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## SoundPoint® IP 601

**Quick User Guide** 

Basic Phone Features Customizing Your Phone

Applies to phones running SIP 2.2 or later.

For detailed information please consult the comprehensive SoundPoint IP 601 User Guide available at:

 $\frac{www.polycom.com/support/voicedocum}{entation}$ 

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## **BASIC PHONE FEATURES**

## PLACING A CALL Using the Handset:

Pick up the handset and dial the number or dial the number first, and then pick up the handset.

## Using the Speakerphone:

- 1. With the handset on-hook, press:
  - any assigned line key, or
- the **NewCall** soft key.
- 2. Dial the desired number.

Or dial the number, and then press the **Dial** soft key.

## Using the optional Headset:

- 1. With the headset connected, press:
  - any assigned line key, or
  - the **NewCall** soft key.
- 2. Press 3.
- 3. Dial the desired number.

Or dial the number, and then press ②.

During a call, you can alternate between handset, headset, or handsfree modes by pressing the or picking up the handset.

#### ANSWERING A CALL

Using the Handset:
Pick up the handset.
Using the Speakerphone:
Press:

- **(1)**, or
- the line key, or
- Answer soft key.

Using the optional Headset:

Press 3.

Incoming calls may be ignored by pressing the **Reject** soft key or during ringing.

## **ENDING A CALL**

Using the Handset: Hang up or press the EndCall soft key. Using the Speakerphone:

Press or the EndCall soft key.
Using the optional Headset:

Press O or the **EndCall** soft key.

## **MICROPHONE MUTE**

During a call, press . Mute applies to all modes: handset, headset, and hands-free. You can hear all other parties while Mute is enabled.

To turn off Mute, press . again.

#### **CALL HOLD AND RESUME**

- 1. During a call, press or the **Hold** soft key.
- 2. Press again, the **Resume** soft key, or the line key to retrieve the call.

## **LOCAL CONFERENCE CALLS\***

To create a three-way conference call:

- 1. Call the first party.
- 2. Press Conference or the Confrnc soft key to create a new call (the active call is placed on hold).
- 3. Place a call to the second party.
- 4. When the second party answers, press or the **Confrnc** soft key again to join all parties in the conference.

When a conference has been established, pressing the **Split** soft key will split the conference into two calls on hold.

Placing the call on hold on the conference originator's phone will place the entire conference on hold.

A conference may be created at any time between an active call and a call which is on hold (on the same line or another line) by pressing the **Join** soft key.

Ending the call on the conference originator's phone will allow the other parties to continue the conference.

\* - Conferencing is an optional feature that must be configured on the call server. Particulars and menu options may vary.

## **CALL TRANSFER**

- 1. During a call, press Transfer or the **Trnsfer** soft key (the active call is placed on hold).
- 2. Place a call to the number to which you want to transfer the call.
- 3. After speaking with the second party, press frame or the **Trnsfer** soft key to complete the transfer.

Press the **Blind** soft key to transfer the call without speaking to the second party.

Transfer may be cancelled during establishment by pressing the **Cancel** soft key. The original call is resumed.

#### CALL FORWARDING

To enable call forwarding:

- 1. Press the **Forward** soft key from the phone's idle display or press men and select **Features** and **Forward**.
- 2. Select a Forwarding Type from Always, No Answer, and Busy.
- 3. For all types, enter a number to forward all future calls to.
- 4. For **No Answer**, enter the number of rings before forwarding.
- 5. Press the **Enable** soft key to confirm Call Forwarding. A moving arrow icon appears for that line to confirm Call Forwarding is enabled.

## To disable call forwarding:

- 1. Press the **Forward** soft key from the phone's idle display or press men and select **Features** and **Forward**.
- 2. Select a **Forwarding Type** from **Always**, **No Answer**, and **Busy**.
- 3. Press the **Disable** soft key.

Call forwarding is not available on shared lines.

If call forwarding is configured on the call server (invoked using \* code dialing or from a PC-based application), then particulars and menu options may vary.

#### REDIAL

Press the **Redial** soft key or redial the most recently dialed number.

## DO NOT DISTURB

Press Press to prevent the phone from ringing on incoming calls. A Do Not Disturb icon appears for all lines to confirm that Do Not Disturb is enabled. Press Press again to turn off Do Not Disturb.

If Do Not Disturb is configured on the call server, then particulars may vary.

#### **CALL LISTS**

Press followed by Call Lists and Missed, Received, or Placed Calls, as desired. Information on respective calls will be displayed.

# From this screen, choose the appropriate soft key:

- 1. **Edit** to amend the dial string before dialing.
- 2. Dial to return the call.

Or press More, then:

- 3. Info to view detailed call information.
- 4. **Save** to store the contact to the Contact Directory.
- 5. Clear to delete the call from the list. Press **More** and **Exit** soft keys to return to the idle display.

#### **VOICE MAIL\***

The Message Waiting Indicator LED on the front of the phone and individual line LED indicators will flash and stutter dial tone in place of normal dial tone will sound to indicate that message(s) are waiting at the message center.

## To listen to voice messages:

- 1. Press Messages
- 2. Follow voice prompts to listen to messages.

#### **SPEED DIALING**

To assign a speed dial index, see **CONTACT DIRECTORY** below.

To dial a number assigned to a line key, press the line key opposite the number.

## **CUSTOMIZING YOUR PHONE**

#### **CONTACT DIRECTORY**

To add a contact in your local phone directory:

- 1. Press Directories, and then select Contact Directory.
- 2. Press the **More** soft key, then the **Add** soft key to enter another contact into the phone's database.
- 3. Enter first and/or last name from the keypad. Press the **1/A/a** soft key to select between numeric and upper / lower case alphanumeric modes. Press the **Encoding** soft key to access special characters in other languages if necessary.
- 4. Enter a unique Contact number (not already in the directory).
- 5. Change the Speed Dial Index if desired. It will automatically be assigned the next available index value.
  6. Modify the remainder of the fields
- (Ring Type, Divert Contact, Auto Reject, and Auto Divert) if desired.
- 7. Press the **Save** soft key to confirm or the **Cancel** soft key to abandon the

changes, then press Directories or the **Exit** soft keys to return to the idle display.

Contacts can be easily added from Call Lists. For more information, see CALL LISTS section above.

## To search for a contact:

- 1. Press Directories, and then select Contact Directory.
- 2. Press the **More** soft key, and then the **Search** soft key.
- 3. Using the dial pad, enter the first few characters for First or Last names.
- 4. Press **Search** to search for contacts. Dial successful matches from the resulting screen.

## To edit a contact:

1. Press Directories, and then select Contact Directory.

- 2. Search for contact (see above).
- 3. Press the **Edit** soft key and make the necessary changes.
- 4. Press the **Save** soft key to confirm or the **Cancel** soft key to abandon the

changes, then press Directories or the **Exit** soft keys to return to the idle display.

#### **VOLUME ADJUSTMENT**

Press the volume keys to adjust handset, headset, and handsfree speaker volume during a call. Pressing these keys in idle state adjusts the ringer volume.

To conform to regulatory requirements, handset and headset volume will return to a preset level after each call, but the configuration can be changed. Handsfree volume settings will be maintained across calls.

#### RING TYPE

You can select different rings to match your preferences and distinguish between calls on lines.

## To change the incoming ring:

- 1. Press Menu
- 2. Select **Settings**, followed by **Basic**, and then **Ring Type**.
- 3. Using the **Up** or **Down** arrows, highlight the desired ring type. Press the **Play** soft key to hear the selected ring type.
- 4. Press the **Select** soft key to change to the selected ring type.
- 5. Press or the **Exit** soft keys to return to the idle display.

If you select Silent ring, press the Line key or **Answer** soft key to answer incoming calls.

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## DISTINCTIVE RINGING / CALL TREATMENT

You can set distinctive incoming ringing tones for different contacts in your local directory.

## To set a distinctive ring for a local contact:

- 1. Press Directories, and then select Contact Directory.
- 2. Search for the contact (see **CONTACT DIRECTORY** above).
- 3. Press the **Edit** soft key and scroll down to Ring Type.
- Enter a number corresponding to one of the ring types available (see RING TYPE above).
- 5. Press the **Save** soft key or **Cancel** to abandon the change, then press

Directories to return to the idle display.

#### **HEADSET MEMORY MODE**

For permanent or full-time headset users, there is an option to default all calls to go to the headset.

## To enable Headset Memory Mode:

- 1. Press and select **Settings** followed by **Basic**, **Preferences**, and **Headset Memory**.
- 2. Use the **Up** or **Down** arrows and press the **Select** soft key to enable Headset Memory Mode.

To disable Headset Memory Mode: Repeat steps 1 and 2 and select Disable.

To activate Headset Memory Mode: Press twice.





<sup>\* -</sup> Voice Mail is an optional feature that must be configured on the call server. Particulars and menu options may vary.