# **Avaya IPO Office Essential Edition**

# **Controlling Music On Hold per Line**

# **Telquest Tech Support**

The IP Office Essential Edition will allow up to 4 different Music On Hold files to be played.

The file properties of the WAV file must be:

PCM, 8kHz 16-bit, mono, maximum length 90 seconds on a IP500/IP500v2 system.

If a file of another format is downloaded it will be discarded from memory after the download.

The default Music On Hold (MOH) file is the holdmusic.wav file

It will be played if no other MOH is specified.

Place your WAV files in this Directory first:

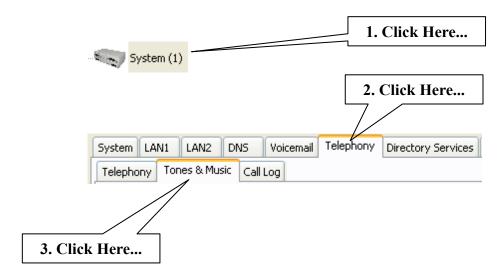


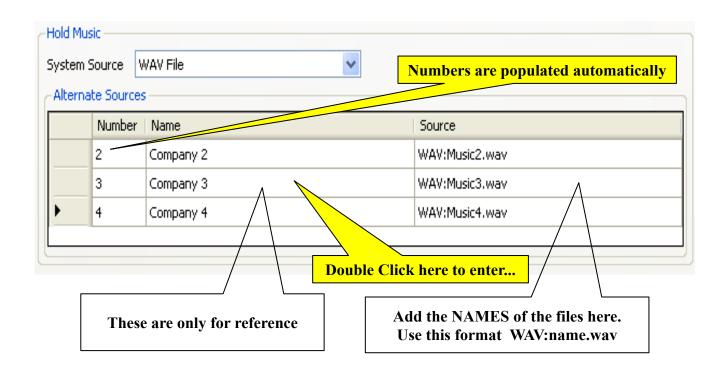
C:\Program Files\Avaya\IP Office\Manager

Note: Your drive letter may be different

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Tell the system which WAV files are for which company:



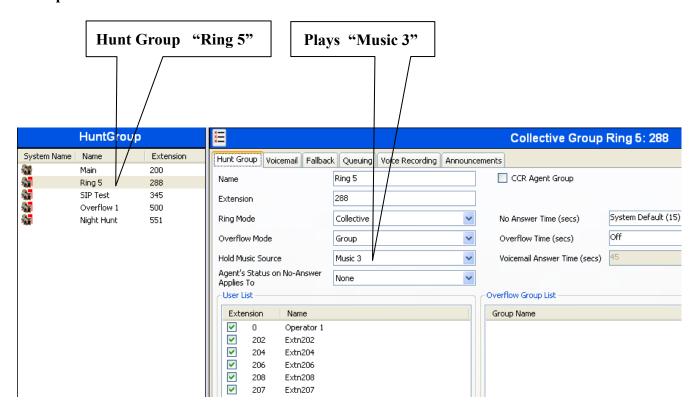


When done, click OK then save the configuration (Blue Floppy Icon).

## Note:

For Incoming Calls, the Hunt Group that receives the call controls which MOH will be played:

# **Example:**



This means that any calls coming in through Hunt Group "Ring 5" will hear "Music 3" when placed on hold.

Note:

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If you want to control which MOH is played on outgoing calls, you MUST dial 9 first.

You can not control which MOH is played if you use a Direct Line Selection method. If you do, the default MOH (holdmusic.wav) will be played.

**Create or Modify the Dial 9 Short Code to look like this:** 

Short Code	
Code	9N;
Feature	Dial
Telephone Number	h(3)N
Line Group Id	114
Locale	~
Force Account Code	

The MOH that will be played is set in the Telephone Number area.

## **Examples:**

$$h(2)N = Play Music 2$$

$$h(3)N = Play Music 3$$

$$h(4)N = Play Music 4$$

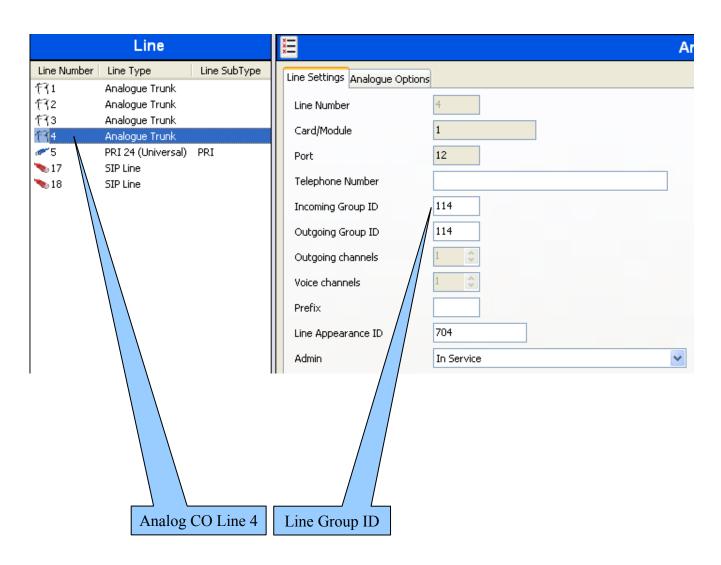
The Line Group ID specifies which Outside Lines are associated with this MOH.

See screen capture below.....

## Note:

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Here we see the association of Analog CO Line 4 and Line Group (Incoming Group ID) 114.



You can listen to your MOH music by dialing:

```
*341# for MOH 1 (Default MOH)
```

# Note:

It may take several minutes until the WAV file is uploaded and is available to be played.... So, don't test too soon. Wait at least 1 minute before testing.

If you hear a beep instead of Music, it means the file was not loaded into the KSU.

<sup>\*342#</sup> for MOH 2

<sup>\*343#</sup> for MOH 3

<sup>\*344#</sup> for MOH 4

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These are sample traces from the IP Office Monitor Tool.

## **Example:**

HoldMusic.wav was not downloaded from the TFTP Server (the computer running the Manager program is usually the TFTP Server) It was read from the existing file on the SD Card

PRN: Created WAV file MOH Source 1

PRN: Cancelling HoldMusic.wav download from TFTP server PRN: Read hold music HoldMusic.wav from memory card

## **Example:**

The WAV file was too big....

PRN: Loading HoldMusic.wav from ipaddr=255.255.255.255

PRN: SkipToWAV - Success

PRN: WAVFileReader::Read:File too big

## **Example:**

#### All went well

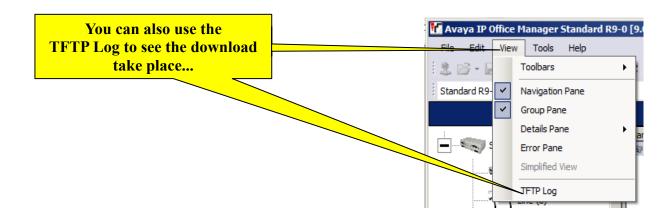
PRN: Created WAV file MOH Source 1

PRN: Loading HoldMusic.wav from ipaddr=255.255.255.255

PRN: SkipToWAV - Success

PRN: WAV Hold Music HoldMusic.wav Loaded, Length= 262890

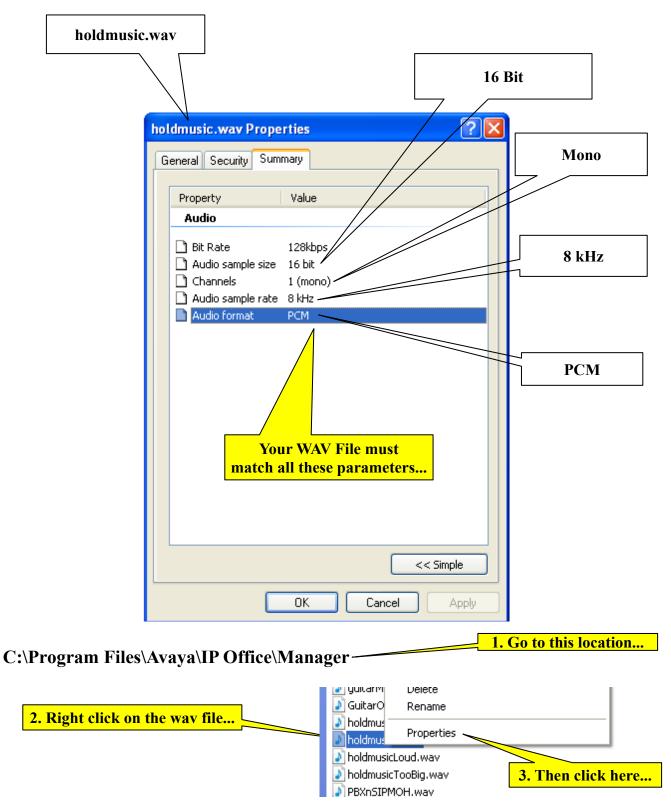
#### Note:



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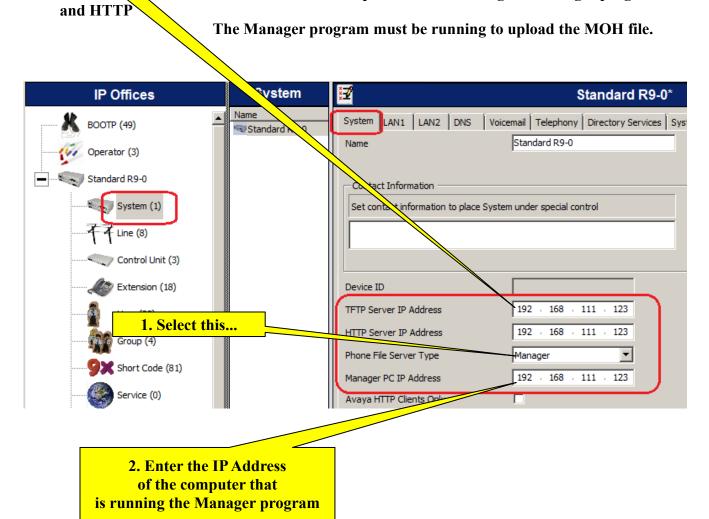
You can use the Summary Tab in the Properties to see if it is set to the correct WAV type:

Note: See steps below to get to this area. Not all WAV Files are the same.....



Your screen may look different.

Set the <u>TFTP Server</u> to the IP Address of the computer that is running the Manager program.



#### Note:

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In the Manager program, be sure the TFTP Server is enabled:

