Technical Communication	N° 80	Ed 09	Date: 22/07/2008
Product: Alcatel OmniPCX Office			**Nb. of pages: 36**
Subject: Noteworthy Addresses			

Introduction

- The various Label Addresses in the Alcatel OmniPCX Office can be modified via OMC.
- Only modify the addresses given here, taking care with the spelling of labels (some labels are similar).
- When modifying time delays, never enter the value FFFFh.
- New values entered are saved after a warm reset (unless otherwise stated), but are lost after a cold reset.
- After making changes to some addresses you may need to perform a warm reset of the system in order to enable the new values (it's stated if a warm reset is required).
- The values of the labels described in this document are given for information purposes. Some values can be different according to the country or according to the OmniPCX Office release.

Noteworthy addresses via OMC

a) In "System Miscellaneous" – "Memory Read/Write" choose the type of address to be modified ("Other Labels" / "Timer Labels" or "Debug Labels"), select the label of the address to modify and click "Details".

b) In the upper part of the window, change the value of the desired byte and click "Modify" then "Write".

Note: Several labels have a length of 2 bytes. The values read by OMC are reversed: less significant byte (LSB) followed by the most significant byte.
The value read will have thus to be reversed to calculate the decimal equivalent.

Example: the value displayed by OMC as 58 02h (Hexadecimal) must be considered as 02 58h, equal to 600 decimal.

Default values shown in this document have already been reversed to make it easy to read.

1. "Other Labels" description

Label	Function	No of bytes	Default value	Significant value
AAGrDialng	Enables free dialling (internal extensions only) during AA company greeting.	**1**	**00**	00 Disabled 01 Enabled
AAGrTransf	Enables the transfer to operator when dialling 0 or 9 during the AA company greeting. **Note: Only relevant if "AAGrDialng" = 01**	**1**	**01**	00 Disabled 01 Enabled
AATypTrf	This flag is used to define the type of transfer provided by the Automated Attendant.	**1**	**02**	00 Simple transfer (or Blind transfer) 02 Half-supervised transfer
ACC_Mode	This flag enables the behaviour of the account code digit analysis to be changed to allow secrecy protection of the account code. Audio indication is given to the user of incorrect/correct digits after the amount of digits defined in this label.	**1**	**00**	00 confirmation after each digit 01 confirmation after x digits: x is the shortest code
ACDAutoLog	To control whether an agent is automatically placed in "On Duty" or "Off Duty" status when it login (since R4.0).	**1**	**01**	00 Off Duty 01 On Duty
ArsStarSep	This flag is used to define the use of a star entered in the ARS substituted number field. If the flag is set, a star is used as separator between address and sub-address. If the flag is not set, the star will be sent as "digit".	**1**	**00**	00 Star sent as a MF digit 01 Separator for sub-address
AttPickDDI	Authorises the attendant to pick up a DDI call destined for another station, by pressing an RSP key.	**1**	**00**	00 Forbidden 01 Authorised
AttRoutOos	Defines the destination of an incoming call to an out of service set. The routing of the call is dependant on the protocol defined as per the incoming trunk protocol or the call is routed to the operator.	**1**	**01**	00 Routing is as per the protocol 01 Routing to operator
BoardIA	**Read only:** provides info as to whether the system is a mono-CPU or a Multi-CPU system allowing IA via a CoCPU@ (OXO Release 1.1).	**1**	**Defined by Soft Key**	00 Mono CPU 01 Multi CPU
BoardVoip	**Read only:** provides info as to whether the system is a mono-CPU or a Multi-CPU system allowing VoIP via a CoCPU (can be changed via a software key only).	**1**	**Defined by Soft Key**	00 Mono CPU 01 Multi CPU
BsyCausVoip	This table contains up to 5 busy cause values that have to trigger the feature ARS busy provider. All ETSI causes (values are country dependent) can be defined in this table. Meaning and handling is the same as for "BsyProvCaus", knowing that specific VoIP causes (i.e. non ETSI causes) are translated into "Call rejected". "BsyCausVoip" is used for calls released on IP trunks.	**5**	**22** **2F** **2A** **29** **03**	xx Country dependent
BsyPrvCaus	This table contains up to 5 ETSI cause values that trigger the feature "ARS busy provider" and re-route (overflow) a call to another provider.	**5**	**5x FF**	xx Country dependent See Appendix 4.1
CCBS_IncOn	This flag is used to define if CCBS (Completion of Calls to Busy Subscriber) is available or not for incoming calls. Note: if set to FALSE (00), CCBS is disabled but for incoming calls only.	**1**	**01**	01 Activated 00 Disabled
CNNotAllow	(Calling Name presentation Not Allowed) Name display on ISDN lines can be disabled. Since R6.0 for Canada & US market.	**1**	**00**	00 Name 01 CLI
CascDivExt	Allows or not cascading of a diverted call externally.	**1**	**01**	00 Not allowed 01 Allowed

Label	Function	No of bytes	Default value	Significant value
ClirExtOnly	If this flag is set to true, the CLIR for external calls only is taken into account if the identity secrecy flag is activated on the set. Since R5.0.	**1**	**00**	00 No CLIR 01 CLIR for ext. call only
ConfStdEnd	Selection of either Mode 1 (ETSI) conference operation: when one of two parties goes on-hook during a conference, the communication between the initiator and the remaining party is re-established to the same state as before the conference (i.e. either in conversation or on hold). Mode 2 conference operation: same as with mode 1, except the initiator of the conference is automatically reconnected to the remaining party when one of the two parties goes on-hook.	**1**	**00**	01 Enables Mode 1 00 Enables Mode 2
ConferBip	Allows Beeps to be sent to the station during a conference.	**1**	**01**	00 No beep 01 Beep
ConvRecTon	Enable confidence tones during a Conversation Record session.	**1**	**00**	00 No tones 01 Tones
DPHCodAler	Used for Telemini and Universal Doorphones to define a DTMF tone to indicate Alert mode by the doorphone.	**6**	**00 00 00 00 00 00**	The 1st byte defines if used (01) or not (00) bytes 2 to 5 define the MF digit (eg. Up to 4 digits allowed 44 Hex= Ascii D
DPHCodLock	Used for Telemini and Universal Doorphones to define the DTMF digit generated by Alcatel OmniPCX system for the doorphone Lock phase.	**6**	**01 44 00 00 00 00**	The 1st byte defines if used (01) or not (00) bytes 2 to 5 define the MF digit (eg. Up to 4 digits allowed 44 Hex= Ascii D
DPHCodStar	Used for Telemini and Universal Doorphones to define the DTMF digit generated by Alcatel OmniPCX system for the doorphone Start phase.	**6**	**01 41 00 00 00 00**	The 1st byte defines if used (01) or not (00) bytes 2 to 5 define the MF digit (eg. Up to 4 digits allowed 41 Hex= Ascii A
DPHCodStop	Used for Telemini and Universal Doorphones to define the MF digit generated by Alcatel OmniPCX system for the doorphone Stop phase.	**6**	**01 43 00 00 00 00**	The 1st byte defines if used (01) or not (00) bytes 2 to 5 define the MF digit (eg. Up to 4 digits allowed 43 Hex= Ascii C
DPHMode	Determines the mode for the doorphone. Activation of the doorphone may be by **MF codes** or by a **Relay** operating	**1**	**00**	00 MF codes 01 Relay
DSAdForward	This flag selects whether an incoming ISDN call with a sub-address is forwarded in the case of diversion with the sub-address or without the sub-address.	**1**	**01**	00 Sub-address not forwarded 01 Sub-address is forwarded

Label	Function	No of bytes	Default value	Significant value
DbnPresNr	Defines the max. number of names in the matching list when using the Dial by name feature in Automated Attendant. Default = 4 names (00 04). Max value = 9.	**2**	**00-04**	Max. value: 00 09
DectCntOn	Activates the DECT counters. See Debug Labels for the different counters available.	**1**	**00**	00 No 01 Yes
DialToMult	Transmits dial tone on off-hooking a UA station.	**1**	**00**	00 No dial tone 01 Dial tone
DisaAnsTim	Automatic answer to a call for remote substitution.	**2**	**00-3C**	100 ms steps
DynRoutBsy	Forces an immediate dynamic routing on busy to dynamic routing Level1 destination. See Appendix 4.2	**1**	**00**	00 Dyn. routing 01 Im. forward.
EmergNum	List of emergency prefixes for which a call will never be barred. See Appendix 4.3	**40 or 80**	**--**	Country dependent values
EndMFDigit	Indirect Access to an operator or remote control of diversion: this digit is dialled to define the end of dialling of the external number.	**1**	**23 hex or ASCII #**	One ascii digit max allowed
EchoSupTa1	Enables or disables the echo suppressor for IBS connected in Silent environment	**196**	**---**	See Appendix 4.16
EchoTaNoi1	Enables or disables the echo suppressor for IBS connected in Noisy environment	**196**	**---**	See Appendix 4.16
FaxCRActiv	Enables or disables the Fax Call Routing function	**1**	**00**	00 Disabled 01 Enabled
FaxToVoic	Replaces the ISDN service 1 "Fax2/3" by "Voice" on outgoing calls.	**1**	**00**	00 No 01 Yes
FlgIntTon	Transmission of beeps during an intrusion. **Note: For a silent intrusion the address IntruConf must be at 01 and FlgIntTon at 00.**	**1**	**01**	00 No beep 01 Beeps
FlgSelfCal	This flag enables the possibility for an ISDN set to call another ISDN set on the same bus and having the same number.	**1**	**00**	00 No 01 Yes
GapGainTab	Gain management on Mobile 100/200 and GAP handsets.	**26**	**---**	See Appendix 4.4
GainCtrlON	Choose whether or not to enable adjustment of the handset volume control by the user.	**1**	**1**	01 Enabled 00 Disabled
GainDECT_T	Table of commands of padded paths and side tone to send to the DECT sets depending on the access type of the correspondent.	**39**	**--**	See Appendix 4.5
GainNOEIP_	Gain management on IP Touch stations (x8 series)	**52**	**--**	See Appendix 4.7
GainNOEUA_	Gain management on x9 series sets.	**52**	**--**	See Appendix 4.8
GainUA_Tab	Gain management on Reflexes stations.	**78**	**--**	See Appendix 4.6
GainZ_Tab	Gain management on analogue stations	**13**	**--**	See Appendix 4.9
HGLgOutBsy	For incoming calls towards an empty hunting group, the OXO returns by default a disconnect message with the cause INCOMPATIBLE DESTINATION [cause 88]. Disconnect message can be changed to BUSY [cause 17] by setting this flag to 01. Since R410/041.001 – R510/018.004.	**1**	**00**	00 Incompatible destination Cause [88] 01 Busy destination Cause [17]
I_TONES	Allows definition of tones used in the system.	**540**	**--**	See Appendix 4.13
IsdnStatuE	This flag allows to select the OXO behaviour on reception of STATUS message (ISDN & QSIG) reporting an incompatible protocol state. By default (value 00), the call is released. Setting the value to 01, the OXO will not release the call but attempt to recover the call.	**1**	**00**	00 Release call 01 Recover call
IntruConf	During an intrusion the 3 correspondents are in communication. **For a silent intrusion IntruConf must be at 01 and FlagIntTon at 00.**	**1**	**01**	00 No 01 Yes

Label	Function	No of bytes	Default value	Significant value
ISDN1B	Flag to disable the MPPP negotiation for PPP remote connection (since R4.0). **Note**: a warm reset is necessary if the value is changed.	**1**	**00**	00 2B channels 01 1B channel
IsdnTransp	The called numbers (NDI and NDS) received from the network are transmitted on the S0 bus.	**1**	**00**	00 No 01 Yes
MMCDisaAna	Used to authorize the OMC configuration of the DISA mode of analogue trunks. The installer can configure or not the DISA mode: active or inactive.	**1**	**00**	00 Not allowed 01 Allowed
MTR_PRINT	This constant defines if Total meter recall tickets are allowed.	**1**	**01**	00 Not allowed 01 Allowed
ManConnAtt	Defines whether the attendant can answer to an incoming call by pressing on a resource key or if he must go off–hook.	**1**	**01**	00 Off hook 01 Press key
MLAA_MSG	Allows increasing the voice prompt duration for the MLAA feature. Authorised values: 1Eh (30 s) or 7Eh (120 s). **Warning**: the maximum size of all voice prompts must not exceed the initial size which is 100 messages of 30 seconds with 4 languages (30s x 100 x 4= 12000s). There is no system control concerning this maximum size; it is therefore up to the installer to check that the total duration is not exceeded. Since R600/020.003	**1**	**1E**	1E 30 seconds 7E 120 seconds
MLTSETRing	Defines the MultiSet call presentation type. On a free set of a busy MultiSet group, a new call is notified by a short ring, a normal ring or no ringing. The address allows you to choose which call presentation you require (since R4.0).	**1**	**01**	00 Normal Ringing 01 No Ringing 02 Short Ringing
MRGainTab	Gain management on Mobile 300/400. Since OXO R6.0	**26**	**---**	See Appendix 4.10
MaxComAP	The maximum number of MIPT sets in communication per "AP" (Access Points) can be configured on the SVP Server (with SVP Server mode) or in the controller (without SVP Server mode) and will only allow users to reach this limit per AP. It is necessary to enter this value in the OXO in order to be informed of the AP saturation (the system can then use this reference to calculate the WLAN statistics).	**1**	**00**	Refer to WLAN Technical Communication
MtrNoCharg	This constant defines if a meter total recall is started in case of no cost or no tax pulses for the call.	**1**	**00**	00 No recall if no charges 01 Recall always
NetClock	An ETSI PE may provide date & time information in the CONNECT message it sends to the PBX. (Country dependent)	**1**	**01**	00 No update 01 Date & time update
Not1stCald	This flag allows to choose which extension will be notified by a non-answered incoming call message. By default (01) it is the initial called extension that is notified. Since OXO R5.0.	**1**	**01**	00 Last ringing extension 01 First called extension
OHL_Active	Enables metering on the V24 as OHL driver compatible.	**1**	**00**	00 Standard format 01 OHL format

Label	Function	No of bytes	Default value	Significant value
PI8RingbEx	If this flag is set 01 **and** the check box "Generate ringback tone to the calling party for incoming calls" is activated (in OMC external lines/protocols/ISDN trunks/parameters), on incoming calls, the OXO will send to the caller a Progress Indicator message with "Inband Tone information available" with the Alerting message. This mechanism is not applied on outgoing calls. This mechanism is available only for T0 - T1 and T2 ISDN accesses since R210/056.001 - R3.1 - R4.0 - not available in R1.x & R3.0.	**1**	**00**	00 Disabled 01 Enabled
PerAssAlwd	Allows to disable the personal assistant feature. Note: this flag deactivates the Personal Assistant feature but not the PA configuration menu on the set. When the flag is set to 00 and the Personal Assistant is activated: - external calls will be routed to the set, - external calls are routed to the operator when trying to configure the PA through the Automatic Attendant. Since 410/056.001 – 510/035.001 – 610/012.001	**1**	**01**	00 Personal Assistant disabled 01 Personal Assistant enabled
PickIfRing	Flag to restrict the calls that can be picked up: - flag set to 01: only the ringing calls can be picked up, - flag set to 00: the camped calls can also be picked up.	**1**	**01**	00 ringing and camped-on 01 only ringing
Pm5IASync	Allows creating automatically users in WBM when these users are created by PM5: synchronisation between PM5 and WBM (**the latest R1.1 versions only**).	**1**	**01**	01 Synchronisation 00 No Synchro.
ReroutData	Allows to re-route incoming data calls to the attendant group if no compatibility of service.	**1**	**01**	00 Disabled 01 Enabled
RemoveCPN	If this flag is enabled, the OXO will not include a calling party number (CPN) information element in Setup messages sent to the PE.	**1**	**00**	00 Disabled 01 Enabled
RemovePi (Pi= Progress Indicator)	The debug noteworthy address **"RemovePi8"** has been replaced by **"RemovePi"** which allows suppressing one or several values of progress indicator in all the messages sent to the PE. Possible values for RemovePi are: 00 : Enable sending of PROGRESS INDICATOR 01 : Disable sending of PROGRESS INDICATOR #1 "Call is not end-to-end ISDN". 02 : Disable sending of PROGRESS INDICATOR #2 "Destination address is non-ISDN". 04 : Disable sending of PROGRESS INDICATOR #3 "Origination address is non-ISDN". 08 : Disable sending of PROGRESS INDICATOR #4 "Call has returned to the ISDN". 80 (hexa) : Disable sending of PROGRESS INDICATOR #8 "In band information". Several values of RemovePi can be added (in hexa) to disable sending of several values of progress indicator. For example RemovePi = 8C (4 + 8 + 80): disables sending of PROGRESS INDICATOR #3, #4 and #8. To disable all the possible values of PI, set RemovePi = FF	**1**	**00**	00 Enable Pi 01 02 04 08 80 FF Disable Pi
Ringing	Allows change of the ringing sequences.	**14**	**--**	See Appendix 4.14

Label	Function	No of bytes	Default value	Significant value
SecWithDiv	If an internal subscriber has "Identity Secrecy" activated, calls are secret when dialling internal or external. Allows choosing whether or not external diverted calls are also 'Secret'. Reminder: CLIR = CLI presentation restriction Since R310/030.001 and higher	**1**	**00**	00 CLIR disabled on outgoing diverted calls 01 CLIR enabled on outgoing diverted calls
SimDialTon	Used for outgoing calls, to simulate the external dial tone or not. When this flag is set, the system does not switch to hear the public dial tone, but provides a local dial tone.	**1**	**00**	00 Network dial tone 01 System dial tone
SMSCNum	SMS transparency feature: list of authorized SM_SC server (Short Message Service Centre). Note: the flag "SMSenabled" must be set to 01.	**28**	**xx**	See Appendix 4.18
SMSenabled	Flag to enable or not the SMS transparency feature. Note: this feature is country dependent.	**1**	**1**	00 Disabled 01 Enabled
STATUSconn	This flag gives the possibility to send or inhibit "STATUS" message when the system detects Layer 2 Problem. On Siemens EWSD public exchange, when Status message is received, the current communications are cut. Since: 310/043.001 - 410/023.005.	**1**	**01**	00 No Status msg sent 01 Status msg sent
StorAlarIA	Flag to send or not the Internet Access alarms to the NMC application (A4760 only).	**1**	**00**	00 Disabled 01 Enabled
TaxAllOut	Flag to define whether a metering ticket is generated or not for non-answered outgoing calls or when called party is busy. (Since R310/043.001 - R400/020.002).	**1**	**00**	00 No ticket for non-answered or busy called party 01 Ticket for all outgoing calls
TaxNAPrean	Ticket is printed and the pre-announcement duration is counted with the ringing time of the call. This pre-announcement duration is the time between the connection of the call for the preannouncement greeting playing and the answer by the called party. (Since R210/052.002).	**1**	**00**	00 No ticket 01 Ticket
TEST_LLC	Tests the value of the LLC field (lower layers compatibility).	**1**	**01**	00 No 01 Test
TeiDelete	In the case of problems on an LLP the TEI is reset to zero.	**1**	**00**	00 No 01 Yes
TicketNoff	Parameter that allow to have or not form feed when a check in print out is made	**1**	**00**	00 Form feed 01 Line feed
Timdurati	5 timers for analogue sets (2 wire sets) - Off_hook validation Timer - On_hook validation Timer - Flashing detection Timer - Digit detection Timer (dialling) - Eb (earth button) detection Timer.	**10**	**--**	See Appendix 4.17 Values are country dependent
TimeAmPm	Defines if 12 hour or 24 hour clock is displayed on the digital sets (taken into account after set restart). Default value is country dependant.	**1**	**--**	00 24 hour 01 12 hour
TinyExtCad	This flag allows to choose among 6 ringing cadences one for external calls on Mobile sets. Since the Release 4.0. **Note: Mobile software version must be equal to 54.45 or greater**.	**1**	**01**	Authorized values: 00 to 05
TinyIntCad	This flag allows choosing among 6 ringing cadences one for internal calls on Mobile sets. Since the Release 4.0. **Note: Mobile software version must be equal to 54.45 or greater.**	**1**	**00**	Authorized values: 00 to 05

Label	Function	No of bytes	Default value	Significant value
TonPrCmp	In the case of preannouncement, allows the caller to be sent the ringing tone or music if the called party is busy.	**1**	**Coun. Dep.**	0A Ringing tome 17 Music
TonPrGrp	In the case of preannouncement, allows the caller to be sent the ringing tone or music if the called party is a hunting group.	**1**	**Coun. Dep.**	0A Ringing tone 17 Music
TonPrRng	In the case of preannouncement, allows the caller to be sent the ringing tone or music if the called party is free.	**1**	**Coun. Dep.**	0A Ringing tone 17 Music
TxtLedBlnk	Flag to disable the LED blinking on non-answered incoming calls for all digital sets (UA, x8 & x9 series). Since R410/032.001 and R500/034.001.	**1**	**01**	00: LED disabled 01: LED blinking on non-answered incoming calls
UnclChkOut	The RSL on the attendant of a room station shows the state "room to be done" after a check out.	**1**	**01**	00 No 01 Yes
UseIcons	Flag to switch between presentations of softkeys on 4035 (Advanced) in icon or text style.	**1**	**00**	00 Use text 01 Use cons
VmCodBsyTo	Code sent to the VM if the called party is busy. The first byte gives the number of significant bytes. Example: 02-42-37-00-00 means: ⇨2 significant bytes: 42 – 37 ⇨ VmCodBsyTo = B7	**5**	**02-42-37-00-00-**	42 = B 37 = 7
VmCodCall	Code sent to the VM for a call from the automated attendant.	**5**	**02-41-30-00-00-**	41 = A 30 = 0
VmCodCnsCl	Code sent to the VM in the case of a direct call.	**5**	**02-41-37-00-00-**	41 = A 37 = 7
VmCodDiaTo	Code sent to the VM instead of the dial tone.	**5**	**02-42-35-00-00-**	42 = B 35 = 5
VmCodDirCl	Code sent to the VM to consult a mailbox.	**5**	**02-41-32-00-00-**	41 = A 32 = 2
VmCodFwdCl	Code sent to the VM when a station call is forwarded to the VM.	**5**	**02-41-31-00-00-**	41 = A 31 = 1
VmCodOosTo	Code sent to the VM If the called party is unavailable.	**5**	**02-42-38-00-00-**	42 = B 38 = 8
VmCodRecal	Code sent to the VM in the case of call-back from the automatic attendant.	**5**	**02-41-34-00-00-**	41 = A 34 = 4
VmcodRelea	Code sent to the VM when the caller goes on hook.	**5**	**02-42-39-00-00-**	42 = B 39 = 9

Label	Function	No of bytes	Default value	Significant value
VmCodRgT0E	Code sent to the VM in the case of the called party going on hook in supervised transfer mode.	**5**	**01- 43- 00- 00- 00-**	43 = C
VmCodRgnT0	Code sent to the VM if the called party is free.	**5**	**02- 42- 36- 00- 00-**	42 = B 36 = 6
VmFwdBsyCl	Code sent to the VM if the called party has a forward on busy to the VM.	**5**	**02- 41- 35- 00- 00-**	41 = A 35 = 5
VmFwdDlyCl	Code sent to the VM if the called station has a dynamic forward to the automatic attendant.	**5**	**02- 41- 36- 00- 00-**	41 = A 36 = 6
VmFwdInfo	Code sent by the system to inform the VM that the called extension is forwarded to its mailbox.	**5**	**02- 42- 34- 00- 00-**	42 = B 34 = 4
VMUBusy	Enable or disable the voice prompt "your correspondent is busy" when busy forwarding to mail box is activated. 00h: "your correspondent is busy", 01h: mail box greeting if personalized or name. Since R4.1.	**1**	**00**	00 Extension Busy msg 01 Mail box greeting msg
WakUpPrbRg	Hotel: activation/deactivation of an alarm ring in the case of a problem with the alarm.	**1**	**01**	00 Inactive 01 Active
WakeUpRetr	Number of alarm retries in the case of non-acknowledged.	**1**	**03**	Eg. 03 = 3 alarm retries
Z_BC_Voice	Set the Bearer Capability to voice for an outgoing if the originated analogue set has a voice service1.	**1**	**00**	00 3.1kHz 01 Voice

2. "Timer Labels" description

Label	Function	No of bytes	Default value	Significant value
AlerIncTimer	Time delay before transmission of an "Alert" to the public network on an incoming call.	**2**	**00-3C 6s**	100ms intervals
CstaMCaTim	Maximum duration a correspondent is called before the call is automatically stopped (call generated from a CSTA application).	**2**	**00-C8 20s**	100ms intervals
DphLockAct	Doorphone II (NL doorphone): timer value for time to operate a doorstrike.	**2**	**00-0A 1s**	100ms intervals
DphMHldTim	Maximum conversation length for a doorphone.	**2**	**B8-0B 5mn**	100ms intervals
DphWRsptim	Maximum response delay for a doorphone call.	**2**	**02-58 1mn**	100ms intervals
EBValTime	Change the value of the Earth Button Validation timer for 2–wire–sets.	**2**	**00-0C 1.5 sec**	100ms intervals
FeatAckTim	Display time of operation accepted message (Message on UA: "accepted").	**2**	**00-1E 3s**	100ms intervals
FlashTimer	Minimum duration of a Flashing.	**2**	**00-16 128ms**	8 ms intervals
ForceMFTim	Time associated to the Force MF digit: set is switched in MF mode and MF codes are sent.	**2**	**00-32 5s**	100ms intervals
IntDgMFTim	Interdigit MF timer on a set. (Active time of DTMF end to end signalling)	**2**	**00-C8 20s**	100ms intervals
IsdnBlkTim	Allows selecting or not block mode dialling on ISDN lines for dialled digits which are defined in the end of dialling table. Since R410/023.005 – R510/018.004	**2**	**00-00**	00-00 overlap 100ms intervals See Appendix 4.19
PM5FtpIdle	Duration of the idle time to disconnection of a PM5/OMC session via a FTP (LAN). Since R210/ 030.001. Default value: 1E (30 minutes) – Max: FE.	**1**	**1E**	30mn
Pm5PppIdle	Duration of the idle time to disconnection of a PM5/OMC session via a remote ISDN (PPP). Since R210/ 030.001. Default value: 1E (30 minutes) – Max: FE.		**1E**	30mn
ParWaitTim	Meet me conference bridge timer which allows participant to be queued until the Master opens the bridge (participant are released after timeout). Since R6.0.	**2**	**0B-B8 5mn**	100ms intervals
RelSubsTim	Timer during which we can receive always metering pulses after the release of a call.	**2**	**00-96 15s**	100ms intervals
TinyLgDTMF	Defines the length of the DTMF tone sent from a Mobile 100/200 set when the flag *LongMFTiny* is enabled (i.e. value 01)	**2**	**03-00 300ms**	100ms intervals
TmpMenLTim	Display time for camped-on calls.	**2**	**00-32 5s**	100ms intervals
TmpMenuTim	Display time for flashing menus on a station.	**2**	**00-14 2s**	100ms intervals
VoipBlkTim	End of dialling timer of H323 VoIP accesses in Open Dial. Default value: 32 H = 5 sec. **Note**: only for OXO R1.1. This timer is available in the VoIP parameters since OXO Release 2.	**2**	**00-32**	100ms intervals

3. "Debug Labels" description

Label	Function	No of bytes	Default value	Significant value
ACDivRestr	All calls intended to the attendant group can be diverted to an internal or external destination (local calls, external public and private incoming calls, dynamic routing calls, recalls to operator) Modifying "ACDivRestr", allows to restrict this type of diversion (Diversion by Att. Restricted mode) to direct calls to the attendant group and to incoming public calls (private incoming calls, recalls and dynamic routing calls are not diverted)	**1**	**00**	00 not activated 01 activated
ADsa1st*	System behaviour if analogue DISA is activated. Used to define whether the first incoming digit "*" is ignored or not (ie: Star Question function).	**1**	**01**	00 * not ignored 01 * is ignored
ADsaAnsTim	DISA on analogue trunk: Ring duration timer for automatic answer of an incoming call to DISA.	**2**	**00-64** **10s**	100 ms intervals
ADsaSToTim	DISA on analogue trunk: timeout between DISA answering a call and connecting to the DISA tone	**2**	**00-14** **2s**	100 ms intervals
ADsaTonTim	DISA on analogue trunk: duration of the DISA tone.	**2**	**00-1E**	100 ms intervals
ATClipName	Name display on analogue trunk can be disabled. Since R6.0 for Canada & US market.	**2**	**01-00**	01-00 Name 00-00 CLI
AnsMsgTim	Time duration of auto_answer_timer for night greetings and preannouncement.	**2**	**00-00**	100 ms intervals
ArsEmWtAcc	This flag defines whether or not an access code is sent with an emergency number using the ARS mechanism.	**1**	**00**	00 emergency number is sent 01 access code + emergency number is sent
AttConnex	Time delay for connection of an incoming call on an analogue Trunk Line.	**2**	**00-00**	8 ms intervals country dependent
AudioInG	Gain values of the AFU daughterboard audio input gain. Note: a Warm reset is necessary if the value is changed.	**2**	**00-00** **+20dBr**	0x00 (+20 dBr) 0x01 (+15 dBr) 0x02 (+10 dBr) 0x03 (+ 5 dBr)
AutoAnsTim	Ringing time before automatic pickup in auto answer mode. (ie: UA set Auto Answer ring duration timer).	**2**	**00-15**	100 ms intervals
Auto_Reset	To program an automatic system warm reset (defined by date and time). Default value 00 – 00 – 02 – 35 – 00.	**5**	**00** **00** **02** **35** **00**	00 deactivated 01 activated 00 Sunday 01 Monday 02 Tuesday 03 Wednesday 04 Thursday 05 Friday 06 Saturday 07 Daily Reset hour 00 to 17h Reset minutes 00 to 3B Not used
BatVonTim	Timer to validate the ON signal of the battery	**2**	**00-3C** **6 sec.**	100ms intervals
BraL1Slave	This flag allows to set ISDN Layer 1 to slave for all DLT0 in the system configured as Master (network). The result is DLT0 access is SLAVE for Layer 1 but MASTER for Layer 2. Warm reset required.	**1**	**00**	00 L1 master 01 L1 slave

Label	Function	No of bytes	Default value	Significant value
BreakSPRing	Message led switching–off timer on 2 wires sets.	**2**	**00-77 1000ms**	8 ms intervals
CFU_KYP	Use of keypad procedure for Call Forwarding service	**1**	**00**	00 Facility Information element 01 Display and Keypad Information elements
CallRecov	During a conversation between a DECT set and another set, if the audio link is lost, a mechanism to recover the lost call can be activated called "call recovery" - provided the lost audio link is re-established within 20s.	**1**	**01**	00 mechanism disabled 01 mechanism enabled
CoupCal1	1st type of Flashing timer on analogue trunks. 4 types of calibrated loop are defined in the system. The fitter must choose one of the four. If no one is adapted to public network, he can modify one these values.	**2**	**00-0E** **112 ms**	8 ms intervals
CoupCal2	2nd type of Flashing timer on analogue trunks.	**2**	**00-22 272ms**	8 ms intervals
CoupCal3	3rd type of Flashing timer on analogue trunks.	**2**	**00-64 800ms**	8 ms intervals
CoupCal4	4th type of Flashing timer on analogue trunks.	**2**	**00-96 1200ms**	8 ms intervals
DDN_forCLI	For CLI on analogue trunks, allows to choose which ETSI parameter -02 or 03- will be used to display the CLI on the called party. Authorised values: - 01 h: if present, ETSI CLI parameter "03" is used as CLI, - 00 h: even if the ETSI CLI parameter "03" is present, it will be ignored and the parameter "02" will be used. Since R610/013.001 & R7.0	**2**	**00-00** **or** **00-01**	01 for Canada & USA 00 for all other countries
DSS1ISVPN+	Depending on this noteworthy address value, the ISVPN+ specific information for metering is transmitted or not on DSS1 links.	**1**	**00**	00 not transmitted 01 transmitted
DectNotApT	Dect not appeared timer	**2**	**04-B0 2 min**	100ms intervals
DectOBCGai	Adaptation of the gain level for DECT sets on the OBC (IBS/RBS). Gain independent of connection type	**4**	**00-06 00-09**	See Appendix 4.15 for details
DectPagTim	Maximum time during which a DECT handset running in UA mode (not GAP) can be searched (paged). At time out expiry the caller gets the Inaccessible menu and the call is either released or routed to the attendant. Note that dynamic routing is also stopped at time out expiry.	**2**	**00-C8**	100 ms intervals
DectTotcal	This counter is only updated if the noteworthy address "DectCntOn" is set to TRUE. Counter of total Dect calls: each time a call involving a Dect set is made, this counter increases. (This counter is the sum of all individual DECT counters).	**4**	**--**	Read only
DectCutCal	This counter is only updated if the noteworthy address "DectCntOn" is set to TRUE. Counter of total Dect lost calls: each time a call involving a Dect set is cut or lost, this counter increases.	**4**	**--**	Read only
DectBasCnt	This counter is only updated if the noteworthy address "DectCntOn" is set to TRUE. The base station counters are stored in a table. A row in the table gives all counters link to one base station.	**4**	**--**	Read only

Label	Function	No of bytes	Default value	Significant value
DectHdsCnt	This counter is only updated if the noteworthy address "DectCntOn" is set to TRUE. The handset counters are stored in a table. A row in the table gives all counters link to one handset.	**4**	**--**	Read only
DivDnd2Vmu	If this flag is set to true (01), calls to a set with DND diversion goes directly to the users Voice mail; if false then the normal DND feature is used.	**1**	**00**	00 Normal DND 01 Diverted to VMU
Dsa1DigTim	DISA on analogue trunk: first digit timeout.	**2**	**00-64** **10s**	100 ms intervals
DynRoutTrf	The default value is "True" which means transferred calls are subject to the destination set's dynamic routing table (both Level 1 & 2). If changed to "False" (00) unanswered transferred calls will recall using the timer "TransfTim" and not the dynamic routing timers.	**1**	**01**	00 Recall 01 Use dynamic routing
EnquiEButt	Flag to force the user of analogue Z to depress the earth button to perform an enquiry call. When set to TRUE: Flashing is mandatory to do the enquiry call. When set to FALSE: Enquiry call can be made directly by dialling (if decadic).	**1**	**00**	00 Flash not required 01 Flashing required
FacilityIE	Enables/disables sending of **FACILITY** information element **(ETSI)** to the public network	**1**	**01**	00 Sending disabled 01 Sending enabled
FicaMaint	This flag is used to perform maintenance operations on BRA accesses (L1/L2 re-synchronisation). Helpful in case of clock glitches when the OXO has 2 non-synchronized T0 accesses (eg. T0 from 2 different operators or, one T0 connected behind the PE and the second T0 to a GSM gateway). When the system detects L2 reception errors, it switches the FICA chip mode during few ms (this causes a Layer1 cut and by the way re-synchronises the T0 access). **Value 01:** since 210/067.001 – 310/028.003 – R4.0 and above. The mechanism is only available for BRA boards (T0 or DLT0) and is not used on T2/DLT2 or MIXED boards. **Value 10:** since 410/053.001 – 510/027.001 – 600/015.004 – and above. The enhanced mechanism is available for BRA boards (T0 or DLT0) and MIXED boards (not used on T2/DLT2).	**1**	**00**	00 Maintenance deactivated 01 Maintenance active 10 Maintenance active. (enhanced mechanism) SW version dependant. See description.
HoldAccTim	After the answer of an external call, time to have the right to make an enquiry.	**2**	**00-00**	100 ms intervals
IgnExtSecr	Ignore External Secrecy or not. FALSE (00): the party number with secrecy from external call is displayed with XXXX. TRUE (01): the party number with secrecy is ignored.	**1**	**00**	00 Display XXXX 01 Ignored
IgnRacDist	Time during which the incoming release is not taken into account on Analogue trunks. Stops a line glitch on off-hook from being considered like a release.	**2**	**00-FA** **2 sec.**	8 ms intervals
InacEntSor	Time delay after on-hook during which reception of a call on an analogue trunk line is prohibited.	**2**	**00-00**	8 ms intervals
InacSorMix	Time delay after on-hook during which outgoing calls on mixed analogue trunk lines are prohibited.	**2**	**02-71** **5s**	8 ms intervals
InacSorSpe	Time delay after on-hook during which outgoing calls on outgoing analogue trunk lines are prohibited.	**2**	**00-FA** **2s**	8 ms intervals
InaccPabx	Time delay after on-hook during which outgoing calls on analogue trunk lines behind the PABX are prohibited.	**2**	**00-32** **500ms**	8 ms intervals

Label	Function	No of bytes	Default value	Significant value
IntAMmcTim	Maximum time during which the UA MMC is still activated without any modification. After this time, the set goes to the idle state.	**2**	**19-C8**	100 ms intervals
IntApplTim	Interdigit timer during the activation of a feature.	**2**	**00-64**	100 ms intervals
IntClLpTim	Interdigit timer during a calibrated loop.	**2**	**00-32**	100 ms intervals
IntDigtTim	Decadic Interdigit timer on a set.	**2**	**00-64**	100 ms intervals
IntrchfSor	Decadic dialling: This value is the interdigit time during the physical transmission of the digit on the analogue trunk line.	**2**	**00-09 864ms**	96 ms intervals
LiNSF_IE	Enables definition of the ISDN protocol type used by the S0 accesses. A warm reset of the system is necessary in order to enable the modification.	**1**	**00**	00 ETSI 01 VN
LimCurrent	Defines the maximum allowed current for an analogue extension on the OmniPCX SLI extensions. **Note**: a warm reset is necessary if the value is changed.	**1**	**01**	00 50mA 01 28mA
LongDTMF	This address enables continuous DTMF tone when using Forced MF from Reflexes set. **Note:** It has no effect on Mobile 100/200.	**1**	**00**	00 = DTMF 200ms On 01 = DTMF continuous
LongMFTiny	This address allows Mobile 100/200 sets to send long DTMF codes. The "Long DTMF" codes length can be configured via the flag "TinyLgDTMF" (Timer Labels). **Note:** on the Mobiles sets, Long DTMF sending mode is activated / deactivated with the soft key "Lg MF Mode".	**1**	**00**	00 Long DTMF Disabled 01 Long DTMF Enabled
MCID_KYP	Use Facility information element or keypad procedure for Malicious Call Identification service.	**1**	**00**	00 Facility IE 01 Keypad IE
M_R_N_TIME	External incoming analogue call release timer if no answer (Normal mode only).	**2**	**09-60**	100 ms intervals
M_R_R_TIME	External incoming analogue call release timer if no answer (Restricted mode only).	**1**	**02-58**	100 ms intervals
MakeSPRing	Message led switching–on timer on 2 wires sets.	**2**	**00-08 64ms**	8 ms intervals
PRIOR_LRP	Allows reservation of LRPs for the "owners" of these lines, for making outgoing calls.	**1**	**01**	00 Deactivate 01 Enabled
SimOverlap	Allows to select the dialling mode on the ISDN lines: FE-FF: overlap dialling (digit by digit). Other values: timer length, after the expiry of this timer it is assumed that dialling is finished (block mode). eg. 00 3C h for 6 seconds timeout.	**2**	**FF-FE**	FE-FF Overlap. Other values: timeout for block mode dialling 100 ms intervals
TrNSF_IE	Enables definition of the ISDN protocol type used by the T0 accesses (France).	**1**	**01**	00 ETSI 01 VN
TrkGainIP	Allows adjustment of the echo cancellation on IP Trunks.	**26**	/	See Appendix 4.11
TscGainIP	Allows adjustment of the echo cancellation on TSC IP.	**26**	/	See Appendix 4.12
VMUMaxTry	Defines the number of attempt for the remote access to Voice Mail. Since R610/015.003 and R700.	**1**	**14**	See Appendix 4.20
VmuDBNTim	Timer for starting the name search guide in the Dial by name Automated Attendant feature.	**2**	**14-00 2s**	100 ms intervals

4. APPENDIX

4.1 BsyPrivCaus

(Busy Provider Causes). This table contains up to 5 ETSI cause values that triggers the feature "ARS busy provider" and re-route (overflow) a call to another provider. If only eg. 2 causes have to be programmed, the entry must be string left, example for ETSI cause values 57h and 3Ah: BsyPrivCaus = 57 3A FF FF FF.

Reminder: - the system stops the search at the first entry programmed at FF
- the entries are hexadecimal values: take care about the format used with an ISDN analyser !

4.2 DynRoutBsy

(Dynamic routing on Busy). This flag defines the reaction of the PBX for an incoming call to a busy extension.

Authorized values:

00: the incoming call is routed to the "dyn. route. T1" destination after the timer T1 (if programmed).
01: the incoming call is immediately forwarded to the "dyn. rout. T1" destination if the user is busy

Example of application: with VMU, an incoming call will be immediately forwarded to the VMU if the called party is busy, the caller hears the message "the terminal is occupied, you are connected to the mail box …."

Remarks:
- This flag is a system data ➔ the mechanism is applied to all subscribers that have a "dyn. rout. T1" destination defined.
- The immediate forwarding is only applied to an external incoming call ➔ internal calls will always follow T1 timeout.
- The choice between dynamic routing or immediate forwarding on busy can be configured for each subscriber by OMC in the menu "Subscriber List – Subscriber – Details – Dynamic routing – (cross the checkbox) "Routing on busy". In this case, the flag DynRoutBsy must be at 00 (default value, but take care in case of system upgrade).

4.3 EmergNum

(Emergency Number).

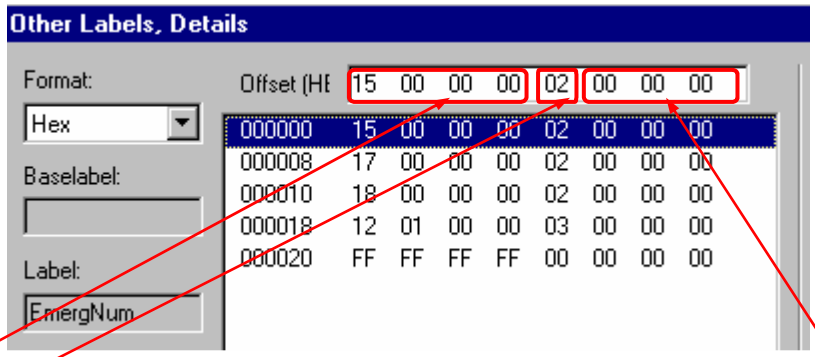
This table contains predefined prefixes for which an outgoing call by manual dialling fwill never be subjected to barring.

Up to the R5.1: EmergNum contains up to 5 prefixes, which have a maximum length of 8 digits, each entry uses 8 bytes, meaning 5 groups of 8 bytes.

Starting from the R6.0: EmergNum contains up to 10 prefixes (maximum length of 8 digits, meaning 10 groups of 8 bytes).

Procedure:

- Access the "Other labels" addresses "EmergNum"
- Define the Emergency number and length of the number (ie: quantity of digits)



- The first 4 bytes define the emergency number (15): an emergency number has a maximal size of 8 digits. Possible values are 0 to 8 (BCD format, 9 - * and # are not allowed).
- The 5th byte indicates the length of the emergency number (02 = two digits) and the 6th/7th and 8th bytes are system data (do not modify).
- To add the emergency number eg. (112), you must enter " 12 01 00 00 03 00 00 00 " - as shown in the screen capture above at Offset 000018
- To delete an entry, it is recommended to program " FF FF FF FF 00 00 00 00" (for easier table overview)
- The next 8 bytes define the second emergency number with same rules as before.

Additional example:

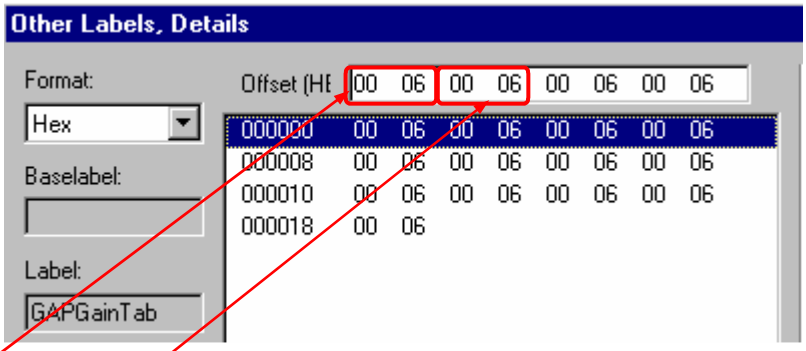
- emergency number 112 is entered as "12 01 00 00 03 00 00 00"
- emergency number 12345678 is entered as "78 56 34 12 08 00 00 00"

4.4 GAPGainTab

"GAPGainTab" allows adjustment of gains in transmission and reception for **GAP** Dect stations according to the type of remote correspondent. The system distinguishes 13 types of directions, 13 groups of 2 bytes each.

Procedure

Access the "Others labels" addresses, find the address label "GAPGainTab ".



Example:

The 2 first bytes are used by GAP handsets when in conversation via a Com Type 1 - **external ISDN end to end** line. The values for this communication type are:

Offset Address 000000 byte 01 ➔ 00 = 0dB - transmission gain
Offset Address 000001 byte 02 ➔ 06 = 6dB - reception gain

The next 2 bytes are used by GAP handsets in conversation via a Com Type 2 - **non ISDN end to end line** (Inter working). The values for this communication type are:

Offset Address 000002 byte 07 ➔ 00 = 0dB - transmission gain
Offset Address 000003 byte 08 ➔ 06 = 6dB - reception gain

Allowed Gain values are: from –12 dB to +12 dB in 1 dB steps:

Hexadecimal	1C	1B	1A	19	18	17	16	15	14	13	12	11
Decimal	28	27	26	25	24	23	22	21	20	19	18	17
Gain (dB)	-12 dB	-11 dB	-10 dB	-9 dB	-8 dB	-7 dB	-6 dB	-5 dB	-4 dB	-3 dB	-2 dB	-1 dB

Hexadecimal	**00**	01	02	03	04	05	**06**	07	08	09	0A	0B	0C
Decimal	**00**	01	02	03	04	05	**06**	07	08	09	10	11	12
Gain (dB)	**0dB**	+1 dB	+2 dB	+3 dB	+4 dB	+5dB	**+6 dB**	+7 dB	+8 dB	+9 dB	+10 dB	+11 dB	+12 dB

The 13 communications distinguished by the PBX are the following:

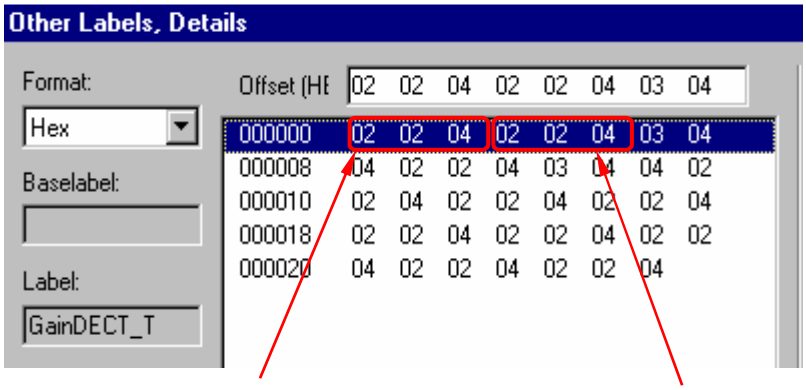
Com. Type 1 ➔ External digital
Com. Type 2 ➔ Interworking
Com. Type 3 ➔ External analogue
Com. Type 4 ➔ Internal digital
Com. Type 5 ➔ Analogue Tie Line
Com. Type 6 ➔ Dect (non GAP)
Com. Type 7 ➔ Internal analogue 2w
Com. Type 8 ➔ Force
Com. Type 9 ➔ Gap Dect
Com. Type 10 ➔ Data
Com. Type 11 ➔ VoIP Accesses
Com. Type 12 ➔ IP-Enabler
Com. Type 13 ➔ Default.

4.5 GainDECT_T

"GainDECT_T" allows adjustment of gains in transmission and reception for DECT stations according to the type of remote correspondent. The system distinguishes 13 types of communication, 13 groups of 3 bytes each.

Procedure

Access the "Other labels addresses", find the address "GainDECT_T" click on details and the following window will appear:



Byte 01 – padded send Byte 02 – padded receive Byte 03 – side tone	Byte 04 – padded send Byte 05 – padded receive Byte 06 - side tone

Type of communication

The 13 communications distinguished by the PBX are the following:

Com. Type 1 ➜ External digital
Com. Type 2 ➜ Interworking
Com. Type 3 ➜ External analog
Com. Type 4 ➜ Internal digital
Com. Type 5 ➜ Analog Tie Line
Com. Type 6 ➜ Dect (non GAP)
Com. Type 7 ➜ Internal analogue 2w
Com. Type 8 ➜ Forced
Com. Type 9 ➜ Gap Dect
Com. Type 10 ➜ Data
Com. Type 11 ➜ VoIP Accesses
Com. Type 12 ➜ IP-Enabler
Com. Type 13 ➜ Default.

E.g.: The first 3 bytes (circled) are used for the DECT handset in conversation via a Com Type 1 - **External digital** line.

The values for this communication type are:

Offset Address 00000000 Byte 01 ➜ 02 = 0dB - padded send
Offset Address 00000001 Byte 02 ➜ 02 = 0dB - padded received
Offset Address 00000002 Byte 03 ➜ 04 = 5dB - side tone (do not modify)

To increase the audio level received on the DECT handset to 2,5 dB, the value of the "reception" byte (address 00000001) must be changed from 02 to 03.

The authorised values (transmission and reception) are:

00 = -5 dB 01 = -2,5 dB 02 = 0 dB 03 = 2,5 dB 04 = 5 dB

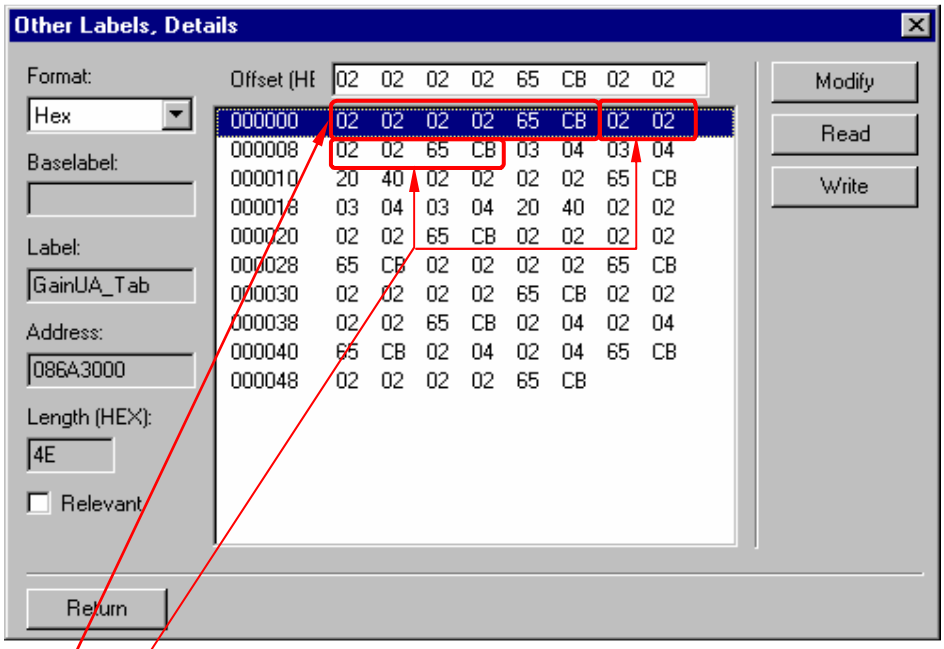
- The next 3 bytes (starting from offset address 0000003) on the same line, are used for the DECT handset in conversation with a non ISDN end to end line, called "**Interworking**" communication.
- The next 3 bytes (starting from offset address 0000006) on the same line, are used for the DECT handset in conversation with an "**External analogue"** communication.
- The next 3 bytes (starting from address 0000009) on the following line, are used for the DECT handset in conversation with a "**Digital internal"** correspondent.
- etc …

Note: the GainDect_T addresses above as well as "GAPGainTab" - "GainUA_Tab" and "GainZ_Tab" are given as examples only. These addresses change from one version to another and for each country.

4.6 GainUA_Tab

"GainUA_Tab" allows adjustment of gains in transmission and reception for UA stations, for hands free and handset modes, for 13 different communication types, 13 groups of 6 bytes each. (eg. 6 bytes x 13 comm.types = 78 (4E hex length of the table) Procedure:

- Access "Other labels" address, find the address "GainDECT_T ".see below :
  or
- Access "Numeric addresses"; enter the hexadecimal address of GainUA_Tab and 78 for the length.
  After clicking on READ, the values for all types of communication are displayed



The first six bytes are used for UA stations in conversation with an external ISDN line (ISDN end to end communication). The values for this type of communication are:

Offset Address 000000	➔ 02 = 0dB	- handset transmission
Offset Address 000001	➔ 02 = 0dB	- handset reception
Offset Address 000002	➔ 02 = 0dB	- hands free transmission
Offset Address 000003	➔ 02 = 0dB	- hands free reception
Offset Address 000004	➔ 65	- do not change, system data
Offset Address 000005	➔ CB	- do not change, system data

The next six bytes are used for UA stations in communication with an external inter working line (not ISDN end to end). The values for this type of communication are:

Offset Address 000006	➔ 02 = 0dB	- handset transmission
Offset Address 000007	➔ 02 = 0dB	- handset reception
Offset Address 000008	➔ 02 = 0dB	- hands free transmission
Offset Address 000009	➔ 02 = 0dB	- hands free reception
Offset Address 000010	➔ 65	- do not change, system data
Offset Address 000011	➔ CB	- do not change, system data

The following bytes correspond to the communication types as outlined for "GAPGainTab".

The authorized values (for transmission and reception) are:

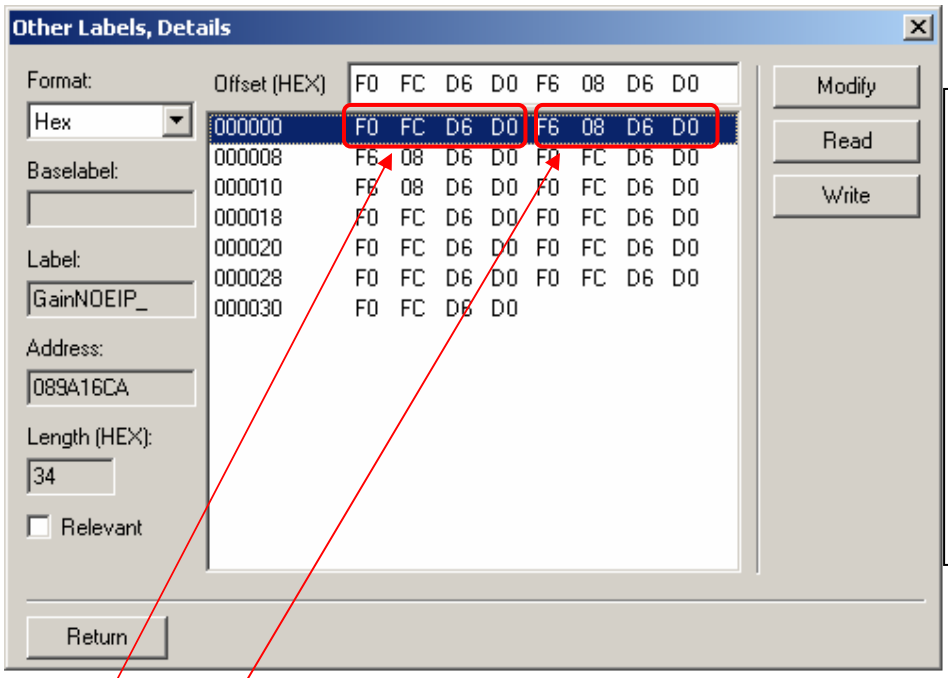
00 = -5 dB 01 = -2.5 dB 02 = 0 dB 03 = 2.5 dB 04 = 5.0 dB

Example: To increase the audio level received on the UA station's handset by 2,5 dB for ISDN calls, the value of the "reception" byte at Offset Address 000001(ISDN end to end communication) must be changed from 02 to 03.

4.7 GainNOEIP_

"GainNOEIP_" allows adjustment of gains in transmission and reception for IP Touch sets (x8 series), for handset and headset modes, for 13 different communication types (13 groups of 4 bytes each).

Procedure: Access "Other labels" address, find the address "GainNOEIP ", the following window appears:



The first 4 bytes are used for x8 stations in conversation with an external ISDN line (ISDN end to end communication). The values for this type of communication are:

Offset Address 000000 ➔ F0 = +3 dB - Gain on transmission
Offset Address 000001 ➔ FC = -12 dB - Gain on reception
Offset Address 000002 ➔ D6 = 21 dB - Side tone on handset
Offset Address 000003 ➔ D0 = 24 dB - Side tone on headset

The next four bytes are used for x8 stations in communication with an external inter working line (not ISDN end to end). The values for this type of communication are:

Offset Address 000004 ➔ F6 = +6 dB - Gain on transmission
Offset Address 000005 ➔ 08 = -6 dB - Gain on reception
Offset Address 000006 ➔ D6 = 21 dB - Side tone on handset
Offset Address 000007 ➔ D0 = 24 dB - Side tone on headset

Authorized values for Transmission:

Hexadecimal	E6 (min level)	EA	F0	F6	FA (max level)
Gain (dB)	-2 dB	0 dB	+3	+6	+8 dB

Authorized values for Reception:

Hexadecimal	F0 (min level)	F6	FC	02	08	0E	14	1A (max level)
Gain (dB)	-18 dB	-15 dB	-12 dB	-9 dB	-6 dB	-3 dB	0 dB	+3 dB

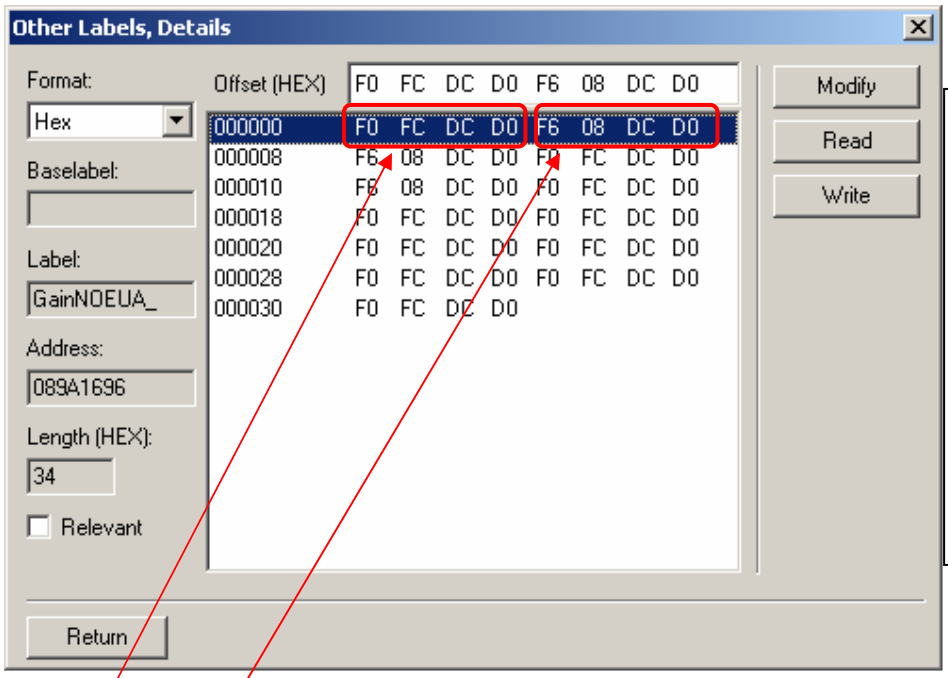
Authorized values for Side Tone are:

Hexadecimal	CC (min level)	D0	D4	D6	D8	DC	E0	E4	E8 (max level)
Gain (dB)	26 dB	24 dB	22 dB	21 dB	20 dB	18 dB	16 dB	14 dB	12 dB

4.8 GainNOEUA_

"GainNOEUA_" allows adjustment of gains in transmission and reception for x9 series set, for handset and headset modes, for 13 different communication types (13 groups of 4 bytes each).

Procedure: Access "Other labels" address, find the address "GainNOEIP ", the following window appears:



4 bytes for each com. type:
0 ➔ External ISDN
1 ➔ Interworking
2 ➔ External Analogue
3 ➔ Internal Digital
4 ➔ Analog_TieLine
5 ➔ Dect
6 ➔Internal Analogue
7 ➔ Forced
8 ➔ Gap_Dect
9 ➔ Data
10➔ IP Trunk
11➔ TSC_IP
12➔ Default

The first 4 bytes are used for x9 stations in conversation with an external ISDN line (ISDN end to end communication). The values for this type of communication are:

Offset Address 000000 ➔ F0 = +3 dB - Gain on transmission
Offset Address 000001 ➔ FC = -9 dB - Gain on reception
Offset Address 000002 ➔ DC = 18 dB - Side tone on handset
Offset Address 000003 ➔ D0 = 24 dB - Side tone on headset

The next four bytes are used for x9 stations in communication with an external inter working line (not ISDN end to end). The values for this type of communication are:

Offset Address 000004 ➔ F6 = +6 dB - Gain on transmission
Offset Address 000005 ➔ 08 = -3 dB - Gain on reception
Offset Address 000006 ➔ DC = 18 dB - Side tone on handset
Offset Address 000007 ➔ D0 = 24 dB - Side tone on headset

Authorized gain values for transmission:

Hexadecimal	E6 (min level)	EA	F0	F6	FA (max level)
Gain (dB)	-2 dB	0 dB	+3	+6	+8 dB

Authorized gain values for Reception:

Hexadecimal	F0 (min level)	F6	FC	02	08	0E	14	1A (max level)
Gain (dB)	-15 dB	-12 dB	-9 dB	-6 dB	-3 dB	0 dB	+3 dB	+6 dB

Authorized gain values for Side Tone:

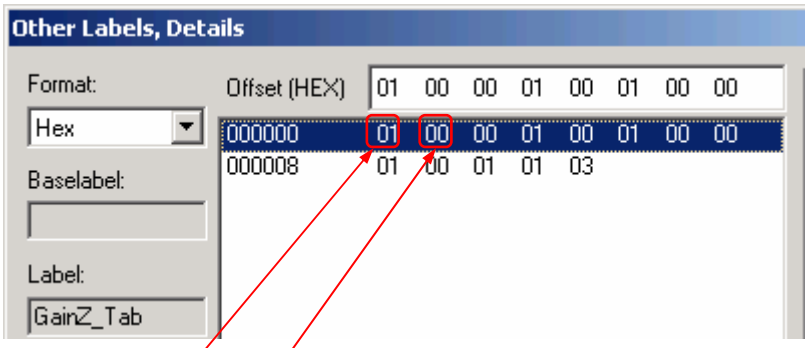
Hexadecimal	CC (min level)	D0	D4	D6	D8	DC	E0	E4	E8 (max level)
Gain (dB)	26 dB	24 dB	22 dB	21 dB	20 dB	18 dB	16 dB	14 dB	12 dB

4.9 GainZ_Tab

"GainZ_Tab" allows to activate gain for Z stations connected on SLI interfaces for 13 different directions (1 byte per direction).

The authorised values are: 00 = Boost OFF
01 = Boost ON (+2.5 dB)

Procedure: Access "Other labels" address, find the address "GainZ_Tab", the following window appears:



1 byte for each com. type:
0 ➔ External ISDN
1 ➔ Interworking
2 ➔ External Analogue
3 ➔ Internal Digital
4 ➔ Analog_TieLine
5 ➔ Dect
6 ➔Internal Analogue
7 ➔ Forced
8 ➔ Gap_Dect
9 ➔ Data
10➔ IP Trunk
11➔ TSC_IP
12➔ Default

Example:

- The first byte is used for Z station in conversation with a digital external line (digital end to end communication). The value for this type of communication is:
  Offset Address 000000 ➔ 01 = Boost ON
- The second byte is used for Z stations in communication with an interworking line. The value for this type of communication is:
  Offset Address 000001 ➔ 00 = Boost OFF

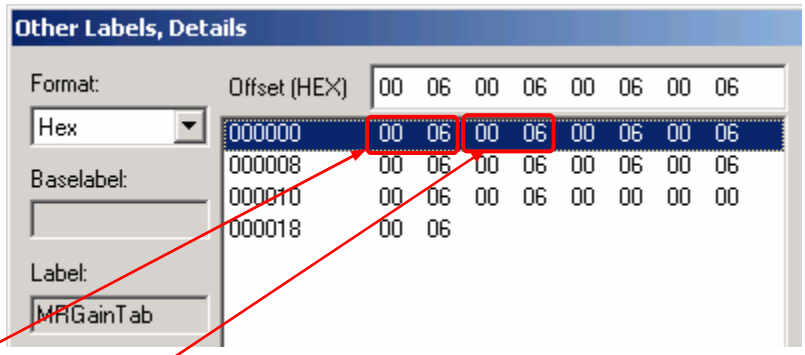
Note: the 13th byte is a system data, do not modify.

4.10 MRGainTab

"MRGainTab" allows adjustment of gains in transmission and reception for Mobile 300/400 handsets according to the type of remote correspondent. The system distinguishes 13 types of directions, 13 groups of 2 bytes each.

Procedure:

Access the "Others labels" addresses, find the address label "MRGainTab ".



Example:

The 2 first bytes are used by GAP handsets when in conversation via a Com Type 1 - **external ISDN end to end** line. The values for this communication type are:

Offset Address 000000 byte 01 ➔ 00 = 0dB - transmission gain
Offset Address 000001 byte 02 ➔ 06 = 6dB - reception gain

The next 2 bytes are used by GAP handsets in conversation via a Com Type 2 - **non ISDN end to end line** (Inter working). The values for this communication type are:

Offset Address 000002 byte 07 ➔ 00 = 0dB - transmission gain
Offset Address 000003 byte 08 ➔ 06 = 6dB - reception gain

Allowed Gain values are: from –12 dB to +12 dB in 1 dB steps:

Hexadecimal	1C	1B	1A	19	18	17	16	15	14	13	12	11
Decimal	28	27	26	25	24	23	22	21	20	19	18	17
Gain (dB)	-12 dB	-11 dB	-10 dB	-9 dB	-8 dB	-7 dB	-6 dB	-5 dB	-4 dB	-3 dB	-2 dB	-1 dB

Hexadecimal	**00**	01	02	03	04	05	**06**	07	08	09	0A	0B	0C
Decimal	**00**	01	02	03	04	05	**06**	07	08	09	10	11	12
Gain (dB)	**0dB**	+1 dB	+2 dB	+3 dB	+4 dB	+5dB	**+6 dB**	+7 dB	+8 dB	+9 dB	+10 dB	+11 dB	+12 dB

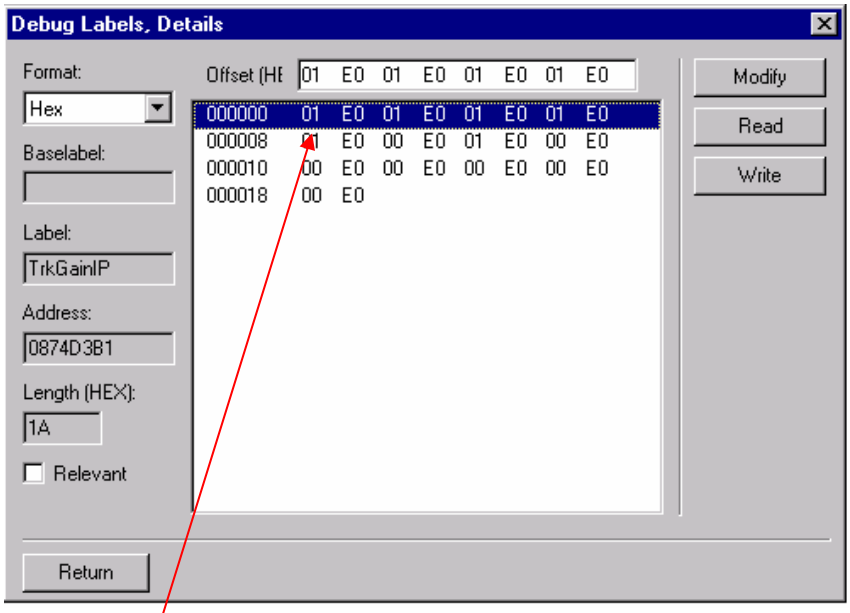
The 13 communications distinguished by the PBX are the following:

Com. Type 1 ➔ External digital
Com. Type 2 ➔ Interworking
Com. Type 3 ➔ External analogue
Com. Type 4 ➔ Internal digital
Com. Type 5 ➔ Analogue Tie Line
Com. Type 6 ➔ Dect (non GAP)
Com. Type 7 ➔ Internal analogue 2w
Com. Type 8 ➔ Force
Com. Type 9 ➔ Gap Dect
Com. Type 10 ➔ Data
Com. Type 11 ➔ VoIP Accesses
Com. Type 12 ➔ IP-Enabler
Com. Type 13 ➔ Default.

4.11 TrkGainIP

"TrkGainIP" allows to adjust the gains of the IP channels according to the type of remote correspondent. The system distinguishes 13 different directions, i.e. 13 groups of 2 bytes each.

Procedure:
Access "Debug labels" addresses, find the address '"TrkGainIP", click "Details", the following window appears:



2 bytes for each com. type:
0 ➔ External ISDN
1 ➔ Interworking
2 ➔ External Analog
3 ➔ Internal Digital
4 ➔ Analog_TieLine
5 ➔ Dect
6 ➔Internal Analog
7 ➔ Forced
8 ➔ Gap_Dect
9 ➔ Data
10➔ IP Trunk
11➔ TSC_IP
12➔ Default

Note : the 2nd byte of each com. type is system data, do not modify

Each direction contains 2 bytes.

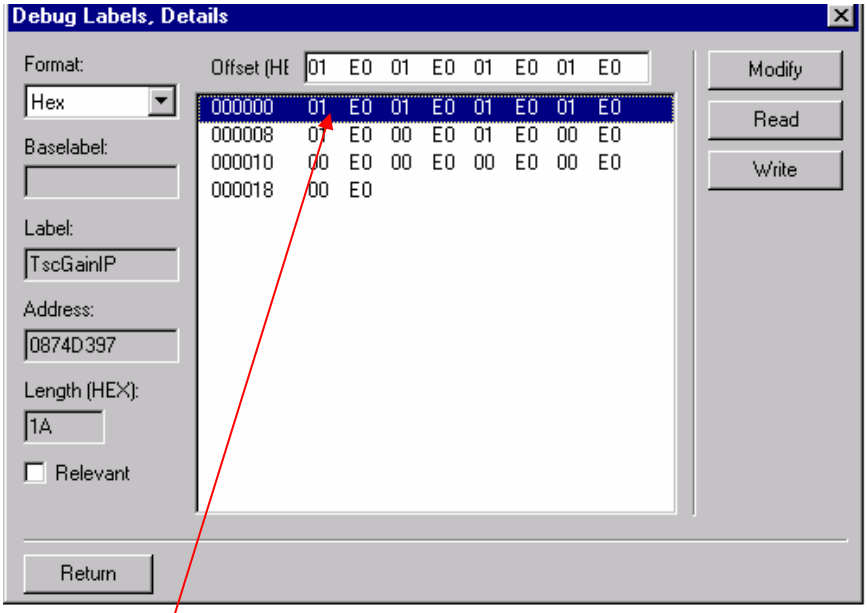
The first byte controls the echo cancellation, the second the gain value (do not modify).

Authorized values:
00 = Deactivation of echo cancellation.
01 = Activation of echo cancellation.

4.12 TscGainIP

"TscGainIP" allows to adjust the gains of the IP channels according to the type of remote correspondent. The system distinguishes 13 different directions, i.e. 13 groups of 2 bytes each.

Procedure:
Access "Debug labels" addresses, find the address "TscGainIP", click "Details", the following window appears:



2 bytes for each com. type:
0 ➔ External ISDN
1 ➔ Interworking
2 ➔ External Analog
3 ➔ Internal Digital
4 ➔ Analog_TieLine
5 ➔ Dect
6 ➔Internal Analog
7 ➔ Forced
8 ➔ Gap_Dect
9 ➔ Data
10➔ IP Trunk
11➔ TSC_IP
12➔ Default

Note : the 2nd byte of each com. type is system data, do not modify.

Each direction contains 2 bytes.

The first byte controls the echo cancellation, the second the gain value (do not modify).

Authorized values:
00 = Deactivation of echo cancellation.
01 = Activation of echo cancellation.

4.13 I_TONES

This table allows definition of all tones and beeps used in Alcatel OmniPCX Office. Each tone is defined to a maximum of 10 cadences, and each tone uses 32 bytes.

Note: Modifications **must not** be made to I_Tones on software versions prior to Release110 version 019.001

Signification of bytes

1st byte: determines the number of cadences used, 1 to 10 (01h to 0Ah)
2nd byte: frequency used for the first cadence
3rd byte: time during which the first cadence is generated
4th byte: frequency used for the second cadence
5th byte: time during which the second cadence is generated
etc……
20st byte: frequency used for the tenth cadence
21nd byte: time during which the tenth cadence is generated
22rd byte to the 24th byte are unused
25th byte : "Speech allowed" which means a tone which can be added over a 2 party call
26th byte to the 28th byte are unused
29th byte: "Conference allowed" which means a tone that can be added over a conference call
30th to the 32nd byte: not used

Authorized Frequency values

Frequencies and the values used for a given frequency is country dependant.

- For example, for France:

Frequency	Value used in I_Tones	
FREQ_50Hz	00	
FREQ_330Hz_13db	01	
FREQ_440Hz_16db	02	
FREQ_330Hz	03	
FREQ_4TH	04	/ used for class management /
FREQ_2100Hz_13db	05	

- For Germany:

Frequency	Value used in I_Tones	
FREQ_50Hz	00	
FREQ_400Hz_425db	01	
FREQ_425Hz_4db	02	
FREQ_425Hz_9db	03	
FREQ_4TH	04	/ used for class management /
FREQ_2100Hz_13db	05	

- For US:

Frequency	Value used in I_Tones
350/440 Hz -16,5db	01
480/620 Hz -21db	02
440/480 Hz -16db	03
440/620 Hz -14db	04
440 Hz -33db	05 (*)

* 05 is the default value: the audio level is very low. For a higher level, use value "04" for instance.

Note: Frequency value FF = Silence

Authorized Duration values

- Transmission duration: from 00h to FEh - 100ms intervals (00=infinite duration);
- An unused Cadence must be equal to " FFh-00h " (where FF = Silence and 00 = No duration)

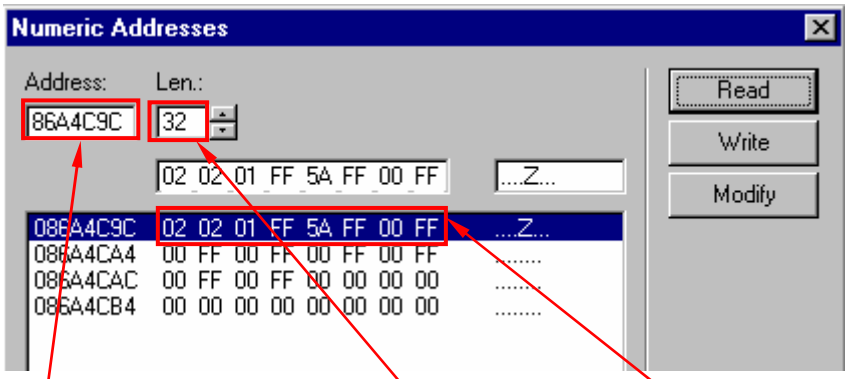
I_Tones Proramming

Each tone address is referenced in relation to the start address I_Tones + an offset (See summary I_Tones table in Appendix B).

In "Other labels" via OMC

- find the label **I_Tones** and copy the label address
- close "Other labels" and open "Numeric addresses"
- find the offset of the Tone you wish to change (ref. the Appendix table B)
- Enter the address in Numeric addresses widow (I_Tones label address + offset address)
- Enter the length 32 (32 bytes read the complete cadence for the address entered)
- click on "**READ**" and make you modifications
- click on **Write** to validate your changes

Remark: modification of the duration of a tone requires a warm reset of the system.



Offset Hex - 1A0 + (I_Tones address)086A4AFC	Length 32	Bytes 1 2 3 4 5 6 7 8 02 02 01 FF 5A FF 00 FF

Example: 2 cadences French Tone (STD Camp on tone - Offset 1A0):

- Offset address 1A0 = (std_campon_ton). See " I_Tones " table in Appendix B
- I_Tones Address 086A4AFC is taken from OMC "Other labels " - country specific addresses!
- The length is 32: the length of one complete tone entry
- 1st Byte: Number of cadences in the tone = 02 (2 cadences are used)
- 2nd Byte: Frequency used by cadence 1 = 02 (FREQ_330Hz at 13db)
- 3rd Byte: Duration of cadence 1 = 01 (100ms x = 100ms)
- 4th Byte: Frequency used by cadence 2 = FF (Silence)
- 5th Byte: Duration of cadence 2 = 5A (100 ms x 90 = 9000ms)
-

Only 2 cadences are defined for this tone so bytes 6 & 7 through to byte 21 are values " FF 00 " = unused cadences eg. FFh (Silence) - 00h (No duration).

Names of different tones

Either STD or RED precedes each name in the list, where:

- **STD =** (Standard tone level) indicates that this tone is used internally
- **RED =** (Reduced tone level) indicates that this tone is sent to the external network (eg. Sent to T0 or T2)

Complete List and description of the available tones:

STD_DIAL_TONE	⇒	analogue dial tone (Internal)
STD_EXT_DIAL_TONE	⇒	analogue trunk dial tone in case of transfer on ringing (internal)
STD_LK_DIAL_TONE	⇒	analogue dial tone on locked Z station
STD_BUSY_TONE	⇒	the called station is busy
RED_BUSY_TONE	⇒	the called station is busy (external)
STD_BUSY_TONE_2	⇒	the station is unavailable
RED_BUSY_TONE_2	⇒	the station is unavailable (external)
STD_INTRUSION_TONE	⇒	indicates on a station that an intrusion is taking place
RED_INTRUSION_TONE	⇒	indicates externally to a caller that an intrusion is taking place
STD_WAIT_TONE	⇒	indicates to the caller they are waiting on a busy station
RED_WAIT_TONE	⇒	indicates to the external caller they are waiting on a busy station
STD_HOLD_TONE	⇒	indicates to the internal caller they are on hold
RED_HOLD_TONE	⇒	indicates to the external caller they are on hold
STD_CAMP_TONE	⇒	indicates to an user in conversation that another call is waiting
STD_RG_TONE_INT	⇒	the caller is in ringing phase for an Auto Answer (intercom) call
STD_RG_TONE_TEL	⇒	ring-back tone for an internal call heard by an internal caller
RED_RG_TONE_TEL	⇒	ring-back tone for an internal call heard by an external caller
STD_RG_TONE_EXT	⇒	ring-back tone for an external call heard by an internal caller
RED_RG_TONE_EXT	⇒	ring-back tone for an external call heard by an external caller
STD_BIP_TONE	⇒	beep confirming customisation of the station
STD_VALID_TONE1	⇒	beep confirming activation of a service (e.g.: forward.)
STD_VALID_TONE2	⇒	beep confirming activation of a feature (ex: temp. dial.)
STD_VALID_TONE3	⇒	feature refused tone
STD_CUSTO_TONE	⇒	beep confirming customisation on a station with no display
STD_CONF_TONE	⇒	beep during conference (internal conference parties)
RED_CONF_TONE	⇒	beep during conference (external conferences parties)
STD_VMU_TONE	⇒	tone on a mono line station with a notified message from the VM
STD_BOOK_TONE	⇒	tone indicating a call back request is still active on this station
STD_FORWARDED_DIAL_TONE	⇒	tone on a forwarded station (internal)
RED_FORWARDED_DIAL_TONE	⇒	tone on a forwarded station (external)
RED_DIAL_TONE	⇒	analogue external dial tone
RED_EXT_DIAL_TONE	⇒	analogue trunk dial tone in case of transfer on ringing (external)
STD_DISA_DIAL_TONE	⇒	analogue line DISA tone (internal)
RED_DISA_DIAL_TONE	⇒	analogue line DISA tone (external)
STD_WARN_TONE	⇒	Tone used to warn a guest his credit (prepayment) is reached
STD_EMPTY_TONE	⇒	not used
STD_MULT_PURPOSE1	⇒	PE congestion tone used in case of “destination out of order“ or “unallocated number“ (specific to Czech republic).
STD_EXT_HOLD_TONE	⇒	tone that can be used instead of music or silence for external calls in hold (same pattern than normal internal hold tone).

4.14 RINGING

This table allows definition of 17 different ringing cadences of system stations. Each ringing is defined on a maximum of 6 cadences (ringing active +silence) total bytes for one ringing cadence is 14 bytes.

Signification of bytes

1st byte:	⇒	Defines the number of ring sequences used 1 to 6 (01h to 06h)
2nd byte:	⇒	System data – Do not modify
3rd byte:	⇒	01h = ringing active
4th byte:	⇒	Duration of ringing
5th byte:	⇒	00h = silence
6th byte:	⇒	Duration of silence
Etc..	⇒	Etc. …….
13th byte:	⇒	used for the sixth cadence
14th byte:	⇒	time duration of the sixth cadence

Authorized values

Ringing: - 01h: ringing active
- 00h: silence

Duration: from 00h to FEh - 00=infite duration
10ms intervals for UA stations and 100ms for all other types of stations.

Note: the ring sequences not used must be at " 00h-00h ".

Programming

Each ringing address is referenced in relation to the flag "Ringing "start address + an offset (see summary table Ringing in appendix B).

Note: Currently the byte length defined in "Other Labels" for "Ringing" is 14 (0E hexa). Where as the true byte length of the table should be 238 dec (EE hex.)

(ie: 17 ring sequences x 14 bytes length = 238 bytes). It is therefore necessary to use the Numeric Addresses in OMC to read and modify the ringing sequences.

In **Other labels**:
- find the label " **Ringing "** and note the hexadecimal address

In **Numeric addreses** value:
- give the " **Ringing** " address increased by the offset of the ring sequence to be modified (to add the offset to the Ringing address use the Windows® calculator in "scientific" mode to access the Hexadecimal base)
- indicate the number of bytes to be **READ** (14 bytes for one ring sequences)
- click on **READ**
- modify the desired values
- click on **Modify**
- click on **Write**

Remarks: - modification of the duration of a ring sequence is effective immediately,
- modification of the number of ring sequences is effective after a warm reset.

4.15 DectOBCGai

The table is accessible at the address "**DectOBCGain**" and determines additional gain applied to communications from 4074x phones (emission, reception). The gain is applied to values taken from the table Gain_Dect_T and differs according to the nature of the DECT base station (noisy/silent).
The values in the table are coded in four bytes: 2 for the gain in emission/reception for silent environments and 2 for the gain in emission/reception for noisy environments.

Default values at the address "**DectOBCGai**" (these values depend on the country) are:
- byte 1 = gain in emission in a silent environment = 0 dB
- byte 2 = gain in reception in a silent environment = +6 dB
- byte 3 = gain in emission in noisy environment = 0 dB
- byte 4 = gain in reception in noisy environment = +9 dB

The following gain values (emission/reception) can be adjusted within the range –12 dB to +12 dB in steps of 1 dB according to the following code:

Hex. value	Dec. value	Gain dB		Hex. value	Dec. value	Gain dB
1C	28	-12		**00**	**00**	**0**
1B	27	-11		01	01	1
1A	26	-10		02	02	2
19	25	-9		03	03	3
18	24	-8		04	04	4
17	23	-7		05	05	5
16	22	-6		**06**	**06**	**6**
15	21	-5		07	07	7
14	20	-4		08	08	8
13	19	-3		**09**	**09**	**9**
12	18	-2		0A	10	10
11	17	-1		0B	11	11
				0C	12	12

Note: due to a problem in OMC - its currently at the time of writing its not possible to read or modify bytes 3 & 4 of this address in "Other Labels". The incorrect byte length was defined (ie: should be 4 but 2 is used).
Therefore copy the address of **DectOBCGain** as shown in **"**Others Label" and use Numeric address to read or modify the address:

- Access " Numeric addresses"; enter the hexadecimal address of **DectOBCGain** and 4 for the length. After clicking on READ, the values for all gains are displayed

4.16 EchoSupTa1 and EchoTaNoi1

The tables accessible at the addresses **"EchoSupTab"** and "**EchoTaNoi1** " are indexed as a function of the type of communication and determine the echo control parameters applied to all DECT/Gap telephones. The first table "**EchoSupTab"**refers to calls made from base stations configured as silent and the second table for calls from a base station configured as noisy environment.

The following illustrated screen shows the default values at the address **EchotaNoi1** and some information on possible modifications. The table corresponding to the address EchoSupTa1 that is not shown as it is identical in appearance to **EchoTaNoi1**.

Procedure to Modify/read:

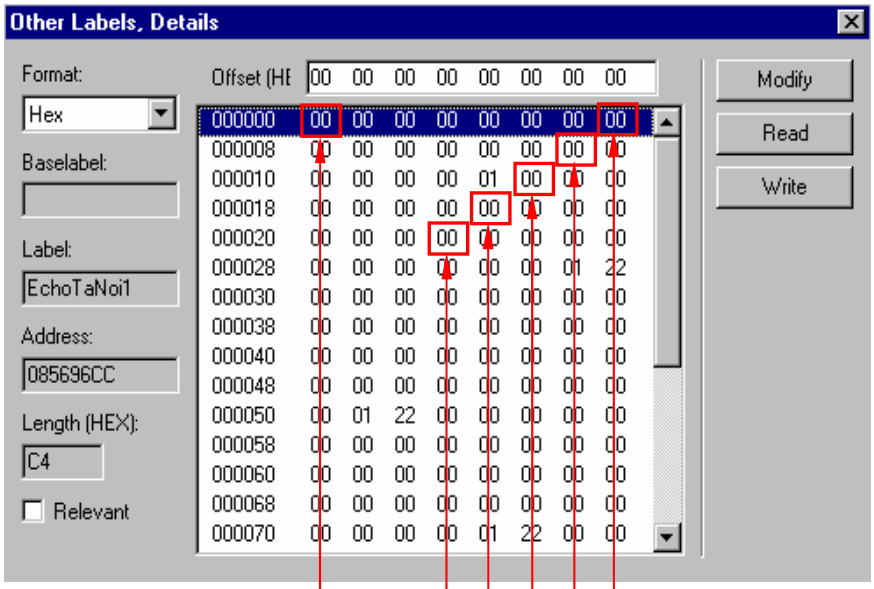
- To read/modify the values at these addresses, OMC must be used.
- Go to the "Others Labels" address and look for the address "**EchoTaNoi1**" if the parameters of the echo soft suppressor for noisy environment are to be changed, or "**EchoSupTa1**" for a silent environment (no further need for modification).

- Click " **Details** "
- Make modifications and click " **Modify** "
- Click "**Write".**

- The "EchoTaNoi1"and "EchoSupTa1" tables comprises of 28 entries (corresponding to different call situations) and each entry is composed of 7 bytes, total table size is 196 dec. (ie: Total table length = C4 hex.)

The meaning of each of the 7 bytes is not important as only the 1st byte of each 7 byte entry may be modified! The function of this 1st byte is to enable or disable the function "Echo suppressor ". The only possible values are 00 or 01.

- **Value - 00:** "Echo suppressor" device disabled
- **Value - 01:** "Echo suppressor" device enabled



The 6 call types are as follows and all are standard " Two party "call communications:

Call Type 1- Dect/Gap to ISDN
(1st byte Echo suppressor)

Call Type 2 - Dect to Non ISDN end to end
(1st byte Echo suppressor)

Call Type 6 - Dect to GSM communication
1st byte Echo suppressor)

Call Type 3 - Dect to an Analogue line
(1st byte Echo suppressor)

Call Type 4 - Dect to an internal Reflexes/Dect
(1st byte Echo suppressor)

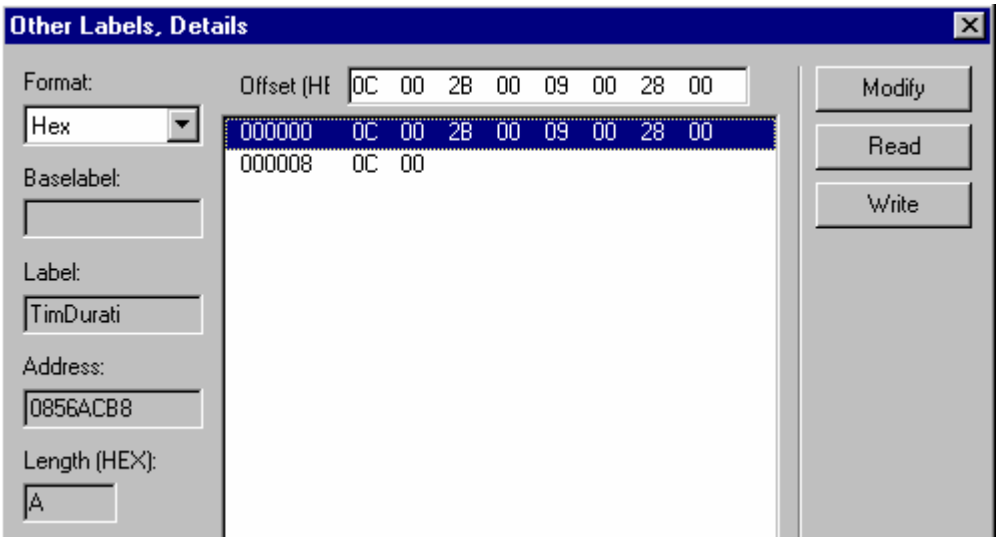
Call Type 5 - Dect to Analogue internal extension
(1st byte Echo suppressor)

Although, the tables comprises of 28 entries (corresponding to different call situations) only the first 6 call types are allowed to be modified

4.17 TimDurati

This flag contains 5 timers for analogue sets (2 wire). Length = 10 bytes / 8 ms steps.

- Off_hook validation Timer,
- On_hook validationTimer,
- Flashing detection Timer,
- Digit detection Timer (dialling),
- Eb (earth button) detection Timer.



Example: default of values from Belgium:

0C 00 2B 00 09 00 28 00 0C 00

- 0C 00 — Corresponds to "OffHook2W
- 2B 00 — Corresponds to "OnHook2W" timer (reversed = 00 2B =344ms)
- 09 00 — Corresponds to Flashing detection Timer (reversed = 00 09=72ms)
- 28 00 — Corresponds to digit detection Timer (reversed = 00 28 =320ms)
- 0C 00 — Earth button validation Timer (reversed = 00 0C =96ms)

4.18 SMSCNum

Associated to the SMS Transparency feature. This flag contains 28 bytes and permits to define the *Short Message Service Center* (SM_SC) phone numbers (public numbers without the PBX outgoing prefix).

It is possible to configure 2 different "*SM_SC providers*" and for each one, two server phone number must be configured:

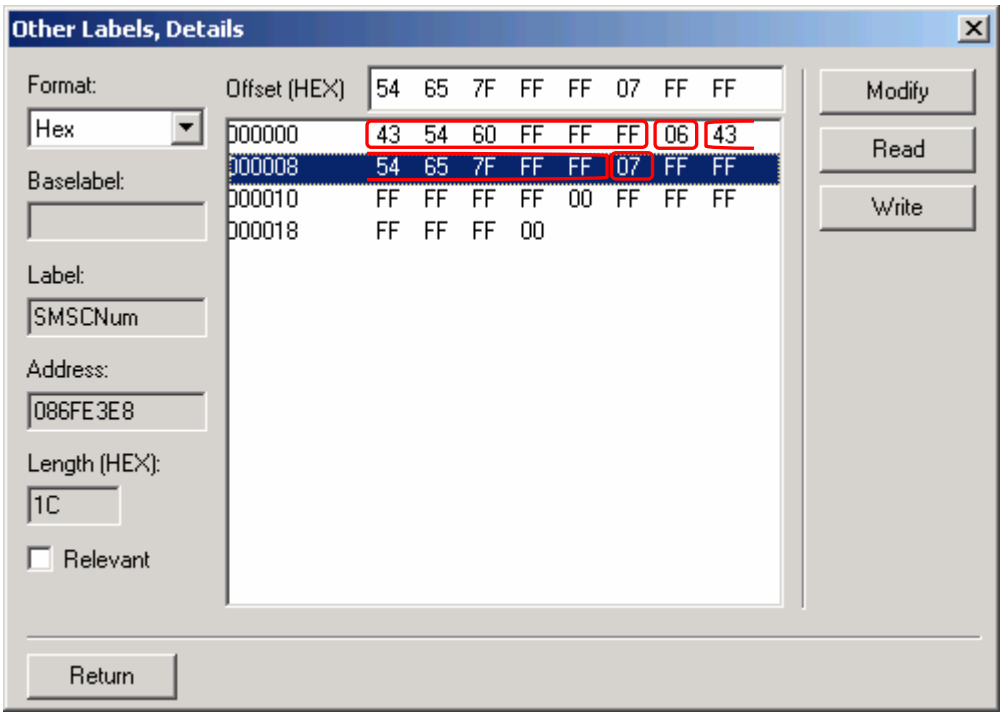
1) ***Incoming SM_SC server***:

   Public phone number of the server to send SMS messages from analogue set connected on the OXO (SM_TE) to SM_SC server.

2) ***Outgoing SM_SC server***:

   Public phone number of the server that sends the SMS messages to the OXO's analogue extension.

Example: - SM_SC incoming server phone number: 435460
- SM_SC outgoing server phone number: 4354657.



First SMS provider:
- Bytes 1 to 6 ⇒ SM_SC incoming server number: 43 54 60 FF FF (FF: not significant),
- Byte 7 ⇒ indicates the length of the SM_SC incoming server number: 6 digits,
- Bytes 8 to 13 ⇒ SM_SC outgoing server number: 43 54 65 7F FF (FF: not significant),
- Byte 14 ⇒ indicates the length of the SM_SC incoming server number: 7 digits.

Second SMS provider:
- Bytes 15 to 20 ⇒ SM_SC incoming server number,
- Byte 21 ⇒ indicates the length of the SM_SC incoming server number,
- Bytes 22 to 27 ⇒ SM_SC outgoing server number,
- Byte 28 ⇒ indicates the length of the SM_SC incoming server number.

Notes:
- If the SM_SC servers (incoming and outgoing) have the same public number, it is mandatory to configure two times the same phone numbers in the table,
- The flag "SMSenabled" must be set to 01 to enable the SMS Transparency feature in the system.

4.19 IsdnBlkTim

(ISDN Block Timeout). This flag allows to use the end of dialling table for outgoing calls on ISDN trunks.

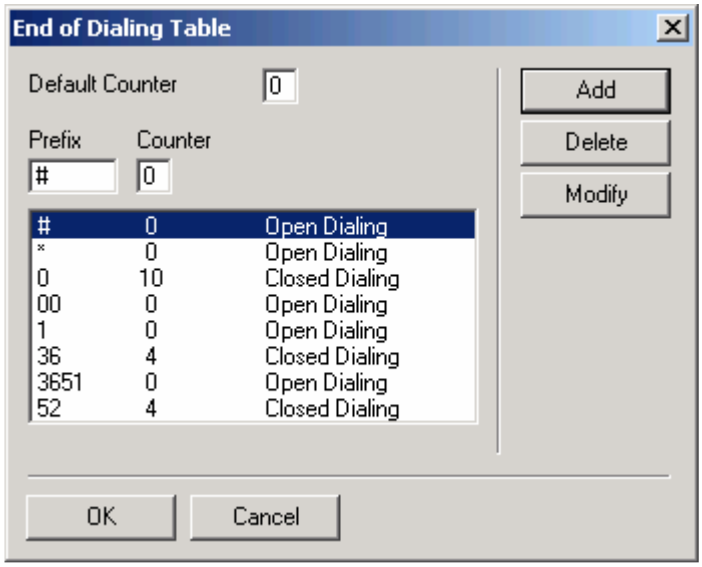
When the dialled prefix is not in the table, the PBX will wait for the timer defined in "IsdnBlkTim" before sending the digits in block mode.

- Default value: 00 00.
  The mechanism is disabled. Normal system behaviour: the digits are sent in overlap mode (digit by digit), except if the flag "SimOverlap" is used (different from FF FE).

- Other values: timeout (100ms intervals).
  - Prefixes not listed in the table will be sent in block mode after the timeout.
  - Prefixes defined as Closed Dialling in the table the system will sent immediately in block mode.

  Warning: if the timer "IsdnBlkTim" is enabled, the "SimOverlap" mechanism must be disabled ("SimOverlap" must be equal to FF FE), otherwise both duration will be added.

Example:
- IsdnBlkTim = 00 3C, 3Ch = 60 x 100 = 6 seconds.
- End of dialling table is configured as follow:



- The user dials 3600: the dialled number will be sent immediately in block mode.
- The user dials 2548: the prefix is not in the table, the dialled number will be sent in block mode 6s after the user pressed the digit "8".
- The user dials 365123: the prefix 3651 is defined as open dialling in the table, the dialled number will be sent in block mode 6s after the user pressed the digit "3".

4.20 VMUMaxTry

Password security: enhanced protection on OmniPCX Office user password in case of remote VMU access (Personal Assistant). The noteworthy address "VMUMaxTry" is defined to store the maximum attempt number.

If the attempts number reaches the "VMUMaxTry" value, the OXO system will deny the caller to remote access the Voice Mail. The service can be unlocked locally (the user can locally access his voice mail in application mode or connected mode with the correct password), remotely (using the PIMphony application to login with the correct password) or via Operator session (only available on IP Touch x8 & x9 series 4038, 4039 or 4068).

Authorised values: from 0 to 255.

Value 0 means no limitation for the remote access to Voice Mail (the mechanism is disabled).

Appendix B: Summary table

I_Tones (**Note**: the values in the following table are for example only as the values are country dependent)

Tone	Offset	No Cad	Cadence 1		Cadence 2		Cadence 3		Cadence 4		Cadence 5		Cadence 6		Cadence 7		Cadence 8		Cadence 9		Cadence 10		Not used			See key *	Not used			See key #
std_dial_tone	000H	01	01	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_ext_dial_tone	020H	01	01	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_lock_dial_ton	040H	02	01	0A	FF	03	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_busy_tone	060H	02	01	05	FF	05	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_busy_tone	080H	02	01	05	FF	05	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_busy2_tone	0A0H	02	01	02	FF	02	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_busy2_tone	0C0H	01	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_intr_tone	0E0H	02	02	01	FF	14	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_intr_tone	100H	02	02	01	FF	14	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_wait_tone	120H	04	01	01	FF	01	01	01	FF	28	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_wait_tone	140H	04	01	01	FF	01	01	01	FF	28	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_hold_tone	160H	04	01	01	FF	01	01	01	FF	28	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_hold_tone	180H	04	01	01	FF	01	01	01	FF	28	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_campon_ton	1A0H	02	02	01	FF	5A	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_ring_tone_int	1C0H	02	01	03	FF	03	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_ring_tone_tel	1E0H	02	01	02	FF	1E	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_ring_tone_tel	200H	02	01	0A	FF	1E	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_ring_tone_ext	220H	02	01	0A	FF	1E	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_ring_tone_ext	240H	02	01	0A	FF	1E	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_bip_tone	260H	02	01	02	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_valid_tone1	280H	02	01	01	FF	01	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_valid_tone2	2A0H	04	01	02	FF	02	01	02	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_valid_tone3	2C0H	0A	01	01	FF	01	01	01	FF	01	01	01	FF	01	01	01	FF	01	01	01	FF	00	00	00	00	00	00	00	00	00
std_custo_tone	2E0H	06	01	02	FF	02	01	02	FF	02	01	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_conf_tone	300H	02	02	01	FF	14	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_conf_tone	320H	02	02	01	FF	14	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_vmu_tone	340H	02	01	08	02	02	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_book_tone	360H	02	01	0A	FF	03	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_fwd_dial_tone	380H	02	01	0A	FF	03	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_fwd_dial_tone	3A0h																													
red_dial_tone	3C0H	01	01	0A	FF	03	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_ext_dial_tone	3E0H	01	01	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_disa_dial_ton	400H	01	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
red_disa_dial_ton	420H	01	02	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_warn_tone	440H	01	02	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_empty_tone	460H																													
std_multi_purpose1	480H	08	01	01	FF	01	01	01	FF	01	01	01	FF	01	01	01	FF	00	FF	00	FF	00	00	00	00	00	00	00	00	00
std_ext_hold_tone	4A0H	01	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	FF	00	00	00	00	01	00	00	00	01

- **Key** (*) = Speech allowed (#) Conference allowed

Appendix B: Summary table continued

Ringing (**Note**: the values in the following tables are for example only as these values are country dependent)

Ringing	offset	N. of cadences	not used	cadence 1		cadence 2		cadence 3		cadence 4		cadence 5		cadence 6	
External calls (except UA)	**00H**	02	00H	01	0F	00	23	00	00	00	00	00	00	00	00
Internal calls (except UA)	**0EH**	02	00H	01	0F	00	0F	00	00	00	00	00	00	00	00
Auto answer(except UA)	**1CH**	02	00H	01	02	00	02	00	00	00	00	00	00	00	00
App (except UA)	**2AH**	02	00H	01	02	00	02	00	00	00	00	00	00	00	00
Alarm (except UA)	**38H**	02	00H	01	02	00	02	00	00	00	00	00	00	00	00
Supervision (except UA) & Aide OP	**46H**	04	00H	01	02	00	02	01	02	00	1E	00	00	00	00
Call-back (except UA)	**54H**	02	00H	01	0F	00	23	00	00	00	00	00	00	00	00
Z behind UA	**62H**	02	32H *	01	05	00	64	00	00	00	00	00	00	00	00
General bell external calls	**70H**	02	00H	01	0F	00	23	00	00	00	00	00	00	00	00
General bell internal calls	**7EH**	02	00H	01	0F	00	0F	00	00	00	00	00	00	00	00
External UA calls	**8CH**	05	00H	01	4B	01	4B	00	7D	00	7D	00	64	00	00
Internal UA calls	**9AH**	04	01H	01	4B	01	4B	00	4B	00	4B	00	00	00	00
Auto answer UA	**A8H**	02	05H	01	14	00	14	00	00	00	00	00	00	00	00
App UA	**B6H**	02	02H	01	14	00	14	00	00	00	00	00	00	00	00
Alarm UA	**C4H**	02	02H	01	14	00	14	00	00	00	00	00	00	00	00
Supervision UA	**D2H**	06	03H	01	14	00	14	01	14	00	64	00	64	00	64
Call-back UA	**E0H**	05	02H	01	4B	01	4B	00	7D	00	7D	00	64	00	00

* The second byte of *Z Behind UA* allows to choose the ringing frequency for analogue sub devices (4095AP): default value 32H = 50 Hz - 19H = 25 Hz.

End of document