Attendant that your relocation is complete and request that the Attendant turn Set Relocation Mode off.

## STATION OUTGOING LOCKOUT

## Changing Lockout (Password) Code

1. Press the Speaker key.
2. Dial the Lockout (Password) Change access code $\qquad$ .
3. Dial the current Lockout (Password) code.
4. Dial the new Lockout (Password) code.
5. Press the Speaker key again.

Note 1: By default, the Lockout (Password) code is set at $\mathbf{0 0 0 0 0 0 0 0 0 0}$ (10 zeros).

Note 2: When the Lockout (Password) code is set for the first time, the station is automatically restricted.

Note 3: Lockout (Password) code may be a maximum of 10 digits. If the new Lockout (Password) code is less than 10 digits, press the Speaker key to enter.

Note 4: When set, the Station Outgoing Lockout restricts all outgoing calls.

## Set/Cancel Station Outgoing Lockout

1. Press the Speaker key.
2. Dial the Station Lockout.

- Set code
- Cancel code

3. Dial the Lockout (Password) code.
4. Press the Speaker key again.

## ACCOUNT CODE ENTRY

With an outside call in progress: With an outside call on hold:

1. Press the Feature key. 1. Dial the Account Code
2. Dial 66.

Entry Code $\qquad$ .
3. Dial Account Code (16 digits maximum).
4. Press the Feature key.
2. Dial Account Code (16 digits maximum).

Note 1: The outside party will not hear the digits being dialed.
Note 2: The Account Code Entry Code may be assigned to a Feature
Access key or One Touch key.

## AUTHORIZATION CODE FORCED/VERIFIED

## To place an outside call:

1. Lift the handset.
2. Dial the Forced Account access code $\qquad$ .
3. Dial the Forced Account Code $\qquad$ (up to 12 digits).
4. Dial the trunk access code, i.e. 9 and the outside number.

Note: When calling from a station that is assigned the Account Code Force/Verified feature, outgoing calls will only be processed after the dialed Account Code is verified.

## DISA PASSWORD

## Setting Your DISA Password

1. Left the handset.
2. Dial the DISA Password set access code $\qquad$ .
3. Dial your DISA ID code $\qquad$ .
4. Dial your current DISA password. (same as the Station Lockout (Password) code).
5. Dial your new DISA password.
6. Replace the handset.

Note 1: The password may be a maximum of 20 digits. If the new password is less that 10-digits, replace the handset to enter.

Note 2: It is recommended that your DISA password be 10 digits and be changed frequently to prevent unauthorized use.

## Log On

## Log Off

1. Press the Speaker key.
2. Dial the access code $\qquad$ .
3. Dial 1.
4. Press the Speaker key again.
5. Press the Speaker key.
6. Dial the access code $\qquad$ .
7. Dial 2.
8. Press the Speaker key again.

Note 1: A LOG key may be assigned in system programming to Log On/ Off from the ACD/UCD group. A lit LED may indicate that the station is logged on.

Note 2: With the Elite ACD Plus, these procedures are done using the softkey functions. Refer to your Elite ACD Plus User Guide for more details.

## Break Mode

## Set

1. Press the Speaker key.
2. Dial 40.
3. Press the Speaker key again.

## Cancel

1. Press the Speaker key.
2. Dial 40.
3. Press the Speaker key again.

Note 1: Break Mode is only available while an agent is logged on.
Note 2: A Break key may be assigned in system programming to set/ cancel Break Mode. A lit LED indicates that the station is in Break Mode.

## Answering a Call Using a Headset

## 1. Press the Headset key to answer.

2. Converse.
3. Press the Headset key to hang up.

## VOLUME CONTROL

## Off-Hook Ringing Volume

## Off-Hook Ringing volume

1. Lift the handset.
2. Dial 60.
3. Dial Off-Hook Ringing Volume code 1.
4. Press $\boldsymbol{\nabla}$ or $\mathbf{\Delta}$ to set level.
5. Replace the handset.

## Ringing volume

1. Press the Speaker key.
2. Dial 60.
3. Dial Ringing Volume code 1.
4. Press $\boldsymbol{\nabla}$ or $\boldsymbol{\Delta}$ to set level.
5. Press the Speaker key again.

Note 1: Press $\boldsymbol{\nabla}$ or during audible telephone activity to adjust the handset or speaker volume.

Note 2: When the telephone is idle, $\boldsymbol{\nabla}$ or $\boldsymbol{\Delta}$ is used to adjust the display contrast.

## PROGRAMMING

## Resetting Feature LED

1. Press the Feature key.
2. Dial 99.
3. Press Feature key again.

Note: Resetting the Feature LED will cancel Call Forward All Calls, Do Not Disturb, and Callback Request settings.

## Station Speed Dial - Dial Access

1. Press the Feature key.
2. Press the Redial key.
3. Dial the Speed Dial Memory location 80~99.
4. Dial the trunk access code, i.e. 9 (if necessary).
5. Dial the telephone number to be stored ( 24 digits maximum).
6. Press the Hold key (if entering a name) and dial the name of the party ( 13 letters maximum).
7. Press the Feature key again

Note 1: Press the Redial key to insert a pause or Recall to store a hookflash.

Note 2: Refer to Character Entry Codes or use the dial pad on the telephone when entering the name of the party.

## Feature Access Keys

## Station Speed Dial (Outside Numbers)

1. Press the Feature key.
2. Press the Redial key.
3. Press the Feature

Access key to be programmed.
4. Dial 0 .
5. Dial the trunk access code, i.e. 9 (if necessary).
6. Dial the telephone number to be stored (16 digits maximum).
7. Press the Feature key again.

DSS/BLF (Stations) and Feature Access

1. Press the Feature key.
2. Press the Redial key.
3. Press the Feature Access key to be programmed.
4. Dial $\mathbf{1}$ and the station number to be stored.

## OR

Dial the feature access code to be stored as indicated in the Quick Entry Guide.
5. Dial the trunk access code, i.e. 9 (if necessary).
6. Dial the telephone number to be stored (16 digits maximum).
7. Press the Feature key again. Press the Feature Access key to be programmed.

Note 1: Press the Redial key to insert a pause or Recall to store a hookflash.

Note 2: The Busy Lamp Field status indication will be provided on the keys programmed for DSS.

## One Touch Keys

## Station Speed Dial <br> (Outside Numbers)

1. Press the Feature key.
2. Press the Redial key.
3. Press the One Touch key to be programmed.
4. Dial 0.
5. Dial the trunk access code, i.e. 9 (if necessary).
6. Dial the telephone number to be stored (16 digits maximum).
7. Press the Feature key again.

DSS/BLF (Stations) and Feature Access

1. Press the Feature key.
2. Press the Redial key.
3. Press the One Touch key to be programmed.
4. Dial $\mathbf{1}$ and the station number to be stored.

> OR

Dial the feature access code to be stored as indicated in the Quick Entry Guide.
5. Press the Feature key again.

Note 1: Press the Redial key to insert a pause or Recall to store a hookflash.

Note 2: The Busy Lamp Field status indication will be provided on the keys programmed for DSS.

## QUICK ENTRY GUIDE

For programming Feature Access keys and One Touch keys.

| Feature | Press |
| :---: | :---: |
| Microphone On/Off | $\#>1>$ Feature or MIC |
| Call forward all Set | \# > 60> Dial Destination > <br> Answer $>$ Feature $>$ Feature |
| DoZ Not Disturb - Set | ```#> 60> Answer> Feature> Feature``` |
| Call Forward All/DND Cancel | $\begin{aligned} & \#>60>\text { Dial Destination }> \\ & \text { Answer }>\text { Feature }>\text { Feature } \end{aligned}$ |
| Save \& Repeat - Set | $\#>9>$ Feature |
| Store \& Repeat - Set | \# > $7>$ Feature |
| Whisper Page | $\#>65>$ Feature |
| Quick Transfer to Voice Mail | $\#>86>$ Feature |
| Background Music | $\#>26>$ Feature |
| Voice Over Originate | ```#> Answer> Feature> 6> Feature``` |
| Call Forward Busy/No Answer - Set | $\begin{aligned} & \#>43>\text { Dial Destination }> \\ & \text { Answer }>\text { Speaker }>\text { Feature } \end{aligned}$ |
| Internal Paging All Zone | $\#>51>$ Feature |
| Internal Paging Meet-Me | $\#>5$ * Feature |
| External Paging All Zone | $\#>55>$ Feature |
| External Paging Meet-Me | \# > 5 \# > Feature |
| Call Pickup All Calls | \# > 68> Feature |
| Call Pickup Direct | \# > 67> Feature |

Note 1: When pressed, the Answer key will not appear in the display. This is normal operation.

Note 2: Other features may be programmed in addition to those listed above. Refer to the EliteMail User Guide for features related to Voice Mail.

## Character Entry

To add a name to each speed dial entry, use the Character Entry Code table OR press the dial pad number corresponding to the alpha character desired (six characters maximum).

$$
\begin{aligned}
\text { i.e. } & 2=A, B, D, a, b, c, \text { or } 2 \\
3 & =D, E, F, d, e, f, \text { or } 3 \\
4 & =G, H, I, g, h, i, \text { or } 4
\end{aligned}
$$

For the name Bob press: 2-2-6-6-6-2-2

## Character Entry Codes

| Character | Code | Character | Code | Character | Code |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Blank | 032 | 6 | 054 | L | 076 |
| $!$ | 033 | 7 | 055 | M | 077 |
| $\\|$ | 034 | 8 | 056 | N | 078 |
| $\#$ | 035 | 9 | 057 | O | 079 |
| $\$$ | 036 | $:$ | 058 | P | 080 |
| $\%$ | 037 | $;$ | 059 | Q | 081 |
| $\&$ | 038 | $<$ | 060 | R | 082 |
| $;$ | 039 | $=$ | 061 | S | 083 |
| $($ | 040 | $>$ | 062 | T | 084 |
| ) | 041 | $?$ | 063 | U | 085 |
| $*$ | 042 | $@$ | 064 | V | 086 |
| + | 043 | A | 065 | W | 087 |
| , | 044 | B | 066 | X | 088 |
| - | 045 | C | 067 | Y | 089 |
| - | 046 | D | 068 | Z | 090 |


| Character | Code | Character | Code | Character | Code |
| :---: | :---: | :---: | :---: | :---: | :---: |
| / | 047 | E | 069 | $[$ | 091 |
| 0 | 048 | F | 070 | ¥ | 092 |
| 1 | 049 | G | 071 | ] | 093 |
| 2 | 050 | H | 072 | ^ | 094 |
| 3 | 051 | l | 073 | - | 095 |
| 4 | 052 | J | 074 | l | 096 |
| 5 | 054 | K | 075 | a | 097 |
| b | 098 | l | 108 | v | 118 |
| c | 099 | m | 109 | w | 119 |
| d | 100 | n | 110 | x | 120 |
| e | 101 | o | 111 | y | 121 |
| f | 102 | p | 112 | z | 122 |
| g | 103 | q | 113 | \{ | 123 |
| h | 104 | r | 114 | l | 124 |
| i | 105 | s | 115 | $\}$ | 125 |
| j | 106 | t | 116 | $\rightarrow$ | 126 |
| k | 107 | u | 117 |  | 127 |

## Speed Dial Name Input

Characters must be entered using the dial pad instead of the Character Entry Codes.

| Press | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | * | \# |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $1^{\text {st }}$ | 1 | A | D | G | J | M | P | T | W | 0 | * | Set |
| $2^{\text {nd }}$ | @ | B | E | H | K | N | Q | U | X | ! | + | Space |
| $3^{\text {rd }}$ | [ | C | F | I | L | 0 | R | V | Y | " | , | To Set |
| $4^{\text {th }}$ | ¥ | a | d | g | j | m | S | t | z | \# | - |  |
| $5^{\text {th }}$ | ] | b | e | h | k | n | p | u | w | \$ | . |  |
| $6^{\text {th }}$ | $\wedge$ | C | f | i | 1 | 0 | q | v | X | \% | 1 |  |
| $7{ }^{\text {th }}$ | - | 2 | 3 | 4 | 5 | 6 | r | 8 | y | \& | : |  |
| $8^{\text {th }}$ | - | $\begin{gathered} \text { To } \\ \text { A } \end{gathered}$ | $\begin{gathered} \text { To } \\ \text { D } \end{gathered}$ | $\begin{aligned} & \text { To } \\ & \text { G } \end{aligned}$ | $\begin{gathered} \text { To } \\ \mathrm{J} \end{gathered}$ | $\begin{aligned} & \mathrm{To} \\ & \mathrm{M} \end{aligned}$ | S | $\begin{aligned} & \text { To } \\ & \text { T } \end{aligned}$ | z | ‘ | ; |  |
| $9^{\text {th }}$ | \{ |  |  |  |  |  | 7 |  | 9 | $($ | < |  |
| $10^{\text {th }}$ | \| |  |  |  |  |  | To |  | To | ) | = |  |
| $11^{\text {th }}$ | \} |  |  |  |  |  |  |  |  | To 0 | > |  |
| $12^{\text {th }}$ | 7 |  |  |  |  |  |  |  |  |  | ? |  |
| $13^{\text {th }}$ | $\checkmark$ |  |  |  |  |  |  |  |  |  | To $*$ |  |
| $14^{\text {th }}$ | To 1 |  |  |  |  |  |  |  |  |  |  |  |
| Conf | Clear and 1 Character Back From The Cursor |  |  |  |  |  |  |  |  |  |  |  |

## QUICK REFERENCE GUIDE

| Outside Calling |  |
| :---: | :---: |
| Outside Call | Dial $9>$ Dial Telephone Number |
| Last CO/PBX Number Redial | Redial $>$ Dial * |
| Speed Dial | Redial $>$ Dial 00~99 |
| Save/Store \& Repeat Access | Redail $>$ Dial \# |
| Trunk Queue | Receive Trunk Busy Indication Dial 78 |
| Automatic Redial | Receive Busy > Speaker > Replace Handset > Feature > Redial |
| Internal Calling |  |
| Station Call | Dial Station Number or DSS key |
| Automatic Callback | Reach Busy/No Answer Station > Dial \# |
| Callback Request | Reach Busy Station > Dial * |
| Tone Override | Reach Busy Station $>$ Dial * |
| Voice Over Originate | Reach Busy Station > Dial 6 |
| Quick Transfer | Dial Staion Number $>$ Dial 7 |
| With A Call in Progress |  |
| Hold | Hold |
| Exclusive Hold | Feature > Hold |
| Transfer | Transfer $>$ Dial Station Number |
| Quick Transfer to Voice Mail | ```Transfer > Dial Station Number > Dial }``` |


| With A Call in Progress (continued) |  |
| :---: | :---: |
| Conference | Conf $>$ Place 2nd Call $>$ Conf |
| Call Park System | $\begin{aligned} & \text { SET: Transfer }>\text { Dial } 4 *>\text { Dial } \\ & 0 \sim 9 \end{aligned}$ |
|  | RETRIEVE: Dial 4 \# > Dial 0~9 |
| Save \& Repeat - Save | Feature > Dial 9 |
| Store \& Repeat - Store | Feature $>$ Dial $7>$ Dial $7>$ Dial <br> Number to Store > Feature |
| Whisper Page | Receive Voice Over > Feature > Dial 65 |
| From the Intercom |  |
| Internal Paging | Dial 51~54> Page |
| External Paging | Dial 55~59 > Page |
| Call Pickup All Calls | Dial 68 |
| Call Pickup Direct | Dial $67>$ Dial Station Number |
| From An Idle Telephone |  |
| Microphone Control | Feature $>$ Dial 1 or MIC |
| Call Forward AII/DND | SET: Feature $>$ Dial $60>$ Dial Destination (CF/A only) Feature |
|  | ```CANCEL: Feature > Dial 69 > Feature``` |
| Call Forward Busy/No Answer | SET: Speaker $>$ Dial $43>$ Dial Destination > Speaker |
|  | CANCEL: Speaker $>$ Dial $44>$ Speaker |
| FNC LED Reset | Feature $>$ Dial $99>$ Feature |

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