




MAKE A PHONE CALL

Dial the number and press the **CALL** button to use the speaker  or dial the number and pick up the handset to make a call.

ANSWER AN INCOMING CALL

When the phone rings, pick up the handset to answer the call or press the speaker button. 


PARK AN ONGOING CALL

When you are in a call press  to park the call, L1/L2 starts to flash to indicate that the call is parked. Press L1 / L2 to resume the parked call.

TRANSFER CALL - BLIND

To transfer a calls to an internal or external number, press the **Xfer** function key to park the ongoing call, dial the number to which you want to transfer the call to, then press **Xfer** again to connect the call.

TRANSFER CALL - ATTENDANT

Press the function button **Xfer** on an ongoing call, the call will be parked, dial the number you want to transfer the call to, wait the answer, press **Xfer** to transfer the call. To cancel the call and retrieve the original call, press 

PRESENCE

Press the subdisplay button labeled **PRESENCE** and select the desired presence. Activate by pressing **SELECT**.


CONFERENCE

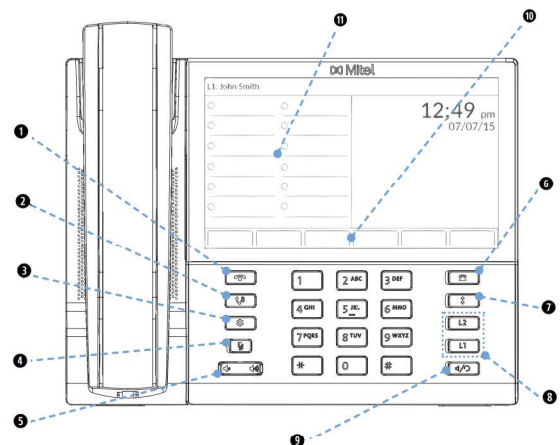
When you talk to person and want to add another participant. Press the funktion key **CONF** to park the ongoing call. Call the next participant and press **CONF** to merge all three parties.

VOICEMAIL

When you receive a voice message, the indicator flashes. To listen to your message, call **555**. You also get a graphic icon on how many voicemail messages you have not listened to.

CALL LAST DIALED NUMBER

Press  to get the call log on your outgoing calls. You scroll down the list until you reach the number you want to call. Press **SELECT** to dial the number.



BUTTON LAYOUT

- | | |
|--------------------------|-------------------|
| 1. End a call | 10. Function keys |
| 2. Park a call | 11. LCD Screen |
| 3. Settings | |
| 4. Mute | |
| 5. Volume | |
| 6. Call log | |
| 7. Redial | |
| 8. Line state | |
| 9. Speaker-/ headsetmode | |