

NEC IPK – Interactive Soft Key Instructions

While phone is idle:

Soft Key Displayed	Function	When Available
MIC	Toggles MIC on or off. Serves the same function as pressing the MIC button on the phone set.	While phone is idle
SYS	Accesses System-Wide Speed Dial numbers. After selecting this soft key, UP and DOWN keys appear to be used for scrolling through Speed Dial numbers.	While phone is idle
STA	Accesses Station-Only Speed Dial numbers. After selecting this soft key, UP and DOWN keys appear to be used for scrolling through Speed Dial numbers.	While phone is idle
MORE	Displays additional row(s) of Soft Key options	While phone is idle
DND	Toggles Do-Not-Disturb mode on or off. Select to activate, or select to deactivate feature.	While phone is idle
CFA	Toggles Call-Forward-All mode on or off. Must enter destination calls are to be forwarded to when activating. Select to activate, or select to deactivate feature.	While phone is idle
CFB/NA	Toggles Call-Forward-Busy/No Answer mode on or off. Must enter destination calls are to be forwarded to when activating. <i>(Highly recommended to leave this setting forwarded to your voicemail pilot, usually extension 300)</i>	While phone is idle

While on a call:

Soft Key Displayed	Function	When Available
AUTO-RD	Will begin to continuously dial the number until it gets through. Call progress is played through the speaker. Function will be canceled when another call is placed or received.	After dialing an outside number and before the call connects.
MIC	Toggles MIC on or off. Off will mute speakerphone MIC if on a speaker phone call, or the mouthpiece MIC if on a handset call. Serves the same function as pressing the MIC button on the phone set.	During a outside call
PARK	Places the call on park. User will need to select a parking space (0 to 9). Call can then be retrieved by dialing the park pickup code of 4# + “ park space ” (or by pressing the programmed “ park retrieve ” button if available)	During a outside call
DND	Places extension in Do-Not-Disturb mode without affecting the call in progress.	During a outside call