



# 1080i IP Phone (iPKTS)

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## User Guide

Please read this user guide carefully before operating your phone.  
Retain it for future reference.

iPECS is an Ericsson-LG brand



## Revision History

ISSUE	DATE	DESCRIPTION OF CHANGES
A	Feb., 2021	AT version Release
B	Feb., 2021	Updated AT version
C	Mar., 2021	Updated AT version

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## Regulatory Information

### Important Safety Information

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Please read this information before installing or attempting to repair your phone to prevent unexpected danger or damage. Warning and Caution information is provided to alert the consumer of known risks:



Warning: To reduce the possibility of electric shock, do not expose your phone to high humidity areas, such as a bathroom, swimming area, etc.



#### Warning

- Only trained and qualified service personnel should install, replace, or service the phone.
- Do not spill liquid water on the phone. If so, disconnect the phone immediately and call the service center as this may result in fire or electric shock.
- If you see or smell smoke during use, disconnect the phone and call the service center immediately.
- If the power adaptor is used, do not touch the plug with wet hands. It may result in a fire, an electric shock, or equipment damage.
- Do not use the phone during a thunderstorm. A lightning strike may result in fire, severe electrical or acoustic shock.
- Do not use the power adaptor if the power cord or wall outlet is damaged. It may result in fire or an electric shock.



#### Caution

- Ensure that children do not pull on phone cords. It may injure children or result in equipment damage.
- The earpiece houses a magnetic device that may attract pins or small metal objects. Keep the handset clear of such items and check before use.
- Avoid placing the phone in an area that is excessively dusty, damp, or subject to vibration.
- Choose a site for the phone that is well ventilated and dry.
- Do not plug multiple plug-packs into one power outlet. It may result in the plug overheating and may result in a fire or plug pack failure.
- Do not put heavy things on the phone.
- Do not drop or throw the phone.
- Static electricity discharge will damage electronic components.
- Keep out of direct sunlight and away from heat.
- No user-serviceable parts are inside. Do not insert a screwdriver or any metal objects into the phone. It may cause electric shock or damage the equipment and will render the warranty void.
- Clean the phone with a soft, dry cloth only. Do not use volatile liquids such as petrol, alcohol, or acetone as this may cause a fire or result in discoloration or damage to plastics. Do not clean with wax or silicon products as these may enter the equipment and cause the operation to become unstable.

## **[EU]European Union Declarations of Conformity**

This is a Class B product, in a domestic environment, this product may cause radio interference, in which case the user may be required to take adequate measures. Operation Channels: Ch1~11 for N. America, Ch1~ 13 Europe(ETSI).

Ericsson-LG Enterprise Co., Ltd. declare that the equipment specified in this document bearing the "CE" mark conforms to the Electromagnetic Compatibility Directive(EMCD,2014/30/EU), Low Voltage Directive(LVD, 2014/35/EU) and Radio Equipment Directive(RF,2014/53/EU)

Copies of these Declarations of Conformity (DoCs) can be obtained by contacting your local sales representative.

### **DGT Warning Statement**

#### **Article 12**

Without permission, any company, firm or user shall not alter the frequency,increase the power, or change the characteristics and functions of the original design of the certified lower power frequency electric machinery.

#### **Article 14**

The application of low power frequency electric machineries shall not affect the navigation safety nor interfere a legal communication, if an interference is found,the service will be suspended until improvement is made and the interference no longer exists

### **Energy Efficiency**

This device is an Energy-related Product (ErP) with High Network Availability (HiNA) and automatically switches to a sleep mode within 15 minutes (default set) of inactivity. If it is not needed during specific periods, it can be unplugged to save energy.

- Networked standby mode: 5.0 watts

**Note:** The power consumption of the product in networked standby if all wired network ports are connected, and all wireless network ports are activated.

## **[USA/CSA]FCC/IC Interference Statement**

### **US/IC Certificate Number**

- US :EK RIPNAN1080I , FCC ID: 2ABGA1080I
- IC: 11597A-1080I

### **FCC/IC Interference Statement**

This equipment has been tested and found to comply with a Class B digital device's limits, according to part 15 Subpart B of the FCC Rules.

These limits are designed to provide reasonable protection against harmful interference in a residential installation.

This device complies with part 15 Subpart B /RSS-GEN of the FCC/IC rules. Operation is subject to the following two conditions:

(1)This device may not cause harmful interference; and (2)This device must accept any interference received, including interference that may cause undesired operation.

(1)l'appareil ne doit pas produire de brouillage, et (2)l'utilisateur de l'appareil doit accepter tout brouillage radioélectrique subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used following the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

Suppose this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on. In this case, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This Class B digital apparatus meets the requirements of the Canadian Interference-Causing Equipment Regulations, CAN ICES-3(B)/NMB-3(B)

Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.

CAUTION: Any changes or modifications in the construction of this device that are not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

ATTENTION: Tout changement ou modification dans la construction de cet appareil qui ne sont pas expressément approuvé par la partie responsable de la conformité pourraient annuler l'autorité de l'utilisateur à utiliser l'équipement. This Class B digital apparatus complies with Canadian ICES-003.

### **Portable Device RF Exposure Statement:**

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This device has been evaluated for compliance with FCC/IC RF exposure limits in a portable configuration. At least 20 cm(8 inches) of the separation distance between the *IP Gigabit Video Phone, 1080i*, device, and the user's body must be maintained at all times. This device must not be used with any other antenna or transmitter that has not been approved to operate in conjunction with this device.

### **Regulatory Information / Disclaimers**

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"Privacy of communications may not be ensured when using this telephone."

Any changes or modifications made to this device that are not expressly approved by the manufacturer may void the user's authority to operate the equipment.

The Manufacturer is not responsible for any radio or television interference caused by unauthorized modification of this device or the substitution or attachment of connecting cables and equipment other than those specified by the manufacturer. The user's responsibility is to correct any interference caused by such unauthorized modification, substitution, or attachment.

The manufacturer and its authorized resellers or distributors will assume no liability for any damage or violation of government regulations from failure to comply with these guidelines.

The use of this device in a system operating either partially or entirely outdoors may require the user to obtain a system's license according to Canadian regulations.

For further information, contact your Local Industry Canada office.

## Disposal of your old appliance



- When the crossed-out wheeled bin symbol is attached to a product, the product is covered by the European Directive 2012/19/EU.
- All electrical and electronic products should be disposed of separately from the municipal waste stream via designated collection facilities appointed by the government or the local authorities.
- Your old appliance's correct disposal will help prevent potential negative consequences for the environment and human health.
- For more detailed information about the disposal of your old appliance, please contact your city office waste disposal service or the shop where you purchased the product.

## Before Use

### About this Guide

This guide is intended for users of the 1080i iPECS IP phone. The guide provides user-related information.

### Introduction of the Document

This guide explains how to install and correctly use 1080i phones. Product figures and screen images used in this guide may be changed without notice for quality improvement.

### Explanation of Symbol or Word

The following are symbols used in this guide. Information presented with these symbols must be observed for the correct use of your IP phone.



### CAUTION

This mark warns of a situation in which light injury or product damage (hardware, software, or data damage) may occur if the instructions are not followed.

### NOTE

A note provides an additional explanation, emphasizing important information or reference for related information, which is required for the correct use of the phone.

## 1 Introduction

1080i is a cutting-edge premium IP phone based on Android 10, perfect for audio and visual communication terminal for your business.

The phone employs a Mini-tab running the Android OS as a display and user control interface.

The phone application is permanently installed and provides the user with access to all the Call server host's features and functions plus the interaction with other communications aware apps with a truly intuitive user touch interface.

The Mini-tab is also loaded with apps for Contacts, Calendars, videos, etc., to improve productivity and ease of use.



Figure 1 1080i General View

### **Note**

Before installing 3rd party applications to this handset, please ensure that it is compatible with its current Android operating system.

## 2 Installation

### 2.1 Overview

1080iphone is shipped with 1080i phone, handset, stand, 6-ft Cat 5 cable terminated in RJ-45 connectors.

An optional AC/DC adaptor is available for use when the network connection does not support IEEE 802.3at up to class 4 PoE (Power over Ethernet).

The figure below presents line drawings for the front of the 1080iphone identifying significant elements of the user interface and external connections.

### 2.2 Front view

1080i has a hardware button interface with a touch interface as well. The front camera provides a rotation function to adjust the camera view angle and lock the camera lens for security purposes.



Figure 2-1 1080i Front View

## 2.3 Bottom view

The camera scroll wheel can adjust the camera view angle and lock the camera lens for security purposes.

1080i has an external device interface for USB, Micro USB, and HDMI display. Before you use it, remove the cover from the phone.

USB devices can connect via the USB port. For example, connect a USB flash drive to save pictures or MP3 files. And Connect the display device to the HDMI port using a standard HDMI cable.

\* The primary purpose of micro USB is for debugging by installation engineer.

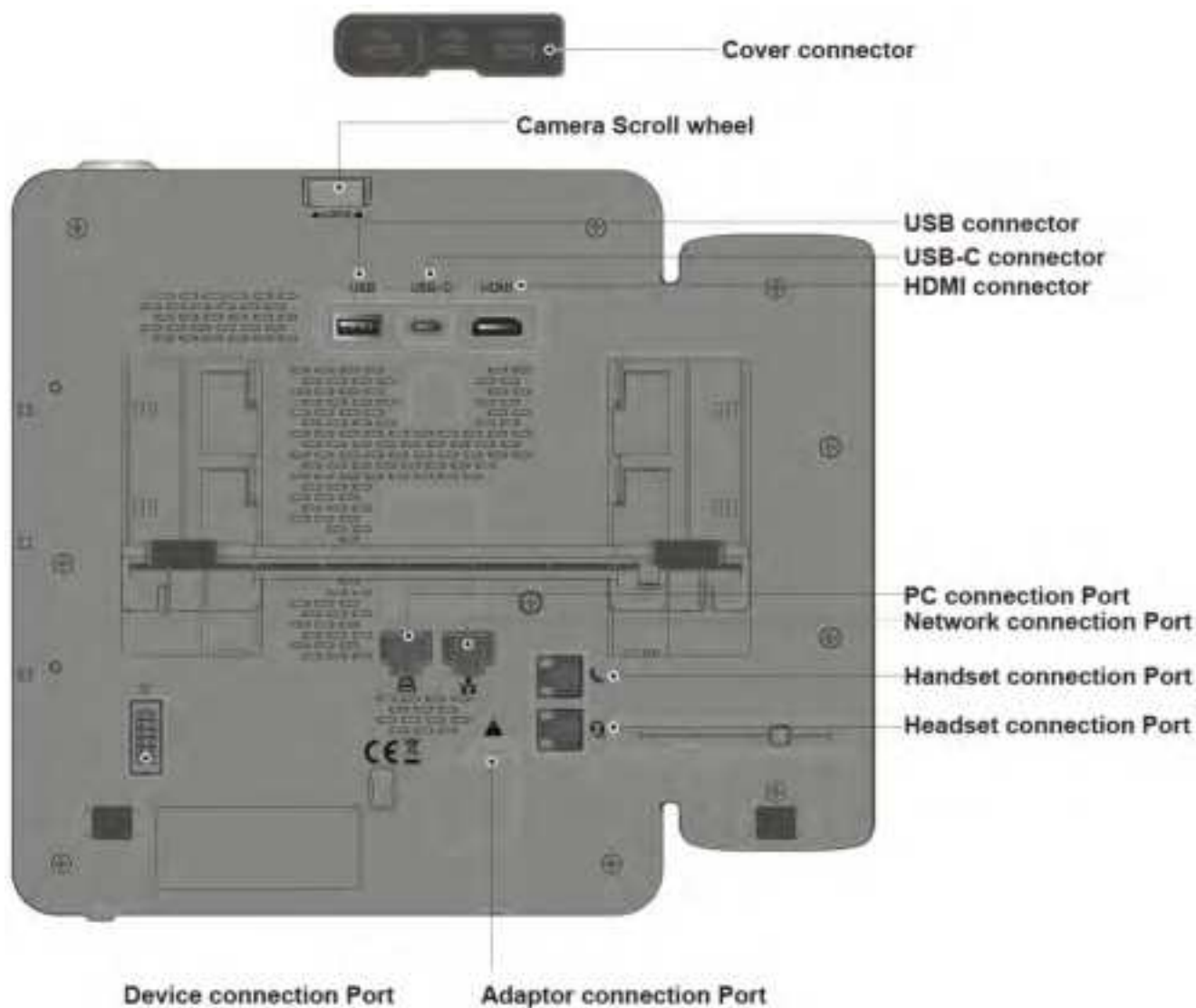


Figure 2-2 1080i Bottom View

## 2.4 Hardware specification

The hardware specifications listed in this guide can change without notification to maintain the product's quality.

Item	Description
<b>CPU</b>	Cortex-A35Quad-core
<b>OS</b>	Android 10
<b>DDR(RAM)</b>	4GB
<b>eMMC Flash</b>	16GB
<b>External Memory</b>	USB stick up to 256GB
<b>Network</b>	Ethernet switch 2ports (10/100/1000), RJ45
<b>Audio</b>	<ul style="list-style-type: none"> <li>• Handset: RJ9</li> <li>• Headset: RJ9, USB type, Bluetooth</li> <li>• Speakerphone: Full duplex</li> </ul>
<b>Keypad</b>	Message, Mute, Headset, Volume +/-, Transfer, DND, Hold, SPK
<b>Power</b>	<ul style="list-style-type: none"> <li>• Power adaptor: 48V/0.3A (option)</li> <li>• PoE (802.3af): up to Class 4</li> </ul>
<b>USB</b>	Host USB Type-A, USB OTG Type-C
<b>HDMI</b>	HDMI A type connector
<b>WIFI</b>	2.4G/5G
<b>Bluetooth</b>	5.0
<b>LCD size</b>	7inches
<b>LCD resolution</b>	1024 x 600
<b>Touch screen</b>	Multi-touch capacitive type

### 2.4.1 Mounting USB devices

A USB can install in the USB host connector slot on the bottom side of the phone.

#### **Note**

Do not remove the USB stick while files are being accessed or transferred. If the USB is removed in such circumstances, loss or damage to data may result.

### 2.4.2 Connecting HDMI device

An HDMI cable can be connected in the HDMI connector slot on the bottom side of the 1080i phone.

- 1) Plug one end of the HDMI cable into the HDMI port on 1080i.
- 2) Plug the other end of the HDMI cable into the HDMI port on the LCD display or TV. The user needs to adjust the LCD display or TV resolution for proper display if required.
- 3) On 1080i, it does not need to go to Settings because it set automatically when connected. Just make sure the HDMI cable is correctly connected between devices.
- 4) The pictures displayed on the remote HDMI device will always be the same as the 1080i's LCD display.



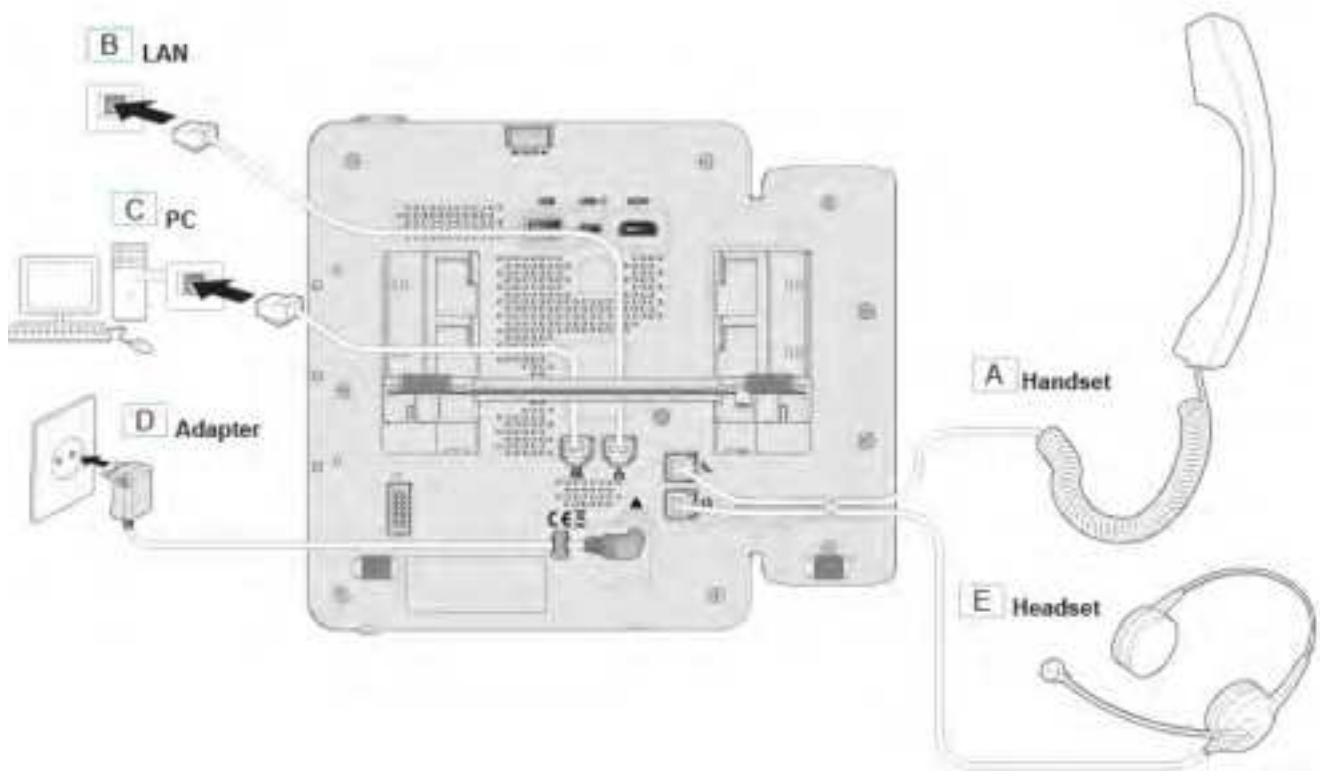
## 2.5 1080i Installation

### 2.5.1 EthernetLAN jacks

1080i phone has two RJ-45 EthernetLAN jacks on the bottom of the phone.

One of the jacks is the interface to a local IEEE 10/100/1000 Base-T Network port.

The other jack is a 10/100/1000 Base-T port for connection to a PC.



**Figure 2-3 1080i Installation**

The network interface port jack is wired as a standard MDI connection, and the PC port is wired as an MDIX connection. This wiring structure allows the use of straight-through cables.

1080iphone network and PC ports support Auto-negotiation for MDI/MDIX, speed, and duplex (full or half).

The MDI and MDIX wiring for the 1080iphone network and PC connections follow TIA/EIA standard 568.

### 2.5.2 Optional AC/DC Adaptor Connections

The optional AC/DC adaptor is used when the network connection is not PoE compatible.

In this case, the AC/DC adaptor converts the standard AC power input to the 48 VDC at 0.3 amps required by a 1080i phone.

The adaptor is plugged into a standard AC wall outlet, and the DC connector is inserted in the DC jack located on the bottom of the phone.

### 2.5.3 Connect the Handset

The handset connectors are located slightly to the right-center on the bottom of the phone. The handset coil cord RJ-9 is plugged into the phone's upper RJ-9 jack (A) and handset.

After connecting the handset coil cord, firmly place the line in the respective wiring channel to protect the wiring.

### 2.5.4 Connect the Headset

A compatible headset may be connected to the headset jack at the bottom of the phone. As shown in E, connect the headset plug into the headset jack.

The 1000i phones are compatible with several headsets. Please consult with your local Ericsson LG-Enterprise representative for a list of headsets compatible with the 1000i.

The 1080i supports USB Headset. If a USB Headset is plugged in, the Headset function operates as a USB Headset.

**NOTE:** If you plug in or unplug the USB Headset during a call, it will operate from the next call.

## 2.6 Mounting the Phone stand

The phone includes a foot stand that can install a 35° or 41.5° or 50° angle of the phone's face. If the phone is not wall-mounted, install the foot stand at the desired angle. If wall mounting, do not install the foot stand.

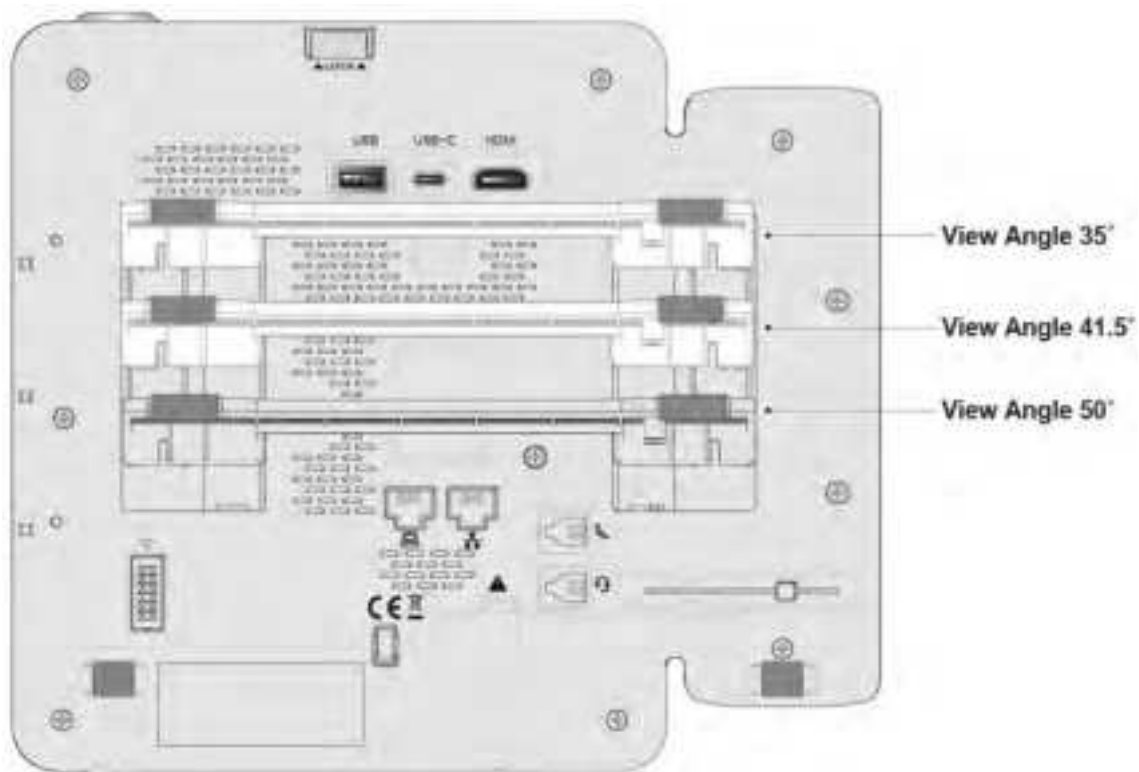


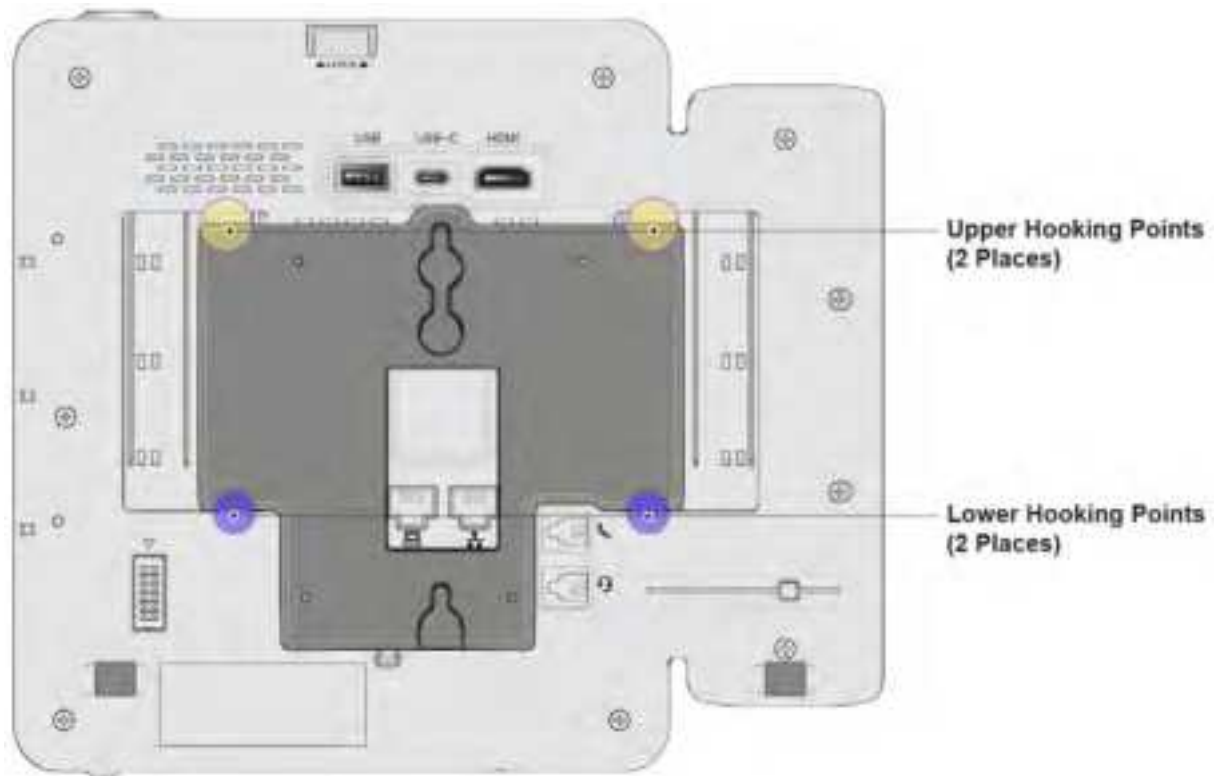
Figure 2-4 1080i Mounting Foot Stand

- 1) Fit both tabs on the pedestal to the connecting groove on the back of the phone.
- 2) Then push up the telephone rack until it clicks to secure it so that it does not shake or move.

## 2.7 Wall Mount

1080i phone can be wall-mounted as needed. The following instructions describe how to perform a wall mount installation.

- 1) Align the wall-mount bracket (not included) over the back of the phone as below picture
- 2) Fit the lower hooking points. (2 places)
- 3) Press the upper hooking points. (2 places)



**Figure 2-5 1080i Wall Mount Assemble**

- 4) Mark and drill two 7mm holes for plastic wall anchors (not included).
- 5) Insert the two anchors into the holes and insert and tighten the two screws (not included), leaving about 2.5 mm (1/8-inch) exposed.
- 6) Slide 1080i phone over the screws and assure the phone is secure.
- 7) Reverse the handset hook and re-install in the phone so that the hook catches the groove in the handset receiver.
- 8) Hang the handset up on the handset hook.

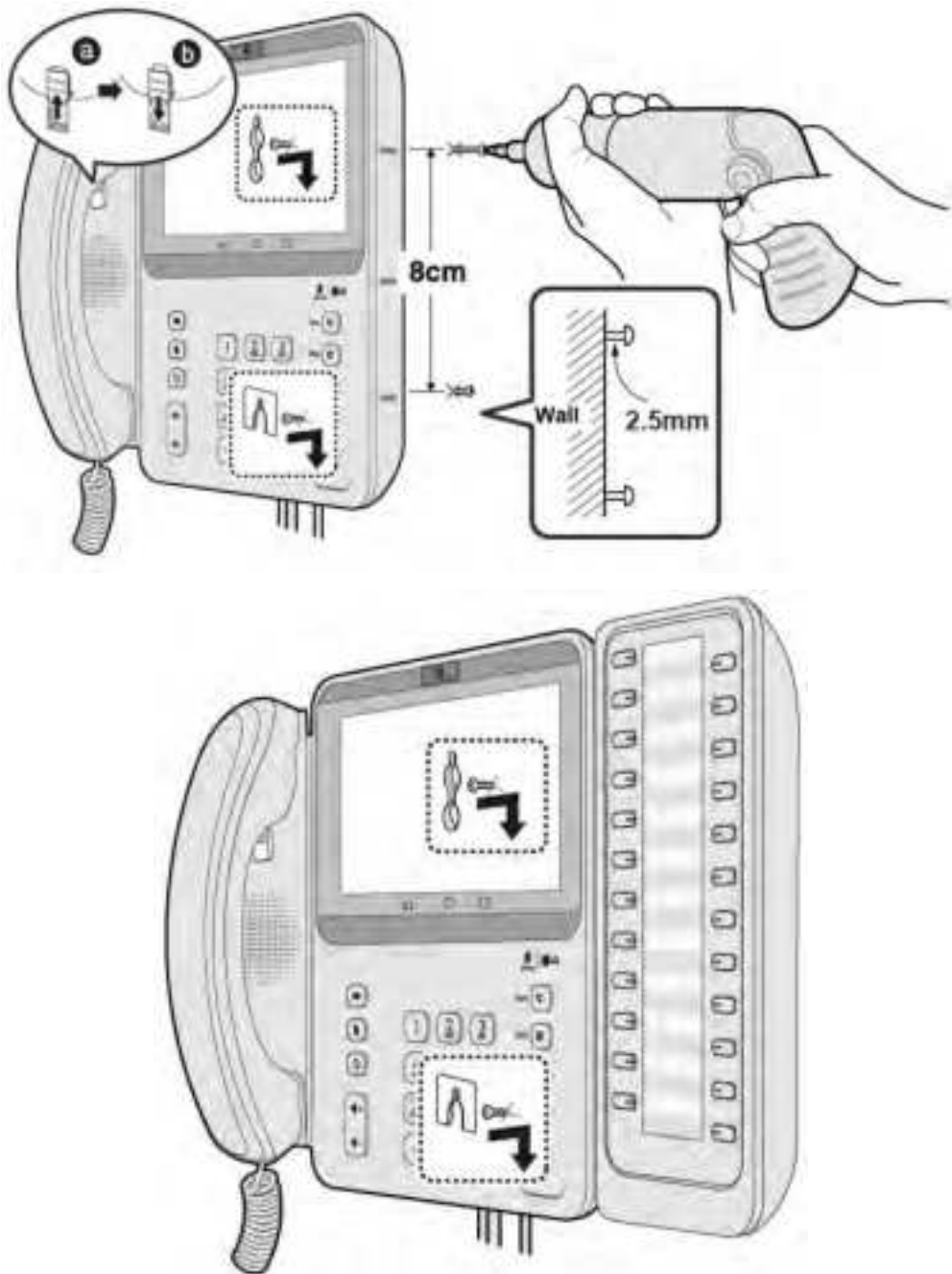


Figure 2-6 Wall Mount Installation (with DSS)

**Note**

It may be necessary to remove the phone and tighten or loosen the screws for a secure mounting.

## 2.8 DSS Overview & Installation

### 2.8.1 1024idss overview

The 1024idss provides 24 additional flexible buttons. The flexible buttons are used as with the flexible buttons on the phone proper and can be assigned for any flexible button functions. One 1024idss can attach to the 1080i phone and be placed on your desktop or wall-mounted with the phone.

The 1024idss is described as follows and shown below figure.

- The 1024idss has 24 flexible buttons with a tri-color LED. The 1024idss uses a paper label for the button designations.

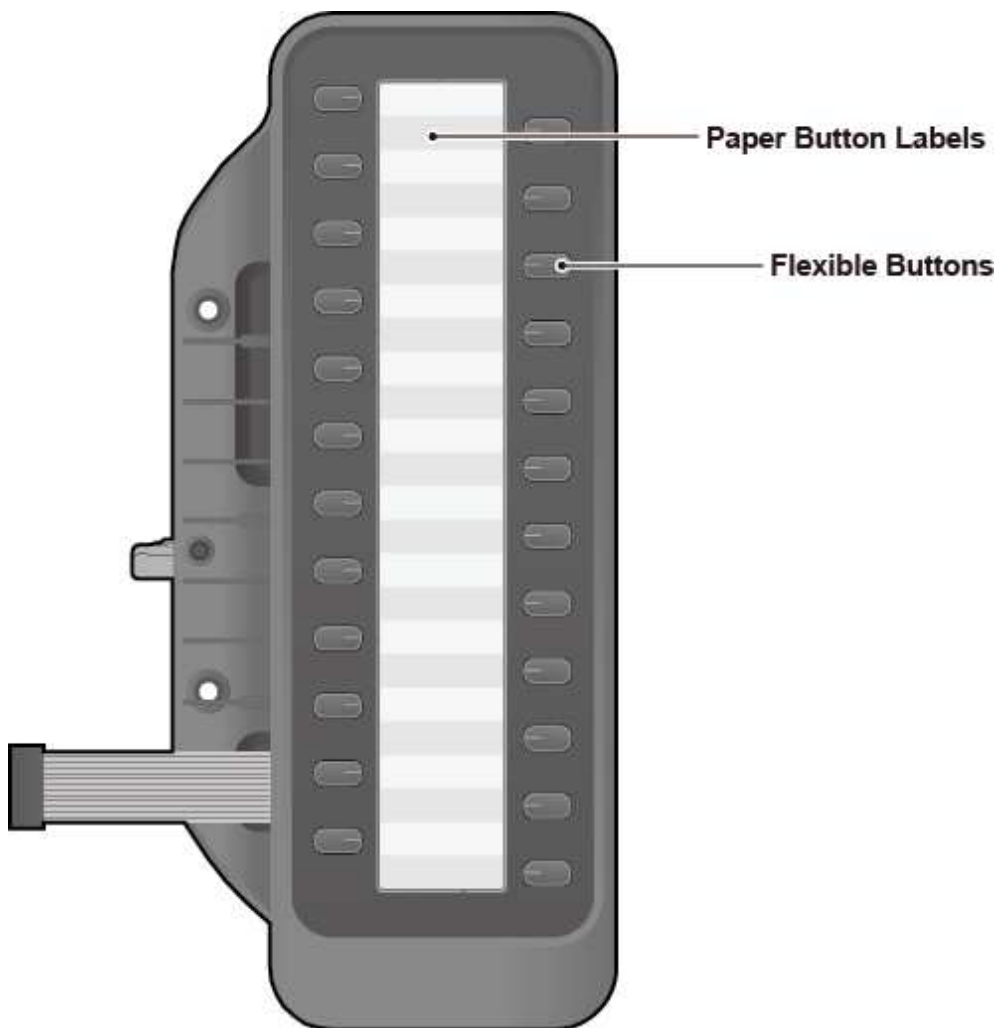


Figure 2-7 1024idss



#### **Caution**

To avoid damaging the Phone or DSS, remove power from the phone before installing a DSS.

## 2.8.2 1048ilss overview

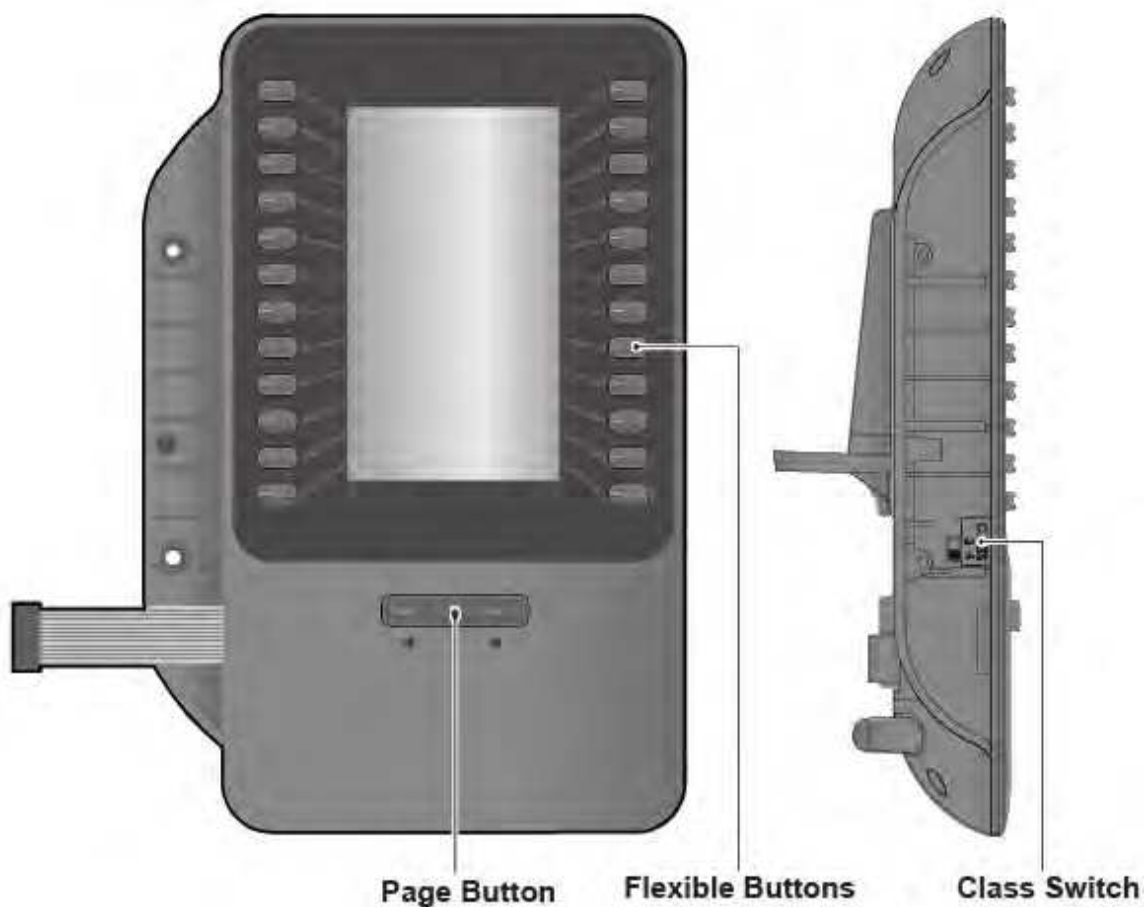
The 1048ilss provides the 2x24 flexible buttons that can be programmed to connect with an IP phone. You can connect up to three 1048ilss to the 1080i telephone. It's placed on your desktop or wall-mounted with the phone.

### **NOTE**

The iPKTS phone can connect up to three 1048ilss, but the 1048ilss cannot use with 1024idss or 1048idss.

The 1048ilss is described as follows and shown in the below figure.

- The 1048ilss provides the 2x24 flexible buttons with tri-color LED



**Figure 2-8 1048ilss**



### **Caution**

Disconnect the power cable or remove the network cable to ensure that your phone is Off. Only a peripheral device can connect to the AEM port. (1048ilss or 1048idss)

### **USB Charging from the Phone**

When charging using the phone's USB port, be sure to connect the Adaptor to the phone.

### 2.8.3 1048idss overview

The 1048idss provides 48 flexible buttons that can be programmed to connect with an IP phone. You can connect up to four 1048idss to the 1080i phone. It's placed on your desktop or wall-mounted with the phone.

#### **NOTE**

The iPKTS phone can connect up to four 1048idss, but the 1048idss cannot use with 1024idss or 1048ilss.

The 1048idss is described as follows and shown in the below figure.

- 1048idss: 48 flexible buttons with tri-color LED

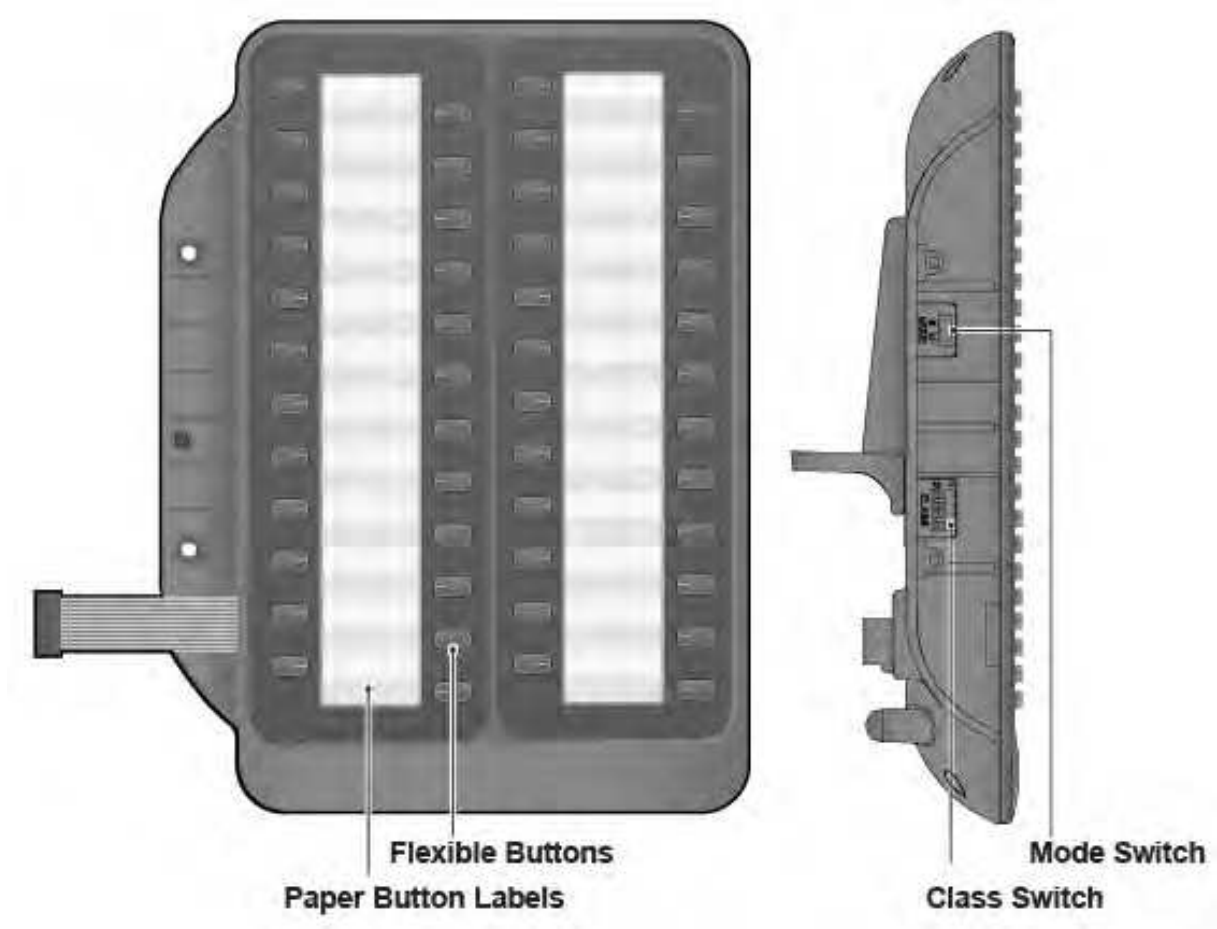


Figure 2-9 1048idss

#### **Caution**

Disconnect the power cable or remove the network cable to ensure that your phone is Off. Only a peripheral device can connect to the AEM port. (1048ilss or 1048idss)

#### **USB Charging from the Phone**

When charging using the phone's USB port, be sure to connect the Adaptor to the phone.

## 2.8.4 DSS Installation

The DSS should install on the phone before making any connections to the phone. The below simplifies the installation for 1080i phone and 1024idss. You can install the 1048ilss and 1048idss in the same way.

For more detailed installation instructions, Scan the QR code printed on the product label of 1024idss or 1048ilss or 1048idss to refer to a Quick installation Guide.

### To install the DSS

- 1) First, assure the phone is NOT connected to power. For convenience, you may wish to remove the handset and foot-stand; this simplifies the 1024idss installation.
- 2) Align the DSS and phone as shown in the drawing.
- 3) Connect the DSS Connecting Cable to the phone.
- 4) Push the DSS into the phone until the DSS is fully engaged.
- 5) Insert the screws provided through the screw tabs in the DSS and tighten the screws into the phone. Do not over-tighten.

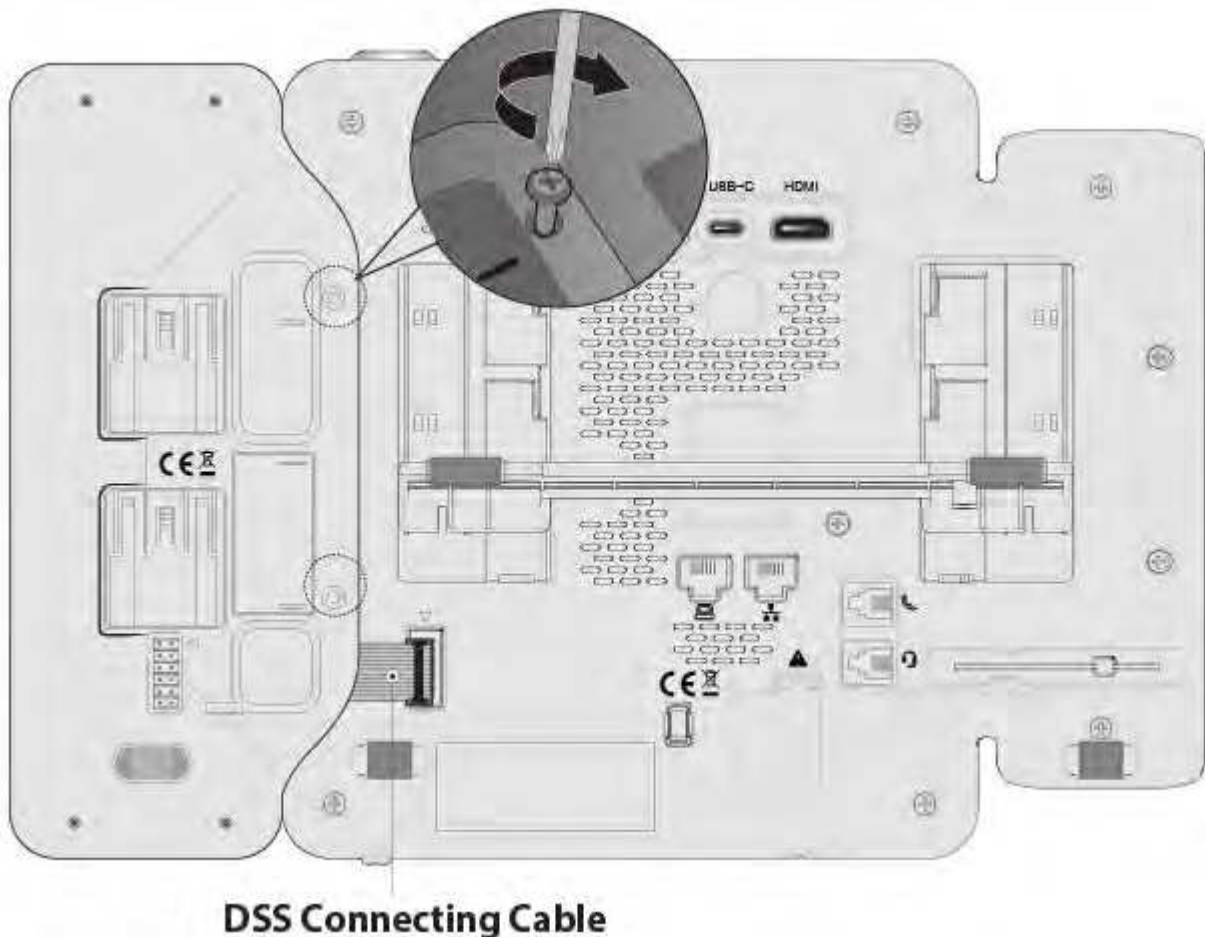


Figure 2-10DSS Installation



## 3 Power up and Setup Wizard

When connected to power, the phone will perform the Setup Wizard for language selection. This step, 'Setup Wizard,' only should be performed in the phone's factory default.

### 3.1 Language Selection

When connected to power, the phone will perform language selection. Users can choose Language to be used for the telephone. Base on this selection, the software keyboard and IME for the phone will be changed.



### 3.2 Provisioning

After choosing the language, It can guide to run Global Provisioning. If Global Provisioning is not executing, the terminal enters the Call screen.



If you choose to run Global Provisioning, you will be asked which network to use



Depending on the selected network, the WiFi or Ethernet setting screen will be displayed.



If you press "←" after setting the network, a message indicating that the network is setting is displayed.



When the network setup is complete, Global Provisioning will be executed.



After Global Provisioning is completed, the terminal is automatically registered to the call server.

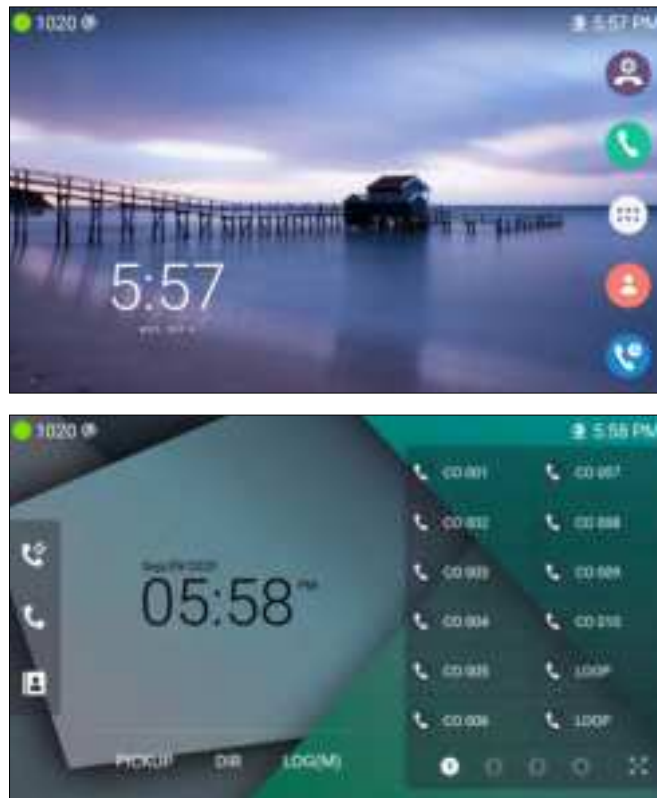
### **3.3 Registration**

When connected to power and the network, the phone will perform its power-up routine and then attempt to locate and register with the iPECS system. The display will indicate status during the process, including 'Searching for MFIM,' which is the iPECS call server. In a default configuration, iPECS will permit the phone registration and assign a station number and other phone characteristics. Once complete, the phone is fully operational and displays the Home screen with the Station Number and status (On-Line) shown above the clock.

If iPECS network settings have been changed or the phone is installed in a remote location, the phone will not complete registration. The phone screen will display a No Acknowledgement or other fault message. In this case, the assistance of the iPECS administrator may be required. iPECS may require configuration to allow registration of 1080i. Also, the IP settings of the phone and the System Configuration data may require modification with the assistance of the iPECS administrator.

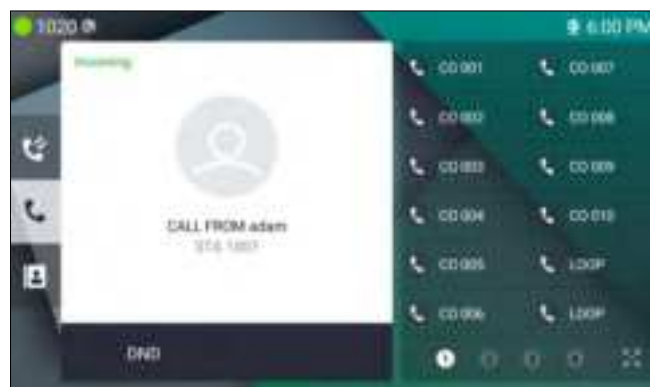
## 4 Basics Operation for iPECS system

iPECS Phone application is fully available once 1080i completes registration with iPECS host as outlined in the Registration section. iPECS Call icon in the Apps Dock opens iPECS Phone app where calls can be managed. Details for using the iPECS Phone window beyond the basics are covered in the Mini-Tab Phone Display Basics section.



### 4.1 Incoming Calls

When a call is received, the Call screen displays the Caller Id for the call, and the phone rings. If the Caller Id matches the number for a contact, the contact icon and name of the Contact are shown. To answer the call, lift the handset or press the speakerphone button.



**Note:** The DND button is available to activate One-time DND. For details, refer to the iPECS Phone user guide.

## 4.2 Outgoing Calls

1080i employs a "' live dial pad' meaning that you need not lift the handset or press the Speakerphone button to start a call. To place a call, dial the desired number. It will activate the speakerphone, send the digits to the iPECS host, and show the dialing screen. When sufficient digits have been dialed, the iPECS host routes the call. Outgoing calls can also be placed from the Contacts and Logs, and Speed dial refers to the Contact and Call log section.



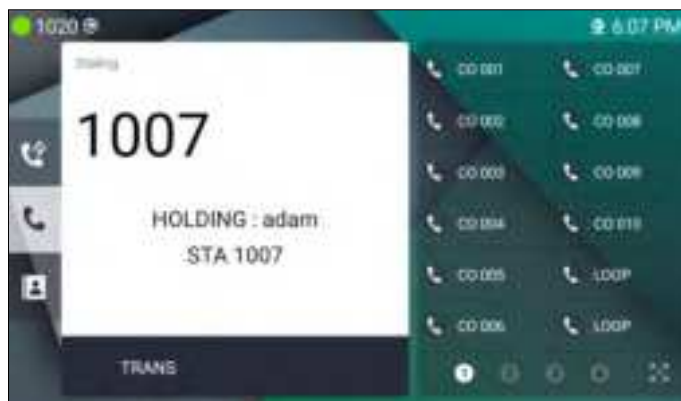
**Note:** The user may go off-hook (press the Speakerphone button or lift the handset) before dialing. In this case, the phone receives a dial tone from the iPECS host.

## 4.3 Holding Calls

You can place a call in a waiting state where the caller is connected to the Music on Hold source of the iPECS system, freeing you for other activities. The call will remain on hold for the hold recall time then the user is recalled. To place a call on Hold, touch the Hold button. The button will light to indicate the held call.

## 4.4 Transferring a Call

Once connected to a call, the Transfer Button, as is the bottom of the dial and function button layout, is used to send the call to another destination. After touching the Transfer icon, dial the station to receive the call. The call transfer can be unannounced (simply hang-up) or announced (after the receiving party answers, announce the call and hang-up).



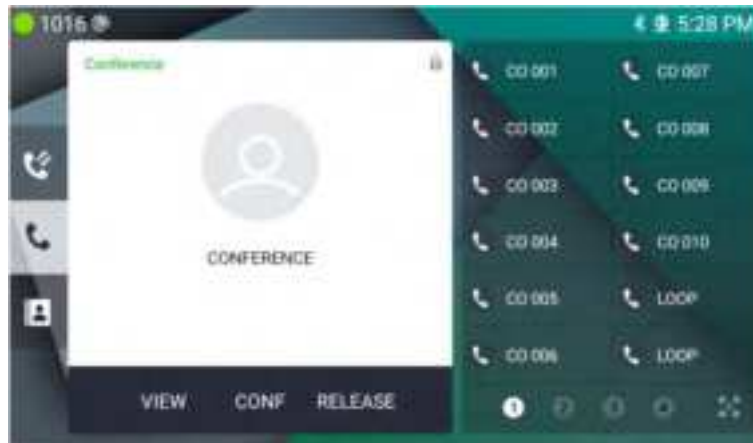
**Note:** A transfer can be accomplished by touching a Flex button assigned as a DSS for another station in the iPECS host.

## 4.5 Conference

An active call can be joined with another call to establish a conference. If the iPECS host is equipped with a Conference bridge, up to 32 parties can be included in a conference.

### To conference calls.

- 1) Place/receive first call as usual.
- 2) Touch the CONF soft button.
- 3) Place next call and press the CONF soft button.
- 4) Repeat step 3 for additional parties
- 5) Press the CONF soft button again to connect all parties.



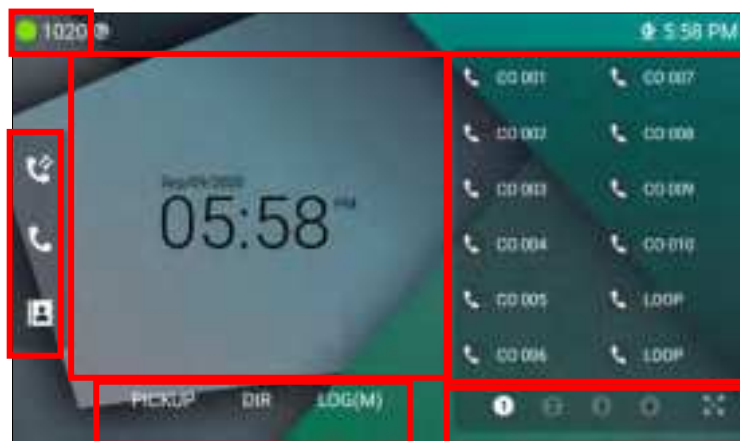
### **Note**

1080i supports a 3-party conference without the need for a conference bridge. If a conference with more than three parties is required, the iPECS host must be equipped with a conferencing bridge such as the MCIM.

## 5 iPECS Phone for iPECS system

iPECS Phone application is accessed with the Apps Dock icon, a Launcher screen, or automatically when answering a call. iPECS Phone window is a virtual construction of the functional elements of an advanced business telephone. There are programmable 'Flex' buttons on the right of the window. These allow access to CO Lines/Trunks, calls to other stations, or activation of an iPECS system feature. The center of the window is the Call information screen that displays active, incoming, and held calls.

On the far left are three menu icons that can display the recent call list, dial screen, and contacts.



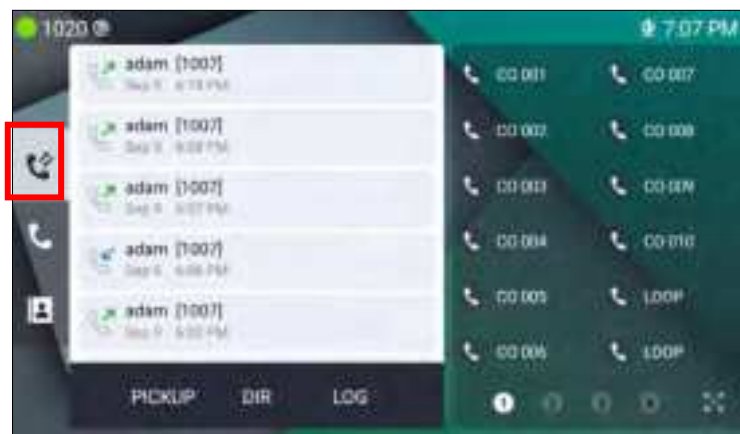
The top left has the Station identifier with the Station Name or number.

Across the bottom are two menus. The left menu is three soft keys that are context-sensitive and show available call functions from the iPECS host. If more than three selections are available, a left/right arrow is exposed to access the additional items. The idle mode iPECS menu presents:

- **PICKUP**: answer calls ringing another station.
- **DIR**: access private or public directory for speed dialing.
- **LOG**: access the incoming, outgoing, and missed call log

The second menu is the two fixed iPECS phone feature buttons.

- : Extended flexible buttons
- : Flexible buttons access to button pages of 13 to 48



The Recent call list can display on the Call screen by touching the 'Recent' icon.

### Note

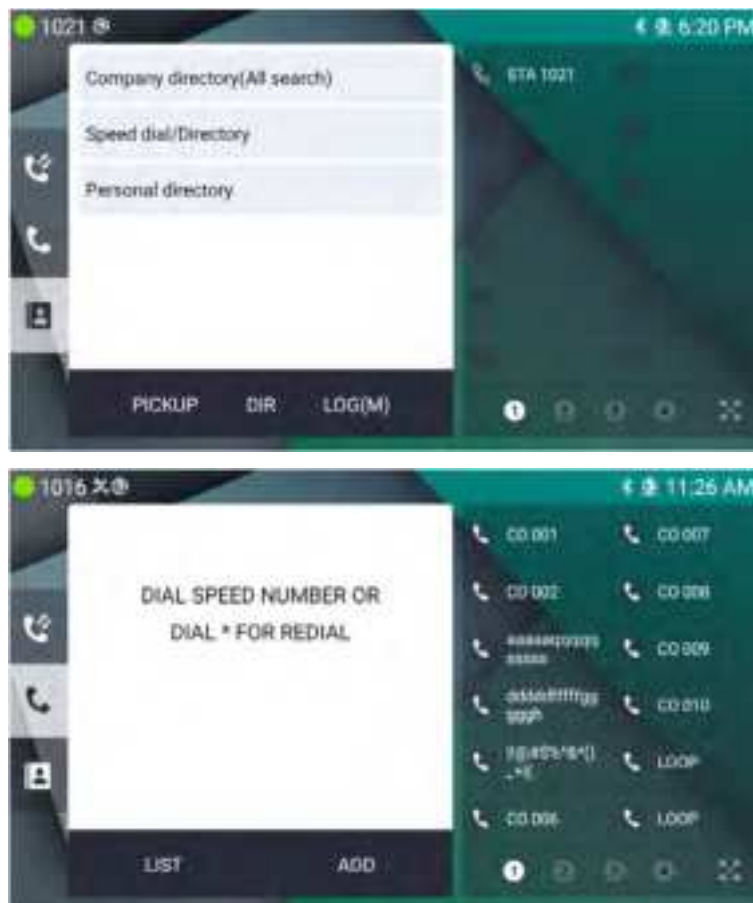
Several of the buttons and icons provide multiple functions based on the state of the phone. For example, the Hold button places an active call on hold and saves the user's entries when entering speed dials and other information.

1080i does not support as same as legacy iPECS Muted Ring feature. It helps with a notification message on the top bar as "new call wait" with a one-time beep tone. It is almost the same as what regular mobile phone calls waiting for service.

## 5.1 Speed

### 5.1.1 Using Auto dialing

IPECS system includes several automatic dialing features accessed with the Speed button.



- **Last Number Redial:** The user dials the last number dialed on an external call.
- **Directory Dial:** dial-by-name directories to call other users or dial a Station or System speed dial.

#### To use an auto-dial feature

- 1) Touch the Contact Icon.
- 2) Touch the Speed dial/Directory
- 3) Dial the code for the auto-dial feature desired.
  - a. To dial a number in a Speed dial, dial the Speed dial bin number.
  - b. For Redial, press '\*' and select SEND.

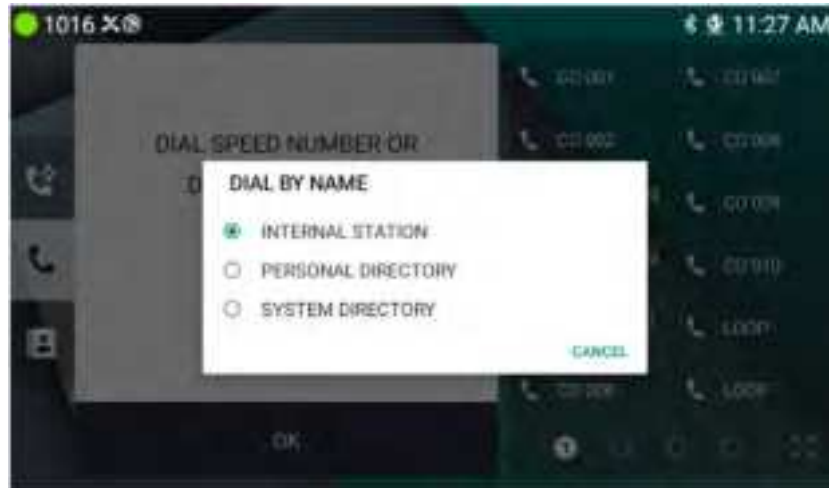


c. For Directory Dial, press the Speed button again.

\* Select the desired directory, Internal, Personal, or System.

\* Select the desired Name.

When the user goes into DIAL BY NAME by touch the SPEED button in the Speed menu, the user does not touch any button or screen, and then the screen goes back to call idle screen by system command.



### 5.1.2 Setting up a Station Speed Dial

Station Speed Dial numbers are somewhat like Contacts except with Speed Dial, only a name and a phone number are assigned. The number of bins available will be from 20 to 100 depending on the iPECS system.

A Speed Dial can be up to 48 digits in length and may include special characters.

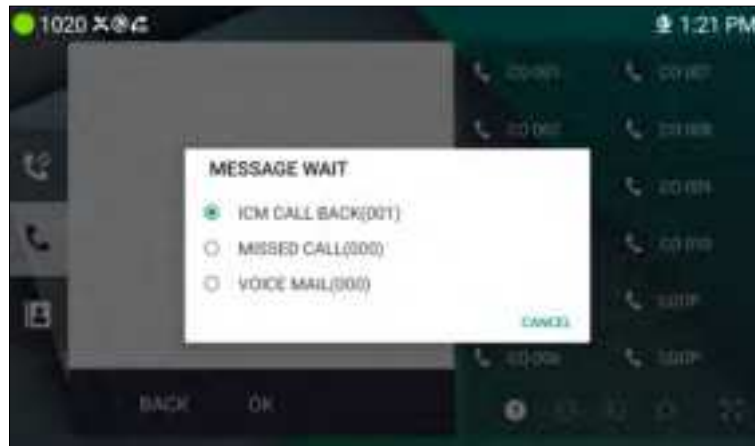
For more details, see the Feature and Operation manual for the iPECS system.

#### To configure a Station Speed Dial number

- 1) Touch the Contact Icon.
- 2) Touch the Speed.
- 3) Touch the "ADD" soft button.
- 4) Dial the Speed Dial bin number.
- 5) Dial the CO Line/Trunk access code.
- 6) Dial the telephone number for the Speed dial.
- 7) Press the Hold button.
- 8) Enter an optional name.
- 9) Touch the OK button to complete the Speed Dial entry.

## 5.2 Call Back Message Wait

When calling another station in the iPECS system and the call is not answered, you can leave a request for a callback and activate an Intercom Message Wait to the called user.



### To activate a Call Back message wait

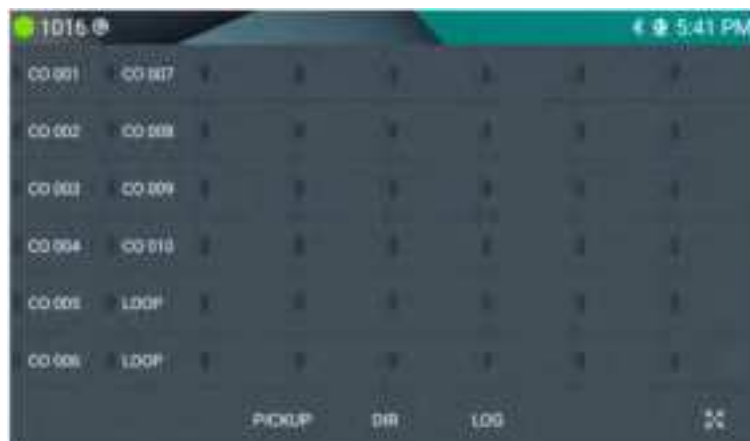
While receiving no answer on an internal call, press the Message button. A Call Back Message wait is activated, and the called station user gets a message waiting for the indication for the Intercom (ICM) call.

### To respond to a Call Back message

- 1) Press the flashing Message button.
- 2) Select the ICM MWI radial button.
- 3) Select the Station to call back from the Station message list.

## 5.3 Flex Buttons

Flex buttons, which are programmable access resources of iPECS such as CO Lines and paging, call other stations and activate features of iPECS. Buttons that access external networks such as a CO Line or Loop button are assigned by administrative users only. The user can configure buttons assigned to other functions or unassigned buttons.



In addition to configuring Flex buttons, the user may assign a label to the button as discussed in the Flexible Buttons section.

iPECS Phone screen displays the first 12 Flex buttons on the right of the screen. The full 48 Flex buttons, including the first 12 Flex buttons, can be displayed on the iPECS Phone screen using the Flex button icon.

The buttons are shown with the dial pad icon button under the full 48 buttons layout. Also can go back to the dial pad idle screen using the dial pad icon, or it can be maintained as an idle screen

#### **Note**

Buttons that are not assigned appear with no label in the button display.

## 5.4 Video Calling

Once a voice call is established, you can initiate or accept a video call. To start or respond to a Video Call invitation, press the Video Start button, which will open the Video Call window. On the right side of the window, a thumbnail of the video sent from 1080i. It controls the Video call, including;

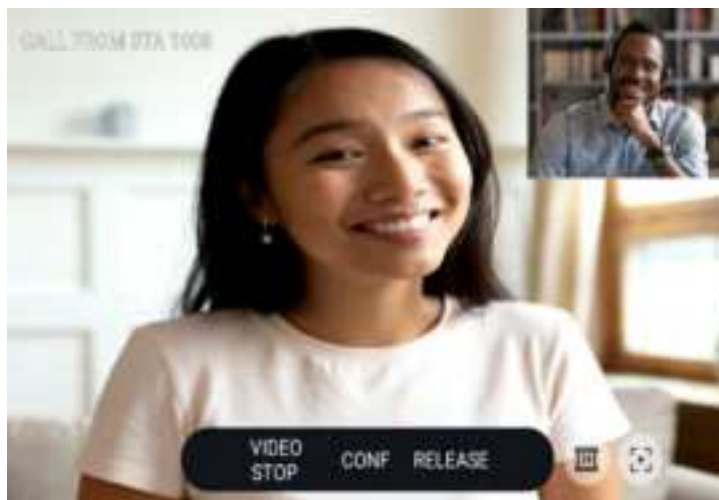


- **Frame Rate:** set the frame rate from 5 to 30 frames per second. Higher frame rates improve quality but require higher bandwidth.

#### **Note**

The actual frame rate may behave differently from the set value.

The background is the main video screen that displays video sent from the connected party. The video is sent after the party accepts the Video call. Note it may take a few moments to display the received video when the call begins.



At the bottom of the screen are the soft menu buttons. The buttons include,

- **VIDEO STOP/START:** pause and restart video transmission.

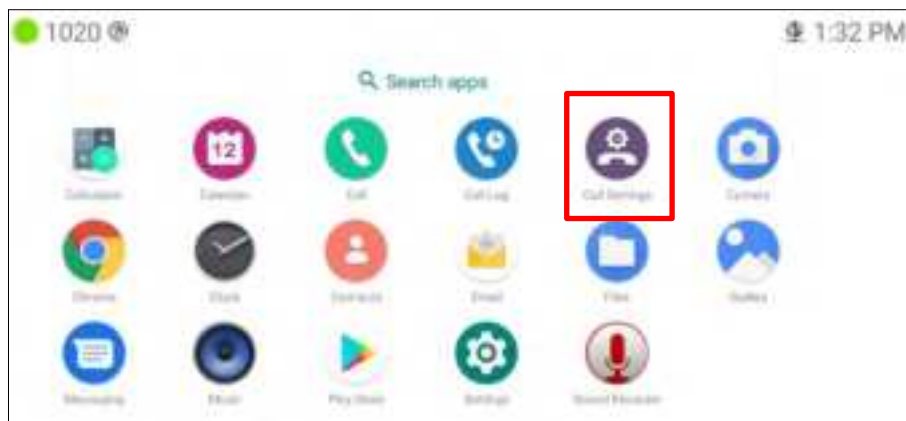
- **CONF:** initiate a voice conference.
- **RELEASE:** finish the call.

**Note**

- ✓ The video call supports multiple video codecs, including {H.264, H.263}. The codec for a given call is negotiated between the devices.
- ✓ 1080i video call function requires below bandwidth based on the codec employed. Ericsson-LG Enterprise uses the following values as technical descriptions
  - H.263: max=2048kbps @CIF 24fps, typical = 768kbps @CIF 24fps
  - H.264: max=2048kbps @CIF 24fps, typical = 768kbps @CIF 24fps
- ✓ Since the recovery for data losses and errors is not robust when using H.263 and H.263 is for low bitrate video while H.264 can encode both low and high-quality videos. Also, H.264 is far more efficient on bandwidth with the same video quality. The usage of the H.264 codec is recommended.

## 5.5 iPECS Phone Call Settings

The Call Settings for iPECS Phone impacts call handling, button appearance, sounds, and other phone characteristics. To view the Call Settings menu,



- 1) Open Home Screen Launcher.
- 2) Select the Call Settings icon.

**The Call Settings menu includes,**

- Sound: select the handpiece voice equalizer and assign a ringtone for incoming external calls.
- Call Preferences: set signaling and answer for internal calls, configure wired headset operation, etc.
- Video Call Preference: manage characteristics of the video call settings.
- Call Idle Screen: manage characteristics of the phone, including the clock type, background image, etc.
- Flexible Button (Name): assign a name or label for each Flex button.
- Flexible Button Color: assign a color for each Flex button.
- System Configuration: assign Station name, number, password, and system IP address. To view the System Configuration menu,
- Theme: manages the background theme of the function buttons on the left side and the right side (Flexible buttons) of the Call Idle screen.
- Reboot: restart 1080i phone.

### 5.5.1 Sound

iPECS system includes 15 Tone-type ringtones and many music ringtones in memory that can be used for external incoming call ringtones. To assign the Ring group for ICM or CO.



- 1) In the Call Setting screen, select Sound.
- 2) Select the ICM (internal) or CO (external) Ring Group.
- 3) Select the desired ringtone type.
- 4) If you want to change the Local Ring tone, select Phone or External Ring Selection, and click 'Apply' to save the selected tone.

#### **Note**

Voice Call Equalizer Setting works only on a Handset (handpiece) of 1080i.

### 5.5.2 Call Preference

Call Preferences determine how calls to a busy station are handled, how calls are answered, and if calls are sent to the user's mobile phone.



- **Busy Call Waiting:** while the user is busy on a call, new DID and DISA calls can be delivered to the phone or, when disabled, the call routes based on the busy call routing configured iPECS system.
- **Answer Mode:** set the Intercom Call Answer Mode as HF (Hands-free Answerback to Voice announced calls), Privacy (lift the handset or press the Speakerphone button to answer a Voice announced call), or Tone ring.
- **Mobile Extension:** send calls to a mobile phone associated with the station.
- **Audio Codec Icon:** while the user is on a call, it shows CODEC information as an icon
- **CO Codes Info:** It shows current CO codes that come from the iPECS system.

### 5.5.3 Video Call Preference

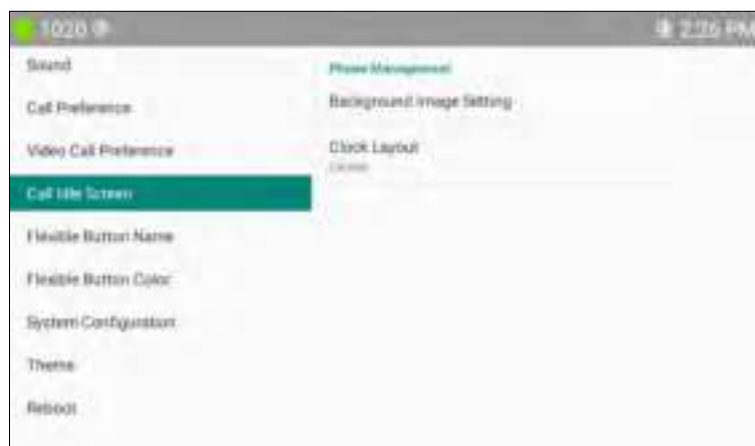
The user can manage the video settings' characteristics, including the resolution, substitute image, and the Video CODEC icon and Video Info icon for the display.



- Video Call Resolution (Tx): it sets the resolution of transmitting video manually.
- External Video Camera Resolution (Tx) sets the external USB camera resolution when transmitting video manually.
- Substitute Image: It sets an image that will be sent while the user stops the video for a moment.
- Background Image Setting: The user can change the background image that the user wants to see.
- Video CODEC Icon: while the user is on a video call, it shows Video CODEC information as an icon
- Video info Icon: while the user is on a video call, it shows Video call information(resolution) as an icon
- Allow Video Request Automatically: with this option, users can automatically start their video answering an incoming video call.
- Camera Priority: The user can select a video call for one built-in camera or external USB camera if available.

### 5.5.4 Call Idle Screen

The user can manage the phone's characteristics, including the name, password, number, and contact icon, and language for the display.



- Background Image Setting: The user can change the background image that the user wants to see.
- Clock Layout: The user can adjust the position of the clock along the left area of the idle screen

### 5.5.5 Flexible Button (Name)

A Name field, up to 16 characters, can be configured for each Flex button by the user. If a label is not configured, the default name based on the type button is used.



To configure a button label,

- 1) In the Call Setting screen, select Flexible Button.
- 2) Select the desired Flex button, scrolling to display the Flex button.
- 3) Enter the label, up to 16 characters.
- 4) Press OK to store the label.

### 5.5.6 Flex Button Color

Each Flexible button can be assigned with color by the user. If a color is not configured, the default white color based on the shape button is used.



### 5.5.7 System Configuration

The System Configuration for iPECS Phone impacts Station name, number, password, and system IP address. To view the System Configuration menu, touch the 'System Configuration'.



- Station Name: set the display name for the station delivered to other internal parties during a call, 12 characters.
- Station Number: select the desired Station number that will be requested by the phone during registration. If available, iPECS will assign the Station with the requested number.
- Set Password: set the phone password, 12 digits.
- System Configuration: allows input of the address for the iPECS system and the connection mode (local, remote, and local/remote).

### 5.5.8 Theme

Theme manages the background theme of the function buttons on the left side and the right side (Flexible buttons) of the Call Idle screen.





### 5.5.9 Reboot

After modifying the System Configuration, it is necessary to reboot 1080i.



To reboot, operate the following procedures:

- 1) Open Home Screen Launcher.
- 2) Touch the Call Settings icon.
- 3) Select the Reboot from the Call settings.
- 4) Select OK to reboot.

1080i phone will restart and register with the iPECS system.

## 6 Basics Operation for iPECS UCM

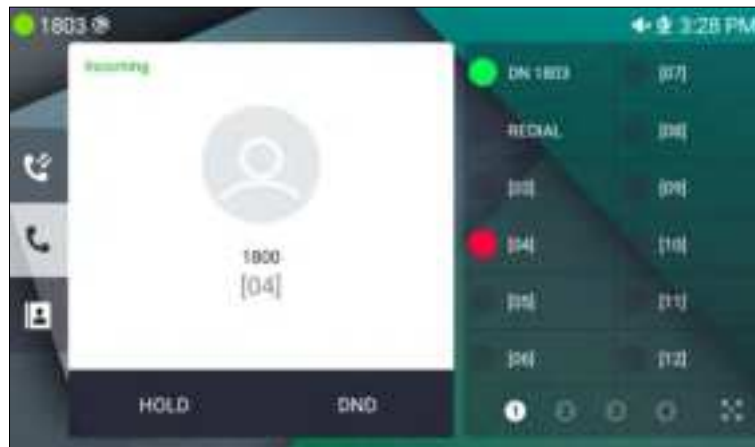
iPECS Phone application is fully available once 1080i completes registration with iPECS UCM as outlined in the Registration section. iPECS Call icon in the Apps Dock opens iPECS Phone app where calls can be managed. Details for using the iPECS Phone window beyond the basics are covered in the Mini-Tab Phone Display Basics section.



## 6.1 Incoming Calls

When a call is received, the Call screen displays the Caller ID for the call, and the phone rings. If the Caller ID matches the number for a contact, the contact icon and name of the Contact are shown.

To answer the call, lift the handset or press the speakerphone button.



### Note

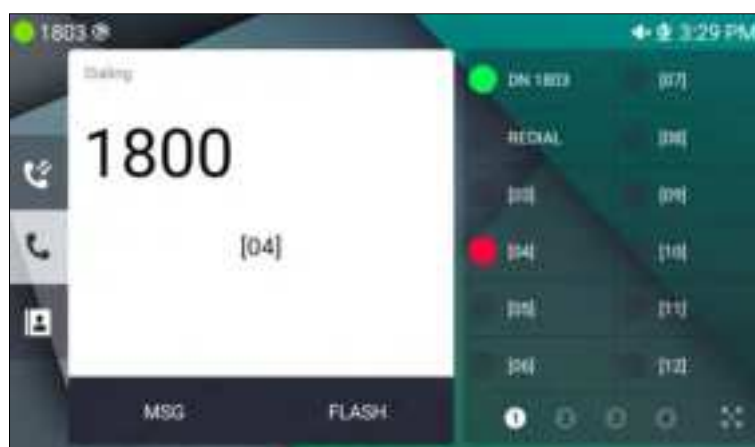
The DND button is available to activate One-time DND.

## 6.2 Outgoing Calls

1080i employs a 'live dial pad,' meaning you need not lift the handset or press the Speakerphone button to start a call.

To place a call, dial the desired number. It will activate the speakerphone, send the digits to the iPECS host, and show the dialing screen. When sufficient digits have been dialed, the iPECS host routes the call.

Outgoing calls can also be placed from the Contacts and Logs, and Speed dial refers to the Contact and Call log section.



### Note

The user may go off-hook (press the Speakerphone button or lift the handset) before dialing. In this case, the phone receives a dial tone from the iPECS host.

## 6.3 Holding Calls

You can place a call in a waiting state where the caller hears the prompt "Place a hold" of the iPECS UCM system, freeing you for other activities. The call will remain on hold for the hold recall time then the user is recalled.

To place a call on Hold, touch the Hold button. The LED of the flexible button will light to indicate the held a call as the left figure below.



## 6.4 Transferring a Call

Once connected to a call, Transfer Button, as is the bottom of the dial and function button layout, is used to send the call to another destination. After touching the Transfer icon, dial the station to receive the call. The call transfer can be unannounced (simply hang-up) or announced (after the receiving party answers, announce the call and hang-up).



**Note**

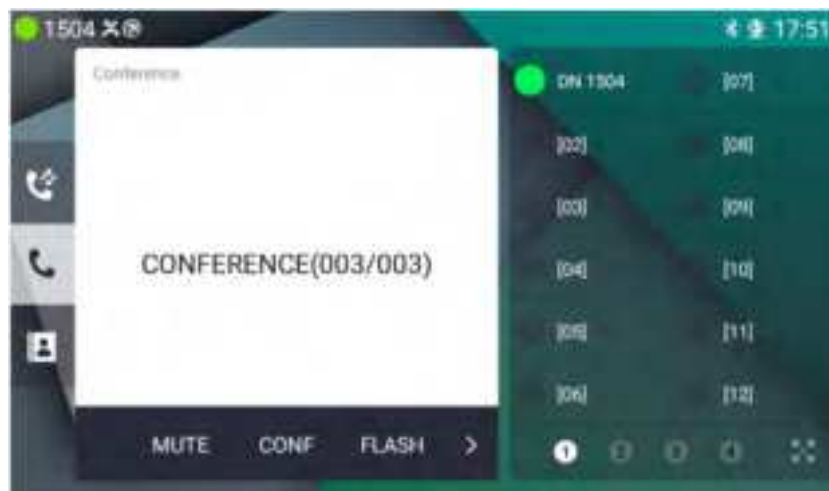
A transfer can be accomplished by touching a Flex button assigned as a DSS for another station in the iPECS host.

## 6.5 Conference

An active call can be joined with another call to establish a conference. If the iPECS host is equipped with a Conference bridge, up to 128 parties can be included in a conference.

To conference calls,

- 1) Place/receive first call as usual.
- 2) Touch the CONF soft button.
- 3) Place next call and press the CONF soft button.
- 4) Repeat step 3 for additional parties
- 5) Press the CONF soft button again to connect all parties.



**Note**

1080i supports a 3-party conference without the need for a conference bridge. If a conference with more than three parties is required, the iPECS host must be equipped with a conferencing bridge such as the VPCM.

## 7 iPECS Phone for iPECS UCM

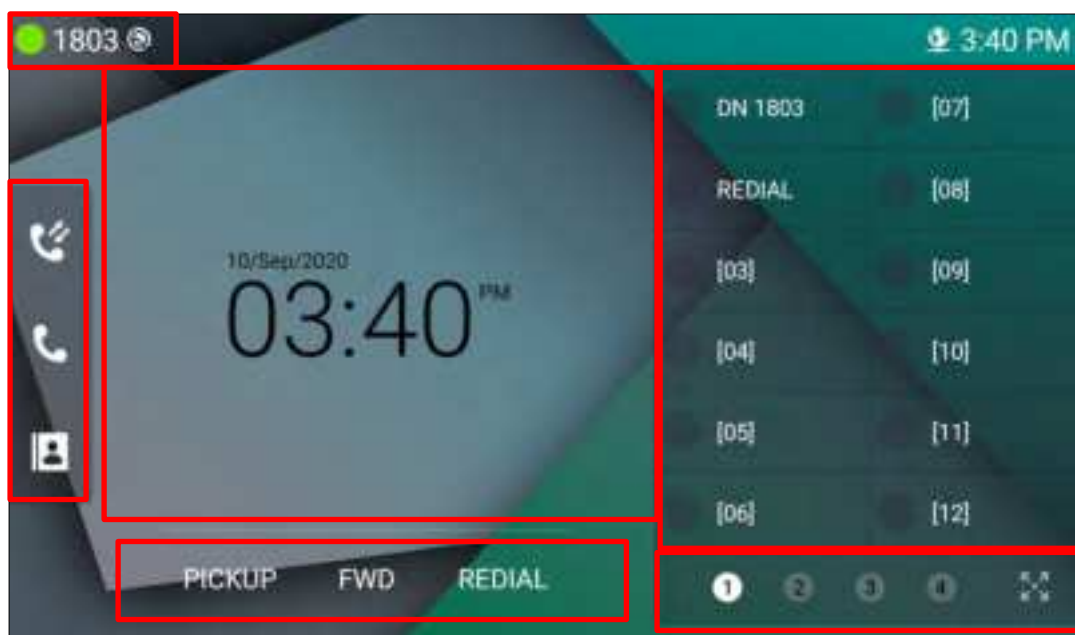
iPECS Phone application is accessed with the Apps Dock icon, a Launcher screen, or automatically when answering a call.

iPECS Phone window is a virtual construction of the functional elements of an advanced business telephone. Along the left are the first six (6) programmable 'Flex' buttons.

The first flexible button is assigned to his/her phone number. These allow access to other stations or activation of an iPECS system feature.

The center of the window is the Call information screen that displays active, incoming, and held calls.

On the far left are three menu icons that can display the recent call list, dial screen, and contacts.



On the left at the top is the Station identifier with the Station Name or number

Across the bottom are two menus. The left menu is three soft keys that are context-sensitive and show available call functions from the iPECS host. If more than three selections are available, a left/right arrow is exposed to access the additional items. The idle mode iPECS menu presents:

- PICKUP: answer calls ringing at another station.
- FWD: set the way for Call Forward.
- REDIAL: redial the last dialed numbers.

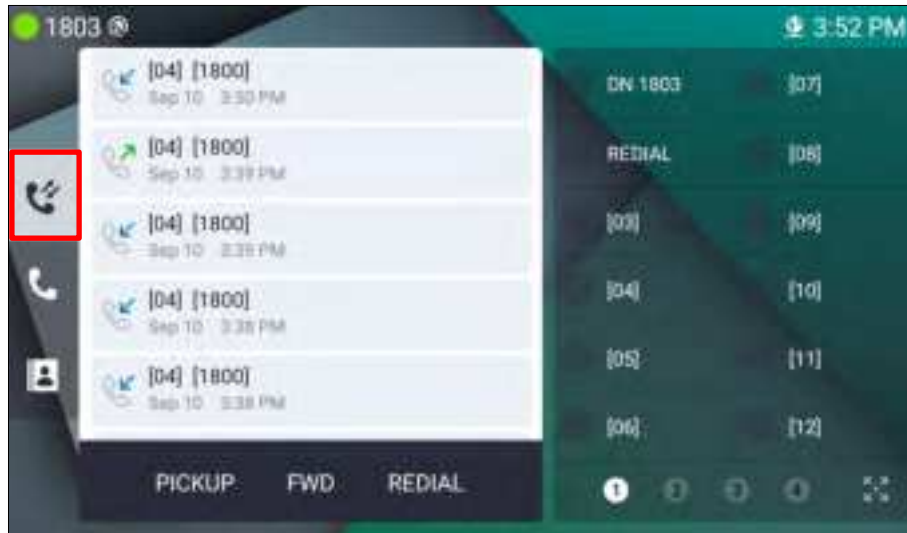
The second menu is the two fixed iPECS phone feature buttons.



: Extended flexible buttons



: Flexible button page from 1 to 4 each 12 button



The Recent call list can display on the Call screen by touching the 'Recent' icon.

#### Note

- ✓ Several of the buttons and icons provide multiple functions based on the state of the phone. For example, the Hold button places an active call on hold and saves the user's entries when entering speed dials and other information.
- ✓ 1080i does not support as same as legacy iPECS Muted Ring feature. It helps with notification messages on the top bar as "new call wait" with a one-time beep tone. It is almost the same as what regular mobile phone calls waiting for service.

## 7.1 Speed

### 7.1.1 Using Speed button

iPECS UCM can store up to 3,000 System Speed Dial numbers, which can be used by all system users and can be set with WMS.

Each System Speed Dial number can be programmed with up to 24-digit numbers. Search the station number or name by using the Station Name.



### **System Speed and Station Name**

Storage is allocated in the iPECSUCM system for System Speed (0001~3,000), numbers available to all system users, and Station Name, name, or numbers available and configured by the station user.

#### **To use System speed,**

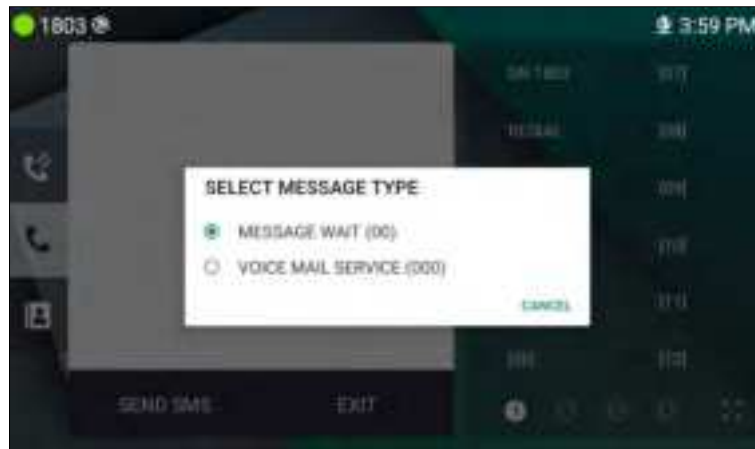
- 1) Touch the Contact Icon button.
- 2) Touch the Speed dial/Directory button
- 3) Select '1 System Speed'.
- 4) Enter the desired system speed index.

#### **To use the Station name,**

- 1) Touch the Contact Icon button.
- 2) Touch the Speed button
- 3) Select '2 System Name'.
- 4) Enter the desired number or Name and display the matched number or Name.
- 5) Touch the desired number.

## **7.2 Call Back Message Wait**

When calling another station in the iPECS UCM system and the call is not answered, you can leave a request for a callback and activate an Intercom Message Wait to the called user.



#### **To activate a Call Back message wait,**

While receiving no answer on an internal call, press the Message button. A Call Back Message wait is activated, and the called station user gets a message waiting for the indication for the Intercom (ICM) call.

#### **To respond to a Call Back message of Message wait**

- 1) Press the flashing Message button.
- 2) Select the message type 'Message Wait' button.
- 3) Select the Station to call back from the Station message list.

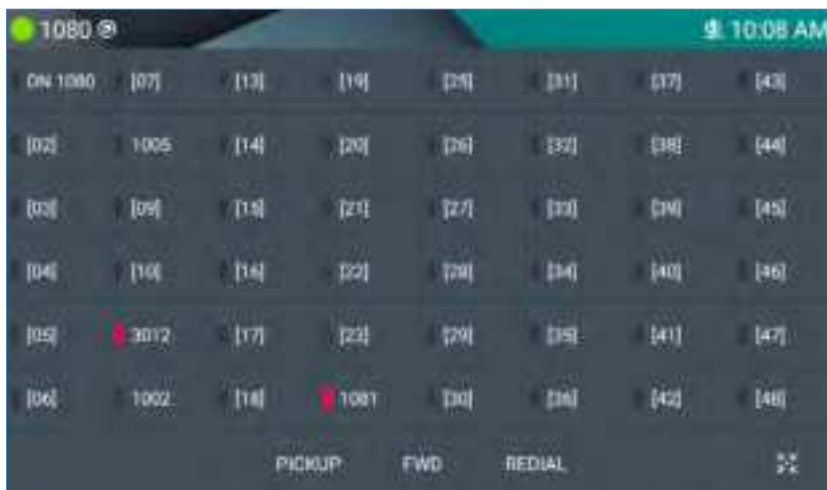
#### **To check the voice mail service**

- 1) Press the flashing Message button.
- 2) Select the message type 'Voice Mail Service' button.
- 3) Enter the authorization code (password).
- 4) Check the Voice mail message by prompt.



## 7.3 Flex Buttons

Flex buttons, which are programmable access resources of iPECS such as CO Lines and paging, call other stations and activate the iPECS UCM system's features. Administrative users only assign buttons that access external networks, such as a CO Line or Features code. The user can configure buttons assigned to other functions or unassigned buttons, for details on configuring a Flex button section.



In addition to configuring Flex buttons, the user may assign a label to the button as discussed in the Flexible Buttons section.

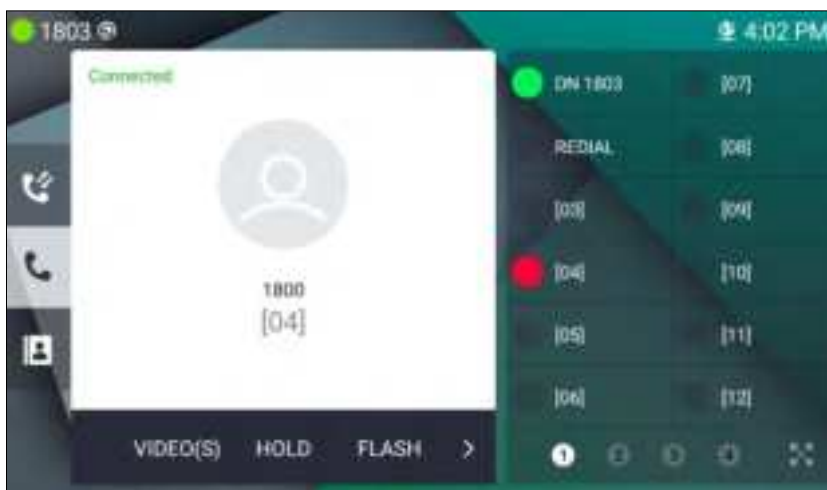
iPECS Phone screen displays the first 12 Flex buttons on the right of the screen. The full 48 Flex buttons, including the first 12 Flex buttons, can be displayed on the iPECS Phone screen using the Flex button icon. The buttons are shown with the dial pad icon button under the full 48 buttons layout. Also can go back to the dial pad idle screen using the dial pad icon, or it can be maintained as an idle screen


### **Note**

Buttons that are not assigned appear with no label in the button display.

## 7.4 Video Calling

Once a voice call is established, you can initiate or accept a video call. To start or respond to a Video Call invitation, press the Video(S) button, which will open the Video Call window. On the right side of the window, a thumbnail of the video sent from 1080i. It controls the Video call, including;



-  Frame Rate: set the frame rate from 5 to 30 frames per second. Higher frame rates improve quality but require higher bandwidth.

**Note**

The actual frame rate may behave differently from the set value.

The background is the main video screen that displays video sent from the connected party. The video is sent after the party accepts the Video call. Note it may take a few moments to display the received video when the call begins.



At the bottom of the screen are the soft menu buttons. The buttons include,

- VIDEO(E): pause and restart video transmission.
- HOLD: place the current call in a waiting state.
- FLASH: End the call and start a new call.
- TRANS: Transfer the call to another station.
- CONF: initiate a voice conference.
- MUTE: turn the microphone on or off to control the speakerphone, handset, or wired headset microphone.

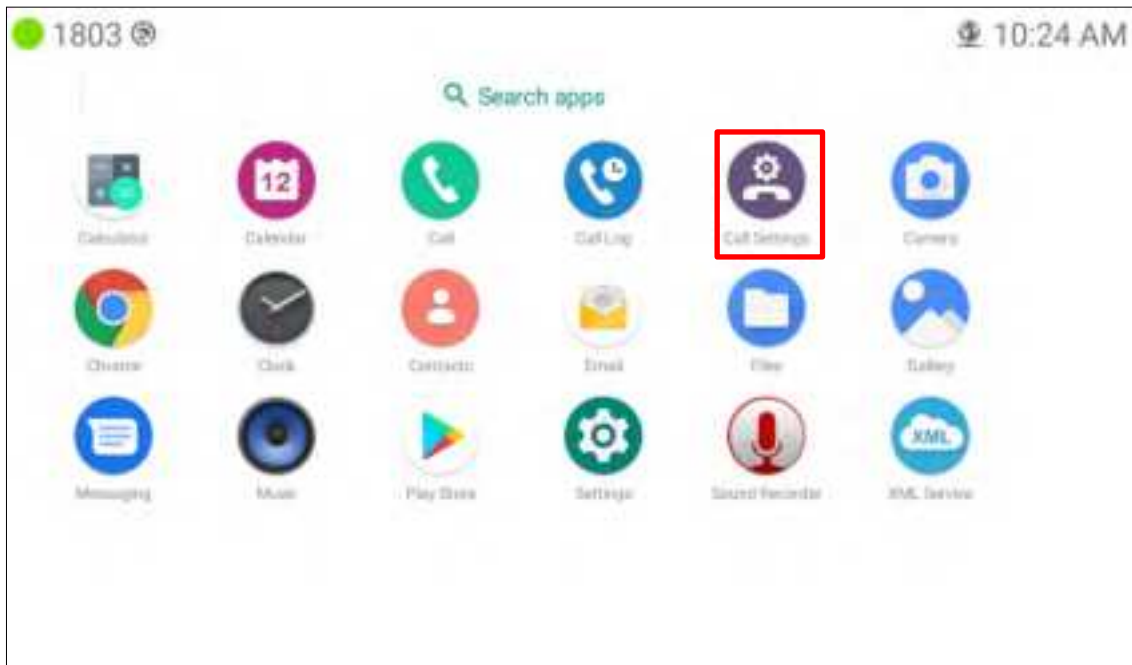
**Note**

- ✓ The video call supports multiple video codecs, including {H.264, H.263}. The codec for a given call is negotiated between the devices.
- ✓ 1080i video call function requires below bandwidth based on the codec employed. Ericsson-LG Enterprise uses following values as technical descriptions
  - H.263: max=2Mbps, typical = 601kbps @CIF 24fps
  - H.264: max=5Mbps, typical = 614kbps @CIF 24fps, 2.4Mbps @HD720P 24fps
- \* Data collected from the 1-way video stream and Video call bandwidth is variable according to phone setting(bit rate & frame rate).
- ✓ Since the recovery for data losses and errors is not robust when using H.263 and H.263 is for low bitrate video while H.264 can encode both low and high-quality videos. Also, H.264 is far more efficient on bandwidth with the same video quality. The usage of the H.264 codec is recommended.

## 7.5 iPECS Phone Call Settings

Call Settings for iPECS Phone impacts call handling, button appearance, sounds, and other phone characteristics.

To view the Call Settings menu,



- 1) Open Home Screen Launcher.
- 2) Select the Call Settings icon.

The Call Settings menu includes,

- Sound: select the handpiece voice equalizer and assign a ringtone for incoming external calls.
- Call Preferences: set signaling and answer for internal calls, configure wired headset operation, etc.
- Video Call Preference: manage characteristics of the video call settings.
- Call Idle Screen: manage characteristics of the phone, including the clock type, background image, etc.
- Flexible Button Name: assign a name or label for each Flex button.
- Flexible Button Color: assign a color for each Flex button.
- System Configuration: assign Station name, number, password, and system IP address. To view the System Configuration menu,
- Theme: manages the background theme of the function buttons on the left side and the right side (Flexible buttons) of the Call Idle screen.
- Reboot: restart 1080i phone.

## 7.5.1 Sound

iPECS UCM system includes 15 Tone-type ringtones and many music ringtones in memory that can be used for external incoming call ringtones. To assign Ring group for ICM or CO.



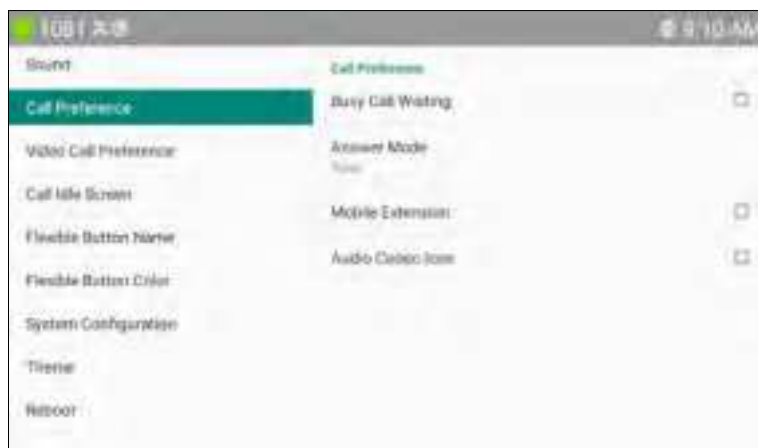
- 1) In the Call Setting screen, select Sound.
- 2) Select the ICM (internal) or CO (external) Ring Group.
- 3) Select the desired ringtone type.
- 4) If you want to change the Local Ring tone, select Phone or External Ring Selection, and click 'Apply' to save the selected tone

### **Note**

Voice Call Equalizer Setting works only on a Handset (handpiece) of 1080i.

## 7.5.2 Call Preference

Call Preferences determine how calls to a busy station are handled, how calls are answered, and if calls are sent to the user's mobile phone.



- **Busy Call Waiting:** while the user is busy on a call, new DID and DISA calls can be delivered to the phone or, when disabled, the call routes based on the busy call routing configured in the iPECS UCM system.
- **Answer Mode:** set the Intercom Call Answer Mode as HF (Hands-free Answerback to Voice announced calls), Privacy (lift the handset or press the Speakerphone button to answer a Voice announced call), or Tone ring.

- Speaker / Headset: configure the audio path when the speaker button is touched, route audio to the headset or speakerphone.
- Mobile Extension: send calls to a mobile phone associated with the station.
- Audio Codec Icon: while the user is on a call, it shows CODEC information as an icon

### 7.5.3 Video Call Preference

The user can manage the video settings' characteristics, including the resolution, substitute image, and the Video CODEC icon and Video Info icon for the display.



- Video Call Resolution (Tx): sets the resolution of transmitting video manually.
- External Video Camera Resolution (Tx): sets the external USB camera resolution when transmitting video manually.
- Substitute Image: sets an image that will be sent while the user stops the video for a moment.
- Video CODEC Icon: while the user is on a video call, it shows Video CODEC information as an icon
- Video info Icon: while the user is on a video call, it shows Video call information(resolution) as an icon
- Video Remote Full Screen: Shows only remote video on a video call if it is enabled
- Allow Video Request Automatically: with this option, users can automatically start their video answering an incoming video call.
- Camera Priority: The user can select a video call for one built-in camera or external USB camera if available.

### 7.5.4 Call Idle Screen

The user can manage the phone's characteristics, including the name, password, and number and the contact icon and language for the display.



- Background Image Setting: The user can change the background image that the user wants to see.
- Clock Layout: The user can adjust the position of the clock along the left area of the idle screen

### 7.5.5 Flexible Button Name

A Name field, up to 16 characters, can be configured for each Flex button by the user. If a label is not configured, the default name based on the type button is blank.



#### To configure a button label.

- 1) In the Call Setting screen, select the Flexible Button name.
- 2) Select the desired Flex button, scrolling to display the Flex button.
- 3) Enter the label, up to 16 characters.
- 4) Press OK to store the label.

### 7.5.6 Flex Button Color

Each Flexible button can be assigned with color by the user. If a color is not configured, the default white color based on the shape button is used.



## 7.5.7 System Configuration

The System Configuration for iPECS Phone impacts Station name, number, password, and system IP address. To view the System Configuration menu, touch the 'System Configuration'.



- Station Name: set the display name for the station delivered to other internal parties during a call, 16 characters.
- Station Number: select the desired Station number that will be requested by the phone during registration. If available, iPECS will assign the Station with the requested number.
- Set Password: set the phone password, 12 digits.
- System Configuration: allows input of the address for the iPECS UCM system and the connection mode (local, remote, and local/remote).

## 7.5.8 Theme

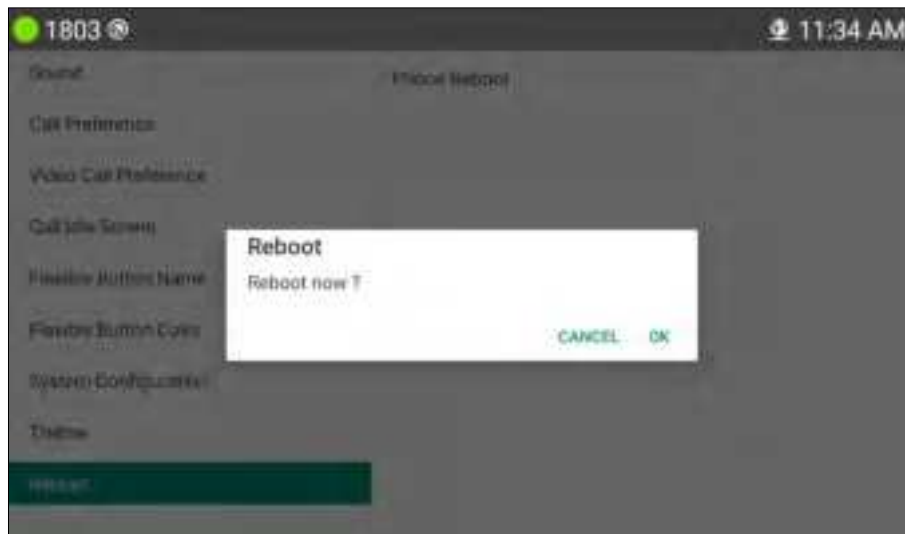
Theme manages the background theme of the function buttons on the left side and the right side (Flexible buttons) of the Call Idle screen.



### 7.5.9 Reboot

After modifying the System Configuration, it is necessary to reboot 1080i.

To reboot, operate the following procedures:



- 1) Open Home Screen Launcher.
- 2) Touch the Call Settings icon.
- 3) Select the Reboot from the Call settings.
- 4) Select OK to reboot.

1080i phone will restart and register with the iPECS UCM system.



## 8 Mini-Tab Phone Display Basics

1080i phone employs a Mini-tab running the Android OS as the phone display and the main user input device. The Mini-tab is equipped with several Apps and Widgets, which are discussed in separate sections of this manual.

- **Calculator**
- **Calendar**
- **Call(iPECS)**
- **Call Log**
- **Call Settings**
- **Camera**
- **Chrome**
- **Clock**
- **Contacts**
- **Email**
- **Files**
- **Gallery**
- **Messaging**
- **Music**
- **Play Store**
- **Settings**
- **Sound Recorder**
- **XML Service**

In addition to the major applications above, several widgets can install in the 1080i phone. Widgets are small applications that display on a Launcher screen and are self-contained. That is, the widget needs no additional screens.

Widgets may open a related application but are primarily intended to provide information such as the time, date, or music playing status. And there are many default widgets on the phone.

- Clock widget
- Play Music widget
- Calendar widget
- Etc.

## 8.1 Basic User Gestures

The Mini-tab uses a touchscreen as the user interface. There are several finger gestures supported by the Mini-tab for user interaction.

- *Touch or Tap:* To select items such as application icons, to press onscreen buttons, or to type using the onscreen keyboard, touch or tap the item.



- *Touch and Hold:* To open the Context menu for an item, touch, and maintain contact with the screen until an action occurs.



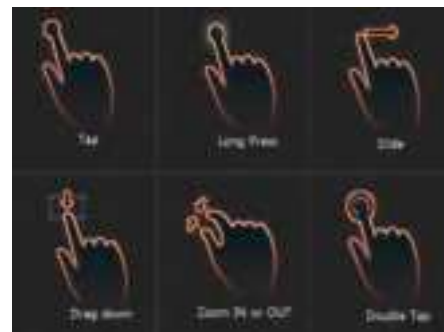
- *Swipe or Flick:* To move from one Launcher screen to another or view the next or previous picture, touch the screen, and quickly move the finger across the surface of the screen.



- *Drag and drop:* To move an app or icon on the Launcher screens, touch and hold momentarily then, while maintaining contact with the screen, drag the item on the Launcher screen.



- *Pinch:* To zoom in and out on a picture, touch the screen with the thumb and forefinger and bring together or separate the fingers from shrinking or enlarging a photo.



## 8.2 Function Buttons

1080iphone has three function buttons related to the Android OS, as shown to the right. The function buttons are:



- **Back** (◀): return to the previous screen. If a keyboard or numeric keypad is shown on the screen, touching the Back button closes the keyboard or keypad.
- **Home** (○): return to the Home screen.
- **Recent apps** (◻): Use to relaunch a previously used app or remove it from memory.
- **Message** (✉) button: When the MWI LED indicates you have a message, use it to access your Voice Mailbox.
- **Mute** (🔇) button: Toggles audio from the microphone to the connected party on and off.
- **Headset** (🎧) button: When using a headset or Bluetooth headset, this button toggles the headset state. When the headset is active, the button LED illuminates red.
- **Volume control button** (🔊+, 🔊-): Use to adjust Ring, Headset, Handset, and Speaker volume.
- **Transfer** (📞) button: Transfers the current active call. Accesses the menu for display
- **DND** (🔕) button: Use to activate DND(Do Not Disturb)
- **Hold** (⏸) button: Use to place a call on Hold. Also, use to access a held call. In menu mode, it saves your inputs.
- **Speakerphone button** (🔊): Toggles the IP phone Speakerphone on and off. The button illuminates when the Speakerphone is active or the phone is in menu mode.

## 8.3 Mini-Tab Menus

The Mini-tab has several menus structured by the Android OS. Three basic menu types are employed the screen Options menu, the touch and hold Context menu, and general-purpose popup menus.

### 8.3.1 Screen Option Menus (Options menu and Menu button)

Many screens, including the Launcher screens, have an Options menu that is accessed by touching the Options Menu icon in the upper right or hardware [Menu] fixed button on the related screen. The menu, which is specific to a screen, displays along the bottom of the screen. An 'Options menu' selection is shown if more menu items can be displayed comfortably and displayed in a popup list in the upper right.

Some screens, including the Launcher screens, have an Options menu that is accessed by pressing the Menu button on the related screen. The specific screen menus are displayed along the bottom of the screen.

### 8.3.2 Touch and Hold Context Menus

The Context menus impact an Individual item or record, such as a contact, scheduled event, or song. These menus display in a popup in response to the 'Touch and Hold' gesture.

### 8.3.3 Dialogs and Popups

Dialog boxes are employed when a user entry is required, such as a contact name. Popups are used to inform the user of potential issues or warning messages such as 'Bluetooth not connected.'

## 8.4 Launcher Screens

The Launcher is divided into five (5) field where shortcut icons and widgets can be located. Selecting an application icon from one of the Launcher screens opens the application.

The LauncherHome screen displays upon power-up. Other Launcher screens can be viewed employing the flick gesture. Each Launcher screen can be customized by adding, deleting, or moving application icons and widgets.



## 8.5 Home Screen

As with all the Launcher screens, the Home screen is composed of the Notification and Status bar at the top of the screen, the main display area where application icons and widgets are displayed, and the App Dock right.

### 8.5.1 Managing running App

On a 1080i Phone, press the Recents app button. Users could use the Android thread manager to do stop an application.

Slide the running thread to the up to stop(remove) the application.



## 8.6 Application Dock

The Application Dock is scrollable and displays up to twenty dock locations for application icons. The scrollable App Dock appears on the right side of all the Launcher screens to permit quick access to apps than moving across the Launcher screens. The first eight dock locations are available, and the first four are fixed with icons for applications in 1080iiPECS phone include

### 8.6.1 Managing the App Dock

The icon for any installed application can be added to the dock, deleted from the dock by dragging an icon to the desktop or to the Waste-can 'X'. The number of available dock positions changed by put several icons in place.



## 8.7 Notification and StatusBar

At the top of the screen are the Notifications and Status bar. Icons to the right indicate the status of connections to the phone, the speaker, and alarms. Icons to the left are notifications of new events such as a new SMS and missed call or ongoing events such as call forward or mute. Icons displayed for notifications and states are shown in the chart below in the red box.



















When a Notification is given, a summary is displayed briefly along with the icon. The user can view details of the notification and, in most cases, respond from the Notifications panel. The panel is a scrollable list of all active notifications starting with ongoing events

To view the Notification panel,





- 1) Touch anywhere along the Notification and Status bar to expose the Notification tab and drag it down to open the panel.
- 2) Scroll the list to review the notifications.
- 3) Touch a notification to respond.
- 4) Press the [Back] fixed button to return to the previous screen.

















### 8.7.1 Notification Icons

Icons	Description
	State of properly connected from the Call Sever
	State of being disconnected from the registered Call Sever
	IP Address collision between nodes
	DND (Do not Disturb)
	External USB memory being mounted

Icons	Description
	New messages
	Missed calls
	The call is online with other parties
	The call is set to transfer
	Alarm Snooze
	Now music is playing
	The remainder of an upcoming event
	You have a new voice mail
	Headset is enabled
	Download file is exist
	Upload file is exist

### 8.7.2 Status icons

Icons	Description
	Bluetooth is enabled but not connected
	Bluetooth interface active, and now it is in connection
	LAN connected and available
	LAN(Giga) connected and available

Icons	Description
	LAN is connected, but the internet is unavailable
	LAN is not connected properly
	Connected to a Wi-Fi network and working properly through a wireless connection
	The network interface is selected as a Wi-Fi network but not set parameter yet
	Wi-Fi network parameter settings are not properly completed
	Alarm clock set
	Speaker of speakerphone off, music and alarms still sound
	PC port has a connection
	VPN is enabled
	The phone is connected to a network using VPN
	VLAN is set as enable
	VLAN is enabled and working on the network. There is no problem
	802.1x security is set as enable
	802.1x security is active at the network
	LLDP is enabled
	The phone is connected to a network using LLDP

**Remark**

WPA represents the security status of 802.1x.



### 8.7.3 Managing Status Bar

The status bar on the top of the 1080iscreen provides visual notifications for the system settings and status and quick access for important system settings. To access it, slowly slide down from the top to the bottom of the screen, like the following figure shows.



The running process will show up in the list. For example, the following items indicate aCalendar event, an Alarm event, and a Missed call.

- ✓ Tap on the notification message to view the details.
- ✓ Slide the notification message to the left side to remove it.

### 8.7.4 Managing System Setting Status Bar

Slide down the top status bar and touch the **SETTINGS** icon. Users will access system settings quickly.



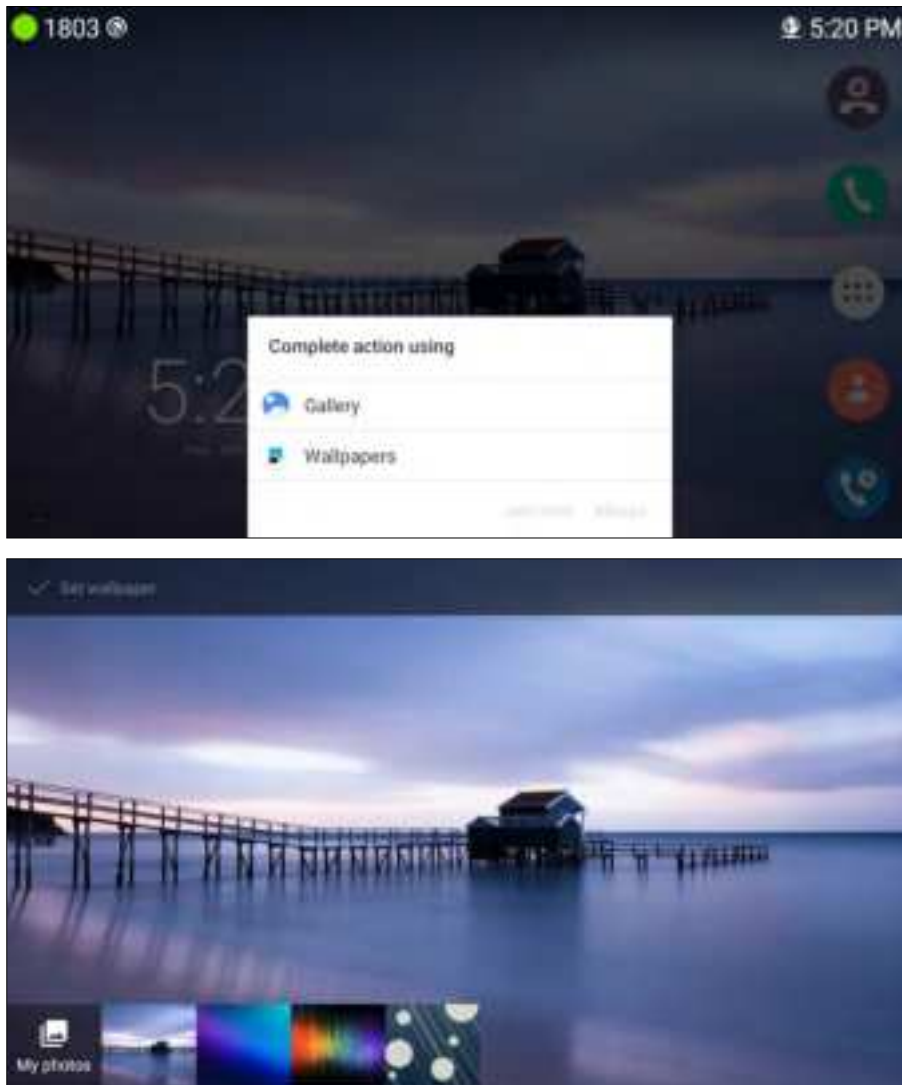
## 8.8 Customize the Launcher Screens

Each of the Launcher screens displays application icons, widgets, and shortcuts to favorites, playlists, etc. The icons and widgets can be added to or deleted from the Launcher screens or repositioned. Also, the background wallpaper can be changed.

### 8.8.1 Change wallpaper

To add a shortcut icon or widget to a Launcher screen.

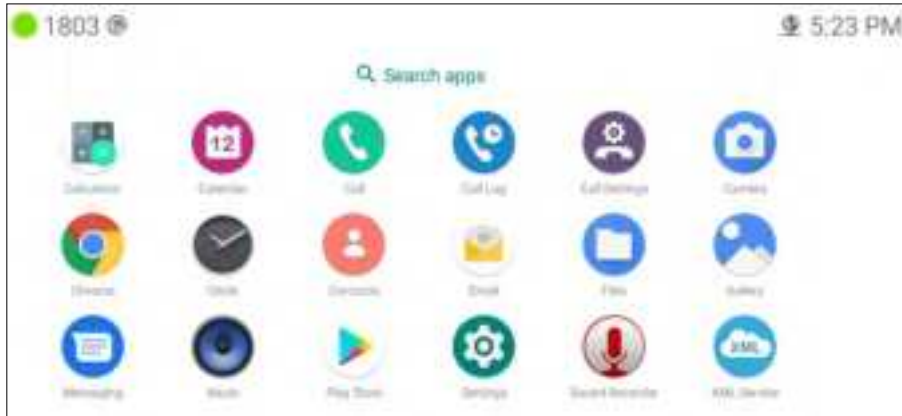
- 1) Touch and hold an empty spot on the screen. And press **Wallpapers**.
- 2) Select the type of application from Gallery or Wallpapers.
- 3) In the gallery, select the specific item to add and touch Set wallpaper.



## 8.8.2 Adding and Deleting Apps and Widget

### To add a shortcut icon to a Launcher screen.

- 1) Touch an app list button from the dock on the screen.
- 2) Select the type of item and hold (application shortcut icon).
- 3) Launch holding icons on the home screen.



### To add the widget to a Launcher screen.

- 1) Touch and hold an empty spot on the screen. And press **Widgets**.
- 2) Select the type of item and hold (widgets).
- 3) Launch holding icons on the home screen.



### To delete app to a Launcher screen.

- 1) Touch an app for about 2 seconds on the screen.
- 2) Drag to "X" or "trash bin."

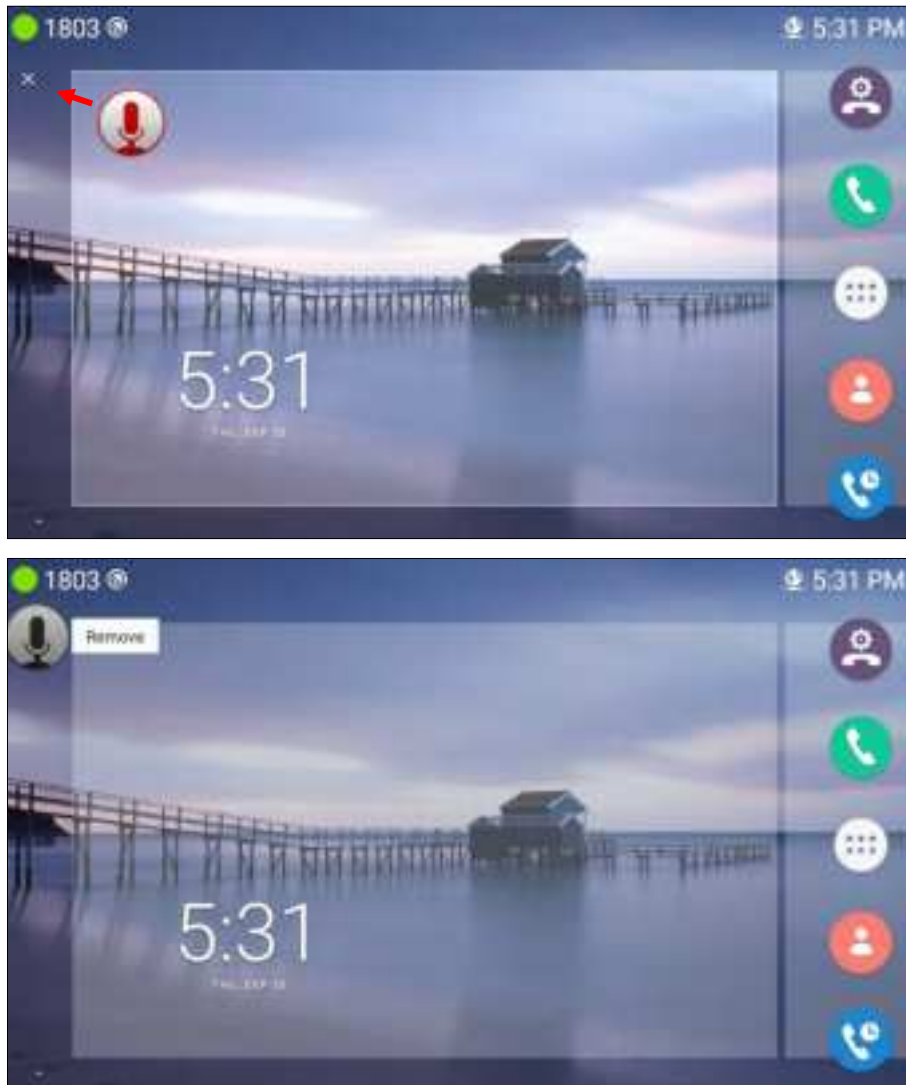
### **Note**

- ✓ If there is no available space on a Launcher screen, the popup text 'No more room on this Home screen' displays. The existing icon or widget must be deleted for another widget or icon.
- ✓ A picture taken with the Camera app can be used as wallpaper.

### 8.8.3 Reposition or Delete a Screen Item

*To reposition or delete an icon or widget, use the drag and drop gesture.*

- 1) Touch and hold the application until the Waste-can 'X' appears to the upper left.
- 2) Drag the icon across the screen, releasing the item at the desired location or on Waste-can 'X' to delete.
- 3) Release the item to reposition or delete it.



**Note**

When an item is dragged to the Waste-can 'X', see a popup saying 'Remove.'

## 9 Working with Contacts

With Contacts, users have quick access to a database of up to 2000 commonly called contacts. The database can be searched and communicated with a contact established. Users can manage the database, adding, deleting, and editing contact information.

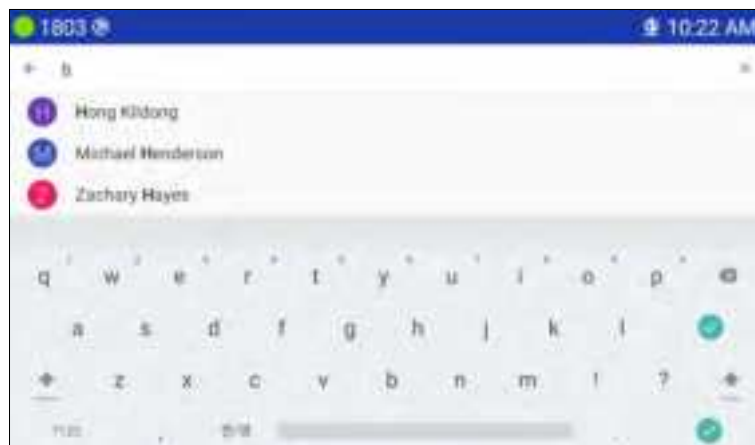
Contact information is stored in a VCard format imported to or exported from a USB stick or an optional Bluetooth device.



The Contacts list is opened with the Contacts icon in the Apps Dock.

### 9.1 Searching the Contacts

The Contact list can be searched to quickly locate contact for further activity, such as calling the contact.



#### To search for a contact,

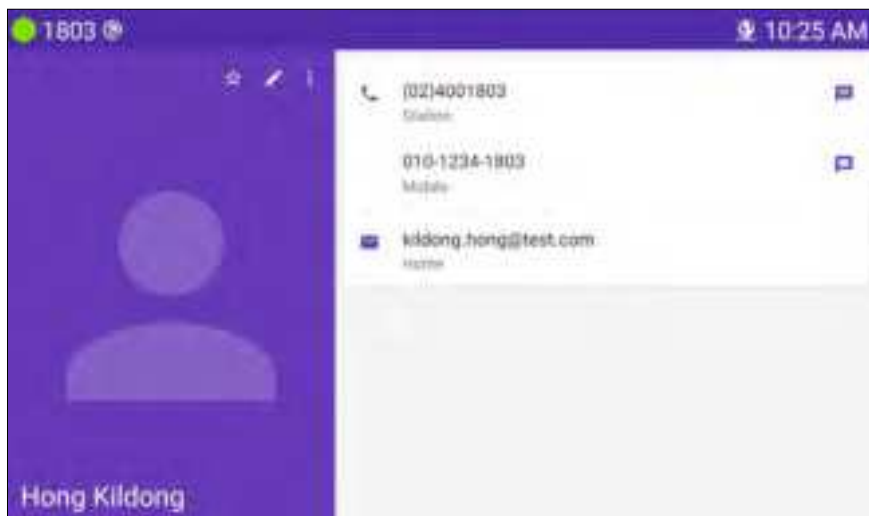
- 1) Open the Contact app by touching the Contact icon in the Apps Dock.
- 2) Touch the search icon in the upper right.
- 3) Enter the search text. As characters are entered, matching records display.

## 9.2 Communicating with Contacts

After locating a contact, the contact is selected (tapped) to display the options available for communicating with the contact. When an option is selected, the appropriate screen opens for the communication, the Call window, or the SMS screen.

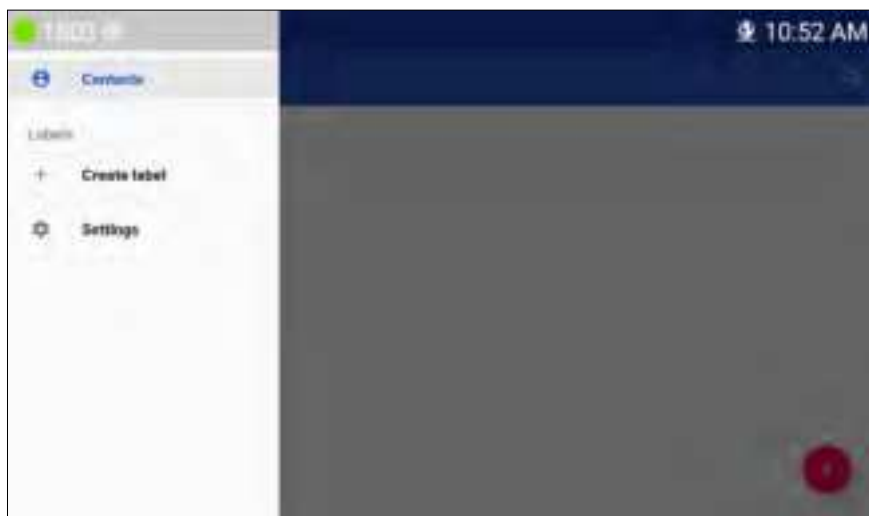
### To use Contacts to set up a communication.

- 1) Open the Contacts list by touching the Contacts icon in the Apps Dock.
- 2) Locate and touch the desired contact on the list.
- 3) Touch the icon on the right to send an SMS. Touch the Number on the right to call—the appropriate screen for the communication option selected opens.



## 9.3 Managing the Contact Database

The Contacts list options menu impacts the Contacts list as a whole and permits contacts to be added, imported, or exported.



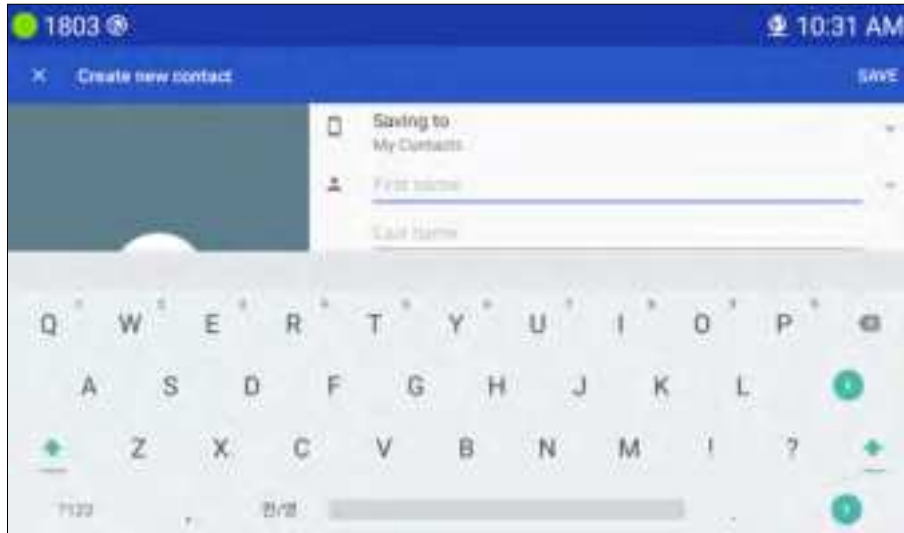
the options menu for the Contact screen includes tools as listed below.

- **Create label:** create Contact Group
- **Settings:** select some contact options such as account, display option, import/export, share, etc.

### 9.3.1 Adding a Contact

To add a Contact.

- 1) Open the Contacts list by touching the Contact icon in the Apps Dock.
- 2) Touch the New contact icon (+) in the bottom right.
- 3) Touch and complete entries in the 'New contact' form and touch SAVE. Use the flick gesture to scroll to additional entries in the 'New contact' form.

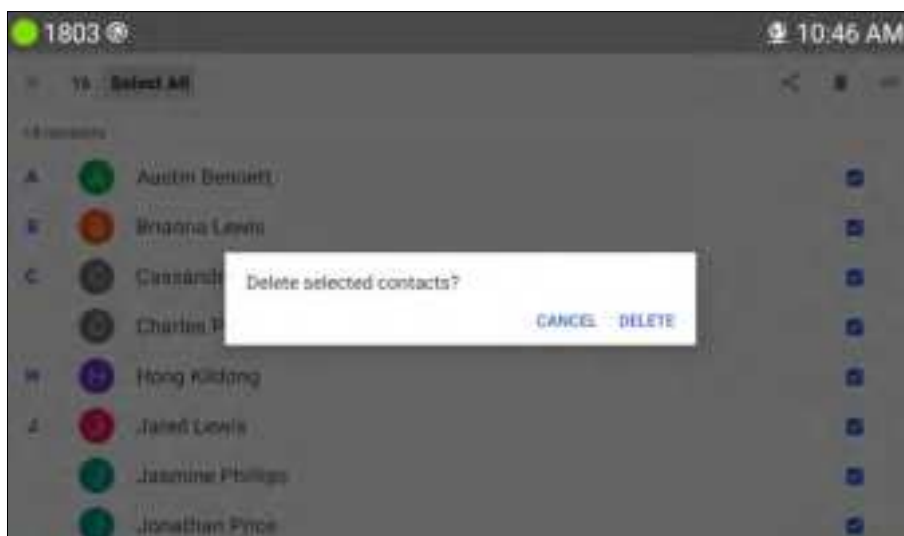


### 9.3.2 Delete all contacts

The Delete all contacts menu provides a way to delete all contacts at once.

To delete all contacts.

- 1) Open the Contacts database by touching the Contact icon in the Apps Dock.
- 2) Press and hold the desired contact on the list.
- 3) Change to the screen for deletion.
- 4) Press **[Select All]** on the upper left and then select the trash can icon on the upper right.
- 5) Complete the next phase by select again with DELETE confirmation.

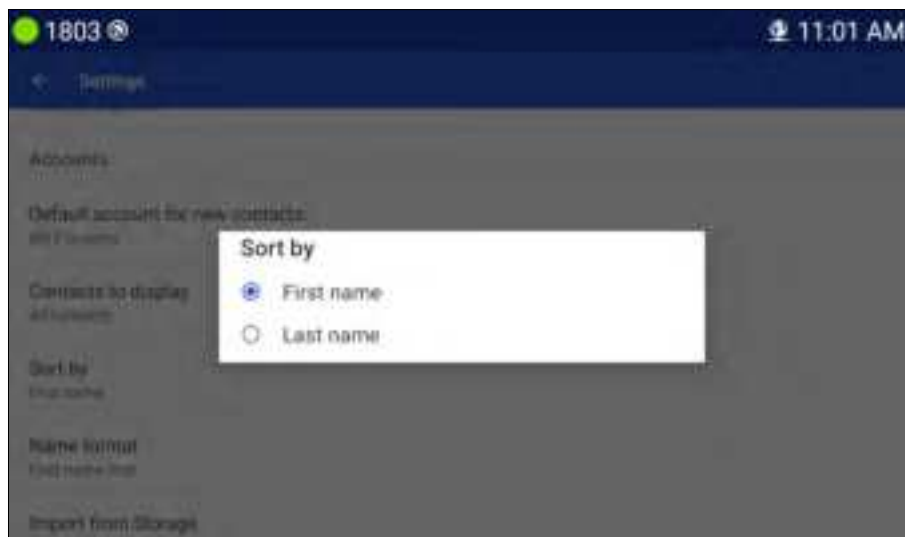


### 9.3.3 Display Options

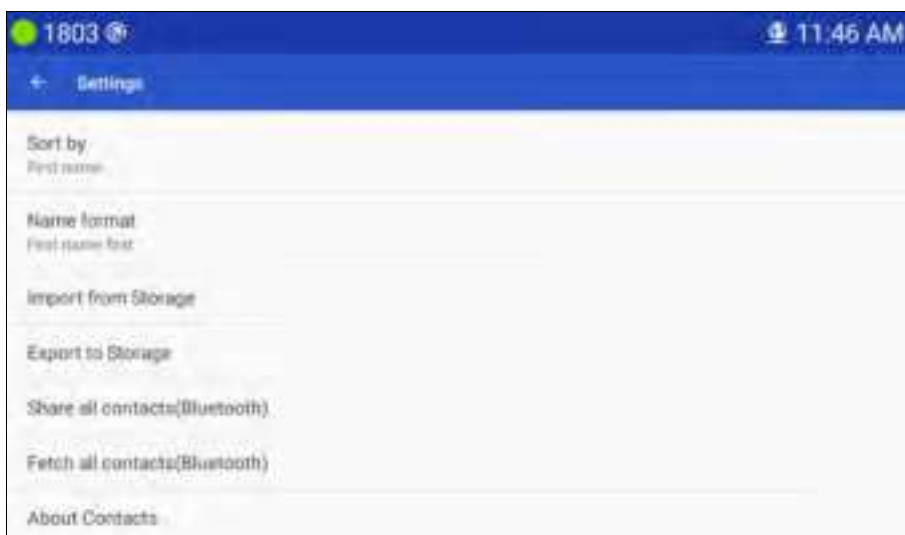
The Display options determine the displayed records, the sorting options for the Contact list, and how names are displayed.

To change the Display options:

- 1) Open the Contacts database by touching the Contact icon in the Apps Dock.
- 2) Touch the Options Menu button in the upper left.
- 3) Select **Settings**.
- 4) Select [Sort by] or [Name format].
- 5) Complete selections in the Display options screen



### 9.3.4 Import and Export Contacts



#### Import from Storage.

- 1) If VCard files import on a USB stick, move the USB files to the internal storage first.  
To do this, open the System settings menu by touching the Settings icon in the Apps Dock or pressing the [Menu] fixed button.
- 2) Select [Storage].



- 3) Select **Import from USB** and then select **Vcf**.
- 4) Check the VCard files to import and touch the **IMPORT** menu in the upper right.
- 5) Open the Contact application.
- 6) Touch the Options Menu button in the upper left.
- 7) Select Settings.
- 8) Select Import from Storage.
- 9) If multiple VCard files exist, identify the files to import. The files are imported to the Contacts database.

#### **Export to storage**

- 1) Open the Contact application.
- 2) Touch the Options Menu button in the upper left.
- 3) Select Settings.
- 4) Select Export to Storage.
- 5) Rename the file if desired and Press SAVE. The contacts are exported as a group VCard file with the vcf file extension.

#### **Import with Bluetooth - Fetch all contacts -**

- 1) Open the Contact application.
- 2) Touch the Options Menu button in the upper left.
- 3) Select Settings
- 4) Select *Fetch all contacts(Bluetooth)*.
- 5) The phone scans for and displays a list of nearby Bluetooth devices.
- 6) Select the desired Bluetooth device for the import, the phone imports the V-card files.


#### **Export with Bluetooth - Share all contacts -**

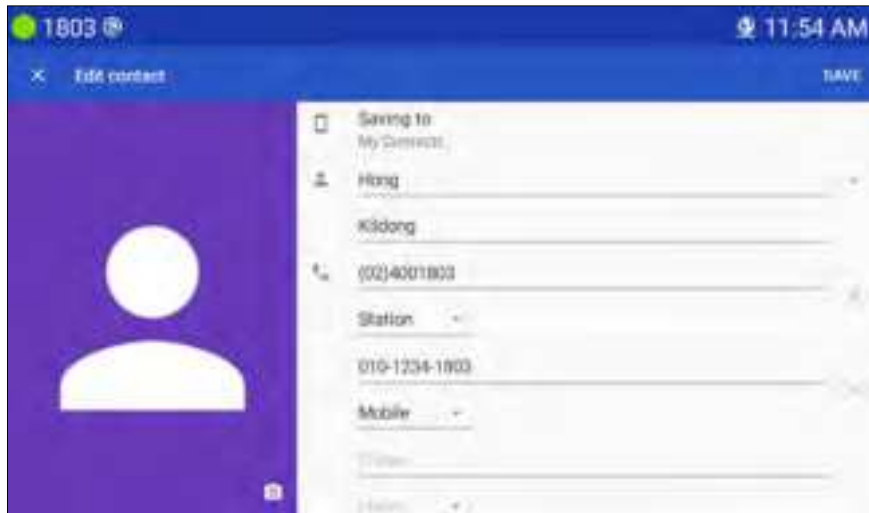
- 1) Open the Contact application.
- 2) Touch the Options Menu button in the upper left.
- 3) Select Settings.
- 4) Select **Share all contacts(Bluetooth)**. The phone scans for and displays a list of nearby Bluetooth devices.
- 5) Select the desired Bluetooth device to receive the export. The phone exports the V-card files.

## 9.4 Managing a Contact Record

### 9.4.1 Edit Contact Information

*To edit the information for a Contact.*

- 1) Open the Contacts list by touching the Contact icon in the Apps Dock.
- 2) Touch the desired Contact.
- 3) Touch the  icon in the upper left.
- 4) Modify the desired information and touch SAVE.



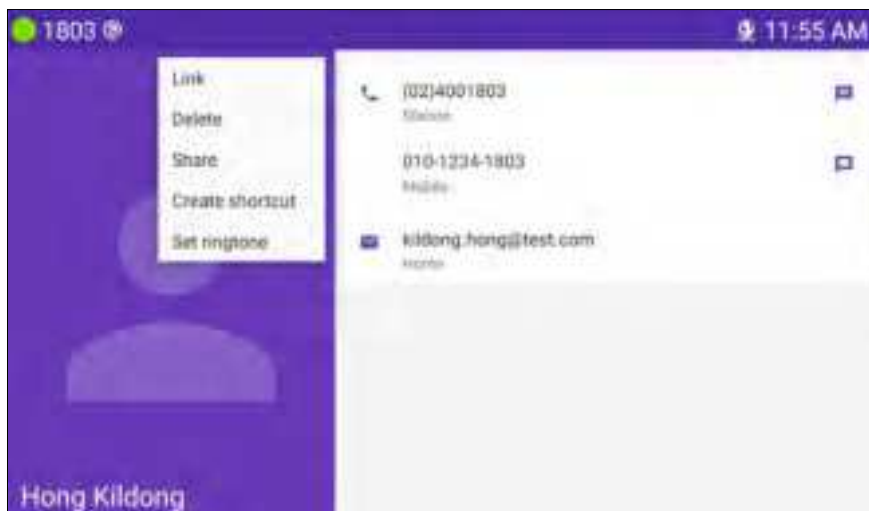
#### **Note**

The [Back] fixed button returns to the previous screen.

### 9.4.2 Deleting a Contact

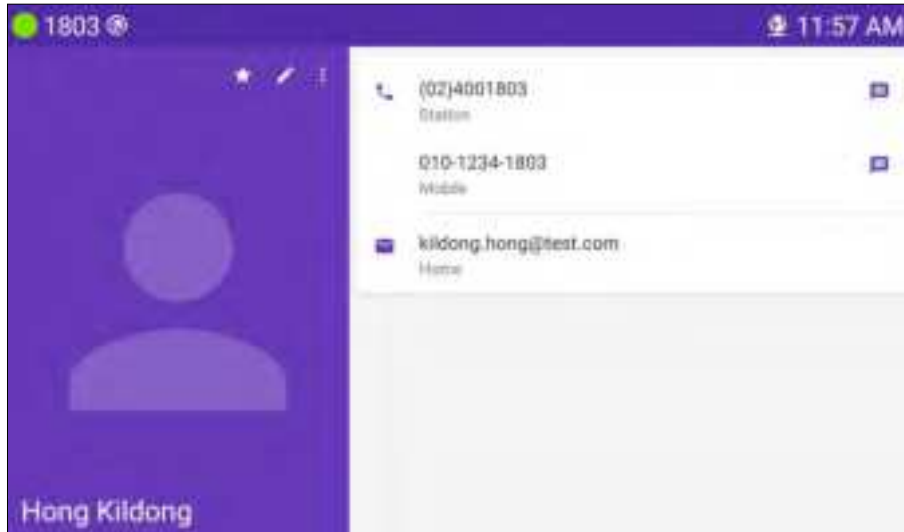
*To delete a Contact.*

- 1) Open the Contacts list by touching the Contact icon in the Apps Dock.
- 2) Touch the desired Contact.
- 3) Touch the Options menu in the upper left.
- 4) Select **Delete**.



## 9.5 Favorites

When a large number of Contacts are entered into the database, it can help have a smaller list of Favorite contacts for quicker access. Contacts marked as a favorite, display when the Favorite tab of the Call Log/Contact screen is selected. The list shows the Favorite Contacts sorted alphabetically, followed by a listing of recent calls.



To assign a Contact to the Favorites list.

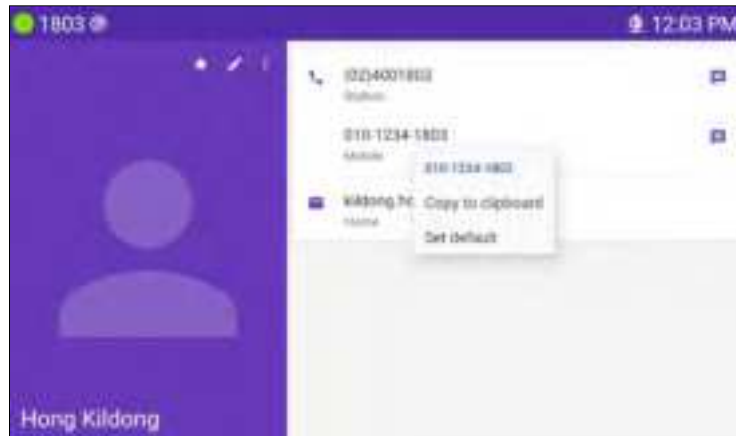
- 1) Open the Contacts list by touching the Contacts icon in the Apps Dock.
- 2) Locate and touch the desired contact.
- 3) Touch the star icon to the upper left to toggle the Favorite status of the contact. The star icon change to favorite color.



## 9.6 Miscellaneous Contact Options

### 9.6.1 Contact's Default Number

The Contact's default number is used when the contact record is touched and held to place a call. The default number, which can be changed, is marked with a check in the Contact's detailed information.




#### To change the default number.

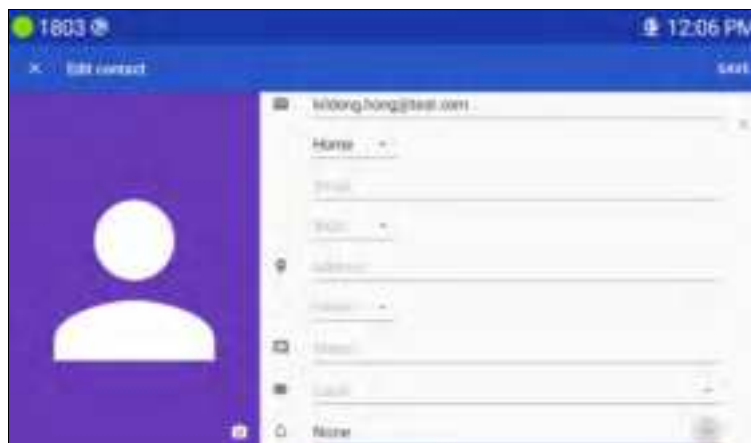
- 1) Open the Contacts or Favorites list.
- 2) Touch the name of a contact in the list to view the Contact's details.
- 3) Touch & hold the phone number to use as the default number.
- 4) Touch **Set default** in the Context menu.

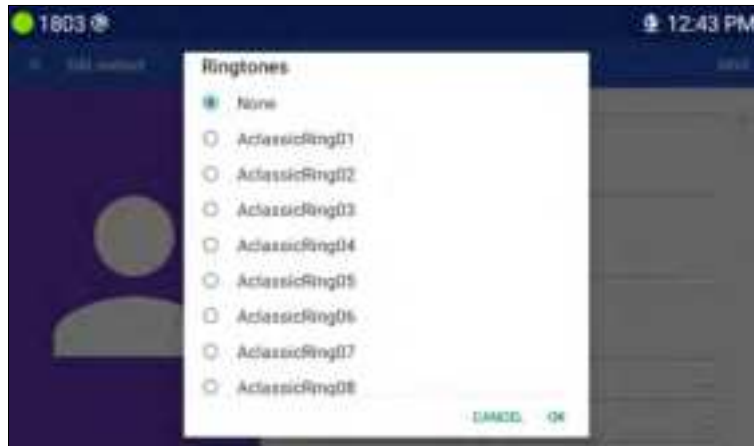
### 9.6.2 Contact Ringtone

The ringtone received when a call from the contact is received can be customized to identify the calling party quickly.

#### To set the ringtone for a Contact.

- 1) Open the Contacts list by touching the Contacts icon in the Apps Dock.
- 2) Locate and touch the desired contact.
- 3) Touch the  icon in the upper right.
- 4) Select **RINGTONE**.
- 5) From the scrollable list of ringtones that opens, select the desired ringtone, a sample of the ringtone plays, and then Touch OK.



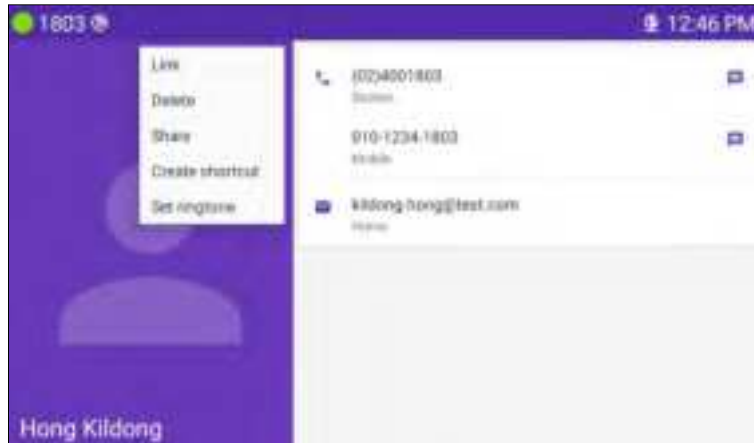


### 9.6.3 Share a Contact

A Contact record can be shared with an external device employing Bluetooth. The record is sent as a Vcf file with the contact's first and last name as the file name (John Smith.vcf).

To share a contact,

- 1) Open the Contacts list by touching the Contacts icon in the Apps Dock.
- 2) Touch the desired contact.
- 3) Press the Options menu in the upper left.
- 4) In the menu, selecting **Share** displays the Bluetooth device screen.
- 5) Select the Bluetooth device to receive the record. The record is sent.



## 10 Using Message (for iPECS station only)

1080i phone incorporates an iPECSstation SMS application so users of the phones can send and receive short text messages to another iPECS phone (station) users only. Each message can be a maximum of 80 characters. With 1080i, phone-messages are stored as a conversation or thread between two specific users and linked for display purposes. All the messages are sent or received are shown as a single thread on the Messaging screen. Up to 100 lines with up to 100 messages each can be stored.

The Messaging screen is shown when the Message icon in a Launcher screen or the message button is pressed, or when a 'New' message notification is selected from the Notifications screen.



### 10.1 Send a Message

From the Messaging screen or the Messaging screen Options menu, see below screenshot section, a new message can be prepared and sent to up to 4 users.



#### To send a message.

- 1) From the Messaging screen, select 'New message (+).' The Compose screen appears.
- 2) Touch the 'To' entry box, a keyboard appears.
- 3) Enter the receiving station number and touch 'Send to ...' displayed below it.

Note for a receiver that is a Contact. The QWERTY keyboard can be displayed by touching 'ABC' on the number pad and then enter the name. Matches are displayed for selection as characters are entered—repeat steps 2 and 3 for up to four (4) receivers. Touch the 'Send message' entry box and enter the message. As characters are entered, the number of bytes shown to the right of the box is reduced to indicate the remaining

characters allowed. After complete message typing, touch the Send icon on the right. The Messaging screen displays with the new message added to the appropriate thread.

Before sending the message, the message can edit, or smile faces can add.

**Note**

To hide the keyboard, press the Back button.

## 10.2 Compose Screen Options Menu

The Compose screen has an Options menu with the following tools.



- *People & options*: move to Message setting screen.
- *Archive*: archive the message and return it to the Messaging screen.
- *Delete*: delete the message.

## 10.3 Receive a Message

When a new message arrives at the system, the available SMS ready icon appears in the Notifications bar.

When the user drags down the notification bar and selects the available message icon, the SMS icon appears in the Notifications bar along with the sender and part of the message.

To view the full contents of the message

The available SMS notification icon shows only when the phone operates with iPECS Unified systems. And the icon will show below the screenshot.



- 1) Drag down the Notifications bar to expose the Notification detail and select the SMS notification.  
Or Select the SMS icon from a home screen or application list screen.
- 2) The screen will be moved to a list of messages at the SMS application
- 3) Touch the highlighted thread.

The thread's most recent messages are displayed, and previous messages can be viewed with the swipe gesture. The sender of the message is identified, followed by the message. Below the sender and message, the time received is indicated.

The thread screen includes the 'Send message' box so that the user may quickly compose a return message.



## 10.4 Message Options

Several actions can be taken relative to a message employing the Options menu. To view the menu, touch, and hold a message. In the menu, the following tools are available.

- *Share*: share a selected message.
- *Forward*: send a copy of the message to another user.
- *Copy Text*: copy a selected message, enter the 'To' user and send.
- *View details*: view details including date and time sent or received and receiver or sender.
- *Delete*: delete the message.

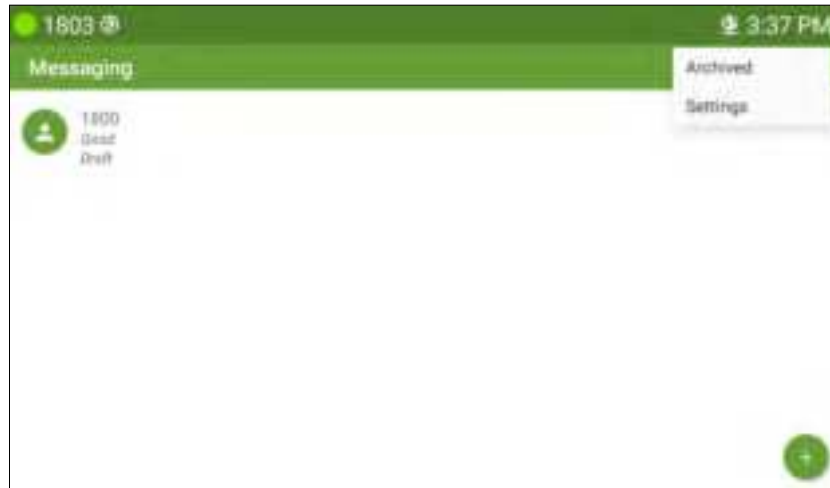




## 10.5 Messaging Screen Options Menu

The Messaging screen Options menu is displayed when the Options menu is touched while viewing the Messaging screen. The Options menu includes the following tools.

- *Archive*: move to the archived screen.
- *Settings*: set message sounds and notifications.



## 10.6 Deleting a Message Thread

A message in a thread can be deleted.



\* Old messages are deleted automatically when the message limits are reached.

## 10.7 Messaging Settings

The Settings for the Messaging screen includes items for managing message retention and activating new message notification.

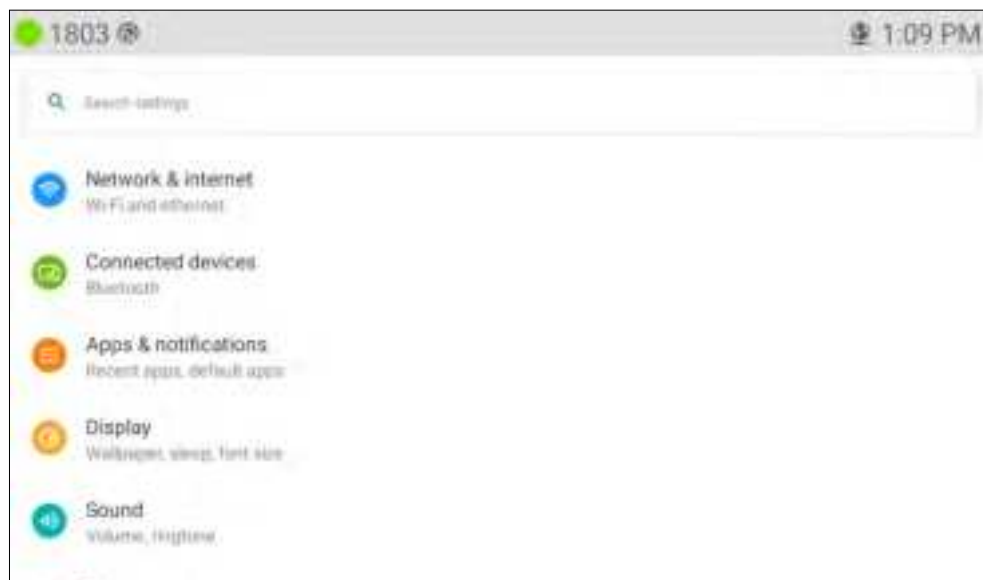
- *Default SMS app*: set the default SMS app.
- *Outgoing message sounds*: set the alarm sound when sending a message.
- *Notifications*: check the box to receive new SMS message notifications in the Status bar.
- *Sound*: set the alarm sound when it receives new SMS message notifications in the Status bar.



## 11 Settings

The System Settings menu, which is accessed with the Setting icon in the Dock or the Home screen options menu, contains items that have a global effect on the operation of the 1080i phone. In general, your administrator should configure the Settings. The settings include:

- *Network & internet*: assign the Wi-Fi and Ethernet characteristics and provide VPN and LLDP and Ping test features.
- *Connected devices*: assign characteristics of the Bluetooth interface.
- *App & notifications*: manage and control applications and view storage use.
- *Display*: adjust display brightness, enable animations, and configure the screen time-out.
- *Sound*: adjust audio level, assign incoming call ringtone, and ringtone for Notifications.
- *Storage*: view storage of built-in memory and external USB stick, manage USB.
- *Privacy*: manage and control the permissions of apps.
- *Security*: lock the screen, allowing only outgoing calls from the phone.
- *Accounts*: add individual account information.
- *Accessibility*: manage font size, the dark theme uses for display.
- *Google*: view google services and preferences
- *System*: set Language & Input, Date & time, Backup, Reset options
- *Lock/Unlock config*: set the menu as locked or unlock with password setting.
- *About device*: phone version display and update software.
- *Reboot*: restart the device.



### **Note**

You may need to scroll down the screen to see all selections.

## 11.1 Network & Internet (Ethernet)

Ethernet connection is set on as Static IP Address(10.10.10.10) by default. If you would like to use an Ethernet connection for network access, please make sure the Ethernet cable is plugged into the LAN port on the back of 1080i.



The Ethernet settings permit the configuration of the 1080i phone network interface and the local PC connection.

Configurable characteristics include:

- IP Address setting: select the type of addressing (Static or Dynamic), for Static addressing, configure the IP address, subnet, and default Gateway address, also assign DNS server address.
- VLAN setting: configure Virtual LAN id and priority for the LAN and PC ports.
- 802.1x setting: assign the Id and password for 802.1x authentications.

### **Note**

On the right side of the Notifications bar, an icon, as below, displays showing the enabled and active settings. If enabled but not active, the icon is colored in grey.

### 11.1.1 IP address

#### To configure Ethernet IP address settings on 1080i.

- 1) Go to Settings→Network & internet ->Ethernet→IP address
- 2) Select address type one of DHCP or Static mode.
- 3) For DHCP, just save the setting, and 1080i can be able to get the IP address from the DHCP server in the network.
- 4) For static mode, enter IP Address, Subnet Mask, Default Gateway, DNS Server, and Alternate DNS server to connect to the network correctly.

### 11.1.2 VLAN

VLAN settings define the Ethernet frame priority and VLAN identification following IEEE 802.1p/Q standards. Separate VLAN tags are assigned for the IP Phone PC port and the LAN (voice) port. With a VLAN Id assigned, only frames with the assigned Id are accepted, and all and voice frames sent by 1080i include the VLAN Id assigned to the LAN port.



The LAN ID assigns the identification for Ethernet frames for the IP Phone voice-port, including signaling and voice payloads. LAN Priority establishes the priority for Ethernet frames from the 1080i voice-port, including signaling and voice packets.

The PC ID assigns the identification for Ethernet frames for the IP Phone PC port. The PC Priority establishes the priority for Ethernet frames for the IP Phone PC port.

Setting the LAN ID or PC ID to zero(0) disables VLAN framing, and the IP Phone uses only standard Ethernet frames for each port.

The top status bar shows the VLAN indication icon with green color when VLAN is enabled and working well on the network.

Other network elements (LAN switches and default gateway) must support and be configured with proper VLAN parameters for proper operation.

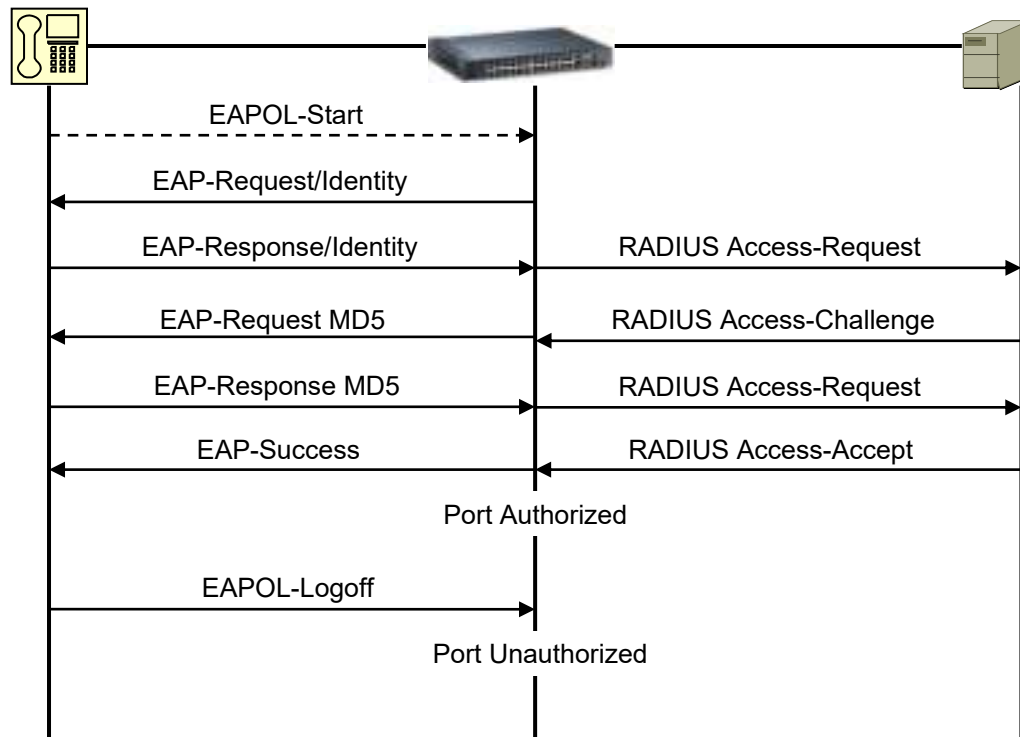
VLAN settings can be overwritten if LLDP is enabled.

### 11.1.3 802.1x

The 802.1x protocol is an IEEE standard for media-level access control. It offers the capability to permit or deny network connectivity, control LAN access, and apply traffic policy based on user or machine identity. The 802.1x protocol consists of three components (or entities):

- Supplicant – a port access entity(PAE) that requests assessment to the network. For example, the IP phone and the attached PC can be 802.1x supplicants.
- Authenticator – a PAE that facilitates the authentication of the supplicant. For example, the switch is an authenticator PAE that controls the network's physical access based on the authentication status.
- Authentication server – a PAE, typically a Remote Authentication Dial-In User Service (RADIUS) server that provides authentication service.

The 802.1x protocol makes use of Extensible Authentication Protocol (EAP) messages. The protocol in 802.1x is called EAP encapsulation over LANs (EAPOL). The Authenticator becomes the middleman for relaying EAP received in 802.1x packets to an authentication server using the RADIUS format to carry the EAP information.



- 1) Supplicant sends EAPOL-Start frame to Authenticator.
- 2) The authenticator sends the EAP-Request/Identity packet to the Supplicant.
- 3) Supplicant sends EAP-Response/Identity packet includes User ID to Authenticator.
- 4) The authenticator sends it as a RADIUS Access-Request packet to the Authentication Server.
- 5) Authentication Server sends a RADIUS Access-Challenge packet to Authenticator to decide the EAP Method.
- 6) If Authentication Server and Supplicant agree with EAP Method, exchange EAP Request and Response between Authentication Server and Supplicant through the Authenticator.
- 7) Authentication Server sends EAP-Success (RADIUS Access-Accept) or EAP-Fail (RADIUS Access-Reject.).

### 11.1.3.1 802.1x Setting

1080i phone supports Layer 2 (Ethernet) security employing 802.1x port-based Network Access Control. EAP-MD5 method is used for ID and password authentication for access to the network. The ID and password can be up to 128 characters each.



- 1) 802.1x Activation
  - Select whether the telephone responds or not responds as a supplicant.
- 2) ID / Password
  - The IP Phone requires accessing the network by specifying a username and password when the supplicant option is enabled.
  - Authentication user names and passwords for each Supplicant device must be provisioned in the RADIUS server
- 3) Pass-Through Mode
  - The IP Phone has Ethernet Port for PC or another Ethernet device, and It needs to control 802.1x traffic of that port. There are three modes for that.
  - PassThru: IP Phone pass 802.1x traffic from the network to PC Port.
  - PassThru Off: IP Phone blocks 802.1x traffic from the network to PC Port.
  - PassThru Logoff: IP phone sends 802.1x Log Off packet instead of the device connected to PC Port when the device is disconnected from the PC port.

## 11.2 Network & Internet (Wi-Fi)

Wi-Fi is a wireless networking technology that can provide internet access at distances of up to 30 meters, depending on the Wi-Fi router and your surroundings.

### 11.2.1 Turn Wi-Fi on & connect to a Wi-Fi network

If you're adding a Wi-Fi network when first setting up your device, Wi-Fi is turned on automatically.



- 1) Touch Settings > Network & internet> Wi-Fi.
- 2) Slide the Wi-Fi switch to the on position.
- 3) The device scans for available Wi-Fi networks and displays the names of those it finds. Secure networks are indicated with a Lock icon. If the device finds a network that you connected to previously, it connects to it.
- 4) Touch a network name to see more details or connect to it, and type a password if necessary. Or, if your Wi-Fi router supports Wi-Fi Protected Setup, touch the WPS icon on your tablet, and then touch the same button on your router.

To modify a network's settings, touch & hold the network name.

### 11.2.2 Add a Wi-Fi network

You can add a Wi-Fi network so that your device will remember it, along with any security credentials, and connect to it automatically when it's in range. You must also add a Wi-Fi network if the network does not broadcast its name (SSID) or to add a Wi-Fi network when you are out of range.

#### To join a secured network

you first need to learn security details from the network's administrator.

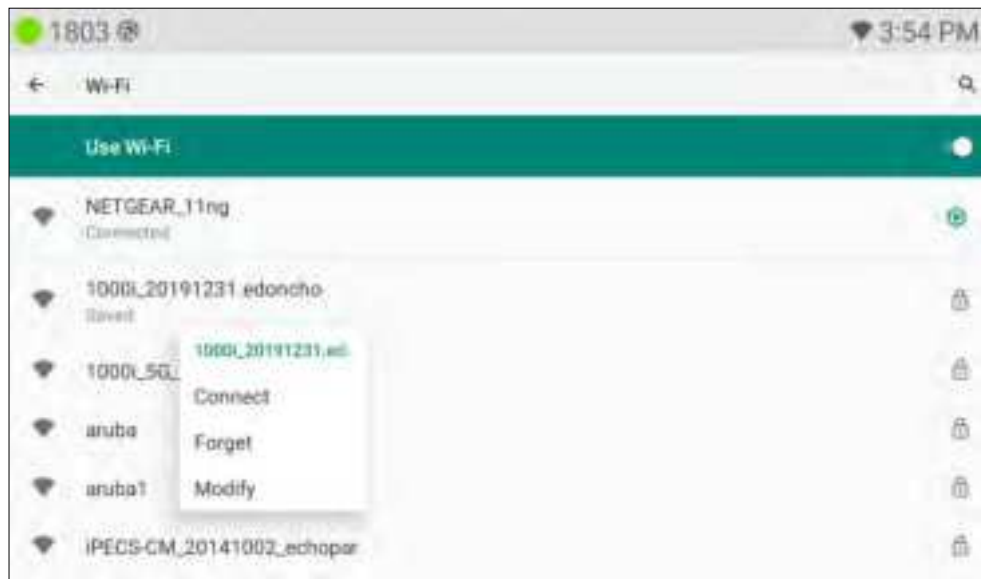
- 1) Turn on Wi-Fi if it's not already on.
- 2) In the Wi-Fi settings screen, go to the bottom of the screen and touch **Add network**.
- 3) Enter the SSID(name) of the network. If necessary, enter security or other network configuration details.
- 4) Touch SAVE.

The information about the network is saved. Your tablet will connect to this network automatically the next time you come within range.



### 11.2.3 Forget a Wi-Fi network

You can make the tablet forget about the detail of a Wi-Fi network that you added - for example, if you don't want the device to connect to it automatically or if it's a network that you no longer use.

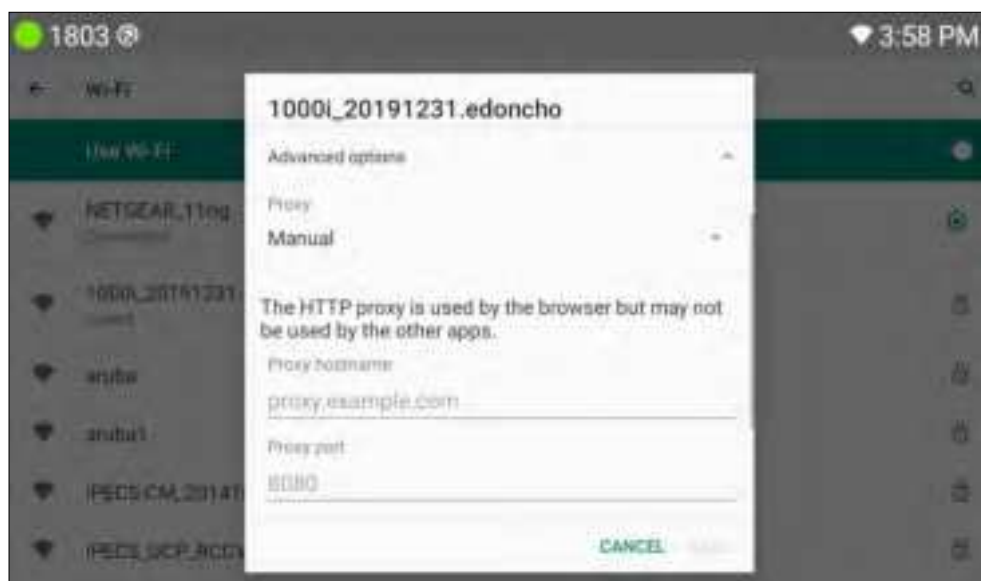


- 1) Turn on Wi-Fi if it is not already on.
- 2) In the Wi-Fi settings screen, press and hold the name of the network you have added.
- 3) Touch **Forget** in the dialog that opens.

### 11.2.4 Configure proxy settings for a Wi-Fi network

Some network administrators require you to connect to internal or external network resources via a proxy server. By default, the Wi-Fi networks you add are not configured to connect via a proxy, but you can change that for each Wi-Fi network you've added.

Proxy settings are used by the browser but may not be used by other apps.



- 1) Touch & hold a network in the list of Wi-Fi networks you have added.
- 2) Touch **Modify** in the dialog that opens.

- 3) Select Show advanced options.
- 4) If the network has no proxy settings, touch **None** under Proxy settings, then touch **Manual** in the menu that opens.
- 5) Enter the proxy settings supplied by your network administrator.
- 6) Touch SAVE.

The proxy settings apply only to the Wi-Fi network you modified. To change the proxy settings for other Wi-Fi networks, modify them individually.

### 11.2.5 Wi-Fi static IP Settings

To work with advanced Wi-Fi settings:

- 1) Turn on Wi-Fi if it is not already on.
- 2) In the Wi-Fi settings screen, touch & hold a network in the list of Wi-Fi networks.
- 3) Touch **Modify** in the dialog that opens.
- 4) Select Show advanced options.
- 5) If the IP settings are DHCP, touch **DHCP** under IP settings, then touch **Static** in the menu that opens.
- 6) Enter the network settings supplied by your network administrator.
- 7) Touch SAVE.



**This screen also displays the following information:**

IP address. The Internet Protocol (IP) address is assigned to the tablet by the Wi-Fi network you are connected to (unless you used the IP settings to assign it a static IP address).

#### **Note**

If Wi-fi mode is enabled, 1080i network operates via Wi-Fi and if Wi-fi mode is disabled, 1080i network operates via ethernet. When Wi-Fi network does not work, the network does not automatically work through the ethernet port.

## 11.3 Network & Internet (Network service)

The Network service menu includes:

- OpenVPN
- LLDP
- Ping Test
- Web Admin



### 11.3.1 OpenVPN

OpenVPN settings define security priority. OpenVPN implements virtual private network technology employing an open-source software application. The phone OpenVPN implements User name/password or certificates for authentication utilizing SSL/TLS (Secure Socket Layer/Transport Layer Security).

OpenVPN is a tried and true VPN solution. It's totally secure and infinitely configurable. You can install and run this function without relying on a special configuration.

OpenVPN can be a little daunting to configure the first time you jump into it, but once you get your configuration worked out, it's a pleasure to use. After you have the software running on your network, it's possible to perform many tasks seamlessly. One of the most popular and practical uses for OpenVPN is its ability to enable secure surfing and from home to office network access—whether you're out traveling or you're on an open wi-fi access point. It can also connect separate remote networks into one extensive network that is fully routable. As you can see, there's no limit to what you can do with OpenVPN.





The OpenVPN setting menu provides the following nine settings.

- 1) Enable/Disable the OpenVPN.
- 2) Set the Remote server address for OpenVPN. It can be up to 128 characters.
- 3) Set the Remote server port for OpenVPN.
- 4) Set the Protocol type for OpenVPN. It can be TCP or UDP.
- 5) Set the default crypto. It can be BF-CBC, AES-128-CBC, DES-EDE3-CBC.
- 6) Set the ID of the VPN. It can be up to 128 characters.
- 7) Set the Password of the VPN. It can be up to 128 characters.
- 8) Installing the Root CA Certificate.

### 11.3.2 LLDP Setting

When enabled, the 1080i phone employs LLDP (Link Layer Discovery Protocol) to advertise capabilities and determine the surrounding network environment's characteristics. The phone can determine and automatically configure VLAN settings for the LAN port when LLDP is enabled, and the VLAN policy is Auto.



The IEEE 802.1AB Link Layer Discovery Protocol (LLDP) defines LAN devices' standard method to inform each other about their configurations. The 802.1AB standard defines a set of advertisement messages, called type-length-values (TLVs).

LLDP Media Endpoint Discovery (LLDP-MED) protocol enhances the 802.1AB standard that provides “plug and plays” capability for VoIP networks.

1080i phone supports for LLDP and LLDP-MED extensions provide the ability to use discovered information such as device type, software version and serial number, and other inventory management information.

Through the LLDP protocol, the 1080i phone communicates with the switch to learn the voice VLAN ID. There is no longer a need to configure VLAN tagging manually.

**Note 1**

The following is a list of supported TLVs:

No	Name	Information
1	Chassis-Id	The IP address of the phone (4 bytes) Note: 0.0.0.0 is sent until the phone has a valid IP address.
2	Port-Id	MAC address of the phone (6 bytes)
3	Time-To-Live	Number of seconds that the recipient should consider the LLDP information to be valid, 120 seconds.
4	System Name	iPECS 1080i
5	System Description	Model name, Package Version
6	Capabilities	Telephone and Bridge if the phone has PC port support
7	Management Address	The IP address of the phone
8	LLDP-MED Capabilities	Identifies the types of LLDP MED capabilities are supported by the phone. Capabilities - 0x33 (LLDP-Med capabilities, Network policy, Extended Power Via MDI-PD, Inventory) Class Type III
9	Network Policy	specifies the VLAN ID, the 802.1 priority, and the differentiated-services-code-point (DSCP) value ApplicationType: Voice (1), Policy: (Unknown(=1)/Defined(=0) Unknown, if the phone is in the booting stage or if the switch does not support network policy TLV. Defined, if the phone is the operational stage and Network policy TLV is received from the switch.), Tagged/Untagged, VlanId, L2 priority, and DSCP
10	Extended Power Via-MDI	Contains information related to how the device is powered, power priority, and how much power the device needs. 1080i needs 12000 mw.
11	LLDP-MED inventory Hardware revision	H/W version of the phone
12	LLDP-MED inventory Firmware revision	Package version of the phone
13	LLDP-MED inventory Software revision	Package version of the phone

No	Name	Information
14	LLDP-MED inventory Serial number	Mac address of the phone (ASCII string)
15	LLDP-MED inventory manufacturer name	iPECS
16	LLDP-MED inventory Model name	1080i
17	End of LLDPDU	Indicates the end of an LLDP data unit

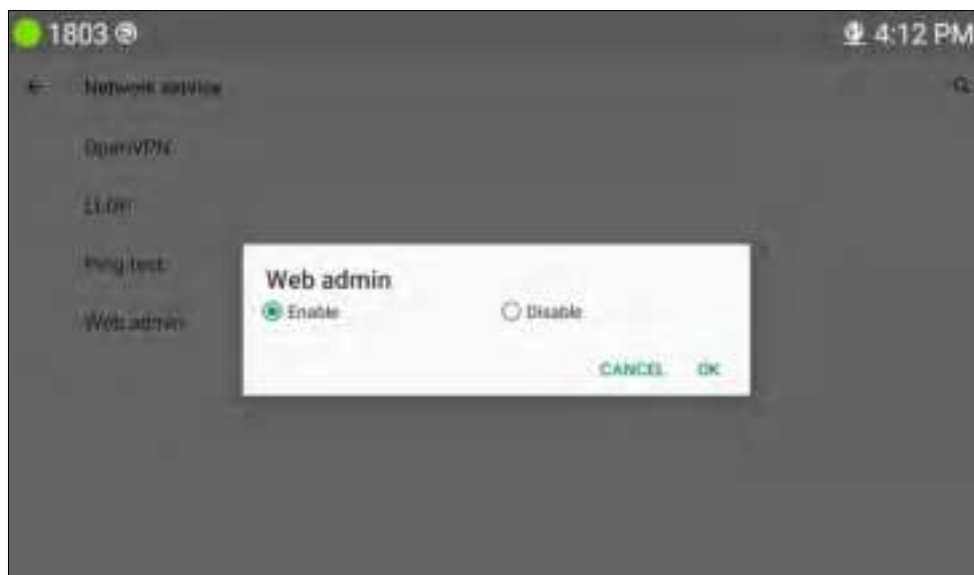
### 11.3.3 Ping Test

1080i phone supports primary ping test menu. Input destination IP address, then touch **Ping Test**. It will take a few seconds to see the result.



### 11.3.4 Web Admin

The 1080i phone's web admin service is enabled as default. So the user has to disable this menu to make a limitation to access Web Admin of 1080i.




## 11.4 Connected devices (Bluetooth)

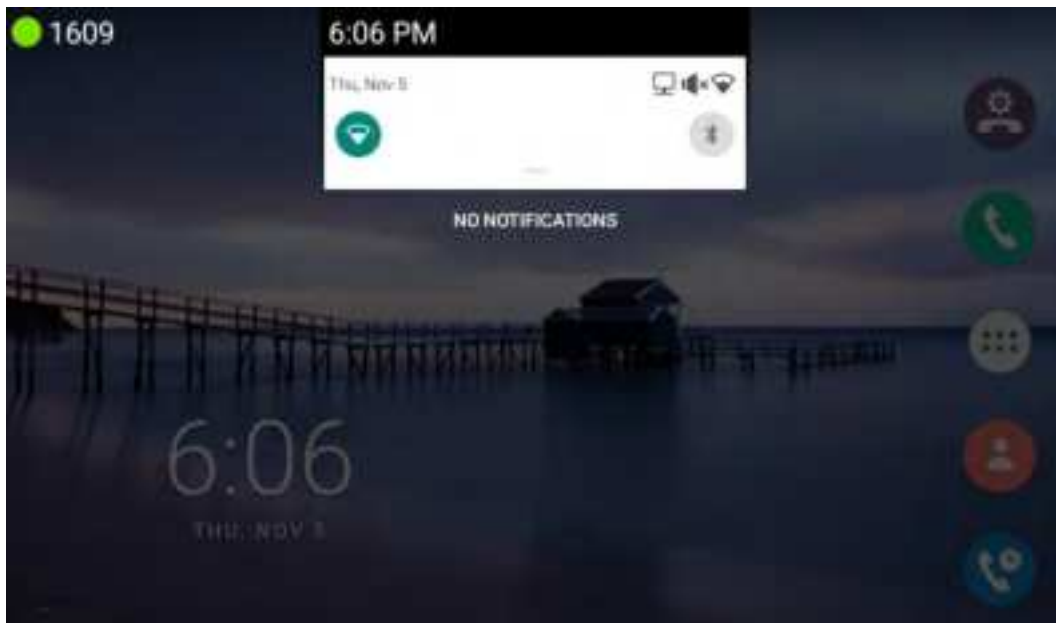
You can pair devices together via Bluetooth to transfer data, play audio, conduct calls, and other functions. Devices must be appropriately paired before any form of data can be transferred or played audio.

After you pair a Bluetooth device for the first time, your devices can pair automatically. If your phone is connected to something through Bluetooth, you'll see a Bluetooth icon at the top of the screen.

Please follow the below options to find out how to pair devices together.

### 11.4.1 Bluetooth Pairing via Quick Settings

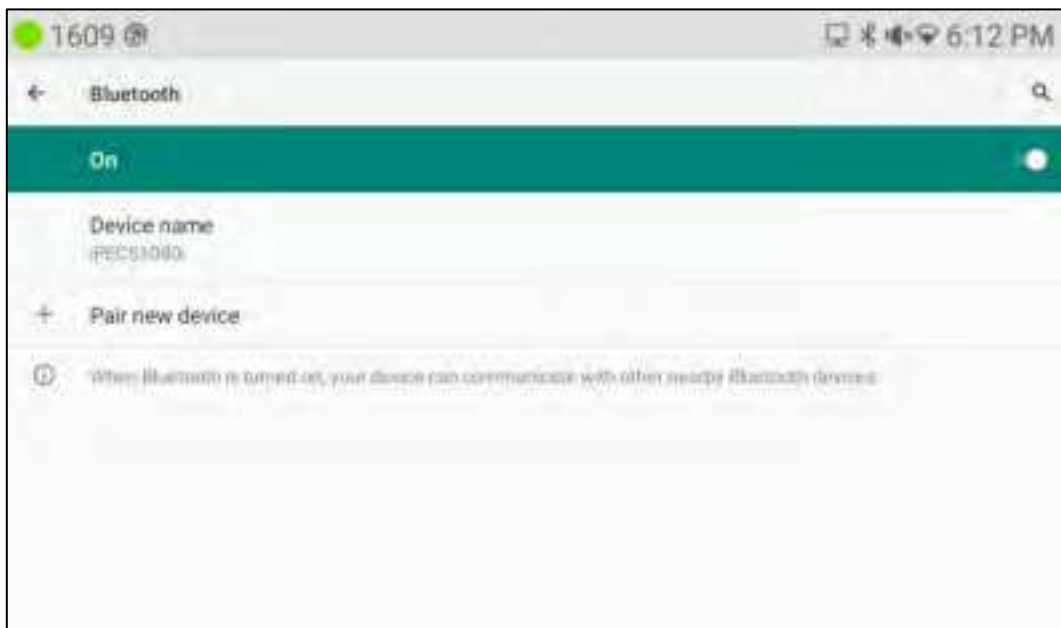
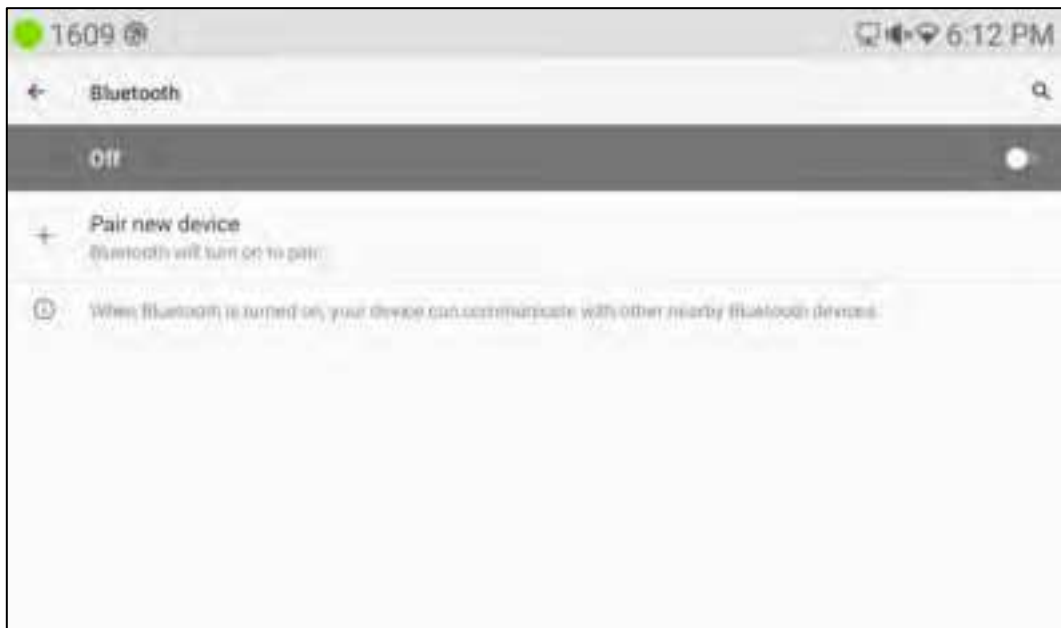
- 1) Swipe down on your screen to access your Quick Settings and tap on the to enable Bluetooth (  ).



- 2) Press [Connection preferences] and next, press [Bluetooth]



- 3) Toggle on [Off].



- 4) Press [Pair new device] and select the device you would like to connect to

**Note**

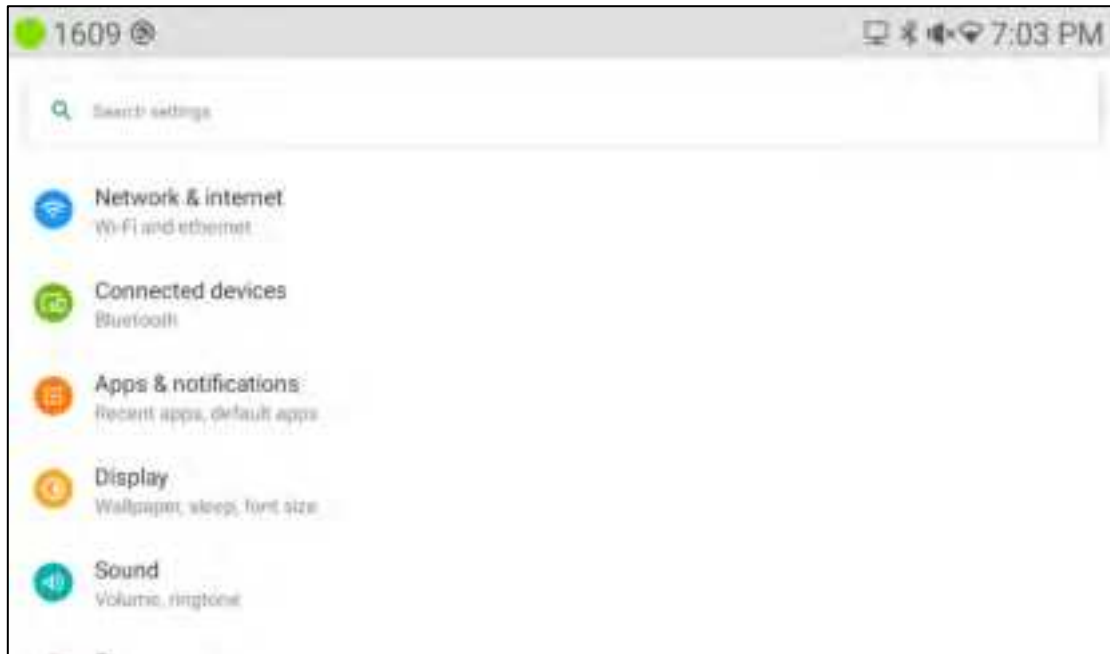
Several headsets can be connected but what can be active is one headset. It is possible to check the Active status in Connected devices menu and change active by touching one of the lists.

The coverage of BT devices may vary depending on the BT environment and BT headset type



### 11.4.2 Bluetooth Pairing via Connection Settings

Head into your Settings > Connected devices



The next steps are the same as the previous

### 11.4.3 Device Name

1080i uses "iPECS 1080i" as my device name by default. The device name will be visible to other devices when connecting them. And just touch the current device name to change or modify the name.

### 11.4.4 Bluetooth Headset

The headset connection delivers audio from the phone to the Bluetooth headset paired with the phone. A fixed button is assigned for the Headset function. When the button is touched, the audio is delivered to the headset, and the button illuminates. Touching the button again disconnects the call. When the handset is lifted, the active voice device is changed to the handset. The phone can also be configured to deliver a ringtone to the headset in place of the speaker. In this case, if the headset is active, ringing and audio are sent to the headset.

The following is a list of known compatible headsets.(Plantronics\_Explorer 120 and Jabra STEEL only)

- 1) Support only for Headset profile.
- 2) Press the [Call] button to answer the incoming call.
- 3) Press the [Call] button to terminate the conversation.
- 4) The 'Call Reject' and 'Call Redial' function is not available.
- 5) Users cannot dial by pressing the [Call] button on the Bluetooth headset when the 1080i phone is in an idle state.

#### **Note**

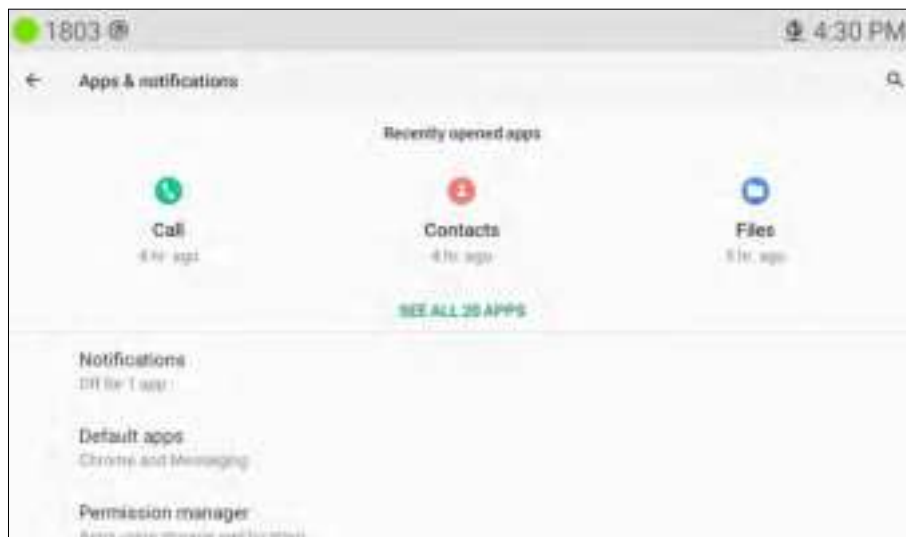
Use of a headset with a mini-sized Bluetooth dongle is not recommended because call progress tones (dial tone, ringback tone, etc.) or even voice might be distorted.

## 11.5 Apps & notifications

The Apps& notifications setting menu is used to manage and view the status of Android applications on the phone.

**Selections include:**

- *Recently opened apps*: show the newly opened applications.
- *See all apps*: show the lists of all applications installed on the phone.



## 11.6 Display

**Display settings include:**

- *Brightness*: set the screen brightness.
- *Dark Theme*: set the dark theme usage.
- *Wallpaper*: set the screen home-wall appearance picture.
- *Screen timeout*: set the screen's duration when the user takes no action with the phone.
- *Font size*: set the default font size for all displayed font size.
- *Screen saver*: set the type, and the use of the screen save type on the phone



## 11.7 Sound

Sound settings control the ringtones and volume for incoming calls and Notifications.

**The Sound settings include:**

- *Volume*: set the volume level for ring, voice, alarm, and notification signals.
- *Phone/External Ringtone*: select the tone for incoming intercom calls.
- *Default notification sound*: select the ringtone for a new message and missed call notifications.



## 11.8 Storage

The Storage settings are provided to view and manage the internal memory and the USB stick.

**Settings include:**

- *Available space*: available memory space for user data.
- *USB Storage*: view and manage the contents of the USB stick.



### 11.8.1 USB Storage

A USB stick(up to 256GB) can be inserted in the USB host slot on the rear side of the 1080i phone.

With the USB stick Settings, the total and available memory on the stick displays, and the card's data may be erased.

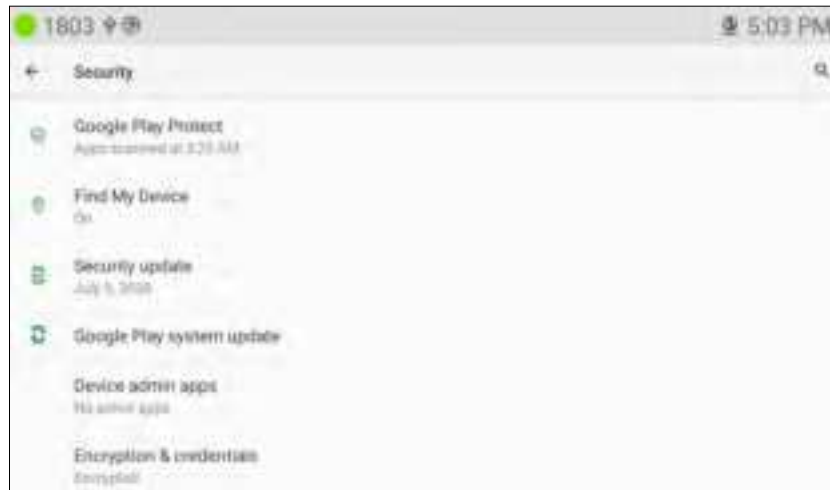
Also, It is the support of importing or exporting media files to or from the USB stick.

Media files are shown with a click box to selected copy to internal storage.



## 11.9 Security

The display of a 1080i phone can be locked so that none of the apps are exposed, and only an outgoing call can be made. To set-up the screen lock, the user will receive instructions to connect a series of on-screen dots. The pattern must link a minimum of four (4) dots. Once the pattern is accepted, the idle screen will display the dots with the date, time, and an outgoing call icon, as shown below. While an outgoing call may be placed, other phone functions are unavailable until the user connects the dots in the recorded pattern.



## 11.10 Account

The detailed information about 'Add account' refers to the 'Email' section below.

## 11.11 System

### 11.11.1 Languages & input

**The Language and Keyboard menu includes:**

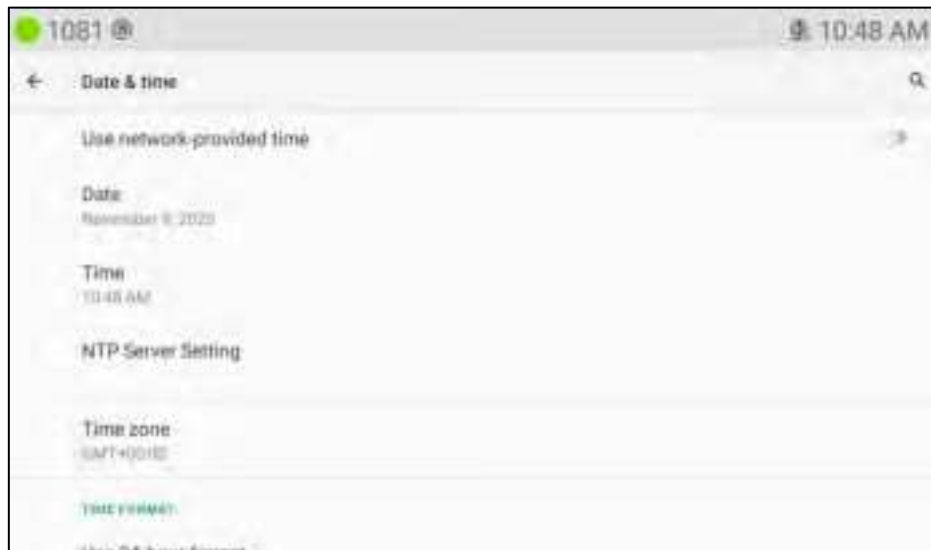
- *Select language:* select from the available display languages.
- *Virtual keyboard:* select and configure the standard Android QWERTY keyboard.
- *Physical keyboard:* select the connected physical keyboard.



### 11.11.2 Date & time

The Date & time can be configured automatically or manually, and the format of the Date and Time display can be adjusted.

- *Use network-provided time*: use the Date and Time from the NTP Server.
- *Set Date/Time*: set the date and time when Use network-provided time is not used.
- *NTP Server Setting*: enter the URL of the NTP (Network Time Protocol Server).
- *Time zone*: select the time zone
- *Use 24-hour format*: select time to display in the 24- or 12-hour format.



### 11.11.3 Factory Reset

Privacy is used to return the 1080i phone to the default configuration. The reset removes all entries in the Contacts and Calendar databases and all other personal data stored in the internal Flash memory.

#### **Note**

Reset to default does not impact information stored on the USB stick.



#### 11.11.4 System update

The 1080i phone software can be updated from the USB stick in the USB host slot located on the phone's rear side. When a USB stick is inserted, the **USB Update** menu is changed to a selectable state. If the USB stick has a valid Version file and software image and the **USB Update** is selected, the upgrade progress dialog appears.

Also, network update is possible from HTTP(S) Server.

First, configure the update options in the **Network Update Setting** menu and select the **Network Update**.

Then, the upgrade progress dialog appears.

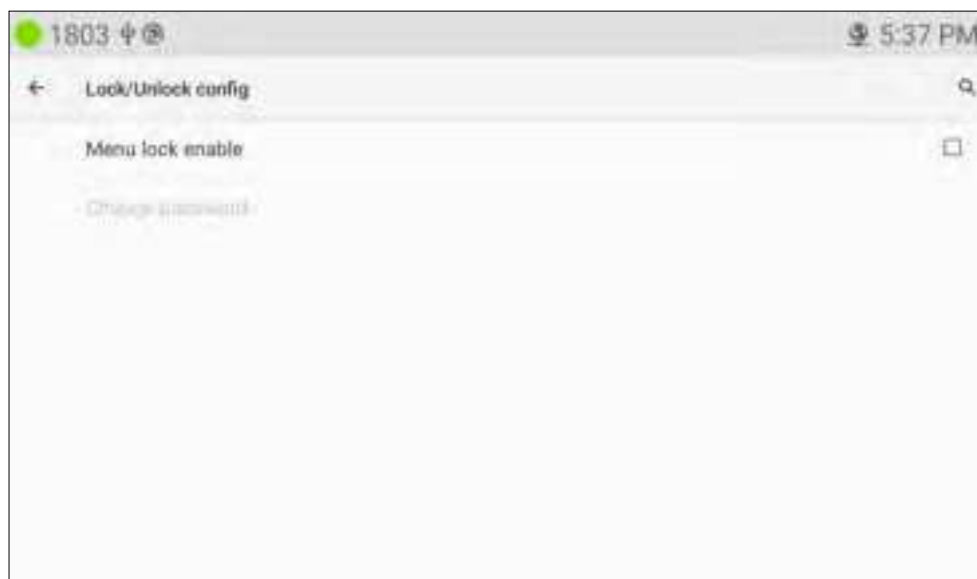


#### **Note**

During the update procedure, do NOT unplug or remove the phone from the power source.

## 11.12 Lock/Unlock Config

A password lock setting can control some critical menus. And this menu provides a set password for that purpose.



## 11.13 About device

About displays information about 1080i phone, including the OS version, Build number, etc.



### **Note**

You may need to scroll down the screen to see all selections.



## 11.14 Reboot

The phone's soft restart can be started at this menu without a power plug out from the Phone.



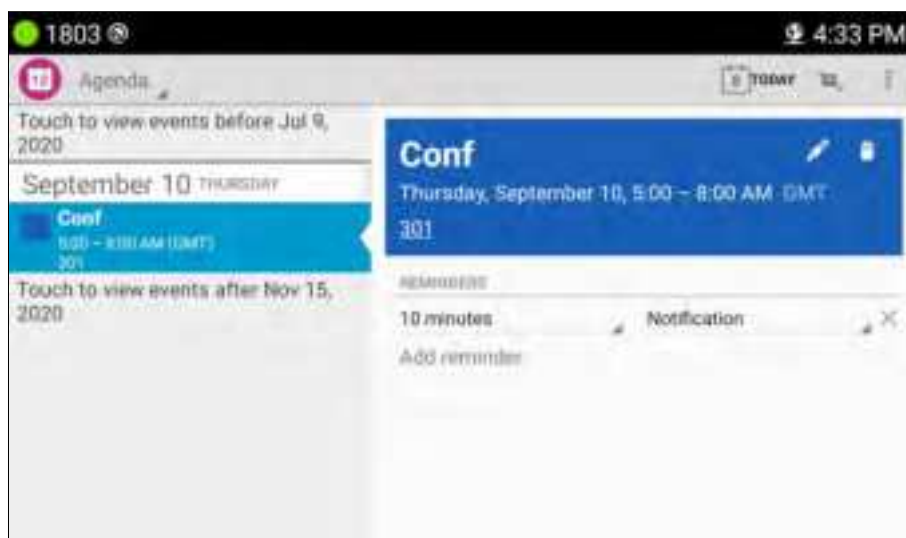
## 12 GeneralPurpose Apps

### 12.1 Appointment Calendar

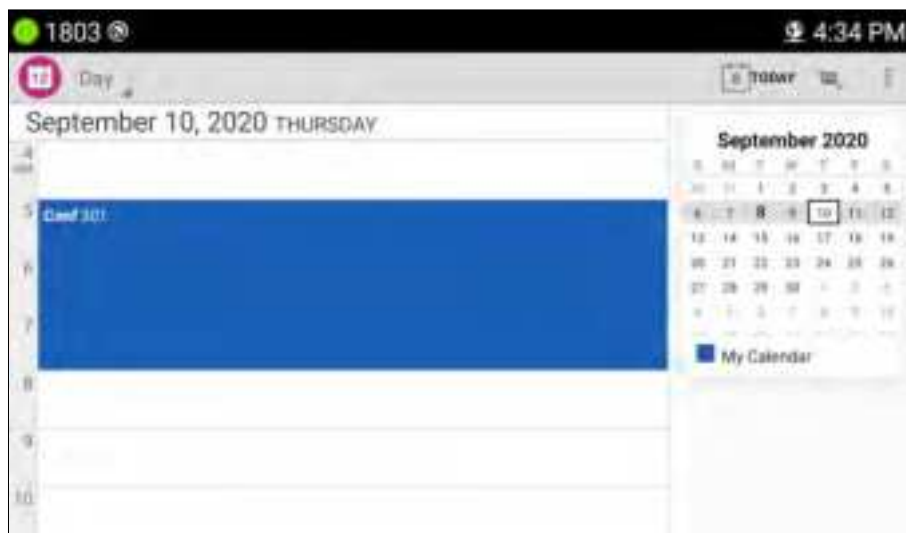
In the Appointment Calendar application, appointments and events are scheduled, and reminders for the schedules are assigned. The application sends a notification at the scheduled event reminder times. The Calendar is presented in four (4) views:

- ✓ Agenda displays events in chronological order beginning with the next upcoming event.
- ✓ Day displays the day's schedule with the hour on the right side and events highlighted over the time the event is scheduled.
- ✓ Week displays the week schedules with the hour on the right side, the day across the top, and events highlighted over the time the event is scheduled.
- ✓ Month displays the month schedules.

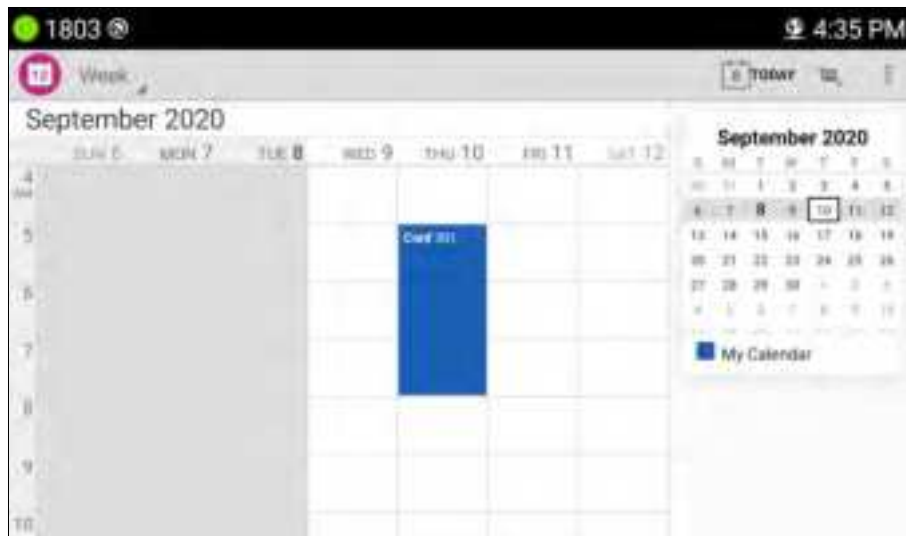
#### Agenda View



#### Day View



### Week View



### Month View



In the Day, Week, and Month views, the swipe gesture can display the next or previous Day, Week, or Month, as appropriate.

#### To select the schedule view.

- 1) Touch the Appointment Calendar icon in a Launcher screen or the Apps Dock.
- 2) Select the desired view (Agenda, Day, Week, or Month) in the upper left.

### **Note**

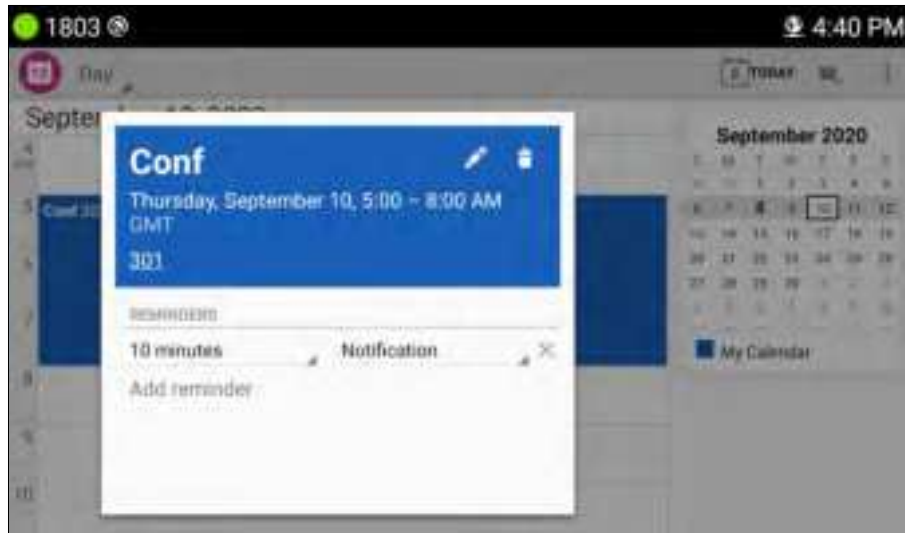
The Event Calendar does not work with the Google Calendar calendaring service.

## **12.1.1 Viewing Schedule details**


The details scheduled event displays by touching the event in any of the Schedule views. The details provided include the Event name, Calendar location, the time and date for the event, and the reminder setting.

#### To view the details.

- 1) Touch the event to display the details screen.




### 12.1.2 Managing Schedules

Event schedules can be managed from the day, week, or month view using the Context (touch and hold) menu. Also, event schedules can be added from the  icon of any schedule view.

#### 12.1.2.1 Add an Event Schedule


An event can be scheduled in the Day, Week, or Month view with the Context menu or from any view using the New event icon.

##### To schedule an event,

- 1) In any view, touch the  icon on the top of the right.  
Or Touch and hold a spot in the Day, Week, or Month view. In the popup, the Event details screen appears.
- 2) In the Event details screen, touch and enter the:
  - Event Name
  - Start time
  - End time
  - Location,
  - Event description,
  - Repetition
  - Reminder, time to begin reminder before the actual occurrence, multiple reminders can be assigned
- 3) Touch DONE when finished or CANCEL to cancel and return to the previous view.


#### 12.1.2.2 Edit an Event Schedule

##### To edit an event schedule,

- 1) In the Day, Week, or Month view, touch and hold the scheduled event
- 2) Touch the  icon in the upper right to edit the event.
- 3) In the popup Event details screen, touch an item, and enter new information.
- 4) Touch DONE when finished, CANCEL to cancel.

### 12.1.2.3 Delete an Event Schedule

To delete an event schedule,

- 1) In the Day, Week, or Month view, touch and hold the scheduled event.
- 2) Touch the  icon in the upper right to delete the event.
- 3) In the popup, touch Apply or Cancel to delete this event.

### 12.1.3 Responding to a Reminder

At the scheduled event reminder time, the event notification icon appears in the Notifications and Status bar and, if assigned, the audible reminder tone plays. Also, the event name displays briefly in the Notification and Status bar. The notification icon remains until the notification response.

To respond to a notification,

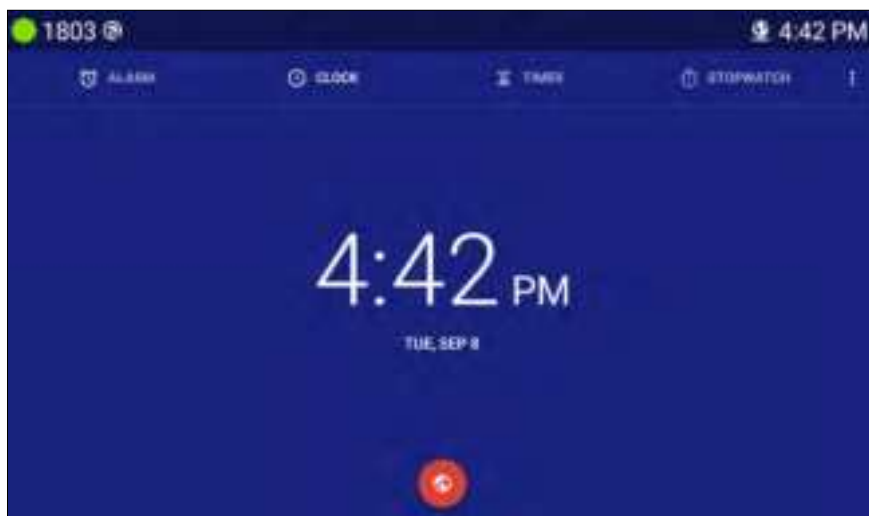
- 1) Touch the Notification and Status bar and drag the bar down to display the Notifications screen. The screen displays all active notifications with ongoing events (DND, Forward, Alarms) followed by one-time events such as scheduled event reminders.
- 2) Touch the desired notification.
- 3) In the popup, select **snooze** or **dismiss**.  
For more than one reminder, touch the desired reminder, the event detail screen displays, and the canceled notification.


#### **Note**

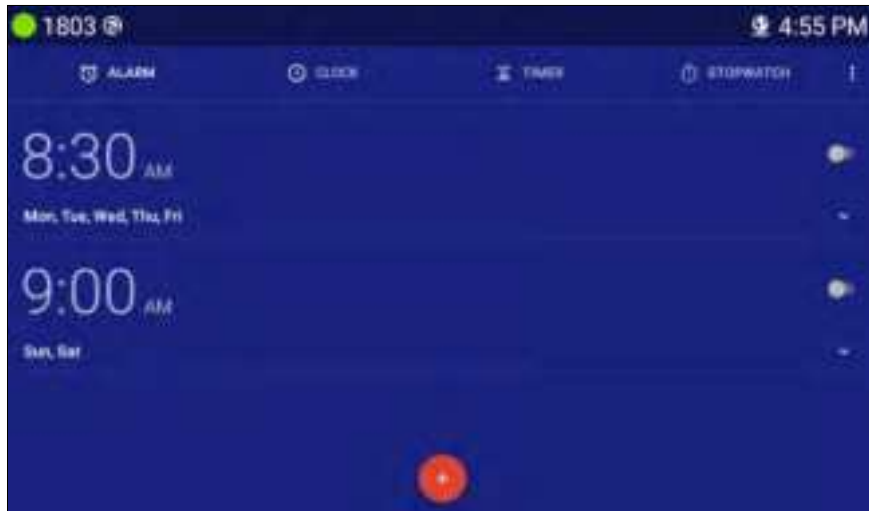
When viewing the Phone window, access to the Notifications screen is not allowed. Move to another screen to view the notifications or use the Options menu.

## 12.2 Setting the Alarm Clock

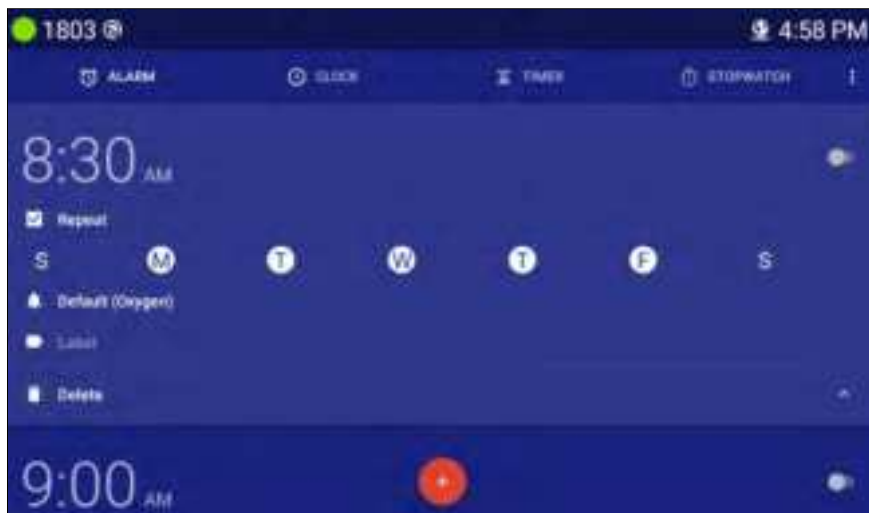
1080iphone includes an Alarm Clock app. Selecting the Alarm Clock icon displays the list of Alarms that have been set. Alarms can be set as a single alarm or set to repeat on selected days of the week. Alarms can be added, edited, turned on or off, or deleted.



Touch Alarm icon () at the top of the left. And touch the Options Menu button in the upper right or press the '+' button at the bottom and select the **Add alarm** or **Settings**. The Alarm time, ringtone, days of week, and state (on/off) for the alarm can be set.



To edit, change the alarm state or delete an alarm, touch the arrow mark of the desired Alarm, then select the desired function. Then enter the modified alarm information and save the changes.



## 12.3 Handling Pictures and Videos

Pictures and videos have two associated applications. The Camera application takes pictures and records videos with the built-in camera. Pictures and videos are stored on the USB stick can be shared. Also, pictures can be used as wallpaper or a user contact icon. The Gallery application organizes pictures and videos into albums that can be viewed and managed.

The camera is an 8 Megapixel CMOS camera and can be tilted manually for the best view. Pictures taken by the Camera are stored as the jpeg file type. Videos employ 3GPP file types.

### 12.3.1 Taking Pictures

Touching the Camera icon in the App Dock or on a Launcher screen opens the Camera screen in the landscape orientation. The right side of the screen includes several controls.

- *Picture Thumbnail*: displays a thumbnail of the last picture or video in the screen's upper right.
- *Picture/Video Control*: switch the Camera mode between still shots or video.
- *Shutter/Record*: take a picture or start/stop video recording.

To take a picture.

- 1) Frame the subject in the display.
- 2) Touch and hold the shutter icon. The camera focuses on the subject and takes the picture.



The picture is displayed for a few moments, then the display is cleared, and a thumbnail of the last picture displays in the screen's upper right.

### 12.3.2 Recording Videos

As a default, when the Picture application opens, the camera mode is set for single shot pictures. By changing the camera mode, It can be recorded videos up to 30 minutes in length.

To record a video.

- 1) Change the Camera control to the Video Camera
- 2) Touch the Record button. The video recording starts with the recording duration displayed at the upper left of the screen. Once completed, a thumbnail of the video displays in the upper right corner.

To stop recording video.

- 1) Touch the Record button.



**Note**

- ✓ Videos and pictures taken with the camera are stored in the internal memory.

### 12.3.3 Review Pictures and Videos

Pictures and videos stored in the Camera application memory can be viewed, edited, deleted, or rotated. The Pinch gesture can be used to control zoom and, if the left/right arrow displays, the Flick gesture will display the next/previous picture.

The Picture review screen opens when a thumbnail in the upper right corner of the Camera screen is touched. The screen includes the following Picture tools.

- *Share*: Share the picture.
- *Edit*: edit and save the picture.
- *Delete*: delete the picture. A confirmation is required.
- *Details*: display details for the picture, including name, type of file, date, and album.

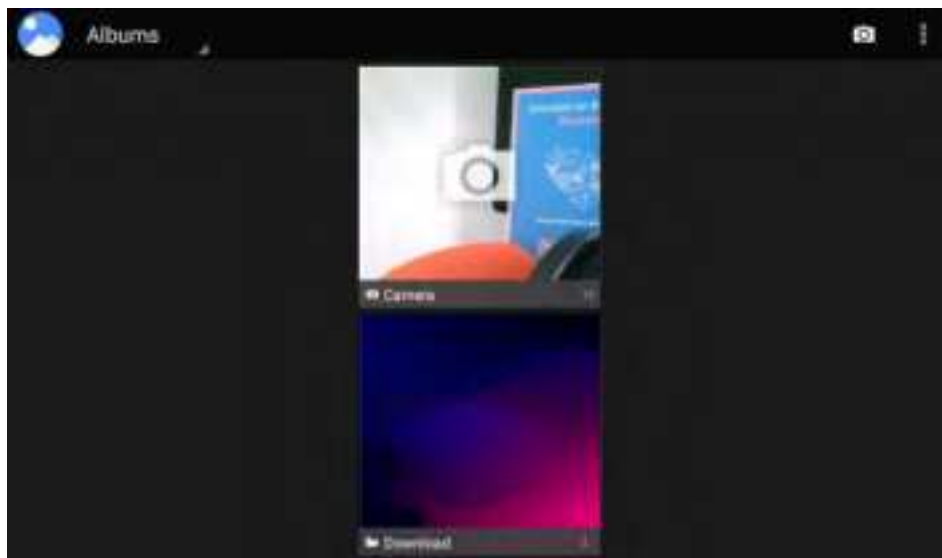
To return to the Camera, move to the left of the first picture by Flick gesture, and you will see the camera button.

### 12.3.4 Using the Gallery and Albums

The Gallery application organizes and displays picture albums on the USB stick and in the Camera. Items in the album are shown in a grid view with thumbnails of each picture or video.

The Gallery displays the JPEG, PNG, BMP, and GIF types as pictures, and H.264 and MPEG4 files as videos. At the top of the Gallery screen is the name of the Gallery and, at the top right is the View Control.

At the bottom is the navigation control to view the next or previous album. The navigation displays thumbnails for additional pictures and videos organized by date.



- *View Control*: Grid view or Filmstrip view by touching the drop menu on LCD's left upper.
- *Slideshow*: show all pictures in the album as a slide show.
- *Select item*: select the multiple items to rotate or delete.
- *Group by*: group by Location, Time, People and Tags



#### 12.3.4.1 Viewing a Slide show

When the Slide show view is selected in the Gallery, the Slide show screen appears. Each picture and first video frame display. Each is displayed for about 2 seconds, and the next picture or video displays. Videos display with the play arrow. When touched, the video plays. The navigation arrow is used to view the next or previous picture in the album. Also, the Picture tools are available under the Menu button to modify the picture.



#### 12.3.4.2 Selecting Multiple Pictures

Multiple pictures can be selected with the 'Multiple select' view. Once selected, the pictures can be rotated with a Bluetooth device or deleted.



### 12.3.4.3 Viewing Pictures

In the Gallery, pictures can be selected for display.

To display a picture.

- 1) Touch the picture thumbnail.



### 12.3.4.4 Viewing Videos

In the Gallery, videos can be selected for display.

To display a video.

- 1) Touch the video thumbnail—the initial frame in the video displays.
- 2) Touch the video frame to display the Video controls for fast forward or reverse and play-pause control.

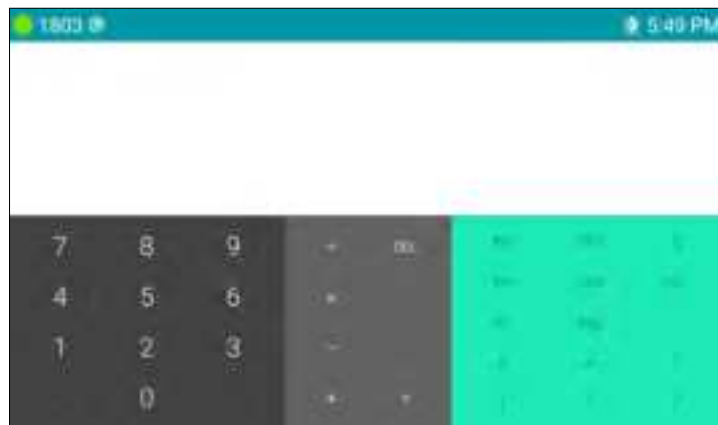


## 13 Android Basic Apps

1080i has some basic Android Applications.

### 13.1 Using the Calculator

The Calculator has the common arithmetic functions, and with a left flick, the advanced mathematic function calculator is exposed. The Calculator icon opens the basic calculator. Use the keypad to enter digits and the functions buttons to complete an operation. Touch and hold the number in the calculator display to copy or cut the value.



#### Note

- ✓ Touch DEL to erase the last entry.
- ✓ Left flick on the basic Calculator shows the advanced mathematics function calculator.

### 13.2 Playing Music

The Music application organizes, manages, and plays music and other audio files located on the USB stick. When the Music icon in the Dock or Launcher screen is selected, the Music app builds a Music Library from information in the audio files (MP3, MIDI, and OGG Vorbis formats) on the USB stick. Constructing the catalog takes a short period of several seconds or longer, depending on the USB stick's number of files. When complete, the Music Library screen opens where music is cataloged and sorted by Artists, Albums, Songs, Playlists, and 'Now' playing. To view the contents of a list, select the tab.



Music can be selected ad hoc, from an album or playlist, or chosen randomly.

The Music Library screen Options menu varies slightly based on the specific library in view. The menu has song shuffling tools appropriate for the view.

#### **Note**

Albums may include a tag indicating a Gallery photo to use as the Thumbnail. If the tag is included, 1080i will display the thumbnail.




### **13.2.1 Playing Songs**

To play a song, select a song or playlist from the Music Library or in the Songs or Album list. Or, press [Menu] fixed button and select **Play all**. The playback screen appears, and the song plays over the speaker of the phone.



At the bottom of the playback, the screen is the progress bar indicating the playback time and total length of the song. Above the progress bar are the common next and previous track controls and the pause/resume button.

On-screen is information from the files such as album cover, artist, song, etc. Also, there are three icon *tools*,

-  Playlist: open the current Playlist.
-  Shuffle: shuffle the current playlist for random order playback.
-  Repeat: repeat the current song, album, or playlist.

#### **Note**

The music will continue to play even when you switch applications. The music stops when the last song in the playlist is reached, unless the repeat option is active, or if the user stops playback.

### **13.2.2 Playing a Party-Shuffle**

When Party Shuffle is selected, the 1080i phone plays songs from the USB stick in random order.

#### To play a Party Shuffle.

- 1) In the Music Library screen, press the Menu button.
- 2) Select **Party Shuffle**. Twelve tracks are selected at random from the USB stick and played as the current Playlist. When a dozen tracks are completed, another twelve tracks are selected and played.

If desired, a song can be added to the Party Shuffle playlist.

To add a song to the end of the current Party Shuffle playlist.

- 1) In the Music Library, touch and hold a song from a list.
- 2) Select Add to playlist and select Current playlist.

### 13.2.3 Play songs from a Playlist

To play songs in a Playlist.

- 1) In the Music Library, select Playlists.
- 2) Touch and hold the desired Playlist and select *Play*. Songs in the Playlist are played.

### 13.2.4 Managing Playlists

A Playlist is a set of songs that have been organized in a group. The Playlist Songs are played in the order entered in the Playlist, or the list can be shuffled before playback.



#### 13.2.4.1 Create a Playlist

To create a new Playlist.

- 1) From a Music Library, touch and hold the first song title to add to the new Playlist.
- 2) In the menu, touch **Add to playlist**.
- 3) Touch **New** in the popup menu and enter a name.
- 4) Touch Save.



A song currently playing in the playback window can be added as the first song in the Playlist

- 1) On the playback screen, press the Menu button.
- 2) Touch Add to playlist.
- 3) Touch **New** in the menu and enter a name.
- 4) Touch Save.

An entire Album can be saved as a Playlist as follows.

- 1) From the Music Library, select the Albums and touch and hold an album title.
- 2) Touch Add to playlist.
- 3) Touch **New** in the menu and enter a name.
- 4) Touch Save.

#### 13.2.4.2 Add Songs to a Playlist

##### To add a song to a Playlist.

- 1) From a Library list, touch and hold a song title.
- 2) Touch Add to playlist.
- 3) Select the Playlist to receive the song, the song is added to the Playlist.

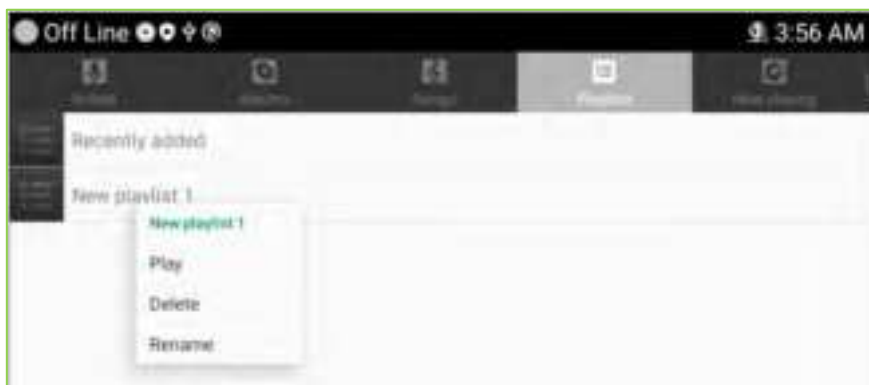
A song that is playing can be added to a Playlist as follows,

- 1) While the song is playing on the Playback screen, press the [Menu] fixed button.
- 2) Select **Add to playlist** in the menu.
- 3) Select the Playlist to receive the song.

#### 13.2.4.3 Rename a Playlist

##### To rename a Playlist.

- 1) Touch and hold the Playlist from the Music Library.
- 2) In the menu, touch **Rename**.
- 3) Enter the new name for the Playlist.



#### 13.2.4.4 Delete a Playlist

##### To delete a Playlist.

- 1) Touch and hold the Playlist from the Music Library.
- 2) In the menu, touch **Delete**.

##### **Note**

The 'Recently Added' item in the Playlist cannot be deleted.

### 13.2.4.5 Delete Song from Playlist

To delete a song from a Playlist.

- 1) Select the Playlist from the Music Library.
- 2) From the list, touch and hold the song to delete.
- 3) In the menu, select **Remove from Playlist**. The song is removed from the playlist but remains on the USB stick.

### 13.2.5 Use as ringtone

A song in the Music library can be assigned for use as a Ringtone. To assign a song as a Ringtone,

- 1) Select a music library.
- 2) From the library list, touch and hold the song to be used as a Ringtone.
- 3) In the menu, select **Use as a ringtone**.

Or

- 1) During playback of a song, press [Menu] fixed button.
- 2) In the menu, select **Use as a ringtone**.



## 13.3 Email

1080i provides a built-in Email application for users to access personal or business Email account. Users can use this Email application to read and send emails from services other than Gmail.

The email includes a wizard that makes it easy to configure it for several popular email service providers. Fill in the below wizard form as your account information.

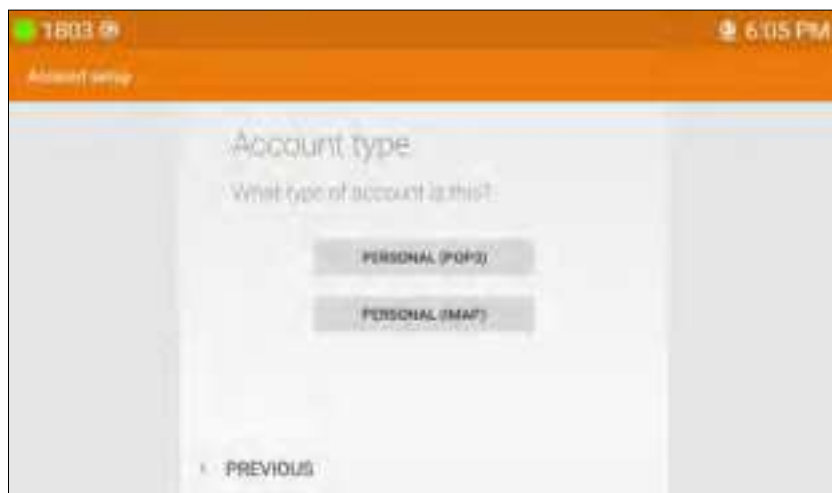
Use the Email application to view individual email account inboxes or a combined inbox. The Email application supports POP3, IMAP, and Exchange email accounts.

### 13.3.1 Sign in email

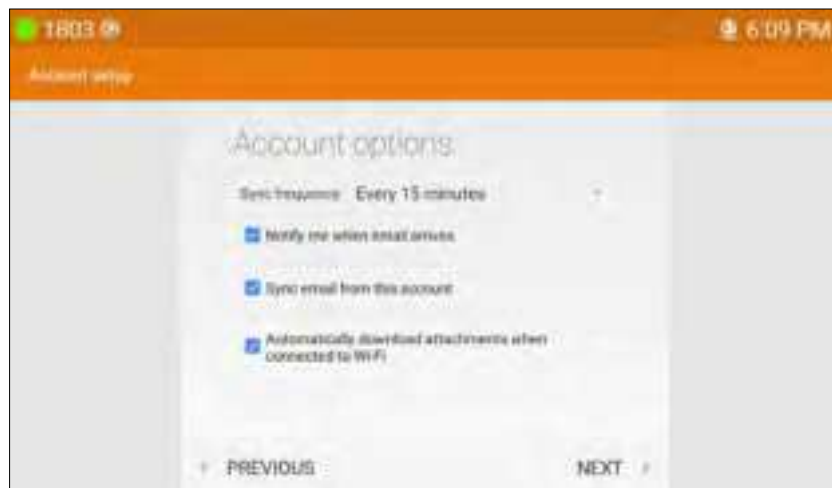
When launching the Email application for the first time, a wizard will be provided to set up the Email account step by step.



- 1) Enter the Email address and Password.
- 2) Tap on "Next" for quick setup or tap on "Manual setup" to manually configure more options.
- 3) If "Manual setup" is selected in step 2, users will need to choose the account type "POP3" or "IMAP" depending on the type of your Email account.

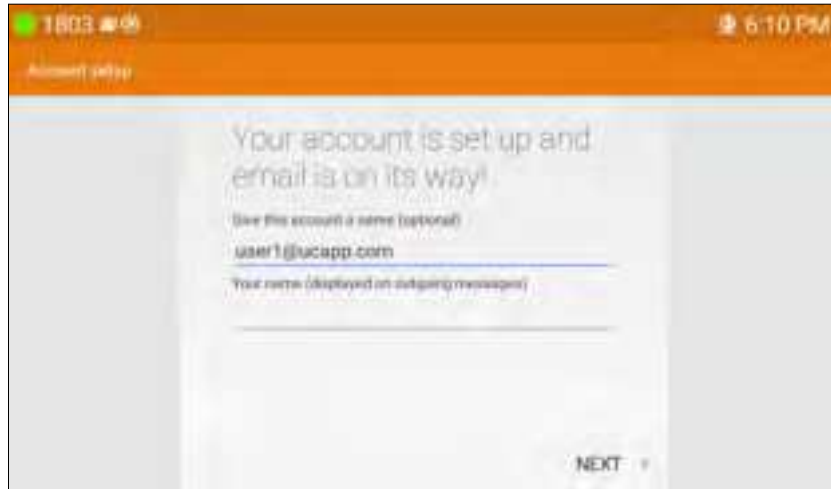


- 4) After select 'OK' if "Next" is selected in step 2, users will see the following default account settings. Tap on "Next" again.

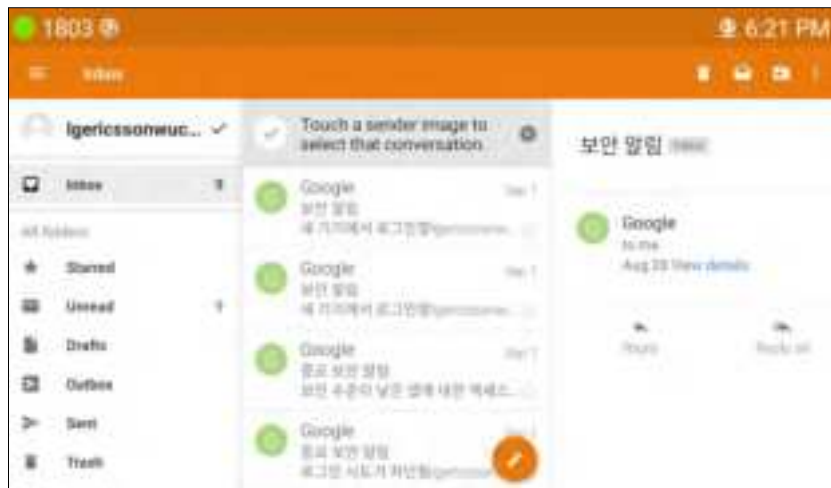




- 5) Set up "Your name" to be displayed on the outgoing messages and tap on "Next" again. Users should be able to start using the Email account now.



- 6) After completing synchronization, the user can use the email app.




### 13.3.2 Inbox

Accounts are listed in the tab on the left side, followed by a summary of folders with new messages. Folders are listed on the left side.

You can view email messages from an individual or a combined inbox. While an email message open, the inbox is displayed in the left tab.

- 1) Delete: delete a current email message.
- 2) Move to: move to other folders.

### 13.3.3 Send Email Message

- 1) Tap the email icon. (  )
- 2) Enter the recipient's email address, enter the subject, and compose the message.
- 3) Tap **SEND**.

## 14 Appendix

### 14.1 DHCP option 156

1080i incorporates software routines to provision the configuration of the phone automatically. To initialize LAN VLAN and Call Server Setting, DHCP gathers basic network, VLAN, and Call Server from DHCP Server set VLAN configuration and Call Server with options from that.

#### **Note**

Usually, the VLAN configuration will be applied by the user or LLDP protocol. But, some users want to set VLAN with their DHCP server. This option is for those users.

#### 14.1.1 DHCP

During the initial and subsequent boot-up cycles, the phone requests various data options from the DHCP server. The following is the requested option.

- DHCP Option #156 Call Server and VLAN Configuration.

#### 14.1.2 Option 156 format

The parameter and syntax of option 156 are below.

Parameter	Description	Syntax
cs	Call server IP address	IPv4 Address Format
vid	LAN VLAN id	1~4094
priority	LAN VLAN priority	0~7
cmod	Connection Mode	local, remote, local remote

\* If there is no parameter and the value is IP address format, it indicates Call Server address.

\* Only a parameter that needs to be set is added. If not, it doesn't need to be added.

\* Valid format is 'parameter=value.'

\* When there are one more parameters, a comma(,) is added between them.

Examples of valid DHCP option string:

```
cs=150.150.140.107,vid=20,priority=6  
cs=150.150.140.109,vid=2,cmod=remote  
cs=150.150.140.109,vid=4090,priority=6,cmod=localremote
```

#### 14.1.3 VLAN Setting

When 1080i gets VLAN options(vid, priority) from DHCP, it applied those values to the network setting. It is based on LLDP and VLAN configuration related to VLAN configuration. The condition to use those options is defined in the Condition section. It doesn't change the device setting.

### 14.1.4 Call Server Setting

When 1080i gets Call Sever for iPKTS and Connection mode for the iPKTS, it will apply that to the system setting after receiving those values. If those settings are changed, the iPKTS call tries to connect to the Call server with new values.

LLDP menu	VLAN menu	DHCP Option(156)	Set VLAN with
Disable	N/A	N/A	N/A
	Set	Set <sup>1)</sup>	DHCP option(156)
Enable (VLAN policy:AUTO)	N/A	N/A	Discovered LLDP
		Set <sup>1)</sup>	Discovered LLDP
	Set	N/A	Discovered LLDP
		Set <sup>1)</sup>	Discovered LLDP
Enable (VLAN policy: Manual)	N/A	N/A	N/A
		Set	DHCP option(156)
	Set	N/A	VLAN menu
		Set <sup>1)</sup>	VLAN menu

<sup>1)</sup> vid & priority parameter is ignored, and cs & cmod parameter is applied.

### 14.1.5 Web admin setting

If you want to enable option 156, you must set DHCP Option Use to allow in the Update Setting pages.

The screenshot shows the 'Provisioning' configuration page. Under the 'HTTP/S Server' section, the 'get from DHCP' dropdown is set to 'Enable'. The 'DHCP Option Number' field is set to '160' and is highlighted with a red box. The 'URL' field contains 'https://150.150.101.101/PRO'. Other fields include 'S/W Download' (Enable), 'Configuration Download' (Disable), 'ID', 'Password', and 'Config. Name Format' (SMAC.xml).

## 14.2 DHCP Option 160

1080i can employ HTTP/HTTPS as the provisioning server protocol. If the DHCP server returns a URL for the HTTP/S Option (default Opt. #160), 1080i uses the URL to access the server.

### 14.2.1 Option 160

DHCP option 160 is default HTTP/HTTPS URL for provisioning.

### 14.2.2 Web admin setting

If you want to enable option 160, you must set DHCP Option Use to enable Update Setting. If the DHCP Option Number field's value is changed from 160 to another value, the changed option number is used instead of 160.

Provisioning		
S/W Download	Enable ▼	
Configuration Download	Disable ▼	
HTTP/S Server	URL	https://150.150.101.101/PRO
	ID	
	Password	
	Config. Name Format	\$MAC.xml
	get from DHCP	Enable ▼
	DHCP Option Number	160 (1-255)

## 14.3 DHCP Option 60

During the initial and subsequent boot-up cycles, the phone requests various data options from the DHCP server. Some DHCP server requests DHCP client to send its identifier to reply with options for that DHCP Client. To support this feature, the DHCP client should add its identifier to DHCP Discover & Request Message.

### 14.3.1 Option 60

DHCP option 60 is "Vendor Class Identifier."

#### **Note**

Usually, if the DHCP client sends option 60, the DHCP server may send option 43(Vendor-specific information). Currently, 1080i had no Specification for Option 43.

## 14.4 Web Admin

The Web Manager is a web-based tool for configuring the 1080i parameters. The Web Manager has access to parameters not available through the LCD Configuration Menu.

Pointing your Web browser at the 1080i IP address will access Web Manager. Thus, an IP address in the 1080i is necessary before attempting access to Web Manager. The IP address must also be available to the Web browser host—the IP address of the 1080i is available through the LCD.

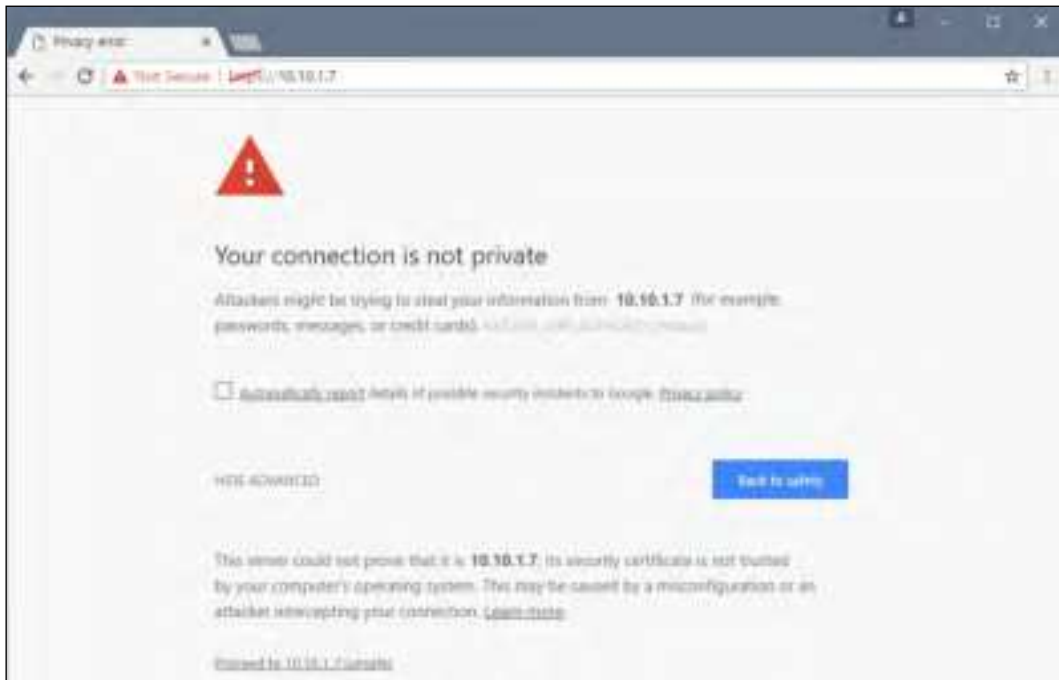
#### **Note**

1080i web admin pages are supported with a Chrome browser.

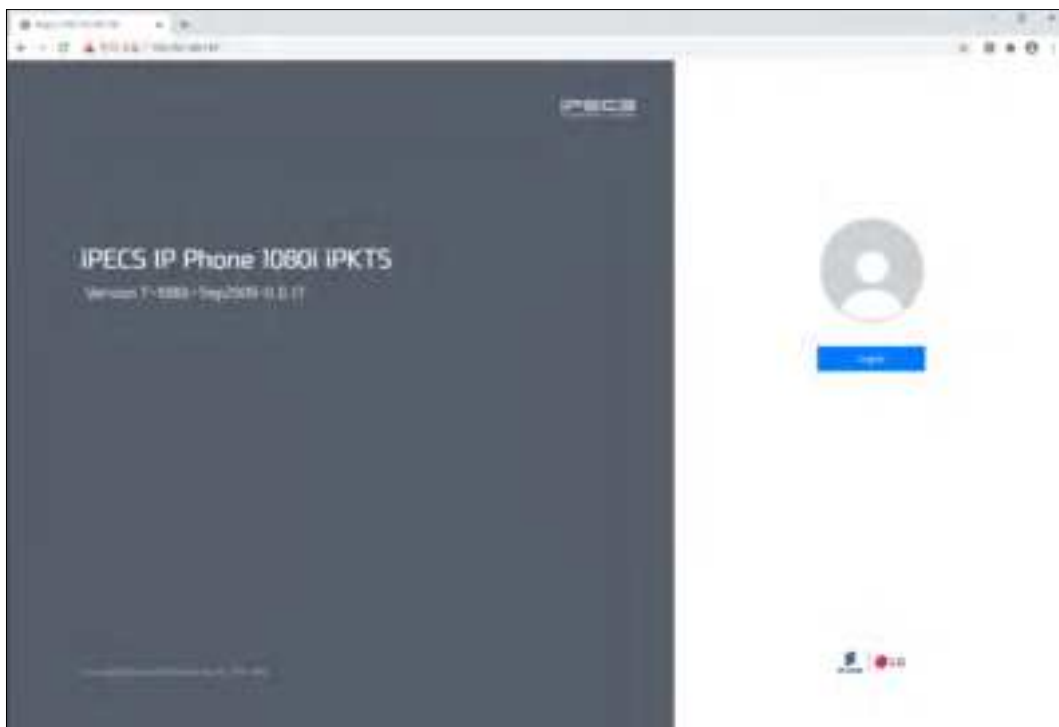
### 14.4.1 Login

Point your browser at the 1080i IP address, <https://10.10.1.7>, then the following figure shows

- 1) Please note that 1080i supports only the HTTPS interface.

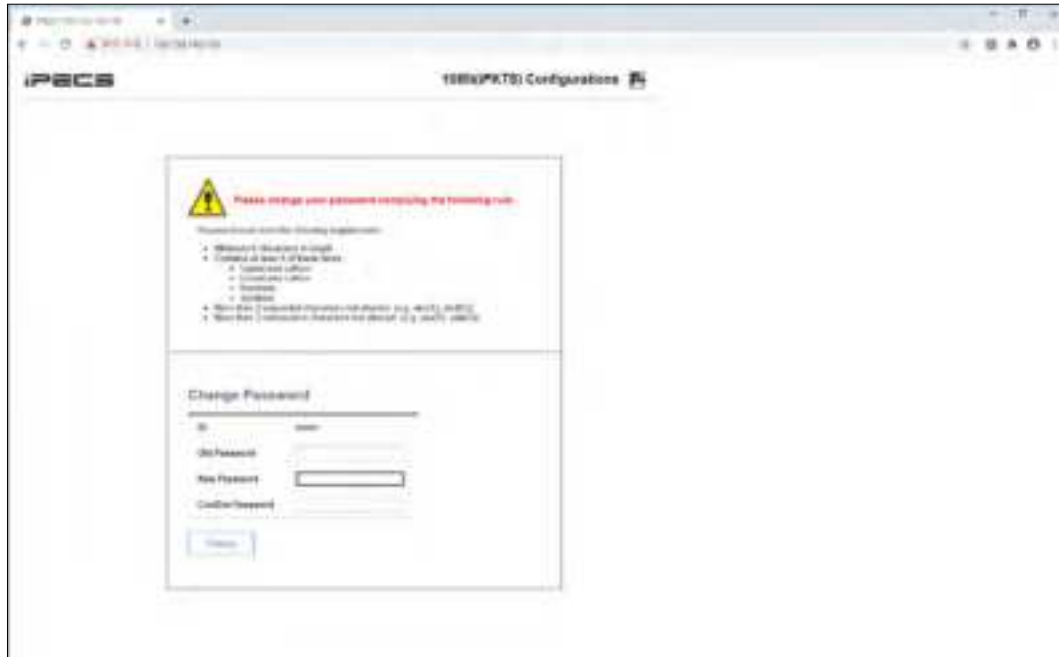


- 2) Click "**Proceed to ... (unsafe)**", the login page shows as below.



- 3) Enter a valid password to access the 1080i Web Manager and click the "Login In" button. The default username is "**admin,**" and the default password is "**ipkts**".

- 4) After the first login with the default password, the user must change the new password with a strong type



## 14.4.2 Phone Status

Once input a valid account, you can see the screen as below.



- ✓ The left side is the web manager page-link.
- ✓ On the main screen, you can read or set the specific configuration related to the page-link.
- ✓ When you leave your seat, you have to logout by clicking the <Logout>icon in the upper right.
- ✓ You will be logged out after a certain period.

### 14.4.3 Network

In the Network screen, the adjustable parameters are:

- ✓ The interface sets the Ethernet or Wi-Fi.
- ✓ Network mode for the IP Phones selectable Static or DHCP address mode.
- ✓ The IP address is the IP Phone IP address.
- ✓ Default Gateway is the IP Phone default gateway of the IP address.
- ✓ Subnet Mask is the IP Phone subnet mask.
- ✓ The primary DNS server is the IP address of the DNS server.
- ✓ The secondary DNS server is the IP address of an auxiliary DNS server.

### 14.4.4 QoS

On the VLAN screen, virtual LANs' priority and id for both the Phone and PC port are defined.

For both the Phone and PC port, enable the VLAN Activation, enter a priority, and id and save the changes.

The PC port should have a lower priority than the Phone; typically, a PC priority of 3 and a Phone priority of 5 provide acceptable performance. In general, the PC VLAN id will be 1, while the Phone VLAN id will be a number between 1 and 4094.

### 14.4.5 802.1x

The 1080i supports Layer 2 (Ethernet) security employing 802.1x port-based Network Access Control. EAP-MD5 method is used for ID and password authentication for access to the network.

In the 802.1x screen, the adjustable parameters are:

- Activation enables or disables responding as a supplicant to challenges.
- ID is the 1080i username used for 802.1x authentication.
- Password is the 1080i password used for 802.1x authentication.
- Pass-Through sets the pass-through mode for the attached PC.
  - Enable: The 1080i passes multicast EAPOL frames between the attached PC and the Authenticator. If the PC is disconnected, no disconnect notification is sent to the Authenticator.
  - Disable: The 1080i does not pass any multicast EAPOL authentication information to the attached PC.
  - Proxy Log Off: This is the same as the Enable option, but if the PC is disconnected, a proxy EAPOL logoff is sent to the Authenticator.



### 14.4.6 LLDP-MED

When enabled, 1080i employs LLDP (Link Layer Discovery Protocol) to advertise capabilities and determine the surrounding network environment's characteristics.



### 14.4.7 VPN

OpenVPN implements virtual private network technology employing an open-source software application.

In the VPN screen, the adjustable parameters are:

- ✓ Activation enables or disables VPN function.
- ✓ Server Address is the address of the VPN server.
- ✓ ID is the username used for VPN connection.
- ✓ Password is the password used for VPN connection.
- ✓ SNTP Server is the IP address or FQDN of the NTP (Network Time Protocol) server.

For a valid VPN connection, Root CA Certificates must be uploaded.



Also, an SNTP (Network Time Protocol) Server and a Primary and secondary DNS (Domain Name Server) of the Network page will employ to determine the time when verifying VPN certificates.

AvailableNTP servers that can be used:

- ntp.nasa.gov
- clock.via.net
- tick.ucla.edu

**VPN**

Activation:

Server Address:

Server Port:  (1-65535)

ID:

Password:

Cipher:

Hash Value:

Protocol:

User Option:

Verb:  (0-11)

SNTP Server:

VPN Status: Disabled

#### 14.4.8 Call Server

The Call Server assigns the IP address of the iPECS system and the type of connection that can be local, remote, or local/remote. If these values are changed, the phone must restart to register with the iPECS system properly.

The desired station number can be configured in the Phone Number menu. At registration, the phone will request the station number desired. If available, iPECS allows the use of the desired number.

**Call Server**

Server Address:

Phone Number:

Connection Mode:

#### 14.4.9 Sound Preferences

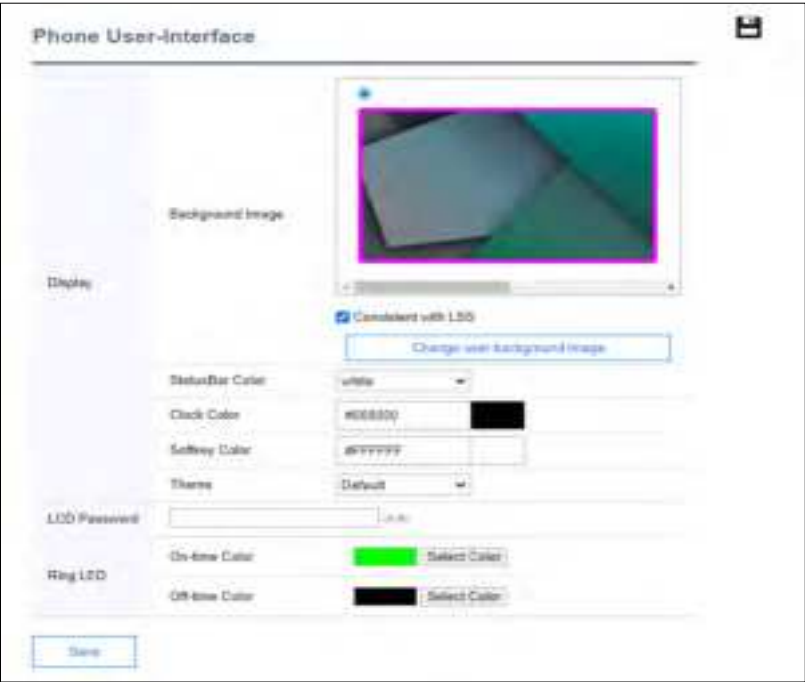
Sound Preferences set the characteristics of the handset voice equalizer.

**Sound Preferences**

Handset Voicecall Equalizer:

### 14.4.10 Phone User-Interface

Phone User-Interface manages characteristics of the phone, including background image, statusbar color, clock color, softkey color, theme, LCD password, Ring LED.



### 14.4.11 Flexible Button Label

The function for each button is configured through the Station User Programming. For more on Flex button assignments, see the host of the iPECS manuals.

If no custom label is assigned, a default label based on the button function or blank for unassigned buttons is used.

Flexible Button Label		
default		
001	001	001
002	002	002
003	003	003
004	004	004
005	005	005
006	006	006
007	007	007
008	008	008
009	009	009
010	010	010
011	011	011
012	012	012
013	013	013
014	014	014
015	015	015
016	016	016
017	017	017
018	018	018
019	019	019
020	020	020
021	021	021
022	022	022
023	023	023
024	024	024
025	025	025
026	026	026
027	027	027
028	028	028
029	029	029
030	030	030
031	031	031
032	032	032
033	033	033
034	034	034
035	035	035
036	036	036
037	037	037
038	038	038
039	039	039
040	040	040
041	041	041
042	042	042

### 14.4.12 System

The change language menu for language selection between English and Korean is only for the 1080i web admin screen

The change password menu permits the definition of a password of up to 18 characters. When you entered a new password, you must follow the strong password rule. A strong password will be required in the 1080i phone Web Manager Login screen.

### 14.4.13 Provisioning

From time to time, 1080i phone software may be modified or upgraded to improve performance or add features. 1080i software can be upgraded to the modified software. The upgrade may include updates to the Android operating system as well as the iPECS Phone application. The upgrade software file named *T-1080i\_XXXX.rom* and version file *VER\_1080i\_IPKTS* have to be placed on an HTTPS server. The software is then downloaded by the phone. The phone reboots and loads the new software. Note that the server's upgrade software may be a previous or newer version than is running on 1080i.

#### **Note**

- ✓ The upgrade software package can be obtained from the local Ericsson-LG representative.
- ✓ During the upgrade procedure, do NOT unplug or remove the phone from the power source or LAN.
- ✓ An upgrade will return the Call Preferences, Flex button labels, and Call Sound settings to the default values.

In the Provisioning screen, adjustable parameters are:

#### **HTTP/HTTPS**

- URL is the address of the provisioning server. Phone software is downloaded from the server at this address.
- ID assigns the user name for HTTPS authentication.
- Password sets the password for HTTPS authentication.
- Get from DHCP enables the 1080i to use the DHCP Option defined to retrieve the URL. If the option is enabled, the URL is changed automatically to the DHCP option's value, default 160.



The Provisioning page contains the following settings:

- SW Download:** Enable
- Configuration Download:** Enable
- HTTPS Server:**
  - URL:
  - ID:
  - Password:
  - Config. Name Format: \$MAC.xml
  - get from DHCP: Disable
  - DHCP Option Number: 160 (1-255)

Save

#### 14.4.14 Upgrade History

Upgrade history shows all package installation history of 1080i. Also selected history list can be deleted using the Delete button.

Upgrade History

Configuration

Firmware

<input type="checkbox"/>	Name	Date	Time	Upgrade Result
<input type="checkbox"/>	B48EDC005B03.xml	2020/09/08	20:51:58	No Server Address
<input type="checkbox"/>	sysconf_1080i_ipkts.xml	2020/09/08	20:51:58	No Server Address

Select All

Delete

#### 14.4.15 Contact

Contacts can be imported and exported with csv(comma separated values) format. Max 2000 contacts are possible.



The Contact page includes the following controls:

- Delete All:
- Import:   선택된 파일 없음
- Export:


#### NOTE

If you modify the csv file and want to import it,

- ✓ After changing the cell format of the number column to "Text", it must be modified.
- ✓ When saving a file, it must be saved to "CSV UTF-8" encoding type.

### 14.4.16 Video Setting

1080i provides the options for video frame rate. It can be chosen depending on the network traffic or video quality. And it provides transmission video resolutions with bitrate settings.



**Video Setting**

Frame rate: 24

Resolution (TX): system

Max. RTP Packet Size: 1472 (400-1472)

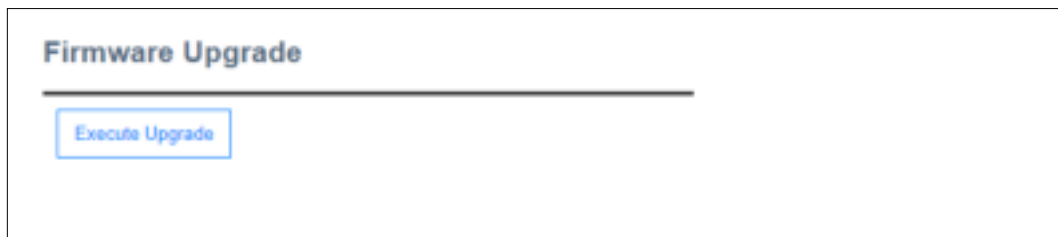
Target Bit Rate: 0 (0-5000)

Save

### 14.4.17 Firmware Upgrade

When the phone configured with the server information, the software can be updated with one is loaded on the upgrade server.

To update, select 'Execute Upgrade.'



**Firmware Upgrade**

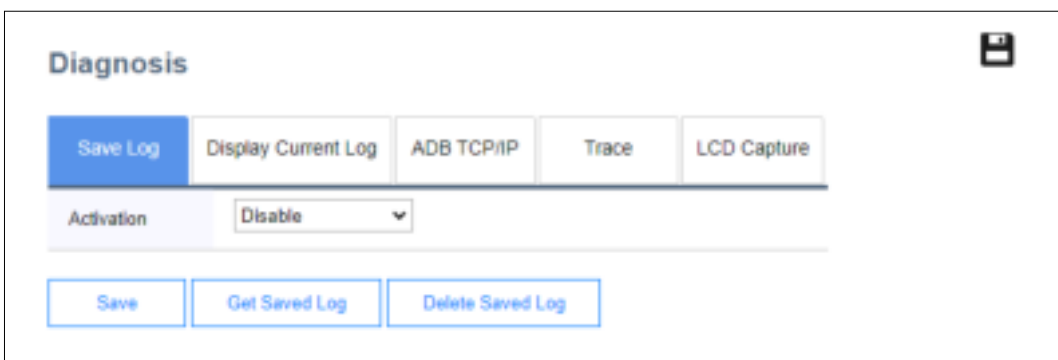
Execute Upgrade

### 14.4.18 Diagnosis

For troubleshooting some problems that a user may encounter while using 1080i, 1080i provides feedback by such as logcat log files and ADB, which can help an administrator more easily find the problem and fix it.

#### 14.4.18.1 Save Log

Logcat is a command-line tool that dumps a log of system messages, including stack traces when an Android device throws an error and messages. When Save Log is enabled, Logcat log history can be saved as separate files, and it can be downloaded to PC.



**Diagnosis**

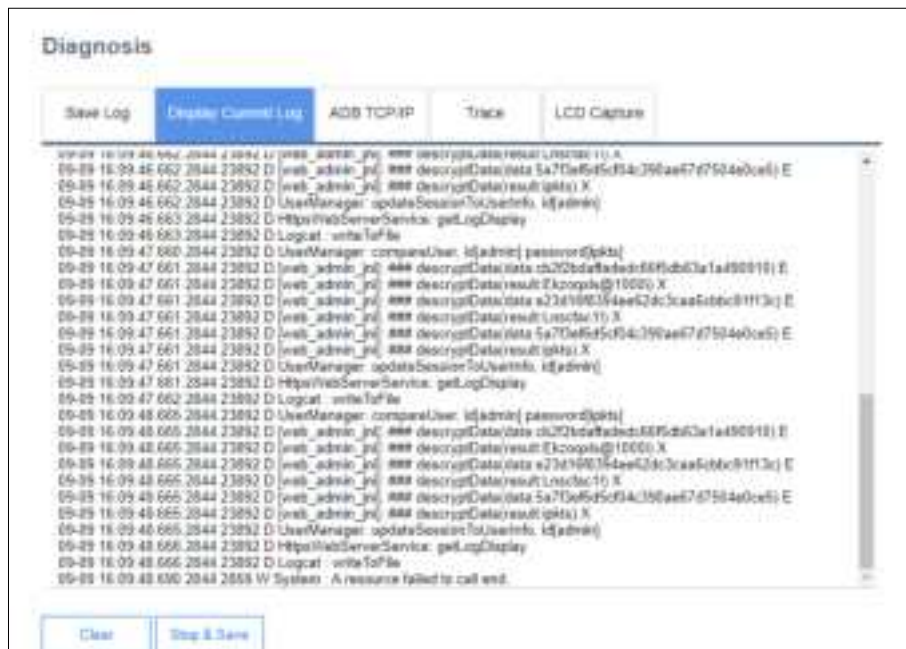
Save Log Display Current Log ADB TCP/IP Trace LCD Capture

Activation: Disable

Save Get Saved Log Delete Saved Log

### 14.4.18.2 Display Current Log

Users can see the log in real-time on the Display Current Log tab, and it can be exported to the user by selecting the "Stop & Save" button.

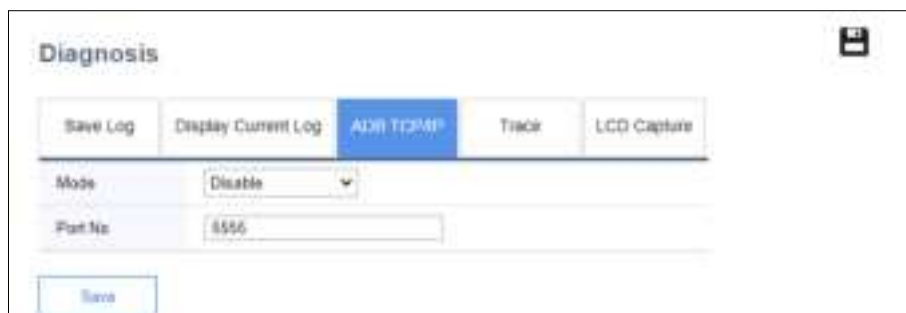


### 14.4.18.3 ADB TCP/IP

1080i supports remote ADB(Android Debug Bridge) connection by TCP/IP.

ADB can connect to the remote 1080i via the Data Network and is used to maintain the connected terminal.

- 1) Remote ADB Configuration\_On the ADB TCP/IP tab, adjustable parameters are:
  - Mode enables or disables using the Remote ADB.
  - Port No is the port number used to connect the Remote ADB (Default: 5555).



- 2) Using Remote ADB

Run "adb connect IP\_Address:[Port\_Num]" command. If the Port number is "5555", you can input "adb connect IP\_Address" only to connect remote ADB. On the assumption that the IP address of 1080i is "192.168.2.7", the result of running "adb connect" is as follows.

```
c:\wadb>adb connect 192.168.2.7:5555
connected to 192.168.2.7:5555
```

#### Remote ADB connect

In this state, you can perform all of the "adb" command being executed while connected to 1080i via USB.

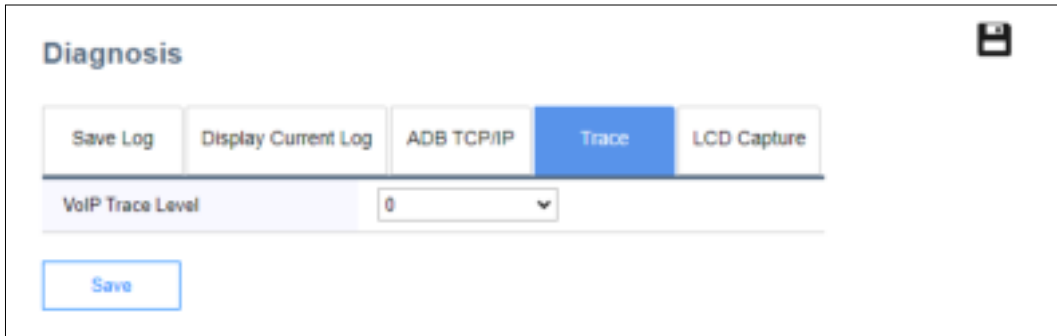
### Note

Remote ADB will work until disabling the Remote ADB on the Web or rebooting the 1080i.

ADB(Android Debug Bridge) is a command-line tool to communicate with a connected Android device. ADB TCP/IP is TCP/IP-based Remote ADB.ADB can connect to the remote 1080i via the Data Network and used to maintain the connected terminals.

#### 14.4.18.4 Trace

1080i can monitor VoIP logs by the VoIP Trace Level.



The screenshot shows the 'Diagnosis' page with a top bar containing a save icon. Below the bar is a row of buttons: 'Save Log', 'Display Current Log', 'ADB TCP/IP', 'Trace' (highlighted in blue), and 'LCD Capture'. Underneath these buttons is a 'VoIP Trace Level' label followed by a dropdown menu showing the value '0'. At the bottom left of the panel is a 'Save' button.

#### 14.4.18.5 LCD Capture

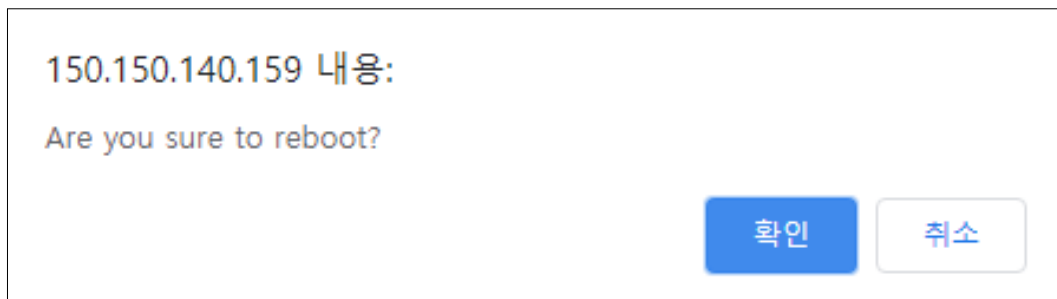
1080i can be downloaded by capturing the screen displayed on the phone LCD.



The screenshot shows the 'Diagnosis' page with a top bar containing a save icon. Below the bar is a row of buttons: 'Save Log', 'Display Current Log', 'ADB TCP/IP', 'Trace', and 'LCD Capture' (highlighted in blue). At the bottom left of the panel is a 'Capture' button.

#### 14.4.19 Reboot

A reboot will terminate all network connections and registrations with an iPECS host. After the reboot, the phone will establish the network connection and register with iPECS.



The screenshot shows a confirmation dialog box. It contains the text '150.150.140.159 내용:' followed by 'Are you sure to reboot?'. At the bottom right, there are two buttons: '확인' (Confirm) in blue and '취소' (Cancel) in white.

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wpa supplicant	This program is licensed under the BSD license
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bluez	GPL
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