

Record a Greeting

Voice mail boxes supports four greetings, one of which is designated as active. The server plays the active greeting to callers before they leave a message.

To record one of the four mail box greetings, perform the following:

1. Access the Name Recording Menu.
2. Press 2 to *record a greeting*.

Listen to the Mail Box Greetings

This option, available for user and group mail boxes, allows you to review all of your mail box greetings:

1. Access the Name Recording Menu.
2. Press 3 to *review your greetings*.

Activate a Greeting

This option is available for user and group mail boxes. Changing the active greeting alters the message that your callers hear when they reach your voice mail. This feature allows you to customize your voice mail greeting based on the reason that you are unable to accept a call.

To activate a greeting, perform the following:

1. Access the Name Recording Menu.
2. Press 4 to *activate a greeting*.

Recording the Auto Attendant Greeting

When forwarding a call to your phone through a *Transfer* or *Dial by Name* action, the auto attendant can play your *auto attendant greeting* before sending the call to you. The Auto Attendant Option in the Mail Box Configuration Menu allows you to record or review this greeting.

This option is available for user and group mail boxes. The following procedure records a greeting for calls transferred by an auto attendant:

1. Access the Mail Box Configuration Menu.
2. Press 3 to select *auto attendant options*.

Voice Mail User's Guide

Introduction

The MX voice mail server configures mail boxes and accesses voice messages for users, ACD groups, and operators. This user's guide describes voice mail server procedures and the attributes of MX voice mail boxes and messages.

The MXIE interface provides an alternate method for configuring and accessing your voice mail. MXIE's graphical user interface allows you to efficiently configure voice mail boxes and manage voice mail messages. Refer to the MXIE User's Guide for more information.

Mail Boxes

MX voice mail boxes store messages to system users, operators, and ACD groups. Mail box attributes and access authorization rights are either assigned through the Administrator User Interface or configured through the voice mail server.

Types of Mail Boxes

MX defines two types of voice mail boxes: *User boxes* and *Group boxes*.

User Boxes

User voice mail boxes store messages for MX users. Each user may be assigned one mail box by the system administrator; each user mail box can be accessed by one user.

Group Boxes

Group voice mail boxes store messages for operators and ACD groups. Each group is assigned one group mail box. Each member of a group can access the group box. Group assignments are made by the system administrator and cannot be modified from the voice mail server.

- Saving an **Erased** message changes the message state to *Saved*, preventing the removal of the message from the mail box after the voice mail session is completed.

To save a message:

1. Access the Message Review Menu and navigate through the mail box contents until you find the message that you want to save.
2. Press 2 to select *save the message*.

Erase Message

Erasing a **New** or **Saved** message changes the message state to *Erased* and schedules the message for deletion at the conclusion of the current voice mail session. An *Erased* message can be reviewed or scanned; you can restore the message status to *Saved* with the Save command.

Erasing an *Erased* message removes that message from your mail box; this message cannot be reviewed, scanned, or otherwise accessed.

To erase a message:

1. Access the Message Review Menu and navigate through the mail box contents until you find the message that you want to erase.
2. Press 3 to select *erase the message*.

Reply to Message

Replying to a message sends a voice message to the mail box of the caller that left the original message. You can also send the reply to other user and group mail boxes. You cannot send a voice mail reply to messages from callers that are external to the MX.

To reply to a message:

1. Access the Message Review Menu and navigate through the mail box contents until you find the message to which you want to reply.
2. Press 4 to select *reply to the message*.

Forward the Message

Forwarding a message sends the message to other specified MX mail boxes. You cannot forward Private Messages.

Active Greeting Designation

The active greeting designation determines the greeting that the system plays for callers that are routed to the voice mail box. This parameter is an integer between one and four and cannot be set to a greeting that is not recorded.

Auto Attendant Greeting

The MX auto attendant routes calls to system users, operators, and ACD groups. Prior to routing a call to your phone, the auto attendant can play the greeting, recorded name, or extension of the mail box owner to the caller. The auto attendant greeting is the greeting played by the auto attendant to a caller prior to routing the caller to an extension.

Voice Messages

Voice Message Properties

Voice message properties describe the processing status, caller source, and caller marks associated with an individual message.

Message Status

Message status indicates the amount of processing that you have performed on the message. Voice mail defines three status levels: *New*, *Saved*, and *Erased* messages.

New Messages. A voice mail message is designated as a *New Message* when it enters a mail box. *New* messages are typically unread or have not been processed by the mail box owner. *New* messages are played before *Saved* or *Erased* messages during message playback sessions.

A *New* message can be changed to *Saved* or *Erased* status. The voice mail server cannot restore a *Saved* or *Erased* message to *New* status.

Saved Messages. *Saved* messages are marked as such by the user or group member. *Saved* messages have typically been read and are stored for future processing or reference. During a playback session, *Saved* messages are played after *New* messages and before *Erased* messages.

- 2. all remaining New messages, from oldest to newest
 - 3. messages that arrive during the New message playback
 - 4. Saved messages, from oldest to newest
 - 5. Erased messages, from oldest to newest
- After reviewing all of the messages, the server returns to the Main Menu.
- ### Mail Box Configuration Menu
- To access this menu, press 4 (for more options) from the Main Menu.
- This menu provides mail box options for changing the attributes of the current mail box.
- ### Name Recording Menu
- To access this menu, press 4 (for more options) from the Main Menu.
- This menu provides options for modifying the recorded name, voice mail greetings, and the active greeting designation.
- ### Managing Voice Mail Messages
- To access this menu, press 2 (to change your recorded name or greeting) from the Mail Box Configuration Menu.
- This section describes procedures for processing messages, reviewing the message headers, and sending new messages to other system users.
- ### Processing Messages
- These section provides processing descriptions and procedures for saving, erasing, forwarding, and replying to existing mail box messages. These operations are available on the Message Review Menu.
- The effect of the Save Message command depends on the message state:
- Saving a New message changes the state of the message to Saved.
 - Saving a Saved message has no effect on the message.
- Save Message

Internal Device. A message sent from a device that is connected to the MX is accompanied with the name or extension of the caller that sent the message. During playback sessions, the voice mail server introduces this message options on messages sent from internal devices.

Message Source

Standard. The private and urgent marks are optional; standard messages do not have these marks and are processed normally.

Private. The private mark indicates that a message should not be distributed to other users or groups. The voice mail server does not forward private messages.

Urgent. The urgent mark indicates the high importance or time relevance of the message. During message review and scan sessions, urgent new messages are played before private or standard messages.

Caller Mark

When leaving a message in your mail box, a caller may designate a call as urgent or private. In addition to informing you of the importance and relevance of a call, the caller mark also affects the playback and processing options available for a message.

Erased Messages. Messages marked as Erased are removed from the mail box when you hang up or otherwise terminate your voice mail session. A message changed to Erased status can be restored to Saved status, but only before you exit voice mail. New and Saved messages can be changed to Erased status. Erasing a message that is already in Erased status to Erased status deletes that message from the mail box; you cannot restore this message.

Erased

Erased messages can be changed to New message status. New and Erased messages can be changed to Saved status. The voice mail server cannot restore a Saved message to New message status.

Main Menu Script

When you enter the Main Menu, the server responds with "*Main Menu*", then reports the mail box contents. The content report comprises the following components:

- the number of newly arrived messages

Newly arrived messages enter your mail box while the voice mail script is active. After this report, the newly arrived messages are handled as new messages.

- the number of new messages
- the number of new messages marked as urgent
- the number of saved messages

Empty content components are not reported. After completing the report, the server plays the Main Menu options.

Message Review Menu

Message Review Menu options allow you to navigate through the mail box contents and process individual messages.

Message Review Menu Entry Point

The script plays the Message Review Menu for each message in your mail box when you select the review option in the Main Menu.

Reviewing a Message

Message Review Menu options are effective for the current voice message. Before the menu options are presented, the script plays the following information about the current message:

- the message header
- a recording of the complete message

Message Review Order

Messages are reviewed in the following order:

1. New messages marked as urgent, from oldest to newest

External Phone. A message sent from a phone that is not directly connected to the MX is either introduced by the phone number of the calling device or as coming from an unknown source. You cannot reply through voice mail to messages sent by external phones.

Voice Message Content

Each voice mail message comprises two components. The header stores the properties of the message and the body contains the message.

Header

The header is played prior to the message. It contains the source of the call, the message status, the caller mark, the date the call was received, and the time that the call was received.

Message Body

The message body is the recorded message created by the sender.

Accessing Voice Mail Boxes

The voice mail server is accessible from any phone that can call the MX. Phones internal to the MX can reach the voice mail server by dialling the voice mail server extension. Phones external to the MX access the server either by dialling the voice mail DID number or by dialling the system access phone number and, when prompted, dialling the voice mail server extension.

The voice mail access routine responds differently when called by registered contacts. A registered contact is either:

- a device that has an address of record constructed with the user name or extension of a system user and the MX System domain name, such as *Dana.Thomas@mxsystem.org*
- a device defined within the MX device database and assigned to a user account by the system administrator

When you attempt to log on to a voice mail box from a registered contact associated with one MX account, the server asks for your password, then grants access to the mail box if it matches the password defined for the account associated with the registered contact.

