



# Quick Reference Card

## Standard Telephone (STEL) 700 Codes



AUDIO FUNCTION	STEL DIALING SEQUENCE
Answer Call-in	742, #
Speaker-to-Telephone Intercom Transfer	740, #
Telephone-to-Speaker Intercom Transfer	741, #
Call-in for Associated Speaker	743, <i>switch no.</i> , # 1 = Default Normal Call-In Switch 2 = Default Emergency Call-In Switch 3 = Default Call-In Cancel
Intercom Call-in Pick Up Code	745, #
Temporary Room Exclusion	746, [room nos.], #
Manually Restore Excluded Rooms	747, [room nos.], #
Clear All Temporary Room Exclusions	748, #
Cancel All Normal Calls in System	749, #
Call Forward	756, extension no., #
Set Time of Day (12-Hour Format)	750, hhmm (e.g., 0155), 2 (a.m.) or 7 (p.m.), #, password
Set Time of Day (24-Hour Format)	750, hhmm (e.g., 1355), #, password
Set Date	751, day (1-7, Sunday = 1), mmddyy, #, password
Deactivating All Schedules	752, 00, #, password
Activating Schedules	752, schedule nos., #, password
Selecting Schedules	752, schedule nos., #, password
Clear Error Codes	753, #, password
Output Control	754, <i>command</i> , output no., # 0 for Off 1 for On 2 for Momentary (1 second)
Night Mode Override	755, <i>command</i> (0, 1, 2), # 0 for immediate night mode Off 1 for immediate night mode On 2 for return to night mode programming
Cancel Call Forward	757, #
ATEL "Music On Hold" Source Selection	758, source no., #
Hook-switch Flash on CO Trunk	759, #
Message Waiting Indicator (Off)	760, 0, extension no., #
Message Waiting Indicator (On)	760, 1, extension no., #
Telephone Call Pickup (Group)	761, group, #
Telephone Call Pickup (Extension)	762, extension no., #
Trunk-on-Hold Pickup	79, trunk no., #
Emergency All Call	700, #
Inclusive Emergency Zone Page	701, zone nos., #
Exclusive Emergency Zone Page	702, zone nos., #

AUDIO FUNCTION	STEL DIALING SEQUENCE
All Call Page	720, #
Page to Selected Zones	721, zone nos., #
Page Excluding Selected Zones	722, zone nos., #
Page Including Rooms	723, room nos., #
Page Excluding Rooms	724, room nos., #
Audio Program to All	730, source no., #
Audio Prog. Including Zones	731, source no., zone nos., #
Audio Prog. Excluding Zones	732, source no., zone nos., #
Audio Prog. Including Rooms	733, source no., room nos., #
Audio Prog. Excluding Rooms	734, source no., room nos., #
Add to Rooms Included in Audio Prog.	735, source no., [room nos.], #
Add to Rooms Excluded from Audio Prog.	736, [room nos.], #
Cancel Audio Program Distribution	737, source no., #
Monitor Audio Program Source	738, source no., #
Tone to All	710, tone no., #
Tone to Selected Zones	711, tone no., zone nos., #
Tone Excluding Selected Zones	712, tone no., zone nos., #
Tone to Selected Rooms	713, tone no., room nos., #
Tone Excluding Selected Rooms	714, tone no., room nos., #
Cancel Tone Distribution	715, #

- Any sequence starting with "7" indicates an Audio Function. The next digit in the sequence determines the specific function. 0 = Emergency, 1 = Tone Distribution, 2 = Page, 3 = Program, 4 = Intercom, 5 = Miscellaneous, 6 = Telephone.
- \*Extension no(s).** Extension numbers are entered as 3, 4 or 5 digits. Up to 16 room numbers can be specified in one sequence.
- Group no(s).** Group number is entered as 2 digits (01...32).
- \*Room no(s).** Room numbers are entered as 3, 4 or 5 digits. Up to 16 room numbers can be specified in one sequence.
- Schedule no(s).** Schedule numbers are entered as 2 digits (01...16) or (00) for none.
- Source no.** Program Sources are entered as two digits (01, 02) or (00) for no source.
- Tone no.** System Tones are entered as two digits (01...23).
- Trunk no(s).** Trunk numbers are entered as 2 digits (01, 02, 10, etc.).
- Zone no(s).** Zone numbers are entered as two digits (01...32).
- Pressing the <#> key at the end of a sequence will complete the sequence and initiate the function.

**Note:** A dial tone is required before any codes can be initiated. In some cases hitting the FLASH key is necessary to get a dial tone. The speed dial keys can be programmed with any of the above dialing sequences.

**\* Extension nos., Room nos.,** may use alphanumeric digits. The star <\*> key is used to select alpha characters as follows: A = \*2, B = \*\*2, C = \*\*\*2, D = \*3, etc.