KAREL DSS 10-28

KAREL DSS 20-28

DIRECT STATION SELECT MODULE

TECHNICAL REFERENCE AND USER'S GUIDE

KAREL DSS 10-28

KAREL DSS 20-28

DIRECT STATION SELECT MODULE

TECHNICAL REFERENCE AND USER'S GUIDE

AUGUST-2006

Version Table	
Software Version of DSS10&20–28	Date/Version of Guide
AAA	AAA/09.06.2004
AAB	AAB/21.08.2006

DSS10/20–28 TTKK-Ver. AAB–21.08.2006

Issues To Be Considered Carefully:

- Read this guide carefully before you put your device into use and keep it for later reference.
- Any mistake in making connections of your device may damage it or your exchange. Especially the connection to the exchange must be made by the Authorized Technical Services. The explanations related to the connections in the user's guide have been included with the intension of giving information only.
- Do not make any connection other than the CO network connection of the KAREL telephone branch exchanges.
- There is no part that you can repair or maintain inside your device; therefore call the authorized technical service in case of any malfunction.
- Keep your device away from direct sunlight.
- Do not let any liquid substance spill on your device.
- Do the exterior cleaning of your device with a slightly moistened piece of cloth.
- Do not apply any chemicals for cleaning.
- Please call your authorized reseller in case you would like to change the place of your device. Use its own packing to carry it.

PREFACE

The chapters in this guide have been prepared in order to present detailed technical information to people who need technical-introduction-based information about the DSS10-28 and DSS20-28 Direct Station Select Modules, and in order to give information about programming and use of those units. By this way, one could understand abilities of the Direct Station Select Modules, how they are to be operated in accordance with customer demands and things that should be done in order to operate the panes in full performance.

The module has been explained as DSS28 within the guide, for the sake of descriptive simplicity.

The first chapter - "Technical Introduction" – It contains technical information about the hardware and software structures of the DSS28 Access Unit. Information in this chapter, for which knowledge accumulation in mechanics, electricity and electronics may be prerequisite, aims to introduce the structure of the unit.

The second chapter – "Installation" – The methods to be followed for the installation of the DSS28 are explained. This chapter must definitely be read before the installation by the personnel who are to perform the installation.

The third chapter – "Programming" – This chapter gives brief information about the software features that will enrich functions of the DSS28 Direct Station Select Module and that could be applied to meet daily communication needs of customers more comprehensively.

The forth chapter – "Utilization" – This chapter explains the things to be done after the DSS28 Module is programmed. The chapter also includes information about use of the programmed keys.

The last chapter – "Accessories" – It gives short information about the accessories which are used with this module.

Best Regards,

KAREL

CONTENTS

TECHNICAL FEATURES 1

INTRODUCTION 1
COMPATIBILITY 1
PARTS LIST ON DELIVERY 1
BASIC FEATURES 2
TECHNICAL SPECIFICATIONS 2
GENERAL APPEARANCE 3

INSTALLATION 4

BASIC STRUCTURE 5
KEYPAD 5
LED STATUS 7

PROGRAMMING 8

ENTRY TO PROGRAMMING 8
"Confirmation" Operation During Programming (√) 9
"Cancel" Operation During Programming (X) 9
Displaying Version Information 9
Displaying Terminal Number 10
NUMBER ENTRY OPERATION IN PROGRAMMING 10
KEY SELECTION OPERATION IN PROGRAMMING 10
TERMINAL NUMBER PROGRAMMING OPERATION 10
EXTENSION PROGRAMMING OPERATION 11
LINE PROGRAMMING 12
PROGRAMMING THE COMMON POOL 12
PROGRAMMING THE PRIVATE POOL 13
FUNCTION PROGRAMMING 13
AUTOMATIC PROGRAMMING 14
CLEARING KEYS 16

UTILIZATION 17

USING THE EXTENSION/LINE KEYS 17
USING THE COMMON/PRIVATE POOL KEYS 17
USING THE FUNCTION KEYS 17

ACCESSORIES 20

TECHNICAL FEATURES

INTRODUCTION

DSS28 is the Direct Station Select Module, which has been designed for the KAREL exchanges of DS and MS series and which will provide easy access of extensions to other extensions and several features of exchanges, in addition to enabling of monitoring of lines and extensions.

The DSS28 enables the users to perform the functional operations, as well as providing monitoring of the statuses of functions that have been assigned to the keys, by a single key through its special-purpose keys and display on it.

The DSS28 Direct Station Select Module consists of a keypad only. The functions that have been assigned to the keys can be monitored through the LEDs on it. The keypad of the DSS28 unit consists of 28 programmable (14x2 matrix) special-purpose keys and there is a dual-color LED for each key. Some of those 28 keys are used for special purposes upon entry to programming, whereas use of all keys is common during normal operation mode. Two different functions can be programmed to each key.

COMPATIBILITY

DSS10-28 is compatible with the MS-series exchanges.
DSS20-28 is compatible with the DS-series exchanges.

PARTS LIST ON DELIVERY

Parts that come within the package of the Direct Station Select Module:

- DSS28 Direct Station Select Module
- DSS28 Technical Introduction and User's Guide
- Accessory Package for Telephone Connection:
  - Console Connection Cable
  - Metal Connection Piece
  - Fixing (Connection) Screws (4 Units)
  - Mounting Template

BASIC FEATURES

- DSS20-28 communicates with the exchanges of DS series over the serial communication line by making use of the protocol KTS that has been designed for the DS systems.
- Two-wire structure is employed for the communication between the DSS20-28 and the exchanges of DS series.
- DSS10-28 communicates with the exchanges of MS series over the serial communication line by making use of the protocol KTS that has been designed for the MS systems.
- Three-wire structure is employed for the communication between the DSS10-28 and the exchanges of MS series
- In order to match the DSS10-28 unit to the system, the physical number of the extension that uses the unit is entered through the unit. (Terminal number programming)
- The terminal number setting that is to be done on the DSS28 and the data that is to be obtained as a result of the key programming operations should be stored in a way they are retained upon a blackout.

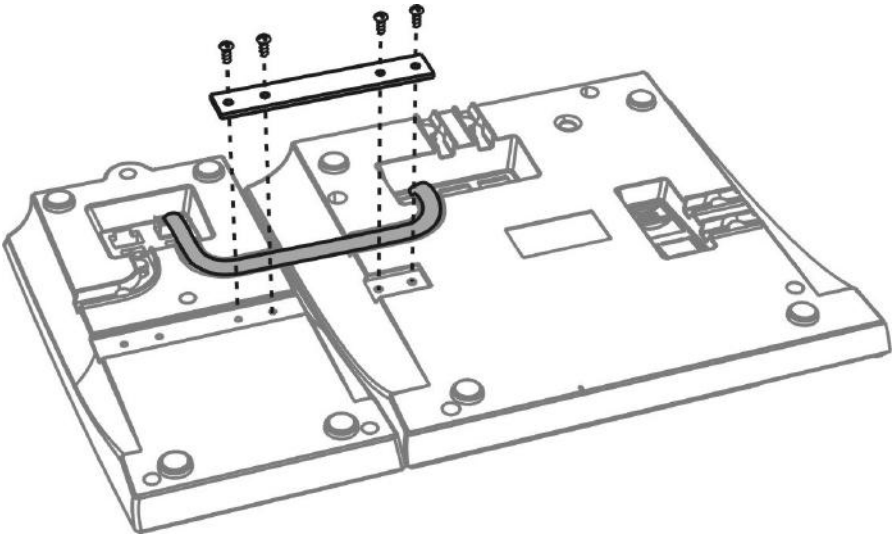
TECHNICAL SPECIFICATIONS

Weight: 440 gr
Dimensions: Width: 112mm, Length: 229mm, Height: 52mm
Operation Temperature: 5-40 °C
Storage Temperature: -20+60 °C
Humidity: 0-%80

GENERAL APPEARANCE

INSTALLATION

The connection of the DSS28 Direct Station Select Module with the exchange is provided over the connection point on the FT10/FT20 feature telephone sets. In order to fulfill that, the connection cable included in the delivery package of DSS28 is attached to the DSS connection point under the FT10/FT20 phone sets.

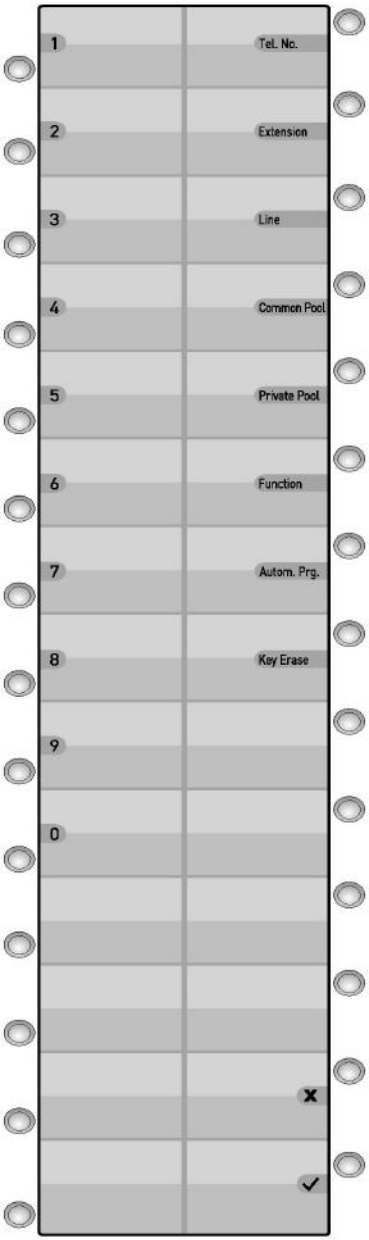


In order to maintain the physical connection between the DSS28 unit and the FT10/FT20 telephone set, the metal connection piece, which is included in the delivery package, must be fixed by the screws. There are connection points on Karel BT101 and Karel BT102 telephone sets, as well.

Several DSS units can be connected to the FT10 and FT20 telephone sets and to the DSS28 unit by the same method.

BASIC STRUCTURE

KEYPAD



The keypad of the DSS28 unit consists of 28 programmable keys in 14x2 matrix structure, as shown in the illustration above. As can be seen in the illustration, the features that have been assigned to the keys in the beginning and that are supposed to be used upon entry to the programming mode are shown. In order for those features to be used correctly in normal and programming modes, 3 different functions have been defined. Uses of those functions have been explained below.

1st function: Keep the key pressed so long as to hear a single beep .
2nd function: Keep the key pressed so long as to hear two beeps.
3rd function: Keep the key pressed so long as to hear three beeps.

According to those defined functions, entry to programming can be provided, confirmation of the operations that have been performed during programming can be fulfilled, numbers can be entered, and one can exit programming mode.

Those features, which have originally been assigned to the keys through software in order to put the unit into programming mode, are deactivated after the programming operation is completed; that is, when the unit gets into the normal operation mode and the entire keys fulfill the desired features that are programmed onto them. In order to switch back to the programming mode again, one can make use of the functions of the keys once again, which have already been explained above.

The functions of the corresponding keys to be employed for entering programming have been briefly summarized in the table below.

Function	**Key**	**Function Definition**
Entry To Programming	Tn, Ab, Dh, Or, Oz, Fn, Op, Ts	3rd function
Exit From Programming	X	3rd function
Exit From Key Selection Operation	X	3rd function
Cancellation Operation Within Programming	X	1st function
Confirmation Operation Within Programming	√	1st function
Number entry operation within programming	1-9,0	1st function

Programming operations key functions

LED STATUS

Each of 28 keys on DSS28 module can be programmed for 2 functions and during the programming mode the first function is defined with red LED, the second function is defined with green LED.

In the normal operation mode, you can only trace the LED status of the first functions of keys. You can not trace the LED status of the second function of keys.

Extension Status	**Red LED**
On Hook	Off
Busy	Continuously On
Ringing	Blinking
Left Off Hook (For only DSS20-28)	Blinking fast (3 times)
Calling the operator (For only DSS10-28)	Blinking fast

Line Status	**Red LED**
Idle	Off
Busy	Continuously On
Incoming call	Blinking
Parked	Blinking fast

If the programming common or private pool is entered on keys, the functions of LEDs will not be active.

You can find more details about the status of LEDs of features that are entered on the first function of keys in the "Using Function Keys" part.

When the DSS20-28 module is first connected to the system, the 15th LED will blink for a short time. If there is a redundant CPU, then the 14th LED will blink as well.

PROGRAMMING

ENTRY TO PROGRAMMING

In order to start the programming operation, the 8 keys that are located at the upper right section of the keypad are employed. Each of those 8 keys is used for proceeding to a different programming operation.

The 10 keys that are located at the upper left section of the keypad are employed for the number entry operation.

Furthermore, the key "X" that is located at the lower right section of the keypad is used for exiting programming and the key "√" under it is used for confirmation operation.

The DSS28 unit gets into the programming mode, if any desired one of the 8 keys mentioned above is pressed by using the third function. Meanwhile, red LEDs of the entire programming keys are turned on and the red LED of the selected program blinks fast.

NOTE: The third beep for the third function of a key is emitted a longer while after the first two.

The keys and the LEDs do not perform their normal functions during the programming mode.

If the third function of the key "X" is employed upon exiting or completion of the programming operation, then the DSS28 unit exits the programming mode, the program LEDs are turned off and from that moment on, the normal functions of the entire keys and LEDs become active. That situation is called as the normal operation mode.

If no key is pressed within 30 seconds in the programming mode, then the DSS28 unit gets into the normal operation mode automatically.

Upon the end of each programming operation, if the operation has been completed successfully, then a high-pitched beep is received, and if it fails to be so, on the other hand, then a deep and longer beep is received.

The main menus that are described by the menu keys during entry to programming are explained below:

- ❖ Terminal Number Programming — "Terminal No"
- ❖ Extension Programming — "Extension"
- ❖ Line Programming — "Line"
- ❖ The Common Pool Programming — "The Common Pool"
- ❖ The Private Pool Programming — "The Private Pool"
- ❖ Special Function Programming — "Function"
- ❖ Automatic Programming — "Automatic Prog."
  - ♦ Automatic Programming Option 1
  - ♦ Automatic Programming Option 2
  - ♦ Automatic Programming Option 3
  - ♦ Automatic Programming Option 4
  - ♦ Automatic Programming Option 5
  - ♦ Automatic Programming Option 6
  - ♦ Automatic Programming Option 7
- ❖ Clearing a key — "Clear key"

"Confirmation" Operation During Programming (√)

Within the programming operation, the key that is located at the right lowermost corner of the keypad is employed as "√" key. Menu selections, confirmation operations within menus after entering numbers are done by this key.

"Cancel" Operation During Programming (X)

The key above the key "√" is used as the Cancel (X) key within programming operation. It is employed for exiting the programming mode. This key is used to exit from programming mode or from key selection operation (3rd function of the key) and also for cancellation operation within programming (1st function of the key).

Displaying Version Information

Before the normal operation mode, all LEDs of DSS28 module blink in red and green one by one. Then all LEDs flash in red and green in the order and the version information is displayed.

For displaying version, keep the "Clear key" key pressed so long as to hear three beeps and than "√" key (confirmation key) pressed so long as to hear three beeps in the normal operation mode.

Example:

- If the DSS28 version is "ABD": 1st number key LED blinks in 1 sec.
  2nd number key LED blinks in 1 sec.
  4th number key LED blinks in 1 sec.
- If the DSS28 version is "AAA": 1st number key LED blinks in 1 sec for three times

Displaying Terminal Number

Terminal Number that is defined for DSS10-28 module is displayed on the LED, which matches with the terminal number. This LED blinks in green and shows the terminal number of DSS10-28 module.

Example:
- If the terminal number is "26" and if the 26th extension of system is programmed on 26th key; 26th LED of DSS module blinks in green in three times.

NUMBER ENTRY OPERATION IN PROGRAMMING

The first 10 keys located at the upper left section of the programmable keypad turn into keys that express numerals, namely, 1, 2, 3, 4, 5, 6, 7, 8, 9, 0, in cases when it is required to enter numbers. All the LEDs blink from top to bottom to show the entry operation for numbers.

KEY SELECTION OPERATION IN PROGRAMMING

The red LEDs for the first functions of the keys, which have not been programmed and the related green ones for the second functions, which have not been programmed blink in turn in a certain frequency. By this way, one can make selections for the functions of the keys for which no programming has been done, or for both of the functions of a key separately, which has previously been programmed. Programs can be entered for both of the functions of all keys including programming, confirmation, cancellation and number keys.

TERMINAL NUMBER PROGRAMMING OPERATION

The terminal number is the code that specifies which telephone the device is to serve. Without entering the terminal number, only the extension busy panel of the device becomes functional, whereas the key functions remain deactivated.

The programming operation is initiated by the key labeled "Terminal number" during normal operation.

As it has been explained in the number entry operation, the extension number that is desired to be set is entered as (11-26)* for the MS series and as 0-99999999 for the DS series, and then the number that has been entered is confirmed by the key "√".

The device, which is connected to the system through the terminal number, matches itself to the system as DSS.

* As for the MS series, the number that has been entered is the last two digits of the default extension number.

EXTENSION PROGRAMMING OPERATION

The "Extension Programming" operation is initiated by the key labeled "Extension" (3rd function) during normal use of the DSS28 module.

The LEDs that belong to the keys with no content are turned on alternatively as red and green, respectively. The red LED that lights signifies that the first function of its corresponding key is vacant, and the green LED does the same thing for the second function.

As for the extension number, after any of the programmable keys is selected, as it has been explained in the section "Number Entry Operation", the extension number that is desired to be programmed is entered and the number that has been entered is registered by the key "√". Upon that case, the LED is turned on as red (the first function) or green (the second function), depending on the function of the selected key.

If the programming operation has been completed successfully, then the green LEDs of the entire keys on the DSS28 module light for a certain while and a confirmation tone is simultaneously generated. Then, one returns to the extension programming main menu. (Confirmation Notice)

On the other hand, if the programming operation has failed, then the red LEDs of the entire keys are turned on and an error tone is simultaneously generated. Then, one returns to the extension programming main menu. (Cancellation Notice)

As soon as the entered number is confirmed by the key "√", a query is carried out in exchanges of the DS series for the entered number for checking purpose by looking up the access tables in the system. As for the exchanges of the MS series, on the other hand, it is checked whether the entered number is in the range of the defined extension numbers or not. (The physical extension number is supposed to be used)

As for the systems of the DS series, the extension numbers to be entered are supposed to have at least 1, at most 8 digits.
As for the systems of the MS series the extension numbers to be entered are supposed to have at least 2, at most 4 digits.

LINE PROGRAMMING

The "Line Programming" operation is initiated by the key labeled "Line" (3rd function) during normal use of the DSS28 module.

As soon as the entered number is confirmed by the key "√", a query is carried out in exchanges of the DS series for the entered number for checking purpose by looking up the access tables in the system. As for the exchanges of the MS series, on the other hand, it is checked whether the entered number is in the range of the defined line numbers or not.

As for the systems of the DS series, the line numbers to be entered are supposed to have at least 1, at most 8 digits.
As for the systems of the MS series the extension numbers to be entered are supposed to have 2 digits.

PROGRAMMING THE COMMON POOL

The Common Pool is a memory field with 1000 locations for DS Systems/ 100 locations for MS Systems to record telephone numbers, which is available for the utilization of all authorized extensions.

You can program 50 (numbered 00-49) common pool number on your DSS module in order to access with a single key. Common pool field numbers are recorded directly to the keys for common pool programming. In order that the numbers have been recorded before by the Operator into the memory, you should not enter the line numbers, you should enter the common pool register number.

The "The Common Pool Programming" operation is initiated by the key labeled "The Common Pool" (3rd function) during normal use of the DSS28 module.

It is accomplished by the same way as the extension programming operation.

As for the systems of the DS series, the common pool numbers that are entered are supposed to have at least 1, at most 3 digits.
As for the systems of the MS series the common pool numbers that are entered are supposed to have at least 1, at most 2 digits.

As soon as the entered number is confirmed by the key "√", it is checked whether the entered number is in the range of the defined common pool numbers or not, for the purpose of checking.

PROGRAMMING THE PRIVATE POOL

You can program 20 line numbers, which you call most frequently on the private pool of your DSS module to access with a single key. More than 20 numbers are not allowed to program, it gives error tone.

The "The Private Pool Programming" operation is initiated by the key labeled "The Private" (3rd function) during normal use of the DSS28 module.

It is accomplished by the same way as the extension programming operation. But there are some differences to program the private pool numbers:

- For DSS20-28 module used with DS series exchanges, the private pool register numbers which at least 1, at most 2 digits are entered. (It is programmed by the same way as the common pool programming.)

- For DSS10-28 module used with MS series exchanges, the contents of the private pool numbers are entered directly instead of the private pool register numbers.

As soon as the entered number is confirmed by the key "√", it is checked whether the entered number is in the range of the defined private pool numbers or not, for the purpose of checking.

FUNCTION PROGRAMMING

The "Function Programming" operation is initiated by the key labeled "Function" (3rd function) during normal use of the DSS28 module.

It is performed by the same way as the extension programming operation.

The function numbers to be entered into the system may have at least 1, at most 2 digits.

As soon as the entered number is confirmed by the key "√", it is checked whether the entered number is in the range of the defined function numbers or not, for the purpose of checking.

The functions are not activated in case they are not supported by the exchange they are connected to.

The functions corresponding to the function numbers are listed below.

List of the programmable functions

Figure 1	(01)	Telephone lock (K),(L)
Figure 2	(02)	Message Listen (K),(L)
Figure 3	(03)	Auto-dialer activation (K),(L)
Figure 4	(04)	Alarm (K),(L)
Figure 5	(05)	Do Not Disturb (K),(L)
Figure 6	(06)	Follow Me (K),(L)
Figure 7	(07)	Line Park (K),(L)
Figure 8	(08)	Parallel Operator (L)
Figure 9	(09)	ACD (K),(L)
Figure 10	(10)	Night Mode (K),(L)
Figure 11	(11)	Absent Message (K)
Figure 12	(12)	Music (K),(L)
Figure 13	(13)	Line Call Pick Up (K)
Figure 14	(14)	Conference (K)
Figure 15	(15)	Call Back (K) (For DSS20-28 there is (L))
Figure 16	(16)	Announcement (K)
Figure 17	(17)	Relay (K)
Figure 18	(18)	Doorphone (K),(L)
Figure 19	(19)	Hook Flash (K)
Figure 20	(20)	Hang Up (K)

(K): "Key" is employed for the function.
(L): "LED" is employed for the function.

*The user receives the error tone for the functions that are not supported by the exchange. That may occur in case the software version of the exchange is rather old.

Information details about use of the programmed keys are given in the "Utilization" part.

AUTOMATIC PROGRAMMING

The "Automatic Programming" operation is initiated by the key labeled "Automatic Prog." (3rd function) during normal use of the DSS28 module.

When the "Automatic Programming" menu is accessed by the key "√", the red LEDs that belong to the numeral keys from 1 to 7 blink in the frequency. By this way, the options that may be selected are presented to the user.

The automatic program options and their contents for the systems of MS and DS series, respectively, have been presented in the tables below.

NOTE:

If two DSS20-28 modules are connected to the FT phone, the automatic programming operation for both modules can not be performed at the same time.

The MS-Series Automatic Programming Options:

Option	Explanation
1	The 1st functions of the keys: Extension 111-138 The 2nd functions of the keys: Extension 139-166
2	The 1st functions of the keys: Line 01-28 The 2nd functions of the keys: Extension 111-138
3	The 1st functions of the keys: The common pool 00-27 The 2nd functions of the keys: The common pool 28-49 The 2nd functions of the keys: The private pool 01-06
4	The 1st functions of the keys: Function 01-20 The 1st functions of the keys: Extension 111-118 The 2nd functions of the keys: Extension 119-148
5	Automatic extension programming: It programs extensions to the entire keys, starting from the number to be entered by number entry operation.
6	It clears the entire keys.

The DS-Series Automatic Programming Options:

Option	Explanation
1	- When this option is selected, the DSS28 module gets into the number entry mode and awaits the user to press any start key. (In that case, the LEDs of the entire keys light in green and red, respectively, in order to signify that the user may press any key.) - When the start key is selected, the DSS28 module gets into the number entry mode and awaits the user to enter a number. - As it has been explained in the number entry operation, the first extension number, which is desired to be programmed automatically is entered and after the start key is selected, the DSS28 module sets the entire keys as extension by incrementing the entered number value by "1". (The number to be entered in this option is supposed to be of 1-8 digits.)
2	It works in the same way as it has been explained in Option 1. The difference is it performs **line** assignment to the entire keys, starting from the entered number. (The number to be entered in this option is supposed to be of 1-8 digits.)
3	It works in the same way as it has been explained in Option 1. The difference is it performs **common pool** assignment to the entire keys, starting from the entered number. (The number to be entered in this option is supposed to be of 1-3 digits.)
4	The 1st functions of the keys: Function 01-20 The 1st functions of the keys: The private pool 01-08 The 2nd functions of the keys: The private pool 09 The 2nd functions of the keys: The common pool 0-26
5	The 1st functions of the keys: The private pool 01-09 The 1st functions of the keys: The common pool 0-18 The 2nd functions of the keys: The common pool 19-46
6	It programs lines to the entire keys, starting from the first key. Then it sets common pool assignment to the rest keys starting from "0".
7	It clears the entire keys.

CLEARING KEYS

The "Clearing Keys" operation is initiated by employing the third function of the key "Clear key" during normal use of the DSS28 module.

The DSS28 module turns on the LEDs alternatively as red and green, respectively, which belong to the keys with non-empty content, in order to signify the keys that can be cleared. The red LED that lights signifies that the first function of its corresponding key is occupied, and the green LED does the same thing for the second function.

If the first or the second function of any key is cleared successfully, then a confirmation tone is generated for a while to indicate that situation and one returns to the clear key mode in programming. (In that case, the LED that belongs to the key cleared last remains off during the red-green blinking in cadence, for its content is void.)

UTILIZATION

There are some facilities for different situations in order to use the programmable keys. As it is explained in "Basic Structure" part, each key has three functions.
Keep the key pressed so long as to hear a single beep. For 1st function the key need to be pressed so long as to hear one beep, for 2nd function the key need to be pressed so long as to hear two beeps, for 3rd function the key need to be pressed so long as to hear three beeps.

In the following, the general usage of the keys is explained according to functions that can be programmed on them:

USING THE EXTENSION/LINE KEYS

When the keys that have been programmed for extension/line are pressed, these numbers are called directly.

If another extension or line key is pressed when there is a conversation with an extension or a line, it puts the first line on hold and starts the conversation with the second line.
If the line/extension key is pressed when the conversation is going with this line/extension, the line/extension is parked and in this way the operations like conference, transfer are activated easily.

USING THE COMMON/PRIVATE POOL KEYS

When the keys that have been programmed for common/private pool are pressed, these numbers are called directly.

USING THE FUNCTION KEYS

1- Telephone Lock: If this key is pressed while dial tone is being received and then a password is entered afterwards, then the telephone will be closed for external calls. The telephone will be open for external calls again, if the procedure is repeated in that mode. The corresponding LED is on while the telephone is locked and goes out when it is unlocked.

2- Message Listen: This key is used for listening the new messages that is left to the extension, if the system has an EVM module. If the key is pressed when the dial tone is received the first message is listened. If the key is pressed when the "message listen" mode the next messages are listened. If this function was programmed before on the Operator Phone, it can be used for listening the "Night Mode Greeting Messages". The corresponding LED is off when there is no message and blinks when there is a message.

3- Auto-dialer Activation: If the key is pressed when the line number is dialled and then busy, dial or error tone is being received; the Auto-dialer becomes active and the LED starts to blink. At that time, if the key is pressed again while the dial tone is being received, the Auto-dialer becomes deactive and LED goes off. If the key is pressed when the Auto-dialer is not active and the dial tone is received, the Auto-dialer becomes active for calling the last dialed number.

4- Alarm: If the key is pressed when the dial tone is being received and then the hour and minute is entered, the alarm facility becomes active and the LED is on. When the alarm time comes, the buzzer rings and the LED starts to blink, if the key is pressed at that time the buzzer stops ringing and the LED goes off. Before the alarm time comes while the dial tone is received, the alarm facility can be cancelled by pressing the key.

5- Do Not Disturb: It puts that extension into the "Do Not Disturb" mode if it is pressed while receiving dial tone and the LED starts to blink. In that case, telephone rings once when the extension is called. If it is pressed again while receiving dial tone, then the "Do Not Disturb" service is cancelled and the LED goes out.

6- Follow Me: If this key is pressed and number of an extension is entered while dial tone is being received, then forwarding to that extension is activated and then LED lights. If it is pressed again while dial tone is being received, then the forwarding is cancelled and the LED goes out.

7- Line Park: If the key is pressed during the conversation with the line, this line is parked and LED lights. If the key is pressed when the dial tone is being received, the parked line is retrieved. If there is a parked line and another line is desired to park, the second line is parked and first line is retrieved

8- Parallel Operator: This function of DSS module can be used only by the operator. This function puts the "Parallel Operators" into the active mode and the LED lights. If this operation is repeated, the function becomes deactive and the LED goes out. The other normal users follow this facility only with LED status. (This function can be used if the system supports the mentioned facility)

9- ACD: This function of DSS module can be used only by the operator. If the system has ACD and if the key is pressed when the dial tone is being received, it puts the ACD into the active mode and the LED lights. If the key is pressed again it deactivates ACD and the LED goes out. The other normal users follow this facility only with LED status.

10- Night Mode: This function of DSS module can be used only by the operator. It puts the system into the Night Mode when it is pressed while dial tone is being received and the LED will be turned on. If it is pressed again, then it puts the system into the Day Mode and the LED goes out.

11- Absent Message: While the telephone is off hook after the key is pressed the signal tone is received and the desired message is left. After this operation, the people who call that extension listen the left message. This function has not LED facility. (Cancellation for absent message can be made only by the necssary feature code)

12- Music: This function can be used if the internal or external music source is active in the system. When the key is pressed if the dial tone is being received, the handsfree phone starts to listen music and the LED lights. The key is pressed again while the music is listened or when the dial tone is being received, the phone stops listening music.

13- Line Call Pick Up: If the key is pressed when the dial tone is being received and if there is a line coming from outside at the moment, the line call can be picked up. This function has not LED facility.

14- Conference: During a call with an extension or line, this key is employed for including another extension or line into the conference. If a line is desired to be included into the conference, then the line with which the conversation is going on is put on hold by pressing this key and one proceeds to conversation mode with the line to be included into the conference. A triple conference is established upon pressing this key again. If it is an extension that is to be included into the conference, then that extension is called after making hook flash during the call with an extension or line. The triple conference will have been established upon pressing this key after initiating the conversation with that extension. This function has not LED facility.

15- Call Back: When an extension is called if it is busy or is not answering and when the desired line is busy, the key is pressed for activating call back to that extension/line. If the key is pressed again when the dial tone is being received all call back operations are cancelled. This function has LED facility only for DSS20-28 modules using with DS series exchanges.

16- Announcement: If the key is pressed when the dial tone is being received, an announcement can be made thorugh telephones' speakers. For this function, group extension number need to be dialled.

17- Relay: The relay may be activated with pressing the key in any time. (This function can be used if the system supports the mentioned facility)

18- Doorphone: The LED shows the busy status of dooprhone in the systems that have a doorphone connection. When the dial tone is being reeived, the key is pressed in order to start the conversation with doorphone. (This function can be used if the system supports the mentioned facility)

19- Hook Flash: When the key is pressed in any time, the hook flash operation is made.

20- Hang Up: When the key is pressed in any time, the hang up operation is made.

ACCESSORIES

The DSS10-28 Direct Station Select Modules can be utilized together with DSS10-00 and DSS10-16, respectively.

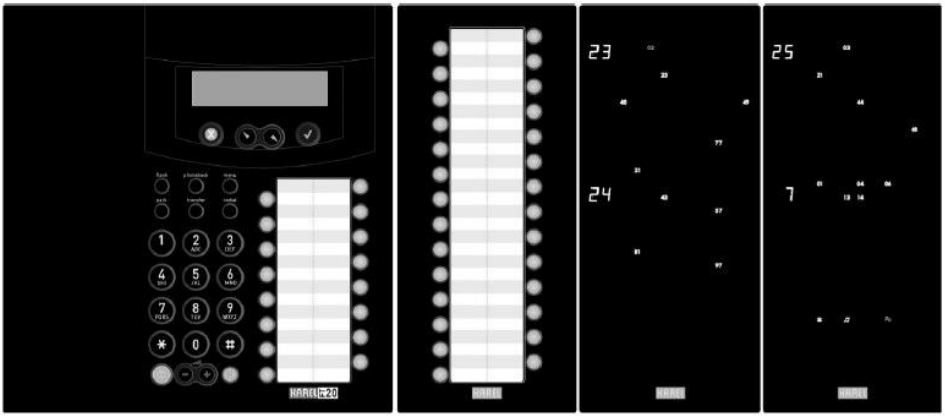
DSS10-00

DSS10–28 & DSS20–28 Direct Station Select Module

When several of them are utilized together, the DSS10-28 Direct Station Select Modules can meet needs of large exchanges for operator in the fastest way flawlessly.

DSS20-28 can be utilized together with the DSS20-00 Busy Panel.

When several of them are utilized together, the DSS20-28 Direct Station Select Modules can meet needs of large exchanges for operator in the fastest way flawlessly.



08/2006