



A MITEL
PRODUCT
GUIDE

Mitel SIP-DECT CoA Programming

Reference Manual

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Overview

This document is intended for people who have the necessary programming and testing skills to create Configuration Over Air (**CoA**) profiles. It provides an overview of all functions and parameters and value ranges supported by the current SIP-DECT 600d/700d DECT telephones. This is independent of whether these are supported or useful in the context of SIP-DECT or in connection with a specific telephony system. Ensuring the desired functionality for an end user is part of the necessary programming and testing tasks when creating a CoA profile.

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This guide provides information on the following:

- **Configuration of Variable Lists** – Learn how to define and manage variable lists to streamline configuration.
- **Menu Programming** – Understand how to set up and modify system menus for efficient navigation and control.
- **Keyboard Programming** – Explore techniques for customizing keyboard inputs and shortcuts.
- **Extended CoA Examples** – Review practical examples to illustrate advanced configuration scenarios.
- **Supported CoA Parameters** – Get a complete list of all supported parameters and their functionalities.

COA Configuration Parameters

This section provides a detailed overview of **CoA Configuration Parameters**, covering various aspects of system setup and customization. It includes instructions on configuring variable lists, programming menus and keyboards, and working with extended **CoA** examples. Additionally, a comprehensive list of supported **CoA** parameters is provided to help ensure accurate and efficient configuration.

Configuration of Variable Lists

A *variable list* includes a number of *list items*, each of which can be executed in the usual way by selecting it. A list item consists of an item index (1..10) and either a number (to be dialed) or a function/feature that is supported by the handset. Other attributes of a list item are optional.

<i>Item-Attribute</i>	<i>Type</i>	<i>Description</i>	<i>Example</i>
Index	decimal number	index of list item (1..10)	7
Number	quoted UTF8-string	'number' to dial	"#12#777#"
Name	quoted UTF8-string	displayed text of item	"My Voice Box"
FunctionID	function-ID-string	function/feature to execute	pbx_directory
ShortName/Icon	quoted UTF8-string	displayed short name and/or icon	"\xEE808B VB"
Handsfree	Boolean (0 or 1)	dial in hands-free-mode	1
VisibleSpecifier	4-digit-string of '0' or '1'	item visible in idle-, dial-, alerting- and active-state	1000

There are 5 variable lists available, and each can hold up to 15 list items.

To configure an item for one of the lists the command key **UD_VListEntry** is used. The first value specifies the index (1 or 2) of the considered list, followed by the above mentioned attributes in the given order. Please keep in mind, that the different values/attributes must be separated by whitespace and that their positions in the configuration command are fixed. Unused attributes must be indicated by empty strings if they are followed by nonempty attributes, unused attributes (empty strings) can be omitted at the end of the configuration command.

Examples:

```
UD_VListEntry = 1 1  "#12#777#"      "My Voice Box"  ""    "VB"              1
UD_VListEntry = 1 2  "043116967777"  "Alice"
UD_VListEntry = 1 3  "043116968888"  "Bob\'s Phone" ""    "BP \xEE808B"
UD_VListEntry = 2 1  ""              "App 5"       f_5  "A5"              ""    1000
```

Additionally a variable list can hold a name and/or short name used for representing it in another list or near a programmed soft key or side key. Again, the 'short name' attribute allows specifying an icon as well. A third attribute, 'sub item', determines whether or not a selected list item is to be displayed with sub item (sub key line).

<i>List-Attribute</i>	<i>Type</i>	<i>Description</i>	<i>Example</i>
Name	quoted UTF8-string	displayed text of list	"My Own Menu"
ShortName/Icon	quoted UTF8-string	displayed short name and/or icon	"\xEE808B M1"

SubItems Boolean (0 or 1) show sub key line of selected item 1

Again, the corresponding configuration commands take the list index (1 or 2) as first value.

Examples:

```
UD_VListName                = 1 "My Own Menu"

UD_VListShortName = 1 "\xEE808B M1"

UD_VListSubItems    = 1 1

UD_VListIcons        = 1 0
```

Menu programming

The following actions can be applied to menu entries to control their visibility, accessibility, and security:

- Hide menu entry / do not show item in menu tree (UD_FunctionMenuHide=<entry-name>)
- Lock menu entry / menu item unavailable even if programmed on key (UD_FunctionLocked=<entry-name>)
- Gray menu entry in menu tree (UD_FunctionGrayed=<entry-name>)
- Protect menu entry with user-pin / User has to enter his PIN to get access to this menu item (UD_FunctionUserProtected=<entry-name>)
- Protect menu entry with special/admin-pin / User has to enter an admin PIN to get access to this menu item (UD_FunctionAdminProtected=<entry-name>)
- Add menu entry in variable list (UD_VListEntry= <n> <i> "" "" <entry-name>)

Keyboard programming

The following functions allow you to control key assignments for different system states:

- Set menu entry as default programmed key for idle-sate (UD_KeyAssignmentIdle=<key-name> <entry-name>)
- Set menu entry as default programmed key for call alerting-state (UD_KeyAssignmentAlert=<key-name> <entry-name>)
- Set menu entry as default programmed key foe conversation (UD_KeyAssignmentActive=<key-name> <entry-name>)
- Set menu entry as default programmed key for SOS-call (UD_KeyAssignmentActiveSos=<key-name> <entry-name>)
- Program menu entry on key for idle-state, user key programming will be overruled (UD_KeyAssignmentIdleMaster=<key-name> <entry-name>)
- Program menu entry on key for call alerting-state, user key programming will be overruled (UD_KeyAssignmentAlertMaster=<key-name> <entry-name>)
- Program menu entry on key for conversation, user key programming will be overruled (UD_KeyAssignmentActiveMaster=<key-name> <entry-name>)
- Program menu entry on key for SOS-call, user key programming will be overruled (UD_KeyAssignmentActiveSosMaster=<key-name> <entry-name>)

Extended COA Examples

Example 1

```
UD_ConfigurationName="Umlaute (UTF-8): äöüÄÖÜß, Escape-Sequenzen: ' \" \\
\r \n \t \f, andere UTF-8-Zeichen: µ ® €"

# display-einstellungen
```

```
UD_DisplLang=en
UD_DispFont=large
UD_DispColor=black

# ringer-einstellungen
UD_RingerVolumeIntern=level_1
UD_RingerVolumeExtern=level_2
UD_RingerMelodyIntern=classical_1
UD_RingerMelodyExtern=pippi_longstocking

# ausblenden/sperren von features
UD_FunctionMenuHide=active_features true
UD_FunctionMenuHide=prog_x true
UD_FunctionUserProtected=system_x true

# programmieren von tasten (idle-zustand)
UD_KeyAssignmentIdle=side1 voice_box
UD_KeyAssignmentIdle=ok MenuInfNew
UD_KeyAssignmentIdle=long.esc inf
UD_KeyAssignmentIdle=esc pbx_directory
UD_KeyAssignmentIdle=long.esc directories
```

Example 2

```
UD_ConfigurationName = "omm-test2"    # this is the name of the coa-file
(versys)

### message options
UD_MessageMelodyNormal = basic_1
UD_MessageMelodyUrgent = basic_2
UD_MessageMelodyAlarm = basic_3

UD_MessageVolumeNormal = level_1
UD_MessageVolumeUrgent = level_2
UD_MessageVolumeAlarm = level_3
```

```
UD_MessageOverwrite = true

### ringer melody options
UD_RingerMelodyIntern = butterfly
UD_RingerMelodyExtern = barock
UD_RingerMelodyUnknown = ballade
UD_RingerMelodyCallback = fancy
UD_RingerMelodyRecall = comelody
UD_RingerMelodyVip = easy_groove
UD_RingerMelodySpecial = happy_fair
UD_RingerMelodyAlarm = kitafun
UD_RingerMelodyAppointment = latin_dance

### ringer volume options
UD_RingerVolumeIntern = off
UD_RingerVolumeExtern = increasing
UD_RingerVolumeUnknown = level_1
UD_RingerVolumeCallback = level_2
UD_RingerVolumeRecall = level_3
UD_RingerVolumeVip = level_4
UD_RingerVolumeSpecial = level_5
UD_RingerVolumeAlarm = level_6
UD_RingerVolumeAppointment = level_7

### ringer settings
UD_RingMode = repeat
UD_RingBuzz = true
UD_RingVibra = true
UD_RingHeadset = false

### attention tones
UD_ToneKey = inactive active
```

```
UD_ToneCnf = active
UD_ToneMnend = active no_speaker
UD_ToneAccu = active vibra
UD_ToneRange = inactive active no_speaker vibra
UD_ToneOutrange = inactive
```

```
### audio
```

```
UD_AudioNoisedetect = true
UD_AudioLoudenv = false
UD_AudioSpkCharger = handsfree
```

```
### Systems/Subscription/<System X>
```

```
UD_DialCharset = ABC_123
UD_DialCodeImax = 3
UD_DialCodeSys = "0"
UD_DialCodeNational = "049"
UD_DialCodeArea = "030"
UD_DialCodeInt = "4***"
```

```
### display
```

```
UD_DispLang=en
UD_DispFont=large
UD_DispColor=black
```

```
### illumination
```

```
UD_LightDim = 2h
UD_LightDisp = 2m
UD_LightKey = 45s
UD_LightKeyoptIncom = true
UD_LightKeyoptAlarm = false
UD_LightKeyoptCharge = false
UD_LightCharge = 60s
UD_LightCall = 30s
```

```
UD_LightMsgMsg = 10s
UD_LightMsgInf = 20s
UD_LightMsgJob = 30s
UD_LightMsgSos = 60s

### led indications
UD_LedAlive = true
UD_LedIncom = true
UD_LedRange = false
UD_LedCharge = true
UD_LedInfo = false
UD_LedSpk = true
UD_LedAutoans = false
UD_LedAppoint = false
UD_LedAlarm = false

### list access
UD_ListmodeRedial = pbx
UD_ListmodeCaller = pbx
UD_ListmodeFilter = block_list

### device options
UD_ModeSilentcharge = true
UD_ModeChargeranswr = false
UD_ModeAutoanswr = true
UD_ModeAutoquickhook = false
UD_ModeKey = oem

### phone lock
UD_LockKeyAuto = true
UD_LockKeyTime = 30s
UD_LockKeyPin = true
UD_LockPin = "1234"
```

```
UD_LockAdmin = "4711"
```

```
### SOS call
```

```
UD_SosNum = "4711"
```

```
UD_SosMelody = weekend
```

```
UD_SosVolume = increasing
```

```
UD_SosHandsfree = true
```

```
### alarm sensor
```

```
UD_SosMdNumber = "0815"
```

```
UD_SosMdAutoanswr = true
```

```
UD_SosMdModePre = false
```

```
UD_SosMdModeDown = true
```

```
UD_SosMdModeNomove = true
```

```
UD_SosMdModeEsc = false
```

```
UD_SosMdModeRep = false
```

```
UD_SosMdSenseAngle = flat
```

```
UD_SosMdSenseMove = high
```

```
UD_SosMdSenseEsc = medium
```

```
UD_SosMdNomoDown = conversation system_menu local_menu
```

```
UD_SosMdNomoNomove = conversation
```

```
UD_SosMdNomoEsc = idle conversation system_menu local_menu
```

```
UD_SosMdDelayDown = 20s
```

```
UD_SosMdDelayNomove = 30s
```

```
UD_SosMdDelayEsc = 45s
```

```
UD_SosMdTimePre = 30s
```

```
UD_SosMdTimeRep = 60s
```

```
UD_SosMdTone = true
```

```
UD_SosMdVibra = false
```

```
### function/feature access
```

```
UD_FunctionMenuHide=active_features true
```

```
UD_FunctionMenuHide=prog_x TRUE
UD_FunctionLocked=time_x true
UD_FunctionUserProtected=system_x true
UD_FunctionUserProtected=dir_x true
UD_FunctionAdminProtected=system_x true
UD_FunctionGrayed=system_x true

### assignment of keys
UD_KeyAssignmentIdle=side1 caller
UD_KeyAssignmentIdle=ok MenuInfNew
UD_KeyAssignmentIdle=long.ok inf
UD_KeyAssignmentIdle=esc pbx_directory
UD_KeyAssignmentIdle=long.esc directories

UD_KeyAssignmentActive=esc nop
```

Example 3

```
UD_ConfigurationName = "omm-test3"    # this is the name of the coa-file
(versys)

### function/feature access
UD_FunctionMenuHide = scheme true
UD_FunctionLocked = scheme true
UD_FunctionGrayed = scheme true
UD_FunctionUserProtected = scheme true
UD_FunctionAdminProtected = scheme true
```

Example 4

```
#UD_ConfigurationName = "omm-test4"    # this is the name of the coa-file
(versys)

### assignment of keys
#UD_KeyAssignmentIdle=side1 sos_loc
#UD_KeyAssignmentIdle=side2 shock
#UD_KeyAssignmentIdle=side3 sensor_menu
```

```
#UD_KeyAssignmentIdleMaster=side1 sos_loc
#UD_KeyAssignmentIdleMaster=side2 shock
#UD_KeyAssignmentIdleMaster=side3 sensor_menu

UD_KeyAssignmentIdle=down gappp_directory


UD_ConfigurationName= jwede-1
UD_DispFont=          normal
UD_DispColor=         black


UD_KeyAssignmentIdle=side1 vlst1
UD_KeyAssignmentActive=side1 vlst2


UD_VListEntry = 1 1 "*8010" "Unpark 10" "" "" ""
UD_VListEntry = 1 2 "80*11" "Unpark 11" "" "" ""

UD_VListName = 1 "Unpark call"
UD_VListShortName = 1 "\xEE8296"
UD_VListSubItems = 1 0


UD_VListEntry = 2 1 "#58110" "Park 10" "" "" ""
UD_VListEntry = 2 2 "58#111" "Park 11" "" "" ""

UD_VListName = 2 "Park call"
UD_VListShortName = 2 "\xEE8296"
UD_VListSubItems = 2 0


### var-lists
#UD_VListName      = 1 "Extra-Menü 1"
#UD_VListName      = 2 "Extra-Menü 2"
#UD_VListShortName = 2 \xEE808B
```

```
#UD_VListSubItems = 2 1

### var-list entries

# parameters: list item number-to-dial name fkt
shortname/icon handsfree visible(idle,dial,alert,active)

# 1..2 1..10 quoted-string quoted-string string
quoted-string 0..1 4-digit-string-of(0,1)

#UD_VListEntry= 1 9 "*"7*<no>#" "Kröger's" f_1
"«nam» \xEE808B"

#UD_VListEntry= 2 2 "043116962222<ln=4>" "xx\\yy" f_5
"nam2" "" 1000

#UD_VListEntry= 1 3 "043116967777<<>" "xx\"yy" inf
"\238\128\139"

#UD_VListEntry= 1 7 "043116960000" "xx\'yy" ""
"$ € \xEE808B"

## max=20 30

## mul=11 3

## substr = 1001 1 1

## xxx = bbb

# in strings: so soll es sein:

# cfg -> lua
# "xx\\yy" -> 'xx\\yy'
# "xx\'yy" -> 'xx\'yy' (auch: "xx'yy" -> 'xx\'yy')
# "xx\"yy" -> 'xx"yy'
# "xx\ryy" -> 'xx\ryy'
# "xx\nyy" -> 'xx\nyy'
# "xx\tyy" -> 'xx\tyy'
# "xx\fyy" -> 'xx\fyy'
# "xx\234yy" -> 'xx\234yy'

# icons:

# "xx\x01yy" -> 'xxyy'
```

```
#      :
# "xx\x1fyy" -> 'xxyy'
# "xx\xee808byy" -> 'xx□yy'
```

Example 5

```
#UD_ConfigurationName = "omm-test5"    # this is the name of the coa-file
(versys)
```

```
### assignment of keys
```

```
UD_KeyAssignmentIdle=side1 sos_loc
```

```
UD_KeyAssignmentIdle=side2 shock
```

```
UD_KeyAssignmentIdle=side3 sensor_menu
```

```
UD_KeyAssignmentIdleMaster=side1 sos_loc
```

```
UD_KeyAssignmentIdleMaster=side2 shock
```

```
UD_KeyAssignmentIdleMaster=side3 sensor_menu
```

```
UD_KeyAssignmentActiveSos=red nop
```

```
UD_KeyAssignmentActiveSos=d0 dial_0
```

```
UD_KeyAssignmentActiveSos=d1 dial_1
```

```
UD_KeyAssignmentActiveSos=d2 dial_2
```

```
UD_KeyAssignmentActiveSos=d3 dial_3
```

```
UD_KeyAssignmentActiveSos=d4 dial_4
```

```
UD_KeyAssignmentActiveSos=d5 dial_5
```

```
UD_KeyAssignmentActiveSos=d6 dial_6
```

```
UD_KeyAssignmentActiveSos=d7 dial_7
```

```
UD_KeyAssignmentActiveSos=d8 dial_8
```

```
UD_KeyAssignmentActiveSos=d9 dial_9
```

```
UD_KeyAssignmentActiveSos=star dial_star
```

```
UD_KeyAssignmentActiveSos=hash dial_hash
```

```
UD_KeyAssignmentActiveSosMaster=red nop
```

Example 6

```
#UD_ConfigurationName = "omm-test6"    # this is the name of the coa-file  
(versys)
```

```
### assignment of SOS keys  
  
UD_KeyAssignmentActiveSosMaster = star dial_star  
UD_KeyAssignmentActiveSosMaster = hash dial_hash  
UD_KeyAssignmentActiveSosMaster=red nop  
UD_KeyAssignmentActiveSosMaster=d0 dial_0  
UD_KeyAssignmentActiveSosMaster=d1 dial_1  
UD_KeyAssignmentActiveSosMaster=d2 dial_2  
UD_KeyAssignmentActiveSosMaster=d3 dial_3  
UD_KeyAssignmentActiveSosMaster=d4 dial_4  
UD_KeyAssignmentActiveSosMaster=d5 dial_5  
UD_KeyAssignmentActiveSosMaster=d6 dial_6  
UD_KeyAssignmentActiveSosMaster=d7 dial_7  
UD_KeyAssignmentActiveSosMaster=d8 dial_8  
UD_KeyAssignmentActiveSosMaster=d9 dial_9
```

Example 7

```
#UD_ConfigurationName = "protect" # this is the name of the coa-file  
(versys)  
  
### assignment of Special PIN to System subscription menu and related menus  
UD_FunctionPinProtected = subscription_x "1234"
```

Supported COA Parameters

The following keys and values are supported in the CoA configuration files.

```
used in configuration commands: <key> = <value> [ <value> ]  
  
// KEY_xxx                key  
// VAL_xxx                value  
  
"UD_ConfigurationName"    // <string>
```

```
// ringer melody options

"UD_RingerMelodyIntern"          // VAL_MELODY_xxx

"UD_RingerMelodyExtern"          // VAL_MELODY_xxx

"UD_RingerMelodyUnknown"         // VAL_MELODY_xxx

"UD_RingerMelodyCallback"        // VAL_MELODY_xxx

"UD_RingerMelodyRecall"           // VAL_MELODY_xxx

"UD_RingerMelodyVip"              // VAL_MELODY_xxx

"UD_RingerMelodySpecial"         // VAL_MELODY_xxx

"UD_RingerMelodyAlarm"           // VAL_MELODY_xxx

"UD_RingerMelodyAppointment"     // VAL_MELODY_xxx


VAL_MELODY_xxx: melodies

"weekend"                        // Weekend

"butterfly"                      // Butterfly

"barock"                         // Barock

"ballade"                       // Ballade

"fancy"                         // Fancy

"comelody"                      // Comelody

"easy_groove"                   // Easy groove

"happy_fair"                    // Happy fair

"kitafun"                       // Kitafun

"latin_dance"                   // Latin dance

"little_asia"                   // Little asia

"mango_selassi"                 // Mango selassi

"parka"                         // Parka

"remember"                      // Remember

"rocky_lane"                    // Rocky lane

"ringing_1"                     // Ringing 1

"ringing_2"                     // Ringing 2

"ringing_3"                     // Ringing 3

"ringing_4"                     // Ringing 4

"ringing_5"                     // Ringing 5

"ringing_6"                     // Ringing 6
```

"ringing_7"	// Ringing 7
"ring_vintage"	// Ring vintage
"vibes"	// Vibes
"attack"	// Attack
"doorbell"	// Doorbell
"boogie"	// Boogie
"polka"	// Polka
"classical_1"	// Classical 1
"classical_2"	// Classical 2
"classical_3"	// Classical 3
"classical_4"	// Classical 4
"alla_turca"	// Alla turca
"entertainer"	// Entertainer
"jollygood"	// Jollygood
"in_the_saints"	// In the saints
"drunken_sailor"	// Drunken sailor
"mary_had"	// Mary had
"shell_be_walking"	// Shell be walking
"pippi_longstocking"	// Pippi longstocking
"policehorn"	// Policehorn
"synthesizer"	// Synthesizer
"after_work"	// After work
"beep"	// Beep
"basic_1"	// Basic 1
"basic_2"	// Basic 2
"basic_3"	// Basic 3
"basic_4"	// Basic 4
"basic_5"	// Basic 5
"basic_6"	// Basic 6
"basic_7"	// Basic 7
"basic_8"	// Basic 8
"alarm_1"	// Alarm 1
"alarm_2"	// Alarm 2

```

"alarm_3"                // Alarm 3
"alarm_4"                // Alarm 4
"alarm_5"                // Alarm 5
"alarm_6"                // Alarm 6
"alarm_7"                // Alarm 7
"6700_one"               // 6700 One
"6700_two"               // 6700 Two
"6700_three"             // 6700 Three
"6700_four"              // 6700 Four
"6700_five"              // 6700 Five
"1_attention_tone"        // 1 Attention tone
"2_attention_tones"       // 2 Attention tones
"3_attention_tones"       // 3 Attention tones
"4_attention_tones"       // 4 Attention tones
"5_attention_tones"       // 5 Attention tones
"6_attention_tones"       // 6 Attention tones
"7_attention_tones"       // 7 Attention tones
"8_attention_tones"       // 8 Attention tones
"9_attention_tones"       // 9 Attention tones
"10_attention_tones"      // 10 Attention tones

// ringer volume options
"UD_RingerVolumeIntern"   // VAL_VOLUME_xxx
"UD_RingerVolumeExtern"   // VAL_VOLUME_xxx
"UD_RingerVolumeUnknown"  // VAL_VOLUME_xxx
"UD_RingerVolumeCallback" // VAL_VOLUME_xxx
"UD_RingerVolumeRecall"   // VAL_VOLUME_xxx
"UD_RingerVolumeVip"      // VAL_VOLUME_xxx
"UD_RingerVolumeSpecial"  // VAL_VOLUME_xxx
"UD_RingerVolumeAlarm"    // VAL_VOLUME_xxx
"UD_RingerVolumeAppointment" // VAL_VOLUME_xxx

VAL_VOLUME_xxx: volumes

```

```

"off"                                // off

"increasing"                        // increasing

"level_1"                           // Level-1
"level_2"                           // Level-2
"level_3"                           // Level-3
"level_4"                           // Level-4
"level_5"                           // Level-5
"level_6"                           // Level-6
"level_7"                           // Level-7


// ringer settings

"UD_RingMode"                       // VAL_RING_MODE_xxx

"UD_RingBuzz"                       // true/false

"UD_RingVibra"                      // true/false

"UD_RingHeadset"                   // true/false


VAL_RING_MODE_xxx:

"repeat"                           // repeat

"once"                             // once


// attention tones

"UD_ToneKey"                        // VAL_TONE_xxx (up to 3 values)

"UD_ToneCnf"                        // VAL_TONE_xxx (up to 3 values)

"UD_ToneMnend"                      // VAL_TONE_xxx (up to 3 values)

"UD_ToneAccu"                       // VAL_TONE_xxx (up to 3 values)

"UD_ToneRange"                     // VAL_TONE_xxx (up to 3 values)

"UD_ToneOutrange"                  // VAL_TONE_xxx (up to 3 values)


VAL_TONE_xxx:

"inactive"                          // inactive

"active"                            // active

"no_speaker"                       // without Loudspeaker

"vibra"                             // Vibration

```

```
// audio

"UD_AudioNoisedetect"           // true/false

"UD_AudioLoudenv"               // true/false

"UD_AudioSpkCharger"            // VAL_AUDIO_SPK_CHARGER_xxx

VAL_AUDIO_SPK_CHARGER_xxx:

"release"                       // Release

"handsfree"                     // Handsfree


// message overwrite

"UD_MessageOverwrite"           // true/false


// message melody options

"UD_MessageMelodyNormal"        // VAL_MELODY_xxx (definition see above)

"UD_MessageMelodyUrgent"        // VAL_MELODY_xxx (definition see above)

"UD_MessageMelodyAlarm"         // VAL_MELODY_xxx (definition see above)


// message volume options

"UD_MessageVolumeNormal"        // VAL_VOLUME_xxx (definition see above)

"UD_MessageVolumeUrgent"        // VAL_VOLUME_xxx (definition see above)

"UD_MessageVolumeAlarm"         // VAL_VOLUME_xxx (definition see above)


// Systems/Subscription/<System X>

"UD_DialCodeSys"                // <digit-string> e.g. "0" 8.0

"UD_DialCodeNational"           // <digit-string> e.g. "0049" 8.0.SP1

"UD_DialCodeArea"               // <digit-string> e.g. "030" 8.0.SP1

"UD_DialCodeInt"                // <digit-string> e.g. "*****"8.0.SP1

"UD_DialCharset"                // VAL_DIAL_ABC_xxx

"UD_DialCodeImax"               // VAL_DIAL_CODE_IMAX_xxx8.0

VAL_DIAL_ABC_xxx:

"123_"                          // 123...
```

```

"ABC_123"                                // ABC...123
"123_ABC_äöü"                            // 123...ABC...äöü
"ABC_äöü_123"                            // ABC...äöü...123
"123_ABC"                                // 123...ABC

VAL_DIAL_CODE_IMAX_xxx:

"automatic"                              // automatic
"1"                                       // 1
"2"                                       // 2
"3"                                       // 3
"4"                                       // 4
"5"                                       // 5
"6"                                       // 6
"7"                                       // 7
"8"                                       // 8
"9"                                       // 9

// display

"UD_DisLang"                             // VAL_DISP_LANG_xxx
"UD_DisFont"                             // VAL_DISP_FONT_xxx
"UD_DisColor"                            // VAL_DISP_COLOR_xxx

VAL_DISP_LANG_xxx:

"default"                                // default
"de"                                     // D - Deutsch
"en"                                     // GB - English
"fr"                                     // FR - Français
"es"                                     // ES - Español
"it"                                     // I - Italiano
"nl"                                     // NL - Nederlands
"sv"                                     // S - Svenska
"da"                                     // DK - Dansk
"pt"                                     // P - Português

```

```

"no" // N - Norsk
"cs" // Cz - Cesky
"sk" // SK - Slovenčina- Slovensky
"fi" // Su - Suomi
"hu" // H - Magyar - Hungarian
"ru" // RU Русский- Russian
"tr" // TURK - Türkçe
"pl" // PL - Polski
"et" // EST - Esti

VAL_DISP_FONT_XXX:
"small" // Small
"normal" // Normal
"large" // Large

VAL_DISP_COLOR_XXX:
"gray" // Gray *DECT 700: not visible in menu tree
"black" // Black *DECT 700: mapped to "Dark"
"business" // Business *DECT 700: mapped to "Business"
Blue/White
"blue" // Blue *DECT 700: not visible in menu
tree, mapped to Blue Business
"future" // Future *DECT 700: not visible in menu
tree
"plain" // Plain *DECT 700: mapped to "Light"
"sweet" // Sweet *DECT 700: not visible in menu
tree

// illumination
"UD_LightDim" // VAL_LIGHT_DIM_XXX
"UD_LightDisp" // VAL_LIGHT_DISP_XXX
"UD_LightKey" // VAL_LIGHT_KEY_XXX
"UD_LightKeyoptIncom" // true/false
"UD_LightKeyoptAlarm" // true/false

```

```

"UD_LightKeyoptCharge"          // true/false

"UD_LightCharge"                // VAL_LIGHT_CHARGE_xxx

"UD_LightCall"                  // VAL_LIGHT_CALL_xxx

"UD_LightMsgMsg"                // VAL_LIGHT_MSG_xxx

"UD_LightMsgInf"                // VAL_LIGHT_MSG_xxx

"UD_LightMsgJob"                // VAL_LIGHT_MSG_xxx

"UD_LightMsgSos"                // VAL_LIGHT_SOS_xxx

```

VAL_LIGHT_DIM_xxx:

```

"off"                           // off

"1m"                            // 1 min

"10m"                           // 10 min

"1h"                            // 60 min

"2h"                            // 120 min

"4h"                            // 240 min

"10h"                           // 600 min

"on"                            // on

```

VAL_LIGHT_DISP_xxx:

```

"10s"                           // 10 sec

"20s"                           // 20 sec

"30s"                           // 30 sec

"45s"                           // 45 sec

"60s"                           // 60 sec

"2m"                            // 120 sec

"4m"                            // 240 sec

```

VAL_LIGHT_KEY_xxx:

```

"off"                           // off

"1s"                            // 1 sec

"3s"                            // 3 sec

"5s"                            // 5 sec

"10s"                           // 10 sec

```

```
"20s"           // 20 sec
"30s"           // 30 sec
"45s"           // 45 sec
"60s"           // 60 sec
"2m"            // 120 sec
"4m"            // 240 sec
```

VAL_LIGHT_CHARGE_xxx:

```
"off"           // off
"1s"            // 1 sec
"3s"            // 3 sec
"5s"            // 5 sec
"10s"           // 10 sec
"20s"           // 20 sec
"30s"           // 30 sec
"45s"           // 45 sec
"60s"           // 60 sec
"2m"            // 120 sec
"4m"            // 240 sec
```

VAL_LIGHT_CALL_xxx:

```
"off"           // off
"1s"            // 1 sec
"3s"            // 3 sec
"5s"            // 5 sec
"10s"           // 10 sec
"20s"           // 20 sec
"30s"           // 30 sec
"45s"           // 45 sec
"60s"           // 60 sec
"2m"            // 120 sec
"3m"            // 180 sec
"4m"            // 240 sec
```

```

"on"                                // on

VAL_LIGHT_MSG_xxx:
"nochange"                          // No change
"dimmed"                            // Light dimmed
"5s"                                // 5 sec
"10s"                               // 10 sec
"20s"                               // 20 sec
"30s"                               // 30 sec
"45s"                               // 45 sec
"60s"                               // 60 sec
"2m"                                // 120 sec
"4m"                                // 240 sec

VAL_LIGHT_SOS_xxx:
"dimmed"                            // Light dimmed
"30s"                               // 30 sec
"60s"                               // 60 sec
"2m"                                // 120 sec
"3m"                                // 180 sec
"4m"                                // 240 sec
"5m"                                // 300 sec

// led indications
"UD_LedAlive"                       // true/false
"UD_LedIncom"                       // true/false
"UD_LedRange"                       // true/false
"UD_LedCharge"                      // true/false
"UD_LedInfo"                        // true/false
"UD_LedSpk"                         // true/false
"UD_LedAppoint"                     // true/false
"UD_LedAlarm"                       // true/false

```

```
// list access

"UD_ListmodeRedial"      // VAL_LISTMODE_CALL_JOURNAL_xxx

"UD_ListmodeCaller"      // VAL_LISTMODE_CALL_JOURNAL_xxx

"UD_ListmodeFilter"      // VAL_LISTMODE_FILTER_xxx


VAL_LISTMODE_CALL_JOURNAL_xxx:

"local"                  // local

"automatic"              // automatic

"pbx"                    // PBX


VAL_LISTMODE_FILTER_xxx:

"accept_list"            // Accept list

"block_list"             // Block list

"filter_off"             // Filter off


// device options

"UD_ModeSilentcharge"    // true/false

"UD_ModeChargeranswr"    // true/false

"UD_ModeAutoanswr"       // true/false

"UD_ModeAutoquickhook"   // true/false

"UD_ModeKey"             // VAL_MODE_KEY_xxx


VAL_MODE_KEY_xxx:

"emo"                    // Esc >>> Ok

"oem"                     // Ok Esc >>>

"eom"                     // Esc Ok >>>

"meo"                     // >>> Esc Ok

"EMO"                     // Esc Menu Ok

"OEM"                     // Ok Esc Menu

"EOM"                     // Esc Ok Menu

"MEO"                     // Menu Esc Ok


// phone lock
```

```

"UD_LockMode"           // pin/true/false8.0
"UD_LockKeyAuto"        // true/false
"UD_LockKeyPin"         // true/false
"UD_LockPin"            // <digit-string>
"UD_LockAdmin"          // <digit-string>
"UD_LockKeyTime"        // VAL_LOCK_KEY_T_xxx

VAL_LOCK_KEY_T_xxx:

"5s"                    // 5 sec
"10s"                   // 10 sec
"20s"                   // 20 sec
"30s"                   // 30 sec
"40s"                   // 40 sec
"50s"                   // 50 sec
"60s"                   // 60 sec
"90s"                   // 90 sec
"120s"                  // 120 sec


// SOS call

"UD_SosNum"             // <digit-string>
"UD_SosMelody"          // VAL_MELODY_xxx (definition see above)
"UD_SosVolume"          // VAL_VOLUME_xxx (definition see above)
"UD_SosHandsfree"       // true/false


// alarm sensor

"UD_SosMdNumber"        // <digit-string>
"UD_SosMdAutoanswr"     // true/false
"UD_SosMdModePre"       // true/false
"UD_SosMdModeDown"     // true/false
"UD_SosMdModeNomove"   // true/false
"UD_SosMdModeEsc"       // true/false
"UD_SosMdModeRep"       // true/false
"UD_SosMdSenseAngle"    // VAL_SOSMD_SENSE_ANGLE_xxx

```

```

"UD_SosMdSenseMove"      // VAL_SOSMD_SENSE_MOVE_xxx
"UD_SosMdSenseEsc"       // VAL_SOSMD_SENSE_ESC_xxx
"UD_SosMdNomoDown"       // VAL_SOSMD_NOMO_xxx (up to 4 values)
"UD_SosMdNomoNomove"     // VAL_SOSMD_NOMO_xxx (up to 4 values)
"UD_SosMdNomoEsc"        // VAL_SOSMD_NOMO_xxx (up to 4 values)
"UD_SosMdDelayDown"      // VAL_SOSMD_DELAY_DOWN_xxx
"UD_SosMdDelayNomove"    // VAL_SOSMD_DELAY_NOMOVE_xxx
"UD_SosMdDelayEsc"       // VAL_SOSMD_DELAY_ESC_xxx
"UD_SosMdTimePre"        // VAL_SOSMD_T_PRE_xxx
"UD_SosMdTimeRep"        // VAL_SOSMD_T_REP_xxx
"UD_SosMdTone"           // true/false
"UD_SosMdVibra"          // true/false

```

VAL_SOSMD_SENSE_ANGLE_xxx:

```

"steep"                  // Steep
"medium"                 // Medium
"flat"                   // Flat

```

VAL_SOSMD_SENSE_MOVE_xxx:

```

"low"                    // Low
"medium"                 // Medium
"high"                   // High

```

VAL_SOSMD_SENSE_ESC_xxx

```

"low"                    // Low
"medium"                 // Medium
"high"                   // High

```

VAL_SOSMD_NOMO_xxx:

```

"idle"                   // in idle
"conversation"           // during conversation
"local_menu"             // in local menu
"system_menu"           // in system menu

```

VAL_SOSMD_DELAY_DOWN_XXX:

"1s"	// 1 sec
"2s"	// 2 sec
"5s"	// 5 sec
"10s"	// 10 sec
"20s"	// 20 sec
"30s"	// 30 sec
"45s"	// 45 sec
"60s"	// 60 sec
"75s"	// 75 sec

VAL_SOSMD_DELAY_NOMOVE_XXX:

"10s"	// 10 sec
"20s"	// 20 sec
"30s"	// 30 sec
"45s"	// 45 sec
"60s"	// 60 sec
"75s"	// 75 sec

VAL_SOSMD_DELAY_ESC_XXX:

"1s"	// 1 sec
"2s"	// 2 sec
"5s"	// 5 sec
"10s"	// 10 sec
"20s"	// 20 sec
"30s"	// 30 sec
"45s"	// 45 sec
"60s"	// 60 sec
"75s"	// 75 sec

VAL_SOSMD_T_PRE_XXX:

"10s"	// 10 sec
-------	-----------

```

"20s"                // 20 sec

"30s"                // 30 sec

"45s"                // 45 sec

"60s"                // 60 sec

"75s"                // 75 sec


VAL_SOSMD_T_REP_xxx:

"5s"                 // 5 sec

"10s"                // 10 sec

"20s"                // 20 sec

"30s"                // 30 sec

"45s"                // 45 sec

"60s"                // 60 sec

"75s"                // 75 sec

"120s"               // 120 sec

"240s"               // 240 sec


// Date/Time format

"UD_TimeFormat"      // 12h/24h8.0.SP1

"UD_DateFormat"      // dd_mm_yy/mm_dd_yy/yy_mm_dd/dd_mmm_yyyy8.0.SP1


// USB mode

"UD_UsbMode"         // charge/vcom8.0


// function/feature access

"UD_FunctionMenuHide" // VAL_FUNCTION_xxx and true/false

"UD_FunctionLocked"   // VAL_FUNCTION_xxx and true/false

"UD_FunctionGrayed"   // VAL_FUNCTION_xxx and true/false

"UD_FunctionUserProtected" // VAL_FUNCTION_xxx and true/false

"UD_FunctionAdminProtected" // VAL_FUNCTION_xxx and true/false

"UD_FunctionPinProtected" // <string>

```

VAL_FUNCTION_xxx : functions/features available on device

```

"pbx_login"                // <<< Log in(*)8.0
"pbx_logout"               // <<< Log out(*)8.0
"pbx_unpark"               // <<< Unpark call(*)
"pbx_park"                 // <<< Pickup/Park(*)
"gappp_pickup"             // <<< Pickup call(*)
"pbx_take"                 // <<< Take call(*)
"pbx_hot_list"              // <<< Hot list(*)8.2/Mitel 600 DECT phone 7.3
"gappp_call_forward"       // <<< Call diversion(*)
"pbx_call_routing"         // <<< Call routing(*)
"pbx_caller_req"           // <<< Caller list(*)
"pbx_redial_req"           // <<< Redial list(*)
"gappp_pickup_select"      // Pickup select
"gappp_announcement"       // Announcement
"gappp_intercom"           // Intercom
"gappp_vip_call"           // VIP call
"inf"                      // >>> Info (menu item only)
"journal"                  // >>> Journal/Caller lists8.0.SP1
"caller"                   // Caller list
"redial"                   // Redial list
"box_x"                    // >>> Voice box
"box_set_x"                // Voice box settings
"voice_box_menu"           // Settings/Voice mail(*)
"active_features"          // >>> Active features
"msg_x"                    // >>> Text message / Jobs / Mails(*)
"omm_def_msg"              // Pre-defined messages
"msg_opt_x"                // Message options
"mel_msg_x"                // Melodies
"mel_msg"                  // Normal message
"mel_msgurg"               // Urgent message
"mel_msgsos"               // Alarm message
"vol_msg_x"                // Volume
"vol_msg"                  // Normal message
"vol_msgurg"               // Urgent message

```

```

"vol_msgsos"           // Alarm message

"msg_pop"              // Popup

"msg_ovwr"             // Overwrite

"msg_del"              // Delete/Delete all

"directory_x"          // >>> Directories

"vip"                  // VIP list

"vip_x"                // Edit/Add VIP list entry

"dir_x"                // Personal directory

"book_x"               // Edit/Add personal directory entry

"quick_x"              // Quick call

"add_to"               // Add to...(VIP/Filter/Personal/Central
directory)

"sys_book_x"           // Central directory(* all protocol types)

"pbx_directory"        // Central directory(* PBX directory only)

"pbx_book_req"         // Central directory(* LDAP-req only)

"time_x"               // >>> Time functions

"alarm_x"              // Alarm clock 1...3

"appointment_x"        // Appointment 1...3

"tea_timer"            // Timer

"audio_x"              // >>> Audio

"volume_menu"          // Volume settings

"tone_menu"            // Attention tones

"tone_key"             // Key click

"tone_cnf"             // Confirm tones

"tone_end"             // End of menu

"tone_bat"             // Battery warning

"tone_charger"         // Charger beep

"tone_cov"             // Coverage warning

"tone_range"           // Out of range

"tone_wait"            // Call waiting(*)

"tone_sensor"          // Pre alarm (63x only)

"load_environment"     // Loud environment

"audio_hd"             // Audio quality (only 650)

```

```

"ring_x"                // >>> Ringing
"ring_mel_x"            // Ringer melodies
"mel_int"               // Internal call
"mel_ext"               // External call
"mel_unk"               // Unknown number
"mel_nym"               // Anonymous
"mel_ccbs"              // Callback
"mel_recall"            // Recall
"mel_vip"               // VIP call
"mel_special"           // Special call
"mel_sos"               // Emergency call
"mel_alarm"             // Alarm
"mel_app"               // Appointment
"ring_volume"           // Ringer volume
"vol_int"               // Internal call
"vol_ext"               // External call
"vol_unk"               // Unknown number
"vol_nym"               // Anonymous
"vol_ccbs"              // Callback
"vol_recall"            // Recall
"vol_vip"               // VIP call
"vol_special"           // Special call
"vol_sos"               // Emergency call
"vol_alarm"             // Alarm
"vol_app"               // Appointment
"ring_type_x"           // Ringer type
"play_once"             // Play melody once on/off
"silent_charging"        // Silent charging
"noise_detection"        // Noise detection on/off
"ring_device_x"         // Ringer device
"ring_off"              // Ringer/Buzzer on/off
"ring_hs"               // Corded headset-ring on/off
"ring_vibra"            // Vibrator-ring on/off

```

```

"datamanagment"           // >>> Data management / SD Card
"filter_xx"               // >>> Call filter
"filter_x"                // Edit call filter
"system_x"                // >>> System
"subscription_x"          // >>> Subscription
"start_enrol"              // <New system>
"subs_auto"               // Auto search
"subs_sel"                 // Select subscription
"subs_stop"               // Stop searching
"subs_opt"                 // >Edit subscription
"no_plan"                  // Number plan
"ehs_x"                   // >>> Enhanced security
"bt_x"                    // >>> Bluetooth (only 62x/63x/65x)
"bt_edit_x"                // >Edit Bluetooth
"set_xx"                  // >>> User settings
"prog_x"                  // Key programming
"disp_x"                  // Display settings
"user_name"                // User name 8.0.SP1
"language"                // Language
"font"                    // Font settings
"color"                   // Color schemes
"scheme"                  // Menu structure
"pic_x"                   // Idle picture
"illu_x"                  // Illumination/Light
"disp_dim"                // Display dimming
"disp_light"              // Display
"disp_key"                // Keyboard
"disp_charger"            // Charger
"disp_call"               // Conversation
"disp_inf"                // Info message
"disp_msg"                // Text message
"disp_job1"               // Job
"disp_sos"                // SOS alarm

```

```

"disp_led"                // LED indications
"led_alife"               // Life indication
"led_incom"              // Incoming call
"led_range"              // Out of range
"led_charge"             // Charge indication
"led_inf"                // Infos
"led_spk"                // Handsfree
"led_app"                // Appointment
"led_alarm"              // Alarm
"list_settings"          // List access
"device_opt"             // Device options
"security_x"             // >>> Security
"lock_x"                 // >>> Lock
"keylock"                // Key lock
"pinlock"                // Phone lock
"auto_keylock"           // Auto key lock
"change_pin"             // Change PIN
"sos_x"                  // >>> SOS call
"tms_x"                  // >>> Alarm sensor (63x only)
"set_pre_alarm"          // Pre alarm
"set_mandown"            // Mandown
"set_no_move"            // No movement alarm
"set_shock"              // Shock alarm
"set_rep_alarm"          // Repeate alarm
"tms_opt_x"              // >Sensor options
"rst_x"                  // >>> Reset to default
"off_menu"               // >>> Off menu
"off"                    // Power off
"menu"                   // Menu
"ring_toggle"            // Ringer/Buzzer on/off
"profile_x"              // >>> Profiles
"prof_no"                // <No profile>
"prof_norm"              // Normal

```

```

"prof_hs"                // Headset
"prof_meet"              // Meeting
"prof_loud"              // Loud
"prof_my"                // <Profile 05>
"prof_ed_x"              // Edit profiles
"prof_ed_norm"           // Edit Normal
"prof_ed_hs"             // Edit Headset
"prof_ed_meet"           // Edit Meeting
"prof_ed_loud"           // Edit Loud
"usb_mode"               // USB mode
"doa_master"             // DOA master
"f_x"                    // <<< XML Applications / Functions
01..10(*)
"pbx_fkeys"              // <<< List of applications / functions(*)
"f_1"                    // App/F01(*)
"f_2"                    // App/F02(*)
"f_3"                    // App/F03(*)
"f_4"                    // App/F04(*)
"f_5"                    // App/F05(*)
"f_6"                    // App/F06(*)
"f_7"                    // App/F07(*)
"f_8"                    // App/F08(*)
"f_9"                    // App/F09(*)
"f_10"                   // App/F10(*)
"vlstx"                  // Variable lists
"vlst1"                  // Variable list 1
"vlst1_1"                // List 1 item 1
"vlst1_2"                // List 1 item 2
...
"vlst5_15"               // List 5 item 15
"menu_x"                 // All menus
"opt"                    // All dial/call options

```

```
// assignment of keys

"UD_KeyAssignmentIdle"           // VAL_KEY_xxx and VAL_FKT_IDLE_xxx

"UD_KeyAssignmentDial"           // VAL_KEY_xxx and VAL_FKT_DIAL_xxx

"UD_KeyAssignmentAlert"          // VAL_KEY_xxx and VAL_FKT_ALERT_xxx

"UD_KeyAssignmentActive"         // VAL_KEY_xxx and
VAL_FKT_ACTIVE_xxx

"UD_KeyAssignmentActiveSos"      // VAL_KEY_xxx and
VAL_FKT_ACTIVE_SOS_xxx


"UD_KeyAssignmentIdleMaster"     // VAL_KEY_xxx and VAL_FKT_IDLE_xxx

"UD_KeyAssignmentDialMaster"     // VAL_KEY_xxx and VAL_FKT_DIAL_xxx

"UD_KeyAssignmentAlertMaster"    // VAL_KEY_xxx and VAL_FKT_ALERT_xxx

"UD_KeyAssignmentActiveMaster"   // VAL_KEY_xxx and
VAL_FKT_ACTIVE_xxx

"UD_KeyAssignmentActiveSosMaster" // VAL_KEY_xxx and VAL_FKT_ACTIVE_SOS_xxx


VAL_KEY_xxx : keys available on device

"sos"                            // SOS-key (sos)

"side1"                          // Side key up (side1)

"side2"                          // Side key middle (side2)

"side3"                          // Side key down (side3)

"vip"                            // Hotkey (vip)

"ok"                             // Softkey left (ok)

"esc"                            // Softkey middle (esc)

"opt"                            // Softkey right (opt)

"left"                           // Navi. left (left)

"right"                          // Navi. right (right)

"up"                             // Navi. up (up)

"down"                           // Navi. down (down)

"green"                          // Hook off (green)

"red"                            // Hook on (red)

"long.sos"                       // SOS-key long (long.sos)

"long.side1"                     // Side key up long (long.side1)

"long.side2"                     // Side key middle long (long.side2)
```

```

"long.side3"           // Side key down long (long.side3)
"long.vip"             // Hotkey long (long.vip)
"long.ok"              // Softkey left long (long.ok)
"long.esc"             // Softkey middle long (long.esc)
"long.opt"             // Softkey right long (long.opt)
"long.left"            // Navi. left long (long.left)
"long.right"           // Navi. right long (long.right)
"long.green"           // Hook off long (long.green)
"long.red"             // Hook on long (long.red)
"long.d0"              // Key 0 long (long.d0)
"long.d1"              // Key 1 long (long.d1)
"long.d2"              // Key 2 long (long.d2)
"long.d3"              // Key 3 long (long.d3)
"long.d4"              // Key 4 long (long.d4)
"long.d5"              // Key 5 long (long.d5)
"long.d6"              // Key 6 long (long.d6)
"long.d7"              // Key 7 long (long.d7)
"long.d8"              // Key 8 long (long.d8)
"long.d9"              // Key 9 long (long.d9)
"long.star"            // Star key long (long.star)
"long.hash"            // Hash key long (long.hash)
"d0"                   // Key 0 (d0)
"d1"                   // Key 1 (d1)
"d2"                   // Key 2 (d2)
"d3"                   // Key 3 (d3)
"d4"                   // Key 4 (d4)
"d5"                   // Key 5 (d5)
"d6"                   // Key 6 (d6)
"d7"                   // Key 7 (d7)
"d8"                   // Key 8 (d8)
"d9"                   // Key 9 (d9)
"star"                 // Star key (star)
"hash"                 // Hash key (hash)

```

```

"del"                                // C-key (del)

"spk"                                // Handsfree (spk)

"long.del"                           // C-key long (long.del)

"long.spk"                           // Handsfree long (long.spk)


VAL_FKT_IDLE_xxx : functions available in IDLE state

"nop"                                // <no function>

"def"                                // <default function>8.0.SP1

"prog"                               // <key programming>

"menu"                               // >>>Menu

"DynMenu"                            // >>>Menu/Option10.0

"Home"                               // >>>Home screen10.0

"dyn_pbx_option"                     // >>>System options / main menu

"gappp_main"                         // >>>System menu8.0.SP1

"pbx_server_menu"                   // >>>Server menu

"alarm_time"                         // Time/Alarms

"alarm"                             // Alarm clock

"appointment"                       // Appointment

"tea_timer"                         // Timer

"directories"                         // Directories (Personal/Central/VIP-list)

"get_name"                          // Get name from personal directory

"book"                              // Personal directory

"gappp_directory"                   // Central directory (obsolete)

"pbx_directory"                     // Central directory(*)

"vip"                               // VIP list

"quick0"                            // Quick call list

"app_sos5"                          // SOS call: Press 5 times10.0

"app_sos"                           // SOS call: Press 3 times10.0

"sos_menu"                          // SOS call: with confirmation

"sos"                               // SOS call

"sos_loc"                           // Localisation alarm

"shock"                             // Shock detection

"alarm_call"                         // Alarm call

```

```

"sensor_menu"           // Alarm sensor
"navi"                  // Navigation key
"inf"                   // (i) Info menu
"MenuInfNew"            // (i) New infos
"voice_box"             //      Voice box
"journal"               //      Journal/Caller lists8.0.SP1
"caller"                //      Caller list
"redial"                //      Redial list
"omm_jobs"              //      Job list
"BestMsg"               //      Text messages
"omm_inbox"             //      Inbox/Text messages
"omm_outbox"            //      Outbox/Text messages
"omm_def_msg"           //      Pre-defined messages
"txt_send"              //      Send new text message
"active_features"       // Active Handset features
"feature_access_code"   // Feature access codes(*)
"pbx_unpark"            // Unpark call(*)
"gappp_pickup"          // Pickup call(*)
"gappp_pickup_select"   // Pickup select(*)8.0.SP1
"pbx_take"              // Take call(*)
"pbx_hot_list"          // Hot list(*)8.2/Mitel 600 DECT phone 7.3
"locating_editor"       // Locating(*)
"pbx_presence"          // Presence(*)
"pbx_dnd"               // Call protection(*)
"gappp_call_forward"    // Call diversion(*)
"pbx_call_routing"      // Call routing(*)
"profile"               // Profile
"datamanagment"        // Data managment
"keylock"               // Key lock
"pinlock"               // Pin/Phone lock
"light_toggle"          // Light on/off
"bt"                    // Bluetooth settings
"bt_state"              //      BT status (on/off)

```

```

"audio"                // Audio
"ring_off"             //      Ringer on/off
"vol_ok"               //      Volume settings
"audio_hd"             //      HiQ audio on/off
"off_menu"             //      Off menu8.0.SP1
"off"                  //      Power off
"predial"              // Please dial editor
"version"              // Version info
"filter_menu"          // Call filter
"filter_state"         //      Call filter state
"pbx_fkeys"            // XML Applications
"f_1"                  //      App 1
"f_2"                  //      App 2
...
"f_10"                 //      App 10
"vlstx"                // Variable lists
"vlst1"                //      Variable list 1
"vlst1_1"              //      List 1 item 1
"vlst1_2"              //      List 1 item 2
...
"vlst5_15"             //      List 5 item 15

VAL_FKT_DIAL_xxx : functions available in DIAL state
"nop"                  // <no function>
"def"                  // <default function>8.0.SP1
"sk_dyn1"              // <dynamic soft-key>
"journal"              // Journal/Caller lists8.0.SP1
"caller"               // Caller list
"redial"               // Redial list
"get_name"             // Get name from personal directory
"book_req"             // Personal directory
"gappp_directory"      //      Central directory (obsolete)
"pbx_directory"        // Central directory(*)

```

```

"vip"                                //      VIP list

"add_to"                             //      Add to... (VIP-, Filter-list, Personal
directory)

"gappp_pickup_select"    // Pickup select

"gappp_vip_call"        // VIP call

"gappp_announcement"    // Announcement

"gappp_intercom"        // Intercom

"vlstx"                 // Variable lists

"vlst1"                 //      Variable list 1

"vlst1_1"               //      List 1 item 1

"vlst1_2"               //      List 1 item 2

...

"vlst5_10"              //      List 5 item 15


VAL_FKT_ALERT_xxx : functions available in ALERTING state

"nop"                    // <no function>

"def"                    // <default function>8.0.SP1

"sk_dyn1"                // <dynamic soft-key>

"opt"                    // >>>Call options

"DynMenu"                // >>>Menu/Options10.0

"acc"                    // Accept call / Hook off

"rej"                    // Reject call / Hook on

"ring_off"               // Ringing off

"add_to"                  // Add to... (VIP-, Filter-list, Personal
directory)

"opt_ccbs"               // Call back CCBS

"opt_ccnr"               // Callback CCNR

"opt_mcid"               // Intercept MCID

"opt_pickup"             // Pickup call

"opt_pickup_select"      // Pickup select

"opt_park"               // Park call/Unpark call

"opt_take"               // Take call

"vlstx"                  // Variable lists

```

```

"vlst1"                // Variable list 1

"vlst1_1"              // List 1 item 1

"vlst1_2"              // List 1 item 2

...

"vlst5_15"             // List 5 item 15


VAL_FKT_ACTIVE_xxx : functions available in ACTIVE state

"nop"                  // <no function>

"def"                  // <default function>8.0.SP1

"sk_dyn1"              // <dynamic soft-key>

"opt"                  // >>>Call options

"DynMenu"              // >>>Menu/Options10.0

"pbx_server_menu"      // >>>Server menu(*)

"feature_access_code"  // >>>Feature access codes(*)

"dial_r"               // (R) Register recall

"opt_ect"              // Transfer call

"opt_brokering"        // Brokering

"opt_hold"             // Hold call

"opt_3pty"             // Conference start/stopp

"opt_park"             // Park call/Unpark call

"rel"                  // Release call / Hook on

"add_to"               // Add to... (VIP-, Filter-list, Personal
directory)

"book"                 // Personal directory

"gappp_directory"      // Central directory (obsolete)

"pbx_directory"        // Central directory(*)

"vip"                  // VIP list

"quick0"               // Quick call list

"filter"               // Call filter list

"journal"              // Journal/Caller lists8.0.SP1

"caller"               // Caller list

"redial"               // Redial list

"txt_send"             // Send new text message

```

```

"vol_ok"                // Volume settings
"vol_up"                // Volume +
"vol_down"              // Volume -
"mute"                  // Microphone on/off
"audio_hd"              // HiQ audio on/off
"bt_toggle"             // Transfer BT <-> Handset
"opt_ccbs"              // Callback CCBS
"opt_ccnr"              // Callback CCNR
"opt_mcid"              // Intercept MCID
"opt_pickup"            // Pickup
"opt_pickup_select"     // Pickup select
"opt_take"              // Take call
"vlstx"                 // Variable lists
"vlst1"                 // Variable list 1
"vlst1_1"               // List 1 item 1
"vlst1_2"               // List 1 item 2
...
"vlst5_15"              // List 5 item 15

VAL_FKT_ACTIVE_SOS_xxx : functions available in ACTIVE_SOS state
"nop"                   // <no function>
"def"                   // <default function>8.0.SP1
"sk_dyn1"               // <dynamic soft-key>
"opt"                   // >>>Call options
"DynMenu"               // >>>Menu/Options10.0
"pbx_server_menu"       // >>>Server menu(*)
"feature_access_code"   // >>>Feature access codes(*)
"dial_r"                // (R) Register recall
"opt_ect"               // Transfer call
"opt_brokering"         // Brokering
"opt_hold"              // Hold call
"opt_3pty"              // Conference start/stop
"opt_park"              // Park call/Unpark call

```

```

"rel"                // Release call / Hook on

"add_to"              // Add to... (VIP-, Filter-list, Personal
directory)

"book"               // Personal directory

"gappp_directory"    //      Central directory (obsolete)

"pbx_directory"      // Central directory(*)

"vip"                // VIP list

"quick0"             // Quick call list

"filter"             // Call filter list

"journal"            // Journal/Caller lists8.0.SP1

"caller"             // Caller list

"redial"             // Redial list

"txt_send"           // Send new text message

"vol_ok"             // Volume settings

"vol_up"             // Volume +

"vol_down"           // Volume -

"mute"              // Microphone on/off

"audio_hd"           // HiQ audio on/off

"bt_toggle"          // Transfer BT <-> Handset

"opt_ccbs"           // Call back CCBS

"opt_ccnr"           // Callback CCNR

"opt_mcid"           // Intercept MCID

"opt_pickup"         // Pickup

"opt_pickup_select"  // Pickup select

"opt_take"           // Take call

"predial_hook_dyn"   // Dial editor

"dial_0"             //      Dial 0

"dial_1"             //      Dial 1

...

"dial_9"             //      Dial 9

"dial_star"          //      Dial *

"dial_hash"          //      Dial #

"dial_dtmf"          //      Dial DTMF

```

```

"vlstx"                // Variable lists

"vlst1"                //   Variable list 1

"vlst1_1"              //     List 1 item 1

"vlst1_2"              //     List 1 item 2

...

"vlst5_15"             //     List 5 item 15

```

//Variable lists

```

"UD_VListName"          // <list-index 1..2>      <utf8-string>

"UD_VListShortName"     // <list-index 1..2>      <utf8-string>

"UD_VListSubItems"      // <list-index 1..2>      <boolean>

                                // list-index item-index   number-to-dial   longname
function-id             shortname/icon      handsfree
visible(idle,dial,alert,active)

                                // 1..2           1..10
VAL_FKT_VLIST_xxx      true/false/1/0

"UD_VListEntry"        // <string> <string>   <utf8-string>           <utf8-
string> <string>      <utf8-string>           <boolean>      <4-digit-
string-of(0,1)>

```

VAL_FKT_VLIST_xxx : functions available in VLIST

```

"x"                    // Dummy-Function-ID

"vlst1"                //   Variable list 1

"vlst1_1"              //     List 1 item 1

"vlst1_2"              //     List 1 item 2

...

"vlst5_15"             //     List 5 item 15

"menu"                 // Menu

"active_features"      // Active Handset features

"alarm_time"           // Time/Alarms

"alarm"                //   Alarm clock

"appointment"          //   Appointment

```

```

"tea_timer"           //      Timer

"show_time_date"      //      Date/Time

"bt"                  // Bluetooth settings

"bt_state"            // BT status (on/off)

"datamanagment"       // Data managment

"security"            // Security

"keylock"             //      Key lock

"pinlock"             //      Pin/Phone lock

"profiles"            // Profiles

"profile"             //      Profile

"predial"             // Please dial editor

"off_menu"            // Off menu

"off"                 //      Power off

"ring_off"            // Ringer on/off

"audio"               // Audio settings

"audio_hd"            //      HiQ audio on/off

"vol_ok"              //      Volume settings

"set"                 // User settings

"prog_key"            //      Key programming8.0.SP1

"language"            //      Language

"MenuDisp"            //      Display8.0.SP1

"disp_led"            //      LED indications8.0.SP1

"MenuIllum"           //      Illumination8.0.SP1

"light_toggle"        //      Light on/off

"MenuDevice"          //      Device options8.0.SP1

"MenuExpert"          //      Expert menu8.0.SP1

"version"             // Version info

"navi"                // Navigation key

"inf"                 // (i) Info menu

"MenuInfNew"          // (i) New infos

"voice_box"           //      Voice box

"journal"             //      Journal/Caller lists8.0.SP1

"caller"              //      Caller list

```

```

"redial"                //      Redial list
"pbx_email"             //      Email list
"pbx_fax"               //      Fax list
"omm_jobs"              //      Job list
"BestMsg"               //      Text messages
"omm_inbox"             //      Inbox/Text messages
"omm_outbox"            //      Outbox/Text messages
"omm_def_msg"           //      Pre-defined messages
"txt_send"              //      Send new text message
"gappp_cost"            //      Cost infos
"pbx_feature"           //      Active PBX features
"filter_menu"           //      Call filter
"filter_state"          //      Call filter state
"filter_list"           //      Call filter list
"directories"             //      Directories (Personal/Central/VIP-list)
"get_name"              //      Get name from personal directory
"book"                  //      Personal directory
"gappp_intern"          //      Internal directory
"pbx_directory"         //      Central directory
"vip"                   //      VIP list
"feature_access_code"   //      Feature access codes
"pbx_reception"         //      Hotel reception
"quick0"                //      Quick call list
"sos_menu"              //      SOS call: with confirmation
"sos"                   //      SOS call
"sos_loc"               //      Localisation alarm
"shock"                 //      Shock detection
"alarm_call"            //      Alarm call
"sensor_menu"           //      Alarm sensor
"dyn_pbx_option"        //      System options / Main menu
"gappp_main"            //      System menu8.0.SP1
"pbx_server_menu"       //      Server menu
"pbx_options"           //      System Options

```

```

"gappp_call_forward"           // Call diversion
"pbx_call_routing"            // Call routing
"pbx_dnd"                     // Call protection
"pbx_presence"                // Presence
"locating_editor"             // Locating
"pbx_hot_list"                 // Hot list(*)8.2/Mitel 600 DECT phone 7.3
"pbx_take"                    // Take call
"pbx_unpark"                  // Unpark call
"pbx_park"                    // Park/Pickup
"gappp_pickup"                // Pickup call
"pbx_fkeys"                   // XML Applications
"pbx_login"                   // Log in8.0
"pbx_logout"                  // Log out8.0
"f_1"                         //      App 1
"f_2"                         //      App 2
...
"f_10"                        //      App 10
"gappp_door"                  // Door opener
"gappp_door1"                 //      Door 1
"gappp_door2"                 //      Door 2
"system_menu"                 //System/Subscription
"gappp_pickup_select"         //      Pickup select
"gappp_announcement"          //      Announcement
"gappp_intercom"              //      Intercom
"gappp_vip_call"              //      VIP call
"suppress_no"                 //      Suppress no on/off
"sel_line"                    // Select line
"line_1"                      //      L1
"line_2"                      //      L2
...
"line_10"                     //      L10
"sk_dyn1"                     // <dynamic soft-key>
"opt"                         // Call options

```

```

"DanMenu"                                // Menu/Options

"add_to"                                  // Add to... (VIP-, Filter-list, Personal
directory)

"filter"                                  // Call filter list

"opt_called_lines"                        // Called lines

"dial_r"                                  // (R) Register recall

"opt_ect"                                  // Transfer call

"opt_deflect"                             // Deflect call

"opt_ccbs"                                // Call back CCBS

"opt_ccnr"                                // Callback CCNR

"opt_mcid"                                // Intercept MCID

"opt_receive"                             // Receive call

"opt_reject"                              // Reject call

"opt_int"                                 // DECT intern

"opt_brokering"                           // Brokering

"opt_hold"                                // Hold call

"opt_3pty"                                // Conference start/stop

"opt_record"                              // Recording start/stop

"opt_retrieve"                            // Retrieve call in hold

"opt_privious"                            // Previous call

"opt_release"                             // Release call

"rel"                                     // Release call / Hook on

"pbx_park"                                // Park call/Unpark call

"opt_booking_no"                          // Booking no

"vol_up"                                  // Volume +

"vol_down"                                // Volume -

"mute"                                    // Microphone on/off

"bt_toggle"                               // Transfer BT <-> Handset

```

(*) Only available if supported by DECT-System. A feature that is not visible by default cannot be enabled.