

Call Back Requests

To cancel all Callback requests system wide, do the following

- Press **FNC**
- Dial **88**
- Press **FNC**

This feature cannot be reversed.

Call Forwarding

You can use this feature to cancel call forwarding system wide. Once used, this feature cannot be reversed.

- Press **FNC**
- Dial **68**
- Press **FNC**

Clock/Calendar Setting

This function allows you to set the system time.

The clock/calendar can only be set from extensions 10 or 11.

Note: If no key entry is made in 10 seconds, the clock setting mode will be automatically cancelled.

Example: Monday, December 9, 2002, 10:15 AM

1. Depress **FNC** key.
2. Dial 9 and #. The **FNC** led flashes.
3. Hour Setting: Dial 1,0
4. Minute Setting: Dial 1,5
5. AM/PM Setting: Depress **RECALL** key to toggle.
6. Depress **HOLD** key for setting the Calendar.
7. Month Setting: Dial 1,2
8. Day Setting: Dial 0,9
9. Day of Week: Dial 1 (See Footnote)
10. Year Setting: Dial 2002
11. Depress **FNC** key. **FNC** LED goes off.

Note: The day of the week is shown by number as follows:

1. Sunday
2. Monday
3. Tuesday
4. Wednesday
5. Thursday

6. Friday
7. Saturday

Night Transfer

To set

- Press **FNC** key during **day mode**
- Dial **80**
- Press FNC key

To cancel

Press **FNC** key during **night mode**

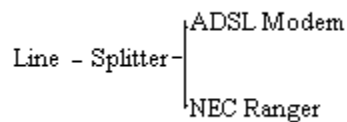
Dial **80**

Press FNC key

FAQ

Can I use ADSL with the NEC Ranger?

Yes, ADSL will work fine with the NEC Ranger system. In order to have ADSL connected, you will need to install a central splitter *before* the ADSL telephone line connects to the system such as in the following simple diagram:



Can the NEC Ranger support Single Line Telephones (SLTs)?

Yes, the system can support SLTs such as cordless phones however an ODX-CFTX card is required.

The ODX-CFTX card provides 2 CO lines, 3 KT (key telephone) ports and 3 SLT ports.

Proprietary Phone Usage

Transferring a Call

You can use the transfer function to transfer a call to another telephone. To transfer a call, do the following

- Press **HOLD** and dial your destination extension number
 - You can optionally press a DSS key after pressing the HOLD key.
- (Optional) Announce call
- Press **RECALL** and hang up.

Answering an Internal Call

- Receive voice announce call (longer tone)
 - Ensure the MIC LED is lit
 - Respond handsfree or lift the handset
- OR**
- Receive ringing
 - Lift the handset
 - Converse.

Answering an Outside Call (not ringing at your station)

To answer an incoming outside call that isn't ringing at your station, do the following:

- Receive incoming call
- Lift handset
- Press the flashing outside line key
- Converse

Answering an Outside Call (ringing at your station)

To answer an incoming outside call, do the following:

- Receive incoming ringing call
- Lift handset
- Optional (depending on system programming): Press the flashing outside line key
- Converse

Your system administrator can program "Ringing Line Preference". If Ringing Line Preference is programmed, you can answer a ringing call simply by lifting your handset.

If Ringing Line Preference is not programmed, then you will be required to press the ringing line key.

Automatic Callback

If you have called a station and received call waiting or busy tone, you can use automatic callback to notify you when the station is free.

- Receive busy or call waiting tone
- Dial **0**
- Receive confirmation tone and restore handset
- Station rings when called station is idle
- Lift the handset, return call is placed automatically

Background Music

If your system is equipped with a background music source (requires an optional card) and system programming allows it, you may listen to this source through your telephone speaker

To Set/Cancel

- Press the **FNC** button
- Enter access code: 93
- Press the **FNC** button

NOTE:

1. The background music source is different to your music on hold source

Call Forwarding

You can use call forwarding to forward your calls to another telephone.

To set call forwarding, do the following with the station idle.

- Press the **FNC** button
- Dial **60**
- Enter the destination station number
- Press the **FNC** button

To cancel call forwarding, repeat the above process.

Call Pick-Up

- You can use call pickup to answer an incoming external or internal call not ringing at your handset.
- Lift the handset
- Dial the access codes, as below:
 - **60** - For external call pick-up in different group
 - **61** - For intercom call pick-up in same group
 - **62** - For CO call pick-up in same group

Callback Request

To Set

After calling another station and receive a call waiting tone, busy tone or no answer:

- Press #
- Receive confirmation tone **OR** receive error tone if denied.
- Restore the handset

To Answer

Your **FNC LED** will be flashing. If you have a display phone you may also receive notification on the LCD.

- Lift the handset
- Press #

Do Not Disturb (DND)

Do Not Disturb is a feature of the NEC Ranger system that allows you temporarily block incoming calls whilst still being able to make outgoing calls.

This feature is useful in scenarios such as meetings where you do not wish to be interrupted by the sound of the phone ringing.

When DND is set, system paging will also be disabled.

Callers attempting to call your extension will receive the call waiting ringtone and it will not be possible to perform a blind transfer to your extension. Your extension will flash on associated DSS keys.

To set/cancel DND, do the following with the station idle:

- Press the **FNC** button
- Dial feature code **65**
- Press the **FNC** button

It is also possible to program a feature access key so that DND can be toggled by the press of a button. For more information on how to do this, please look at the [Programming Feature Access Buttons](#) topic.

Door Phone Calls

- Receive door phone chime
- Lift the handset
- Answer door phone by dialling appropriate access code
 - 81 - Door Phone 1
 - 82 - Door Phone 2

Door Lock Release

With the door phone conversation in progress:

- Press the **FNC** button

Enter access code: 6

Establishing a Conference

You can establish a conference between two lines + 1 extension, 1 line + 2 extensions or 3 extensions. To establish a conference call, do the following:

- With a call in progress, press the **HOLD** button
- Call another station or press an outside line key and call the second party
- When the party answers, announce conference

Press the **CNF** button. Three party conference is established

Handset Volume Control

If you are having difficulty hearing the remote party, you can increase the handset volume. Depending on system programming, the volume increase takes effect for the current call only (default) or can be set the permanent by your system administrator.

- Handset volume can be increased with a call in progress
- Press the **FNC** button
- Enter **2**

Repeat above process to return to normal volume

Line Reservation

If there are no lines available when you wish to make a call, you can reserve a line so that a line will be offered to you when one is available. Your reserved line will show up as in use to other extensions when it is offered to you.

- Dial **9** or select a line (even if it is in use)
- Receive busy tone
- Dial **64**.

The system will call you back when a line is available.

Paging

There are two types of paging, internal and external. Internal paging is broadcast over the speakers of proprietary telephones. External paging is broadcast over an amplifier and speakers (requires optional paging card and paging equipment).

Paging zones are setup by your system administrator in system programming.

Internal Paging

- Lift the handset
- Enter the desired internal paging zone
 - **70** - All Stations
 - **71** - Zone 1
 - **72** - Zone 2
 - **73** - Zone 3

External Paging

- Lift the handset

- Enter the desired external paging zone
 - **75** - All Zones
 - **76** - Zone 1
 - **77** - Zone 2

Answering Paging

- Lift the handset

Enter meet-me answer code, **74**

Placing a Call on Hold

You can place both internal and external calls on hold. Internal calls placed on hold will hear silence whereas external calls will hear music on hold from your music source.

To place a call on hold, do the following

- Ask the party to hold
- Press the **HOLD** button once, held line key flashes
- Restore the handset (optional)
- OR**
- Press the **HOLD** button twice for exclusive hold.
Only your station can retrieve this call.
- Restore the handset (optional).

Placing an Internal Call

- To place an internal call, do the following:
- Lift the handset
- Dial the desired station number
 - If you hear ringing, wait for an answer.
 - If you hear a beep, begin speaking
- You can switch between ring signal and voice announce by pressing **1**

Placing an Outside Call

To place an outgoing outside call, do the following:

- Lift the handset or press **SPKR** for speakerphone/monitor.
- Press an idle outside line key. (You may also be able to press '9')
- Enter the desired telephone number
- OR**

- Press the **LNR/SPD** button and dial 00-19 for Station Speed Dial, dial 20-99 for System Speed Dial, or # for Last Number Redial

If your station is equipped for "Prime Line Access", then you may not be required to select an outside line.

Retrieving a Held Call

- To retrieve a held call, do the following
- Press flashing line key
- OR**
- Press **CNF** if the call was an internal call

Tone Override

If you call an extension and receive call waiting, you can use "Tone Override" to tell them that you are waiting. To use tone override, do the following:

Receive call waiting tone

- Press * to send tone override
- Wait for the called extension to become idle or to answer

To answer:

- With a call in progress, receive a tone override
- Press the **HOLD** button, converse.

Proprietary Phone Programming

This section covers programming your proprietary phone for various features.

Please note that all programming must be done with the station "idle" unless specified otherwise. Idle means that the station is not in use and the receiver is in the "on hook" position.

Off Hook Ringing Assignment

This setting determines whether or not your telephone will ring on an incoming call if you are already talking on the phone.

If you are on the phone when your phone rings with this setting, your phone will ring at the lowest level.

Press **FNC**

Press **LNR/SPD**

Dial *

Dial **3**

Dial either:

0 - No Ring

1 - Ring

Press **FNC** to store your changes

Programming Feature Access Buttons

Each NEC Ranger handset is equipped with 12 buttons with dual-colour LEDs that can be used as either line access keys or feature access buttons in addition to an extra 4 buttons without LEDs that can be used as feature access buttons.

Programming unused LEDs for DSS, features, etc. is extremely easy.

- With the station idle, press the **FNC** button
- Press the **LNR/SPD** button
- Press the desired Feature Access Button
- Enter **1** for Direct Station Selection; **0** for Speed Dial; or **#** for Feature Access
- Enter the station number, speed dial buffer number or feature access code (depending on which mode you selected in the previous step)
- Press the **FNC** button

NOTE:

1. By default the first two rows of keys are reserved as line keys and cannot be used as feature access. To set these keys as feature access requires system programming. Instructions on how to do this will be added soon, otherwise [contact me](#) for instructions if you wish to do it immediately

You can also use the Direct Station Selection mode to program feature access to features such as paging. For example, for "All Internal", select DSS mode and then enter "70" as the station number

Programming Speed Dial

- Press **FNC**
- Press **LNR/SPD**
- Dial Speed Dial Buffer number (00-19 for station, 20-99 for system)
- Dial telephone number to be stored
 - You can press **SPKR** to store the last dialled number instead
- Press **FNC** to store your changes

Notes:

1. You can only set system speed dials from extensions 10 and 11
2. Pauses can be inserted into a speed dial number by pressing the **LNR/SPD** key. Each pause counts as a digit

Hook flash can be entered as the first digit by pressing the **RECALL** key

Ringling Assignment

Set the ringing assignment to determine which lines ring at your phone when there is an incoming call.

- Press **FNC**
- Press **LNR/SPD**
- Dial *
- Dial **2**
- Press the line keys to set ringing assignment
 - Ring: Line LED on.
 - No Ring: Line LED off.

Press **FNC** to store your changes

SLT Usage

Answering a Call

- Receive Ringing
- Lift Handset
- Converse

Call Transfer – Announced

You can use the transfer function to transfer a call to another telephone. To transfer an announced call, do the following

- Press **RECALL**. Call is placed on Exclusive/Consultation hold.
- Dial the extension number where the call is being transferred
- When the call is answered, announce the call and restore the handset

Call is transferred

Call Transfer - Ring Transfer

You can use the transfer function to transfer a call to another telephone. To transfer a call using the Ring Transfer method, do the following

Press **RECALL**. Call is placed on Exclusive/Consultation hold.

Dial the extension number where the call is being transferred

Press **RECALL**

Call is transferred

Placing a Call on Hold

You can place both internal and external calls on hold. Internal calls placed on hold will hear silence whereas external calls will hear music on hold from your music source.

To place a call on hold, do the following:

Press **RECALL**. Call is placed on Exclusive/Consultation hold. Do *NOT* hang up!

Press **RECALL** to retrieve the held call

Placing an Internal Call

To place an internal call, do the following:

- Lift the handset
- Dial the desired station number

Talk when called party answers

Placing an Outside Call

Manual Dialling

- Lift handset and receive dial tone
- Dial line access code (usually **9**)
- Dial number for outside party
- Converse when called party answers

Speed Dialling

- Lift handset and receive dial tone
- Dial * followed by the two digit speed dial number (00-19 for station speed dial, 20-99 for system speed dial).

Talk when called party answers

Redial

You can redial the last external number called by doing the following:

- Lift handset and receive dial tone
- Dial # for redial

Converse when called party answers

System Programming

This section covers programming your system for advanced settings that once programmed don't need to be changed

Please note that all programming must be done with the station "idle" unless specified otherwise. Idle means that the station is not in use and the receiver is in the "on hook" position. This programming mode can only be accessed from extensions 10 and 11.

Accessing System Programming

Whilst it is possible to program your system from a standard telephone (I do so all the time), it is recommended to use a display telephone so that you know where you are in the program.

To access system programming, you need to do the following:

- Press **FNC**
- Press **HOLD**
- Press *****
- Press **#**

If you wish to leave system programming, you can do so by pressing **SPKR**.

Once you have changed any settings, you need to press **MIC** to store them. You can move around on the display by using your ***** and **#** keys. Use ***** to move left, use **#** to move right.

2-01 : Tenant CO/PBX Line Accommodation

This Memory Block area is used to specify which tenants will have access to each CO/PBX line.

- Enter system programming mode
- Press Line Key 2
- Dial **0 1**
- Enter value for tenant (0-3)
- Enter value for CO/PBX line (1-8)
- Enter access value
 - 0 - Deny
 - 1 - Allow
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-01 : Hookflash Time Selection

This memory block is used to enter the instantaneous break time of a Hookflash signal to be sent to a CO/PBX line when the **RECALL** key on a Proprietary telephone is pressed and the Hookflash end time for Single Line Telephones.

- Enter system programming Mode
- Press Line Key 1
- Dial **0 1**
- Enter value for CO/PBX line (field 1)
 - 0 - 0.4sec delay (*)
 - 1 - 0.6sec delay
 - 2 - 1.0sec delay
 - 3 - 1.5sec delay
- Enter value for SLT
 - 0 - 0.4sec delay
 - 1 - 0.6sec delay
 - 2 - 1.0sec delay(*)
 - 3 - 1.5sec delay
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value.

1-02 : Hold Recall/Call Park Recall

This Memory Block area is used to enter the time for the Hold Recall to start (both visual and audible). If **No Limit** is selected, there will not be any Hold Recall. This time is used for both Exclusive and Non-Exclusive Hold.

- Enter system programming mode
- Press Line Key 1
- Dial **0 2**
- Enter value
 - 0 - 1 min
 - 1 - 2 min(*)
 - 2 - 4 min
 - 3 - No limit
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-03 : Paging Time Out Selection

This Memory Block area is used to enter the duration of internal zone paging and external speaker paging

- Enter system programming mode
- Press Line Key 1
- Dial **0 3**
- Enter value
 - 0 - 90 sec(*)
 - 1 - 120 sec
 - 2 - No limit
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-04 : CO/PBX Line Queuing Recall Time

This Memory Block area is used to enter the duration of a queued/reserved trunk that goes unanswered

- Enter system programming mode
- Press Line Key 1
- Dial **0 4**
- Enter value
 - 0 - 10 sec (*)
 - 1 - 20 sec
 - 2 - 30 sec
 - 3 - 60 sec
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-05 : Pause Time and Interdigit Time Selection

Pause Time refers to the time in which no dial signals will be sent to the CO/PBX line. This is the amount of time that the system will wait after a PBX access code or a pause has been entered into a System or Station Speed Dial buffer. Interdigit time is the amount of time that the system will wait between sending digits to the CO/PBX line. The interdigit time selection pertains only to **Dial Pulse** lines.

- Enter system programming mode
- Press Line Key 1
- Dial **0 5**
- Enter value for Pause time
 - 0 - 1.0 sec
 - 1 - 3.5 sec(*)
- Enter value for Interdigit time
 - 0 - 700msec @ 10pps / 550msec @ 20pps
 - 1 - 800msec (*)
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-06 : MFR Timer

This Memory Block area is used to enter the time during which the receiver (MFR) can receive DTMF signals from a Single Line Telephone. The receiver (MFR) can no longer receive DTMF signals after the set time has elapsed. The timer begins after the last digit is dialed.

- Enter system programming mode
- Press Line Key 1

- Dial **0 6**
- Enter value
 - 0 - 5 sec
 - 1 - 10 sec(*)
 - 2 - 20 sec
 - 3 - 30 sec
 - 4 - 50 sec
 - 5 - 60 sec
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-07 : Doorphone Display Time

This Memory Block area is used to enter the time during which **DOORPHONE 1** or **DOORPHONE 2** is displayed on a display telephone that is assigned to ring upon access to a Doorphone. This same parameter is used for the warning tone given to a station user when off-hook, when a Doorphone is activated, and for the time interval for which a station can answer an incoming call from a Doorphone (if the Doorphone is programmed for automatic call answer).

- Enter system programming mode
- Press Line Key 1
- Dial **0 7**
- Enter value
 - 0 - 10 sec(*)
 - 1 - 30 sec
 - 2 - 60 sec
 - 3 - 90 sec
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-08 : Ring Transfer Recall Time

This Memory Block area is used to enter the time for the Recall to occur at the Key Telephone that ring transferred a call, if the transferred call was not answered within the preprogrammed time interval.

- Enter system programming mode
- Press Line Key 1
- Dial **0 8**

- Enter value
 - 0 - 30 sec
 - 1 - 1 min(*)
 - 2 - 2 min
 - 3 - 4 min
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-09 : Automatic Callback Time

This Memory Block area is used to enter the time from when a Callback is set until it is released

Enter system programming mode

Press Line Key 1

Dial **0 9**

Enter value

0 - 30 min

1 - 60 min

2 - 90 min

3 - No limit(*)

Press **MIC** to store the data

Press **SPKR** to go back on line

Note: (*) indicates default value

1-11 : Bounce Protection Time

This Memory Block area is used to enter the duration of time before a valid Hookflash from a Single Line Telephone is detected.

Enter system programming mode

Press Line Key 1

Dial **1 1**

Enter value

0 - 0 sec

1 - 0.3 sec(*)

2 - 0.6 sec

3 - 0.9 sec

Press **MIC** to store the data

Press **SPKR** to go back on line

Note: (*) indicates default value

1-13 : Intercom Call Signal

This Memory Block area is used to specify the type of signal to be received on internal calls (Tone or Voice). The originating user can alternate between the two by dialing "1" when calling.

Enter system programming mode

Press Line Key 1

Dial **1 3**

Enter value

0 - Tone(*)

1 - Voice

Press **MIC** to store the data

Press **SPKR** to go back on line

Note: (*) indicates default value

1-18 : Ringing Tone Transfer

This Memory Block area is used to Allow or Deny Ringing Tone Transfer from all Key Telephones

- Enter system programming mode
- Press Line Key 1

- Dial **1 8**
- Enter value
 - 0 - Deny
 - 1 - Allow(*)
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-21 : DTMF Digit Duration

This Memory Block area is used to set the DTMF Digit Duration for each digit dialed on an outside line.

- Enter system programming mode
- Press Line Key 1
- Dial **2 1**
- Enter value
 - 0 - 100msec(*)
 - 1 - 300msec
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-23 : Handset Receiving Volume

This Memory Block area is used to specify, when a Key Telephone raises its volume during a call either *return to normal volume* or *stay at the raised volume* after the call is terminated and the handset is returned to the handset cradle.

- Enter system programming mode
- Press Line Key 1
- Dial **2 3**
- Enter value
 - 0 - Down(*)
 - 1 - Up
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-32 : Door Lock Release

This Memory Block area is used to Allow/Deny control of the external relay circuit on the Doorphone KTU.

- Enter system programming mode
- Press Line Key 1
- Dial **3 2**
- Enter value for Doorphone 1
 - 0 - Deny
 - 1 - Allow(*)
- Enter value for Doorphone 2
 - 0 - Deny
 - 1 - Allow(*)
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value

1-37 : CO/PBX Line On Hook Origination

This Memory Block area is used to specify whether or not to disconnect an existing CO/PBX call by pressing the CO/PBX line key.

- Enter system programming mode
- Press Line Key 1
- Dial **3 7**
- Enter value
 - 0 - No(*)
 - 1 - Yes
- Press **MIC** to store the data
- Press **SPKR** to go back on line

Note: (*) indicates default value