

# AASTRA / MITEL ADDITIONAL INSTRUCTIONS – revised 2/8/2018

## Number Log

Use arrows key to highlight **CallList**

Options

**Call List** (all calls – unanswered, incoming, outgoing)

**Unanswered calls**

**Outgoing calls**

**Incoming calls**

Use the **Up** or **Down** soft key to make a selection

Press **Select**

Options

**Call** The number corresponding to the displayed logged call information entry is dialed.

(This feature can only be used to call back **ON-CAMPUS EXTENSIONS** or outgoing numbers previously dialed)

**Up** Bring the user up one element in the list

**Down** Bring the user down one element in the list

**More** Shows the following soft-keys

**Exit** Exit the function

**Delete** Delete the highlighted entry, and the list shows the next element in its position.

**Return** Go back to the previous soft-keys

## Ring Options

Use arrow key to highlight **Program**

Press **Select**

You will see in the display:

Program mode key

**Ring type:**

Press the **line button** to be programmed

Press **number of ring option**

Press the **line button** again

Press **Exit**

0 = Silent (flashing light only)

1 = Normal ringing

2 = Delay then normal ringing

3 = 2 quiet rings then just flashing light

4 = Delay then 2 quiet rings then just light

5 = (not in use)

6 = Automatically connects to speakerphone

To check the ring option for a **line button**

Use arrow key to highlight **Program**

Press **Select**

You will see in the display:

Program mode key

**Ring type:**

Press the **line button** you are checking and you will see the ring option in the display.

## Ring Character

Use arrow key to highlight **Program**

Press **Select**

You will see in the display:

Program mode key

**Ring type:**

Press **0-9** to hear sample ring tone

Once you hear the tone you prefer, press **Exit**

## Programmable Function Buttons

Use arrow key to highlight **Program**

Press **Select**

You will see in the display:

Program mode key

**Ring type:**

Press the function button to be programmed

You will see in the display:

NameKey, 1-20 digits

Press the sequence of keys to be stored

Press the same function button again

Press **Exit**