



**GRAPHIC DISPLAY  
FEATURE TELEPHONE SET**



# GRAPHIC DISPLAY FEATURE TELEPHONE SET

## TECHNICAL REFERENCE AND USER GUIDE

MAY-2010

# KAREL

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## DECLARATION OF CONFORMITY

### R&TTE-Directive : 1999/5/EC

Hereby, we:

**Karel Electronics Corporation,**

addressed : Organize Sanayi Bölgesi, Gazneliler Caddesi No:10 06935 Ankara,  
TURKEY

declare on our own responsibility, that the product:

**Digital Phone,**

**ST SERIES**

is in compliance with the provision of R&TTE directive 99/5/EC with  
requirements covering EN 55024 & EN 55022 of EMC directive 89/336/EEC  
and EN 60950 of Low Voltage directive 73/23/EEC.

ANKARA / TURKEY  
22.10.2003

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<b>ACE</b>	<b>10.05.2010 / AAB</b>

### **ST30 TTKK - Ver. AAB - 10.05.2010**

KAREL reserves the right to make modifications in product features mentioned in this document for development and improvement purposes, without prior notice. Individual products may possess characteristics different from those that have been mentioned in this document, due to their differences in software and hardware versions.



## **ISSUES TO PAY ATTENTION TO**

- Read this guide carefully before you use your device and keep it for later reference.
- Any mistake with the connections in your device may damage it or your exchange. Especially the connection to the exchange must be made by the Authorized Technical Services. The explanations about connections in the User's Guide have been intended to give information only.
- A connection box comes with your device. The connections must be made as described in the installation chapter.
- In case you need a connection of plug-outlet type, never apply electric plugs and outlets; use plugs, outlets and connection components that are specific to telephones.
- Do not make any connection other than the extension connection of the KAREL telephone system.
- There is no part that you can repair or maintain in 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 dealer in case you would like to change the place of your device. Use its own packing to carry the device.
- Please do not use exterior signal for the test operations or maintenance. Any signal which is used externally may damage your device.

## PREFACE

Chapters in this guide have been prepared in order to present detailed technical information to people who need technical-introduction-based information about the ST30 Graphic Display Feature Phones, in addition to giving technical information about programming and use of those telephones. By this way, one could understand abilities of the ST30 Graphic Display Feature Phones, how it will be operated in accordance with customer demands and things that should be done in order to operate them with full performance.

The first chapter – “Technical Introduction” – It contains technical information about the hardware and software structures of the ST30 Graphic Display Feature Phone. Information in this chapter, for which knowledge in mechanics, electricity and electronics may be prerequisite, aims to introduce structure of the phone.

The second chapter – “Installation” – The methods to be followed for the installation of the ST30 Graphic Display Feature Phone are explained. This chapter must be read definitely before the installation by the personnel who will perform the installation.

The third chapter – “Program Features” – This chapter gives detailed information about the software features that will enrich functions of the ST30 Graphic Display Feature Phone and that could be applied to meet daily communication needs of customers more comprehensively.

The final chapter – “Accessories” – This chapter gives information about the accessories can be used with ST30.

Best Regards,

KAREL

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# TECHNICAL INTRODUCTION

## INTRODUCTION

ST30 is a digital telephone set which is special for the KAREL exchanges of DS series. It can be installed only on the new digital extension card (UPN) of the KAREL DS-series exchanges.

With the ST30 telephone sets:

- Users are provided with the facility of performing several operations such as calling back, auto dialing, follow me, conferencing and alarm setting, by pressing a single key through special-purpose keys and the display that are on the telephone, without the necessity to know the system-specific special codes.
- Active services and call information, as well as the actions that the user can take for them, are displayed through the graphic LCD (liquid crystal).
- Actions that can be taken for the active services and the call information, which are indicated on the Graphic LCD display, are carried out easily and rapidly through four keys with special functions that are located below the display.
- One-touch extension and/or line calls can be made over the phone book and programmable keys.
- Statuses of the extensions and/or lines that have been assigned to those keys can be viewed through the lights (LED) in two colors, which are embedded into the programmable keys.

## COMPATIBILITY

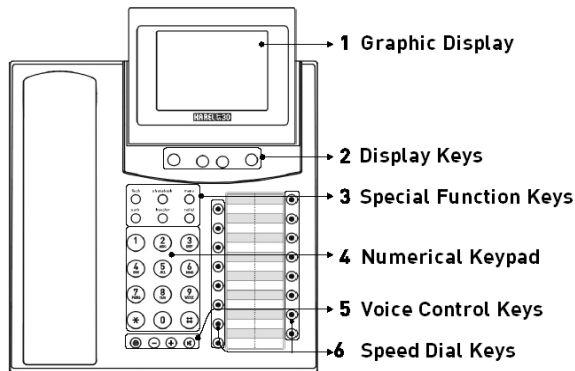
ST30 telephone set is compatible with the ADN version or better of the exchanges of models DS200, DS200S and DS200M. It can be installed only on EX200 (0/16KoU) Modules of the KAREL DS-series exchanges.

## PARTS LIST ON DELIVERY

Parts that are included in the ST30 package:

- ST30 telephone,
- Handset,
- Spiral cable of the handset,
- Data cable with RJ11 connectors at two ends,
- Console connection box,
- Technical Reference and User Guide CD-ROM.

# GENERAL APPEARANCE



# TECHNICAL SPECIFICATIONS

Weight: 900 gr

Dimensions:

- When the display is vertical: 225 mm x 230 mm x 130 mm
- When the display is horizontal: 225 mm x 270 mm x 75 mm

Operational Temperature: 0 °C - 40 °C

Storing Temperature: -20 °C - +60 °C

Humidity: 10 - %80 (non-condensing)

Dialing Method: DTMF (Tone dialing)

Bluetooth: Class 2.0

# USER INTERFACE

## LCD DISPLAY



ST30 telephone has graphical display for information presentation and it can be positioned in 5 different levels. The following information that facilitates usage is present on the LCD display, which indicates the active features of the telephone and the functions of the flexible keys at that moment:

- Date, time
- Constant Message
- Entry to the menu options, phone book
- Activated services (such as Auto-dial, Follow Me and Redial)
- Call information
- Icons of activated services, utilization mode or missed calls
- Action options that can be taken for the active call and service

## ICONS



Follow Me is activated



Mute is activated



Bluetooth is ON



Bluetooth is OFF



Line/Extension on the parked



Night Mode



Phone Locked



Handsfree is ON



Available



Idle



Alarm is ON



Music is ON



Headset is activated



Voice Mail is received



Missed Call



GSM Signal Level Indicator

## DISPLAY KEYS



These keys are located below the display and they play an important role in usage of ST30. Actions that can be carried out and/or information that can be received by a user while:

- a call / conversation is being made
- the telephone is being programmed
- the telephone is on hook

are presented through the display.

In order to carry out these actions and/or access that information, the keys are pressed according to the options on the display. According to the information on the display, any desired option can be easily accessed by pressing one of the selection keys. Besides, it is possible to browse the menus flexibly by the navigation keys.

These keys are used for accepting or declining the alternatives presented to the user on the display at that moment, or they are used for accessing new alternatives. Functions that will be activated by those keys or title of the information to be accessed are indicated on the display. Such a display will be actualized only if there exists a function programmed for the key or information to be accessed through the key. For example, if there are options not more than two, then the navigation keys do not function.

### **Selection Keys:**

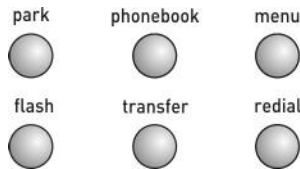
They are used for confirming and activating the case indicated right on the screen at that moment. Function of the selection keys change according to the options prompted on the display.

### **Navigation Keys:**

While in programming mode, the left navigation key provides access to the previous main menu if it is pressed on main menus, and if it is pressed on submenus, then the entire options in that submenu are displayed. Starting from the first submenu down to the last one, the entire options can be easily reached; moreover, one goes back to the first submenu again after the last one, without exiting to the main menu. However, if the "Exit" option is confirmed through the related selection key, then one goes back to the main menu, where those options are located. While making changes in the content of the phone book, as the cursor shifts one digit back, the entry is erased by one character on each move.

Through the right navigation key, one proceeds to the next option or message from the entire main menus and submenus. The entire main menus starting from the first one down to the last are displayed and then one returns to the first main menu again, after the last menu. It is also possible to browse the submenus, once one has made a selection in the main menu and has proceeded to the submenus.

# SPECIAL FUNCTION KEYS



- **“Park” Key:** If this key is pressed during an ongoing line call, then that line is parked. If it is pressed when there is a parked line, the parked lines are retrieved one by one.
- **“Phone Book” Key:** This key activates the phone book and it provides access to the entire telephone records from that.
- **“Menu” Key:** This key activates the menus by which the telephone is programmed and it provides access to the submenus.
- **“Flash” Key:** It puts an ongoing external or internal call on hold or puts a line on hold back to conversation mode.
- **“Transfer” Key:** It functions the same as hanging up and then picking up phone. While there is a line on hold, it transfers the other ongoing call to the line on hold.
- **“Redial” Key:** This key dials again the last external number that has been called.

## Park

Internal conversation can be parked by pressing this key during the conversation and also line conversation can be parked too. If it is pressed when there is a parked line, then it puts the parked line into conversation mode. Likewise, if this key is pressed when there is a parked internal call, it puts the internal call into the conversation mode. When the call is parked by using that key, “Held XXXX” message and retrieve option for the line appear on the display. The call can be retrieved by pressing the “Retrieve” key or by pressing the “Park” key for a second time.

If the “park” option displayed on LCD display is pressed “Parked Lines XXXX” message will be appeared.

A call can be parked more than once and more than one line can be parked at the same time. When a line has been parked, the telephone can be used independently from that conversation, i.e., internal and external calls can be made by making use of the entire features. For ST30 users, if there are parked line and also parked internal call and if another service is activated, the internal line call will be retrieved in turn with this key.

The first call which is parked will be displayed in the first rank of the park list.

NOTE: On GSM conversations through the Bluetooth, “Park” key does not function.

## Phone Book

This key provides access to the telephone book, which has been created through the main menus that have been accessed by using the “Menu” key or its option on the display, which contains names and phone numbers and over which operations on those entries could be carried out.

If there is any record in this phone book, then those records, which are in alphabetical order, are directly displayed. The records that are present in the telephone at that time can be directly searched by name or number query through the “Find” option on that display. (The phone book is empty at the first use of the telephone.) The other records can be displayed through the navigation keys.

Besides, the “Find”, “Add”, “Change” and “Clear” options can be accessed over the navigation keys after selecting the “Up” option that is on the display.

In the event that there is no record, only the “Add” and “Change” options are displayed. The submenu title, named as “Constant Message”, can be accessed when the “Change” option is selected and the navigation keys are used. The expression with at most 18 characters that is entered here will be displayed on the display of the telephone during off-hook state.

Detailed information about the phone book has been presented in the relevant section.

## Menu

It is used for doing the entire Phone Settings. The menu is entered by pressing this key and then one can proceed to the entire main menus and then to the submenus, and the navigation keys can be used for moving within those menus or submenus if necessary.

The telephone gets into the busy mode after the menu has been entered and it remains so until the menu is exited.

## Flash

It is used for putting the calling party on hold during an internal or external call. When it is pressed for a second time, the call on hold is retrieved, or the call can be retrieved by the “Retrieve” option that appears when the key is pressed.

It drops the line when it is used while the other party has not yet picked up the phone. A single call can be put on hold at a time. There is no limit for the duration to press the key; however, in the event that the line that has been put on hold has not still be retrieved at the end of a certain period that is determined by the exchange software, the line may automatically be dropped.

NOTE: On GSM conversations through the Bluetooth, “Flash” key does not function.

## Transfer

It is used for transferring an ongoing call to another call that is on hold. In order to actualize the transfer operation, first of all the conversing party should be put on hold by using the flash key or the “Hold” / “Park” option on the display. Afterwards, the number to which the transfer operation will be done is dialed. At this point, the operation is accomplished by pressing the transfer key before or after conversing with the extension to which the call is to be transferred.

Using the transfer option on the LCD display will also accomplish the transfer operation following the same rules above.

During the conversation, if there is an incoming call on the connected (active) GSM, call can not be answered through the GSM device. After finishing or parking the conversation, call can be answered through the GSM by “Transfer” key. If there is an incoming call on the active GSM, pressing this key puts the call on hold and in the meantime ST30 can be used for other operations. GSM call can be continued by pressing again the Transfer key.

## Redial

It dials again the last number that has been dialed. This key functions the same way as the “Redial” option on the display. The difference between “Redial” and “Auto-dial” is that the “Auto-dial” option automatically calls the other party repeatedly until busyness status is over (Actually, at most 16 times), whereas the “Redial” option calls only once.

## NUMERICAL KEY PAD

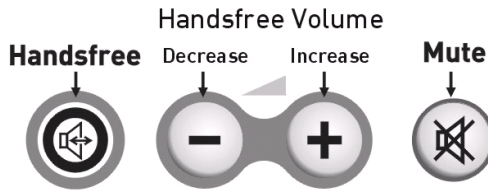
It is composed of 3x4 key matrix. Moreover, these keys are used for number or character (letter, figure or symbol) entry during the operations related to the “Phone Book”. Grouping of the characters with respect to the keys are as follows. Standards that apply for similar applications have been complied with for this subject. If any programmable key is pressed when the letter entry is being made with capital letters, the entry starts to be made by small letters. By the same way, if any programmable key is pressed again, small letters turn into the capital letters. If the capital letters are started to use the “^” is displayed on the screen.


Group of “1”: (space) 1 \$ % &	
Group of “2”: A B C 2 #	(a b c)
Group of “3”: D E F 3:	(d e f)
Group of “4”: G H I 4 -	(g h i)
Group of “5”: J K L 5 (	(j k l)
Group of “6”: M N O 6 )	(m n o ö)
Group of “7”: P Q R S 7	(p q r s)
Group of “8”: T U V 8 +	(t u v)
Group of “9”: W X Y Z 9	(w x y z)
Group of “0”: 0 → ! ? =	



# VOICE CONTROL KEYS

Control of voice features of ST30 are fulfilled by making use of four keys:




 **Key:**

(Handsfree: It is a feature of telephone that it emits voices into the room or transmits voices inside the room to the other parties while the handset is still on hook.) This is the key with red icon that puts the telephone into the “handsfree” status and that signifies this through an embedded LED. The key is called HF key, and the LED inside it is called HF LED.

 Key performs different functions in different cases. These are:

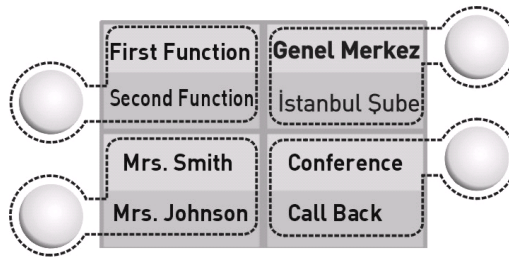
- When it is pressed while the handset is on hook, the telephone is picked up as “handsfree” and the HF LED lights. In this case, a number can be dialed and a conversation can be made without lifting the handset. Pressing the key during a conversation terminates the conversation.
- The HF LED starts to blink if it is pressed while dial tone or busy tone is being received over the handset or while a conversation is being made. If the handset is replaced before the HF LED goes out, then one continues to receive dial tone or busy tone, or one can go on with the conversation. The conversation is terminated if the handset is replaced after the HF LED has become off.
- If the handset is lifted during the handset status, then the rest of the conversation goes on via the handset. Replacing the handset terminates the conversation.
- While the handset is off hook, in the event that this key is pressed twice consecutively, the other party can be heard both via the handset and the HF speaker. The opposite party would hear the things spoken via the handset only, but no voice would be transmitted to the opposite party via the HF speaker. The conversation terminates by replacing the handset at this status.
- If “Headset” usage has been activated through menu options, then this key may also be used for putting the headset on line. Headset usage has been explained in detail in the “Connection Points” section.

 **Key:** It is used to decrease the level of (H/F) voice received during conversation while in the Handsfree mode. When the handset is off hook and H/F is not active, it is used to decrease the level of voice received during conversation. When the headset is on hook and H/F is not active, it used to decrease the level of the contrast. When the bluetooth headset is active, it is used to decrease the voice level of headset.

“⊕” **Key:** It is used to increase the level of (H/F) voice received during conversation while in the Handsfree mode. When the handset is off hook and H/F is not active, it is used to increase the level of voice received during conversation. When the headset is on hook and H/F is not active, it is used to increase the level of the contrast. When the bluetooth headset is active, it is used to increase the voice level of headset.

“⊗” **Key:** It is the **MUTE** key with a black icon, which provides interruption of the outgoing voices during the all conversations and which signifies that via the LED inside it. Pressing the key for a second time will maintain the voice transmission to the opposite party again.

## SPEED DIAL KEYS



Two functions can be programmed for each of the speed dial keys, which consist of 16 keys with lights. Features that can be assigned to these keys through programming:

- Extension Number
- Line Number
- Private and Common Pool Number
- Function Services (Services such as Follow Me, Call Back, Do Not Disturb, Telephone Lock, Conference, Night Mode)
- Feature codes (DS200 programming and user codes, such as entry to programming by the code 877777, Do Not Disturb function by the code 831.)

These assignments are done to the first or the second functions of the key during the program entry done by pressing the “menu” option. Assignment is done to the first function if the key is pressed for a short time, and it is done to the second one if the key is pressed for a longer period. Transition of the key to the first or second function is indicated by a short or a long beep, respectively. Besides, the LED that belongs to the key lights in green for the first function and lights red for the second one during programming.

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

When the keys that have been programmed for the services such as Follow Me and Call Back are pressed, these services are activated directly or a necessary input is prompted. (Such as the extension number, to which the Follow Me action will be carried out.)

When the keys, to which “User Code” has been numerically assigned are pressed, the service that has been determined through the user code is activated directly or the appropriate code is prompted. The Follow Me service (85) and the extension number to which the forwarding will be done would constitute an example for that kind of usage.

## FUNCTION PROGRAMMING FOR THE SPEED DIAL KEYS

This feature provides for taking advantage of some functions that have been defined for ST30 in the exchange properties, by pressing a single key. A user may program for those keys the features presented by the KAREL telephone branch exchange, which s/he would use most frequently.

Three different methods can be employed for assigning functions to the programmable keys of the ST30 telephone sets. These operations are carried out through the submenus of Feature, Feature Code or Auto Setting in the Phone Settings > Key Settings option.

### By “Function” Menu

Features most frequently employed by users are among those options. The programming can be carried out by assigning desired ones out of the 10 options that have been presented in the Key Settings > Feature submenu, in order to apply that programming option. First the key to be used is selected, then the desired one out of the 10 presented functions is brought to the display through the right/left navigation keys and the programming is completed by the “Accept” key. These selections have been explained below:

- **Follow Me Key:** If this key is pressed while the telephone is on hook and then if number of an extension is entered, then forwarding to that extension is actualized and then red LED lights. If it is pressed again while the telephone is on hook, then the forwarding is cancelled and the LED goes out.
- **Call Back Key:** If a called extension is busy or not answering and if busy tone is received upon attempting to access a line, then that extension/line is called back by pressing this key and the appropriate red LED lights. In order to cancel the call back operation, the key is pressed again while the telephone is on hook and the LED goes out.
- **Do Not Disturb Key:** The phone will gets into H/F mode if it is pressed while the telephone is on hook and it puts that extension into the “Do Not Disturb” mode. In that case, telephone rings once when the extension is called. If it is pressed again while the phone is on hook, phone gets into H/F mode again and then the “Do Not Disturb” service is cancelled. The corresponding red LED is on while it is active, and goes out when it is cancelled.

- **Phone Lock Key:** If this key is pressed while the telephone is on hook it will get into H/F mode. If a password is entered afterwards, 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 red LED is on while the telephone is locked and goes out when it is unlocked.
- **Conference Key:** 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, the line with which the conversation is going on is put on hold by pressing this key and one proceeds to conversation status 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 desired 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. If it needs the "Drop" option which is appeared during the triple conference can be used. At the time of conference the "Mute" key can be used in order to provide the interruption of the outgoing voice. During the conference with the extensions or lines the information of the ongoing conversation of the extension or line will be displayed.
- **Night Mode Key:** It can be employed only through the telephones that have been defined as the operator. The phone gets into H/F mode and it puts the system into the Night Mode when it is pressed while the telephone is on hook. The red LED turns on if night mode is active. If the key is pressed again it puts the system back into the Day Mode and the LED goes out.
- **Message Listen Key:** If there is an EVM module placed on the system and a voice message is left to the extension, the LED of this message key will blink to inform the extension about a new message left. All voice messages left to you can be listened successively if the key is pressed. If a password has been defined before, a message "Please enter your password" will be displayed when the message listen key is pressed. After entering the password the voice messages can be listened.
- **Page Key:** When this "Page" key is pressed, the first functions of the all-programmable speed dial keys are became the second functions of the all-programmable speed dial keys. In that case two different function statuses of each key are displayed through the LEDs. In normal operation, the LED lights in red for the first page functions and lights in green for the second page functions. When the green LEDs are ON, it means the second functions of the keys are active. Moreover, when the green LED lights, the character "A" will be seen in the date/time line of the display and it shows that the second functions of the programmable keys are active. If there is a key as a "page" key and another key is desired to program as page key, the first and the second functions of the old page key is directly erased. At the first initiation of the phone, the LED of page key (if exists) will light in red.
- **Call Collect Key:** When a user is busy or in a conversation, the incoming internal or external call can be taken by pressing this key and at that time the first line is dropped.

## By Code Programming

### By “Feature Code” Menu:

The entire functions supported by the exchange can be programmed for ST30 telephone set through the Feature code menu. Any eight-digit code can be assigned to the programmable keys. That code could be one that is related to user, such as Follow Me (85), one that is related to the operator, such as Wake Up Service (8389) or one that is related to the system supervisor, such as entry to the exchange programming (877777). If the entered code is none of them, then it is taken as an extension number and this extension number is called directly when this key is used. After accessing the Key Settings > Feature code submenu, if one of the programmable keys is selected, one of the corresponding codes is entered for the “no=” option and then if it is confirmed through the “Accept” key, then the program will have been assigned to the selected key. (Please refer to the user’s guide of your exchange for information related to the functions supported by the exchange and the codes to program them.)

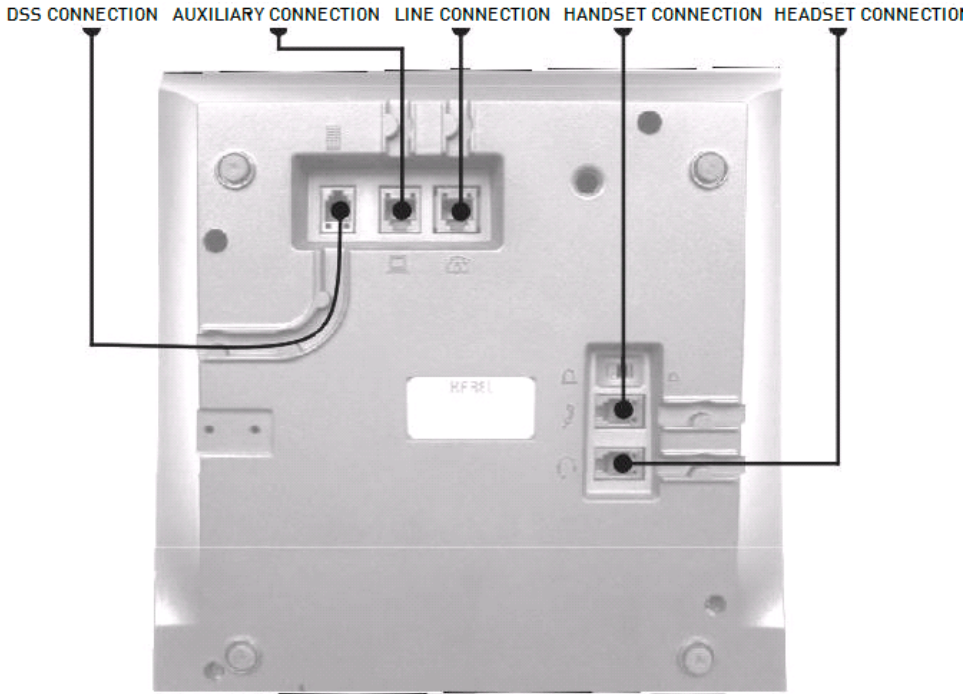
### By “Auto Setting” Menu:

In ST30 telephone sets, possibility of assigning different functions to the entire keys simultaneously is provided via the Auto Setting option under the Key Settings menu. This feature will be explained in detail later in the section “Auto Settings”. Via the automatic programming, about 20 functions can be programmed at the same time. These functions can be changed later one by one, as already explained in the sections above, or they can be cleared through the “Clear All?” option in the same menu.

# INSTALLATION

## CONNECTION POINTS

Under ST30, there are five connection points. Connections and their characteristics have been illustrated below.



**DSS CONNECTION:** ST30 digital telephone set can be used with DSS25-28 module.

**AUXILIARY CONNECTION:** The connection point that is required for programming ST30 over computer.

**LINE CONNECTION:** Line connection point of ST30.

**HANDSET CONNECTION:** Handset connection point.

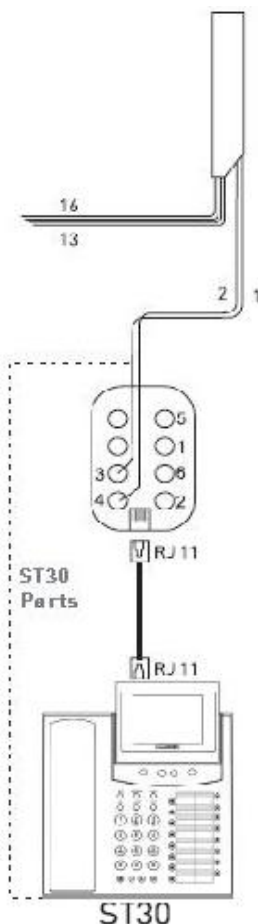
**HEADSET CONNECTION:** It is employed for connecting headset option to the telephone. (This connection can not be used, if the bluetooth headset is active.) The standard headset could be obtained from KAREL.

# LINE CONNECTION

The ST30 is a digital telephone set which, due to its structure, requires 2-wire connection. Parts list of ST30 includes the necessary cable group that is required for connecting it to the exchange. That cable group includes a console connection box and a cable with RJ11 jacks at both ends.

Wires of a cable extending from a digital-extension card of a DS-series exchange are separated in groups of two, with respect to the order. The cables in groups of two are connected disregarding the direction of the connection points 3 and 4 of the RJ11. Only a single ST30 can be connected to each of the groups of two. Number of ST30s that will be connected to the exchange and accessories using the external data line of the exchange should not exceed 25 in total.

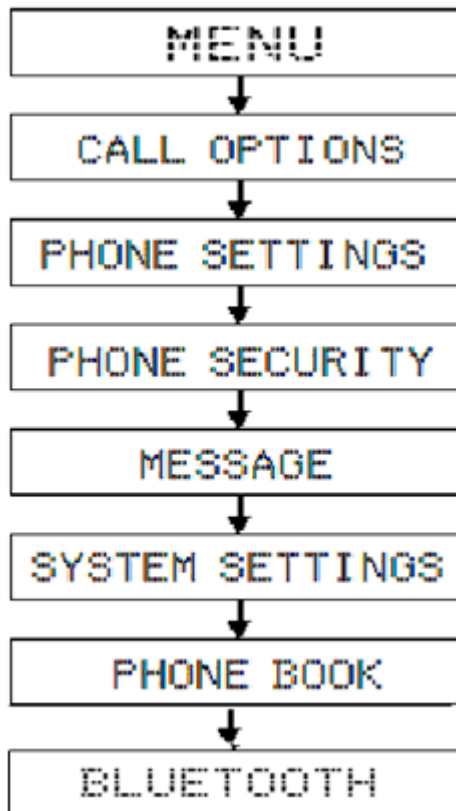
The ST30 cannot be connected to two-wire interfaces of exchanges of other brands.



# PROGRAM FEATURES

## PROGRAMMING MENUS

The user performs entrance to programming by making use of the flexibly functional key that is under the option “menu” that appears on the display or specially functional MENU key, while the telephone is off hook and dial tone is being received. In order for the user to activate the services s/he makes use of or deactivate the active ones within the program menus, a single menu comes to view. If the service, which the user would like to do operations on, is active, then the “Disable” menu, or else the “Enable” menu come to view. The programming features consist of 6 main menus and their submenus. Characteristics of the entire menus have been explained below.





# CALL OPTIONS

Submenu titles:

- **Call Diversion**
  - Status
  - All Calls / Extension No=
  - No Answer / Extension No=
  - On Busy / Extension No=
  - Busy/No Answer / Extension No=
- **Auto Dial**
  - Disable
  - Last Number
  - Private Pool / Register No=
  - Common Pool / Register No=
- **Paging**
  - Group / Extension No=
  - Extension / Extension No=
- **Missed Calls**
  - Make UPN Call
  - (Make BT Call)
  - Delete
  - Save
- **Answered**
  - Make UPN Call
  - (Make BT Call)
  - Delete
  - Save
- **Dialed**
  - Make UPN Call
  - (Make BT Call)
  - Delete
  - Save

# Call Diversion

- **Status:** By this option, the call diversion information can be viewed separately according to day/night mode and internal/external calls. In this way, users can follow up the activated call diversions easily.
- **All Calls:** By this option, any type of call (Extension, Line or Extension/Line Calls) can be forwarded to defined number for all conditions in selected (Day, Night or Day/Night) mode. By this way any incoming call will ring at the related number defined before, in any condition according to the system mode.
- **No Answer:** By this option, any type of call (Extension, Line or Extension/Line Calls) that is not answered within 3 rings can be forwarded to defined number in selected (Day, Night or Day/Night) mode. By this way any unanswered call will ring at the related number defined before, in “No Answer” condition according to the system mode.
- **On Busy:** By this option, if the called extension is busy the incoming calls (Extension, Line or Extension/Line Calls) can be forwarded to defined number in selected (Day, Night or Day/Night) mode. By this way the incoming call will ring at the related number defined before, in “Busy” condition according to the system mode.
- **Busy – No Answer:** By this option, if the called extension is busy or not answer within 3 rings, the incoming calls (Extension, Line or Extension/Line Calls) can be forwarded to defined number in selected (Day, Night or Day/Night) mode. By this way the incoming call will ring at the related number defined before, in either “Busy” or “No Answer” condition according to the system mode.

## NOTE:

- Extended Call Diversion facility explained above, can be used with AASC or later software version of ST30. This facility can be only supported in DS Series Systems with z\_adz software version (the version of IDEA and Net-Console should be BAY and Release AAZ).
- Extended Call Diversion facility can not be canceled with the 866 or 868-coded program. It can be cancelled through telephone menu. Please note that all existing call diversions should be cancelled at the same time by dialing 85.

# Auto Dial

The telephone automatically calls the corresponding number when the auto-dialer is activated. If the called party is busy, then the calling action is performed repeatedly in every 15 seconds. As soon as the busyness of the opposite party is over, the telephone notifies that by ringing itself or by short beep. This feature can be deactivated by using the “Cancel” option on the display.

- By selecting the **Last Number** option, the most recent number that has been dialed is automatically called.
- When the **Private Pool** option is activated, the private pool numbers, which have previously been entered into the memory by the menu "Private Pool Entry", are automatically called. The value to be entered here is one of the one-digit private pool indices in the range 1-9.
- By the **Common Pool** option, the common pool numbers, who have been stored in the exchange and whose entries have been done only by the operator are automatically called.

## Paging

In connection with the handsfree feature, pagings in several forms could be done in order to be heard through the speakers of the telephones while dial tone is being received.

- **Group**
- **Extension**

## Missed Calls

Information about the most recent 20 Missed Calls can be successively viewed including source and time of the call. In the event that there are more than one Missed Call, they can be browsed by using the navigation keys on the display. In case the source of the unanswered call is an extension, if name of the extension is present in the phone book, then that name is displayed instead of the number. If there is Caller ID information, the "Select" option in that menu provides for direct calling of the line number with "Make UPN Call" or (when there is an active GSM device) "Make BT Call" options. If there is not Caller ID information, these options provide dial tone by accessing to the line, which the call has come from.

"Select" key provides these options:

- ◆ By **Make UPN Call** option, call can be done through exchange.
- ◆ By **Make BT Call** option, number can be called through the active GSM device.
- ◆ By **Delete** option, call is deleted from Missed Calls list.
- ◆ **Save**; This menu is presented when the record is not recorded in the phone book. By entering the name, number can be stored in the phone book.

## Answered

Information about the most recent 20 Answered Calls can be successively viewed including source and time of the call. In the event that there are more than one Answered Call, they can be browsed by using the navigation keys on the display. If there is Caller ID information, the “Select” option in that menu provides for direct calling of the line number with “Make UPN Call” or (when there is an active GSM device) “Make BT Call” options. If there is not Caller ID information, these options provide dial tone by accessing to the line, which the call has come from.

“Select” key provides these options:

- ◆ By **Make UPN Call** option, call can be done through exchange.
- ◆ By **Make BT Call** option, number can be called through the active GSM device.
- ◆ By **Delete** option, call is deleted from Answered list.
- ◆ **Save**; This menu is presented when the record is not recorded in the phone book. By entering the name, number can be stored in the phone book.

## Dialed

Information about the most recent 20 Dialed Calls can be successively viewed including source and time of the call. In the event that there is more than one Dialed Call, they can be browsed by using the navigation keys on the display. The “Select” option in that menu provides for direct calling of the line number with “Make UPN Call” or (when there is an active GSM device) “Make BT Call” options.

“Select” key provides these options:

- ◆ By **Make UPN Call** option, call can be done through exchange.
- ◆ By **Make BT Call** option, number can be called through the active GSM device.
- ◆ By **Delete** option, call is deleted from Dialed list.
- ◆ **Save**; This menu is presented when the record is not recorded in the phone book. By entering the name, number can be stored in the phone book.

# PHONE SETTINGS

Submenu titles:

- **Key Settings**
  - Extension
  - Line
  - Private Pool
  - Common Pool
  - Feature
    - Follow Me Key
    - Call Back Key
    - Do Not Disturb Key
    - Phone Lock Key
    - Conference Key
    - Night Mode Key
    - Message Listen
    - Page Key
    - Call Collect Key
  - Feature Code
  - Auto Setting
    - Option1
    - Option2
    - Option3
    - Clear All
- **Do Not Disturb**
- **Lazy Mode**
- **Reminder**
  - Without Message
  - With Message
- **Sounds&Alerts**
  - Signal Beep Option
  - Ringer Volume
  - Microphone Volume
  - Ring Tone
  - Ring Cadance
- **Headphone**
  - With Handsfree
  - Without Handsfree

- **Contrast**
- **Backlight**
- **Enblock**
- **Line Access Code**
- **Home Area Code**
- **Price**
  - Meter Pulse Price
  - Last Call
- **Private Pool Entry**
- **\*Language**
- **Eprom Version**
  - System Version
  - ST Version

## Key Settings

Number of keys that can be programmed is 16 in total and assignments of programs are done to those. In case the user presses those keys continuously for one second, the second function of the key is detected. Therefore, total number of features that can be programmed becomes 32. During programming, the LED that belongs to the keys signifies to which key and to which function of the key the assignment is done by lighting in two colors. When the LED is observed to be lighting in green by pressing the key until the single short beep is received, the first function will have been assigned and the second function will have been assigned when the LED is observed to be lighting in red by pressing the key until the short beep is received for the second time (for 1 second.) The keys become active after the programming mode is exited.

The assignments performed on these keys cannot be cancelled one by one; however, new assignments can be done to them without encountering the error signal. Cancellation of contents of the programmable keys can be carried out by selecting Phone Settings > Key Settings > Auto Setting> Clear All.

## Extension

You can reach an extension you call frequently through a single key by programming her/his number on that key. In order to do that, one first proceeds to the programming menu.

- ◆ **Press Key:** The key, on which the programming will be done, is pressed for a short or a long period in order to select the first or the second function, respectively.
- ◆ **Extension No:** Then the “Extension No=”menu comes to view. In this menu, the display cursor enables data entry. After the user enters the extension number by using the numeric keypad, s/he confirms the extension number s/he has entered by pressing the “Accept” key. The user can enter an extension number with at most 8 digits,

In the event that the number is correct, the message “Successful” is displayed for 1 second, OK tone is received and the Key Settings is completed.

After the acceptance of the extension number, there is no message given to the user if the entered number has been programmed on another key before, the latest programmed key will be valid.

An extension number can be assigned to a single key only. After the programming mode is exited and those keys are pressed, the extension that has been stored on the key is directly called. In addition to the calling function, status of the extension, which has been programmed as the first function of the programmable keys can be viewed by the LED next to it, as described below.

Extension Status	Red LED
On Hook	Off
Busy	Continuously On
Ringng	Blinking

## Line

It enables you to program a specific line number on a key. By pressing that key, you can access the line that has been programmed on the key and make a call (provided that it is vacant) and you can access that number by a single key. In order to do that, one proceeds to the extension programming menu.

- ◆ **Press Key:** The key, on which the programming will be done, is pressed for a short or a long period in order to select the first or the second function, respectively.
- ◆ **Line No:** If a determined line number is entered and confirmed, then that line number will have been assigned to that key.

In the event that the line number is correct, the message “Successful” is displayed for 1 second, OK tone is received and the Key Settings is completed. After the acceptance of the line number, there is no message given to the user if the entered number has been programmed on another key before, the latest programmed key will be valid.

A line access code can be assigned to a single key only. After the programming mode has been exited, upon pressing those keys, it is possible to access the programmed line, without pressing 9.

Status of the line, which has been programmed as the first function of the key can be viewed by the LED next to it, as described below.

Line Status	Red LED
Available	Off
Busy	Continuously On
Call request is being received	Blinking
Out of Service	Off

## Executive Key

Any extension who diverts his/her calls to user, can be assigned to that key. Extension who diverts his/her calls, could be thought as executive and priority can be given to the incoming calls to that executive. At that situation when user is on the phone, s/he can easily notice that there is an incoming call to executive and s/he can answer that call with a single key. To program executive key:

- ◆ **Press Key:** Press the key which is wanted to be programmed
- ◆ **Executive No:** Enter the extension number which is selected as executive.

After the extension number is accepted as executive, the message “Successful” will appear for 1 second and a tone will be heard.

### NOTE:

- An extension can be assigned to more than one executive key. In case of the busyness, if there are more than one incoming calls at the same time, those calls can be assigned to the executive keys starting from the last
- Different extension numbers can be assigned to different keys as executive. If those assigned executives call each other, calls can not be monitored by the executive keys.

## Private Pool

You can program 9 line numbers, which you call most frequently on the private pool of your telephone. You could shorten duration of calling action by programming the memory numbers on the keys.

- ◆ **Press Key:** The key, on which the programming will be done, is pressed for a short or a long period in order to select the first or the second function, respectively.
- ◆ **Register no:** In this menu, the display cursor enables data entry. Here, entries of the indices that could be assigned are done as single digit in the range 1-9. The entered index is automatically detected and then the number that you would like to be assigned to the key is prompted by the “no=” menu.
- ◆ **No:** Any desired line number could be entered. After exiting the programming mode, when these keys are pressed, the private pool number that has been assigned to the key is directly called.

## Common Pool

Line numbers that have been stored in the common pool memory fields with number 000-999 by the operator can easily be assigned to the programmable keys.


- ◆ **Press Key:** The key, on which the programming will be done, is pressed for a short or a long period in order to select the first or the second function, respectively.



- ◆ **Register no:** Indices that belong to the line numbers, which have been entered into the common pool of the exchange, are assigned to the programmable keys by this menu option. Even though 9 (line access code) is not appended to the beginning of the numbers that are stored in the common pool, during the calls made by using the keys, whose assignments are done in this menu, calls are made by including 9 at the beginning of the numbers. After exiting the programming mode, when these keys are pressed, the common pool number that has been assigned to the key is directly called.

## Feature

It provides making use of some functions that have been defined in the system by pressing a single key. For example, in order for the call requests coming to you to ring at some other extension, you can press the key that has previously been programmed and enter the number of the extension, to which you would like your calls to be forwarded.

- ◆ **Press Key:** The key, on which the programming will be done, is pressed for a short or a long period in order to select the first or the second function, respectively.
- ◆ Then the “Function/ Follow Me Key” menu is displayed. Through the “” key, the desired feature is reached in this menu. After the user has reached the function s/he wants, confirms it by pressing the “Accept” key and the LED that belongs to that key is turned on. If the selected function has been set before, the latest programmed key will be valid. (This system is like the one in the Extension Programming, the message “Successful” is displayed for 1 second and confirmation tone is received.)

The functions are as follows:

- Follow Me Key
- Call Back Key
- Do Not Disturb Key
- Phone Lock Key
- Conference Key
- Night Mode \*
- Message Listen
- Page Key
- Call Collect Key

*\* It applies only when the user is the operator.*

## Feature Code

Any code of 8 digits can be assigned to the programmable keys by using this menu option.

- ◆ **Press Key:** The key, on which the programming will be done, is pressed for a short or a long period in order to select the first or the second function, respectively.
- ◆ **Code:** This code may be one, such as 85 (Follow Me) that could be applied by a user, one, such as 8389 (Wake Up service) that could be applied by the operator or one, such as 877777 (Entry to exchange programming) that could be applied by the system supervisor. If the entered number is none of these, then it is detected as an extension number and that extension is called whenever that key is used.

## Auto Settings

When selected, 4 different options are presented to the user. Upon any of those options is selected, extension, line or user features are assigned to the programmable keys automatically or the entire key assignments that have previously been done are cleared. As for these options:

- ◆ **Option 1** (Extension Numbers)
- ◆ **Option 2** (Line Numbers)
- ◆ **Option 3** (Automatic Functions)
- ◆ **Clear All**

### Option 1:

The user is first required to enter an extension access code. Then 32 extension access codes are assigned to the keys. Extension access code assignment starts from first function of first key (the top key on the left side). With one increment for access codes, initially first functions then second functions of the keys are filled.

### Option 2:

The user is first required to enter a line access code. Then 32 line access codes are assigned to the keys. Line access code assignment starts from first function of first key (the top key on the left side). With one increment for access codes, initially first functions then second functions of the keys are filled.

### Option 3:

The keys are programmed as shown in the following diagram. **Here, “PP” for Private Pool and “CP” for Common Pool.**

<b>Option 3</b>			
1.key	<b>Func1</b> Phone Lock <b>Func2</b> PP 1 (CP000)	9.key	<b>Func1</b> Follow Me On Busy <b>Func2</b> PP 9 (CP008)
2.key	<b>Func1</b> Auto-Dial <b>Func2</b> PP 2 (CP001)	10.key	<b>Func1</b> Conference <b>Func2</b> CP009
3.key	<b>Func1</b> Alarm <b>Func2</b> PP 3 (CP002)	11.key	<b>Func1</b> Music <b>Func2</b> CP010
4.key	<b>Func1</b> Do Not Disturb <b>Func2</b> PP 4 (CP003)	12.key	<b>Func1</b> Call Pick Up <b>Func2</b> CP011
5.key	<b>Func1</b> Follow Me <b>Func2</b> PP 5 (CP004)	13.key	<b>Func1</b> Follow Me No Answer <b>Func2</b> CP012
6.key	<b>Func1</b> Line Park <b>Func2</b> PP 6 (CP005)	14.key	<b>Func1</b> Message Listen <b>Func2</b> CP013
7.key	<b>Func1</b> Page Key <b>Func2</b> PP 7 (CP006)	15.key	<b>Func1</b> Reminder <b>Func2</b> CP014
8.key	<b>Func1</b> Call Back <b>Func2</b> PP 8 (CP007)	16.key	<b>Func1</b> Intrusion <b>Func2</b> CP015

## Do Not Disturb

- ◆ When **Enable** is selected, telephone rings once in every 20 seconds for an incoming call.
- ◆ Do Not Disturb mode is cancelled upon selection of **Disable**.

## Lazy Mode

- ◆ **Enable:** When the lazy mode is activated, the telephone is picked up automatically in handsfree mode and the call is answered.
- ◆ By selecting **Disable**, the lazy mode is exited; hence the telephone is not automatically picked when a call is received.

## Reminder

- ◆ **With message:** Following the entry of the reminder time in “HH:MM” format, a message with maximum duration of 30 seconds could be recorded without waiting for any notification signal. Whenever the reminder is active, the reminder tone is received from the telephone. At that time, the recorded message can be listened repeatedly, if H/F key is pressed. In case, If it is pressed again, message and reminder will be cancelled. This option is displayed only when there is an EVM module installed in the system.
- ◆ **Without message:** It provides for receiving of the reminder tone until the telephone is picked up and then hanged up at the time of reminding, which has been entered in “HH:MM”.

# Sounds & Alerts

## Signal Beep Option:

- ◆ When the **Enable** option is selected, a special warning tone is received for an incoming call, in case the phone is busy.
- ◆ The warning tone is cancelled through the **Disable** option.

## Keypad Sound:

- ◆ When the **Enable** option is selected, a special warning tone is received when a key is used.
- ◆ The warning tone after key use is cancelled through the **Disable** option.

## Ringer Volume:

Ringer sound volume level can be determined through this sub-menu. By using the navigation keys, desired volume level is selected within the range 0-12.

## Microphone Volume Level:

Microphone volume level can be determined through this sub-menu. By using the navigation keys, desired volume level is selected as low-medium-high.

Note: Outgoing volume cannot totally be interrupted with this option.

## Ring Tone:

Ring Tone can be determined through this sub-menu. By using the navigation keys, desired ring tone can be selected out of 9 alternatives (00-08). As the ring tone selection change, the new tone is played to let the user listen.

## Ring Cadance:

Through this sub-menu, whether the telephone will ring with the cadence programmed on system side or on telephone side can be defined. If it is enabled, in this case telephone will ring with the tone and ring cadence which are programmed on the system side. If it is disabled telephone will ring with the tone cadence programmed on the telephone side.

# Headphone

The “Headset” option, which is presented in order to make use of the telephone comfortably by a headset, offers three different options as disable, with handsfree and without handsfree. The headset option should be activated for using the bluetooth headset, too.

- ◆ **Disable** mode is already active when the “headset” option is selected for the first time. It is employed for canceling the different later options.
- ◆ When **With handsfree** is selected, the telephone is picked up through the headset while it is on hook, by the fast handsfree key. Upon pressing it again, the headset is turned off and the telephone gets into the HF mode.
- ◆ When **Without handsfree** is selected, the telephone is not picked up through the headset while it is on hook, by the fast handsfree key.

The Bluetooth Profiles supported by ST30 are Handsfree, Headset and Handsfree-Audio Gateway. The embedded applications of the Bluetooth devices can differ from device to device, thus the ST30 compatibility problems may occur with these devices. The detailed information about the compatibility problems could be obtained from the product company or Karel International Support department.

NOTE: In order to facilitate the headset utilization “Lazy Mode” can be selected too.

## Contrast

Display contrast can be determined through this menu by using the navigation keys.

## Backlight

This option can be used to turn off or turn on the backlight of the LCD. It is also possible to turn off the backlight automatically after 10 seconds of idle state.

## Enblock

When Enblock facility is not used, the handsfree mode of the telephone is activated through the first key pressed when it is on hook and each digit is transmitted one by one. On the other hand, while Enblock facility is used, the telephone can be picked up only after the entire digits are dialed and they are transmitted in Block.

- ◆ **Enable:** Enblock facility is activated.
- ◆ **Disable:** Enblock facility is cancelled.

# Line Access Code

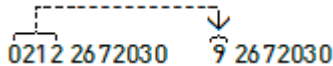
With this facility, if there is an incoming call that includes the Caller ID information and the “Area Code”, which has been defined before, only the Line Access Code is displayed instead of the Area Code on the screen. In order to realize it, firstly, the line access code need to be entered to the phone and saved into the memory. In this way, the number information of the call will come with the information of the line access code.

When the facility is selected, there is a cursor which supplies maximum 6 digits to be entered displayed on the screen. With this cursor the desired “line access code” is entered and then it is confirmed in order to be saved into the memory of the phone. If any number, within the defined home area code, is dialled the number with the line access code is displayed on the screen.

The existing line access code (DD) will be shown on the right side of the display when the “Line Access Code” menu is entered.

Example:

Suppose that “Home Area Code” and “Line Access Code” have been defined successively as “0212” and “9”. If there is an incoming call numbered with “0212 2672030” to the phone, since the first three digits of the incoming Caller ID information has been defined before on to the phone, the defined code “0212” will be erased and the line access code “9” will be added instead of home area code.



The user will see the number “92672030” through the screen as a call source. When this calling is got as a missed call by the phone, the user can call this number by pressing the single “OK” key. The main purpose of this facility is providing to redial such a missed call within the defined line access code with a single key

# Home Area Code

With this facility, the city code is entered to the phone memory and the number without the city code is seen on the called extension phone display when the calling is long distance or unanswered.

When the facility is selected, there is a cursor which supplies maximum 6 digits to be entered displayed on the screen. With this cursor the desired “home area code” is entered and then it is confirmed in order to be saved into the memory of the phone. If any number, within the defined home area code, is dialled only the number without the area code is displayed on the screen.

The existing area code (AAA) will be shown on the right side of the display when the “Home Area Code” menu is entered.

## Price

- ◆ **Meter Pulse Price:** By selecting “Accept” in this menu, upon entering the pricing data of maximum six digits, which is considered to correspond to one pulse price, the pricing information based on that pulse price information is shown on the display during conversations. The character “,” is supplied to be entered for decimal values. For each pulse price the call charging can be calculated as decimal values.
- ◆ By the **Last Call** selection, pricing of the last line, over which the call has been made is done.

## Private Pool Entry

- ◆ **Register no:** The private pool index in the range 1-9 is entered corresponding to the “Register no” message displayed when this menu item is selected.
- ◆ **No:** Then, line number that will be assigned to the specified index is entered. No code should be appended to the beginning of that number for accessing a line. The STD, the ISD or the GSM operator codes should be fully entered, including 0. Extension numbers may not be assigned as private pool numbers.

## Language

Any desired one out of Turkish and English language options can be selected and the telephone starts to display menu messages in the selected language.

## Eprom Version

One can reach version information of the DS200 exchange and the ST30 telephone.

- ◆ **System Version:** Example: - Z\_ADA
- ◆ **ST Version:** Example: ST30 V AAC

# PHONE SECURITY

Operations of defining / changing passwords, which are required in order to make use of features such as making calls or listening to messages through another extension within one's own authorization limits, can be carried out through this upper menu item.

Submenu titles:

- **Password**
  - Define (If there is no password)
  - Change (If there is password)
  - Cancel (If there is password)
- **Phone Lock** (If password has been defined)
- **Phone Unlock** (If telephone is locked)

## Password

In case the user has no defined password:

- ◆ When **Define** is selected, a password consisting of 4 digits (0000...8888) is expected to be entered.

In case the user has previously entered a password of her/his own:

- ◆ By the **Change** option, an existing password can be changed. First of all, the old password is entered and confirmed, and then the new one is entered. The new password will be active for later operations.
- ◆ By the **Cancel** option, the currently used password is cancelled and operation requiring a password cannot be done from then on. A password must be defined in order to enable such operations.

## Phone Lock

- ◆ **Password:** This menu appears only when the telephone is not locked and becomes active if a password has been defined before. By this menu option, password query before line access, as well as telephone locking is provided.

## Phone Unlock

- ◆ **Password:** This menu appears only in the event that the telephone is locked. The telephone can be unlocked by using the "Unlock" option and then entering password.



# MESSAGE

It appears only when there is an installed EVM module.

Submenu titles:

- **Absent Message**
  - Read Message
- **Message Listen**
  - (New Messages)
  - All Messages
    - Message
    - Password=

## Absent Message

- ◆ **Read message:** By this menu, you could leave a message to be announced to people who call you when you are not at your place, provided that you confirm the message through the “Terminate” key. In case the absent message is employed, the telephone does not ring when a call is received; instead, the calling party hears the recorded message. The maximum message duration is 30 seconds.

## Message Listen

You can successively listen to the messages you have received.

- ◆ **(New Messages):** With the message key which informs that there is a new message through the related LED which blinks, the new message can easily be listened to. If a password has been defined, you will be required to enter it.
- ◆ **All messages:** By this menu option, you can listen to the entire (actually, the ones whose time-out periods have not yet expired and the ones which have not been \*erased.) messages you have received, provided that they have not been listened prior to last 15 minutes or locked.

\* The messages, which are listened to by using the “New messages” menu option are erased in 15 minutes unless they are “locked”.

# SYSTEM SETTINGS

Only the system supervisor is authorized to use this menu. That is, this menu is displayed only on ST series that are employed as the operator telephone and some special operations can be carried out via this upper menu option.

Submenu titles:

- **Setting Time**
- **Setting Date**
- **Night Mode**
- **Common Pool**

## Setting Time

- ♦ **HH:MM=:** In this menu, the display cursor enables data entry and the user is required to enter the system time in 24-hour format. As soon as the user enters the hour, the character “:” automatically appears on the display and the user is expected to enter the minute.

## Setting Date

- ♦ **DD/MM/YY=:** In this menu, the display cursor enables data entry. As the user enters the day and the month, the character “/” automatically appears on the display.

## Night Mode

- ♦ **Enable:** The exchange is taken into the night mode.
- ♦ **Disable:** The exchange is taken out of the night mode.

## Common Pool Entry

- ♦ In the **Register no** section, ST30 primarily prompts the operator for the common pool number. Then the operator enters it. That number should be of 3 digits due to the exchange storage capacity of 1000 records. The number does not need to start with line access code.
- ♦ **No:** It prompts the operator for the number to be stored in the common pool.

# PHONE BOOK

A phone book of 39 entries in total can be created by using this upper menu item. 16 characters are reserved for the entry of name and 20 characters are reserved for the entry of number into the Phone Book. One of the advantages of using the phone book is in the event that any information of call, conversation, missed call, hold, park or forwarding that is related to a number stored in the phone book is received, the name corresponding to that information is displayed. If there are no records that have previously been stored in the phone, that upper menu item presents only two options, namely, “Add” and “Change”. The option “Change” here applies only for the permanent message that will be displayed continuously on the off-hook display of the telephone. Once the option “Add” is once employed, additional options are also presented to the user. Note that, while operations related to the entire options are being done, the key “ $\Delta$ ” on the display can be employed for deleting letters or figures. This key functions as a “backspace” key. (Uppercase/lowercase key transition can be made by “#” key.)

The numbers which have been added to the Phone Book before can be called through the phone by using the “Find” option. Also by pressing the “Phone Book” key, the desired number can be called.

Submenu titles:

- **Find**
  - Find By Name/Name=
  - Find By Number/No=
- **Add**
  - Name/No=
- **Change**
  - Find By Name/Name=
  - Find By Number/No=
  - Constant Message
- **Clear**
  - Find By Name/Name=
  - Find By Number/No=
  - Clear All

## Find

Searches can be performed among the records in the phone book by using this menu. Submenus “Find by name” and “Find by number” are located within this menu.

- ◆ **Find by name:** By using this menu, characters are entered and the find operation is performed. When the telephone set finds the matching name within the records, that entry is displayed. In case the telephone could not find the exact name, the

most similar entry starting with the same letter as the searched name is displayed. On the other hand, in the event that no entry starting with the same letter as the searched name is found, the telephone set displays the first entry that starts with the alphabetically next letter after the first letter of the searched name.

- ◆ **Find by number:** By using this menu, the user enters a number and carries out the find operation. In case no record that matches the entered number is found, the telephone set presents the entry within the records, which comes first with respect to the alphabetical order of their first letters. When any record is found, the other entries could also be inspected by using the navigation keys. While those records are being displayed, the user can exit the records and go back to the main menu by using the key “Up”.

## Add

The user can store data into the phone book by using this menu. When this menu is accessed, the telephone set prompts the user to enter a name. After the user enters name by using the search keys, s/he proceeds to number entry section by using the “Accept” key. Following the number entry, storing operation is completed by pressing the “Save” key. When the phone book is entirely full, the “Add” menu is not displayed.

## Change

The submenus “Find by name”, “Find by number” and “Constant Message” are located within this menu. The entry to be changed is found by using search menus, as described above (When the searched entry is found, while the records are being displayed, the query “Edit” is also displayed.) The user initiates the change operation by pressing the “Edit” key. During the change operation, the display cursor enables data entry, so, any desired change could be made through the “ $\Psi$ ” key. In that case, the key “ $\Delta$ ” can be employed for deleting previous letter or number (as the Backspace key.) After the necessary changes have been made on the record, the user terminates the change operation by pressing the “Save” key.

- ◆ **Find by name:** By using this menu, characters are entered and the change operation is performed. When the telephone set finds the matching name within the records, that entry is displayed. In case the telephone could not find the exact name, the most similar entry starting with the same letter as the searched name is displayed. On the other hand, in the event that no entry starting with the same letter as the searched name is found, the telephone set displays the first entry that starts with the alphabetically next letter after the first letter of the searched name.
- ◆ **Find by number:** By using this menu, the user enters a number and carries out the change operation. In case no record that matches the entered number is found, the telephone set presents the entry within the records, which comes first with respect to the alphabetical order of their first letters. When any record is found, the other entries could also be inspected by using the navigation keys. While those records are being displayed, the user can exit the records and go back to the main menu by using the key “Up”.

- ◆ When **Constant Message** is selected, the entry message can be recorded or changed by using the “Constant Message” menu. Content of the entry message is KAREL by default.

## Clear

The submenus “Find by name” and “Find by number” are located within this menu. The entry to be deleted is found by using search menus, as described above (When the searched entry is found, while the records are being displayed, the query “Clear” is also displayed.) The user accomplishes the deleting operation by pressing the “Clear” key.

- ◆ **Find by name:** By using this menu, characters are entered and the deleting operation is performed for the desired record.
- ◆ **Find by number:** By using this menu, a number is entered and deleting operation is performed for the desired record.
- ◆ **Clear All:** When the “Accept” key is pressed in this menu, the entire phone book records and the entry message is deleted from the memory.

## Things to pay attention to while entering names and numbers to the phone book:

Numeric keypad is employed to enter names in any one of the submenus of the phone book main menu. Characters, which these keys contain, have been explained under the title “Numeric Key Pad”.

- The display cursor enables data entry, when typing letters on the display is required (name or permanent message.) Until the letter to be typed appears on the display, the corresponding key is repeatedly pressed without any break. In order to type the next letter, corresponding key of that letter is pressed as many times as necessary. If two letters that will be typed consecutively are on the same key, then it takes two seconds for the cursor to move to the next digit after the first letter is typed.

EXAMPLE: In order to type “TELEFON”, one should press 8 key once, 3 key two times, 5 key three times, 3 key two times, then wait for 2 seconds, after the cursor moves to the next digit, one should press 3 key three times, 6 key three times and after waiting for 2 seconds, again press 6 key two times. Then one proceeds to the next screen after confirming the TELEFON character string through the “Accept” key.

- If any programmable key is pressed when the letter entry is being made with capital letters, the entry starts to be made by small letters. Uppercase/lowercase key transition can be made by “#” key. When the capital or small letters are being used, the “ABC” or the “abc” is displayed on the top left side of the screen.
- Upon pressing the “Accept” key without entering any letter or after deleting all the letters on the display, the error message “Enter a correct name.” is displayed.
- In the event that any information of call, talking, missed call, hold, park or forwarding that is related to a number stored in the phone book is received, the name corresponding to that information is displayed. Maximum 16 characters for name and 20 characters for number can be displayed on the screen.

# BLUETOOTH

This menu title is only presented on the ST30 telephone sets with Bluetooth modules. Bluetooth menu enables the wireless connectivity with the compatible devices within 10 meters (33 feet). Compatible devices include mobile phones and headsets which use the wireless Bluetooth technology. After activating the headset option, you can reply/end the incoming calls from the headset. The conversation may be continued within the Bluetooth area. However, the communication will be ended if the coverage area is out of range. For GSM mobile phone connections, the connection is enabled within the coverage area as well. The incoming mobile calls may be replied from ST30 telephone set. The number dialed from ST30 may be called through GSM device as well. If the active GSM device supports, GSM phonebook contacts can also be observed.

Since devices with Bluetooth wireless technology communicate using radio waves, the two devices (ST30 and other device) do not need to be in direct line of sight. The two devices only need to be within 10 meters (33 feet) of each other, but the connection may be subject to interference from obstructions such as walls or from other electronic devices. There may be some limitations related to the usage or functionality of the Bluetooth devices which will be in communication with ST30 telephone set.

Submenu titles:

- **Status**
- **Search**
  - Select (If there is an active device) /Password
- **(My Devices) (If there is a paired device)**
  - Select
    - Connect
    - Delete Pairing
- **(Active Devices) (If there is an active device)**
- **(Delete All Pairings) (If there is a paired device)**
  - Bluetooth
- **Bluetooth Settings**
  - Password
  - Phone's Name
  - Phone's Visibility
  - Line Access Code
  - Home Area Code
- **(Phone Book)**
  - Make UPN Call
  - Make BT Call
  - Save

# Status

This section is used to start or end the bluetooth connection.

By using '**Enable**' menu, bluetooth option is activated on the ST30 and the bluetooth icon is displayed on the screen.

By using '**Disable**' menu, bluetooth option is cancelled on the ST30 and the bluetooth icon is not displayed on the screen.

When Bluetooth status is enabled, in case the coverage area is out of range, the connection is spontaneously ended. In this case, the active bluetooth icon on the screen dims. When returned into the range, if the last paired device is an active GSM device, the connection to this device is automatically performed; the bluetooth active icon sharpens as well. (Most of the compatible headsets have already reconnection facility, thus when returned into the bluetooth area, the connection request from ST30 telephone set will not be sent to these devices.) If the bluetooth connection is ended by the GSM device, the connection request, for every 75 seconds, to this device which appears in the "My Devices" menu is not sent. Once the connection is established, the bluetooth connection is established without requesting the password for the second time. (If the active device is inactivated with the connection from the mobile phone, the device can not be accessed, which means the automatic reconnection will not be realized.)

# Search

This menu is used to search the devices within the range. Devices with Bluetooth wireless technology within range start to appear on the display. In order to interrupt the search, "Stop" option is enabled. The device list is frozen and one of the founded devices can be connected from the list upon wish.

## NOTE:

During searching, when "Stop" option is enabled, the list of founded devices appears on the display. Thus, when pressed "Stop", for a while, the telephone seems as if the search still continues.

**Select;** Desired device can be selected by this menu. If other device requires pairing before connection, a password is requested. A password (1-16 characters long and digital) is determined and the user of other device must be informed about it. If a different password is used, the connection can not be established. This password will be used only once, so there is no need to memorize it.

Bluetooth headset passwords may vary depending on headphone models. Therefore, the headset password must be same with the ST30 bluetooth password for the establishment of paired connection. (The default password identified as '0000' on most headphone models but in different brands or models, password may have been determined different. Password information can be accessed from the user guide of the used headset.)

If a GSM device is desired to connect, a connection request is sent to the mobile phone user. In case the user approves the request, "**Connecting**" message is presented on the phone display. If the connection is done successfully, "**Connected**" message is presented on the screen. If it is not done successfully, "**Error**" message is viewed. After pairing, the device will be saved in newly created "**My Devices**" and "**Active Device**" list. Moreover, the "**Delete All Pairings**" menu is displayed after pairing.

('Disconnect' option is shown only if 'Search' menu is selected, when there is an active device. New search can be started after disconnecting the active device.)

## My Devices

Devices, that were paired once, are saved into "**My Devices**" menu. By 'Select' key, bluetooth connection with these devices can be done on this menu. In this case, the password of the selected device is not prompted for the second time. If a GSM device is desired to connect, only a connection request is sent to the mobile phone user. Different types of devices (headsets and mobile phones) can be shown together on this menu. By this way, 16 bluetooth devices can be saved on phone memory. If the connection is ended by one of these devices, a connection request in every 75 seconds is sent by ST30. In case the user approves the request, the connection is established. (If connection is finished by the ST30, there will not be a new connection request.)

When there is a connection with a device, the pairing can be removed by "**Delete Pairing**" option. Device is removed from the "My Devices" list by this way, but the existing bluetooth connection continues on ST30. If the active GSM device disables the bluetooth feature or if it is removed from the 'My Devices' list, the connection request that is sent by ST30 can not be responded, so there will not be a new connection request.)

For paired inactive devices, "**Connect**" and "**Delete Pairing**" options are shown simultaneously. By 'Connect' option, the active device connection can be ended and a new connection can be done with desired device.

## Active Device

The active device, which is connected to ST30 telephone set via bluetooth, is displayed on this menu. By 'Disconnect' option the existing bluetooth connection can be cancelled.

### NOTE:

Only one bluetooth connection can be active at the same time.



# Delete All Pairings

**Bluetooth;** is used for canceling all existing pairings. In this case “**My Devices**” menu automatically disappears.

## NOTE:

If the connection is finished by the active device, automatic connection request is not sent from the ST30 on which all pairings are deleted.

# Bluetooth Settings

**Password;** For pairing with a bluetooth device, a password (1-16 characters long, numeric) must be entered. The password can be changed and saved with “Save” selection.

**Phone's Name;** a 1-16 characters long name is determined for the phone. This name can be seen by other Bluetooth device users, after the bluetooth connection and the phone visibility settings are activated.

When **Phone's Visibility;** is activated, other bluetooth devices can find the phone. Other bluetooth devices can not find the phone with "Cancel" selection. For security, it is recommended to use the "Cancel" option as possible.

**Line Access Code;** By this feature "Line Access Code" is saved into the phone memory. Call can be made through the exchange by adding this code at the beginning of the number (which comes from bluetooth device).

When this feature is selected, a cursor, which allows entering maximum 6-digit figures, is displayed on the screen. The cursor allows the entrance of the line access code, and after it has been approved, the code is saved into the memory.

When the Line Access Code menu is entered, the current value (in the form of LL) is shown on the right side of the screen.

By **Home Area Code** menu, an area code of a city is entered in to the phone memory. A local phone number (which comes from GSM), can not be called through the exchange without this area code.

When this feature is selected, a cursor, which allows entering maximum 6-digit figures, is displayed on the screen. The cursor allows the entrance of the area code, and after it has been approved, the code is saved into the memory.

When the Home Area Code menu is entered, the current value (in the form of HHH) is shown on the right side of the screen.

## (Phone Book)

The mobile phones -if they have permissions- can access to the registered GSM phone book by this menu. There are two submenus: 'Phone Memory' and 'SIM Memory'. When one of the submenus is selected, the user will be prompted to enter a group of letters. The phone book entries, which are beginning with this group of letters, will be presented in a list.

"Select" key provides following options with these entries:

- ◆ By **Make UPN Call** option, number can be called through exchange.
- ◆ By **Make BT Call** option, number can be called through the active GSM device.
- ◆ **Save;** This menu is presented when the phonebook item is not recorded in the ST30 phone book. By entering a name, number can be stored into the ST30 phone book.

### NOTE:

The GSM phone book accessing applications can differ from model to model (and also their supported features). The presentation of this menu appears at the initial communication between ST30 and the mobile phone, and depends on the allowed compatibility feature of the phone book. In the same way, when a group of letters is entered to search in phone or sim card memory, the uppercase/lowercase sensitivity depends on connected GSM device compatibility too.

## PAIRING A BLUETOOTH DEVICE

1. Activate bluetooth option by using MENU> BLUETOOTH > STATUS menu.
2. Use MENU > BLUETOOTH > SEARCH menu for new device searching. Matching devices are listed on the screen. Scroll to the desired name by navigation keys.
3. Enter the pairing password and save it.
4. If the bluetooth device is a GSM, the connection requirement is sent to the GSM device and the connection is established if the GSM user approves.

### NOTE:

If the connection is done successfully "**Connected**" message is presented on the screen. If it is not done successfully "**Error**" message is presented.

## MAKING A CALL WITH AN ACTIVE GSM DEVICE

1. The **Enblock** option should be activated.
2. When the handset is off hook and H/F is not active, the number is entered.
3. After entering the number, call is started by using 'BT Call' key. Thanks to this, number can be called through the active GSM device.

### NOTE:

When number is entered, if the **“Dial”** key, instead of the “BT Call” key, is pressed, the call is done through exchange.

## USING A BLUETOOTH HEADSET

1. Headset option is activated by using PHONE SETTINGS >HEADPHONE menu. (**“With handsfree”** or **“Without handsfree”** option is selected.)
2. In order to make a call, there must be an active bluetooth headset, which is connected to the ST30.
3. When HF key is pressed, “Active HF Device” notification and headset icon are displayed on the screen. Briefly, the screen goes back to the 'Ready' mode and dial tone is being received over the headset. After entering the number, call is started.

### NOTE:

After entering the number (when “Enblock” is active), if HF or **“Dial”** key is pressed, call can be started.

4. If the HF key is pressed during **“With handsfree”** mode, then the rest of the conversation goes on via the handsfree speaker. If the handset is lifted during the same mode, then the rest of the conversation goes on via the handset.
5. When the headset option is in “With Handsfree” mode, the call control key on the headset transfers the call into the H/F speaker. When the headset option is in “Without Handsfree” mode, the same key ends the conversation.
6. The last number can be dialed through the ST30 with bluetooth headset if the headset has “Redial” option.

# APPENDIX

## Error Messages

- The system takes no action for the keys pressed during display of the messages (Error message, Line back...) that resides on the display for a specific period of time.
- In the event that an incorrect operation is done while in the programming mode, the error message is displayed in two lines for one second. The user receives erroneous action tone from the handset during that period. No key pressed in the meantime is detected and the telephone returns to the upper menu after the error display is over.

# ACCESSORIES

## DSS25–28 DIRECT STATION SELECT MODULE

DSS25–28 modules are designed as Direct Station Select modules for ST25/ST30 telephones. They facilitate extension/line/feature access by single key touch. Those keys are also used to monitor status of extensions/lines by their LED functions.



Digital DSS25–28 Direct Station Select Module consists of key pad. There are 28 programmable keys and a LED for each key. Functions of the keys can be followed by related LED. All of the keys are usually used to assign accessing codes, and there is not any necessity about programming on module.

For more information, please look at DSS 25-28 Technical Reference and User Guide.

