

HT-701



Quick User Guide

Basic Phone Operation



## **Basic Features**

In order to make calls, answer calls, and hold/resume calls, please refer to the User Manual of your analog phone. Usually there are two ways to end your digit input and dial out the number: 1) wait for time out 2) using “#” key.

## **CALL TRANSFER**

Assuming that you are in a call and wish to transfer the call to another party

### **BLIND TRANSFER:**

- 1) Use “Flash” button on the analog phone to hold the current call.
- 2) After dial tone is played, you can use star code 87 to make the transfer: press “\*87” + the transfer target number.
- 3) End your dialing with “#” or wait for time out.
- 4) You will be disconnected after transfer is finished.

### **ATTENDED TRANSFER:**

- 1) Use “Flash” button on the analog phone to hold the current call.
- 2) After dial tone is played, you can input the transfer target number and dial out.
- 3) After your transfer target answers, You can simply hang up your call, and the ATA will complete the transfer automatically.
- 4) If your target does not answer the call, you can press “Flash” to resume the original call.

## **3-WAY CONFERENCE**

Assuming that you are in a call and wish to bring a third party into conference:

- 1) Press “Flash” to hold the current call.
- 2) After dial tone is played, you can input the third party’s number and dial out.
- 3) If the third party answers, press “Flash” to bring both parties into the conference.
- 4) If the third party does not answer the call, you can press “Flash” to resume the original call.
- 5) If “Flash” is pressed during conference, the third party will be dropped out.

- 6) If you hang up you phone, the conference will be terminated for all three parties. If the “Transfer on Conference Hang-up” feature is enabled by your service provider, then after you hang up, the rest parties will still remain on the line for further conversation.

## **Advanced Features**

### **DND**

To setup “Do Not Disturb”:

- 1) Off-hook your phone.
- 2) After hearing the dial tone, input “\*78”, and follow by “#” or wait for time out.
- 3) When DND is successfully enabled, you will hear dial tone again. Then you can hang up.

To disable “Do Not Disturb”:

- 1) Off-hook your phone.
- 2) After hearing the dial tone, input “\*79”, and then press “#” or wait for time out.
- 3) When DND is successfully disabled, you will hear dial tone again. Then you can hang up.

### **CALL FORWARD**

#### **UNCONDITIONAL FORWARD:**

All incoming calls will be forwarded.

- 1) Off-hook your phone.
- 2) After hearing the dial tone, input “\*72”+ forwarding number and follow by “#” or wait for time out.
- 3) Wait for dial tone and hang up.
- 4) Dial “\*73” to cancel Unconditional Forward.

#### **BUSY FORWARD:**

Incoming calls will be forwarded when your phone is busy.

- 1) Off-hook your phone.
- 2) After hearing the dial tone, input “\*90”+ forwarding number and follow by “#” or wait for time out.
- 3) Wait for dial tone and hang up.
- 4) Dial “\*91” to cancel Busy Forward.

#### **DELAY FORWARD:**

Incoming calls will be forwarded after ring

time out without being answered.

- 1) Off-hook your phone.
- 2) After hearing the dial tone, input “\*92”+ forwarding number and follow by “#” or wait for time out.
- 3) Wait for dial tone and hang up.
- 4) Dial “\*93” to cancel Busy Forward.

### **CALL RETURN**

In order to call back to the latest incoming number.

- 1) Off-hook your phone.
- 2) After hearing the dial tone, input “\*69”, and follow by “#” or wait for time out.
- 3) Your phone will automatically call back to the latest incoming number.

### **Note**

All star code (\*XX) related features mentioned above are supported by ATA default settings. If your service provider provides different feature codes, please contact them for instructions.

