



TeleCraft™

Installation and Programming Manual

Version 6.02

**Models: TC-308, TC-616
TC-308-VM, TC-616-VM
TC-616-NHR, TC-616-NHR-VM**



About This Manual

We wrote this manual with you, the SA, in mind. Considerable efforts have been devoted to writing it without including too many technical terms. Nevertheless, a minimal number of terms is included. Therefore, you are strongly urged to read the Glossary before continuing.

We hope that reading, understanding, and using this manual will prove to be a relatively easy task.

Document Conventions

Parameters This typeface, including bold, is used to indicate a TeleCraft programming parameter.

{ information } Curly brackets include information you key-in when you program TeleCraft.

Examples This typeface is used in all of the examples.

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Installation

This chapter includes location selection, office wiring, system connection, and suggested initial programming.

Selecting a Location

- ◆ Install TeleCraft anywhere in your office, in a closet, or in a separate room. It has two holes for wall mounting.
- ◆ **DO NOT install in direct sunlight, hot, cold, or humid places. Make sure that the room temperature is between 50 to 70 °F (10 to 21 °C)**
- ◆ **Avoid** installing near high frequency generating devices like electric welding machines, microwave ovens, computers, FAX machines, cell phones, televisions, or air conditioners.
- ◆ Avoid using the same 120 VAC power outlet for computers, FAX machines and TeleCraft.

Wiring Requirements

- **CO lines**

You need to “run” a pair of wires between any CO line and TeleCraft. TeleCraft uses tip and ring, RJ-11-C pins 3 and 4, for each CO line. Pins 1, 2, 5, and 6 are not connected. Tip and Ring can be reversed. See table below.

CO RJ-11C	Connection
Pin 1	Not connected
Pin 2	Not connected
Pin 3	Tip or Ring
Pin 4	Ring or Tip
Pin 5	Not connected
Pin 6	Not connected

Table 1: CO connector pin assignments

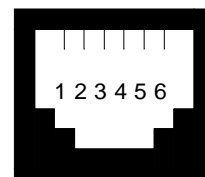


Figure 1: RJ-11



- **Ports (all except port 07)**

You need to “run” four wires between any telephone and TeleCraft. The wiring **MUST** be straight, i.e. pin 2 on one side connects to pin 2 on the other side, pin 3 on one side connects to pin 3 on the other side, etc. See the table below.

PORT RJ-11C	Connection
Pin 1	Not connected
Pin 2	Digital GND
Pin 3	Tip or Ring (TEL)
Pin 4	Ring or Tip (TEL GND)
Pin 5	Digital signal
Pin 6	Not connected

Table 2: Port connector pin assignments.

- **Port 07 only**

Pins 2 and 5 are used for the power announce and are designed to connect to a power amplifier.

PORT RJ-11C	Connection
Pin 1	Not connected
Pin 2	Audio OUT
Pin 3	Tip or Ring (TEL)
Pin 4	Ring or Tip (TEL GND)
Pin 5	Audio GND
Pin 6	Not connected

Table 3: Port 07 connector pin assignments.

Warnings:

All wires connecting TeleCraft to the ports must be inside your building and away from power lines.

Connecting pins 1, 2, 3, 4, 5 or 6 to any voltage source will permanently damage TeleCraft and will void the warranty.

- ◆ Avoid installing telephone cables in parallel with power lines. If you have no choice, use shielded cables and ground the shield.
- ◆ Protect all cables that are on the floor.
- ◆ Move cables away from any traffic area.



Connecting the System

Once a location has been specified and the wires with the proper RJ-11C connectors have been installed, you may proceed to connect the system.

TeleCraft TC-616 panel is drawn below.

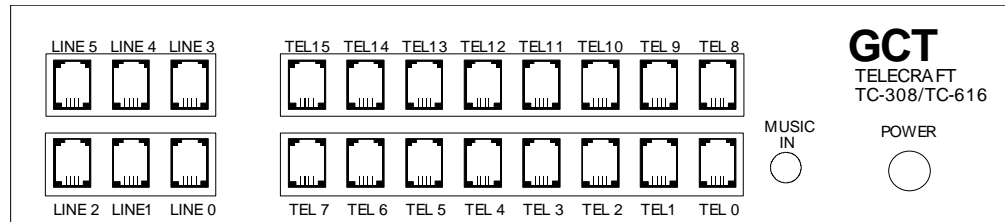


Figure 2: TeleCraft TC-616 panel

Hardware installation:

1. Ascertain all the telephones are on-hook.
2. Place TeleCraft in its place and secure it. Connect the KSU's wall-mount power supply and wait 30 seconds. **GCT requires that you use a UPS.**
3. **Connecting the CO lines:**
Plug all of your CO lines to TeleCraft in order, starting with LINE 0, leaving no empty LINE connectors between them. CO lines need 2 wires only. Out-going calls are assigned to the LOWEST available CO line.
4. **Connecting phones with consoles:**
Run a 4-wire STRAIGHT cable from the KSU to the console. Connect the phone to the console using any 2-wire cord. You can plug the telephones in any order. Record the telephone connections in the TeleCraft Configuration Form (a separate file on the distribution CD). Connect the Operator Console power supply and turn the volume lever to MAX. Verify that all LEDs turn ON in sequence and that you hear a single tone from the speaker only after all LEDs are OFF. Next, lower the volume lever to MIN, lift the telephone receiver and dial 192.

Connecting phones without consoles:

Run a 2-wire cable from the KSU to the phone. You can plug the telephones in any order. Record the telephone connections in the TeleCraft Configuration Form (a separate file on the distribution CD).

Hardware installation is complete. Proceed to *Initial Programming* below.



Initial Programming

Now you are ready to program TeleCraft. The following procedure is designed to help you take the first programming steps. It is assumed that you have not previously changed any of the default settings and that you do not have voice mail.

This minimal procedure must be followed to ensure proper initial operation.

1. ***Specify the number of CO lines.***
If the number of CO lines connected to TeleCraft is not 3, enter as the System Administrator (see later) and update this parameter in External Line Group 1. TeleCraft defaults to using External Line Group 1 only.
2. ***Set the Real Time Clock.***
The date and time-of-day are needed by the voice mail.
3. ***Set the proper flash time.***
This step is extremely important. Set TeleCraft's flash time to match the highest flash time on any of your telephones. Test each telephone as follows: Lift the receiver and dial an extension. Once answered, press flash. If you get disconnected, the setting should be increased to the next higher value.
4. ***Program all Operator Consoles.***
You need to repeat this step for all Operator Consoles: Turn the console's volume to MIN and dial 192 from the telephone connected to it.

This is the end of the initial programming procedure.



Examples and Hints for Modifying Your System

This chapter helps you in modifying your system. It details the steps necessary to:

- ◆ Add an external telephone line (a CO line).
- ◆ Remove an external telephone line (a CO line).
Add an internal extension.
- ◆ Remove any internal equipment.

Adding an External CO Line

When you add an external CO line:

1. Connect the CO line to the next available LINE connector.
2. Enter the Programming mode as described in Programming and update the CO groups. The newly added CO line must appear in at least one of the CO groups.

While in Programming, specify what to do when an incoming call arrives on this line.

Removing an External CO Line

When you remove an external telephone line:

1. Disconnect the line from TeleCraft.
2. Enter the Programming mode as described in Programming and update the CO groups.

Adding Internal Equipment

When you add internal equipment like telephones, FAX machines, credit card readers, etc.:

1. Connect the additional equipment to any available TEL connector.
2. When you add a FAX machine, or a modem, turn the Allow call pickup to OFF. Enter Programming and specify the port number.
3. Set the back up for this new phone.



CO Line Assignment Priorities (with or without CENTREX)

When you request an external line (by dialing "9" for an outside line, etc.), TeleCraft assigns the lowest available line, i.e. if LINE 4, LINE 3 and LINE 0 are available, TeleCraft will assign the call to LINE 0.

Using high speed modems

High-speed modems can be connected to ports 6 and 7. When you dial the code for high-speed connection (88), port 6 connects to external line 0 and port 7 connects to external line 1. No other port can be connected via the high-speed channels to any external line.

Polarity Sensitive Telephones

In case your telephone is polarity sensitive, switch pins 3 and 4 in the wall mounted socket. Be careful not to switch any other wires.



Programming

This manual explains in detail how to program TeleCraft. By programming you control TeleCraft's operation, and tailor it to best fit your needs. Before modifying any existing parameter, it is highly recommended that you fully understand how to perform these changes. If you are in doubt, please consult your dealer.

Programming includes the KSU and the voice mail.

Warning:

Programming must be done carefully. Wrong or partial programming will adversely affect TeleCraft's operation.

Only authorized personnel should modify TeleCraft's operation.

Since programming affects the entire system operation, it is strongly recommended that all telephone usage be temporarily halted until programming is done.

In case of emergency:

In case of emergency, you can revert back to the factory default setup. The voice mail and the KSU can be reset individually.

Enter programming:

To enter programming just pick up any telephone, dial 180 799 and follow the voice instructions. The default password is 799.

Most menus allow you to press 0 to hear the previous message or 9 to repeat the current one. Several messages ignore your input. Wait for these messages to end.

Remote programming:

To enter off-premise programming dial a line that engages an automatic attendant, press 799 and follow the voice prompts. The default password is 799.

Exit programming:

To exit programming, hang up and wait 30 seconds for the system to re-boot. Note that any on-going calls will be disconnected.



Main Menu							
1 voice mail, auto attendants	2 external lines, speed dialing	3 Extensions	4 Hunt groups	5 clock and related	6 counters and timers	7 supervisory	8 restricted
1 Record messages 2 AA default routing 3 Max msg length 4 Reset passwords 5 Reset voice mail 6 Status of mailboxes 7 Advanced <ul style="list-style-type: none"> 1 VM and KSU versions 2 Notification interval 3 Long VM messages 4 Long queue instruction 5 Going back to AA 6 Set max call record time 	1 Route CO 2 Create CO groups 3 Speed dial	1 BU 2 Auto dial 3 Pick up 4 Overflow 5 Out CO 6 incoming CO 7 Restrictions	1 Create it 2 BU 3 Toggle hunt mode 4 Toggle hunt hold 5 Toggle Centrex	1 Set time and date 2 Set day enter time 3 Set night enter time 4 Set lunch enter. time 5 Set lunch exit time 6 Set auto switch 7 Set manual switch	1 Set flash duration 2 Set rings before BU 3 In ring delay 4 Max CO to CO time 5 Max on hold time	1 Prog day mode 2 Prog night mode 3 Copy day into night 4 Reset KSU 5 Single/double rings 6 Tone or music ring 7 Allow CID with AA 8 More supervisory <ul style="list-style-type: none"> 1 Allowed lists 2 Flash pass through 3 Run diagnostics 	1 In ring cadence 2 Stutter dial tone 3 DC check 4 Toggle hunt translation

The NIGHT mode parameters may be different than the DAY mode.

Important note:

Before programming, please read the System Administrator Manual for a comprehensive description of TeleCraft's features.

The voice prompts provide you with all of the necessary information to program TeleCraft. Therefore, this manual only highlights these features.



At the main menu, pressing 1 invokes the following menu:

1	Voice mail, auto attendants – Manage parameters that control the voice mail and automatic attendants.
1	Record messages - Allows you to PLAY, RECORD and REVERT to factory recording. All messages MUST be longer than 2 seconds and are limited to 2 minutes.
1	For business 1, DAY greeting - This is a short greeting played only once in the DAY mode, and followed by the Instructions greeting. Default is “Thank you for calling”.
2	For business 1, NIGHT greeting - This is a short greeting played only once in the NIGHT mode, and followed by the Instructions greeting. Default is “Sorry we missed your call”.
3	For business 1, dialing instructions - This message comes after the greeting message. It prompts the caller to make a selection. The default message is “If you know your party’s extension, dial it now”.
4	For business 2, DAY greeting - Same as business 1.
5	For business 2, NIGHT greeting - Same as business 1.
6	For business 2, dialing instructions - Same as business 1.
7	For informational mailbox 1 - This message is played when callers press 81 in any of the messages above.
8	For informational mailbox 2 - This message is played when callers press 82 in any of the messages above.
2	AA default routing - Select the current mode (DAY or NIGHT) call routing when callers do not press any digit during or following the dialing instructions. The default routing is the Operator.
3	Max message length - Prevent callers from leaving long messages in your mailbox. The default is 2 minutes.
4	Reset passwords - Reset any password to the factory default. No other parameters are changed. The default password is identical to the mailbox number. Informational mailboxes (mailboxes 81 to 82) do not have a password.
5	Reset VM - Reset ALL voice mail parameters to the factory default and erase ALL messages. KSU parameters remain unchanged.
6	Status - Report how many messages are stored in each and every mailbox.
7	Advanced
1	VM and KSU versions - Report the voice mail and KSU software versions. Also report voice mail storage capacity.
2	Notification interval - Set the time interval between two consecutive notifications for mailboxes that require multiple notifications. The default is 30 minutes.
3	Allow long VM message - Select the instructions callers hear before leaving a message. The default is “Hang up when done.” The long message is “Hang up when done or press the # key to deliver the message and make additional selections.” The default is: disabled.
4	Long queue instruction - Callers on hold hear a message every several seconds that informs them that their extension is still busy. Enabling “Long Instructions” also informs them that they can press 0 to exit the queue. The default is: disabled.
5	Disallow going back to AA – Allows or disallows callers to return to the automatic attendants. The default is: enabled.
6	Set max two-party call recording time – Limits the time allowed for call recording. The default is: 5 minutes.



At the main menu, pressing 2 invokes the following menu:

2	External lines, CO groups, and speed dialing – Review or modify these parameters.
1	Route CO - Select the external line and then specify how to route calls arriving on this line. When the destination is a speed dial, dialing must terminate in less than 12 seconds. When the destination is the Attendants and all of them are busy, new calls are ignored. Note that when callers go back to the Attendant after leaving a message or when quitting a hunt hold queue, they ALWAYS go back to it in business 1 mode. Therefore, when business 2 mode is used, you must disable going back to the Attendant. Factory default: Operator.
2	Create CO groups – Select an external line group and add or remove lines from it. Any group can be used simultaneously for incoming calls and out-going calls. Factory default: External lines 1, 2 and 3 are included in all groups.
3	Speed dial – Review or change any of the speed dial numbers. There is no need to insert a “9” to select an external line. These numbers can be programmed to include pagers, calling sequences, passwords, credit card numbers, etc. Remove any obsolete speed dial number by first selecting it and then entering “#” as the first digit. Factory default: all numbers are empty.



At the main menu, pressing 3 invokes the following menu:

3	Extensions – Select the extension to program
1	Backup - Select the backup scheme for this extension. Factory default: voice mail.
2	Auto dial – Allow or disallow automatic dialing. When selected, lifting the telephone receiver causes the port to automatically dial the extension, hunt group, or speed dial number programmed in its back up. Factory default: disallowed.
3	Call pickup – Allow or disallow call pickup. You can prevent picking up calls that are routed to FAX machines and people who require privacy. Factory default: allowed.
4	Overflow – Allow or disallow this feature. When a port is busy, TeleCraft can route calls to an alternate port before considering the back up. The alternate port is the one with port number sequentially following the busy phone. For example, your 2-line telephone is connected to ports 05 and 06. When port 05 is busy, all calls are routed to port 06. If port 05 is unattended, the calls will be routed based on port 05's backup, but if port 05 is busy and you do not answer port 06, than the calls will be routed based on port 06's backup. If both ports are busy, port 05's back up will be used. Each port can have its own back up. This way “no-answer” back up can be different than “busy” backup.
5	Out CO group – Select a CO line from this group for outgoing calls. Every out going call requires an external line. Every port is associated with an external line list from which a free line is selected. The busy tone is supplied when all of the CO lines in this group are in use. Factory default: group 1.
6	Incoming CO group – Calls arriving on any line in this groups are allowed to connect to this extension. This command is used to restrict selected external lines from reaching certain ports. The restriction is useful when there is a need to separate two co-located businesses. For example, when you route incoming calls to the Automatic Attendants, the Automatic Attendants cannot prevent callers from reaching restricted extensions or hunt groups. Note that you can override this feature on a call-by-call basis. Assume that port 10 cannot receive calls from any external line. Also assume that port 00, which is the operator, can receive calls from any external line. The operator can now transfer the call to port 10. Note that this procedure has the added advantage of getting permission prior to the call transfer (transferred with privacy). When callers use the Automatic Attendant and reach a restricted port, the error message or error tones will be played. All ports in a hunt group follow the restrictions of the first port on the list ! Factory default: group 1.
7	Call Restrictions – Select from the 8 levels of call restrictions. (See below)



Call Restrictions:

You can prevent any port from placing toll calls. Toll calls are associated with (a) certain area codes, and (b) certain prefixes. TeleCraft supports both as follows:

- **No restrictions.**
The port can make any call.
- **Internal calls only.**
The port can make internal (intercom) calls only. Any call that requires an external line is blocked. Calls to 911 are always allowed.
- **Allowed list 1.**
Calls placed to telephone numbers within your area code are allowed to proceed (these calls start with 2, 3, 4, 5, 6, 7, 8, or 9). Calls starting with “#” are blocked. Calls starting with 0, 1, or “*” can proceed only if they appear in allowed list 1.
- **Allowed list 2.**
Calls placed to telephone numbers within your area code are allowed to proceed (these calls start with 2, 3, 4, 5, 6, 7, 8, or 9). Calls starting with “#” are blocked. Calls starting with 0, 1, or “*” can proceed only if they appear in allowed list 2.
- **Allowed lists 1 and 2.**
Calls placed to telephone numbers within your area code are allowed to proceed (these calls start with 2, 3, 4, 5, 6, 7, 8, or 9). Calls starting with “#” are blocked. Calls starting with 0, 1, or “*” can proceed only if they appear in allowed list 1 or in allowed list 2.
- **Disallowed list 1.**
Calls placed to telephone numbers starting with the numbers in disallowed list 1 are blocked. All other calls can proceed. Calls to 911 are not blocked.
- **Disallowed list 2.**
Calls placed to telephone numbers starting with the numbers in disallowed list 2 are blocked. All other calls can proceed. Calls to 911 are not blocked.
- **Disallowed lists 1 and 2.**
Calls placed to telephone numbers starting with the numbers in disallowed list 1 or disallowed list 2 are blocked. All other calls can proceed. Calls to 911 are not blocked.

Factory default: All ports are assigned to level 0 (not restricted at all).



At the main menu, pressing 4 invokes the following menu:

4	<p>Hunt groups – Select the hunt group to program.</p>
1	<p>Create it – Create or eliminate this hunt group. Hunt group 0 must be valid. The order of ports is important: The first entry receives most of the calls. Any port can be included in any/many hunt group. Factory default: Hunt 0 includes ports 00 and 01. Hunt 2 includes port 02. Hunt 3 includes port 03. Hunt 4 includes port 04. Hunt 5 includes port 05. Hunt 6 includes port 06.</p>
2	<p>Backup - Select the backup scheme for this hunt group. Factory default: voice mail.</p>
3	<p>Hunt mode – Select hunt mode: broadcast or sequential.. Factory default: sequential.</p> <p>Note: Setting hunt group 0 to Broadcast and hunt group 6 to Broadcast as well, causes the phones in both groups to ring simultaneously ONLY when you dial “0”. Thus you can ring up to 8 phones.</p>
4	<p>Hunt hold – Allows you to put external callers on hold when all ports in this particular hunt group are busy (Call Queuing). The first port that becomes available receives the call.</p> <p>Before putting callers on hold, TeleCraft plays the on-hold message detailing additional options. The on-hold message repeats itself every 45 seconds allowing the callers to stay on hold or select another hunt group (subject to Allow Long Queue Instructions). Incoming calls that have not been answered by anyone are not put on hold. Callers on hold listen to music (supplied externally).</p> <p>Factory default: disabled.</p>
5	<p>Toggle Centrex transfers – Allow or disallow this feature. This feature relies on a Centrex (also called CenterNet) service that may be provided by your telephone company. If provided, any call arriving on a CO line (without TeleCraft) can be transferred to another telephone number by pressing the flash key, dialing the destination telephone number and hanging up.</p> <p>This command instructs TeleCraft to perform the same steps, namely:</p> <ol style="list-style-type: none"> 1. A call arrives on a CO line. 2. One of the automatic attendants answers the call. 3. The caller dials any hunt group number. 4. When Enable Centrex Transfers is selected for this particular hunt group, the automatic attendant inserts a flash, dials the hunt’s back-up number and hangs up. <p>Important notes:</p> <ol style="list-style-type: none"> 1. The hunt’s back up must be a speed dial number. 2. You must program the specified speed dial number. <p>Factory default: disabled.</p>



At the main menu, pressing 5 invokes the following menu:

5	Real time clock – Manage time-dependant activities. You must set up the clock after power fail. TeleCraft does not switch service modes on Saturdays and Sundays.
1	Set time and date – Set the time, day, month, and year.
2	Set time to enter DAY mode – Used when you select automatic switching.
3	Set time to enter NIGHT mode – Used when you select automatic switching.
4	Set time to enter LUNCH mode – Used when you select automatic switching.
5	Set time to exit LUNCH mode – Used when you select automatic switching.
6	Set auto switch – Allow automatic switching between DAY, NIGHT and LUNCH. Factory default: manual.
7	Set manual switch – Cancel automatic switching. Factory default: manual.

At the main menu, pressing 6 invokes the following menu:

6	Counters and timers – Set several KSU parameters.																				
1	Set FLASH time – Increase or decrease the FLASH duration. If you can, set your telephones' flash time to 400ms and TeleCraft's to 700ms. Factory default: 700ms.																				
2	Set rings before backup - Select the number of rings to wait before asserting that an extension is unattended. Factory default: 5.																				
3	Incoming ring delay – Set the number of rings to wait before answering an incoming call. Factory default: 1. Caller ID requires setting it to 1.																				
4	<p>Max CO to CO time – Limit the call bridging time. There are several operations that require TeleCraft to connect two CO lines together. For example, incoming calls (calls coming on a CO line) that are routed to a speed dial number require a CO-to-CO connection.</p> <table border="1" data-bbox="318 1383 725 1705"> <thead> <tr> <th>Value</th> <th>Time limit (minutes)</th> </tr> </thead> <tbody> <tr><td>1</td><td>3</td></tr> <tr><td>2</td><td>5</td></tr> <tr><td>3</td><td>7</td></tr> <tr><td>4</td><td>9</td></tr> <tr><td>5</td><td>11</td></tr> <tr><td>6</td><td>13</td></tr> <tr><td>7</td><td>15</td></tr> <tr><td>8</td><td>17</td></tr> <tr><td>9</td><td>NO LIMIT</td></tr> </tbody> </table> <p>Factory default: 3 minutes.</p>	Value	Time limit (minutes)	1	3	2	5	3	7	4	9	5	11	6	13	7	15	8	17	9	NO LIMIT
Value	Time limit (minutes)																				
1	3																				
2	5																				
3	7																				
4	9																				
5	11																				
6	13																				
7	15																				
8	17																				
9	NO LIMIT																				
5	Max on-hold time – Set the maximum time a caller can be on hold before transferring him to the operator. Factory default: 4 minutes.																				



At the main menu, pressing 7 invokes the following menu:

7	Supervisory – Several supervisory parameters.
1	Program DAY mode – Program parameters for the DAY mode and all of the parameters that are independent of the DAY or NIGHT modes. Factory default: When you enter programming, the DAY mode is selected.
2	Program NIGHT mode – Program parameters that are used in the NIGHT mode.
3	Copy DAY to NIGHT – Make the NIGHT mode identical to the already programmed DAY mode.
4	Reset the KSU - Reset the KSU to the factory default. Voice mail excluded.
5	Single or double ring – Select single or double ring for all intercom calls. The common ring pattern supplied by TeleCraft is 2 seconds ring-on and 4 seconds ring-off. In order to distinguish between intercom calls (calls originated from your office) and external calls, TeleCraft can supply a double ring pattern for intercom calls. When the voice mail unit transfers a call to a hunt group that uses Broadcast, double ring will be activated only for the first port in the hunt group. Factory default: single.
6	Tone or music ring-back – Specify whether outside callers hear tone or music ring back. Factory default: tone.
7	Allow caller ID – Allow or disallow caller ID with the auto attendants. Caller ID information is always available to any port that receives calls from external lines. When the Automatic Attendants answer the line, TeleCraft has to capture the information and send it to the destination after the callers made a selection. Caller ID is always sent to one port only. You must subscribe to this service. The Incoming Ring Delay must be set to 1 to allow proper operation. Factory default: allow.
8	More Supervisory
1	Manage allowed lists – Create, delete, and modify all allowed and disallowed lists. Factory default: lists are empty.
2	Flash pass-through – Enable or disable this feature. There are situations in which an extension needs to send a flash to a CO line. For instance, Call Waiting and CENTREX lines require a flash. Factory default: disabled.
3	Run diagnostics – Check the system for malfunction.



At the main menu, pressing 8 invokes the following menu:

8	Restricted parameters
1	Incoming call ring cadence – Allow or disallow short rings. The standard ring pattern supplied by the telephone companies in the US is 2 seconds ring-on and 4 seconds ring-off. Some telephone companies provide other ring patterns in which the ring-on time is shorter than 2 seconds. If desired, you can program TeleCraft to detect the shorter ring-on pattern. Factory default: disabled.
2	Stutter dial tone – Allow or disallow this feature. Factory default: disabled
3	Battery current check – Allow or disallow CPC detection. IMPORTANT: You should NOT change this parameter without prior consultation with GCT. Otherwise, your system will malfunction ! Factory default: allow.
4	Toggle hunt translation – Allow or disallow translation. Each station and each hunt group have their own voice mailbox. For example, station 100 has its own voice mail and hunt group 0 has its own. Each hunt group is a list of up to 4 stations; the first is called the Leader. When a new message is left in mailbox 100, the phone light will blink. But since station 100 is the leader in hunt group 0, its light will also blink when a new message is left in the hunt group's mailbox. Thus, when a message is left for you, you need to check your own station and any hunt group that may contain messages for you. When "Toggle Hunt Translation" is turned ON, all messages destined to hunt groups will be routed to their Leader.



Operator Console Programming

The consol has only several very simple instructions:

Allow speaker ring. When a CO line rings, the console's speaker rings too.

To allow ringing press 190
To disallow ringing press 191

Enter KEY operation. You need to indicate to the telephone system that this station has an operator consol.

To enter KEY mode press 192
To exit KEY mode press 193

Note that these instructions must be re-entered after a power fail too.

Operator Station Programming Reference (Port 00)	
Affects the current Day/Night mode only.	
Feature	Key Sequence
Operator Force Day mode	* 0 6 3
Operator Force Night/Lunch mode	* 0 6 6
Operator Hunt Group forward	* 0 4 {hunt-number} 9
Operator Cancel Hunt Group forward	* 0 4 {hunt-number} 6