

Karel DSS80

Direct Station Select Module

*Easy to Use
Owner's
Guide*



Edition 3.1

KAREL

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INTRODUCTION

This Easy to Use Owner's Guide provides an overall reference on the DSS80 Direct Station Select Module facilities of KAREL MS48 / MS48-ISDN / MS128 / MS224 Telephone System.

The guide is prepared assuming that the DSS80 user is familiar with MS48 / MS48-ISDN / MS128 / MS224 Easy To Use Owner's Guide.

I. OVERVIEW

DSS80 Module, which is indeed a keypad consisting of 80 keys and corresponding LEDs, is mainly designed to be used together with Karel LT48 & LT48-H Feature Phones and OP48 & OP48-H Consoles.

Figure 1 illustrates the outlook of a DSS80 Module.

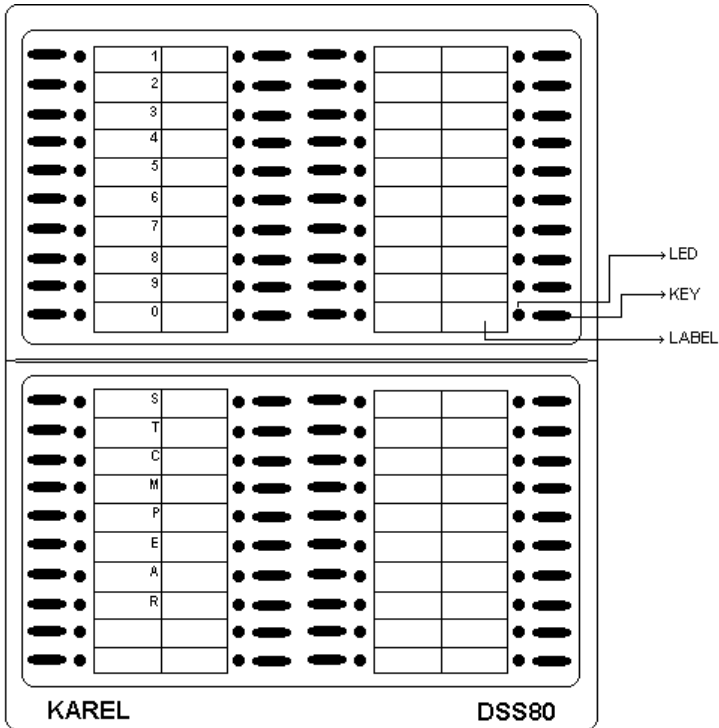


Figure 1

I.1. DSS80 KEYS

1. Each DSS80 key can be programmed to have two different functions: **Primary Function** and **Secondary Function**. While programming the keys, if a feature is to be assigned to the **Primary Function** of a key, the key should be pressed **until the first “beep”**. However, the same key should be pressed **until the second “beep”** if a feature is to be assigned as a **Secondary Function**.

In the following pages, programming the Primary Function of a key is explained.

2. If the feature assigned to the **Primary Function** of a key is to be activated, the key should be pressed **until the first “beep”**. However, the same key should be pressed **until the second “beep”** if the feature assigned to its **Secondary Function** is to be activated.

In the following pages, activating the Primary Function of a key is explained.

3. The features can be activated in two ways:
 - Lifting the handset of the telephone and then pressing the relevant key on DSS80, or
 - Pressing the relevant key on DSS80 and then lifting the handset of the telephone in 3 seconds. This method eliminates the necessity of handset use first; thus enables one-hand operation.

In the following pages, the first method is used to explain how to activate the features.

4. The **LEDs**, corresponding to the DSS80 keys, **function only for** the features assigned to the **Primary Functions** of the keys.
5. Though there are many identical keys on DSS80, some of them have special uses which take effect during programming of DSS80. These keys are identified by the characters written on the labels.

There are two groups of keys for such special use:

- DSS80 Numeric Keys: These keys have numbers “**0, 1, ..., 9**” as indicators. These keys can be used to enter parameters during programming of DSS80.
- DSS80 Programming Keys: These keys have letters “**S, T, C, M, P, E, A, R**” as indicators. These keys can be used to enter and exit programming mode of DSS80. (See *Section II* as well to enter and quit *Programming Mode*.)

II. PROGRAMMING & USING DSS80 KEYS

Each key of DSS80 can be assigned to the following 6 different functions activating the relevant *Programming Mode*. Below, the keys to start the relevant *Programming Mode* are given for each function.

1. Extensions-“**S**” key.
2. Lines-“**T**” key.
3. Common pool numbers-“**C**” key.
4. Private pool numbers-“**M**” key.
5. Some system features-“**P**” key.
6. Auto Setting-“**R**” key.

● **PROGRAMMING MODE ENTRY**

Press relevant key until the third “beep” to start the desired *Programming Mode*. Program the DSS80 key as described in the following pages.

- When DSS80 is put into *Programming Mode*, LEDs of the DSS80 Programming Keys are lit except for the one blinking which is used to put DSS80 into *Programming Mode*.
- When any DSS80 key is pressed to be programmed, its LED starts blinking slowly and it turns off after successful programming.
- If there are more keys to be programmed in the same *Programming Mode* and if *Programming Mode* has not been exited, these keys can also be programmed without the need to restart the *Programming Mode* using the relevant key.

● **PROGRAMMING MODE EXIT**

Press “**E**” key until the third “beep”.

- DSS80 exits the programming mode automatically 30 seconds after the last use of a DSS80 key. However, it is recommended to use “**E**” key to exit *Programming Mode* so as to prevent any possible program errors.

II.1. EXTENSION KEYS

PROGRAMMING

- **ACTIVATE**



Press "S" key until the third "beep".



Press key that you want to program.



Dial 4-digit physical extension number using DSS80 Numeric Keys.

IMPORTANT

4-digit physical extension number should be entered even:

- * **When Flexible Numbering is activated on the system, or**
- * **For MS48, MS48-ISDN and MS128 systems. In these systems, when Flexible Numbering is not activated, the extensions numbers are of 2 or 3 digits. So, the extension number must be preceded with the prefix "1" (for 3-digit extension numbers) or "11" (for 2-digit extension numbers). (E.g. 1128 should be entered if a key is to be programmed for extension 28 of MS48 system.)**

USING

- **ACTIVATE (CALLING AN EXTENSION)**



Lift handset. or,



You are receiving busy or ring-back tone upon calling another extension.



Press extension key.

- **ACTIVATE (INQUIRY CALL AND CALL TRANSFER)**



You have an ongoing call.



Press extension key to hold original call and call this extension.



Converse with extension.



Retrieve original call. or,



Transfer the call to extension.

LED STATUS

- ON** : The extension is busy.
- OFF** : The extension is idle.
- BLINKING (slow)** : The extension is ringing.
- BLINKING (fast)** : The extension is calling the operator.

II.2. LINE KEYS

PROGRAMMING

- **ACTIVATE**



Press "T" key until the third "beep".



Press key that you want to program.



Dial 2-digit line number using DSS80 Numeric Keys.

USING

- **ACTIVATE (LINE ACCESS)**



Lift handset.



Press line key.



Receive C.O. dial tone.



Dial external number.

- **ACTIVATE (CALL PARK)**



You have an ongoing external call.



Press line key to park call.



Receive internal dial tone.

- **ACTIVATE (PARKED CALL RETRIEVE)**



Lift handset.



Press line key to retrieve call.



Converse.

LED STATUS

- ON : The line is busy.
- OFF : The line is idle.
- BLINKING (slow) : There is a call coming from the line.
- BLINKING (fast) : A call on the line is parked.

II.3. COMMON POOL KEYS

PROGRAMMING

- **ACTIVATE**



Press "C" key until the third "beep".



Press key that you want to program.



Dial 2-digit common pool register number (00,...,49) using DSS80 Numeric Keys.

USING

- **ACTIVATE**



Lift handset.



Press common pool key.

The system starts dialing the external number.

NOTES

Only the first 50 common pool registers (in-between 00-49) can be assigned to DSS80 keys.

LED STATUS

LEDs of the keys that are programmed for common pool numbers have no function.

II.4. PRIVATE POOL KEYS

PROGRAMMING

- **ACTIVATE**



Press "M" key until the third "beep".



Press key that you want to program.



Lift handset.



Dial external number from telephone.

USING

• **ACTIVATE**



Lift handset.



Press private pool key.

The system starts dialing the external number.

NOTES

1. At most 20 private pool numbers can be assigned to DSS80 keys.
2. The number to be stored can be at most 16 digits, except for the 9th key programmed for a private pool number. The number to be stored for the Primary Function of the 9th key programmed can be at most 9 digits.
3. Instead of private pool numbers, any feature code can be assigned to DSS80 keys as well. To do that, instead of the external number, the feature code with a "*" in front must be dialed from telephone.

E.g. To program a key to activate *Paging* extension 4672, "* 867 4672" must be dialed from the telephone, instead of dialing an external number.

4. If Flexible Numbering is active on your MS48 / MS48-ISDN / MS128 / MS224 system and you do not know the physical extension numbers, the method given in item 3 above is the only way to assign flexible extension numbers the keys.

E.g. To program a key for extension 2200, "* 2200" must be dialed from the telephone.

LED STATUS

LEDs of the keys that are programmed for private pool numbers have no function.

II.5. FEATURE KEYS

PROGRAMMING

• **ACTIVATE**



Press "P" key until the third "beep".



Press key that you want to program.



Dial 2-digit feature number (feature numbers are given in the table below) using DSS80 Numeric Keys.

FEATURE NUMBERS & LED STATUS FOR FEATURES

Number	Feature Name	LED
01	Phone Lock	ON: Phone locked.
02	Listening To The New Messages	BLINKING: Message waiting.
03	Auto-Dial (Last Number)	BLINKING: Active.
04	Reminder Service	ON: Active.
05	Do Not Disturb	ON: Active.
06	Follow Me	ON: Active.
07	Call Park/Retrieve	ON: Call Park.
08	Parallel Operators	ON: Active.
09	Auto Attendant Activation	ON: Active.
10	Night Mode	ON: Active.
11	Temporary Absent Message	-
12	Background Music	ON: Music On Hold is activated by the operator. BLINKING: You are listening to music.
13	External Call Pick Up	-
14	Three Party Conference	-
15	Call Back	-
16	Paging All	-
17	Door-opener	-
18	Doorphone	ON: The doorphone is in use.
19	Hook-Flash	-
20	Hang Up	-

USING

The basic procedures to use the feature keys are given below. For details about these features please refer to MS48 / MS48-ISDN / MS128 / MS224 Easy To Use Owner's Guide.

1. Feature 01: (Phone Lock)

• **ACTIVATE**



Lift handset.



Press feature key.



Dial your password from telephone.



Dial "1" from telephone.



Receive internal dial tone.

• **CANCEL**



Lift handset.



Press feature key.



Dial your password from telephone.



Dial "0" from telephone.



Receive internal dial tone.

2. **Feature 02: (Listening To The New Messages)**

• **ACTIVATE**



Lift handset.



Press feature key.



Dial your password (if you have one) from telephone.



Listen to message(s).



Receive internal dial tone.

3. **Feature 03: (Auto-Dial (Last Number))**

• **ACTIVATE**



Lift handset.



Press feature key.



Hang up.



Wait until called party rings.



Your telephone rings in external call cadence.



Lift handset.



Converse.

• **CANCEL**



Lift handset.



Press feature key.



Receive internal dial tone.

4. **Feature 04: (Reminder Service)**

• **ACTIVATE**



Lift handset.



Press feature key.



Hour (00..23) and minute (00..59).



Receive internal dial tone.

• **CANCEL**



Lift handset.



Press feature key.



Receive internal dial tone.

5. **Feature 05: (Do Not Disturb)**

• **ACTIVATE / CANCEL**



Lift handset.



Press feature key.



Receive internal dial tone.

6. **Feature 06: (Follow Me)**

• **ACTIVATE**



Lift handset.



Press feature key.



Dial the other extension number from telephone.



Receive internal dial tone.

• **CANCEL**



Lift handset.



Press feature key.



Receive internal dial tone.

7. **Feature 07: (Call Park/Retrieve)**

- For the operator and OP48(-H) users: The key activates *Call Park/Retrieve*.
- For LT48(-H) users other than the operator: The key activates *Multiple Call Park* and retrieves the multiple call parks with *Line Selective Pick Up* method.

• **PARK**



You have an ongoing external call.



Press feature key to park the call.



Receive internal dial tone.

• **RETRIEVE (for the operator & OP48(-H) users)**



Lift handset.



Press feature key to retrieve the call.



Converse.

• **RETRIEVE (for LT48(-H) users other than the operator)**



Lift handset.



Press feature key



Retrieve parked call by dialing the line number.



Converse.

8. **Feature 08: (Parallel Operators-Operator Only Feature)**

• **ACTIVATE / CANCEL**



Lift handset.



Press feature key.



Receive internal dial tone.

9. Feature 09: (Auto Attendant Activation-Operator Only Feature)

• **ACTIVATE / CANCEL**



Lift handset.



Press feature key.



Receive internal dial tone.

10. Feature 10: (Night Mode-Operator Only Feature)

• **ACTIVATE / CANCEL**



Lift handset.



Press feature key.



Receive internal dial tone.

11. Feature 11: (Temporary Absent Message)

• **ACTIVATE / CANCEL**



Lift handset.



Press feature key.



Record message within 30 seconds after hearing “beep”.

12. Feature 12: (Background Music)

• **ACTIVATE / CANCEL**



Lift handset.



Press feature key.



Hang up.

13. Feature 13: (External Call Pick Up)

• **ACTIVATE**



Lift handset.



Press feature key.



Converse.

14. **Feature 14: (Three Party Conference)**

- **ACTIVATE**



You have an ongoing call. Announce the conference.



Press feature key to park or hold the first party.



Dial number of the second party from telephone.



Announce the conference.



Press feature key to establish conference.



Converse with both parties.

15. **Feature 15: (Call Back)**

- **ACTIVATE**



You are receiving busy tone (or ring-back tone for non-answering extensions).



Press feature key.



Hang up.



Wait until extension or line gets idle; or non-answering extension telephone is used.



Your telephone rings in external call cadence.



Lift handset.



Converse.

- **CANCEL**



Lift handset.



Press feature key.



Receive internal dial tone.

16. **Feature 16: (Paging All)**

- **ACTIVATE**



Lift handset.



Press feature key.



Make announcement after the "beep".

17. **Feature 17: (Door-Opener)**

- **ACTIVATE (WHILE IDLE)**



Lift handset.



Press feature key.



Receive internal dial tone.

- **ACTIVATE (WHILE TALKING TO THE DOORPHONE)**



You are conversing through the doorphone.



Press feature key.



Continue conversing.

18. **Feature 18: (Doorphone)**

- **ACTIVATE**



Lift handset.



Press feature key.



Converse.

19. **Feature 19: (Hook-Flash)**

- **ACTIVATE**



You have an ongoing call.



Press feature key to make hook-flash.



Receive special dial tone.

20. **Feature 20: (Hang Up)**

- **ACTIVATE**

During an ongoing operation,



Press feature key to terminate the operation.



Receive internal dial tone.

II.6. **CLEARING A KEY**

- **ACTIVATE**



Press "T" key until the third "beep".



Press key that you want to clear.



Dial "00" using DSS80 Numeric Keys.

II.7. AUTO SETTING

Using *Auto Setting* facility, the *Primary Functions* of all DSS80 keys can be programmed at once by assigning one of the several options. These options are given in items below.

- **ACTIVATE**



Press "R" key until the third "beep".



Dial 1-digit assembled programming option (0,...,4) using DSS80 Numeric Keys. (These options are explained in items below.) The LEDs from top left to bottom right turn ON and OFF in order.

AUTO SETTING OPTIONS FOR MS48 & MS48-ISDN SYSTEMS

1. Option 1 (Code = 1)

The primary functions of the keys in-between 1 and 40 are dedicated to the first 40 extensions. Remaining keys are not used.

2. Option 2 & 3 (Codes = 2 and 3)

Not used.

3. Option 4: (Code = 4)

The primary functions of the keys in-between 1 and 40 are dedicated to the first 40 extensions and the keys in-between 61 and 72 are dedicated to 12 lines. Remaining keys are not used.

4. Options 5: (Code = 0)

All keys are set to be empty.

AUTO SETTING OPTIONS FOR MS128 SYSTEMS

1. Option 1 (Code = 1)

The primary functions of all keys are dedicated to the first 80 extensions.

2. Option 2 (Code = 2)

The primary functions of the keys in-between 1 and 44 are dedicated to the last 44 extensions. Remaining keys are not used.

3. Option 3 (Code = 3)

Not used.

4. Option 4 (Code = 4)

The primary functions of the keys in-between 1 and 60 are dedicated to the first 60 extensions and the last 20 keys are dedicated to 20 lines.

5. Option 5 (Code = 0)

All keys are set to be empty.

AUTO SETTING OPTIONS FOR MS224 SYSTEMS

- | | |
|--|---|
| <ol style="list-style-type: none">1. <u>Option 1 (Code = 1)</u>
The primary functions of all keys are dedicated to the first 80 extensions.2. <u>Option 2 (Code = 2)</u>
The primary functions of all keys are dedicated to the second 80 extensions.3. <u>Option 3 (Code = 3)</u>
The primary functions of the keys in-between 1 and 60 are | <ol style="list-style-type: none">dedicated to the extensions in between 1271 and 1330 and the last 20 keys are dedicated to the first 20 lines.4. <u>Option 4 (Code = 4)</u>
The primary functions of the keys in-between 1 and 60 are dedicated to the first 60 extensions and the last 20 keys are dedicated to 20 lines.5. <u>Option 5 (Code = 0)</u>
All keys are set to be empty. |
|--|---|

NOTES

1. In all of the assembled programming options, the *Secondary Functions* of the keys are set to be empty.
2. If any of the ports that are assigned to DSS80 keys does not exist in the current system capacity, then error tone is received if these ports are tried to be accessed by pressing the relevant key of the DSS80 module.
E.g. If the system capacity is 12/36 and the key of 40th extension is pressed, error tone is received.
3. A few minutes after the assembled programming, a “beep” is heard and the LED of the key that is assigned to the DSS80 user blinks for a few seconds.
4. The numbering of DSS80 keys, that have been referred to in pages 16 & 17, starts from the top left of DSS80 and goes down column by column. E.g. The key with the indicator “S” is the 11th key.