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## **Tradenet MX Digital Turret User Guide**

**IPC Information Systems, Inc.**

**777 Commerce Drive**

**Fairfield, CT 06432-5500 USA**

**Printed in USA, May 1999**

**Release 14.1**

**IPC Part Number: B0092081304**

**Produced by IPC Technical Publications**





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## **United States Regulatory Section**

The Tradenet MX Telephone System complies with Part 68 of the FCC Rules. On the front of the equipment cabinet is a label that contains, among other information, the FCC registration number and ringer equivalence number (REN) for the equipment. The following information must be provided to the telephone company if requested.

FCC Registration No. USA: 2GKUSA-73740-KF-E and 2GKUSA-75523-MF-E

Ringer Equivalence Number (REN): 1.7B

USOC: RJ21X, RJ2DX, RJ2GX, RJ2HX, RJ48C

FIC (2 wire local switched access loop start): 02LS2

FIC (2 wire private line manual ringdown): 02AC2

FIC (2 wire private line automatic ringdown): 02LR2

FIC (4 wire private line no signalling): 04NO2

FIC (1.544 Mbs Superframe Format): 04DU9-BN

FIC (1.544 Mbs Superframe Format with B8ZS): 04DU9-DN

FIC (1.544 Mbs Extended Superframe Format with B8ZS): 04DU9-ISN

SOC: 9.0F, 6.0Y, 6.0N

Notes: Metallic pairs services might not be available from the telephone company at all locations.

The REN is used to determine the quantity of devices that can be connected to the telephone line. Excessive RENs on the telephone line can result in the devices not ringing in response to an incoming call. In most, but not all areas, the sum of the RENs should not exceed five. To be certain of the number of devices that can be connected to the line, as determined by the total RENs, contact the telephone company to determine the maximum REN for the calling area.

If the Tradenet MX System causes harm to the telephone network, the telephone company will notify you in advance that service might need to be temporarily discontinued. But if advance notice isn't practical, the telephone company will notify the customer as soon as possible. You will be advised of your right to file a complaint with the FCC if you believe it is necessary.

The telephone company can make changes in its facilities, equipment, operations, or procedures that could affect the operation of the equipment. If this happens, the telephone company will provide advance notice for you to make the necessary modifications to maintain uninterrupted service.

If trouble is experienced with the Tradenet MX Telephone System, contact IPC Information Systems, (203) 326-7189 for repair and/or warranty information. If the trouble is causing harm to the telephone network, the telephone company might ask you to remove the equipment from the network until the problem is resolved.

This equipment cannot be used on public coin service provided by the telephone company. Connection to Party Line Service is subject to state tariffs. (Contact the state public utility commission, public service commission, or corporation commission for information.)

The Tradenet MX System is hearing-aid compatible (HAC).

This equipment is capable of providing access to interstate providers of operator services through the use of equal access codes. Modifications by aggregates to alter these capabilities might be a violation of the telephone operator consumer services improvement act of 1990 and Part 68 of the FCC Rules.

This equipment complies with the requirements in Part 15 of FCC Rules for a Class A computing device. Operation of this equipment in a residential area might cause unacceptable interference to radio and TV reception, requiring the operator to take whatever steps are necessary to correct the interference.

### **United Kingdom Regulatory Section**

This equipment complies with the EMC directive for Class A as well as the safety compliance EN60950.

Registration No. UK: NS-2666-23-M-602603

### **Germany Regulatory Section**

This equipment complies with the EMC directive for Class A as well as the safety compliance EN60950.

Registration No.: A122500F

### **Canada Regulatory Section**

Model Number: Tradenet MX Telephone System

Type of Equipment: Key Telephone System

Certification Number: 632 4980 A

Interface(s): LS/B/CT/D1/D1E/D2/D3/D4

Connecting Methods: CA21A/CA2GA/CA2HA/CA21A

Load Number: 16

Equipment Attachment Limitations

CP-01, Part I

Section 10.1

The Canadian Department of Communications label identifies certified equipment. This certification means that the equipment meets certain telecommunications network protective, operational, and safety requirements. The Department does not guarantee the equipment will operate to the user's satisfaction.

Before installing this equipment, users should ensure that it is permissible to be connected to the facilities of the local telecommunications company. The equipment must also be installed using an acceptable method of connections. In some cases, the company's inside wiring associated with a single line individual service may be extended by means of a certified connector assembly (telephone extension cord). The customer should be aware that compliance with the above conditions might not prevent degradation of service in some situations.

Repairs to certified equipment should be made by an authorized Canadian maintenance facility designated by the supplier. Any repairs or alterations made by the user to this equipment, or equipment malfunctions, may give the telecommunications company cause to request the user to disconnect the equipment.

Users should ensure for their own protection that the electrical ground connections of the power utility, telephone lines and internal metallic water pipe system, if present, are connected together. This precaution may be particularly important in rural areas.

**CAUTION:** Users should not attempt to make such connections themselves, but should contact the appropriate electric inspection authority, or electrician as appropriate.

CP-01, Part I

Section 10.2

The **Load Number (LN)** assigned to each terminal device denotes the percentage to the total load to be connected to a telephone loop which is used by the device, to prevent overloading. The termination on a loop may consist of any combination of devices subject only to the requirement that the total of the Load Numbers of all the devices does not exceed 100.

### **Netherlands Regulatory Section**

This equipment complies with the EMC directive for Class A as well as the safety compliance EN60950.

HTP No.: NL 95051101.

### **Switzerland Regulatory Section**

BAKOM No.: 96.0737.P.N.

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# INTRODUCTION

This guide is intended for traders and administrators. For information about using the TradePhone MX, refer to the *TradePhone MX User Guide* (part number B0102081204).

Tradenet MX Release 11.2 and later is year 2000 compliant.

## ABOUT THIS GUIDE

This guide is organized so that terminology and procedures are presented in one section before another section is presented that draws upon that information. So, it is best to familiarize yourself with the topics covered in each section of this guide in the order that the sections appear, especially if you are new to the Tradenet MX digital turret.

If some of the material is familiar to you, then you may wish to jump ahead to the section to which you need to refer. For example, if you need to review how to view your messages on your turret, or how to unlock your turret, turn to the section [The Basics of Using the Turret on page 66](#), where these features are described. For information about receiving and placing calls with your turret, see the section called [Receiving and Making Calls With the Turret on page 69](#). Remember that if you come across something in this guide that you would like to do with your turret, you may need to refer to information in a previous section of this guide to prepare for it. For example, instructions for performing a speed dial are covered in [Making Speed Dial Calls on page 75](#), but preparing speed dials is covered earlier, in the section [Adding Speed Dialing on Dialtone Lines on page 56](#). If you need additional information that is not covered in this guide, you will need to ask your Tradenet MX System Administrator.

## TERMS TO KNOW

ClearDeal	A type of dynamically programmable speaker compatible with digital turrets. ClearDeal speakers are available with Release 9.0.1 and later. The ClearDeal allows you to transmit to two or more speaker channels simultaneously.
CLI (caller ID)	Calling Line Identification is, essentially, the telephone number of the calling party that can be displayed before the call is answered.
Dealerboard	See Turret.
dFTS	Digital Flexible Trading System, a type of dynamically programmable speaker compatible with digital turrets.
Hoot 'n' Holler	A type of private line used for information exchange where you can listen to other people on a hoot box and speak into a microphone to the other people.
ISDN	Integrated Services Digital Network, an internationally accepted standard for digital communication, providing many features and abilities.
LAC	Logical address code, a unique identifier for each line appearing on a keyset or turret.
Line	A button programmed on the keyset or turret to provide a connection to a dialtone, private, or Virtual Private Line (VPL).
Line Networking	An MX System feature available with Release 11.1 and later. This feature allows you to access lines at remote sites by pressing a line button.
Module	A single component of your station. Every station includes at least one module, a control module. Other optional modules include pagination modules, paper copy display (PCD) modules, and speaker modules.
PCD	Paper Copy Display, the fixed paper labels for the 60 programmable PCD buttons.
Station	A trader's position that contains a turret or TradePhone MX.
Talkback	Two way communication on speaker modules.
TRID	Trader ID, a unique identification number assigned to each user for logging on to a keyset or turret.
Turret	A large key telephone used by financial traders who need single telephone button access to hundreds of people. Also called a dealerboard in the U.K.
VPL	Virtual Private Line, a type of private line that offers additional flexibility and functionality.

# DESCRIPTION OF THE TURRET

Each digital turret position is part of a network of sophisticated telephone positions that are dynamically programmable and flexible. Some attributes of the digital turret are options, some are programmable, and some are inherent in its design. Your turret position might not have all of these options; contact your system administrator for details. This guide provides you with information about all features and options for the Tradenet MX turret, including digital speakers and other accessory modules.

## PARTS OF THE TURRET

The Tradenet MX digital turret provides voice connections to a large number of other parties. It provides direct access to 600 lines or feature buttons. This allows easy access to a large number of telephone lines, including private lines and special services. Speed dialing and hunt groups make dialtone line calls quick and easy. The turret uses easy-to-view backlit LCD displays and pagination with customized button descriptors for easy viewing in a small desktop footprint with simple, menu-driven user programmability.

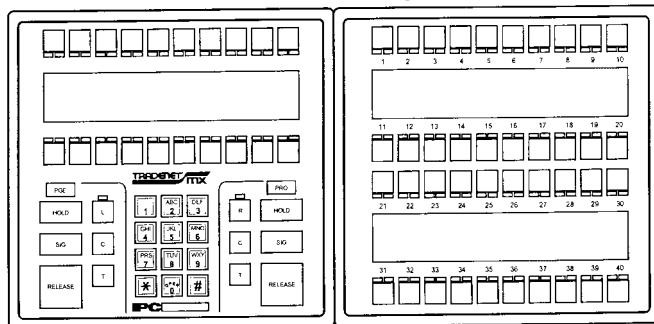
A digital speaker module is a hardware option that allows a number of lines to be connected to speakers on your desktop. Digital speakers support hoot 'n' holler types of lines, as well as flexible speaker-to-line assignments that you can set up while using your turret. Speakers often use a separate microphone. For more information about speakers, see [Digital Speaker Module on page 8](#).

The turret also supports the intercom option for communicating with other traders at your site. Several intercom modes are available for different types of inter-trader communications, including hotlines for one-button access to another trader, and the group call and all call features for broadcast announcements to multiple traders. For more information about these features, see [Making Group Calls on page 82](#) and [Making All Calls on page 83](#).

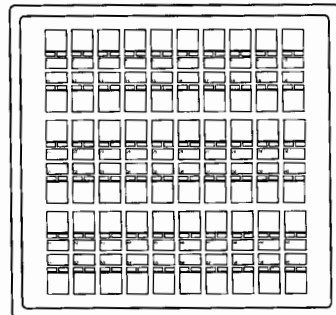
Floating line buttons on the control module of the turret show incoming call access clearly, so you never miss a new incoming call. Distinctive line LED patterns identify the type of call.

The minimal turret position is made up of a control module and one handset, although a typical turret position is made up of a consolidated control and pagination module with a ClearDeal speaker module, microphone (or Hands free module), and one or two handsets. The following figure shows some of the common turret components.

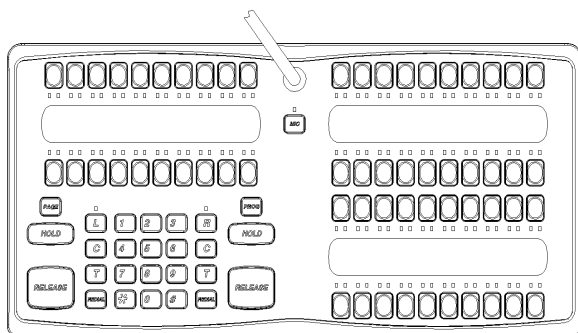
## Consolidated Control/Pagination Module



## Paper Copy Display (PCD) Module



## MX Slimline

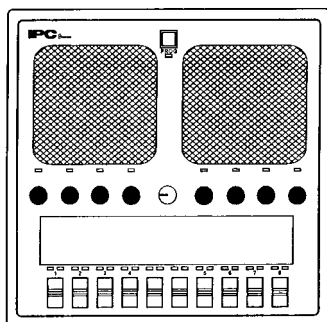


## Handset

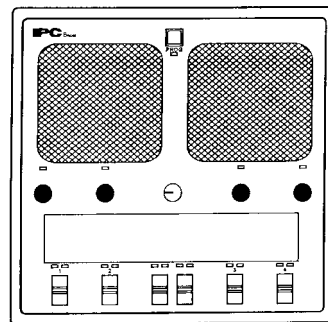




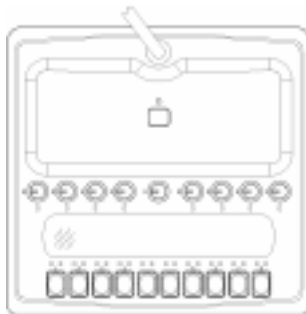
**ClearDeal Speaker Module  
(8 Speaker Channels)**



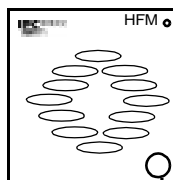
**ClearDeal Speaker Module  
(4 Speaker Channels)**



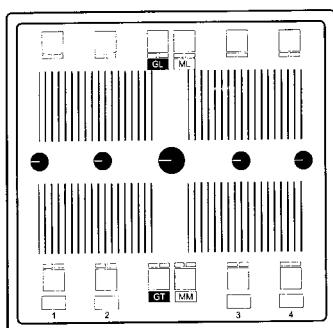
**Slimline ClearDeal**



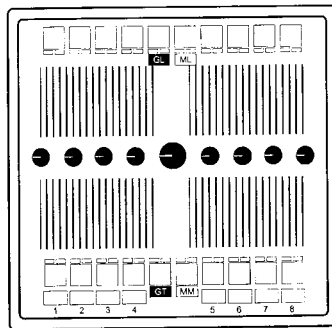
**Digital In-line Monitor**



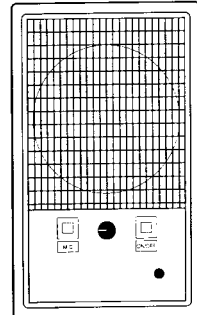
**Digital Speaker Module (dFTS-4)**



**Digital Speaker Module (dFTS-8)**



**Hands Free Module**

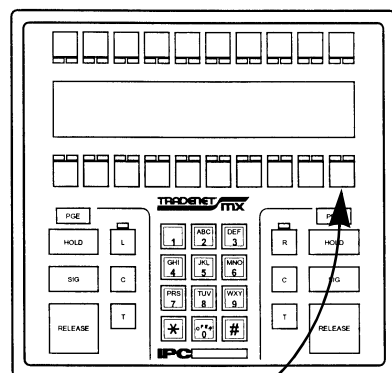


**(Add-on Intercom Module)**

## CONTROL MODULE

Every turret has one control module that includes the following items:

- programmable control module buttons (the last button of all control modules, near the bottom-right corner of the display, is reserved for the **Quit** key and is not programmable)
- telephone dialpad
- handset
- programming, conferencing, and transferring buttons
- display window that displays control button information and a center line message display

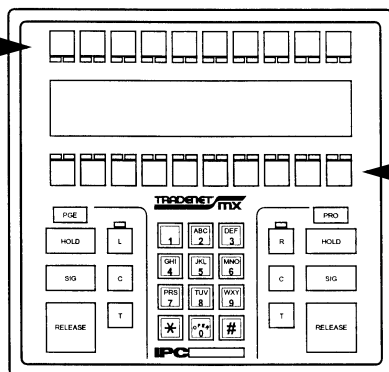


Quit Key

The control module can be consolidated into a single housing with a pagination module or a paper copy display (PCD) module, a type of fixed button module. Dynamic functions such as floating calls appear on the control module for easy access, regardless of pagination.

Most control modules have 19 programmable buttons. The stand-alone control module and the control module combined with the PCD module both provide 9 programmable buttons because the top row of buttons are used for paginated button access. With the stand-alone control module, you can display all 600 button positions in 60 pages of 10 buttons each. Throughout this guide, *control module* indicates the bottom row of buttons on the stand-alone control module and the *pagination module* indicates the top row of buttons on the stand-alone module.

Pagination  
Buttons



Control Module  
Buttons  
(Softkeys)

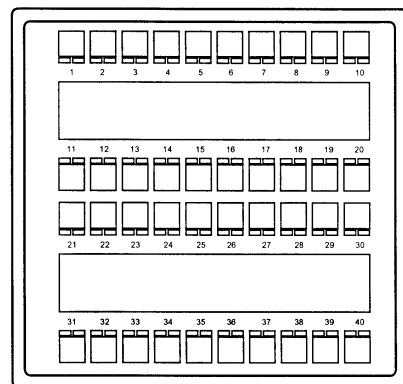
Control module buttons are called *softkeys*. Softkeys occupy button positions 1 through 19 on the control module (1 through 9 on the bottom row of the stand-alone control module or the consolidated control/PCD module).

If you are using a Kanji control module, you will notice the following characteristics when paging:

- pages 0–29 operate normally
- pages 30–60 operate slowly

## PAGINATION MODULE (BUTTON MODULE)

Most turrets have at least one pagination module, and can have several. Pagination allows you to have more button assignments than you have buttons. There are 40 buttons on the pagination module showing 40 button assignments at a time. You can change pages, or screens, of the pagination module to see another 40 button assignments. You can display all 600 button positions in pages of 40 buttons each. When you change pages of the pagination module, you do not interfere with existing calls and operations. When you use multiple pagination modules, you can set up the turret so that all pagination modules shift pages at the same time, or, alternately, you can set up the turret so that the pagination is split and some of the displayed buttons remain fixed. Each pagination module has two display windows and 40 buttons with two LEDs each.



You can change pages on the pagination module in one of the following ways:

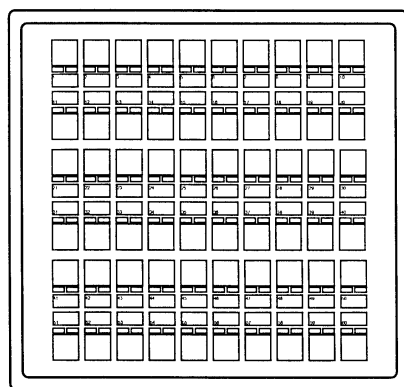
- Press the **PGE** key on the control module and then either press a page number shown or dial its two-digit number.
- Use the **D-PG** button to go to a page.
- Press the **Pag up** or **Pag down** button.

## PAPER COPY DISPLAY (PCD) MODULE

A turret can have one or more PCD modules that provide non-paginated button assignments for direct access to up to 60 lines on one module. Because these buttons do not change when you change pages, these buttons are labeled on the module.

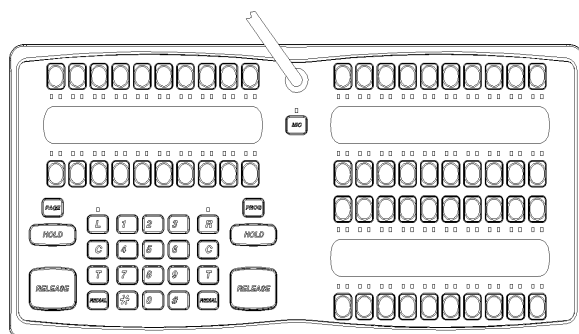
If you are using multiple pagination modules and pagination is split, one or more of the pagination modules operates as a PCD module (with only 40 buttons), in that it does not paginate.

PCD modules always occupy the lower numbers in the pagination numbering pattern. For example, if you have one PCD module, its buttons are 1 through 60, and the pagination module buttons would be numbered 61 through 100.

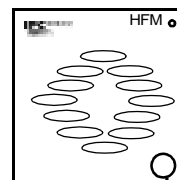


## MX SLIMLINE

The MX Slimline turret has the same functionality as the MX Classic turret (consolidated control/pagination module) and is available in English and Kanji. It comes in two models: one model is equipped with legs, so it can be placed wherever is convenient on your desk. The other model has no legs, and is designed for trough mounting. The MX Slimline is available with or without a hands free module (HFM).



The MX Slimline offers the optional integrated HFM. The HFM-version of the MX Slimline comes with a microphone and a specially designed IPC Bridge speaker cube. (The MIC button on the MX Slimline is equivalent to the MIC button on the stand-alone hands free module, and the volume control knob on the IPC Bridge speaker cube is equivalent to the volume control knob on the stand-alone hands free module.) The MX Slimline is the only speaker that can be used with the MX Slimline with a hands free module. You cannot use an MX Classic ClearDeal with the MX Slimline.



The MX Slimline is ergonomically designed. It is a free standing unit that does not require trough mounting or special desktop setup, therefore it requires less working space than the traditional turret (consolidated control/pagination module). The optional hands free module is built into the MX Slimline, unlike the Classic turret where the hands free module is a separate unit.

## DIGITAL SPEAKER MODULE

Digital speaker modules allow you to assign any line from your turret to a channel on a speaker module. You can also use your speaker module to get an intercom. Speaker modules are equipped with four or eight speaker channels.

Digital turrets can have up to four digital speaker modules (as well as a hands free module). Speaker line assignments are performed using **SPKR** or **SPKV**. Calls on a handset can be moved to a speaker channel using **SPKR** or **SPKV**. For more information about assigning speaker lines, see [Programming Speaker Buttons](#) on page 61.

A stand-alone microphone, mounted on a gooseneck, is used for talkback purposes.

**Note:** You can mix ClearDeal speakers with dFTS speaker modules in the same system and on the same card.

The speakers you can use with your digital turret include: ClearDeal speaker modules (with eight channels or four channels), dFTS speaker modules (with eight channels or four channels), and hands free modules (or add-on intercom modules). You can program your speaker modules (ClearDeal and dFTS) just like you program the control and pagination modules of your turret. The hands free module

is not programmable—it operates as a handset. Your turret can include more than one type of speaker; that is, you can have ClearDeal speaker modules, dFTS speaker modules, and a hands free module at the same trader station. (A station never needs more than one hands free module.)

On your speaker modules, you program lines to speaker channels (see [Assigning a Line to a Speaker Channel on page 63](#)). The ClearDeal and dFTS speaker modules are available with eight or four speaker channels. You can change the assignment of lines to speakers and you can move calls back and forth between a handset and a speaker channel.

With your speaker modules, you can set up speaker channels in *talkback groups* (see [Programming Talkback Groups on the ClearDeal Speaker Module on page 15](#)). That way, you can talk to a group of people at the same time and they can talk back to you. When you change or remove a line from a channel on a speaker module, the *next* line assigned to that speaker button becomes a member of the previously programmed talkback or monitor group.

With Release 10.1 and later, a turret position can have up to four digital speaker modules. (If you have an earlier release, you can have up to two speaker modules per turret.) If you are using more than one digital speaker module, the first speaker module is the *master* module, with speaker channel #1 the first speaker position. The master module's GT button LED is dim red. Master module microphone buttons on the bottom row (GT and MM) are used for all modules during operation; however, each module uses its own GL and ML buttons for programming purposes.

The following table describes how many speakers and speaker channels you can have based on what release you are using:

Release	Type of Speakers Used	Number of Speakers Possible	Number of Speaker Channels Possible
10.1 and later	Individual speakers (MSICs)	32	32
	ClearDeal (8 channels)	4	32
	dFTS-8	4	32
	ClearDeal (4 channels)	4	16
	dFTS-4	4	16
9.0.1 and 9.2	Individual speakers (MSICs)	16	16
	ClearDeal (8 channels)	2	16
	dFTS-8	2	16
	ClearDeal (4 channels)	2	8
	dFTS-4	2	8
8.0.2, 8.0.3, and 8.0.4	dFTS-8	2	16
	dFTS-4	2	8

Your position can have a hands free module for a separate intercom channel position. (See [Hands Free Module on page 25](#).) It can also use individual speakers (if so equipped) for a maximum of 32 programmable speaker channels.

There are five types of digital speaker modules available with the digital turret:

- ClearDeal speaker modules
- Slimline ClearDeal speaker modules
- dFTS speaker modules
- individual speakers
- digital in-line monitor

## CLEARDEAL SPEAKER MODULES

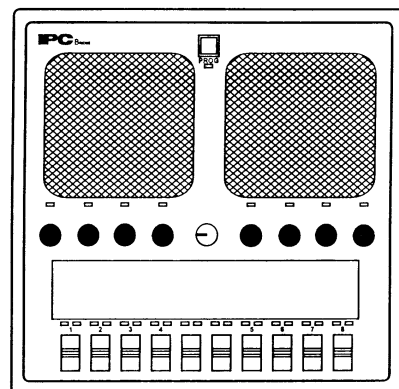
ClearDeal speaker modules are available with Release 9.0.1 and later. The ClearDeal is a digital speaker system that provides either four or eight user-programmable speakers with individual volume controls and buttons. A separate microphone is used for talkback purposes. The ClearDeal allows you to assign any line from your turret to a channel on a speaker module. The ClearDeal can also be used as an intercom. If you are using Release 10.1 or later, you can have up to four ClearDeals for a maximum of 32 speaker channels. (If you are using Release 9.0.1 or 9.2, you can have up to two ClearDeals for a maximum of 16 speaker channels.)

Programming and group assignments are performed from a programming menu on the ClearDeal module. Program options include latching or non-latching assignments for each talkback button and for either or both groups of lines.

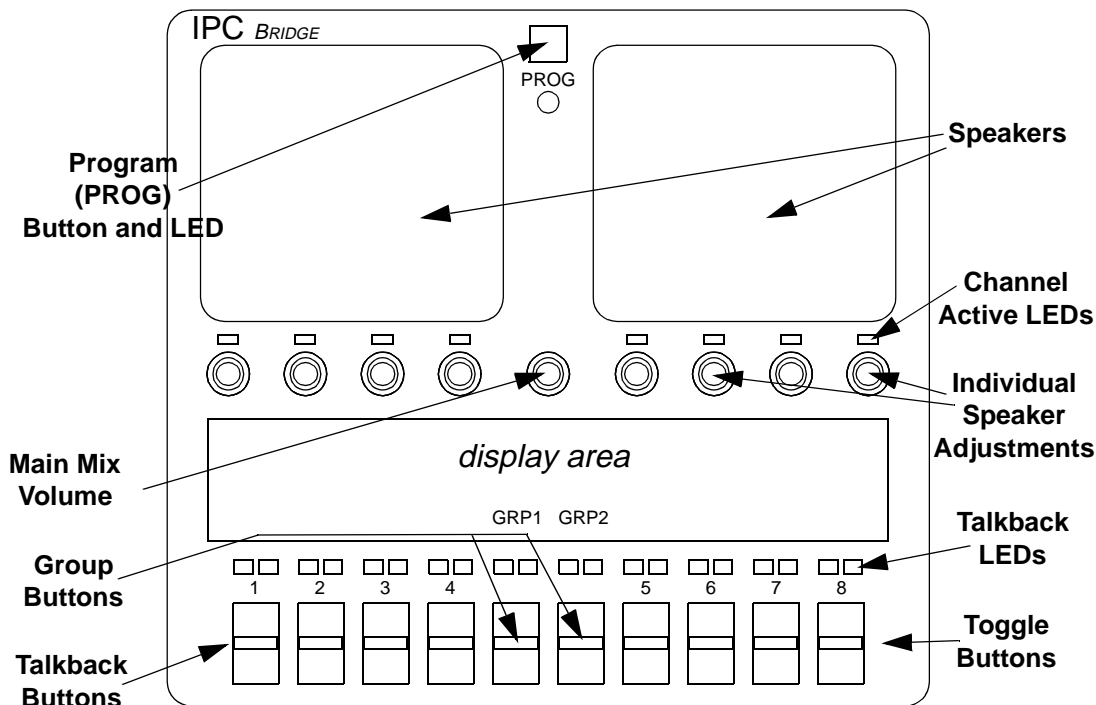
Each module uses its own talkback buttons for individual speaker access.

The ClearDeal can be configured with several possible combinations of features:

- push-button or toggle-switch talkback control for individual lines and for groups of lines
- four or eight speaker channels on each ClearDeal speaker
- with or without a microphone (the microphone is required for talkback purposes)



If you are using more than one ClearDeal speaker, the first ClearDeal operates as a master module for programming purposes, with speaker channel #1 on its first position. The master module group buttons (GRP1 and GRP2) are used for all modules during operation; however, each module uses its own talkback buttons for individual speaker access.



### Eight-Channel ClearDeal with Display and Toggle Switches

Background audio might come through on your intercom speaker when your intercom is idle. Background audio (typically, a news audio source) is preempted by intercom calls but returns when the intercom is idle.

When a speaker is active, the speaker channel active LED is green and its talkback red LED's intensity fluctuates with the distant end's voice levels. The talkback green LED is on when the microphone is transmitting on that speaker channel.

Intercom calls can be received hands free using speaker channel #1, or your hands free module if you have one. When a speaker button is latching, it is on until you turn it off. A non-latching speaker button (push-to-talk) is on only while you press its button. Intercom cannot be set to be *latching* (so the ClearDeal operates with hands free answerback capabilities).



When the master ClearDeal speaker module is powered, its GRP1 LED is dimly lit red. If the GRP2 LED is lit red on the master ClearDeal speaker module, it indicates that all speaker modules at your station are not operating. The GRP1 and GRP2 LEDs are always unlit at all non-master ClearDeal speaker modules at your station.

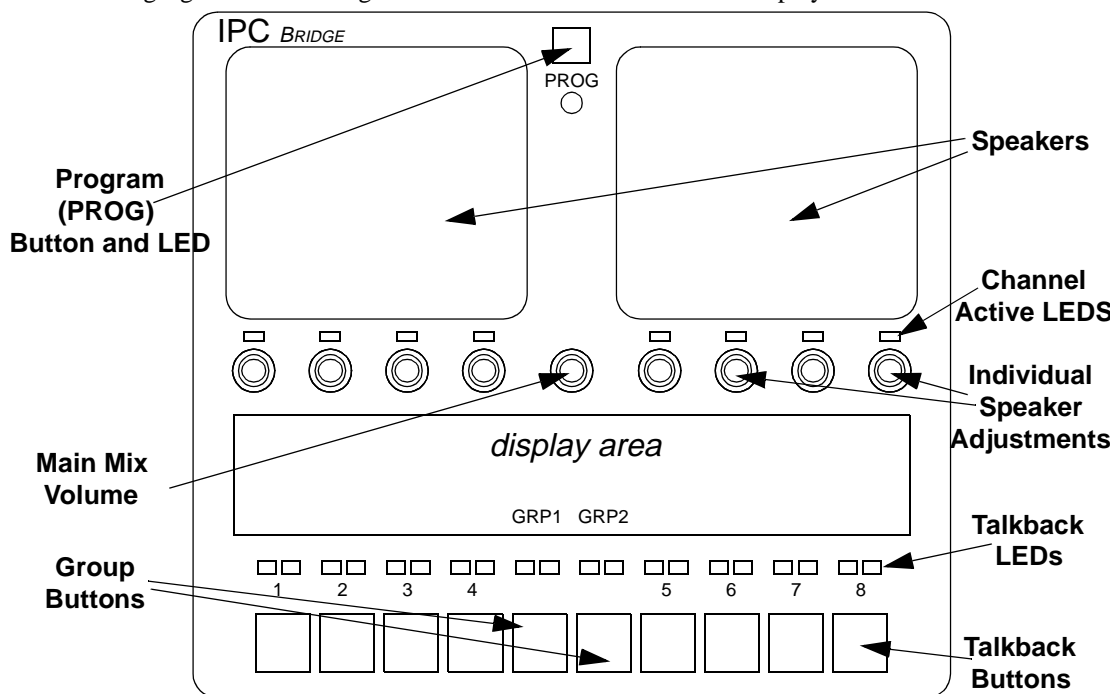
With the ClearDeal speaker module, you can manually group multiple speaker channels by selecting multiple speaker buttons simultaneously.

The ClearDeal speaker module (with a microphone) provides two talkback groups that can be programmed for any combination of assigned lines, and set for latching or non-latching operation.

Manual latching control is also available on a ClearDeal speaker with toggle switches, which when lifted to the up position latches and remains latched until you press downward. Latching toggle switches are used for each speaker channel and for each group button. You can use manual latching or use a combination of the manual latching and programmed latching assignments. Manual latching is not available on the push-button ClearDeal speaker.

With Release 11.2 and later, voice recording for ClearDeal speaker modules is controlled per module. Special cabling is required to do this, so you will need to ask your Tradenet MX System Administrator for further information. Prior to Release 11.2, voice recording could be either on or off for all ClearDeal modules at a station; you could not control voice recording per individual ClearDeal module.

The following figure shows an eight-channel ClearDeal module with display and talkback buttons.



Eight-Channel ClearDeal with Display and Talkback Buttons

**Note:** Manually latching (a ClearDeal with toggle switches) can affect your programmed latching because manually latching the speaker switch up activates the channel. You must then toggle the switch to the off position, and activate the switch once again to turn the programmed latching off again (because the programmed option is toggled on and off).

#### Programming Talkback on the ClearDeal Speaker Module

To program the talkback and group keys on the ClearDeal speaker module, take the following steps:

1. Press PROG on the ClearDeal speaker module.

**Note:** If you see **No Microphone**, **must exit - press PROG** you do not have a microphone and you do not have talkback capabilities.

You see the menu choices: **LTCH**, **GRP1**, and **GRP2**.

When you press PROG, each of the ClearDeal speaker modules at your station is in the programming mode and the green LED below the PROG key blinks to indicate this. Speaker programming has no effect on turret operation. You can set up groups with any combination of assigned lines. Latching can be assigned to individual lines and to either or both groups, as desired.

2. The individual talkback keys and the group keys can be programmed to be either momentary or latching. To program the individual talkback keys and the group keys, press **LTCH**. The PROG key stops flashing. Latching, talkback, and group keys have a lit green LED and a **LTCH** descriptor. Momentary lines and group keys do not have a lit green LED.
3. Press the appropriate talkback or group key to toggle it from momentary to latching or vice versa.
4. Press the PROG key to save changes, get out of programming mode, and go back into normal run mode.

**Note:** **Manual latching on ClearDeal speaker modules with toggle switches can affect programmed latching operation.**

#### *Programming Talkback Groups on the ClearDeal Speaker Module*

Two similar speaker line groups are provided, each with separate talkback control. Either or both groups can be programmed separately for latching or momentary talkback control. To program either or both groups, take the following steps:

1. Press PROG on the master ClearDeal speaker. The PROG key blinks green.
2. Press **GRP1** to program speakers to be in group 1. The current speaker assignments are displayed on the ClearDeal display, showing **G1** for all speakers assigned to group 1.
3. Press the appropriate talkback button to toggle speaker channels in and out of the group.
4. Press **GRP2** to program speakers to be in group 2. The current speaker assignments are displayed on the ClearDeal display, showing **G2** for all speakers assigned to group 2.
5. Press the appropriate talkback button to toggle speaker channels in and out of the group.
6. To exit, press PROG. Any changes are saved and the ClearDeal returns to the normal mode.

#### *Broadcasting on One Line on the ClearDeal Speaker Module*

To broadcast on one line using push-to-talk, take the following steps:

1. Make sure the speaker knob is not off for that particular speaker channel.
2. Press and *hold down* a talkback button to talk. Its green LED lights as long as the microphone is active.
3. Speak into your microphone.
4. Release the talkback button when finished.

To broadcast on one line using latching, take the following steps:

1. Press a latching talkback button to talk. Its green LED lights as long as the microphone is active.
2. Speak into your microphone.
3. Press the talkback button again to disconnect the microphone from that line. The green LED goes out.

With toggle switch ClearDeal speaker modules, you can use manual latching to broadcast on one line. The ClearDeal speaker module with toggle switch buttons allows latching operation without the use of the **LTCH** menu by latching the buttons in the up position.

To broadcast on one line using manual latching, take the following steps:

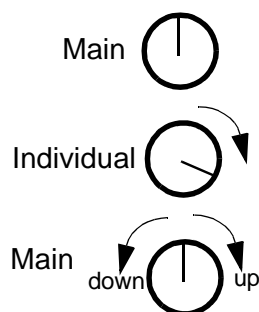
1. Flip a latching talkback button up to talk. Its green LED lights as long as the microphone is active.
2. Speak into your microphone.
3. Press the talkback button again to disconnect the microphone from that line.

**Note:** If the latching operation was also programmed to this button, the button must be activated off, on, and back off to clear the latched mode.

#### *Changing Speaker Volume*

To control speaker volume, take the following steps:

1. Initially, set the large center knob (the mix volume control knob) to approximately 12 o'clock. This is roughly 30% of maximum volume.
2. Set the volume for each speaker independently, using its own stepped volume control knob. Turning clockwise increases the volume level. The highest setting is approximately 7 o'clock.
3. Over the course of the day, adjust the mix volume control knob level up (clockwise) to increase the receive volume for all of your speakers, or down if too loud. (If you are using two speaker modules, each mix volume control knob is adjusted separately.)



**Note:** The off position for the mix volume control knob is not used.

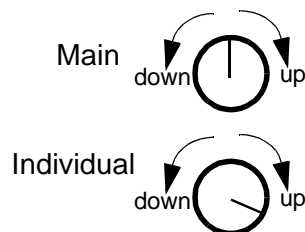
When the green LED of a talkback button is on, it is active. The red LED's intensity varies from off, to dim, to light, to bright with the distant end's voice levels. To monitor incoming broadcasts, take the following steps:

1. Raise or lower the volume mix of all lines simultaneously, using the large center mix volume control knob.
2. Adjust each speaker's individual volume control knob, as needed.

You can temporarily remove a speaker (and its assigned line) from active use.

When the individual volume knobs are clicked into the off position, the line associated with that speaker is dropped. To re-activate the assigned line, turn the individual speaker volume knob to the on position.

To re-activate the assigned line, turn the individual speaker volume knob to the on position, and set the volume to the desired level. The assigned line becomes active again (off-hook, if in-use). You do not need to reprogram the line assignment.



### *Broadcasting to Groups on a ClearDeal Speaker Module*

During normal speaker operation, each speaker channel can be accessed individually, or groups of speakers can be set up to communicate. Either or both groups can be programmed to be latching, and each group can contain any number of speakers as found on one or more ClearDeal speaker modules (a maximum of 32 channels can be assigned to groups). One turret can support four speaker groups.

If more than one ClearDeal is used at one turret, the group buttons of the first ClearDeal are used to set up the groups, and the group buttons of all subsequent ClearDeals are unused.

To broadcast to a latched group, take the following steps:

1. Press GRP1 or GRP2. The green LEDs for that GRP button and any speaker channels assigned to that group lights. You are connected to all of the lines in that grouping.
2. Speak into your microphone.
3. Press GRP1 or GRP2 again to disconnect the latched group. The green LEDs go out.

To broadcast to a non-latched group, take the following steps:

1. Press and hold down GRP1 or GRP2 to activate your microphone. The green LEDs for that GRP button and any speaker channels assigned to that group light as long as GRP is pressed.
2. Speak into your microphone.
3. Release the GRP button to disconnect the microphone.

You can manually select any combination of lines to create a grouping of lines, regardless of group programming, by pressing their line buttons simultaneously. Remember that latched lines activate latching with the first button operation, and deactivate latching with the second operation of the button.

To broadcast to a non-programmed group, take the following steps:

1. Press and *hold down* any combination of talkback buttons to activate your microphone. The green LEDs for the selected speaker channels assigned light as long as the microphone is active. If the lines are programmed to be latching, they remain latched when you release their buttons.
2. Speak into your microphone.
3. Release the line buttons to disconnect the microphone.

With toggle switch ClearDeals, you can broadcast on a manual latching group. The ClearDeal allows latching operation without the use of the latching menu by latching the buttons in the up position. To broadcast on a manual latching group, take the following steps:

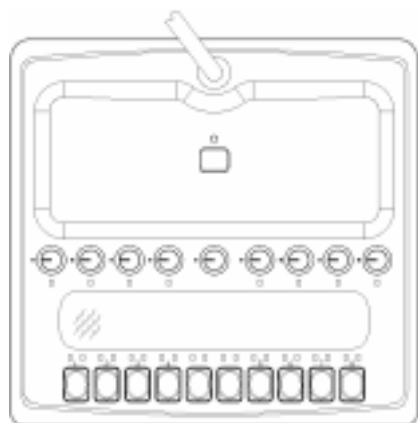
1. Flip a latching group button up to talk. The green LEDs for that GRP button and any speaker channels assigned to that group light. You are connected to all of the lines in that group.
2. Speak into your microphone.
3. Press the GRP button down to disconnect the microphone from that group.

**Note:** If the group was programmed to be latching, the GRP button must be activated off, on, and back off to clear the latched mode.

# SLIMLINE CLEARDEAL SPEAKER MODULE

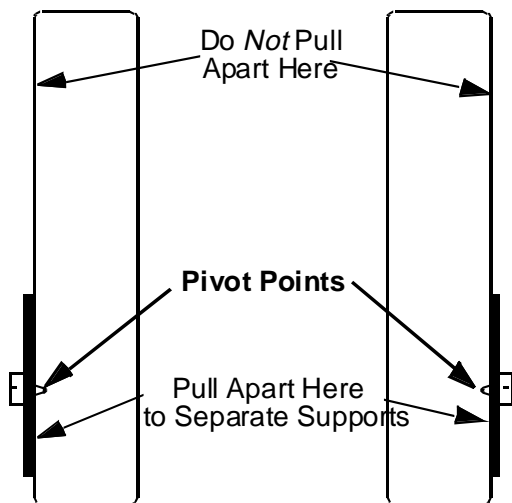
The Slimline ClearDeal, used with the MX Slimline, has free standing capability, and an internal or external microphone option. The Slimline ClearDeal can be configured with four or eight channels, and either push-button or toggle-switch controls. The Slimline ClearDeal can be used free standing or desk mounted, with or without an internal or external microphone.

The Slimline ClearDeal can be used with the standard turret (consolidated control/pagination module).

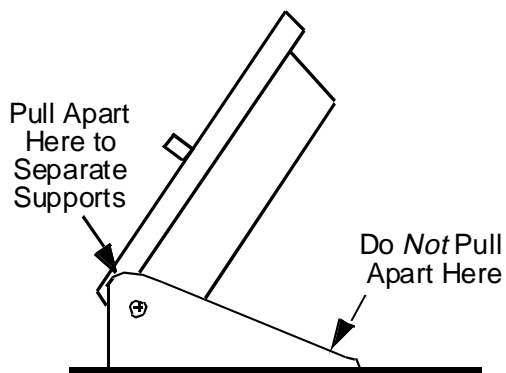


Slimline ClearDeals have a pivot foot with a plastic mechanism at the pivot point. Therefore, care must be taken to not put excessive pressure on the pivot point while adjusting the angle of the Slimline (see the following figure).

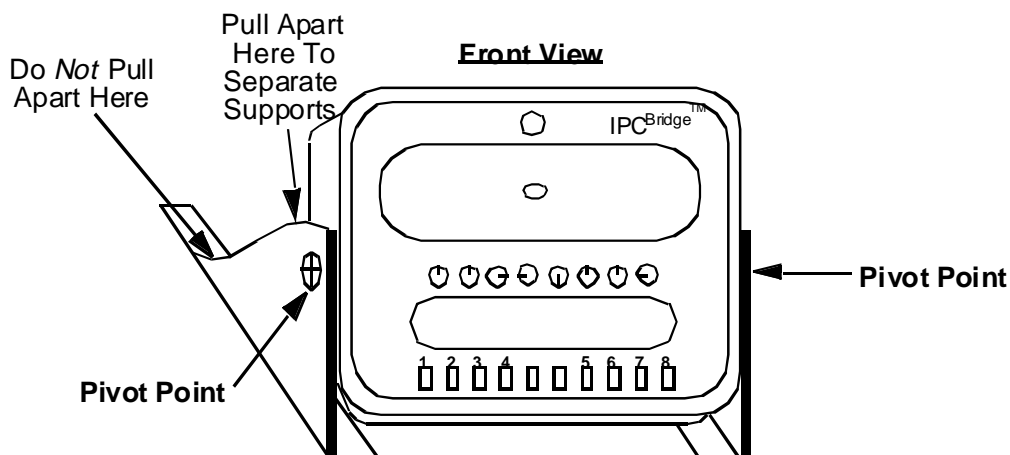
**Top View of Pivot Foot**



**Side View of Pivot Foot**



**Front View**



To adjust the angle of the Slimline:

1. Grasp the left and right side supports of the pivot foot as near as possible to the pivot point.
2. While supporting the Slimline module with one hand, pull one of the side supports away from the Slimline with the other hand and rotate the pivot foot to the desired angle.

3. Release the side support.
4. Grab the opposite pivot foot and pull it away from the Slimline with your other hand and rotate it to match the angle of the first pivot foot.
5. Release the side support.

**Warning:** *Be careful that you only grasp the side supports near the pivot points. If you grasp the side supports too far from the pivot point and then apply pressure, you can damage the pivoting mechanism.*

## dFTS SPEAKER MODULES

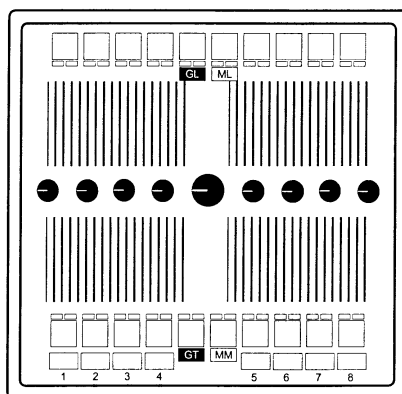
The dFTS speaker module is similar to the ClearDeal speaker module. Digital flexible trading system (dFTS) speaker modules provide four or eight user-programmable speakers with individual volume controls and buttons. dFTS speaker modules allow you to assign any line from your turret to a channel on a speaker module. The dFTS speaker module can also be used as an intercom. You can have up to four dFTS speaker modules for a maximum of either 31 or 32 speaker channels, depending upon your system configuration.

Your position can have a hands free module for a separate intercom channel position. (See [Hands Free Module on page 25.](#)) It can also use individual speakers (if so equipped) for a maximum of 32 programmable speaker channels.

Use a marker or ball point pen to write in your personal label under each talkback button on the dFTS speaker module. Your writing can be removed with an eraser. Do not use pencil or felt-tip pens which can smear or damage the module.

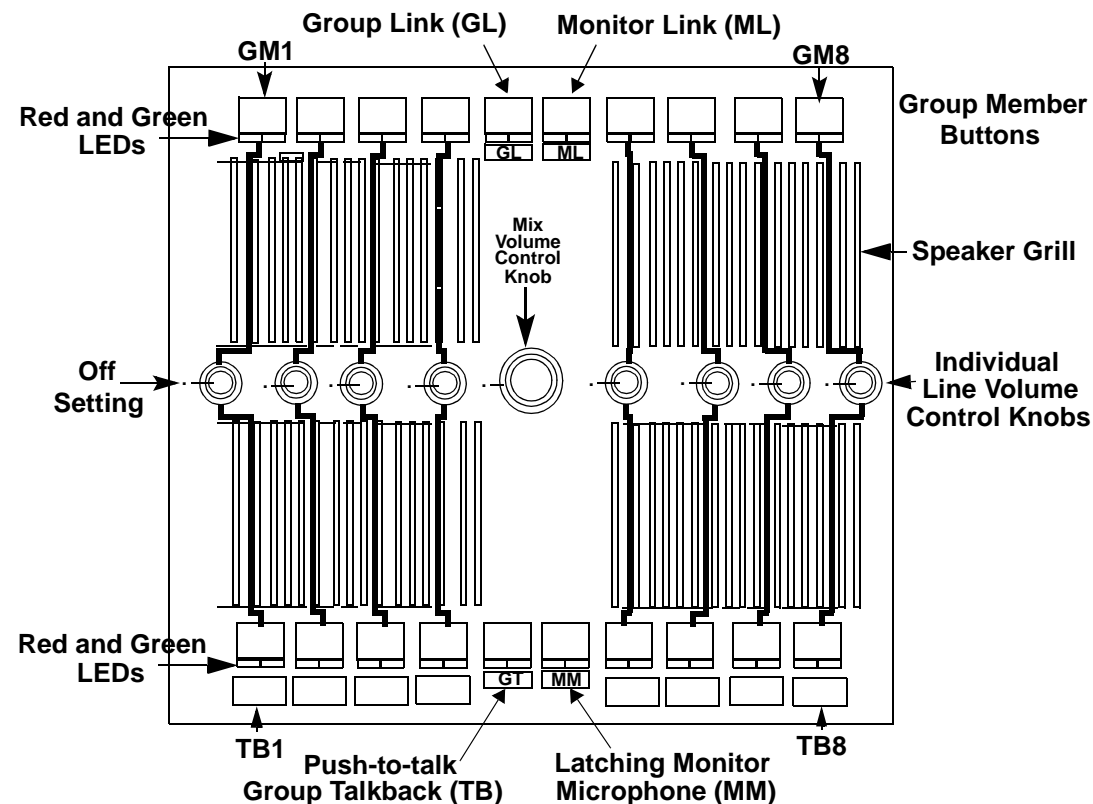
You can program lines to speaker channels. You can set up talkback and monitor groups. Once lines have been programmed to your speaker channels, you can dynamically assign speaker channels into groups for talkback (push-to-talk control) and for monitoring (your microphone is latched on when active).

The master module's GT button LED is dim red. Master module microphone buttons on the bottom row (GT and MM) are used for all speaker modules during operation; however, each module uses its own GL and ML buttons for programming purposes.





The following figure shows a dFTS module.



**dFTS Speaker Module**

A line or combination of lines can be set up as a dynamic speaker broadcast group. Group member buttons are the top row on the speaker module; talkback buttons (for push-to-talk control) are on the bottom row. You can dynamically configure any combination of lines on the speaker to be in either or both of the groups.

Some modules use a combination of fixed lines (hoot 'n' holler circuits) and dynamic, assignable lines.

**GM1 to GM32**—Each GM# button corresponds to the line located directly below it (TB1 to TB32). A GM# button with a red LED is in a talkback group. A GM# button with a green LED is in a monitor group. If both red and green LEDs are lit, the line is assigned to both groups.

**GL**—The group link button LED is red when selecting or changing the status of GM1 to GM32 buttons.

**ML**—The monitor link button LED is green when selecting or changing the status of GM1 to GM32 buttons.

**TB1 to TB32**—Talkback buttons have lines assigned to them. Their LEDs are green when in use, and flicker red indicating audio through their associated speakers.

**GT**—The group talkback button is a non-latching button. When pressed and held, talkback is available to the speakers assigned within this group (GM buttons with red LED status). Release the button to terminate group talkback. Its green LED indicates the button is in use; its red LED indicates this module is the master speaker when more than one speaker is connected to one digital turret.

**MM**—The microphone monitor is a latching button. When it is pressed, talkback is available to the speakers assigned within this group (GM buttons with green LED status). Press the button again to terminate. Its green LED indicates the button is in use, and a dim red LED indicates normal, power on status.

#### *Programming Talkback Groups on the dFTS Speaker Module*

To establish a talkback group, take the following steps:

1. Press the GL button on your speaker.
2. Press the top row GM# button corresponding to a line you want to assign. The red LED on the GM# button lights when in a talkback group.
3. Add or delete lines to the group, as desired, by pressing their GM# buttons. The red LED lights.
4. When your group selection is complete, press the GL button. The LED turns off.

To establish the monitor group, take the following steps:

1. Press ML on your speaker.
2. Press the top row GM# button corresponding to a line you want to assign. The green LED on the GM# button lights when in the monitor group.
3. Add or delete lines to the group, as desired, by pressing the GM# buttons. The green LED lights.
4. When your group selection is complete, press the ML button. The LED turns off.

To put lines in both talkback and monitor groups, take the following steps:

1. Press GL and ML until their LEDs are lit.
2. Press the top row GM# button corresponding to a line you want to assign. The red and green LEDs on the top row GM# button should be lit.
3. Add or delete lines to the groups, as desired, by pressing their GM# buttons.
4. If both red and green GM# LEDs are lit, the line is in both groups.
5. When your group selections are complete, press the GL button (the LED is off) and the ML button (the LED is off).

To remove lines from the talkback group, take the following steps:

1. Press GL; its red LED should be lit.
2. Press the GM# button corresponding to the line you want to remove. The GM# button's red LED turns off.
3. Delete lines from the group by pressing the GM# buttons. The red LED turns off when a line is deleted from the talkback group.
4. When your group selection is complete, press the GL button. The LED turns off.

To remove lines from the monitor group, take the following steps:

1. Press ML. Its green LED should be lit.
2. Press the GM# button for the line you want to remove. The GM# button's green LED turns off.
3. Delete lines from the group, as desired, by pressing the GM# buttons. (The green LED turns off when the line is deleted from the monitor group.)
4. When your group selection is complete, press ML. (The LED turns off.)

#### *Broadcasting to Groups on the dFTS Speaker Module*

To broadcast to the monitor group, take the following steps:

1. Press the latching MM button. Speak into your microphone.
2. Press the MM button again to disconnect the microphone from the monitor group.

To broadcast to the talkback group, take the following steps:

1. Press and hold down GT to activate your microphone.
2. Speak into your microphone. Release GT to disconnect the microphone from the broadcast.

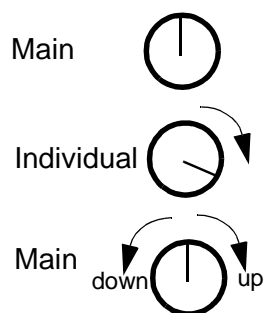
To broadcast to both the monitor and talkback groups, take the following steps:

1. Press the latching MM button. Press and hold down the GT button. Speak into your microphone. Press the MM button to disconnect the microphone from the monitor group.
2. Release the GT button to disconnect from the talkback group.

#### *Changing Speaker Volume*

For best results, set up your speaker module as follows:

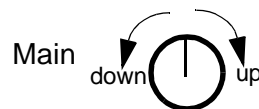
1. Initially, set the large center knob (the mix volume control knob) to approximately 12 o'clock. This is roughly 30% of maximum volume.
2. Then set the volume for each speaker independently, using its own stepped volume control knob. Turning clockwise increases the volume level. The highest setting is approximately 7 o'clock.
3. Over the course of the day, adjust the mix volume control knob level up (clockwise) to increase the receive volume for all of your speakers, or down if too loud.
4. If using two speaker modules, each mix volume control knob is adjusted separately.



**Note:** The off position for the mix volume control knob is not used at this time.

When the green LED of a talkback button is on, it is active. The red LED's intensity varies from off, to dim, to light, to bright with the distant end's voice levels. To monitor incoming broadcasts, take the following steps:

1. Raise or lower the volume mix of all lines simultaneously, using the large center mix volume control knob.

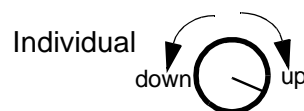


2. Adjust each speaker's individual volume control knob, as needed.

#### *Broadcasting on One Line on the dFTS Speaker Module*

To broadcast on one line, take the following steps:

1. Press and hold down a talkback button to talk. Only one of the talkback buttons can be pressed at a time.
2. Speak into your microphone.
3. Release the talkback button when finished.



You can temporarily remove a speaker (and its assigned line) from active use. When the individual volume knob is clicked into the off position, the line associated with that speaker is dropped. To re-activate the assigned line, turn the individual speaker volume knob to the on position.

To re-activate the assigned line, turn the individual speaker volume knob to the on position, and set the volume to the desired level. The assigned line becomes active again (off-hook, if in-use). You do not need to reprogram the line assignment.

#### INDIVIDUAL SPEAKERS

The Tradenet MX System supports individual speakers at a trader's location, for a maximum of 32 speaker channels for any given station. Individual speakers are provided using a variety of vendor equipment, such as an individual cube speaker, or Orator, from IPC Bridge.

**Note:** You cannot access virtual logical address codes (vLac) from individual speakers.

Individual speakers are programmable from the trader's position using **SPKR** or **SPKV**. Each individual speaker channel can be fully duplex; however talkback capabilities are determined by the hardware that is used for the given application, and vary from site to site.

Because speaker systems are customized for each site, contact your administrator for more information on the capabilities, if any, of individual speakers at your location.

#### DIGITAL IN-LINE MONITOR

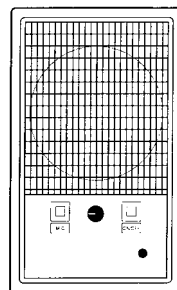
The digital in-line monitor operates similarly to the ClearDeal and dFTS (eight channel) speaker modules. However, the in-line monitor is a receive-only module that can transmit on the first channel only.



The digital in-line monitor is well suited to certain trader desks that can make better use of space with a short, wide speaker module than with the traditional ClearDeal, Slimline, or dFTS module.

## HANDS FREE MODULE

One hands free module, also known as the add-on intercom module, can be used with a turret position to allow you to communicate on intercom calls (between traders) without using a handset. You can then switch to handset operation for a private conversation. It should be noted that a station never needs more than one hands free module. Hands free modules can be used with turrets that are also equipped with digital speaker modules (which are used for flexible line assignments). The hands free module is primarily used as a hands free answerback device for internal or intercom calls, leaving the digital speaker module open for flexible line assignments. If a position is equipped with both a hands free module and a digital speaker module, the hands free module replaces the use of speaker module channel #1 for intercom speaker purposes. Line calls can also be placed on the hands free module (if programmed).



The hands free module uses a separate microphone for answerback purposes. The controls of the add-on intercom module allow you to override its normal duplex hands free answerback with a push-to-control operation, and for microphone mute. You can record on the hands free module.

The hands free module has a speaker and microphone built in. It has two push-buttons with red LEDs: ON/OFF is for push-to-talk control of an intercom call, and MIC is a latching microphone mute button. A rotary volume knob controls the volume level of received intercom calls, and turns the hands free module on (hands free intercom) or off (handset intercom).

When the hands free module is on, the MIC LED is lit red to indicate the microphone is active. Press MIC for a latching microphone mute. During a hands free module call, press and hold the ON/OFF button for momentary push-to-talk control.

### TURNING OFF THE HANDS FREE MODULE

You can temporarily shut off the intercom feature at your station by taking the following steps:

1. Turn the intercom speaker volume knob to off. You see the following message on the control module of the turret: **Handset ICM active**.
2. To re-enable the intercom module, turn its speaker volume knob on. You see the message **Speaker ICM active**.

If you have line networking, global muting (both with dynamic and hoot speakers) on a microphone works differently on a remote line than it does on a local line. On a local line, you do not hear the other party; with a remote line, you do hear the other party.

With Release 11.1 and later, there is a problem with global muting with networked lines. If you turn on global muting, and then program a normal broadcast group (not simplex broadcast) using remote lines from a networked site, you will experience a problem when you press the broadcast button. Everyone in the group will be able to hear you, but they will not be able to hear each other, and you will not be able to hear any of them.

Also, occasionally global muting does not work properly with remote lines. When you press a push button or toggle button on a speaker, you sometimes get audio even though speaker muting is off. This problem is related to heavy call traffic and only occurs with remote lines in Release 11.1 or later.

Forced talkback muting also works differently with remote lines. With local lines, when forced talkback mute is on and microphone muting is set to *GLOBAL MUTE SPKR*, group talkback microphone audio is mute at all speakers in the group. However, if one or more of the lines in the group are remote lines, the line is mute *only* on your speaker. In this case global muting is acting like local muting.

#### PLACING A LINE CALL ON A HANDS FREE MODULE

You can move a line to the hands free module for hands free communication on a line. Note that hands free intercom calls are blocked while the line call is on the hands free module. To make a hands free line call on a hands free module, take the following steps:

1. Establish a call on a line.
2. Press **ICMT**. No LEDs change. The call is moved to the hands free module. A small speaker symbol appears in the center line message display and you can converse hands free.
3. If necessary, you can put the call on hold. If you put the call on hold, you can then re-seize the call by pressing its line button.
4. To release the call, turn the volume knob off.



#### HANDSETS

Digital turrets operate with one handset (single talkpath) or two handsets (dual talkpath). Two talkpaths allow two simultaneous, totally independent conversations.



Turret handset operation, when multiple calls are being handled, can be tailored to your preferences. The following options are available:

- **Release Call**—This is the default method of operation. Assume that you are on a call and another call comes in. When you select the second incoming call, the original call is automatically released, so there is no need to press the **RELEASE** button to end the first call.
- **Hold Call**—This feature is available with Release 8.0.3 and later. When this feature is active, if you are on a call and you receive another incoming call, selecting the new line will automatically place the original call on hold.
- **Auto Handset Selection**—This feature is a cost option available with Release 9.0.1 and later, and requires dual handsets. It works in the following manner. You are on a call on the default handset when another call comes in. When you press the line button to answer the second call, that call is automatically placed on the second handset, with the original call still active on the first handset. If, however, the other handset is in use, the call on the active handset will be released, and the new call will be set up on that handset.

For more information about these options, see your administrator.

Manual handset selection is provided by pressing **L** or **R** on the turret before seizing a line. Press **L** to select the left handset and press **R** to select the right handset.

When the active handset is released, the default handset (usually, the left) becomes active (typically after five seconds). The default handset choice and the handset selection mode are set from the System Center, the administrative software used by the administrator to maintain the Tradenet MX System.

You can change the handset receive volume (that is, the volume coming out of the handset) using **Vol.** For more information about using this button, see [Changing the Preset Handset Receive Volume on page 50](#).

The intercom toggle button (**ICMT**) is used to switch between your handset and speaker where the intercom call is connected.

Handsets with either 9 or 15 foot cords are available in three configurations related to their transmitting operation. The three configurations are:

- Normal (continuous transmission)
- PTT (push-to-talk)
- PTC (push-to-cut)

## MICROPHONES

Digital speakers can have a separate microphone for talkback purposes. When you are using a microphone, speak directly into it for best results, especially during noisy conditions. One microphone can be provided for each turret position regardless of the number of speaker modules.

## CONNECTING TO THE WORLD OVER ISDN LINES

If you have ISDN (Integrated Services Digital Network) lines, additional functions are available to you. Functions such as caller ID, call forwarding, virtual private lines, and voicemail notification can help assist you in managing your vast information requirements. Also, one of the best features of ISDN is the speed of dialing; a call will go through more quickly. Each of the additional functions mentioned that are available with ISDN will be discussed in more detail in the following sections.

- For information about CLI (Calling Line Identification), see [Using CLI/Caller ID on page 35](#).
- For information about VPLs (Virtual Private Lines), see [Associating Telephone Numbers With a VPL on page 35](#).
- For information about Call Forwarding, see [Call Forwarding on page 72](#).
- For information about voicemail notification, see [Voicemail Notification on page 74](#).

You will need to ask your Tradenet MX System Administrator if you have the required lines from the central telephone office that can provide these functions. Also these function must be set up for you by your Tradenet MX System Administrator.

# BUTTONS ON THE TURRET

The buttons on the turret can be divided into two groups; they are either programmable or they provide a fixed function. The un-labeled buttons on the turret are programmable, while the buttons with labels printed on the button, such as **PRO**, **RELEASE**, and the dialpad, are not programmable. Furthermore, the programmable buttons on the turret can be classified either as *line* buttons, or as buttons that perform or access special functions.

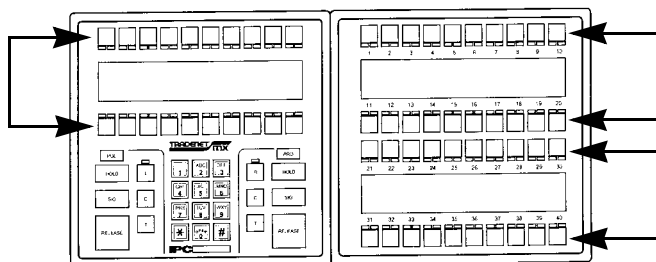
A line button provides a connection to a voice telephone line, which can be a dialtone line, a private line, or a virtual private line (VPL). For more information about each type of line button, see [Line Buttons on page 34](#).

A programmable button that performs a function is either called a *softkey* or a *feature* button, depending upon which module it appears on. When the turret is in its normal mode of operation, the programmable buttons on the *control* module are called softkeys. Softkeys are usually assigned to commonly performed functions, as they are easily accessed. Also, a ringing line can appear on the control module with the softkeys if the line has its *float status* enabled. (For information about setting the float status of a line, see [Changing a Line's Float/No Float Status on page 49](#).) Softkeys are added to the control module with the **Sfky** function, after entering the programming mode (see [Adding a Softkey on page 41](#)).

A feature button is a button on the *pagination* module that is programmed for a function other than that of accessing a line. Feature buttons are added to the pagination module by using the **Butn** function, after entering the programming mode (see [Creating a Feature Button on page 43](#)).

## Consolidated Control/Pagination Module

Softkeys and  
Incoming Line  
(Flot) Buttons



Feature Buttons  
and  
Line Buttons

The turret has two modes: normal operation mode and programming mode. The button labels on the control and pagination modules are different in each of the modes.

Using the buttons on the turret, you can customize the turret for your use. The Tradenet MX System offers a high level of flexibility. Some of the functions of the turret can only be set up by the administrator of the System Center.



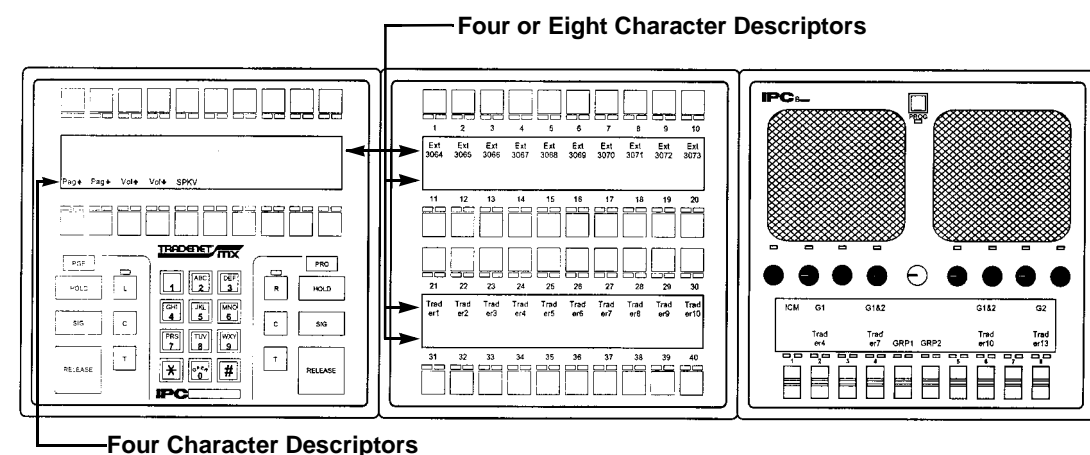
The order in which the softkeys appear on your control module depends on the order in which you or your administrator set them up.

## BUTTON DESCRIPTORS

Button descriptors are the button labels on the control module and pagination module. Your digital turret has either four-character descriptors or eight-character descriptors. If eight-character descriptors are allowed, either a four-character or eight-character descriptor can be generated on the display, based on the letters and numbers you entered when programming the descriptor.

The pagination module, if so programmed, is capable of displaying the complete eight-character descriptor on any button. The control module, if so programmed, is capable of displaying the complete eight-character descriptor on the *top* button row only. The first character of the descriptor determines what is displayed under the four-character descriptor buttons, including the bottom row of buttons on the control module.

The following figure of a typical turret position shows buttons descriptors on the control module and the pagination module.



The following points apply to button descriptors:

- Use the dialpad to enter the descriptor numbers. Alphabetical characters are displayed on the turret when programming a button's descriptors.
- Use **Spac** to enter spaces, **Othr** for special characters, and **CAPS** to toggle between upper and lower case letters.
- If the first character is a number, space, or a special character (#<\$@!), the last four characters are displayed for a four-character descriptor.
- If the first character is a letter, the first four characters are used for a four-character descriptor.

## SOFTKEYS AND FEATURE BUTTONS

The following table describes the functions that can be assigned to the programmable buttons on either the control module or on the pagination module, unless otherwise noted. The functions marked with a † are commonly programmed as softkeys.

Function	Description
<b>ARcl</b>	Use <b>ARcl</b> (automatic recall) to release and re-seize the line.
<b>Brt (down)</b>	Use <b>Brt (down)</b> to dim all turret displays.
<b>Brt (up)</b>	Use <b>Brt (up)</b> to brighten all turret displays.
<b>bSeq</b>	Use <b>bSeq</b> (button sequence) to build a button sequence operation that includes up to five button sequence codes. The button sequence codes are displayed while programming this button.
<b>CIMs</b>	Use <b>CIMs</b> (clear messages) to clear all center line messages and queued messages.
<b>D-PG</b>	Use <b>D-PG</b> (direct page) to access a button on a specific page of the pagination module. You need to provide the two-digit page number.
<b>Dial</b> †	<b>Dial</b> sets up index dials, which are a type of speed dial where you specify a two-digit code for a programmed telephone number.
<b>DICM</b>	Use <b>DICM</b> (direct intercom) to assign a one-button intercom button to a particular TRID. With Release 11.1 and later, if you initiate a <b>DICM</b> call from a turret with a hands free module (add-on intercom module), the green LED for that <b>DICM</b> button should lamp, but it does not.
<b>DND</b> †	<b>DND</b> (do-not-disturb) is a toggle button. Use this button to switch to and from the do-not-disturb mode. When you are in the do-not-disturb mode, the turret does not ring. Also, when you are in the do-not-disturb mode, LED indications for incoming calls continue. On the <b>DND</b> button, the red LED is lit when you are in the do-not-disturb mode.
<b>Flip</b> †	<b>Flip</b> is a toggle button. If you have multiple calls placed on hold at one handset, use <b>Flip</b> to switch between the calls. It will toggle between the last call put on hold and the current active call.

Function	Description
<b>Hunt</b> †	<b>Hunt</b> allows you to access outgoing lines in a hunt group. (Your administrator programs hunt group descriptors from the System Center.) You can have multiple hunt groups. If you have multiple hunt groups, you select the individual hunt groups when assigning or using hunt. With hunt groups, you do not need to search for an idle outgoing line, but instead the Tradenet MX System searches for you. By combining the hunt feature with the speed dial feature, you can set up the turret to automatically select an available dialtone line. See <a href="#">Using Hunt on page 69</a>
<b>ICM</b> †	<b>ICM</b> (intercom) is used to access intercom features. With this feature, you enter a TRID. Your administrator can give this button a personalized label. For more information about using this softkey, see <a href="#">Programming Functions (Softkey and Feature Buttons) on page 41</a> .
<b>ICMT</b> †	<b>ICMT</b> (intercom toggle) is a toggle button. Use this button to switch the intercom from the handset to the speaker or vice versa.
<b>INTA</b>	Use <b>INTA</b> (internal answer) to answer internal calls (calls placed by or transferred from another TRID). If you have line networking, you cannot use <b>INTA</b> to answer calls using remote lines, since you cannot make an internal call to another TRID at a remote site. <b>INTA</b> can only be initially programmed onto the pagination module using <b>Butn</b> . (If you want this button to be on your control module, see <a href="#">Moving INTA or SPKR to the Control Module on page 44</a> to copy this button from the pagination module to the control module.)
<b>LCnf</b>	Use <b>LCnf</b> (left conference) to make a conference call on the left handset. This is equivalent to pressing the left <b>C</b> key on the control module.
<b>LFIs</b>	Use <b>LFIs</b> (left flash) to transfer a call on the left handset. This is equivalent to pressing the left <b>T</b> button on the control module.
<b>LHId</b>	Use <b>LHId</b> (left hold) to put the call on the left handset on hold. This is equivalent to pressing the red <b>HOLD</b> button on the left side of the control module.
<b>LRcl</b>	Use <b>LRcl</b> (left recall) to release the call on the left handset and re-seize the line.
<b>LRIs</b>	Use <b>LRIs</b> (left release) to release the call on the left handset. This is equivalent to pressing the <b>RELEASE</b> key on the left side of the control module.
<b>LSel</b>	Use <b>LSel</b> (left handset selection) to select the left handset. This is equivalent to selecting <b>L</b> on the control module.

Function	Description
<b>LSig</b>	Use <b>LSig</b> (left signal) for manual ringdowns or to redial the last number you dialed. This is equivalent to pressing the <b>SIG</b> button on the left side of the control module.
<b>Mesg</b> †	Use <b>Mesg</b> to view and delete messages on the turret's center line display.
<b>More</b>	Use <b>More</b> to display a second page of possible button functions from which to choose.
<b>MXF</b> <sup>1</sup> †	Use <b>MXF</b> (MX feature) to control certain call features. After you press <b>MXF</b> , dial the code for that feature as described as follows: <ul style="list-style-type: none"> <li>• call TRID (internal call)—Dial <b>MXF, 3</b>, and the TRID you want to call. The TRID you call must have the <b>INTA</b> button. You can make a button sequence of <b>MXF</b>, then <b>3</b> and label the button <b>MXF3</b> (for example).</li> <li>• direct access to a line LAC—Dial <b>MXF, 2</b>, and the four-digit line LAC. You can make a button sequence of <b>MXF</b>, then <b>2</b> and label the button <b>MXF2</b> (for example).<sup>2</sup></li> <li>• privacy on—Dial <b>MXF, 8</b>, and <b>1</b> to turn privacy on for that line.</li> <li>• privacy off—Dial <b>MXF, 8</b>, and <b>0</b> to turn privacy off for that line.</li> <li>• transfer an outside call to another TRID—Dial <b>MXF, T</b> (gray transfer button on the control module), and the TRID to which you want to transfer the call. The TRID you call must have the <b>INTA</b> button.</li> </ul>
<b>Pag (up)</b> †	Use <b>Pag (up)</b> to go up one page on the pagination module.
<b>Pag (down)</b> †	Use <b>Pag (down)</b> to go down one page on the pagination module.
<b>Pvcy</b> †	<b>Pvcy</b> is a toggle button. Use this button to make a call private or not. For more information, see <a href="#">Programming Functions (Sofikey and Feature Buttons) on page 41</a> .
<b>Quit</b>	Use <b>Quit</b> to exit programming a control or pagination module button.
<b>rCLI</b>	Use <b>rCLI</b> to display the full CLI (caller ID) number on the center line display while the line is ringing. See <a href="#">Using CLI/Caller ID on page 35</a> .
<b>RCnf</b>	Use <b>RCnf</b> (right conference) to make a conference call on the right handset. This is equivalent to pressing the right <b>C</b> key on the control module.
<b>RFIs</b>	Use <b>RFIs</b> (right flash) to transfer a call on the right handset. This is equivalent to pressing the right <b>T</b> button on the control module.
<b>RHId</b>	Use <b>RHId</b> (right hold) to put the call on the right handset on hold. This is equivalent to pressing the red <b>HOLD</b> button on the right side of the control module.
<b>Rng (down)</b>	Use <b>Rng (down)</b> to adjust the ringer volume down.

Function	Description
<b>Rng (up)</b>	Use <b>Rng (up)</b> to adjust the ringer volume up.
<b>RRcl</b>	Use <b>RRcl</b> (right recall) to release the call on the right handset and re-seize the line.
<b>RRIs</b>	Use <b>RRIs</b> (right release) to release the call on the right handset. This is equivalent to pressing the <b>RELEASE</b> key on the right side of the control module.
<b>RSel</b>	Use <b>RSel</b> (right handset selection) to select the right handset. This is equivalent to selecting <b>R</b> on the control module.
<b>RSig</b>	Use <b>RSig</b> (right signal) for manual ringdowns or to redial the last number you dialed. This is equivalent to pressing the <b>SIG</b> button on the right side of the control module.
<b>sCLI</b>	Use <b>sCLI</b> to suppress the outgoing CLI (caller ID) information. See <a href="#">Using CLI/Caller ID on page 35</a> .
<b>SPKV †</b> <b>SPKR</b>	Use <b>SPKV</b> and <b>SPKR</b> to view, add, and edit speaker line assignments. <b>SPKV</b> is available with Release 8.0.2 and later. <b>SPKR</b> can only be initially assigned to a button on the pagination module using <b>Butn</b> . (If you want this button to be on your control module, see <a href="#">Moving INTA or SPKR to the Control Module on page 44</a> to copy this button from the pagination module to the control module.) For more information about <b>SPKV</b> , see <a href="#">Programming Speaker Buttons on page 61</a> .
<b>TFER</b>	Use <b>TFER</b> (transfer) to allow a control module to receive a group transfer. This is similar to float buttons, except it must be assigned to a softkey using <b>Sfky</b> . See <a href="#">Setting Up a TFER Button to Receive a Group Transfer on page 72</a> for more information about this function.
<b>Ton (down)</b>	Use <b>Ton (down)</b> to adjust the local touch-tone volume level down. This decreases the DTMF level for the turret end only.
<b>Ton (up)</b>	Use <b>Ton (up)</b> to adjust the local touch-tone volume level up. This increases the DTMF level for the turret end only.
<b>Vol (down) †</b>	Use <b>Vol (down)</b> to adjust the handset volume down.
<b>Vol (up) †</b>	Use <b>Vol (up)</b> to adjust the handset volume up.
<b>0-9, #, *</b>	The 12 buttons of the dialing keypad.

- After an incoming line is picked up by a speaker, you cannot transfer the line to another trader using the **MXF** button and the **T** (transfer) button.
- You cannot access a remote line with the **MXF** button.

Functions in the preceding table marked with a † are commonly programmed as softkeys. Any function from the proceeding table can be a softkey or, in other words, a button that appears on the control module. Only line buttons cannot be programmed on the control module. However, a ringing line with its float status enabled will appear on the control module at an unused softkey.

**Note:** **Except for logging on to the turret, any time you need to type in a TRID, you need to type a four-digit TRID. So, if your TRID has only three digits, add a 0 to the front of the TRID. For example, if the TRID you want to specify is 101, type 0101.**

## LINE BUTTONS

Line buttons access different types of telephone lines; these lines can be dialtone lines, private lines, and Virtual Private Lines (VPLs). Where a dialtone line requires you to enter a telephone number to connect to any telephone on the network, a private line only connects to one specific location, and thus needs no dialing. Without requiring the dialing of a number, the private line quickly puts you in touch with the person you are calling. Also, you will not encounter a busy signal with a private line.

A connection through a dialtone line can be speeded up by programming the turret to dial a specific telephone number through either the speed dial or the index dial functions. These functions will be described in the section [Adding Speed Dialing on Dialtone Lines on page 56](#). Although this is quicker than dialing the number manually, it still takes time for the number to be dialed and the connection to be made.

A VPL functions much as a plain private line does, providing the quick connection that a private line offers, but a VPL offers more flexibility and it costs less. Capabilities such as call transfer, call forwarding, and conferencing are possible with a VPL.

For each line, certain characteristics that provide you with information about a call before you answer the call can be customized for your preferences. A priority can be assigned to a line that determines which LED (red or green) will light when that button rings, and can determine the ringing sound, both the ring pitch and pattern, for incoming calls for a line button with a particular priority. The ring status, another characteristic for a line, determines if the ring is normal, a single ring burst, or if the ring is turned off entirely for the button assigned to that line.

When the characteristics of a line are displayed, the *float* status of that line is included. The float status determines if that line will appear on the control module under an unused softkey when the line button is ringing. This makes it easy to answer a call coming in on a button that is on a different page of the pagination module than that which is currently being displayed. Whether new incoming calls float or not is determined on a system-wide basis, but you may wish to change individual buttons from their default status. Another characteristic of a line is its ability to display the telephone number of the person who is calling you. With the correct equipment and preparation through the Tradenet MX System Center by your administrator, you can turn on and off whether suitable lines display the calling number from your turret.

## USING CLI/CALLER ID

Calling line identification (CLI), sometimes referred to as caller ID, can be displayed, when it is available, for each line button that has been programmed to show it. When this feature is turned on for a particular line button, the telephone number of the party that is calling you will be displayed on the button label for the line when it starts to ring. If the button label is eight characters, up to eight digits of the CLI will be displayed. If the CLI is more than eight digits, then the last seven digits will be displayed with an asterisk (\*) preceding the number to indicate that there is more CLI information available. If the button label is four characters, the last four digits of the CLI will be displayed. Using the **rCLI** (recall CLI) softkey displays the entire CLI number. For information about programming a line button to display CLI/caller ID information, see [Changing a Line's CLI-Display Status on page 50](#). Also, without using the **rCLI** button, when the line is answered, the entire CLI information will appear on the display.

**Note:** CLI information can be displayed only with special digital dialtone lines. Also, Kanji turrets do not support CLI.

When an external number calls an extension of a trader, that trader receiving the call will see the external CLI information. But, when that trader transfers the call to another TRID, that new destination TRID will see CLI information that indicates the general group extension of the trader that transferred the call, and not the CLI of the original external number.

### DISPLAYING THE CALLING TELEPHONE NUMBER

To display the entire CLI number while the line is ringing, press the **rCLI** softkey, then press the ringing line button. This action will not answer the call, but will show the full CLI information for that line, up to 18 digits, on the center line display. Pressing the line button a second time answers the call. Also, when you answer a call that comes in on a line button that has CLI turned on, the full CLI will be shown in the center line display without the need to use the **rCLI** softkey.

1. Press the softkey **rCLI**.
2. Press the ringing line for which you wish to display CLI information.
3. To answer the line, press the line button a second time.

### SUPPRESSING YOUR CLI INFORMATION WHEN PLACING A CALL

If you do not want the party that you are calling to be able to view your telephone number on their equipment when you are making an outgoing call, first press the softkey **sCLI** (suppress CLI), select the line button you wish to use, and then dial the telephone number. The CLI number that appears at their station will be only a general number.

1. Press the softkey **sCLI**.
2. Press the line button you wish to use.
3. Dial the telephone number manually, or by the speed or index dial functions.

## ASSOCIATING TELEPHONE NUMBERS WITH A VPL

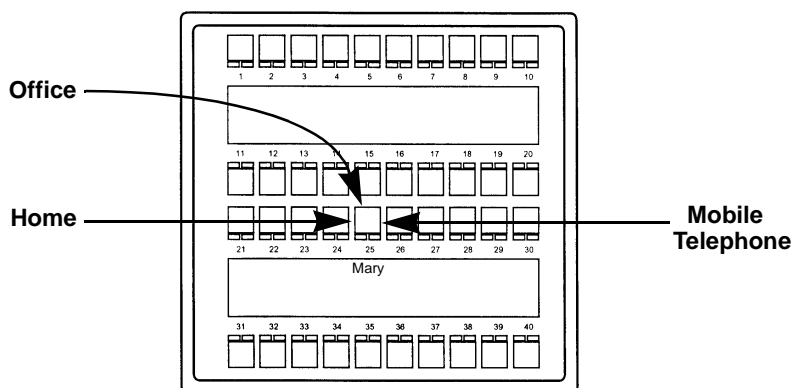
A virtual private line (VPL) gives you the functionality of a plain private line, by providing a one-to-one connection with a specific party. Along with call transfer, conferencing, and call forwarding, another feature of a VPL is the ability to associate up to five external numbers with a VPL line button. This is

useful when that specific party might call from one of several telephone numbers. Then, when a call from one of the specified numbers comes in, determined by the calling line identity (CLI) information, a designated button will ring at your turret.

As an example, Mary may have an office telephone, a home office telephone, and a mobile telephone. Assume that you wish to assign her one button on your turret. When the line button is programmed, its descriptor can be set to **Mary** so that her name will be displayed on the button's label. If each of her telephone numbers has been associated with the button that has been assigned to her, then a call from Mary from any one of her telephone numbers will ring on her button on your turret.

Also, when you wish to call Mary, you can press that same button that is assigned to her, and her preferred number (home, office, or mobile) is dialed automatically. This number would usually be the telephone number at her desk where she can be almost always reached.

Associating numbers with a VPL is done through the System Center, and can be set up only for special digital lines. You will need to ask your Tradenet MX System Administrator for further information.



## LINE BUTTON LEDs

Each line button uses a pair of LEDs, one red and one green, to indicate the status of a call on that line. If both LEDs are unlit, that line button is either unassigned or idle.



## INCOMING CALL LEDS (U.S. AND CANADA)

If your Tradenet MX System uses the U.S. or Canada countrybase, the LEDs on your turret indicate the following information.

Default Line LED Indications for the U.S. and Canada Countrybases		
Flash Rate	Color	Indicates
Slow	Green	High priority incoming call
Fast	Green	Call on hold at your turret
Steady	Green	Line in use at your turret
Slow	Red	Low priority incoming call
Fast	Red	Call on hold at another turret
Steady	Red	Line in use at another turret
		Line in unsupervised conference
		Line assigned to a speaker
		Line in privacy mode at another turret
Slow	Green and Red	Oldest waiting incoming call
Fast	Green and Red	Oldest u-hold (call on hold at another turret)

## INCOMING CALL LEDS (U.K.)

If your Tradenet MX System uses the U.K. countrybase, the LEDs on your turret indicate the following information.

Default Line LED Indications for the U.K. Countrybase		
Flash Rate	Color	Indicates
Fast	Green	High Priority Incoming Call
Slow	Green	Call on hold at your turret
Steady	Green	Line in use at your turret
Fast	Red	Low priority incoming call
Slow	Red	Call on hold at another turret
Steady	Red	Line in use at another turret
		Line in unsupervised conference
		Line assigned to a speaker
		Line in privacy mode at another turret
Fast	Green and Red	Oldest waiting incoming call
Slow	Green and Red	Oldest u-hold (call on hold at another turret)

# PROGRAMMING BUTTONS ON THE TURRET

Your turret is initially set up and programmed by your administrator. However, there will be functions and characteristics of the turret that you wish to add or change. For example, you may wish to assign a telephone number that you commonly dial to a button using the speed dial (**Spdl**) programming option so that you can dial that number by pressing a single button. Being familiar with the capabilities of the turret will help you to tailor it so that it fits your work style and preferences.

After logging on a turret, you can customize your buttons and line assignments, as well as set up speed dials. If you see the message **Sorry, Feature Inhibited!** while you are trying to program a button, you do not have access to the feature you are trying to use. There are certain capabilities of the system that are called *cost options* (see [Cost Options on page 85](#)) and it is possible that a particular feature has not been implemented on your system. For more information, see your administrator.

In general, buttons on the control module (softkeys) are set up to control functions of the turret and buttons on the pagination module are usually programmed to access lines. However, functions can be programmed on the pagination module buttons (see [Creating a Feature Button on page 43](#)). If you have a stand-alone control module, the top row of buttons is used for lines and the bottom row is used for softkeys.

## TAILORING THE TURRET TO FIT YOUR NEEDS

The following table describes the options that are available to you in programming mode. The specific steps involved in using the programming options will be covered in the following sections of this guide. These sections will cover programming buttons to perform functions, programming buttons to access lines, using the basic functions of the turret (such as logging on and off), and making calls with the turret.

Programming Menu Items	Description
<b>Bcst</b>	Use <b>Bcst</b> to assign and edit normal and simplex broadcast groups.
<b>Butn</b>	Use <b>Butn</b> to add functions to buttons on the pagination module. These are referred to as <i>feature</i> buttons.
<b>Dial</b>	Use <b>Dial</b> to add, edit, undo, or view index dials. Index dials allow you to dial an entire telephone number by just using a two-digit code (00–19) after pressing the <b>Dial function</b> button.
<b>HELP</b>	Use <b>HELP</b> to display information about a particular programming button.
<b>Hrct</b>	Use <b>Hrct</b> (hold recall time) to change the hold recall time. The hold recall time is the amount of time a call can be on hold before the turret rings that line again to let you know the call is still on hold.

Programming Menu Items	Description
<b>Line</b>	Use <b>Line</b> to add or edit line assignments on the turret. A line is a button that is programmed to provide a connection to a voice telephone line, whether it be a dialtone line, a private line, or a virtual private line (VPL).
<b>Logn</b>	Use <b>Logn</b> to log on using a unique TRID, to log off, edit the password, or to lock the turret.
<b>Quit</b>	Use <b>Quit</b> to exit the programming mode and return to normal mode.
<b>Ring</b>	Use <b>Ring</b> to change how an incoming call on a particular line is presented, such as whether the ringing line will appear on the control module (float), how long the ring lasts, ring volume, distinctive ringing, if CLI (caller ID) information will be displayed, and for a private line, whether the line will signal the other end either manually or automatically.
<b>Sfky</b>	Use <b>Sfky</b> to program a function button on the control module or to remove (undo) it. The programmable buttons on the control module are known as <i>softkeys</i> . Softkeys are usually assigned to the most commonly used functions.
<b>Spdl</b>	<b>Spdl</b> allows you to add or edit speed dial numbers. <b>Spdl</b> differs from <b>Dial</b> in that the telephone number is dialed as soon as the assigned button is pressed.
<b>Swap</b>	Use <b>Swap</b> to switch two button assignments on the pagination module.
<b>Undo</b>	Use <b>Undo</b> to remove either a feature button or a line button assignment from the pagination module.
<b>View</b>	Use <b>View</b> to display information about any button on the pagination module, such as a particular button's line number, line type, descriptor, and the attributes that determine how an incoming call on that line is presented.
<b>Vol</b>	Use <b>Vol</b> to change the default handset receive volume level.

To display information at the turret about the programming menu options, take the following steps: **PRO\*, HELP, Quit**

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **HELP**, then press the particular button for which you want information.
4. Continue pressing buttons to see information about those buttons.
5. Press **Quit**.

# PROGRAMMING FUNCTIONS (SOFTKEY AND FEATURE BUTTONS)

Buttons on the control module that perform functions are called *softkeys*, and buttons on the pagination module that perform functions are called *feature buttons*.

## VIEWING INFORMATION ABOUT A SOFTKEY

**PRO\*, Sfky, View, Info, Quit**

You can view information about existing buttons on the control module before adding new ones, and you can edit the descriptor that appears on the button's display. Unused buttons on the control module are **Flot** buttons, and it will be at these buttons where ringing lines will appear.

To view control module buttons, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Sfky**.
4. Press **View** to see existing button assignments.
5. Select the softkey you wish to view.
6. If you want to see more information about the selected softkey, press **Info**.
7. Press **Next** and select another softkey, if desired; press **Quit** when finished viewing buttons.

**Note:** You can edit descriptor information using **Sfky**.

## ADDING A SOFTKEY

**PRO\*, Sfky, Add, Flot, Save**

To add a control module button, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Sfky**.
4. Press **Add**.
5. The **Flot** buttons are not assigned, and are available to be programmed to perform a function. Select a **Flot** button where you wish to add a new softkey. You see **Select Feature for Softkey** on the center line.
6. On the pagination module, select a feature to assign to this softkey button. If you select **Hunt** and you have multiple hunt groups, follow one of the following bullets:
  - If you have the line networking feature and you want to select a site other than your local site, take the following steps:
    - i. Select **Site**.
    - ii. If you do not see the site you want, select **More** until you do.
    - iii. Select the specific site.

**Note:** If you select a remote site, you cannot select a hunt group. Instead, you get the default hunt group.

- If you have the line networking feature but you want to select your local site, or you do not have the line networking feature, select a hunt group.
7. If you are programming a direct page (**D-PG**) button, dial a two-digit page number (for example, 01, 02, or 14), and press **Next**.

8. If you are programming a **DICM** button, type the TRID and press **Next**.
9. The turret displays **Press Save to save button**. Press **Save** to keep your entry, or press **Quit**.

## EDITING A SOFTKEY

**PRO\*, Sfky, Edit, Save**

To edit a control module function button, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Sfky** for programmable buttons.
4. Press **Edit**.
5. On the control module, select a softkey button. The turret displays **Select Feature for Softkey** on the display.
6. On the pagination module, select a feature to assign to this softkey button. If you select **Hunt** and you have multiple hunt groups, follow one of the following bullets:
  - If you have the line networking feature and you want to select a site other than your local site, take the following steps:
    - i. Select **Site**.
    - ii. If you do not see the site you want, select **More** until you do.
    - iii. Select the specific site.

**Note:** If you select a remote site, you cannot select a hunt group. Instead, you get the default hunt group.

- If you have the line networking feature but you want to select your local site, or you do not have the line networking feature, select a hunt group.
7. If you are programming a direct page (**D-PG**) button, dial a two-digit page number (for example, 01, 02, or 14) and press **Next**.
  8. If you are programming a **DICM** button, type the TRID and press **Next**.
  9. The turret displays **Press Save to save button**. Press **Save** to keep your entry, or press **Quit**.

## UNDOING A SOFTKEY

**PRO\*, Sfky, Undo, Undo**

If you add a control module button (softkey), and then want to clear it, use **Undo**. **Undo** clears a control module button to make it available for programming. To undo a control module button, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Sfky**, then press **Undo**. The turret displays **Select Softkey**.
4. Select the softkey to be cleared. The turret displays **Press Undo to undo button**.
5. Press **Undo** to clear that button, or press **Quit**.

## CREATING A FEATURE BUTTON

**PRO\*, Butn, Add, Save, Quit**

Functions, such as performing a speed dial, turning on privacy, or adjusting the ringer volume, can be assigned to buttons on the pagination module. To do this, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Butn**. You see the message **Add new or Edit existing Module button**.
4. Select **Add**. You see the prompt **Please select a button or Page**.
5. If necessary, select **Page** and then select the page number.
6. Select a spare button. You see the prompt **Select Feature for Module Button**. If you select a button that is not spare, you see an error message.
7. Select a feature you want to assign as a pagination module button by pressing the corresponding button.
8. If programming a direct page (**D-PG**) button, dial a two-digit page number (for example, 01, 02, or 14) and press **Next**.
9. If programming a direct intercom (**DICM**) button, type the TRID and press **Next**.
10. If programming a hunt button, select the hunt group.
11. You are prompted **Press Save to save button**.
12. Press **Info** to view the information, if necessary.
13. Press **Save** to keep your entry, or press the **Quit** key to exit without saving.

## EDITING A FEATURE BUTTON

**PRO\*, Butn, Edit, Save, Quit**

To edit a feature button, take the following steps:

1. Hold down the **PRO** key and press **\***.
2. Release both keys.
3. Press **Butn**. You see the message **Add new or Edit existing Module button**.
4. Press **Edit**. You see the prompt **Please select a button or Page**.
5. Select the button to edit. You see the prompt **Select Feature for Module Button**. If you select a button that is not programmed as a button sequence, you see the error message **Butn not Sequence:Select Butn or Page**.
6. Select the feature. You are prompted **Press Save to save button**.
7. Press **Info** to view the information, if necessary.
8. Press **Save** to keep the entry, or press the **Quit** key to exit without saving.

## UNDOING A FEATURE BUTTON

**PRO\*, Undo, Undo**

To undo pagination module button assignments, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Undo**.
4. If necessary, select **Page** and then select the page number.
5. Select a button.

6. To display the current button information, press **Info** and press **Info** again for more details.
7. Press **Undo** to clear, update, and exit, or press **Quit** to exit without an update.

## PROGRAMMING BUTTON SEQUENCES **PRO\*, Sfky, Add, Flot, bSeq, Desc, Free Save, Quit**

Button sequences allow you to execute up to five turret commands with the press of a single button, similar to a macro. To create a button sequence, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Sfky**.
4. Press **Add** to create a new button sequence. (You can use **Edit** to change a button sequence.)
5. The **Flot** buttons are un-programmed, available buttons. Select a **Flot** button. The center line displays the prompt **Select Feature for Softkey**.
6. Press **bSeq**.
7. Press **Desc** and assign the button sequence a name.
8. Press **Next** to continue.
9. Press **Free**.
10. On the pagination module, select a feature to assign to this button.
11. Repeat steps 9–10 to add additional sequential commands to the button sequence.
12. Press **Save**.
13. Press **Quit** to exit programming mode. The button sequence you created is displayed on the control module.

## MOVING INTA OR SPKR TO THE CONTROL MODULE

After programming either **INTA** or **SPKR** to the pagination module using the **Butn** programming function, you can make either function appear on the control module as a softkey by taking the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Sfky**
4. Press **Add**
5. The **Flot** buttons are un-programmed, available buttons. Select a **Flot** button where the new softkey will be added. You see **Select Feature for Softkey** on the center line.
6. On the control module, select the **Butn** option
7. On the pagination module, press the button that you wish to copy, either the **INTA** or the **SPKR** button.
8. The turret displays **Press Save to save button**. Press **Save** to keep your entry, or press **Quit**.

## PROGRAMMING LINE BUTTONS ON THE PAGINATION MODULE

Pagination module buttons provide access to dialtone, private lines, virtual private lines (VPLs), and to functions that have been assigned to the pagination module. Note that if you have a stand-alone control module, the top row of buttons is used for lines.



## VIEWING PAGINATION MODULE BUTTONS

When you view line information, the center line message area of the pagination module shows the selected button number, either its line LAC or vLac depending on the type of line, and its descriptor. If it is a spare button, it appears as **SPARE**. Press **Info** to show the current line information including the descriptor of the button, line type information, high or low priority, ring or no ring, float or no float, and CLI display status. Each of these attributes will be discussed in this section.

To view pagination module buttons, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **View**. The turret prompts **Please select a button or Page**.
4. If you have the line networking feature and you want to view buttons which access lines at a specific remote site only, take the following steps:
  - a. Press **Site**.
  - b. Select the specific site. (If necessary, use **More** to scroll through the list of sites.) The site assigned to the first button is the local site.

**Note:** If you do not use **Site** to select a specific site and you have line networking, you view buttons from *all* sites. If you do select a specific site and then want to go back to view all sites, you must quit and press **View** again.

5. If necessary, press **Page**, then press a button or number (PG01–PG15) to move to the page.
6. Select a pagination module button to view. If it is a line button, the turret shows you the button number, either its logical address code (LAC) or virtual logical address code (vLac), its site (if you are using line networking), and its descriptor.
7. To see more information about the selected button, press **Info**. This will display the descriptor, the type of line, and the button action attributes.
8. Select another module button, if desired.
9. Press **Quit** when finished viewing buttons.

The following table lists the various button action options. These options determine how an incoming call is presented at your turret.

Button Action	Displayed Options	For More Information
Priority	<ul style="list-style-type: none"> <li>• HiPri</li> <li>• LoPri</li> </ul>	See <a href="#">Changing a Line's Priority Status</a> on page 48.
Ring Status	<ul style="list-style-type: none"> <li>• Rng</li> <li>• NoRng</li> <li>• SRng</li> </ul>	See <a href="#">Changing a Line's Ring Status</a> on page 49.
Float Status	<ul style="list-style-type: none"> <li>• Flt</li> <li>• NoFlt</li> </ul>	See <a href="#">Changing a Line's Float/No Float Status</a> on page 49.
CLI Display Status	<ul style="list-style-type: none"> <li>• CLI</li> <li>• NoCLI</li> </ul>	See <a href="#">Changing a Line's CLI-Display Status</a> on page 50.

## ADDING A LINE BUTTON

**PRO\***, **Line**, **Add**, **Next**, **Next**, **Save**

To add a line button to a pagination module, you need the line LAC number. You can get this from the System Center reports. See your administrator for more information.

To add a new line button, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Line**, then press **Add**.
4. If necessary, select **Page** and then select the page number.
5. Select a spare button to be programmed.
6. If you have line networking and you want to specify a line LAC in a site other than your local site, take the following steps:
  - a. Press **Site**. On the pagination module, you see the available sites.
  - b. Select the specific site from which you want to assign a line LAC. (If necessary, use **More** to scroll through the list of sites.)

**Note:** **If you do not have access to a site to which you believe you should, see your administrator.**

7. Select a valid line LAC.

8. Press **Next** to proceed.  
When you specify a LAC from a local site, the turret validates that the LAC you enter is a valid LAC. When you specify a LAC from a remote site, the turret checks that the following statements are true:
  - the LAC you enter is greater than or equal to 1024
  - the LAC you enter is included in the **i\_netw\_remote\_line\_view** table in the System Center
9. Type an eight-character descriptor for the line button.
10. Press **Next** to proceed. The turret prompts **Select Line LAC or Descriptor**.
11. Select **Line** or **Dscr** to change either entry, if you wish to make a change before saving the data for the new button. Use **Info** to view the current information.
12. Press **Save** to keep your entry, or press **Quit**.

## EDITING A LINE BUTTON

**PRO\*, Line, Edit, Save**

After adding a line button to the pagination module, you can edit the button's descriptor and line LAC. To edit a line button, you need the line LAC and descriptor information. To edit a line button, take the following steps:

1. Hold down **PRO** and press \*.
2. Release both keys.
3. Press **Line**, then press **Edit**.
4. If necessary, select **Page** and then select the page number.
5. Select a line button to edit. If you do not select a valid line button, you see the message **Button must be a valid line**.
6. The turret prompts **Select Line LAC or Descriptor**. Press **Info** to obtain the current line LAC and descriptor information.
7. To change the line LAC entry, select **Line**.
8. Type a new line LAC and press **Next**.

**Note:** You cannot edit the site associated with a line from the **Edit** button. To change the site associated with a line, use **Undo**.

9. Press **Info**.
10. To change the button description, press **Dscr**.
11. Use **Back** to backspace over the old description. Use **Spac** to type a space in the descriptor. Use **CAPS** to toggle between uppercase and lowercase characters. Use **Othr** to type special characters in the description.
12. Press **Next** to finish the descriptor entry.
13. Press **Save** to keep your entry, or press **Quit**.

## SWAPPING LINE BUTTONS

**PRO\*, Swap, Save**

Swapping allows you to exchange the assignments of two line buttons on the pagination module. To swap two buttons, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Swap**.
4. If necessary, select **Page** and then the page number of the first button to swap.
5. Select the first button.

**Note:** You cannot use the **Swap** button to switch softkey assignments—only line buttons.

6. If necessary, select **Page** and then select the page number of the second button.
7. Select the second button.
8. Press **Save** to swap the button assignments, or press **Quit**.

## CHANGING THE SIGNALLING TYPE OF A PRIVATE LINE

**PRO\*, Ring, Attr, Save**

Private lines can be manually signalled (using **SIG** on the control module) or they can be automatically signalled: when the line is seized, it sends the signal to the remote end automatically. To change the signalling type of a private line, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Ring**, then press **Attr**.
4. If necessary, select **Page** and then select the page number.
5. Select a private line to be changed.

**Note:** If you have the line networking feature, you see only local lines, not remote lines.

6. Press the line button to toggle between **Red LED Manual Ringdown**, **Green LED Auto Signal (ASIG)**. The center line displays the descriptor and either **Line+ASIG** for auto-signal, or **PRIVATE** for a manually signalled private line; then **Priority**, **Ring**, and **Float** status.
7. Press another line button to continue setting the signalling attributes for line buttons, or press **Page** to move to another page. Changes are saved between page movements.
8. Press **Save** when finished with settings on the last page, or press **Quit** and the last page is not saved.

## CHANGING A LINE'S PRIORITY STATUS

**PRO\*, Ring, Pri, Save**

The line's priority status determines the LED lamping indications for the line button; the assigned priority status also affects the ringing sound for incoming calls on that line button. Ring conditions can be modified on a line-by-line basis.

To change a line's priority status, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Ring**, then press **Pri**.
4. If necessary, select **Page** and then select the page number.

5. When a line button is pressed, the LED changes color: green indicates a high priority call, and red indicates a low priority call. The center line shows the descriptor, line type, priority, ring, float, and CLI display status, and changes between high priority (**HiPri**) and low priority (**LoPri**), as you press the line button.
6. Set the line button's status.
7. Press another line button or press **Page** to move to another page, to continue setting the priority for line buttons. Changes are saved between page movements.
8. Press **Save** when finished with settings on the last page, or press **Quit** and changes to the last page are not saved.

## CHANGING A LINE'S RING STATUS

**PRO\*, Ring, Ring, Save**

You can specify any line button's ring to be a normal ring, single ring burst, or no ring. To change a line's ring status, take the following steps:

1. Hold down **PRO** and press \*.
2. Release both keys.
3. Press **Ring**, then press **Ring** again.
4. If necessary, select **Page** and then select the page number.
5. Select a line button.
6. Press the button to toggle among red LED (no ring) green LED (normal ring), and red and green LEDs (single ring burst) until you reach the setting you want. The center line shows the descriptor, line type, priority, new ring information, float status, and CLI display status.
7. Press another line button to continue setting line buttons, or press **Page** to move to another page. Changes are saved as you leave the page.
8. Press **Save** when finished with settings on the last page, or press **Quit** to not save the last page changes.

## CHANGING A LINE'S FLOAT/NO FLOAT STATUS

**PRO\*, Ring, Flot, Save**

Whether or not one of your ringing lines on your pagination module appears on your control module, is determined by the system's default setting for ringing lines; however, what is called the *floating status* of individual lines can be altered from the default setting. To change a line's float/no float status, take the following steps:

1. Hold down **PRO** and press \*.
2. Release both keys.
3. Press **Ring**, then press **Flot**.
4. If necessary, select **Page** and then select the page number.
5. Press a line button to toggle between green LED (float) and red LED (no float). The center line shows the descriptor, line type, priority, ring, the current float status, and CLI display status.
6. Press another line button to continue setting line buttons, or press **Page** to move to another page. Changes are saved between page movements.
7. Press **Save** when finished with settings on the last page, or press **Quit** to not save the last page changes.

## CHANGING A LINE'S CLI-DISPLAY STATUS

**PRO\*, Ring, CLI, Save**

To program a line button on your turret to either display or not display the CLI information (the telephone number of the party that is calling), take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Ring**, then press **CLI**.
4. If necessary, select **Page** and then select the page number.
5. Select a line button.

**Note:** If the line selected is a VPL, initially the CLI display status for the line, indicated by the green LED of the button, shows that CLI will be displayed; this is incorrect. CLI will not be displayed for a VPL. If the VPL button is then pressed to toggle to the no CLI display (red), the button's LED cannot be changed back to green.

6. Press the desired button to toggle between the red LED (no CLI display), and the green LED (CLI information is displayed). The center line display shows the descriptor, line type, priority, ring status, float status, and CLI display status.
7. Press another line button to continue setting line buttons, or press **Page** to move to another page. Changes are saved as you leave the page.
8. Press **Save** when you are finished with settings on the last page, or press **Quit** to not save the last page changes.

**Note:** If the line button is already defined as a VPL, it is not possible to program it to display CLI information.

## CHANGING THE TURRET'S RING VOLUME

**PRO\*, Ring, Vol, Vol (up/down arrow), Save**

The volume level for ringing signals to the turret can be changed. Ring volume overrides the preset individual line ringing assignments for any lines on the pagination module.

To change the turret's ring volume, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Ring**, then press **Vol**. The current preset volume level of the ringer is displayed.
4. Use **Vol (up)** or **Vol (down)** to hear and adjust the ringer volume level between 0–3, with 0 indicating no ring.
5. Press **Save** when at the setting you desire, or press **Quit** to make no changes.

## CHANGING THE PRESET HANDSET RECEIVE VOLUME

**PRO\*, Vol, Vol (up/down), Save**

One programming entry resets the preset receive volume for both the left and right handsets. To change the preset handset receive volume, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Vol**. The current handset volume level is displayed.

4. Use **Vol down** or **Vol up** to modify the volume units. The valid range is 1–40 decibels.
5. Press **Save** to save the new volume setting, or press **Quit**.

**Note:** The transmit (Xmit) programming option is for administrator access only.

## ADDING A DISTINCTIVE SOUND TO A RING CONDITION

**PRO\*, Ring, Ptch, Save**

There are multiple ring sounds (combinations of ring pitch and pattern) that can be assigned to each line priority type. The selected ring sound is applied to all lines that are assigned that priority status or feature function.

To add a distinctive sound to a ring condition, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Ring**, then press **Ptch**.
4. Select the ring condition to change, whether high priority calls (**HiPri**), low priority calls (**LoPri**), internal calls (**INTA**), or messages (**Mesg**). Ring pattern types (1–7, continuous, and off) are displayed on the control module. The green LED indicates the currently-programmed ring type.
5. Press each button to hear a sample of its ring sound. The red LED indicates the last ring type sampled.
6. Press **Save** so the last ring sound sampled is stored as the ring condition of the call type selected (**HiPri**, **LoPri**, **INTA**, or **Mesg**), or press **Quit** to exit without saving.

**Note:** Priority settings can be modified on a line-by-line basis.

## USING HOLD RECALL TIMER

**PRO\*, Hrct, Tm (up/down arrow), Save**

Your turret can be programmed so that any line placed on hold provides a recall signal (a single ring burst) to your turret after a programmed period of time. The line remains on hold, and provides the recall signal after the programmed period of time, until retrieved.

To use the hold recall timer feature, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Hrct**. The display shows the existing hold recall timer value.
4. Press **Tm (up)** or **Tm (down)** to change the setting of the recall timer interval (hold recall off, 30 seconds, 1 minute, or 2 minutes). The center line shows the new timer value.
5. Press **Save** to keep the new hold recall timer setting, or press **Quit** to exit without saving.

## ASSIGNING A TRADER HOTLINE (DICM) BUTTON

**PRO\*, Butn, Add, DICM, Next, Save**

To set up quick access to a trader through an intercom call, assign a hotline button. A hotline button calls a specific TRID and has a personalized descriptor. To assign a trader hotline (DICM) button, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Butn**. The turret prompts you **Add new or Edit existing Module button**.

4. Press **Add**.
5. If necessary, select **Page** and then select the page number.
6. Select a spare button.
7. Press **DICM**. The turret prompts **Enter trader ID**.

**Note:** Except for logging on to the turret, any time you need to type in a TRID, you need to type a four-digit TRID. So, if your TRID has only three digits, add a 0 to the front of the TRID. For example, if the TRID you want to specify is 101, type 0101.

8. Dial the TRID of the trader you want, then press **Next**. The turret prompts **Enter new descriptor**.
9. Enter a hotline descriptor.
10. Press **Next**.
11. Press **Save** to keep your entry, or press **Quit**.

## EDITING A TRADER HOTLINE (DICM) BUTTON PRO\*, View, Info, Quit, Undo, Undo

To edit a hotline button, you must delete it and then reassign the hotline. To edit a trader hotline (DICM) button, take the following steps:

1. Hold down **PRO** and press \*.
2. Release both keys.
3. Press **View**.
4. If necessary, select **Page** and then select the page number.
5. Select a hotline button to view.
6. Press **Info** to view the button information.
7. Press **Quit** when you have the descriptor and TRID data.
8. Press **Undo**.
9. If necessary, select **Page** and then select the page number. The turret prompts **Press Undo to undo button**.
10. Press **Undo**.
11. Re-assign the hotline and descriptor as described in [Assigning a Trader Hotline \(DICM\) Button on page 51](#).

**Note:** Using **View**, you can edit the descriptor of a hotline button.

## ADDING A BROADCAST GROUP PRO\*, Bcst, Conf, Add, Dscr, Next, Free, Page, Save

For broadcasting and simplex broadcasting to work on your system, the proper flag must be set in the **System Data** table in the System Center. For more information, see your administrator.

For information about using a broadcast group, see [Broadcasting on page 76](#).

### ADDING A NORMAL BROADCAST GROUP

A preset broadcast group (**Bcst**) can include up to five lines. Use **View** to locate a spare button on the pagination module for the descriptor and then to locate your private lines and dialtone lines.



If you want to set up a broadcast group where people in the group do not hear each other, you need to set up a simplex broadcast group. (See [Adding a Simplex Broadcast Group on page 54.](#))

**Note:** If you are using line networking, all members of a broadcast group must be in the same site. Also, if you want to include all lines from a remote site in your broadcast group, you must program that line button to the turret before creating the broadcast group.

To add a broadcast group, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Bcst**.

**Note:** If you are using Release 10.1 or later, when you press *Bcst* you can choose *Conf* or *Splx* (for the simplex broadcast feature introduced in Release 10.1). If you are using Release 9.2 or earlier, when you press *Bcst* you go directly to the broadcast menu.

4. If you are using Release 10.1 or later, press **Conf** for conference.
5. Press **Add**.
6. If necessary, select **Page** and then select the page number.
7. Select a spare button.
8. If you have the line networking feature and you want to select a line LAC from other than your local site, take the following steps:
  - a. Press **Site**.
  - b. If you do not see the site you want, press **More** until you do.
  - c. Select the specific site.
9. Press **Dscr** and enter an eight-character descriptor.
10. Press **Next** to continue.
11. Five free buttons are provided as placeholders for lines. Press a **Free** button to add a private or dialtone line to the group. When you select a **Free** button, only those line buttons that correspond to the group's site are shown.
12. Press **Page** and select the page number where a private or dialtone line is located; then select a private or dialtone line.

**Note:** With Release 10.1 and Release 11.1, when creating a broadcast group or a simplex broadcast group, you cannot include speed dials with lines, even though they appear on the turret.

13. If desired, press **Free** to add another private or dialtone line (no duplicates).

**Warning:** Do not select Site again. If you do, you will lose the information you just added. Remember, all members of a broadcast group must be in the same site.

14. Press **Save** to keep your settings, or press **Quit**.

## ADDING A SIMPLEX BROADCAST GROUP

**PRO\*, Bcst, Splx, Add, Dscr, Next, Open, Add, Page**

With Release 10.1 and later, the simplex

broadcast feature is available. This feature allows you to broadcast to 24 parties simultaneously. The parties hear the trader but do not hear each other. Also, the trader does not hear the 24 parties.

**Note: If you are using a Kanji Release 10.1 system, you cannot program simplex broadcast from the turret. However, you can program this feature from the System Center.**

With the simplex broadcast feature, you can assign up to six lines per group and you can have up to four groups. This gives you a total of 24 possible parties to include in a simplex broadcast. Of the four groups, one is a primary button, and the other three are secondary buttons. You need not assign all four groups, and you need not assign all six lines in any group. For example, you might want to assign only three parties to the primary button, have only one secondary button, and assign the secondary button only two parties, giving a total of five parties in the simplex broadcast group.

If you cannot include the maximum number of parties in a broadcast group, see your administrator. The administrator might need to change the default conference limit of your Tradenet MX System. If you are broadcasting with remote lines, the conference limit is set at the remote site.

**Note: If you are using line networking, all members of a broadcast group must be in the same site. Also, if you want to include all lines from a remote site in your broadcast group, you must program that line button to the turret before creating the broadcast group.**

To add a simplex broadcast group, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Bcst**.
4. Press **Splx** for simplex broadcast.
5. Press **Add**.
6. If necessary, select **Page** and then select the page number.
7. Select a spare button.
8. If you have the line networking feature and you want to select a line LAC from other than your local site, take the following steps:
  - a. Press **Site**.
  - b. If you do not see the site you want, press **More** until you do.
  - c. Select the specific site.
9. Press **Dscr**.
10. Use **Back** to erase the default name, **BcstMain**.
11. Enter an eight-character descriptor.
12. Press **Next** to continue.
13. Six free buttons are provided as placeholders for lines. Press an **Open** button to add a private or dialtone line that is active on a speaker.
14. Press **Add**.

15. Press **Page** and then select the page number where a private or dialtone line is located, then select a line.

**Note:** With Release 10.1 and Release 11.1, when creating a broadcast group or a simplex broadcast group, you cannot include speed dials with lines, even though they appear on the turret.

16. If desired, press **Open** to add another private or dialtone line (no duplicates) and go back to step 14.

**Warning:** Do not select **Site** again. If you do, you will lose the information you just added. Remember, all members of a broadcast group must be in the same site.

17. Press **More** to continue adding group buttons.

**Note:** If possible, keep simplex broadcast group buttons (up to four) on the same page of the turret.

18. Press **Save** to keep your settings, or press **Quit**.

## EDITING A BROADCAST GROUP

### EDITING A NORMAL BROADCAST GROUP

**PRO\***, **Bcst**, **Conf**, **Edit**, **Free**, **Page**, **Next**, **Save**

To edit a broadcast group, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Bcst**.
4. If you are using Release 10.1 or later, press **Conf** for conference.

**Note:** If you are using Release 10.1 or later, when you press **Bcst** you can choose **Conf** or **Splx** (for the simplex broadcast feature introduced in Release 10.1). If you are using Release 9.2 or earlier, when you press **Bcst** you will go directly to the broadcast menu.

5. Press **Edit**.
6. If necessary, select **Page** and then select the page number.
7. Select a programmed broadcast button to be edited.
8. Press your broadcast button.
9. If you have the line networking feature and you want to add a line LAC from a site other than your local site, take the following steps:
  - a. Press **Site**.
  - b. If you do not see the site you want, press **More** until you do.
  - c. Select the specific site.

**Note:** If you have line networking, all lines in a broadcast group must be from the same site. If you select a site from which those buttons did not originate, those buttons are deleted from the broadcast group.

10. The turret prompts you **Select button entry to change**. Select the line button to change, or press **Free** to add a line (if free buttons are available).
11. Press **Page** and select the page number where a private or dialtone line is located, then select a private or dialtone line.

12. Press **Free** to add another private or dialtone line (no duplicates), or press **Dscr** and enter a new eight-character descriptor.
13. Press **Next**.
14. Press **Save** to keep your entry, or press **Quit**.

#### EDITING A SIMPLEX BROADCAST GROUP

**PRO\***, **Bcst**, **Conf**, **Edit**, **Page**, **Free**, **Next**, **Save**

To edit a broadcast group, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Bcst**.
4. Press **Splx** for the simplex edit function.

**Note:** If you are using Release 10.1 or later, when you press *Bcst* you can choose either *Conf* or *Splx* (for the simplex broadcast feature introduced in Release 10.1). If you are using Release 9.2 or earlier, when you press *Bcst* you will go directly to the broadcast menu.

5. Press **Edit**.
6. If necessary, select **Page** and then select the page number.
7. Select a programmed broadcast button to be edited.
8. If you have the line networking feature and you want to add a line LAC from a site other than your local site, take the following steps:
  - a. Press **Site**.
  - b. If you do not see the site you want, press **More** until you do.
  - c. Select the specific site.

**Note:** If you have line networking, all lines in a broadcast group must be from the same site. If you select a site from which those buttons did not originate, those buttons are deleted from the broadcast group.

9. Press your broadcast button. The turret prompts you **Select button entry to change**.
10. Select the line button to change, or press **Free** to add a line (if free buttons are available).
11. Press **Page** and select the page number where a private or dialtone line is located, then select a private or dialtone line.
12. Press **Free** to add another private or dialtone line (no duplicates), or press **Dscr** and enter a new eight-character descriptor.
13. Press **Next**.
14. Press **Save** to keep your entry, or press **Quit**.

#### ADDING SPEED DIALING ON DIALTONE LINES

Speed dialing is available in two forms: standard speed dial and index dial. The standard speed dialing feature allows you to press a single button to dial a telephone number. The index dialing feature allows you to press the index dial (**Dial**) button and a two-digit index dial code to dial a telephone number. Speed dialing and index dialing features can be programmed with automatic hunt to simplify the out-dialing process.

Special speed dialing functions can be included in the stored telephone number, including one-second pause (**Paus**), wait for dial tone (**DT**), and hookflash (**Flsh**) commands. These commands can be included in a speed dial or an index dial string. When setting up a speed dial or index dial, use **Back** for backspace if you make a mistake.

## ASSIGNING INDEX DIALS

Index dial uses a two-digit code as a storage location for placing outgoing calls on dialtone lines. Each TRID can have up to 20 index dial codes (00–19). The hunt feature can be included in an index dial so that the index dial automatically selects an available line from a hunt group as part of the outdialing process.

### *Adding an Index Dial*

**PRO\*, Dial, Add, Next, Next, Yes/No, Save**

To add an index dial assignment, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Dial**, then press **Add**.
4. Dial a two-digit index dial code (00–19) that is not already in use.
5. Press **Next**. The turret displays **Enter SpeedDial number and press Next**. (If the index dial code you entered is already in use, the turret displays **Must be Spare Dial Code. Enter Code:.**)
6. Dial the telephone number you want for the index dial. Include any special dialing functions.
7. Press **Next**. The turret prompts you **Do you want IndexDial with hunt ?**.
8. Select **Yes** or **No**. If you select **Yes** and you have multiple hunt groups, follow one of the following bullets:
  - If you have the line networking feature and you want to select a site other than your local site, take the following steps:
    - i. Select **Site**.
    - ii. If you do not see the site you want, press **More** until you do.
    - iii. Select the specific site. The turret prompts you **Select Spdl number or Hunt**.

**Note:** If you select a remote site, you cannot select a hunt group. Instead, you get the default hunt group.

- Select a hunt group button to use.
9. Press **Save** to save your entry, or press **Quit**.

### *Viewing an Index Dial*

**PRO\*, Dial, View, Next, Quit**

To view an index dial assignment, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Dial**, then press **View**.
4. Dial the two-digit dial code (00–19) of the index dial you want to view.
5. Press **Next**.
6. If the index code is available for programming, the turret displays **Spare Dial Code! Enter Dial Code and Next**. Either enter another code and press **Next**, or press **Quit**.
7. If the code has been assigned, the turret displays **Dial Site=<site name> (00-19) <phone number>**.

8. Press **Info** for hunt information. The turret displays **Hunt+Dial <Hunt Group name> Site=<site name>** or **Dial** depending on whether or not the index dial includes hunt.
9. Press **Next** to view another index dial code, or press **Quit**.

#### *Editing an Index Dial Assignment*

**PRO\*, Dial, Edit, Next, Info, Spdl, Next, Hunt, Yes/No, Save**

To edit an index dial assignment, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Dial**, then press **Edit**.
4. Dial the two-digit index code (00–19), then press **Next**. The turret displays **Select Spdl number or Hunt**.
5. Use **Info** to view the current information.
6. Select **Spdl** to edit the number to dial. The turret displays the current number.
7. Modify the number, using **Back** to backspace, or other special character buttons, or the dialpad to enter a new number.
8. Press **Next** when your entry is correct.
9. Select **Hunt** to change the hunt assignment. The turret displays **Do you want IndexDial with hunt ?**.
10. Select **Yes** or **No**. If you select **Yes** and you have multiple hunt groups, follow one of the following bullets:
  - If you have the line networking feature and you want to select a site other than your local site, take the following steps:
    - i. Select **Site**.
    - ii. If you do not see the site you want, press **More** until you do.
    - iii. Select the specific site. The turret prompts you **Select Spdl number or Hunt**.

**Note:** If you select a remote site, you cannot select a hunt group. Instead, you get the default hunt group.

- Select a hunt group button to use.
11. Press **Save** to save your entry, or press **Quit**.

#### *Erasing an Index Dial Assignment*

**PRO\*, Dial, Undo, Next, Info, Undo**

To erase an index dial assignment, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Dial**, then press **Undo**.
4. Dial the two-digit index code (00–19) to be erased, then press **Next**.
5. Press **Info** to see the index dial information to be removed.
6. Press **Undo** to erase the code, or press **Quit**.

## ASSIGNING SPEED DIALS

Speed dial uses a programmed button that dials a stored number, including special dialing functions if needed. Hunt can be programmed into a speed dial button to automatically select an available line from a hunt group as part of the out-dialing process.

### *Adding a Speed Dial*

**PRO\*, Spdl, Add, Next, Line/Hunt/Dscr, Save**

A speed dial button can be set up in three ways:

- **Line+Spdl**: a speed dial that automatically selects a specific line
- **Hunt+Spdl**: a speed dial that selects from a specific group of lines
- **Spdl Dscr**: a speed dial that can use any dialtone line (manually select the line first)

To create a speed dial button, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Spdl**, then press **Add**.
4. If necessary, select **Page** and then select the page number.
5. Select a spare button to place the speed dial. The turret displays **Enter SpeedDial number and press Next**.
6. Dial the telephone number to be called.
7. Press **Next**. The turret displays **Select Line+Spdl, Hunt+Spdl or Spdl Dscr**. Then, depending upon which type of speed dial that you wish to program, follow step eight, nine or ten.

8. To create a speed dial button using a specific line, take the following steps:
    - a. Select **Line**.
    - b. If you have the line networking feature and you want to select a line LAC from other than your local site, take the following steps:
      - i. Press **Site**.
      - ii. If you do not see the site you want, press **More** until you do.
      - iii. Select a specific site.
    - c. Type the line LAC of the selected line and press **Next**. The turret displays **Enter new Descriptor**.
    - d. Type the eight-character descriptor and press **Next**.
  9. To create a speed dial button with hunt, take the following steps:
    - a. Select **Hunt**.
    - b. If you have the line networking feature and you want to select a line LAC from a site other than your local site, take the following steps:
      - i. Press **Site**.
      - ii. If you do not see the site you want to select, press **More** until you do.
      - iii. Select a specific site.
- Note:** If you select a remote site, you cannot select a hunt group. Instead, you get the default hunt group.
- c. If you do not want to select a line LAC from a remote site, or you do not have the line networking feature, select a hunt group. (This step is unnecessary if you do not have multiple hunt groups.)
  - d. At the message **Enter new Descriptor**, enter an eight-character descriptor and press **Next**.
10. To create a speed dial button that does not use a specific line or hunt, take the following steps:
  - a. Select **Dscr**. The turret displays **Enter new Descriptor**.
  - b. Enter the eight-character descriptor.
  - c. Press **Next**.
11. Finally, press **Save** to keep your entry, or press **Quit** to exit without saving.

#### *Editing a Speed Dial*

**PRO\*, Spdl, Edit, Info, Spdl/Hunt/Dscr, Save**

To edit a speed dial number, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Spdl**, then press **Edit**.
4. If necessary, select **Page** and then select the page number.
5. Select a speed dial button to be edited. The turret displays **Select Spdl number or Hunt or Descriptor**.
6. Use **Info** for current button information.
7. Select one of three possible areas to edit: **Spdl**, **Hunt**, or **Dscr**.
8. Press **Spdl** to edit the number to dial.
9. Use **Back** to erase the digits, and then re-enter the number.
10. Press **Next**.



11. Press **Hunt** to change hunt or line access assignments.
  12. Change the hunt assignment by pressing the **Hunt** button, or delete the hunt assignment by selecting the line (to assign it using a specific line assignment as a Line+Spdl) or **Dscr** button (for no line or hunt assignment, always manual line selection).
  13. If you have multiple hunt groups, take the following steps:
    - a. If you have the line networking feature and you want to select the hunt group offered for remote access from a site other than your local site, take the following steps:
      - i. Select **Site**.
      - ii. If you do not see the site you want, press **More** until you do.
      - iii. Select a specific site.
- Note:** If you select a remote site, you cannot select a hunt group. Instead, you get the default hunt group.
- b. If you do not have the line networking feature, select a hunt group. (This step is unnecessary if you do not have multiple hunt groups.)
14. Press **Save**.
  15. Press **Dscr** to edit the descriptor. (This will *not* change line access information.)
  16. Press **Back**.
  17. Enter the eight-character descriptor.
  18. Press **Next**.
  19. When you have finished editing these three possible areas, press **Save**, or press **Quit** to exit without saving changes.

## PROGRAMMING SPEAKER BUTTONS

To program speakers, use the **SPKV** or the **SPKR** button. **SPKV** can be added to the control module as a softkey using the **Sfky** programming function. **SPKR** can be added to the pagination module as a feature button using the **Butn** programming function. (For more information about softkeys and feature buttons, see [Buttons on the Turret on page 28](#).) To have **SPKR** as a softkey on the control module, it must be copied, after it is added to the pagination module, to the control module. To do this, see [Moving INTA or SPKR to the Control Module on page 44](#).

If you do not have an add-on intercom module but you do have speaker modules, speaker channel #1 is used for intercom, unless you are not using the intercom feature; in that case, speaker channel #1 is used for a hoot line or a dynamic line.

When programming speakers, you can use either **SPKV** or **SPKR**. The procedures in this guide use **SPKV**. If **SPKV** and **SPKR** are on your control module, you do not need to go into programming mode to use them.

**Note:** You cannot access virtual logical address codes (vLac) from individual speakers.

## VIEWING SPEAKER LINE ASSIGNMENTS

(**PRO**\*), **SPKV**, **Quit**

To view speaker line assignments, take the following steps:

1. If **SPKV** is not on your control module, go into programming mode. (Hold down **PRO** and press \*; then release both keys.)
2. Press **SPKV**. The first eight buttons on the top row of the control module show speaker assignments. If there is no line assigned to a speaker channel, that button shows **Open**. The first eight buttons on the bottom row of the control module show the type of speaker channel. If your station is equipped with a dynamic speaker, that button shows **DYN**. If your station is equipped with a hoot speaker, that button shows **Hoot**. If your station has intercom, speaker channel #1 shows **ICMh** (to indicate **ICM** or **Hoot**) or **ICMd** (to indicate **ICM** or **DYN**). Individual speakers are shown as **SPKR**. Speakers that are not available in your configuration are shown as **N/A**. In the following figure, speaker channel #1 is a hoot intercom channel with LAC 1075; speaker channel #2 is a hoot channel with LAC 1076; speaker channel #3 is an unassigned hoot speaker channel; speaker channels #4–7 are dynamic speaker channels with LACs 1601, 1602, 1617, and X192; and speaker channel #8 is unassigned.

1075 hoot	1076 hoot	Open	priv 1601	priv 1602	priv 1617	X192	Open	Add	Undo
Speaker Channels 1 to 8									
ICMh	Hoot	Hoot	DYN	DYN	DYN	DYN	DYN	More	Quit

3. Depending on your configuration, your station can have up to 32 speaker channels. Use **More** to view speakers 9–16, 17–24, and 25–32. In the following figure, speaker channels #9–10 are individual speaker channels with LACs 1206 and 1208; speaker channel #11 is an unassigned individual speaker channel; speaker channels #12–14 are individual speaker channels with LACs 1210, 1211, and descriptor San Fran (San Francisco); speaker channels #15–16 are not available to you.

1206	1208	Open	1210	1211	San Fran	N/A	N/A	Add	Undo
Speaker Channels 9 to 16									
SPKR	SPKR	SPKR	SPKR	SPKR	SPKR	N/A	N/A	More	Quit

**Note:** If you have the DDI/CLI feature or the line networking feature, and you have individual speakers, you cannot assign them to remote lines or DDI lines. If you do, while viewing the speaker line assignments, those individual speakers will show *Open* and you see the error message *Individual Spkrs Not Supported Remotely*. To fix this, either re-assign the open speaker channels or, select the open speaker channel and press *Undo* for all open speaker channels.

- If you are in programming mode, press **Quit** when finished viewing speaker assignments.

## ASSIGNING A LINE TO A SPEAKER CHANNEL

You can assign a line to a speaker channel in trading mode or in programming mode. You can use **SPKV** or **SPKR** to assign a line to a speaker channel. **SPKV** is more commonly used because it provides more features and you do not need to type the two-digit speaker number to use **SPKV**. If **SPKV** and **SPKR** are on your control module, you do not need to go into programming mode to use them.

If you have line networking and you have duplicate appearances of remote lines on your turret, when you assign a remote line to a speaker channel, you might experience a delay of several seconds before you get audio on that speaker channel. This can occur on heavily used systems where there is no free networking channel available when you try to use that speaker channel. When you press a speaker channel button, the system will continually retry until a networking channel becomes available.

### ASSIGNING A LINE TO A SPEAKER CHANNEL USING SPKV

(**PRO\***), **SPKV**, **Add**, **Quit**

To assign a line to a speaker channel, take the following steps:

- If **SPKV** is not on your control module, go into programming mode. (Hold down **PRO** and press **\***; then release both keys.)
- Press **SPKV**.
- To change the line assignment of a speaker channel, select that speaker channel's descriptor (top line button); or to make a line assignment to an unassigned speaker channel, select **Open**. That button's red LED lights.
- Press **Add**. If you want to assign a line to a speaker channel not shown on the current page, press **Page** and the page number of the line you want.

Please select a button or Page									
					Page		Hset		Quit

**Note:** A dialtone line should not be assigned for background audio. A hands free intercom call causes a dialtone line to drop; when the intercom call is completed, the dialtone line call must then be re-dialed and re-established.

- Select the line to be assigned by pressing the line button on your pagination module. Note that lines you want to assign to the hoot buttons on the speaker must be identified as part of the hoot pool.
- Continue assigning lines.
- If you are in programming mode, press **Quit** and press **Quit** again to exit the programming mode. When you exit programming mode, the speaker module will display the red talkback LED only when someone is broadcasting through the speaker.

## ASSIGNING A LINE TO A SPEAKER CHANNEL USING SPKR

(PRO\*), SPKR

To assign a line to a speaker using **SPKR**, take the following steps:

1. If **SPKR** is not on your control module, go into programming mode. (Hold down **PRO** and press \*; then release both keys.)
2. Verify that the speaker knob is on.
3. Press **SPKR**. The turret prompts you **Enter line or \***.
4. If necessary, change pages to locate the button to be assigned.
5. Select a line button. (The LEDs remain off.)
6. Dial the two-digit speaker number (for example, 01, 02, or 13) to which you want to assign this line. The line is assigned to the bottom row talkback button corresponding to the speaker (01-32). The LEDs on the speaker module light as soon as it is assigned.

## REMOVING A LINE FROM A SPEAKER

(PRO\*), SPKV, Undo, Quit

To remove a line from a speaker, take the following steps:

1. If **SPKV** is not on your control module, go into programming mode. (Hold down **PRO** and press \*; then release both keys.)
2. Press **SPKV**.
3. Select the descriptor of the line you want to remove.
4. Press **Undo** to remove the line assignment from that speaker. The button's descriptor changes to **Open** and the speaker's green LED turns off.
5. If you are in programming mode, press **Quit**, and press **Quit** again to exit the programming mode.

## MOVING A CALL FROM A HANDSET TO A SPEAKER

(PRO\*), SPKV, Add, Hset, Quit

To move a call from a handset to a speaker, take the following steps:

1. If **SPKV** is not on your control module, go into programming mode. (Hold down **PRO** and press \*; then release both keys.)
2. Press **SPKV**. For speaker channels 1–8, either the button descriptor or **Open** is shown. Use **More** to select speakers 9–16, 17–24, and 25–32.
3. On a speaker channel you are not using, select that button's descriptor or **Open**. The button's red LED lights.
4. Press **Add**. The speaker channel button's red LED goes out.
5. Press **Hset**. The call from the handset is switched over to the selected speaker channel.
6. If you are in programming mode, press **Quit**, and press **Quit** again to exit the programming mode. The speaker LEDs on the speaker provide audio status.
7. If mute is set, press the left or right **RELEASE** key to put the call's audio on the speaker.

## MOVING A CALL FROM A SPEAKER TO A HANDSET

To move a call from a speaker to a handset, take the following steps:

1. Select **R** or **L** on the control module.
2. Press the line button on the turret, and the call moves to the handset. The speaker can be muted, depending on your muting option.

3. Use your handset to converse.
4. To return the line to the speaker, press the **RELEASE** key on the turret. Control of the line returns to the assigned speaker.

#### ASSIGNING A MUSIC ON HOLD LAC TO A SPEAKER

If your Tradenet MX System includes the music on hold feature, you can assign a music on hold logical address code (LAC) to a speaker. (For more information about this feature, see your administrator.) To assign a music on hold LAC to a speaker, take the following steps:

1. Verify that the speaker knob is on.
2. On the control module, press **SPKR**. The turret prompts you **Enter line or \***.
3. If necessary, change pages to locate the button you want to assign.
4. Select a line button. The LEDs remain off.
5. Dial the two-digit speaker number (for example, 01, 02, or 13) to which you want to assign this line. The line is assigned to the speaker button on the speaker module. The LEDs on the speaker channels found in the speaker module light when they are assigned.

With Release 11.1, music on hold is not supported with remote lines.

#### REMOVING A MUSIC ON HOLD LINE FROM A SPEAKER

**SPKR, \*, RELEASE**

If your Tradenet MX System includes the music on hold feature, you can assign a music on hold LAC to a speaker and then remove that line from a speaker. To remove a music on hold line from a speaker, take the following steps:

1. On the control module, press **SPKR**.
2. Press **\*** to remove an assigned line.
3. Dial a two-digit speaker number (for example, 01, 02, or 13) to be cleared. The speaker's green LED turns off.
4. Press **RELEASE**.

# THE BASICS OF USING THE TURRET

As a turret user, you have a unique trader ID (TRID). Using this TRID, you can use any turret at your site and that physical turret will have any turret customizations you made on your turret.

When a turret is not used for an extended period of time, its display darkens and the turret goes into *sleep mode*. You can press any button on the turret to wake it from sleep mode and brighten the display.

To use a turret, you must first log on, using your TRID and password. To get your TRID and password, speak to your administrator. For more information about logging on a turret, see [Logging On a Turret on page 66](#).

Numbers, messages, and button descriptors are shown in the control module's *center line* display. When you are programming a button, use **View** to view the current information for that button. Use **Back** to backspace and delete any typing errors when entering button descriptors. Use **Quit** to cancel your last entry and to exit programming mode. To stop in the middle of an operation or when an error message is received, press **Quit**.

Incoming calls, calls on hold, and lines seized at your turret appear on the control module. If a call of this type is not on the currently displayed page on the pagination module, it will appear at a float button on the control module which is labeled **Flot**. Any un-programmed control module buttons are **Flot** buttons.

## LOGGING ON A TURRET

**PRO\*, Logn, Logn, Save**

To activate your turret, you must first log on using your TRID and password. To log on to a turret, take the following steps:

1. Press and hold down the **PRO** key and press **\***.
2. Release both keys.

**Note:** When you press **PRO** and **\***, you are in the turret's programming mode.

3. Press **Logn**. If a trader is currently logged on, you see that trader's TRID on your display.
4. Press **Logn**. Dial your TRID (valid range if 0001–1999), then press **Save**.

**Note:** If you have line networking, you cannot log on to a TRID from a remote site.

5. If you see the message **Log off Current Station with TRID XXXX?**, press **YES** to move your TRID from another turret to this turret and enter your password when prompted.
6. Dial your password. Passwords are not echoed to the display.
7. Press **Save**. You see the message **Logon Successful for <Trader Name> <TRID>**.

## CHANGING YOUR PASSWORD

**PRO\*, Logn, Pswd, Next, Next**

To change your password after you have logged on a turret, take the following steps:

1. Hold down **PRO** and press **\***.
2. Release both keys.
3. Press **Logn**, then press **Pswd**.

4. Dial your current password. It is not echoed to the display.
5. Press **Next**.
6. Enter a new password of up to four characters using any buttons on the dialpad.
7. Press **Next** to change your password, or **Quit** to keep your current password.

## LOCKING A TURRET

**PRO\*, Logn, Lock**

With Release 11.1 and later, you can lock and unlock your turret. To lock a turret, take the following steps:

1. Press and hold **PRO** and press **\***.
2. Release both keys.
3. Press **Logn**.
4. If the turret is logged off, you see the message **Current State --> Logged off**. You can lock a turret only if it is logged on to a TRID—yours or someone else's. Log on, then proceed with this procedure from the beginning.
5. If the turret is logged on, you see the message **Current State --> Logged on to TRID ##**.
6. Press **Lock**. You see the message **Station locked, please select an option**.

The turret is locked and cannot be used until someone unlocks it by providing the TRID and password. If any of your individual volume control knobs on your speaker modules are turned off, the line remains on, but you do need to turn the knob back on after unlocking the turret.

## UNLOCKING A TURRET

**Unlk, Save, Save**

With Release 11.1 and later, you can lock and unlock your turret. Whenever a turret is locked, the message **Station locked, please select an option** is displayed in the center line message.

To unlock a turret, take the following steps:

1. Press **Unlk**. You see the message **Enter trader ID:**.
2. Enter your TRID and press **Save**. You see the message **Enter Password:**.
3. Enter your password and press **Save**.

The turret is unlocked, and returned to the trading mode.

If a station card is loaded or synchronized while the station is in *locked* mode, the station is returned to *logon* mode, with all lines accessible.

## VIEWING YOUR MESSAGES

If you have a pre-programmed **Mesg** button, messages sent from the System Center are displayed in the control module's center line display. Up to ten messages can queue in the center line display. When you have a message from the System Center, the **Mesg** button lights solid red. A flashing red LED indicates a new message has been received. Your message display can also provide a programmed ring with a lit green LED to indicate a new message has been received.

Press the pre-programmed **Mesg** button to erase a message or see waiting messages. When no more messages have been received, the **Mesg** button LEDs go out and ringing for messages stops.

## LOGGING OFF A TURRET

**PRO\*, Logn, Loff**

To log off a turret, take the following steps:

1. Hold down the **PRO** key and press **\***.
2. Release both keys.
3. Press **Logn**, then press **Loff**. You see the message **Station logged off, Please Log on**.



# RECEIVING AND MAKING CALLS WITH THE TURRET

In trader (non-programming) mode, incoming calls are indicated by a flashing LED pattern for a line button. If the **DND** (do not disturb) button is off, incoming calls have an audible ringing at the turret. If an incoming call rings in on a line that is not currently displayed on the pagination module (or standalone control module), the call goes to an unused control module button (**Flot**) if floating is allowed.

To pick up an incoming line call, take the following steps:

1. Select a handset by pressing **L** or **R** on the control module. **L** is for the left handset and **R** is for the right handset.
2. Press the line button with the flashing LED. You are connected and can have your conversation.
3. When the conversation is finished, press the left or right **RELEASE** key, depending on the handset used. If you selected **L**, press the left **RELEASE** button; if you selected **R**, press the right **RELEASE** button.

An outgoing call can be made on a dialtone line, on a private line, or on a virtual private line (VPL). Dialtone lines require you to dial the telephone number, or use speed dialing. Private lines can be signaled either manually (you press **SIG** to alert the remote end), or automatically.

To make an outgoing call on a dialtone line, select a handset, press an idle line button, and dial the number, or use the speed or index dial functions. To make an outgoing call on a private line, select a handset, press an idle private line button, and press **SIG** if the line is not programmed to automatically signal.

**Note:** Auto signal lines do not require the use of the **SIG** key.

To make an outgoing call on a VPL, select a handset, and then press the desired virtual private line button.

## USING HUNT

Hunt can be used to select an available line from a group of similar dialtone lines, while placing a call. Multiple hunt groups can be configured for different WATS bands, locations, or other groups of lines. To use hunt while placing a call, take the following steps:

1. Press the pre-programmed hunt button.
2. If you have multiple hunt groups assigned, select a hunt group. The first available dialtone line in the hunt group is displayed.
3. Dial the number for the outgoing call, or press a speed dial button, or press the dial button plus a two-digit index dial code.

Speed dial and index dial can be programmed to automatically hunt for a line type when the speed dial or index dial buttons are selected. See [Adding Speed Dialing on Dialtone Lines on page 56](#) for programming information.

Up to 10 internal, intercom, or hotline calls can be queued (waiting for an answer) at your turret. To answer an internal call, press **INTA**. The turret shows information about that internal call **INTA or ICM connected to <TRID>(<Trader Name>)**. If more calls are waiting for an answer, the turret shows **INTA or ICM pending from <TRID>(<Trader Name>)**.

**Note:** If you have line networking, internal calls, intercom calls, and hotline calls cannot be established with remote traders.

## MAKING INTERNAL CALLS

Internal calls are used to move line calls from trader to trader (see [Transferring an External Call to Another TRID on page 72](#)), or for trader-to-trader communications if the Tradenet MX System does not have the intercom feature. If one trader wishes to transfer a client call to another trader, they can confer with the intended recipient, notifying the recipient of the intended transfer, before the call is transferred to the recipient. Using your handset, internal calls can be placed to any trader, and at the destination, the call appears at the **INTA** button.

To place an internal call, take the following steps:

1. Select a handset.
2. Press **MXF** and dial **3** and the TRID number. You hear ringing, and your call is answered at the called TRID on **INTA**, with ringing and lamping for an incoming call.

**Note:** Except for logging on to the turret, any time you need to type in a TRID, you need to type a four-digit TRID. So, if your TRID has only three digits, add a 0 to the front of the TRID. For example, if the TRID you want to specify is 101, type 0101.

3. To end the call, press the left or right black **RELEASE** key depending on the handset used.

## ANSWERING INTERNAL CALLS

Internal calls ring at your turret in the same way that external incoming calls do. They will appear at the **INTA** button that has been programmed on the pagination module (see [Creating a Feature Button on page 43](#)), and will float to the control module if the attributes of the button are set for this. To answer an internal call, take the following steps:

1. Select a handset.
2. Press **INTA**.
3. To end the call, press the left or right **RELEASE** key, depending on the handset used.

## TRANSFERRING CALLS

If you have line networking, you might have a problem trying to retrieve a remote line that has been transferred to another remote extension. This problem occurs when all your site's networking channels become busy; you cannot retrieve the transferred call until a channel frees up. Usually when you want to retrieve a transferred call, you go to the page where the call is and press the flashing line button; or press the **Flot** button. If you press the **Flot** button and all networking channels are in use, you see the center line message **No network channel available**.

With Release 11.1 and later, occasionally when completing a transfer, the original line's LED lamps red indicating the line is still in use, which is not the case. To get around this problem, you can go into programming mode (**PRO**, **\***) and then **Quit**.

## TRANSFERRING A DIALTONE LINE CALL TO A PBX EXTENSION

You can transfer a dialtone line call from an MX turret to a PBX extension number. You must be on a dialtone line equipped with transfer capabilities (for example, your host telephone system, PBX, or Centrex) to transfer a call using this procedure.

**Note:** You cannot transfer an internal call.

To transfer a dialtone line call to a PBX extension, follow the instructions for the transfer feature in your host telephone system, using the right or left **T** (transfer) button in place of the hookswitch. Pressing **T** provides a timed hookflash operation on that line, and then returns dialtone, awaiting dialed digits from you.

## TRANSFERRING A DIALTONE LINE CALL TO A GROUP OF TRIDS

**Note:** You cannot transfer an internal call.

To transfer a dialtone line call to a particular group of TRIDs, you need a list of the trader groups and their group codes from your system administrator. Also, each trader in the group to which you wish to transfer the dialtone line call must have a **TFER** button programmed at their turret (see [Setting Up a TFER Button to Receive a Group Transfer on page 72](#)).

To transfer a dialtone line call to a group of TRIDs, take the following steps:

1. Press **MXF**.
2. When prompted to **Enter Code**, press the **T** button, then dial **8** on the keypad.
3. When prompted to **Enter 2 digit group**, dial the two-digit trader group code; for example, 01, 02, or 03. The call is now transferred and placed on hold at all of the TRIDs in the designated broadcast group.
4. Press the line button if you wish to retrieve the call, for example, if nobody in the group is able to answer the call.

An incoming group transfer call is indicated at the destination turrets by flashing high priority lamping on the **TFER** buttons at those turrets, with no audible ringing. The button descriptors will display the descriptor of the line that the call came in on. Once one person picks up the call by pressing his or her **TFER** button, the other people in the group can no longer pick up the call.

**Note:** If you have line networking, you cannot transfer a remote line from a group to a TRID.

## SETTING UP A TFER BUTTON TO RECEIVE A GROUP TRANSFER

In order to receive a dialtone call transferred to your group, you must have a **TFER** button programmed on your turret. To do this, see [Adding a Softkey on page 41](#).

**Note:** The descriptor of the button programmed for the **TFER** function will be *blank* in normal operating mode until a call is transferred to your group, when it will display the descriptor of the line that the original call came in on. Either the first four characters or the entire eight characters of the descriptor will appear, depending on your system. See your administrator for more information.

## TRANSFERRING AN EXTERNAL CALL TO ANOTHER TRID

You can transfer an external call (dialtone, private line, or VPL) to another trader using the internal call feature. To transfer a line call using the internal call feature, take the following steps:

1. Establish a call on a line.
2. Press **MXF**.
3. Press **T** (transfer) for the selected handset.
4. Dial the TRID to receive the call. It will ring at the dialed TRID's turret and appear under the **INTA** button.

**Note:** Except for logging on to the turret, any time you need to type in a TRID, you need to type a four-digit TRID. So, if your TRID has only three digits, add a 0 to the front of the TRID. For example, if the TRID you want to specify is 101, type 0101.

5. When the trader answers, tell him that you have a call to transfer to him.
6. To transfer the call, press **RELEASE**. Or, to retrieve the call, press the line button. The call remains on the **INTA** button at the other TRID (it does not change line status).

**Note:** You cannot transfer an *internal* call to another TRID. Also, if you have line networking you cannot transfer a remote line to another TRID.

## CALL FORWARDING

When you wish to automatically redirect an incoming call to a different extension, the Tradenet MX System has the flexibility to handle your particular situation.

Perhaps you will be tied up in a meeting, for example, or you need to leave your desk for a short time, and you are expecting an important call on one of your extensions. Through *call forwarding*, you can press a button on your turret and the extensions of yours that you have selected will be automatically redirected to another extension or to an outside number where a person can answer that important call. If you regularly go to another office across town, for example, you can set the telephone number of the other office as the destination where your calls will be directed when you turn on call forwarding. When you return to your desk, you can press another button and calls will once again come to you.

By pressing a call forward button at your turret, you can forward the calls that are directed to selected extensions at your turret, for the occasions when you are away from your desk, or unable to take calls. This feature can then be turned off, for those selected extensions, by you when you are again able to

take calls. Calls can be forwarded to a specified number, either immediately when they are received, or they can be forwarded if you do not answer the call after a certain amount of time has elapsed. Additionally, if you have the call forwarding feature set to forward a call after a certain amount of time, and you pick up the ringing extension *before* it is forwarded, you will be connected to the call, and call forwarding can then be automatically turned off for your turret. You do not have to remember to turn call forwarding off when you are again able to take calls.

It is also possible to forward calls that are made to an extension that you are using at the moment, so the caller will not be redirected to another extension in your group when your extension is busy. The caller will instead be forwarded to one particular internal extension or outside telephone number. To forward a call in this way, when a particular extension is busy, requires you to have a second button for that extension programmed on your turret, and for your administrator to set this up for you at the System Center.

To have the call forwarding feature set up so that it can be turned on and off, as you desire, and to forward to outside lines, your Tradenet MX System must have additional equipment and software. Also, your administrator will need the following information:

- Your TRID number
- The button descriptors of the lines to be forwarded
- When to forward the call — either immediately, or after the call has not been answered for a specified period of time, or when the extension is busy
- Where to forward the call — either the extension number or the outside telephone number

To program a *call forward ON* button at your turret, take the following steps:

1. Ask your administrator for the TRID number that you are to use to turn on call forwarding.
2. Hold down **PRO** and press **\***.
3. Release both keys.
4. Press **Butn**. The turret prompts you **Add new or Edit existing Module button**.
5. Press **Add**.
6. If necessary, select **Page** and then select the page number.
7. Select a spare button.
8. Press **DICM**. The turret prompts **Enter trader ID**.

**Note:** Except for logging on to the turret, any time you need to type in a TRID, you need to type a four-digit TRID. So, if the TRID that you wish to enter has only three digits, add a 0 to the front of the TRID. For example, if the TRID you want to specify is 101, type 0101.

9. Dial the TRID assigned to you by your administrator to turn on call forwarding, then press **Next**. The turret prompts **Enter new descriptor**.
10. Enter the descriptor **Cfwd ON**.
11. Press **Next**.
12. Press **Save** to keep your entry, or press **Quit**.

To program a *call forward OFF* button at your turret, take the following steps:

1. Ask your administrator for the TRID number that you are to use to turn off call forwarding.
2. Hold down **PRO** and press **\***.
3. Release both keys.
4. Press **Butn**. The turret prompts you **Add new or Edit existing Module button**.
5. Press **Add**.
6. If necessary, select **Page** and then select the page number.
7. Select a spare button.
8. Press **DICM**. The turret prompts **Enter trader ID**.

**Note:** Except for logging on to the turret, any time you need to type in a TRID, you need to type a four-digit TRID. So, if the TRID that you wish to enter has only three digits, add a 0 to the front of the TRID. For example, if the TRID you want to specify is 101, type 0101.

9. Dial the TRID assigned to you by your administrator to turn off call forwarding, then press **Next**. The turret prompts **Enter new descriptor**.
10. Enter the descriptor **Cfwd OFF**.
11. Press **Next**.
12. Press **Save** to keep your entry, or press **Quit**.

When you do not require the ability to turn call forwarding on and off at the turret, and you do not need to forward your calls to an outside telephone number, the Tradenet MX System handles your forwarding needs without any additional equipment. Maybe you want calls coming in on one of your extensions to be *always* automatically redirected to a *specific extension* under certain circumstances, for example when you do not answer your extension after a set period of time. For example, you might want calls to one of your extensions to be answered by your voicemail system after the call is not answered for a set period of time. This is accomplished by forwarding the call to the voicemail extension number, after the call rings at your extension. Forwarding a call to an extension when the line is busy is a capability of the Tradenet MX System that can be set up by your administrator. When call forwarding is turned on within the Tradenet MX System, calls can be forwarded under the following circumstances:

- Immediately
- On encountering a busy signal
- After ringing for a period of time without an answer
- Either when reaching a busy signal *or* when the call is not answered within a set period of time.

To have call forwarding set up for a specific extension and always turned on for one of the above conditions, you must see your Tradenet MX System Administrator.

## VOICEMAIL NOTIFICATION

When a new message arrives in your voicemail mailbox, the Tradenet MX System can notify you by flashing a designated voicemail notification button on your turret. The voicemail system that you use (through your PBX) must support this, and your system administrator must set this up through the Tradenet MX System Center.

To retrieve your voicemail messages from your turret, you can press the same voicemail notification button that is flashing, and you will be connected to the voicemail system. You will then be prompted to enter your mailbox number and password (depending upon your PBX system). Also, you are limited to having two voicemail buttons at your turret.

## PUTTING CALLS ON HOLD

Calls placed on hold can be retrieved by your turret or any other turret. Your turret can be set up to provide a hold recall signal for calls placed on hold. (The call on hold longest will ring once after a programmable period of time.) See [Using Hold Recall Timer on page 51](#) and [Making Private Calls on page 76](#).

To place a dialtone, private, or virtual private line (VPL) call on hold, press the left or right red **HOLD** key, depending on the handset used. When a call is on hold, the green LED flashes.

To retrieve a call that is on hold, go to the page where the call is on hold and press the flashing line button; or press the **Flot** button showing the line on hold.

The hold queue feature displays the hold LED status on the control module of lines placed on hold by another turret. If the line's page is not displayed, the call placed on hold at another turret is shown on a **Flot** key with a red LED flashing. If the *uhold + oldest on* feature is active, the call on hold the longest will show red and green LEDs flashing. However, if the line is set to no float, the oldest hold feature does not function for that particular line. The hold queue feature enables/disables the float to the control module of a line placed on hold by another trader. The hold queue feature also determines if all floating buttons flash red, or if the oldest call on hold flashes red and green.

If you have two line calls on a handset (one active and the other on hold), the last call placed on hold can be exchanged for the active call using **Flip**. **Flip** can be used repeatedly to toggle between the last two calls.

If you have line networking and you place a call on hold, if all your site's networking channels become busy before you retrieve the call on hold, you cannot retrieve the call on hold until a channel frees up. When you try to retrieve a call on hold when all the channels are in use, you see the center line message **No network channel available**.

## MAKING SPEED DIAL CALLS

Speed dialing can be used to make an outgoing call on a dialtone line. There are two types of speed dialing: standard speed dial and index dial. You can include hunt in a speed dial or index dial. For information about setting up speed dial and index dial, see [Adding Speed Dialing on Dialtone Lines on page 56](#).

To use a programmed speed dial or index dial number, take the following steps:

1. Select a handset.
2. If hunt is not programmed, or if you wish to override the programmed hunting assignment, select a line button. If hunt is assigned to the speed dial number you are going to use, this step is not required.
3. If you want to dial a programmed speed dial number, press its button. If you want to dial a programmed index dial number, press **Dial**, then the two-digit code (00–19).

## MAKING PRIVATE CALLS

By default, privacy at the turret is off. When privacy is off, a call on an active line can be joined by another user if that user selects the active line button. (The LEDs of the button indicate that the line is being used.) To prevent another person from joining in on the conversation, privacy can be turned on for a given call so that you can converse in confidence, without interruption. If someone tries to select a line that is in privacy mode, they will hear nothing and see the message **Call Rejected, Line in a Privacy Call** on the turret.

To use privacy, take the following steps:

1. Select a line button and then press **PVCY**. The red LED lights and you see message **Privacy on**.  
**Note:** **With remote lines, you must press PVCY before selecting the line button.**
2. Place the call. When you release the call, privacy is turned off and the **PVCY** LED goes out.

Private calls can be put on hold. To put private calls on hold (exclusive hold), take the following steps:

1. Establish a call on a line and turn on privacy.
2. Press the left or right red **HOLD** key, depending on the handset used. The line LED flashes to indicate that the call is on hold. When a call is on privacy hold, it does not show u-hold float status, as non-private calls do. When a call is on privacy hold, only the turret that put it on hold can retrieve that call. All other users see that line as being in use.
3. To retrieve the call from privacy hold, press the flashing line button on your turret.

If you have line networking, you cannot put remote lines on exclusive hold.

## BROADCASTING

Broadcasting is used to seize and broadcast over multiple private and dialtone lines using your handset. A predefined broadcast group must be set up in advance for this purpose, and is programmed from your turret or the System Center. Up to six private and dialtone lines can be included in a broadcast group. For information about setting up broadcast groups, see [Adding a Broadcast Group on page 52](#).

To broadcast over private lines, take the following steps:

1. Select a handset.
2. Press your pre-programmed, customized broadcast button. Each simplex broadcast group button (up to four) sequentially lights. When all simplex broadcast group buttons light, you are connected and can begin speaking.
3. When finished speaking, press the left or right **RELEASE** key, depending on the handset used.

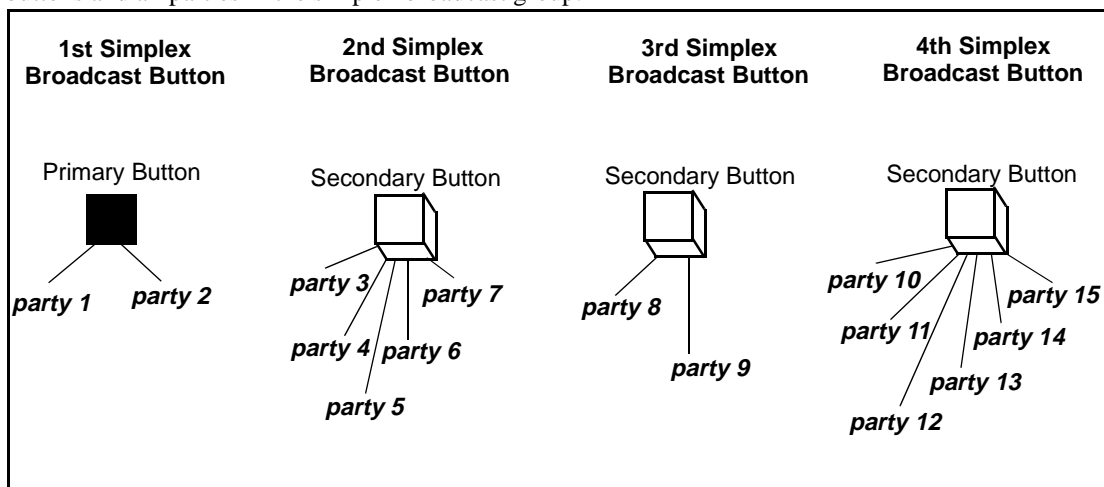


If you are using a simplex broadcast group, when you press the primary simplex broadcast group button, you broadcast to all parties in the simplex broadcast group. When you press a secondary simplex broadcast group button, you broadcast to parties assigned to that secondary button as well as to the parties assigned to those buttons after that secondary button.

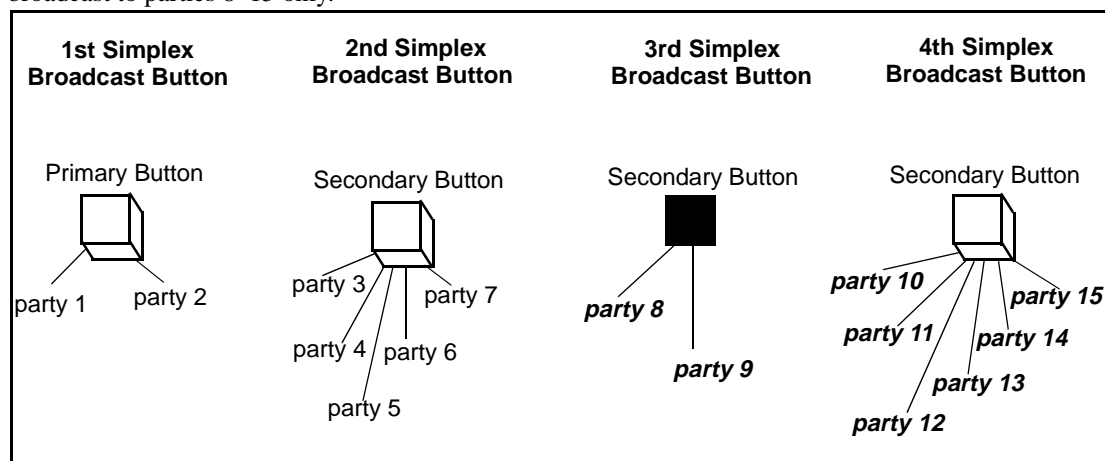
As an example, see the illustration on the next page that shows which parties are assigned to each simplex broadcast button. With the assignments shown:

- If you select the *first* simplex broadcast button, you broadcast to all parties (parties 1–15).
- If you select the *second* simplex broadcast button, which is the first secondary simplex broadcast group button, you broadcast to those parties in the first, second, and third secondary simplex broadcast groups (parties 3–15).
- If you select the *third* simplex broadcast button, which is the second secondary simplex broadcast group button, you broadcast to those parties in the second and third secondary simplex broadcast groups (parties 8–15).
- If you select the *fourth* simplex broadcast button, which is the third secondary simplex broadcast group button, you broadcast only to those parties in the third secondary simplex broadcast group (parties 10–15).

The following figure illustrates the parties to which you broadcast when you press the primary simplex broadcast group button. When you press the primary button, you broadcast to all simplex broadcast buttons and all parties in the simplex broadcast group.



When you press the third simplex broadcast button (which is the second secondary button), you broadcast to parties 8–15 only.



If you first program a pagination button for a broadcast group, and then program a softkey on the control module for the same group, when you select the pagination button that you programmed, the button will lamp red. But, when you select the softkey that you programmed, the button will not lamp at all. To prevent this, program broadcast buttons to the pagination module only, and not to the control module.

## RE-DIALING THE LAST NUMBER CALLED

A number you have manually dialed or speed dialed can be re-dialed using the last number re-dial feature. **SIG** is used for last number re-dial on dialtone lines.

To use last number re-dial, take the following steps:

1. Select the handset initially used to place the line call.
2. Press an idle dialtone line button.
3. Press the appropriate left or right **SIG** key. The number being re-dialed is displayed.

## MAKING CONFERENCE CALLS

Up to 11 traders can participate in a conference call. One TRID controls the conference call and retains control until the conference is released. When you reach your site's limit for the number of parties in a conference call and you try to add another trader, you see the message **Party Addition Rejected**. Traders you add to a conference call can be put on hold or added to the call one at a time. If you try to conference duplicate lines, an error message appears and you must press the **C** (conference) button again before seizing another line.

To set up a conference call, take the following steps:

1. Establish the first call or re-seize it from being on hold.
2. Press the left or right gray **C** (conference) button, depending on the handset used. If you set up the conference call, you are in control of the conference, and you can add or drop parties as needed.
3. Press the line buttons of the calls you want to conference for a maximum of 11 parties (under optimal line conditions). The turret displays **# Line Conference**.
4. To include internal calls in the conference, you must press the **C** button each time before adding a hotline.

Because the add-on intercom module (hands free module) is an extension of the turret, you can conference calls on an add-on intercom module. However, you cannot conference calls on a dFTS, ClearDeal, multiple speaker interface card (MSIC), or any other type of speaker.

## UNSUPERVISED CONFERENCE CALLS

An unsupervised conference call is similar to other conference calls in many ways including your site's limit of parties and outside lines. In an unsupervised conference, the originating or controlling TRID leaves the conference call either temporarily or permanently, leaving only the outside lines in conference. A turret position can set up, then abdicate control of two unsupervised conference calls at a time with a left and a right handset.

**Note:** **If you have line networking, you cannot set up an unsupervised conference call with remote lines. If you try to place a call with remote lines into an unsupervised conference call, you see the message *Unsupervised Conference not allowed on Remote Lines*.**

To set up an unsupervised conference call, take the following steps:

1. Establish the first call or re-seize it from hold.
2. Press either the left or right gray **C** button, depending on the handset used.
3. Press the line buttons of the calls you want to conference for a maximum of 11 parties (under optimal line conditions). The turret displays **# Line Conference**.
4. Begin the unsupervised conference by pressing either the left or right red **HOLD** key, depending on the handset in use. The LEDs at your turret for these conferenced lines are solid red. Other turrets sharing these lines also display solid red LEDs.
5. To regain control of the conference, either press the left or right gray **C** button, depending on the handset used, or access a line in the conference call. Other turrets can control the conference by accessing a line in the conference call.

The unsupervised conference feature is a cost option (see [Cost Options on page 85](#)) that can be enabled or disabled for the entire Tradenet MX System (it is not controlled by station). If your Tradenet MX System Administrator has not enabled this particular cost option, you will not be able to use this feature. For example, if the unsupervised conference feature is not enabled on your Tradenet MX System and you try to set up an unsupervised conference, you will get the center line message **Sorry, Feature Inhibited!**

A problem can occur when you place an unsupervised conference call on hold, press the **Hunt** button, and then press **HOLD** while the center line message still says **Working**. If you then try to take the conferenced call off hold, only the button you press lamps green; the other buttons remain lamped red, even though those buttons are still part of the conference.

## RELEASING CONFERENCED PARTIES

**Note:** This process applies to unsupervised conference as well as conventional conference calls.

To release conferenced parties, once you have control of the conference, perform one of the following tasks:

- To release outside line calls, press the line button of each call you want to disconnect.
- If you have pending unanswered calls, to release all conferenced parties, press the left or right **RELEASE** key, depending on the handset.

## MAKING INTERCOM CALLS

Intercom calls can be placed to any TRID, but it is especially convenient when both parties are equipped with a ClearDeal speaker module, dFTS speaker module, or Hands free module (also called an add-on intercom module). Intercom calls are usually sent hands free to the add-on intercom module or your intercom speaker, or to channel #1 on the ClearDeal speaker module or dFTS speaker module (if you do not have an add-on intercom module), and are announced with a splashtone and a flashing green **ICM** LED on your turret. You can move a hands free call from a speaker to a handset, or from a handset to a speaker. Turning the knob off disables the intercom speaker, which will direct intercom calls to your handset. For information about a quick way to make an intercom call, see [Making Hotline Calls on page 82](#).

The **ICMT** (intercom toggle) button is used to switch between your handset (red LED) and your intercom speaker (green LED) once the intercom call is connected. If the intercom call came in hands free, your **ICM** LED is green; speak toward your microphone. If **ICM** is flashing red, press it to answer the call using your handset.

## PLACING INTERCOM CALLS

It is not necessary to select a handset before placing an intercom or a hotline call. To place an intercom call, take the following steps:

1. Press **ICM**. The prompt **Enter Code** appears in the display.
2. Dial a TRID number.

You will either hear a splashtone, after which you can then speak, or you will hear ringing and can then wait for an answer.

**Note:** Except for logging on to the turret, any time you need to type in a TRID, you need to type a four-digit TRID. So, if your TRID has only three digits, add a 0 to the front of the TRID. For example, if the TRID you want to specify is 101, type 0101.

## RECEIVING INTERCOM CALLS HANDS FREE

Intercom is received hands free on the add-on intercom module, or on channel #1 of your ClearDeal speaker module or dFTS speaker module. When the hands free module's volume knob is set to on, its MIC LED is lit red.

When the volume knob of channel #1 of your speaker module is on, there is no LED indication until the intercom call is received. The normal speaker power on LED (MM is dim red) can be seen.

With the **ICMT** button on the turret toggled to green and the intercom speaker volume knob on, intercom calls are received hands free. The turret displays **Speaker Intercom active** in the center line display.

Incoming hands free intercom calls are announced with a two-beep splashtone before the trader's voice. Your **ICMT** button has a green LED and the **ICM** button has a green LED.

If intercom is already busy, new calls are queued and announced by a flashing red **ICM** button and center line message.

To move the hands free call to a handset, select the **L** or **R** handset button, then press **ICMT**. Its LED turns red and the call moves to the selected handset. To bring it back to the intercom speaker, press **ICMT** again.

To end the call, press **ICM**, or turn the intercom speaker off and then back on (if hands free).

If you have Release 11.4 or earlier, if an intercom call comes in on a hands free module, it cannot be toggled to the right handset: instead, the call will always appear on the left handset.

Also, with Release 11.4 or earlier, if you are on a call on the left handset when you receive a call on the hands free module, and you then try to toggle the call to a handset, the current call in progress on the left handset is dropped and replaced with the call that came in on the hands free module.

These problems have been corrected in Release 14.1.

## RECEIVING INTERCOM CALLS ON A HANDSET

To receive intercom calls on a handset, either press **ICMT** (its red LED lights), or turn the intercom speaker off. The center line display shows **Handset ICM active**. Incoming intercom calls flash the **ICM** button red, and the center line message shows **ICM pending from <TRID>(<Trader name>)**.

To answer an incoming intercom call, press the flashing red **ICM** button. The center line display shows the calling trader's information.

To disconnect an intercom call, press **ICM**. Its LED goes off.

## PUTTING BACKGROUND AUDIO ON INTERCOM

You can assign a private line to transmit audio on your intercom speaker (channel #1 or add-on intercom) so that you could listen to an audio channel whenever there is no intercom call active on your speaker. This must be set up by your Tradenet MX System Administrator. Assign a private line to speaker channel #1. The line can be selected from a hoot pool (its designation is **ICMh**) or can be from any dynamically assignable line type (its designation is **ICMd**). For intercom on a dFTS or ClearDeal speaker, an intercom call initially causes the line to drop, and then when the hands free intercom call is completed, the line is reconnected. With intercom on a hands free module, you must reconnect the line

that provides background audio after receiving the intercom call, by either of two methods. With the first method, you release the intercom call by pressing the **ICM** key, followed by pressing **ICMT** to move the line from the handset to the hands free module. With the second method, you turn the hands free module off to release the intercom call, then turn it back on, and then press **ICMT** to move the line from the handset to the hands free module.

**Note:** A dialtone line should not be assigned for background audio. An intercom call will cause it to be dropped.

## MAKING HOTLINE CALLS

Hotline buttons are like one-button direct intercom calls. They call one specific trader and are labelled with personalized descriptors. Traders that do not have speakers can receive hotline calls (or other intercom calls) using **INTA**, like the internal call feature. Hotlines are programmed using **DICM**.

### PLACING A HOTLINE CALL

You do not need to select a handset before placing an intercom or a hotline call. To place a hotline call, take the following steps:

1. Press the programmed hotline button of the TRID you want call. The green LED for that button lights. You either hear a splashtone announcing your call to the called TRID, and your call is received hands free; or you hear ringtone indicating the TRID is on an intercom call already or their intercom speaker is off, and your call is queued, awaiting an answer.
2. To end the call, press the hotline button again or press **ICM**.

**Note:** You cannot make a hotline call to a TRID at another location if that TRID is connected to your system through a line networking link.

### ANSWERING A HOTLINE CALL

If your hands free module (or channel #1 of your ClearDeal speaker module or dFTS speaker module) is on, your hotline call comes in hands free. If the intercom speaker is off, or if you are already on an intercom call, the **ICM** red LED flashes slowly.

If hands free, speak toward your microphone. If ringing, press **ICM** to answer using a handset.

To end the call, press **ICM**, or turn the intercom speaker off and then back on.

## MAKING GROUP CALLS

Group calls can be placed to TRIDs that belong to a particular pre-defined group, and that are equipped with a ClearDeal speaker module, dFTS speaker module, or add-on intercom module. The turret must also have an idle Intercom speaker. A group call is a broadcast announcement to a group of TRIDs that have been defined by the system Tradenet MX System Administrator. Group calls can be placed so that either a response is requested (with answerback), or so that no response is needed (without answerback) from one of the recipients. When a group call with answerback is made, the first trader to press the group answer (**GANS**) button would be connected to the originator of the group call.

## PLACING A GROUP CALL WITH ANSWERBACK

ICM, 8, ICM

You can place a group call so that one of the traders receiving your announcement can respond in a handset-to-handset conversation. To place a group call with answerback, take the following steps:

1. Either, select a handset, or turn on the intercom channel on your speaker module to use the microphone.
2. Press **ICM**.
3. Dial **8**, then dial the trader broadcast group code (00–99).
4. Make your group call announcement. A **GANS** button appears on the control module's right-most button (#20) of every trader in the trader broadcast group called. This allows a single trader a two-way audio connection for group answer back. Once a trader in the group responds to the call, all others are disconnected.
5. Press **ICM** to end the broadcast.

## PLACING A GROUP CALL WITHOUT ANSWERBACK

ICM, \*, 8, ICM

Group calls can be placed when an immediate response is not necessary. The **GANS** button will not appear at the receiving turrets. To place a group call without answerback, take the following steps:

1. Either, select a handset, or turn on the intercom channel on your speaker module to use the microphone.
2. Press **ICM**.
3. Dial \*, **8**, then dial the trader broadcast group code (00–99). Make your group call announcement.
4. Press **ICM** to end the broadcast.

## ANSWERING GROUP CALLS

To answer back to a group call broadcast, take the following steps:

1. Either, select a handset, or turn on the intercom channel on your speaker module to use the microphone.
2. Press the **GANS** button that appears on your control module. You are connected to the originating caller for a private conversation, and all other parties are then released from the group call broadcast.

## MAKING ALL CALLS

An all call allows you to broadcast to all TRIDs with intercom call privileges that are equipped with an add-on intercom module or digital speaker module (ClearDeal or dFTS), and that have an idle intercom speaker. All calls can be placed so that either a response is requested (with answerback), or so that no response is needed (without answerback) from one of the recipients. When an all call with answerback is made, the first trader to press the group answer (**GANS**) button would be connected to the originator of the all call. When you make an all call, the logical address code (LAC) for your turret, which is a unique number identifying your station, is shown on the center line display of the stations you call.

**Note:** If you have line networking, you cannot make an all call to a remote site.

## PLACING AN ALL CALL WITH ANSWERBACK

ICM, 9, ICM

To place an all call with answerback, take the following steps:

1. Either, select a handset, or turn on the intercom channel on your speaker module to use the microphone.
2. Press the **ICM** button.
3. Dial **9** and make the all call announcement.
4. Wait for a response from one of the parties. A **GANS** button appears on the control module's right-most button (#20) of every trader called. This allows a single trader a two-way audio connection for answerback. Once any trader responds to the call, all of the others are disconnected.
5. Press the **ICM** button to end the broadcast.

## PLACING AN ALL CALL WITHOUT ANSWERBACK

ICM, \*, 9, ICM

To place an all call without answerback, take the following steps:

1. Either, select a handset, or turn on the intercom channel on your speaker module to use the microphone.
2. Press the **ICM** button.
3. Dial **\*, 9**, and make the all call announcement.
4. Press the **ICM** button to end the broadcast.

## ANSWERING ALL CALLS

To respond to the all call broadcast, take the following steps:

1. Either, select a handset, or turn on the intercom channel on your speaker module to use the microphone.
2. Press the **GANS** button that appears on your control module. You are connected to the originating caller for a private conversation, and all other parties are then disconnected.

## DISABLING ALL CALL

The all call feature can be disabled system-wide from the System Center. Disabling the all call feature cannot be done on a TRID-by-TRID basis. For more information about disabling the all call feature, see your Tradenet MX System Administrator.

The all call feature is a cost option (see [Cost Options on page 85](#)). If your administrator has not enabled this cost option, as with any other cost option, you will not be able to use the associated feature and you will get a center line error message when you try to use the feature.



# COST OPTIONS

Your Tradenet MX System has options available that are called *cost options*. The difference between cost options and other standard options is that cost options need to be prepared and activated at your site by IPC personnel. The cost options available with Release 14.1 are:

- Unsupervised Conference
- Intercom FTS
- Hold Queue/Oldest Call on U-Hold
- Hold Toggle
- Multi Hunt Groups
- Turret API
- Auto Handset Selection
- DDI CLI Option
- Music on Hold
- TradePhone MX Multi Hunt Groups
- TradePhone MX Preset Broadcast
- TradePhone MX Logon
- TradePhone MX Exhold
- TradePhone MX Privacy
- MX Intercom Broadcast
- TradePhone MX Hold Recall
- Simplex Broadcast
- Line Networking

If you have questions about the availability of any of these cost options, see your Tradenet MX System Administrator.



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**IPC Information Systems, Inc.**

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