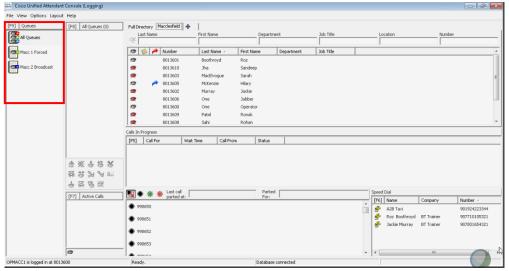
Operator Console – call handling

Console Home Screen



Queues: Calls are delivered via queues which can be programmed with different routing options for priority, overflow, and availability. The queues are visible in the left hand F9 panel.

Queue colours: Queues can be highlighted with different colours for easier identification or priority to answer. Options> Preferences> Queued Calls – select a different colour for each queue.

Call handling: Calls can be managed in several different ways on the console, using the mouse, the number keypad, the call icons, shortcut keys or a combination of all as preferred by the user. This guide will highlight some of the options available to the operator.

(Please note that some functions may be different or not available depending on your system configuration.)

Answering calls

Calls waiting – External calls will be presented and visible in the 'All Queues' (F8) panel. Internal calls may be presented in the 'Active Calls' (F7) panel

Calls answered - will drop into the 'Active Calls' (F7) panel.

Quick answer options are:

- press the + (plus) key
- double Click on a call in the F8 panel
- drag and drop a call from the queue into the Active Calls window
- right click and select **Answer** from the menu
- select the Answer icon in the call control panel.

[F8] Macc Broadcast Queue (1) Internal Training User12 8602107 0:00 Macc Broadcast Queue

End an active call

Press the **Enter** key to disconnect.

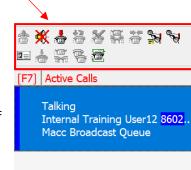
Or select the Clear Call icon in the call control panel.



Transferring a call

Active calls - can be transferred to internal users in several ways, usually as: blind (unannounced) transfers or consult (announced) transfers.

You can dial the user's extension number if known or use the directory search to find a user.



Blind transfer

By number – using the number keypad, type the user's extension number into the dial field.

Press the **Enter** Key **Twice** to release call to user.

Using the directory – using the search options on the directory locate the person you wish to transfer to. Select user.

Press Enter key twice or double click to release call to user.



The call is transferred, and you are available to answer a new call. Depending on the settings if the call is not answered by the user (no reply or busy), it will return to the console in the F5 'Calls In Progress' panel.

Consult transfer

Use the keypad to dial the user's extension number or use the directory search to locate the person you wish to transfer to.

Press **Enter** key once or single click mouse – wait for the user to answer the call.

Take one of the following actions:

Call Accepted	Press Enter key again to release	
No Reply	Press – (minus) key to return to calling party	
Call Refused	Press – (minus) key to return to calling party	
More information	Press + (plus) key to toggle between calling	
requested	party and called party	

Transfer to an external number

You need to wait on the external call to start ringing or be answered before sending the call: With the active call, dial the external number (prefix 9 or 0), Press **Enter**.

Wait for the call to start ringing or answered. Press Enter to release.

Calls returned to the Console

If there is no reply and the extension is not forwarded to voicemail, or the user was engaged (Camp-on enabled) the call will return on timeout to the 'Calls In Progress' field (F5). A notification beep will alert.

Calls In Progress					
[F5]	Call For	Wait Time	Call From	Status	
	Sarah	0:00	Training User12	No Reply (Sarah Mac	
	8602101		8602107		
	Macc Bro	adcast Queue			

Retrieve on no reply: 'Calls in Progress' (F5) panel – Status No Reply **Double Click** to retrieve the held call

or Single click to select a specific call - press the **Page Down** key The call returns to the Active Calls field (F7) -You are re-connected to the original caller

If they want to remain holding for the user: re-establish the call back to the user

press the **Delete** Key – re-sends to the same user again or the **Re-establish** Icon on the call control panel.



Camping calls onto a busy extension

If the extension user is engaged (no voicemail active), a busy tone is heard, the call window will echo the word 'BUSY. You can alert the caller that the user is busy, do they want to hold.

Press the **Insert** key.

The call will leave the console and camp-on, awaiting the user to become free.

Retrieve on busy: 'Calls in progress' F5 panel- Status Reverted Campon

Double Click to retrieve the held call.

Or **Single Click** to select call, Press **Page Down** key Call returns to the Active Calls panel to speak to the caller.

If the Caller wants to remain holding – Press **Delete** Key Or the **Re-establish** icon on the call control panel.

For both the No Reply and Busy scenarios, you can re-establish the call from the In Progress panel without speaking to the caller in between

Single Click to highlight the call

Press **Delete** key

Or use the **Re-establish** icon.





Retrieving a call transferred to an incorrect extension

A call transferred to an incorrect extension may be retrieved if it has not been answered, or prior to the timeout return.

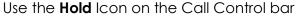
Using the Internal Directory, locate the extension you transferred the call to. Select the extension then press **Ctrl+R**.

Call hold and retrieve

Place an active call on hold:

Press the **Page Down** key, or

Drag and drop the call into the Calls In Progress F5 panel, or







Press the **Page Up** key, or

Press the Hold with Notes Icon in the call control bar

Type the Notes, a Name or Extension number of the person

for whom the call is to be held.

Press the **Enter** key – Call will move the Calls in progress panel.

To retrieve a held call

Select the held call within the Call Progress F5 panel

Double Click the call, or

Press the Page Down key, or

Drag and Drop the call into the Active Calls panel,

The call returns to the Active Calls field.

Muting calls

To mute a call, click the Mute icon. Repeat to Unmute. Callers will normally hear music when muted.

Ж

Tone dialing

If you are required to make menu choices during a call, press and hold down the **Control** key while selecting any keypad options.

Making outbound calls

Use the keypad to dial the number required,

External Calls - you may need to input a prefix code i.e 9 or 0 Press the **Enter** Key

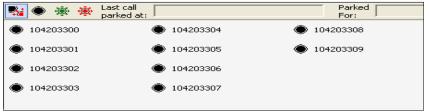
Internal Calls – type the users extension number, Press **Enter** key. Or locate the extension you wish to call in the Directory, press **Enter** key, or **Double click** the user.

End / disconnecting calls

To End or disconnect a call, press the **Enter** key.

Parking calls – useful with a Tannoy or Paging system

Highlight the call in the Active Calls field
Press the **Home** key, or **Park** Icon in the Call Control bar
The call will move to an available Park position in the Call Park field
Or Drag and Drop the call onto a spare Park number



The Operator can use a tannoy or paging system to alert the user of the waiting call at the 'Parked' number. The user can retrieve the call themselves by dialling the Park number from any phone on their network.

If the parked call is not retrieved it will revert to the Call Progress field when the park timer expires.

The operator can retrieve a parked call by double-clicking it. The call will return to the Active Calls field.



80248337

Console short cut keys

Answer Call	Press + key or double click call with mouse	
Hold/Retrieve	Page Down key	
Hold with notes	Page Up key	
Blind Transfer Call	Find user in directory, or type the number	
	Press Enter twice to extend	
Consultative Transfer	Find User in directory (or type number)	
	Press Enter once. Wait for Answer, Announce Call,	
	Press Enter again.	
	Use the + key to toggle between the caller and	
	called party before transferring the call.	
Consult – No answer	If the user does not answer, or they cannot take	
	the call,	
Consult - Refused	Press - (minus) key to disconnect colleague and	
Transfer Return on No Book	return to original caller.	
Return on No Reply	Call returns to Call Progress Field (F5). Select call then press Page Down or double click .	
	Call returns to Active Calls window.	
	Press Delete to re-try the transfer again after time-	
Re-establish Call	out revert	
Busy / Engaged	Press Insert to Camp On to a busy extension	
l bosy / Engagod	Press Delete to re-try the transfer again after time-	
Re-establish Call	out revert.	
Make a Call	Highlight Directory entry or dial number, then	
(If external prefix with	press Enter	
external access code)		
To Clear Call	Press Enter key	
Park Calls	Press Home Key	
Conference	Press End key prior to dialing 2 nd participant to join	
	a conference call.	
Contact Notes	To add contact notes or absence information	
	highlight required entry in directory then press F12	
To Go unavailable		
Retrieve before	Ctrl R – Retrieves wrong number / unanswered	
timeout revert	call	
Keypad Tones (IVR)	Ctrl Key – to interact with a menu selection	

Unavailable

If you leave your desk, Press **F10** to make yourself unavailable.

Calls will still be visible on your console, and available to other operators at the site. An overflow option should be configured when no operators are available.

Press **F10** to go available when you return to your desk.

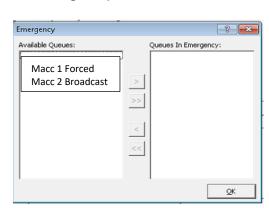
Emergency mode

The console queues can be placed in Emergency mode in the event that you have to evacuate the building e.g. on hearing the fire alarm. When in Emergency mode calls are sent to another destination as configured.

From the main menu select **Options > Emergency**.

Select the queues and move to 'Queues in Emergency' box using the arrows, then click **OK**.

To take the queues out of emergency mode repeat the procedure and move the queues back to the 'Available Queues' box. Click **OK**.



Online Cisco Unified Attendant Console guides for each version can be found at:

Cisco Unified Attendant Consoles - End-User Guides - Cisco

