# How to (cont...):

# **REDIAL A NUMBER**

To call the last dialled number:

Press (RD) twice to call the last dialled number.

To call a previously dialled number:

- I. Press RD when the phone is idle.
- 2. Press the scroll keys  $( \cdot )$  or  $( \cdot )$  until you reach the desired entry in the Placed list.
- 3. Press the RD or the **Send** soft key to place the call.

## **MUTE OR UN-MUTE A CALL**

Press the to mute or un-mute a call.

#### **FORWARD A CALL**

- Press the Menu soft key.
- Select Features and then Call Forward.
- 3. Select the desired forward type: Always Forward, Busy Forward, or No Answer Forward.
- Press the Enter soft key.
- 5. Enter the destination number you wish to forward calls to.
- For **No Answer Forward**, press the scroll keys ( ) or ( ) to select the desired ring time.
- Press the Save soft key to accept the change.

#### CREATE A CONFERENCE CALL

- 1. Press the Conf soft key during an active call, this places the active call on hold.
- 2. Enter the extension or external number of the second party, then press the Send soft key.
- 3. Press the **Conf** soft key again when the second party has answered the call.
- All parties are now joined in the conference call.

## PLACE A CALL ON HOLD & THEN RESUME THE CALL

To place a call on hold:

Press the **Hold** soft key during an active call.

To resume a call from hold:

Press the **Resume** soft key when a call is on hold.

Note:

- Only one active call can be in progress at any time.
- Other calls can be made and received while placing the original call on hold. When you place a
  call on hold, your IP PBX may play music to the other party while waiting.

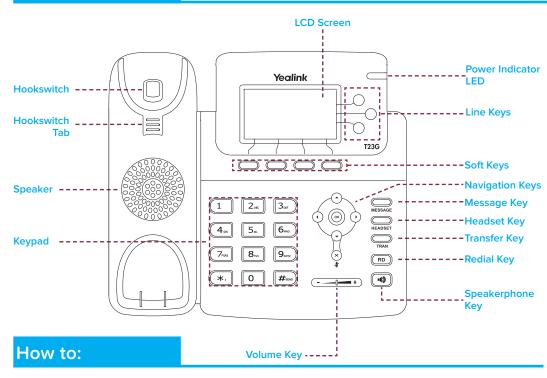


# Yealink SIP-T23G Gigabit Colour IP Phone

**Quick Reference User Guide** 



# **Layout & Features:**



#### **PLACE A CALL**

#### Using a handset:

- 1. Pick up handset.
- 2. Enter number and press the **Send** soft key.

#### Using a headset:

- With the headset connected, press to activate headset mode.
- Enter number and press the Send soft key.

#### Using speakerphone:

- 1. With the handset on-hook, press 🖜
- 2. Enter number and press the **Send** soft key.



You can alternate between headset, speakerphone and handset by pressing the corresponding key.

# **ANSWER/END A CALL**

#### Using a handset:

Pick up handset / Return handset or press **EndCall** soft key.

#### Using a headset:

### Using speakerphone:

Press

#### TRANSFER A CALL

Blind Transfer - The call is transferred directly without the need to announce the caller:

- 1. Press or the **Tran** soft key during the active call, the call is then placed on hold.
- 2. Enter the receiving number you want the call transferred to.
- Press or the Tran soft key.

Attended Transfer - Allows you to announce the caller prior to releasing the call:

- 1. Press or the **Tran** soft key during the active call, the call is then placed on hold.
- 2. Enter the number you want to transfer to, and then press # ....

When the second party answers, announce the call and then press or the **Tran** soft key.

#### **ACCESS VOICEMAIL**

- 1. Press or press the **Connect** soft key.
- . When prompted, enter **PIN-Code** and press #===.
- For new messages, press 1
- For saved messages, press 2 ALIC
- For advanced voicemail settings, press 5\_s

# MANAGE CALL HISTORY

- 1. Press the **History** soft key when the phone is idle.
- 2. Press (•) or (•) to search and select an entry from the list.
- Press the **Send** soft key to place a call, or the **Delete** soft key to delete the highlighted entry from the list.
- Press the **Option** soft key and select **Add to Contacts** to add the entry to the local directory, OR for existing entries.
- Press the Edit soft key to edit the phone number of the entry before placing the call.

# **ADD A NEW CONTACT**

- 1. Press the **Dir** soft key and then press the **Enter** soft key.
- 2. Select the desired group to add the contact to, if applicable and press the **Enter** soft key.
- 3. Press the **Add** soft key and enter the desired contact details.
- 4. Press the **Add** soft key to save the change.