



Cisco Unified CallManager Attendant Console

Cisco Unified CallManager Attendant Console, a client-server application, allows you to use a graphical user interface containing speed-dial buttons and quick directory access to look up phone numbers, monitor line status, and direct calls. A receptionist or administrative assistant can use the attendant console to handle calls for a department or company, or another employee can use it to manage his own telephone calls.

The attendant console installs on a PC with IP connectivity to the Cisco Unified CallManager system. The attendant console works with a Cisco Unified IP Phone that is registered to a Cisco Unified CallManager system. Multiple attendant consoles can connect to a single Cisco Unified CallManager system. When a server fails, the attendant console automatically connects to another server in the cluster.

The application registers with and receives call-dispatching, login, line state, and directory services from the Cisco CallManager Attendant Console Server service on the Cisco Unified CallManager server. Cisco Unified CallManager Attendant Console receives calls that are made to a virtual directory number that is called a pilot point and directs calls to a list of destinations in a hunt group. You can configure the order in which members of the hunt group receive calls and whether Cisco Unified CallManager Attendant Console queues calls when all attendants are busy.

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Introducing Cisco Unified CallManager Attendant Console

The following sections provide information about the Cisco Unified CallManager Attendant Console feature:

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Understanding Cisco Unified CallManager Attendant Console Users

Before a user can log in to an attendant console to answer and direct calls, you must add the user as an attendant console user and optionally assign a password to the user. You can add or delete attendant console users and modify user IDs and password information in the Cisco Unified CallManager Attendant Console User Configuration window in Cisco Unified CallManager Administration.



Note

Be aware that attendant console user IDs and passwords are not the same as directory users and passwords that are entered in the End User Configuration window in Cisco Unified CallManager Administration.

If a user cannot log in to the attendant console, make sure that Cisco CallManager and Cisco CallManager Attendant Console Server services are both running. Verify that the user has been added in the Cisco Unified CallManager Attendant Console User Configuration area of Cisco Unified CallManager Administration and that the correct user name and password are specified in the Login dialog box in the attendant console client application.

In addition to configuring Cisco Unified CallManager Attendant Console users, you must configure one Attendant Console application user and associate the attendant phones with the user. If you do not configure this user, the attendant console cannot interact with CTIManager. For information on setting up the Attendant Console application user in Cisco Unified CallManager Administration, see the [“Enabling Device Security for Cisco Unified CallManager Attendant Console” section on page 14-21](#).

You must also create an application user for device authorization and associate phone with that application user.

Understanding Pilot Points and Hunt Groups

A pilot point, a virtual directory number that is never busy, alerts the Cisco Unified CallManager Attendant Console to receive and direct calls to hunt group members. A hunt group comprises a list of destinations that determine the call redirection order.



Note

Cisco Unified CallManager Attendant Console does not route calls to an instance of a shared line on attendant phone if any other instances of the shared line are in use.

For Cisco Unified CallManager Attendant Console to function properly, make sure that the pilot point number is unique throughout the system (it cannot be a shared line appearance). When configuring the pilot point, you must choose one of the following routing options:

- **First Available Hunt Group Member**—Cisco Unified CallManager Attendant Console goes through the members in the hunt group in order until it finds the first available destination for routing the call. You can choose this routing option from the Pilot Point Configuration window in Cisco Unified CallManager Administration.
- **Longest Idle Hunt Group Member**—This feature arranges the members of a hunt group in order from longest to shortest idle time. Cisco Unified CallManager Attendant Console finds the member with the longest idle time and, if available, routes the call. If not, Cisco Unified CallManager Attendant Console continues to search through the group. This feature evenly distributes the incoming call load among the members of the hunt group. You can choose this routing option from the Pilot Point Configuration window in Cisco Unified CallManager Administration.

If the voice-mail number is the longest idle member of the group, Cisco Unified CallManager Attendant Console routes the call to a voice-messaging system without checking the other members of the group first.

- **Circular Hunting**—Cisco Unified CallManager Attendant Console maintains a record of the last hunt group member to receive a call. When a new call arrives, Cisco Unified CallManager Attendant Console routes the call to the next hunt group member in the hunt group.
- **Broadcast Hunting**—When a call arrives at the pilot point, Cisco Unified CallManager Attendant Console answers the call, places the call on hold, adds the call to the queue, and displays the call in the Broadcast Calls window on attendant PCs. While on hold, the caller receives music on hold, if it is configured. Any attendant can answer the call from the Broadcast Calls window.

**Note**

In the Pilot Point Configuration window in Cisco Unified CallManager Administration, you must choose a device pool that is associated with the pilot point for pilot point redundancy to work.

When you update a pilot point, make sure that you reset the pilot point. Call processing continues to occur when you reset it.

When a call comes into a pilot point, Cisco Unified CallManager Attendant Console uses the hunt group list and the selected call routing method for that pilot point to determine the call destination. During hunt group configuration, you must specify one of the following options for each hunt group member:

- **Directory number (device member)**
If a directory number is specified, Cisco Unified CallManager Attendant Console only checks whether the line is available (not busy) before routing the call.
- **Attendant console user plus a line number (user member)**

When you specify a user and line number, the user can log in to and receive calls on any Cisco Unified IP Phone in the cluster that the attendant console controls.

If a user and line number are specified, Cisco Unified CallManager Attendant Console confirms the following details before routing the call:

- That the user is logged in to the attendant console
- That the user is online
- That the line is available

The attendant can only answer calls on the line number that you specify if that line number is configured on the phone that the attendant used to log in to the attendant console.

**Caution**

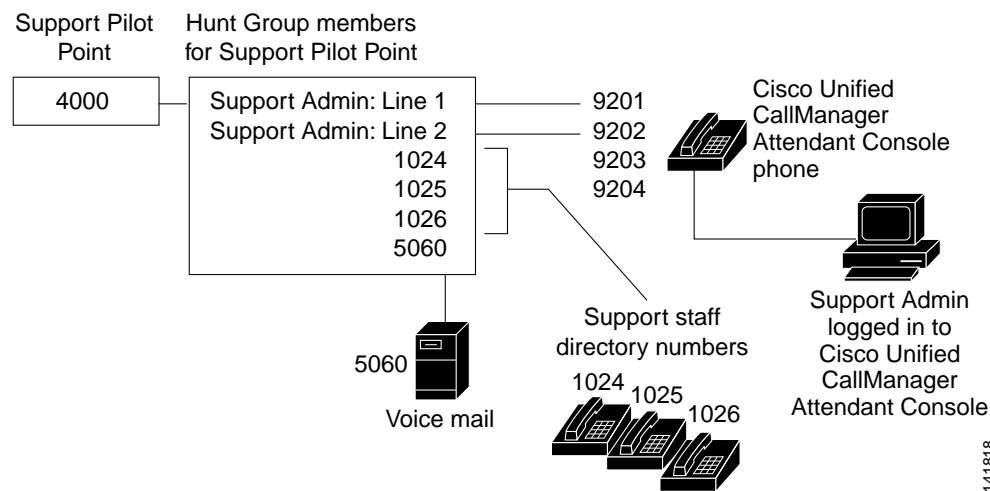
To handle overflow conditions, configure your hunt groups, so Cisco Unified CallManager Attendant Console route calls to one or more attendant consoles or voice-messaging numbers. To ensure that the voice-messaging number can handle more than one call at a time, check the Always Route Member check box in the Hunt Group Configuration window.

You can also handle overflow conditions by enabling call queuing. For more information about call queuing, see [“Understanding Call Queuing”](#) section on page 14-9.

Example 1 Pilot Points and Hunt Groups Working Together

Assume a pilot point named Support exists at directory number 4000. The hunt group for the Support pilot point contains the following members:

- Support Admin, Line 1 and Support Admin, Line 2 (Support Admin represents the attendant console login for the administrative assistant for Support.)
- Three directory numbers for support staff; that is, 1024, 1025, and 1026, listed in the hunt group in that order
- A voice-messaging number, 5060, which is the final member of the hunt group

Figure 14-1 Pilot Point and Hunt Group Example

As shown in [Figure 14-1](#), the following example describes a simple call-routing scenario where the user chose First Available Hunt Member during the configuration of the pilot point:

1. The Cisco Unified CallManager Attendant Console receives a call and directs it to the Support Pilot Point, directory number 4000.
2. Because 4000 is a pilot point and First Available Hunt Group Member is chosen as the call-routing option, the Cisco Unified CallManager Attendant Console that is associated with the pilot point checks the members of the hunt group in order, beginning with Support Admin, Line 1.

Cisco Unified CallManager Attendant Console determines that the Support Admin user is not online, directory number 1024 is busy, directory number 1025 is busy, and directory number 1026 is available.

3. Cisco Unified CallManager Attendant Console routes the call to the first available directory number, which is 1026. Because 1026 is available, the Cisco Unified CallManager Attendant Console never checks the 5060 number.

Understanding Linked Hunt Groups

Linking hunt groups together allows the Cisco Unified CallManager Attendant Console to search through more than one hunt group when calls are routed. When configured properly, pilot points create a link between hunt groups. Cisco Unified CallManager Attendant Console searches each hunt group according to the call-routing method that was chosen during configuration.

Consider the following guidelines when you are linking hunt groups together:

- Configure the individual pilot points and hunt groups first.
- For all except the last hunt group, make sure that the final member of the hunt group is the pilot point for the next hunt group. The pilot point from each group creates a link between the hunt groups, as seen in [Figure 14-2](#).
- To handle overflow conditions, choose a voice-messaging or auto-attendant number as the final member of the last linked hunt group in the chain. If Cisco Unified CallManager Attendant Console cannot route the call to any other members in the hunt groups, the call goes immediately to the voice-messaging number in the final hunt group.
- Check the Always Route Member check box in the Hunt Group Configuration window for only the final member of each hunt group.



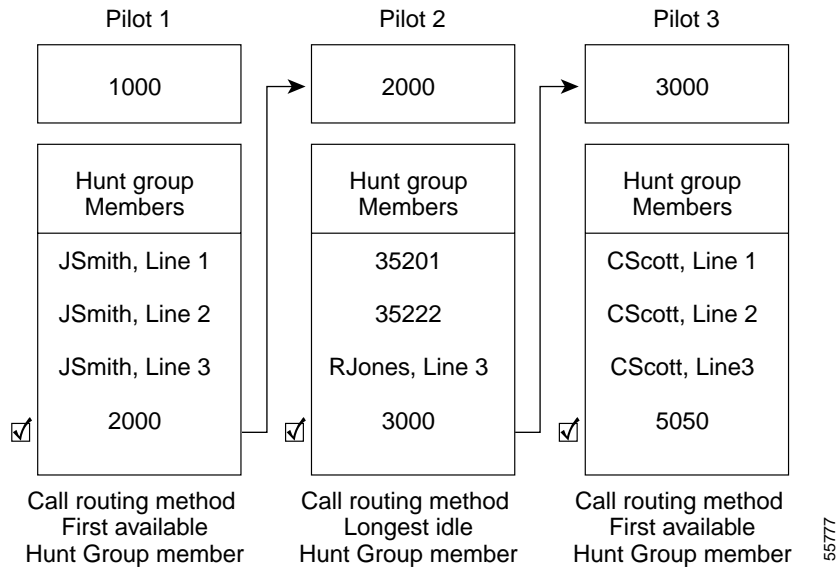
Caution

Cisco strongly recommends that you do *not* link the last hunt group back to the first hunt group.

Example 2 *Linked Hunt Groups Working Together*

Consider the following information that is shown in [Figure 14-2](#):

- Three pilot points that are numbered 1, 2, and 3 exist at directory numbers 1000, 2000, and 3000, respectively.
- The last hunt group member of Pilot 1 acts as the pilot point for Pilot 2, while the last hunt group member of Pilot 2 serves as the pilot point for Pilot 3.
- During hunt group configuration, the administrator checked Always Route Member for the last member of each hunt group.
- Each hunt group contains four members, including the linked pilot point.
- JSmith, RJones, and CScott designate attendant console users that are specified as user/line pairs in the hunt groups.
- In Pilot 2, two directory numbers, 35201 and 35222, exist.
- The final hunt group member of Pilot 3, voice-messaging number 5050, handles overflow conditions. The administrator checked Always Route Member when he configured this final hunt group member.

Figure 14-2 *Linked Hunt Group Example*

As represented in [Figure 14-2](#), the following example describes a simple call-routing scenario for linked hunt groups:

1. The Cisco Unified CallManager Attendant Console receives a call and directs it to the first pilot point of the chain, directory number 1000.
2. Because 1000 is a pilot point and First Available Hunt Group Member is chosen as the call-routing method, Cisco Unified CallManager Attendant Console checks the members in the hunt group in order, beginning with JSmith, Line 1. Cisco Unified CallManager Attendant Console determines that the first three members of the hunt group are unavailable and, therefore, routes the call to directory number 2000, the link to Pilot 2.
3. When the call reaches Pilot 2, Cisco Unified CallManager Attendant Console attempts to route the call to the longest idle hunt group member. Because directory numbers 35201 and 35222 are busy, and RJones, Line 3, is offline, Cisco Unified CallManager Attendant Console routes the call to the last member of the group, directory number 3000, the link to Pilot 3.
4. Cisco Unified CallManager Attendant Console searches through Pilot 3 to find the first available member who is not busy. When Cisco Unified CallManager Attendant Console determines that CScott, Line 2, is the first available member, Cisco Unified CallManager Attendant Console routes the call to that line. Cisco Unified CallManager Attendant Console never checks voice-messaging number 5050.

Understanding Circular Hunt Groups

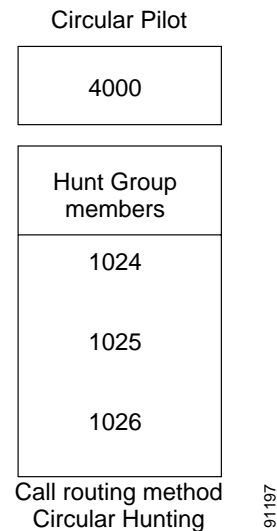
Circular hunt groups enable Cisco Unified CallManager Attendant Console to route calls on the basis of last hunt group member to receive a call. Each hunt group maintains a record of which hunt group member receives a call. When a new call arrives, Cisco Unified CallManager Attendant Console dispatches the call to the next hunt group member in the hunt group. In other words, Cisco Unified CallManager Attendant Console routes the first call to a hunt group to the first hunt group member, the second call to the second hunt group member, and so on. After the last hunt group member receives a call, Cisco Unified CallManager Attendant Console routes calls beginning with the first hunt group member again.

If you want to use circular hunting for linked hunt groups, set each of the pilot points of the linked hunt groups to circular hunting.

Example 3 Circular Hunting

Assume a pilot point that is named Circular exists at directory number 4000 and that you chose the Circular Hunting routing algorithm when you configured the pilot point. The hunt group for this pilot point contains the three directory numbers; that is, 1024, 1025, and 1026, listed in the hunt group in that order. Because the Always Route check box is not checked for any of the hunt group members, Cisco Unified CallManager Attendant Console determines whether the directory number is busy before routing the call.

Figure 14-3 Circular Hunting Example



As shown in [Figure 14-3](#), the following example describes a simple call-routing scenario where the user configured a Circular pilot point:

1. The Cisco Unified CallManager Attendant Console receives a call and directs it to the Circular pilot point, directory number 4000.
2. Because 4000 is a pilot point and Circular Hunting is chosen as the call-routing option, Cisco Unified CallManager Attendant Console routes the call to the first hunt group member, which is directory number 1024.
3. Cisco Unified CallManager Attendant Console receives another call and directs it to the Circular pilot point, directory number 4000.
4. Because Circular Hunting is chosen as the call-routing option and directory number 1024 received the last call, Cisco Unified CallManager Attendant Console attempts to route the call to the next hunt group member, which is directory number 1025.
5. Cisco Unified CallManager Attendant Console determines that directory number 1025 is busy and routes the call to the next hunt group member, directory number 1026.
6. Cisco Unified CallManager Attendant Console receives another call and directs it to the Circular pilot point, directory number 4000.

7. Because Circular Hunting is chosen as the call-routing option and directory number 1026 received the last call, Cisco Unified CallManager Attendant Console attempts to route the call to the next hunt group member, which is directory number 1024.

Understanding Broadcast Hunting

Broadcast hunting enables Cisco Unified CallManager Attendant Console to answer calls and place them into a queue. The attendant console displays the queued calls to all available attendants after inserting the calls into the queue and to all attendants that become available while the call is in the queue.



Note

The attendant console only broadcasts calls to attendants that are set up as user/line number hunt group members in the broadcast hunting pilot point.

The queued calls appear in the Broadcast Calls window on the attendant PC. While in the queue, the callers receive music on hold if you have chosen an audio source from the Network Hold Audio Source and the User Hold MOH Audio Source drop-down list boxes in the Device Pool window or the Pilot Point Configuration window.

Any attendant in the hunt group that is online can answer the queued calls. Cisco Unified CallManager Attendant Console does not automatically send the calls to an attendant. When an attendant answers a call, Cisco Unified CallManager Attendant Console removes the call from the Broadcast Calls window and displays it in the Call Control window of the attendant who answered the call.

You can specify the following values for each broadcast hunting pilot point:

- **Queue Size**—This field specifies the number of calls that are allowed in the queue. If the queue is full, Cisco Unified CallManager Attendant Console routes calls to the “always route” hunt group member that is specified on the Hunt Group Configuration window. If you do not specify an always route member, Cisco Unified CallManager Attendant Console drops the call when the queue size limit is reached.
- **Hold Time**—This field specifies the maximum time (in seconds) that Cisco Unified CallManager Attendant Console keeps a call in the queue. If the call is in the queue for longer than the “HoldTime,” the call gets redirected to the “AlwaysRoute” member. If you do not configure an always route member, the call remains in the queue until an attendant becomes available.

Example 14-4 Broadcast Hunting Example

Assume a pilot point named Service exists at directory number 1000 and supports broadcast hunting. The hunt group for this pilot contains the following members:

- Three user/line number pairs for service staff; that is, Mary Brown/Line #1, Joe Williams/Line #2, and Doris Jones/Line #1, listed in the hunt group in that order
- A voice-messaging number, 7060, which is the final member of the hunt group

The following example describes a simple call-routing scenario where the user chose Broadcast Hunting during the configuration of the pilot point:

1. The Cisco Unified CallManager Attendant Console receives a call and directs it to the Service Pilot Point, directory number 1000.
2. Because Broadcast is chosen as the call-routing option for the Service pilot point, the Cisco Unified CallManager Attendant Console that is associated with the pilot point checks the queue. Cisco Unified CallManager Attendant Console determines that the queue is not full and routes the call to the queue. The caller receives music on hold.

3. Cisco Unified CallManager Attendant Console checks the members of the hunt group in order, beginning with Mary Brown/Line #1. Cisco Unified CallManager Attendant Console determines that Mary Brown/Line #1 is available, Joe Williams/Line #2 is busy, and Doris Jones/Line #1 is available and, therefore, broadcasts the call to Mary Brown/Line #1 and Doris Jones/Line #1.
4. Mary Brown answers the call, and Cisco Unified CallManager Attendant Console removes the call from the queue.

Understanding Call Queuing

You can configure a pilot point to support call queuing, so when a call comes to pilot point and all hunt groups members are busy, Cisco Unified CallManager Attendant Console sends calls to a queue. While in the queue, the callers receive music on hold if you have chosen an audio source from the Network Hold Audio Source and the User Hold MOH Audio Source drop-down list boxes in the Device Pool window or the Pilot Point Configuration window. The attendants cannot view the queued calls. When a hunt group member becomes available, Cisco Unified CallManager Attendant Console redirects the call to that hunt group member.

You enable queuing for a pilot point by checking the Queuing Enabled check box on the Pilot Point Configuration window. You must also enter a value in the Queue Size field and the Hold Time (in Seconds) field. The queue size specifies the number of calls that are allowed in the queue. If the queue is full, Cisco Unified CallManager Attendant Console routes calls to the “always route” hunt group member that is specified on the Hunt Group Configuration window. If you do not specify an always route member, Cisco Unified CallManager Attendant Console drops the call when the queue size limit is reached. The hold time specifies the maximum time (in seconds) that Cisco Unified CallManager Attendant Console keeps a call in the queue. If the call is in the queue for longer than the “HoldTime,” the call gets redirected to “AlwaysRoute” member. If the “AlwaysRoute” member is not configured, no action occurs.

Understanding the Cisco Unified CallManager Attendant Console Directory

The attendant console server reads and caches directory entries at startup. After an initial handshake determines whether the directory entries changed since the previous log in, the attendant console downloads the directory user list. The attendant console also downloads the user list when the interval in the Directory Reload Interval field in the Attendant Settings dialog box expires or when the user clicks the Reload button in the Directory window.

The attendant console searches the following files (in order) for the user list:

- User list file that is specified in the Path Name of Local Directory File in the Attendant Settings dialog box on the attendant PC
- AutoGenerated.txt file that is generated by the Cisco Unified CallManager Attendant Console service and stored in the userlist directory on the Cisco Unified CallManager Attendant Console server when the Cisco CallManager Attendant Console Server service starts and when the directory sync period expires if the Directory Sync Period service parameter does not equal zero. The attendant console saves the file as CorporateDirectory.txt.

To modify the Directory Sync Period service parameter, choose **System > Service Parameters**. Choose the appropriate server from the Server drop-down list box and choose the Cisco CallManager Attendant Console Server service from the Service drop-down list box.

- CorporateDirectory.txt file that you import using the Cisco Unified CM Attendant Console User File Upload window (**Application > Cisco Unified CM Attendant Console > Cisco Unified CM Attendant Console User File Upload**). If you import a CorporateDirectory.txt file, it replaces the AutoGenerated.txt file created by the system.

The user list file exists in comma separate value (CSV) format and contains the following information:

- Last Name
- First Name
- Telephone Number
- Department

**Note**

Directory entries without telephone numbers do not display in the attendant console Directory window.

The attendant console server also stores per-attendant information such as speed-dial groups/entries and window positions in the database, which ensures that each attendant can use the per-attendant settings from any PC into which the attendant logs.

Additional Information

See the [“Related Topics” section on page 14-40](#).

Understanding the Cisco CallManager Attendant Console Server Service

The attendant console application registers with and receives call-dispatching services from the Cisco CallManager Attendant Console Server service. The CallManager Attendant Console Server service provides communication among Cisco Unified CallManager servers, attendant consoles, and the Cisco Unified IP Phones that are used with the attendant consoles.

**Note**

If you use the attendant console in a cluster environment, make sure that all Cisco Unified CallManagers within a cluster have the Cisco CallManager Attendant Console Server service activated and running. You must manually activate the service through Cisco Unified CallManager Serviceability. Attendant console redundancy requires this setup to work properly; however, not all Cisco CallManager Attendant Console Servers are required to have a route point.

Cisco CallManager Attendant Console Server handles attendant console requests for the following items:

- Call dispatching from pilot point to the appropriate hunt group destination
- Line status (unknown, available, on hook, or off hook)
- User directory information (Cisco CallManager Attendant Console Server stores and periodically updates directory information for fast lookup by the attendant console.)

**Note**

Cisco CallManager Attendant Console Server only monitors the status of internal devices and phones. An attendant console user cannot see line state for a phone that is connected to a gateway.

Cisco Unified CallManager Attendant Console Redundancy

Every time that the attendant opens the Cisco Unified CallManager Attendant Console, the following events occur:

- Cisco Unified CallManager Attendant Console connects to a Cisco Unified CallManager Attendant Console server and downloads the list of Cisco Unified CallManager servers in the attendant phone device pool.
- Cisco Unified CallManager Attendant Console caches the list of servers into the GlobalSettings.xml file that is located in C:\Program Files\Cisco\CallManager Attendant Console\data.
- Cisco Unified CallManager Attendant Console client application uses the server list to locate the servers that are running CTIManager. The list of CTI services provides scalability. Customer can provision a single machine as the call processing server (CTI server) instead of running the CTI service on the same machine as the Cisco CallManager service and the Cisco CallManager Attendant Console Server service.
- The Cisco Unified CallManager Attendant Console server inspects the Cisco Unified CallManager database and uses the list of Cisco Unified CallManager servers as the list of servers where the Cisco CallManager Attendant Console Server service should be active.

If a Cisco CallManager service fails, the following events occur:

- The attendant console that is attached to the failed server uses the list in the GlobalSettings.xml file to locate and connect to another Cisco Unified CallManager server.
- The Cisco CallManager Attendant Console Server service that is running on the Cisco Unified CallManager server takes over servicing of the route points that are associated with the failed Cisco Unified CallManager.
- When the failed Cisco Unified CallManager comes back up, its Cisco CallManager Attendant Console Server resumes servicing its route points and attendant consoles. The attendant resumes service with the recovered Cisco Unified CallManager after the attendant closes and reopens the console.

**Note**

Automated recovery exists. If a Cisco CallManager Attendant Console Server service fails, another Cisco CallManager Attendant Console Server service takes over.

To ensure redundancy for the Cisco Unified CallManager Attendant Console application, perform one of the following tasks:

- In default configurations where CTIManager and Cisco CallManager Attendant Console Server are running on all nodes in the Cisco Unified CallManager cluster, enter the IP address of one server that is running Cisco CallManager Attendant Console Server in the Attendant Settings dialog box on the attendant PC.
- If Cisco CallManager Attendant Console Server and CTIManager are not running on all nodes in the cluster, enter a comma separated list of the IP addresses of servers in the cluster that have an active CTIManager in the Call Processing Server Host Names or IP Addresses field on the Advanced Tab of the Attendant Settings dialog box on the attendant PC.

**Note**

For more information on accessing the Attendant Settings dialog box, see the [“Configuring Cisco Unified CallManager Attendant Console Settings”](#) section on page 14-37.

Firewall Support for Attendant Console

Cisco Unified CallManager 5.1(1) offers firewall support through Remote Method Indication (RMI).

Attendant console clients and attendant console servers communicate through Java RMI, which is also how attendant console servers communicate with each other. They only differ in that no firewall exists between servers.

The attendant console server uses a custom RMI socket to bind to specific TCP ports for sending the RMI response to the client. You can configure this by using Service Parameter RMI Bind Port.

RMI uses a TCP Callback Port to send callback messages to the attendant console client. You can configure the attendant console Client Callback Port can be configured using Settings Dialog.



Note

You must make sure that the RMI ports are open in the firewall.

System Requirements for Cisco Unified CallManager Attendant Console

See the following sections for PC requirements and Cisco Unified IP Phone requirements for using the attendant console:

- [Attendant PC Requirements, page 14-12](#)
- [Cisco Unified IP Phone and Voice-Messaging Requirements for Use with the Attendant Console, page 14-13](#)

Attendant PC Requirements

The following list provides PC requirements for the attendant console:

- Operating system—Windows 2000 and Windows XP
- Network connectivity to the Cisco Unified CallManager

Cisco Unified IP Phone and Voice-Messaging Requirements for Use with the Attendant Console

The attendant console works in conjunction with a Cisco Unified IP Phone. Configure the attendant console to connect the Cisco Unified IP Phone to its registered Cisco Unified CallManager server. To configure the attendant console, make sure that the IP Address or Host Name field in the Attendant Console Settings dialog box specifies the address of the Cisco Unified CallManager server to which the Cisco Unified IP Phone is normally registered.

Cisco Unified IP Phones that are used with the attendant console must meet the following guidelines:

- Use the attendant console with any SCCP Cisco Unified IP Phone Models 7905G, 7911G, 7912G, 7912G-A, 7940G, 7941G, 7941G-GE, 7960G, 7961G, 7961G-GE, 7970G and 7970G-GE. You cannot use SIP phones as attendant phones, but attendants can receive and handle calls from SIP phones.
- Make sure that the Cisco Unified IP Phone is added as a device in Cisco Unified CallManager before it is used with the attendant console.
- Make sure that you check the Allow Control of Device from CTI checkbox on the Phone Configuration window (**Device > Phone**) for each attendant phone. The system enables this field by default. If this checkbox is not checked for the attendant phone, call control does not come up for the attendant console.
- Make sure that you associate the attendant devices with the attendant console device authorization user that you configured in the Application User Configuration window in Cisco Unified CallManager Administration.
- Make sure that you configure voice messaging for each directory number the attendant can access. If you do not, the attendant cannot forward calls to voice-messaging system.
- Do not use a shared-line appearance for pilot points. Make sure that directory numbers for pilot points do not appear on any other device in the system. Attendant phones can share lines with other attendants or non-attendants.
- Disable call forwarding for lines and directory numbers on Cisco Unified IP Phones that are used as attendant consoles.
- If an attendant console user will be logging in to the attendant console at more than one phone, ensure that each phone is set up according to these guidelines and that each phone is registered with its own attendant console.
- Based on the line settings on Directory Number Configuration window, Cisco Unified CallManager Attendant Console can support multiple calls on a line. When no more outgoing calls can be made on a line, Cisco Unified CallManager Attendant Console displays a warning message when the attendant attempts to make a call.

Interactions and Restrictions

The following sections describe the interactions and restrictions for Cisco Unified CallManager Attendant Console:

- [Interactions, page 14-14](#)
- [Restrictions, page 14-15](#)

Interactions

The following sections describe how Cisco Unified CallManager Attendant Console interacts with Cisco Unified CallManager applications:

- [Cisco Extension Mobility, page 14-14](#)
- [Music On Hold, page 14-14](#)
- [Call Park, page 14-14](#)
- [CTI, page 14-14](#)

Cisco Extension Mobility

If a user logs in to or logs off the Cisco Unified IP Phone by using Cisco Extension Mobility while logged in to Cisco Unified CallManager Attendant Console, the Cisco Unified IP Phone resets, and the call-control status of the attendant console goes down. Cisco Unified CallManager Attendant Console displays a message that indicates that the attendant needs to log out and log back in if the directory numbers of the phone have changed. The user must log out of the Cisco Unified CallManager Attendant Console. When logging back into the Cisco Unified CallManager Attendant Console, the attendant must specify the current directory number of the phone in the Directory Number of Your Phone field of the Settings dialog box.

For more information on entering a directory number in the Cisco Unified CallManager Attendant Console, see [“Configuring Cisco Unified CallManager Attendant Console Settings” section on page 14-37](#).

Music On Hold

If you have chosen an audio source from the Network Hold Audio Source and the User Hold MOH Audio Source drop-down list boxes in the Device Pool window or on the Pilot Point window, queued callers receive music on hold while in the queue. The selections you make on the Pilot Point Configuration window override those you make on the Device Pool window.

Call Park

You must associate the Attendant Console application user to the Standard CTI Allow Call Park Monitoring group (found on the Cisco Unified CallManager Administration User Group Configuration window). If you do not associate the application user to this group, pilot points do not register, and the call control does not go on the console.

CTI

You must associate the Attendant Console application user to the Standard CTI Enabled users group and the Standard CTI Allow Call Park Monitoring group (found on the Cisco Unified CallManager Administration User Group Configuration window). If you do not associate the application user to these groups, pilot points do not register, and the call control does not go up on the console.

Restrictions

The following restrictions apply to Cisco Unified CallManager Attendant Console:

- You cannot use SIP phones as attendant phones, but attendants can receive and handle calls from SIP phones.
- The attendant console does not show the correct call forward all (CFA) status of certain SIP phones, including Cisco SIP IP Phone models 7940 and 7960.
- Cisco CallManager Attendant Console Server does not route calls to an instance of a shared line on attendant phone if any other instances of the shared line are in use.
- If you use the attendant console in a cluster environment, make sure that all Cisco Unified CallManagers within a cluster have the Cisco CallManager Attendant Console Server service activated and running. You must manually activate the service through Cisco Unified CallManager Serviceability. Attendant console redundancy requires this setup to work properly; however, not all Cisco CallManager Attendant Console Servers are required to have a route point.
- Cisco Unified CallManager Attendant Console does not support a dual monitor setup on the attendant PC.
- Cisco Unified CallManager Attendant Console does not support Barge and cBarge; however, the client interface does display any activity that is related to these features.
- Do not use a shared-line appearance for pilot points and hunt group members. Make sure that directory numbers for pilot points and hunt group members do not appear on any other device in the system.
- Disable call forwarding for lines and directory numbers on Cisco Unified IP Phones that are used as attendant consoles.
- Cisco Unified CallManager Attendant Console recognizes partitions, but has the following problems working with them:
 - If a directory number exists in more than one partition, the attendant console displays the line state of the DN that changed last. This means that line state that appears for a particular individual in the directory may not be correct.
 - If a directory number in the hunt group also exists in another partition, Cisco Unified CallManager Attendant Console may not route calls appropriately. Consider a scenario in which directory number 2000 exists in Partition1 and Partition2, and directory number 2000 (Partition1) exists in a hunt group. If directory number 2000 (Partition2) receives a call, Cisco Unified CallManager Attendant Console considers the line state of directory number 2000 (Partition1) to be busy and does not route calls to that directory number.
- A user cannot activate call back for a Cisco Unified CallManager Attendant Console pilot point number over a QSIG-enabled intercluster trunk or QSIG-enabled trunk. If the user attempts to activate call back to a Cisco Unified CallManager Attendant Console pilot point number over a QSIG-enabled intercluster trunk or QSIG-enabled trunk, the message “Callback Cannot be activated on xxxx” displays on the user phone. The user can activate call back for a Cisco Unified CallManager Attendant Console pilot point if that pilot point exists in the same Cisco Unified CallManager cluster as the user DN.
- Cisco Unified CallManager Attendant Console does not work with the group call pickup feature. The attendant console user interface cannot appropriately handle calls coming from or made to phones belonging to a call pickup group due to JTAPI and CTI limitations.
- Make sure that you do not add attendant console pilot points or hunt group members or any directory numbers on an attendant phone to line groups in Cisco Unified CallManager Administration.

- When two attendant console clients share a line, the attendant console does not always accurately display the attendant who parked a call in the Call Park window. When attendant #1 parks a call, the correct information regarding who parked the call on the PC of attendant #2; however, Cisco Unified CallManager Attendant Console does not display correct information regarding who parked the call on the PC of attendant #1. On the PC of attendant #1, Cisco Unified CallManager Attendant Console displays that attendant #1 parked the call rather than attendant #2.

Installing and Activating Cisco Unified CallManager Attendant Console

1. Use Cisco Unified CallManager Serviceability to activate and start the Cisco CallManager Attendant Console Server service on all servers that are running the Cisco CallManager service and to activate the CTIManager service on one server in the cluster. Refer to the *Cisco Unified CallManager Serviceability Administration Guide, Release 5.0(4)*.
2. Configure Cisco Unified CallManager Attendant Console in Cisco Unified CallManager Administration. See the [“Configuring Cisco Unified CallManager Attendant Console” section on page 14-16](#).
3. Install and configure the Cisco Unified CallManager Attendant Console plug-in on each attendant PC. For more information, see the [“Installing the Cisco Unified CallManager Attendant Console Plug-in on an Attendant PC” section on page 14-35](#), the [“Starting Cisco Unified CallManager Attendant Console After Installing Windows XP SP2” section on page 14-36](#), and the [“Configuring Cisco Unified CallManager Attendant Console Settings” section on page 14-37](#). After the attendant console is configured, it operates with the specified settings until the administrator changes them.
4. If the attendants require Cisco Attendant Console user windows to display in a language other than English, make sure that you install the Cisco Unified CallManager Locale Installer on every server in the cluster. For more information, refer to the *Cisco Unified Communications Operating System Administration Guide, Release 50(4)*.

Configuring Cisco Unified CallManager Attendant Console

For successful configuration of Cisco Unified CallManager Attendant Console, perform the steps in the configuration checklist. The following sections provide configuration information:

- [Configuration Checklist for Cisco Unified CallManager Attendant Console, page 14-17](#)
- [Configuring Cisco Unified CallManager Attendant Console Users, page 14-18](#)
- [Enabling Device Security for Cisco Unified CallManager Attendant Console, page 14-21](#)
- [Enabling the Super Provider Feature for Cisco Unified CallManager Attendant Console, page 14-22](#)
- [Associating Devices with the Attendant Console Authorization User, page 14-28](#)
- [Configuring Hunt Groups, page 14-29](#)
- [Cisco CallManager Attendant Console Server Service Configuration, page 14-32](#)
- [Creating and Uploading the CorporateDirectory.txt File, page 14-33](#)
- [Deleting the CorporateDirectory.txt File, page 14-34](#)
- [Installing the Cisco Unified CallManager Attendant Console Plug-in on an Attendant PC, page 14-35](#)

- [Starting Cisco Unified CallManager Attendant Console After Installing Windows XP SP2, page 14-36](#)
- [Configuring Cisco Unified CallManager Attendant Console Settings, page 14-37](#)
- [Attendant Console Configuration Settings, page 14-37](#)
- [Configuring Held Icon Timers, page 14-39](#)
- [Dependency Records, page 14-40](#)

Configuration Checklist for Cisco Unified CallManager Attendant Console

Perform the steps in [Table 14-1](#) to set up the attendant console.

Table 14-1 Attendant Console Configuration Checklist

Configuration Steps		Related Procedures and Topics
Step 1	Add attendant console users.	Configuring Cisco Unified CallManager Attendant Console Users, page 14-18
Step 2	Configure directory numbers for the pilot points.	Configuring a Directory Number, Cisco Unified CallManager Administration Guide, Release 5.0(4)
Step 3	Set up pilot points and hunt groups.	Understanding Pilot Points and Hunt Groups, page 14-2 Enabling the Super Provider Feature for Cisco Unified CallManager Attendant Console, page 14-22 Configuring Hunt Groups, page 14-29
Step 4	Create the attendant console application user and the attendant console device authorization user.	Enabling Device Security for Cisco Unified CallManager Attendant Console, page 14-21
Step 5	Associate attendant phones with the attendant console device user.	Associating Devices with the Attendant Console Authorization User, page 14-28
Step 6	Add the Attendant Console application user to the Standard CTI Enabled group, the Standard CTI Allow Call Park Monitoring group, and the Standard CTI Allow Control of All Devices user group.	Adding Users to a User Group, Cisco Unified CallManager Administration Guide, Release 5.0(4)
Step 7	Verify that the Cisco CallManager Attendant Console Server service activates and runs on all servers that are running the Cisco CallManager service. Verify that the CTIManager service activates and runs on one server in the cluster.	Cisco Unified CallManager Serviceability Administration Guide, Release 5.0(4) Understanding the Cisco CallManager Attendant Console Server Service, page 14-10
Step 8	Make sure that each attendant Cisco Unified IP Phone is set up correctly for use with the attendant console.	Cisco Unified IP Phone and Voice-Messaging Requirements for Use with the Attendant Console, page 14-13
Step 9	Make sure that the attendant console PC is set up correctly for use with the attendant console.	Attendant PC Requirements, page 14-12

Table 14-1 Attendant Console Configuration Checklist (continued)

Configuration Steps		Related Procedures and Topics
Step 10	<p>Create dial rules to transform directory numbers into a dialable pattern. Each rule specifies which numbers to transform based on the beginning digits and length of the number.</p> <p>For example, you can create a dial rule that automatically removes the area code and prefix digits from a 10-digit telephone number beginning with 408525 and adds 89 to the beginning of the telephone number to provide access to an outside line. In this case, the number 4085256666 becomes 8956666.</p>	<p>Configuring Dial Rules, <i>Cisco Unified CallManager Administration Guide, Release 5.0(4)</i></p> <p>Dial Rules Overview, <i>Cisco Unified CallManager System Guide, Release 5.0(4)</i></p>
Step 11	<p>Directory lookup rules transform caller identification numbers into numbers that can be looked up in the directory.</p> <p>For example, you can create a directory lookup rule that automatically removes the area code and 2 prefix digits from a 10-digit telephone, which would transform 4085551212 into 51212. If Cisco Unified CallManager Attendant Console can match the number with a user in the speed dial entries of the attendant or in the directory, the attendant console displays the name in the Call Detail window.</p>	<p>Configuring Directory Lookup Dial Rules, <i>Cisco Unified CallManager Administration Guide, Release 5.0(4)</i></p> <p>Directory Lookup Dial Rules, <i>Cisco Unified CallManager System Guide, Release 5.0(4)</i></p>
Step 12	If your centralized user list is located on a directory server that is separate from the Cisco Unified CallManager server, create and upload the CorporateDirectory.txt file.	Creating and Uploading the CorporateDirectory.txt File, page 14-33
Step 13	<p>Install and configure the attendant console on each attendant console user PC.</p> <p>Note After a Cisco Unified CallManager upgrade, you must reinstall the Cisco Unified CallManager Attendant Console Plug-in on the attendant PCs.</p>	<p>Installing the Cisco Unified CallManager Attendant Console Plug-in on an Attendant PC, page 14-35</p> <p>Starting Cisco Unified CallManager Attendant Console After Installing Windows XP SP2, page 14-36</p> <p>Configuring Cisco Unified CallManager Attendant Console Settings, page 14-37</p>

Configuring Cisco Unified CallManager Attendant Console Users

This section covers the following procedures:

- [Finding an Attendant Console User, page 14-19](#)
- [Configuring an Attendant Console User, page 14-20](#)
- [Deleting an Attendant Console User, page 14-21](#)
- [Enabling Device Security for Cisco Unified CallManager Attendant Console, page 14-21](#)
- [Enabling the Super Provider Feature for Cisco Unified CallManager Attendant Console, page 14-22](#)
- [“Configuring Pilot Points” section on page 14-23](#)

Additional Information

See the [“Related Topics” section on page 14-40](#).

Finding an Attendant Console User

Use the following procedure to find an attendant console user:

**Note**

During your work in a browser session, Cisco Unified CallManager Administration retains your attendant console user search preferences. If you navigate to other menu items and return to this menu item, Cisco Unified CallManager Administration retains your user search preferences until you modify your search or close the browser.

Procedure

- Step 1** Choose **Application > Cisco Unified CM Attendant Console > Cisco Unified CM Attendant Console User**.
- The Find and List window displays.
- Step 2** From the drop-down list box, choose one of the following criteria:
- begins with
 - contains
 - ends with
 - is exactly
 - is not empty
 - is empty
- Step 3** Specify the appropriate search text, if applicable, and click **Find**. You can also specify how many items per page to display.

**Tip**

To find all attendant console users that are registered in the database, click **Find** without entering any search text.

A list of attendant console users displays by Name.

**Tip**

To search for directory numbers within the search results, click the **Extend Query** check box, enter your search criteria as described in this procedure, and click **Find**.

Additional Information

See the [“Related Topics” section on page 14-40](#).

Configuring an Attendant Console User

This section describes how to configure an attendant console user. You must add users through the Cisco Unified CallManager Attendant Console User Configuration window in Cisco Unified CallManager Administration before the users can log in to an attendant console.



Note

Be aware that attendant console user IDs and passwords are *not* the same as directory users and passwords that are entered in the End User Configuration window in Cisco Unified CallManager Administration.

Procedure

- Step 1** Choose **Application > Cisco Unified CM Attendant Console > Cisco Unified CM Attendant Console User**.
- Step 2** Perform one of the following tasks:
 - To add a new attendant console user, click the **Add New** button.
 - To update an existing attendant console user, locate the appropriate user as described in [“Finding an Attendant Console User”](#) section on page 14-19, and click the name of the user you want to update.

The Cisco Unified CallManager Attendant Console User Configuration window displays.
- Step 3** Enter the appropriate configuration settings as described in [Table 14-2](#).
- Step 4** Click **Save**.

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Cisco Unified CallManager Attendant Console User Configuration Settings

[Table 14-2](#) describes Cisco Unified CallManager Attendant Console user configuration settings.

Table 14-2 Attendant Console User Configuration Settings

Field	Description
User ID	Enter the login name for the attendant console user. Enter up to 50 alphanumeric characters.
Password	Enter a password of up to 50 alphanumeric characters.
Confirm	Enter the same password again.

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Deleting an Attendant Console User

This section describes how to view, update, or delete a Cisco attendant console user.

Before You Begin

To find out which hunt groups are using the attendant console user, click the **Dependency Records** link from the Cisco Unified CallManager Attendant Console User Configuration window. If the dependency records are not enabled for the system, the dependency records summary window displays a message. For more information about dependency records, refer to the “Accessing Dependency Records” section in the *Cisco Unified CallManager Administration Guide*. If you try to delete an attendant console user that is in use, Cisco Unified CallManager displays a message. To delete an attendant console user that is currently in use, you must perform either or both of the following tasks:

- Assign a different attendant console user to any hunt groups that are using the attendant console user that you want to delete. See the “[Deleting Hunt Group Members](#)” section on page 14-32.
- Delete the hunt groups that are using the attendant console user. See the “[Deleting Hunt Group Members](#)” section on page 14-32.

Procedure

-
- | | |
|--------|---|
| Step 1 | Locate the user you want to delete by using the procedure in the “ Finding an Attendant Console User ” section on page 14-19. |
| Step 2 | Click the name of the user that you want to delete. |
| Step 3 | To remove the user, click Delete . |



Tip

From the Find and List window, you can delete multiple users by checking the check boxes next to the appropriate users and clicking **Delete Selected**. You can delete all users in the window by clicking **Select All**, then clicking **Delete Selected**.

Additional Information

See the “[Related Topics](#)” section on page 14-40.

Enabling Device Security for Cisco Unified CallManager Attendant Console

If you want to enable device security for the Cisco Unified CallManager Attendant Console, you must configure an attendant console application user and attendant console device authentication application user as well as associate the attendant phones with the user attendant console device authentication application user. If you do not configure these users, the attendant console cannot interact with CTIManager, and the attendant cannot receive calls.

Perform the following procedure to configure the Attendant Console application user.

Procedure

-
- | | |
|--------|---|
| Step 1 | Choose User Management > Application User .
The Find and List Application Users window displays. |
|--------|---|

Step 2 Click **Add New**.

The Application User Configuration window displays.

Step 3 To create the attendant console application user, enter a user ID such as **ac** in the User ID field.



Note

Make sure that the user ID that you use for the attendant console application user is the same as the value in the JTAPI username field in the Service Parameters Configuration window for the Cisco CallManager Attendant Console Server service. For information on accessing the Cisco Unified CallManager Attendant Console service parameters, see the [“Cisco CallManager Attendant Console Server Service Configuration” section on page 14-32](#).

Step 4 In the Password field, enter a password such as **12345**.

Step 5 In the Confirm Password field, re-enter the password.

Step 6 Click **Save**.

Step 7 Click **Add New**.

Step 8 To create the device authentication user, enter a user ID such as **ac2** in the User ID field.



Note

Make sure that the user ID that you use for the device authentication user is the same as the value in the ACDeviceAuthentication field in the Service Parameters Configuration window for the Cisco CallManager Attendant Console Server service. For information on accessing the Cisco Unified CallManager Attendant Console service parameters, see the [“Cisco CallManager Attendant Console Server Service Configuration” section on page 14-32](#).

Step 9 In the Password field, enter a password such as **12345**.

Step 10 In the Confirm Password field, re-enter password.

Step 11 Click **Save**.

.Additional Information

See the [“Related Topics” section on page 14-40](#).

Enabling the Super Provider Feature for Cisco Unified CallManager Attendant Console

You can enable Cisco Unified CallManager Attendant Console devices without associating each of the them with the Cisco Unified CallManager Attendant Console application user by enabling the super provider feature. To do this, add the Cisco Unified CallManager Attendant Console application user to the Standard CTI Allow Control of All Devices user group. After you enable the super provider feature, you do not have to associate pilot points and attendant phones to the Cisco Unified CallManager Attendant Console user.

During an upgrade from Cisco Unified CallManager Release 4.X, the system automatically converts the attendant console application user to a superprovider user and disassociates the devices previously associated to the application user.

Configuring Pilot Points

Before the Cisco CallManager Attendant Console Server service can route calls, you must configure pilot points and hunt groups through Cisco Unified CallManager Administration.

This section contains the following topics:

- [Finding a Pilot Point, page 14-23](#)
- [Configuring a Pilot Point, page 14-24](#)
- [Deleting a Pilot Point, page 14-27](#)
- [Resetting a Pilot Point, page 14-28](#)
- [Pilot Point Configuration Settings, page 14-25](#)

Additional Information

See the “[Related Topics](#)” section on page 14-40.

Finding a Pilot Point

This section describes how to find a pilot point.



Note

During your work in a browser session, Cisco Unified CallManager Administration retains your pilot point search preferences. If you navigate to other menu items and return to this menu item, Cisco Unified CallManager Administration retains your pilot point search preferences until you modify your search or close the browser.

Procedure

- Step 1** Choose **Application > Cisco Unified CM Attendant Console > Pilot Point**.
The Find and List window displays.
- Step 2** From the drop-down list box, choose one of the following criteria:
 - Pilot Point
 - Calling Search Space
 - Device Pool
 - Pilot Number
 - Partition
- Step 3** Specify the appropriate search text, if applicable, and click **Find**. You can also specify how many items per page to display.



Tip

To find all pilot points that are registered in the database, click **Find** without entering any search text.

A list of pilot points displays.



Tip To search for a pilot point within the search results, click the **Extend Query** check box, enter your search criteria as described in this procedure, and click **Find**.

- Step 4** To view a specific pilot point, click the pilot point name.
- Step 5** To delete or reset multiple pilot points from the Find and List Pilot Points window, check the check boxes next to the appropriate pilot points. You can choose all the phones in the window by checking the **Select All** button. Then, do one of the following:
- To delete the pilot points, click **Delete Selected**. When the delete confirmation dialog box displays, click **OK**.
 - To reset the pilot points, click **Reset Selected**. When the Device Reset window displays, click **Restart**.

Additional Information

See the [“Related Topics” section on page 14-40](#).

Configuring a Pilot Point

This section describes how to configure a pilot point and how to associate the directory number with that pilot point.

Before You Begin

Configure directory numbers to associate with the pilot points.

For more information on configuring directory numbers, see the “Configuring a Directory Number” section in the *Cisco Unified CallManager Administration Guide*.

Procedure

- Step 1** Choose **Application > Cisco Unified CM Attendant Console > Pilot Point**.
The Find and List Pilot Points window displays.
- Step 2** Perform one of the followings tasks:
- To copy an pilot point, locate the appropriate phone as described in [“Finding a Pilot Point” section on page 14-23](#), and click the **Copy** button.
 - To add a new pilot point, click the **Add New** button.
 - To update an existing phone, locate the appropriate phone as described in [“Finding a Pilot Point” section on page 14-23](#).
- Step 3** Enter the appropriate settings as described in [Table 14-3](#).
- Step 4** Click **Save**.
- Step 5** To associate a directory number for the pilot point, click the **Line [1]** link.
The Directory Number Configuration window displays.
- Step 6** Enter the directory number that you want to use for the pilot point from the Directory Number field and click **Save**.

**Note**

After the pilot point is created, you must configure a hunt group to specify which attendants receive the calls that come in to the pilot point. For more information, see the [“Configuring Hunt Group Members” section on page 14-29](#).

Additional Information

See the [“Related Topics” section on page 14-40](#).

Pilot Point Configuration Settings

[Table 14-3](#) describes pilot point configuration settings.

Table 14-3 Pilot Point Configuration Settings

Field	Description
Pilot Name	Enter up to 15 alphanumeric characters, including spaces, to specify a descriptive name for the pilot point.
Description	Enter a description of the pilot point. This description can contain up to 50 characters.
Device Pool	The device pool comprises a group of Cisco Unified CallManagers in prioritized order. The first Cisco Unified CallManager in the list represents the primary Cisco Unified CallManager for the pilot point.
Calling Search Space	<p>To designate the partitions that the pilot point searches when it attempts to route a call, choose a calling search space from the drop-down list.</p> <p>You can configure the number of calling search spaces that display in this drop-down list box by using the Max List Box Items enterprise parameter. If more calling search spaces exist than the Max List Box Items enterprise parameter specifies, the Find button displays next to the drop-down list box. Click the Find button to display the Select Calling Search Space window. Enter a partial calling search space name in the List items where Name contains field. Click the desired calling search space name in the list of calling search spaces that displays in the Select item to use box and click OK.</p> <p>Note To set the maximum list box items, choose System > Enterprise Parameters and enter a value in the Max List Box Items field.</p>

Table 14-3 Pilot Point Configuration Settings (continued)

Field	Description
Route Calls To	<p>Choose the method by which Cisco Unified CallManager Attendant Console routes calls to attendants. The available methods include</p> <ul style="list-style-type: none"> • First Available Hunt Group Member—Routes incoming calls to the first available member of a hunt group. • Longest Idle Hunt Group Member—Routes incoming calls to the route group member that has been idle for the longest time. If the voice-messaging number is the longest idle member of the group, Cisco Unified CallManager Attendant Console routes the call to voice-messaging system without first checking the other members of the group. • Circular Hunting—Cisco Unified CallManager Attendant Console maintains a record of the last hunt group member to receive a call. When a new call arrives, Cisco Unified CallManager Attendant Console routes the call to the next hunt group member in the hunt group. • Broadcast Hunting—When a call arrives at the pilot point, Cisco Unified CallManager Attendant Console answers the call, places the call on hold, adds the call to the queue, and displays the call in the Broadcast Calls window on attendant PCs. While on hold, the caller receives music on hold, if it is configured. Any attendant can answer the call from the Broadcast Calls window.
Location	<p>This field specifies a selection of locations that are defined by using System > Location. When a location is defined, a location name, audio and video bandwidths get specified.</p>
Media Resource Group	<p>Choose the appropriate Media Resource Group List. A Media Resource Group List specifies a prioritized list of media resource groups. Cisco Unified CallManager Attendant Console selects the required media resource (for example, a Music On Hold server, transcoder, or conference bridge) from the available media resource groups according to the priority order that is defined in the media resource group list.</p> <p>Note For more information on media resource group lists, see “Configuring a Media Resource Group List” in the <i>Cisco Unified CallManager Administration Guide</i>.</p>
Network Hold MOH Audio Source	<p>Choose the audio source that Cisco Unified CallManager Attendant Console uses for network hold, including transfer hold, conference hold, and call park hold.</p>
User Hold MOH Audio Source	<p>Choose the audio source that Cisco Unified CallManager Attendant Console uses when the attendant places a caller on hold.</p>
Queuing Enable	<p>If you want Cisco Unified CallManager Attendant Console to queue calls when all attendants in a hunt group are busy, check the Queuing Enable check box. To complete the call-queuing configuration, enter values in the Queue Size and Queue Hold Time (in Seconds) fields.</p>

Table 14-3 Pilot Point Configuration Settings (continued)

Field	Description
Queue Size	<p>This field specifies the number of calls that are allowed in the queue. If the queue is full, Cisco Unified CallManager Attendant Console routes calls to the “always route” member that is specified on the Hunt Group Configuration window. If you do not specify an always route member, Cisco Unified CallManager Attendant Console drops the call when the queue size limit is reached.</p> <p>The range is 0 to 255. The default specifies 32.</p>
Queue Hold Time (in Seconds)	<p>This field specifies the maximum time (in seconds) that Cisco Unified CallManager Attendant Console keeps a call in the queue.</p> <p>If a call remains on hold for the number of seconds that are entered in this field and you configured an “always route” hunt group member on the Hunt Group Configuration window, Cisco Unified CallManager Attendant Console sends the call to the always route member that is specified on the Hunt Group Configuration window. If you do not configure an always route member, the call remains in the queue until an attendant becomes available.</p> <p>Enter 0 in this field to keep calls in the queue until an attendant becomes available.</p> <p>The range is 0 to 3600 seconds. The default specifies 0.</p>

Additional Information

See the [“Related Topics” section on page 14-40](#).

Deleting a Pilot Point

This section describes how to delete a pilot point.

Before You Begin

To find out which virtual directory numbers are using the pilot point, click the **Dependency Records** link from the Pilot Point Configuration window. If the dependency records are not enabled for the system, the dependency records summary window displays a message. For more information about dependency records, refer to the “Accessing Dependency Records” section in the *Cisco Unified CallManager Administration Guide*. If you try to delete a pilot point that is in use, Cisco Unified CallManager displays a message. To delete a pilot point that is currently in use, you must delete the virtual directory numbers that are using the pilot point.

**Note**

You do not have to restart the Cisco CallManager Attendant Console Server service or the Cisco CallManager service after you delete a pilot point for the deletion to take effect.

Procedure

- Step 1** Locate the pilot point by using the procedure in the [“Finding a Pilot Point” section on page 14-23](#).
- Step 2** Click the name of the pilot point that you want to delete. The Pilot Point Configuration window displays with information for the chosen pilot point.

Step 3 To remove the pilot point, click the **Delete** button.

Approximately 10 minutes after you delete a pilot point, Cisco Unified CallManager Attendant Console stops directing calls to any hunt group members that are associated with that pilot point.



Tip

From the Find and List window, you can delete multiple pilot points by checking the check boxes next to the appropriate pilot points and clicking **Delete Selected**. You can delete all pilot points in the window by clicking **Select All**, then clicking **Delete Selected**.

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Resetting a Pilot Point

You must reset the pilot point after you update pilot point configuration settings. When you reset the pilot point, the Cisco CallManager service continues to run, and call processing continues to occur. Perform the following procedure to reset the pilot point:

Procedure

- Step 1** Locate the pilot point that you want to reset by using the procedure in the [“Finding a Pilot Point”](#) section on page 14-23.
- Step 2** Click the name of the pilot point that you want to reset.
- Step 3** Click **Reset**.
The Reset window displays.
- Step 4** Click one of the following buttons:
 - **Restart**—Restarts the selected device for the pilot point without shutting the device down (reregisters the phones with Cisco Unified CallManager).
 - **Reset**—Shuts down the selected device for the pilot point and brings it back up (performs a complete shutdown and reinitialization of the phone).
 - **Close**—Returns you to the previous window without restarting or resetting the selected device.

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Associating Devices with the Attendant Console Authorization User

Before the attendant uses the attendant console, you must associate the attendant console phones to the attendant console device authorization user that you created on the Application User Configuration window. Perform the following procedure:

Procedure

- Choose **User Management > Application User**, and perform a search for the device authorization user that you set up in the [“Enabling Device Security for Cisco Unified CallManager Attendant Console” section on page 14-21](#). For more information on performing a user search, see the “Finding an End User” in the *Cisco Unified CallManager Administration Guide, Release 5.0(4)*.

Step 1

The device authorization user information appears in the Application User Configuration window.

Step 2

Choose the attendant phones from the Available Devices list in the Device Associations box that you want to associate with the device authorization user and click the down arrow to move the devices to the Controlled Devices box. To choose multiple devices, Ctrl+click the devices. To locate specific devices, click the **Find More Phones** button, locate the devices as described in [“Finding a Pilot Point” section on page 14-23](#), check the check boxes next to the pilot points that you want to associate to the ac user, and click **Add Selected**.

Step 3

Click **Save**.

Additional Information

See the [“Related Topics” section on page 14-40](#).

Configuring Hunt Groups

After you configure the pilot point, you must configure the hunt group. A hunt group comprises an ordered list of destinations (either directory numbers or attendant console user/line numbers) to which Cisco Unified CallManager Attendant Console directs incoming calls.

This section covers the following procedures:

- [Configuring Hunt Group Members, page 14-29](#)
- [Hunt Group Configuration Settings, page 14-30](#)
- [Deleting Hunt Group Members, page 14-32](#)

Additional Information

See the [“Related Topics” section on page 14-40](#).

Configuring Hunt Group Members

This section describes how to add and update hunt group members.

Before You Begin

Configure the pilot point for which you want to add hunt group members, including associating the directory number to the pilot point, as described in the [“Enabling the Super Provider Feature for Cisco Unified CallManager Attendant Console” section on page 14-22](#).

Procedure**Step 1**

Find the pilot point for which you want to configure hunt group members as described in the [“Finding a Pilot Point” section on page 14-23](#).

Step 2 Do one of the following:

- To add a hunt group member, click the **Add Member** button in the Hunt Group Member Information area.
- To edit an existing hunt group member, choose the hunt group member and click the **Edit Member** button in the Hunt Group Member Information area.

The Hunt Group Configuration window displays.

Step 3 Enter the appropriate configuration settings for the new hunt group member as described in [Table 14-4](#).**Step 4** Click **Save**.**Step 5** Do one of the following

- To add a new hunt group member to the pilot point, click **Add New** and repeat [Step 3](#) and [Step 4](#).
- To create another hunt group member by copying the hunt group member that is displayed in the Hunt Group Configuration window, click **Copy** and repeat [Step 3](#) and [Step 4](#).
- To delete the hunt group member that is displayed, click **Delete**.
- To close the Hunt Group Configuration window and return to the Pilot Point Configuration window, click **Close**.

Step 6 To reorder the hunt group list, choose the member that you want to reorder from the list. Click the up and down arrows to move that member to a new position in the list.

If you are configuring a linked hunt group, make sure that the final member of each hunt group is the pilot point for the next hunt group.

**Caution**

Cisco strongly recommends that you do not link the last hunt group back to the first hunt group.

For an example of a linked hunt group, see the [“Understanding Linked Hunt Groups”](#) section on [page 14-5](#).

Additional Information

See the [“Related Topics”](#) section on [page 14-40](#).

Hunt Group Configuration Settings

[Table 14-4](#) describes hunt group configuration settings.

Table 14-4 *Hunt Group Configuration Settings*

Field	Description
Pilot Point	Displays the name of the pilot point for which you are configuring hunt group members.
Pilot Number (DirN)	Displays the directory number that is associated with the pilot point for which you are configuring hunt group members.

Table 14-4 *Hunt Group Configuration Settings (continued)*


Field	Description
Hunt Group Member	<p>This read-only field reflects the information that you choose from the Hunt Group Configuration window whether you enter the device directory number or the attendant console user name and line number; for example:</p> <ul style="list-style-type: none"> • Call directory number 35201 (directory number example) • Direct Call to Mary Brown, Line 1 (user and line number example)
Member Option	<p>Choose Device Member or User Member.</p> <p>If you choose the Device Member radio button, complete the fields in the Device Member Information section.</p> <p>If you choose the User Member, complete the User Name and Line Number fields in the User Member Information section.</p> <p>Note If you specify an attendant console user and line number, Cisco Unified CallManager Attendant Console first checks whether the attendant console user is logged in to an attendant console and online before attempting to route the call. When you specify a user and line number, the user can log in to and receive calls on any Cisco Unified IP Phone in the cluster that the attendant console controls.</p>
Directory Number	<p>Choose the directory number that you want to include in the hunt group. This field is only available if you chose the Device Member radio button from the Member Option field.</p> <div>  <p>Caution If you are configuring a linked hunt group, Cisco strongly recommends that you do not include any pilot point numbers in the hunt group except as the final member. Including other pilot point numbers in the hunt group may cause a continuous route loop.</p> </div>
Always Route Member	<p>If you want Cisco Unified CallManager Attendant Console to always route calls to this hunt group member, whether it is busy or not, check this check box. If this check box is checked, Cisco Unified CallManager Attendant Console does not check whether the line is available before routing the call.</p> <p>To manage overflow conditions, check this check box for voice-messaging or auto-attendant numbers that handle multiple, simultaneous calls.</p> <p>For linked hunt groups, only check the Always Route Member check box when you are configuring the final member of each hunt group.</p>
User Name	<p>From the drop-down list, choose the attendant console user that will serve as a hunt group member. This field is only available if you chose the User Member radio button from the Member Option field.</p> <p>Only attendant console users that are added in the Cisco Unified CallManager Attendant Console User Configuration window appear in this list.</p>

Table 14-4 *Hunt Group Configuration Settings (continued)*

Field	Description
Line Number	<p>From the drop-down list, choose the appropriate line numbers for the hunt group. This field is only available if you chose the User Member radio button from the Member Option field.</p> <p>Note You can add the same user to the same line only once within a single hunt group. For example, you cannot add Mary Brown, Line 1, more than once in the hunt group.</p>

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Deleting Hunt Group Members

This section describes how to delete hunt group members.

Procedure

-
- Step 1** Choose **Application > Cisco Unified CM Attendant Console > Pilot Point**.
The Pilot Point Configuration window displays.
- Step 2** In the Hunt Group member Information group box, click the name of the member that you want to delete and click **Delete Member**.
The delete confirmation dialog box displays.
- Step 3** To remove the hunt group member, click **OK**. To cancel the deletion, click **Cancel**.
-

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Cisco CallManager Attendant Console Server Service Configuration

From the Service Parameters Configuration window, you can set service parameters for the Cisco CallManager Attendant Console Server service. You obtain information about the parameters by clicking the ? button help icon in the upper, right corner of the window.

**Caution**

Do not change any service parameters without permission of a Cisco Technical Assistance Center engineer. Doing so may cause system failure.

Perform the following steps to update Cisco CallManager Attendant Console Server service parameters.

Procedure

Step 1 Choose **System > Service Parameters**.

The Service Parameter Configuration window displays.

Step 2 From the Server drop-down list box, choose a server.

Step 3 From the Service drop-down list box, choose the Cisco CallManager Attendant Console Server service.



Note You must activate the Cisco CallManager Attendant Console Server service on a server before the server displays in the Cisco CallManager Attendant Console Servers list. For more information on activating a service, refer to the *Cisco Unified CallManager Serviceability Administration Guide, Release 5.0(4)*.

The window refreshes and displays all configured service parameters for the Cisco CallManager Attendant Console Server service.

Step 4 Update the appropriate parameter value. To set all service parameters for this instance of the service to the default values, click the **Set to Default** button.

To view a list of parameters and their descriptions, click the ? button in the upper, right corner of the window. To view the list with a particular parameter at the top, click that parameter in the Cisco CallManager Attendant Console Server Configuration window.

Step 5 Click **Update**.

The window refreshes, and Cisco Unified CallManager updates the service parameter with your changes.

Additional Information

See the [“Related Topics” section on page 14-40](#).

Creating and Uploading the CorporateDirectory.txt File

You can create and upload a CorporateDirectory.txt file if your centralized user list is located on a directory server that is separate from the Cisco Unified CallManager server. To do this, perform the following procedure:

Procedure

Step 1 On your PC, create a corporate directory file named CorporateDirectory.txt that contains comma separated entries for each user in the format Last Name, First Name, Telephone Number, Department. Create one line for each user in the directory. You can include empty values for fields. The system ignores blank lines and lines starting with pound (#) or semi-colons (;). The following represents a sample directory file:

```
Doe, Jane, 67890, Engineering
Doe, John, 12345, Sales
Doe, Rodney, 12346, Marketing
Doe, Brian, 12347, Customer Support
```

Smith, , , Marketing
Clark, , ,



Note The CorporateDirectory.txt filename is case-sensitive.

- Step 2** In Cisco Unified CallManager Administration, choose **Application > Cisco Unified CM Attendant Console > Cisco Unified CM Attendant Console User File Upload**.

The Attendant Console User File Upload window displays.



Tip To view a sample directory file, choose the **View Sample CorporateDirectory.txt File** link. Then, click the browser Back button to return to the Attendant Console User File Upload window. If you have previously uploaded a corporate directory file, you can view that file by clicking the **View Current CorporateDirectory.txt File** link.

- Step 3** Choose **Upload File**.

The Upload File window displays.

- Step 4** Browse to the CorporateDirectory.txt file and click **Upload**.

When Cisco Unified CallManager Administration completes the file upload, a confirmation window displays.



Note Although Cisco Unified CallManager can import any file that you specify, the system can only use data from files that are named CorporateDirectory.txt.

- Step 5** Click **Close**.



Note To update the corporate directory list, update the CorporateDirectory.txt file and upload the file again. Cisco Unified CallManager Administration overwrites the previous file.

Additional Information

See the [“Related Topics” section on page 14-40](#).

Deleting the CorporateDirectory.txt File

If you want to use the user list generated by the Cisco Unified CallManager Attendant Console service rather than a user list that you imported from a separate directory server, you must delete the CorporateDirectory.txt file that you imported. The Cisco Unified CallManager Attendant Console service will generate a new AutoGenerated.txt file when the Cisco Unified CallManager Attendant Console service starts and when the directory sync period expires if the Directory Sync Period service parameter does not equal zero.

To delete the CorporateDirectory.txt file, use the following procedure:

Procedure

-
- Step 1** In Cisco Unified CallManager Administration, choose **Application > Cisco Unified CM Attendant Console > Cisco Unified CM Attendant Console User File Upload**.
- The Attendant Console User File Upload window displays.
- Step 2** Click the **Delete** button that appears next to the CorporateDirectory.txt link.
- Step 3** To delete the CorporateDirectory.txt file, click **OK**. To continue without deleting the file, click **Cancel**.



Note The Cisco Unified CallManager Attendant Console service will generate a new AutoGenerated.txt file when the Cisco Unified CallManager Attendant Console service starts and when the directory sync period expires if the Directory Sync Period service parameter does not equal zero.

Additional Information

See the [“Related Topics” section on page 14-40](#).

Installing the Cisco Unified CallManager Attendant Console Plug-in on an Attendant PC

You access the Cisco Unified CallManager Attendant Console plug-in from the Cisco Unified CallManager Application Plugin Installation window. This section describes how to install the attendant console on a user PC.

Before You Begin

Add the attendant console user and the phone that you want to associate with the attendant console to the Cisco Unified CallManager database. For more information on adding users, see the [“Configuring an Attendant Console User” section on page 14-20](#). For more information on adding phones, “Configuring Cisco Unified IP Phones” section in the *Cisco Unified CallManager Administration Guide, Release 5.0(4)*.

Make sure that you have administrative privileges on the attendant PC when installing Cisco Unified CallManager Attendant Console.

Procedure

-
- Step 1** From each Cisco Unified CallManager Attendant Console PC, browse into a server that is running Cisco Unified CallManager Administration and log in with administrative privileges.



Tip To browse into the server, enter `https://<CM-server-name>/ccmadmin/showHome.do`, where <CM-server-name> equals the name of the server, in the Address bar in the web browser.

- Step 2** From Cisco Unified CallManager Administration, choose **Application > Plugins**.

Step 3 Click the icon for the Cisco Unified CallManager Attendant Console.
The Cisco Unified CallManager Attendant Console installation wizard runs.

Step 4 To acknowledge the installation, click **Yes**.

Step 5 In the initial installation wizard window, click **Next**.

Step 6 To install the attendant console in the default location, click **Next**.



Note If you do not install the attendant console in the default location, it is possible that you will not be able to launch the Cisco Unified CallManager Attendant Console.

Step 7 In the Ready to Install window, click **Next**.

Step 8 After the installation program finishes installing files, choose whether you want to restart the computer now or later; then, click **Finish**.

Step 9 If prompted, restart the computer.

If you installed Windows XP SP2 on the client PC, see the [“Starting Cisco Unified CallManager Attendant Console After Installing Windows XP SP2”](#) section on page 14-36 for information on unblocking the firewall, so the attendant can use the attendant console.

Step 10 If the attendant does not have administrative privileges on the PC, grant read, write, and execute permissions on the folder where you installed Cisco Unified CallManager Attendant Console. By default, you install the Cisco Unified CallManager Attendant Console in C:\Program Files\Cisco\CallManager Attendant Console. For more information on setting folder permissions, refer to your operating system documentation.

Step 11 Configure or update any attendant console settings that you did not configure during the installation process. See the [“Configuring Cisco Unified CallManager Attendant Console Settings”](#) section on page 14-37.



Tip If you change IP addresses of the Cisco Unified CallManager servers or the device pool of the attendant phone changes after you install the attendant console plug-in, the attendants must close and open Cisco Unified CallManager Attendant Console, so the application can download the list of servers in the Cisco Unified CallManager group.

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Starting Cisco Unified CallManager Attendant Console After Installing Windows XP SP2

When you start Cisco Unified CallManager Attendant Console for the first time after you install Windows XP SP2, a dialog box displays that indicates that Windows Firewall has blocked some features of the ACClient application. To create an exception in the Windows Firewall, so you can continue using Cisco Unified CallManager Attendant Console, click **Unblock**. The operating system configures the exception automatically.

After you unblock the firewall, configure or update any attendant console settings that you did not configure during the installation process. See the [“Configuring Cisco Unified CallManager Attendant Console Settings”](#) section on page 14-37.

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Configuring Cisco Unified CallManager Attendant Console Settings

Configure each attendant console to meet the following criteria:

- Provide the attendant console username and password.
- Connect to the correct Cisco CallManager Attendant Console server and directory number for the Cisco Unified IP Phone that the attendant uses with the attendant console.

After you install the attendant console, you must configure the attendant console before a user can log in to the console. Use the procedure in this section to configure settings that are not specified during installation, to view current settings, or to update the attendant console configuration.

After it is configured, the attendant console operates with the specified settings until the administrator changes them.



Note

If you change the IP addresses of the nodes in the cluster, you may also need to change the IP address in the Attendant Server Host Name or IP Address field in the Attendant Console Settings dialog box.

Procedure

- Step 1** On the PC where the attendant console is installed, choose **Start > Programs > Cisco Unified CallManager > Cisco Unified CallManager Attendant Console** or click the Cisco Unified CallManager Attendant Console icon on the desktop; then, click **Yes** to launch the attendant console.
- Step 2** Click **Settings**.
- Step 3** Enter the appropriate configuration settings, as described in [Table 14-5](#).
- Step 4** Click **Save**. You have now configured the settings for the attendant console, and the settings can now be used for call-distribution activities.

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Attendant Console Configuration Settings

[Table 14-5](#) describes Cisco Unified CallManager Attendant Console configuration settings.

Table 14-5 Settings Dialog Box

Field/Check Box	Notes
Basic Tab (Cisco requires that you enter the information in the appropriate fields.)	
Attendant Server Host Name or IP Address	Enter the appropriate information in the field.
Directory Number of Your Phone	<p>Confirm or enter the directory number of the Cisco Unified IP Phone that the attendant uses with the attendant console.</p> <p>If you enter a directory number that appears on more than one device, the Device Selector dialog box displays when you click Save. Choose the device that you want to use with the attendant console from the drop-down list box and click OK.</p>
Attendant Console Client CallBack Port	<p>If you are using a firewall, specify the port that the firewall should use to send callback messages to the attendant console client.</p> <p>Valid port numbers include 0 and port numbers equal to or greater than 1023.</p>
Advanced Tab (You can enter information in these optional fields to change the default settings.)	
Path of Local Directory File	If you want the console to access a local user list rather than a centralized user list from Cisco Unified CallManager Administration, enter the path to the user list file on the attendant PC or network share that contains the directory information.
Directory Reload Interval (in seconds)	Enter the time (in seconds) that the Cisco Unified CallManager Attendant Console server waits before reloading the user list that displays in the Directory window of the Cisco Unified CallManager Attendant Console.
Call Processing Server Host Name or IP Address	Enter the call processing server host name or IP address if it differs from the attendant server that you specified on the Basic tab.
Local Host IP Address (for line state)	<p>Enter the IP address that your client uses to receive line state updates.</p> <p>Note If the attendant PC has two Network Interface Cards (NICs), you can specify the IP address that will receive line state updates.</p>
Enable Trace	Check the check box to ensure that you can troubleshoot issues that are associated with the attendant console.

Table 14-5 **Settings Dialog Box (continued)**

Field/Check Box	Notes
Enable Audible Alerts	<p>To enable audible alerts that indicate when the attendant receives calls (incoming and broadcast), drops calls, parks calls, and places calls on hold as well as that indicate how long calls have been on hold, check the Enable Audible Alerts check box.</p> <p>The audible alerts sound once per call event. The “audio” subdirectory of the Cisco Unified CallManager Attendant Console application contains the audible alert files. By default, the system specifies the directory location, C:\Program Files\Cisco\CallManager Attendant Console\audio.</p>
Show Accessibility Messages	<p>You can enable accessibility messages so that dialog boxes display information about the status of the attendant console, such as when call control goes up or down. For information on accessing the Attendant Settings dialog box, see http://www.cisco.com/univercd/cc/td/doc/product/voice/c_callmg/attndnt/call_att/141/english/ac_1_eng.htm#wp4911.</p>
Hold Call When Dial Pad is Active	<p>If you want the attendant console to place a call on hold while the attendant uses the Dial Pad window, check this check box.</p>

Additional Information

See the “[Related Topics](#)” section on page 14-40.

Configuring Held Icon Timers

The color of the held icons on the attendant console indicates how long a call has been on hold. The WaitTimeMedium parameter indicates the time before the held icon turns yellow. The WaitTimeLong parameter indicates the time before the held icon turns red. By default, the held icon turns yellow when a call remains on hold for 60 seconds and turns red when the call remains on hold for 120 seconds. To configure the duration after which the held icons change color, perform the following procedure.

**Note**

Cisco recommends that you do not change the default values of the held icon timers.

Procedure

- Step 1** Open the GlobalUI.properties files that are located on the attendant PC in the ..\Program Files\Cisco\CallManager Attendant Console\etc directory.
- Step 2** To change the time before the held icon turns yellow, edit the WaitTimeMedium parameter.
- Step 3** To change the time before the held icon turns red, edit the WaitTimeLong parameter.
- Step 4** Save and close the GlobalUI.properties file.

Additional Information

See the [“Related Topics”](#) section on page 14-40.

Dependency Records

To find specific directory numbers, refer to the “Dependency Records Buttons” section in the *Cisco Unified CallManager Administration Guide, Release 5.0(4)*.

Related Topics

- End User Configuration, *Cisco Unified CallManager Administration Guide, Release 5.0(4)*
- Dependency Records, *Cisco Unified CallManager Administration Guide, Release 5.0(4)*
- Application Users and End Users, *Cisco Unified CallManager System Guide, Release 5.0(4)*

Attendant Console

- [Configuration Checklist for Cisco Unified CallManager Attendant Console, page 14-17](#)
- [Introducing Cisco Unified CallManager Attendant Console, page 14-1](#)
- [System Requirements for Cisco Unified CallManager Attendant Console, page 14-12](#)
- [Interactions and Restrictions, page 14-13](#)
- [Understanding Call Queuing, page 14-9](#)
- [Configuring Cisco Unified CallManager Attendant Console, page 14-16](#)
- [Related Topics, page 14-40](#)

Attendant Console Server

- [Understanding the Cisco CallManager Attendant Console Server Service, page 14-10](#)
- [Cisco Unified CallManager Attendant Console Redundancy, page 14-11](#)
- [Cisco CallManager Attendant Console Server Service Configuration, page 14-32](#)

Attendant Console User

- [Understanding Cisco Unified CallManager Attendant Console Users, page 14-2](#)
- [Finding an Attendant Console User, page 14-19](#)
- [Configuring an Attendant Console User, page 14-20](#)
- [Cisco Unified CallManager Attendant Console User Configuration Settings, page 14-20](#)
- [Enabling Device Security for Cisco Unified CallManager Attendant Console, page 14-21](#)

Hunt Groups

- [Understanding Pilot Points and Hunt Groups, page 14-2](#)
- [Understanding Linked Hunt Groups, page 14-5](#)
- [Understanding Circular Hunt Groups, page 14-6](#)
- [Understanding Broadcast Hunting, page 14-8](#)
- [Configuring Hunt Groups, page 14-29](#)

- [Configuring Hunt Group Members, page 14-29](#)
- [Deleting Hunt Group Members, page 14-32](#)
- [Hunt Group Configuration Settings, page 14-30](#)

Media Resources

- Media Resource Management, *Cisco Unified CallManager System Guide, Release 5.0(4)*

Pilot Points

- [Understanding Pilot Points and Hunt Groups, page 14-2](#)
- [Finding a Pilot Point, page 14-23](#)
- [Configuring a Pilot Point, page 14-24](#)
- [Deleting a Pilot Point, page 14-27](#)
- [Pilot Point Configuration Settings, page 14-25](#)
- [Resetting a Pilot Point, page 14-28](#)
- [Associating Devices with the Attendant Console Authorization User, page 14-28](#)

Dial Rules

- Application Dial Rules Configuration, *Cisco Unified CallManager Administration Guide, Release 5.0(4)*
- Directory Lookup Dial Rules Configuration, *Cisco Unified CallManager Administration Guide, Release 5.0(4)*

Directory Lists

- [Understanding the Cisco Unified CallManager Attendant Console Directory, page 14-9](#)
- [Creating and Uploading the CorporateDirectory.txt File, page 14-33](#)
- [Deleting the CorporateDirectory.txt File, page 14-34](#)

Attendant Console Plug-in

- [Installing the Cisco Unified CallManager Attendant Console Plug-in on an Attendant PC, page 14-35](#)
- [Starting Cisco Unified CallManager Attendant Console After Installing Windows XP SP2, page 14-36](#)
- [Configuring Cisco Unified CallManager Attendant Console Settings, page 14-37](#)
- [Attendant Console Configuration Settings, page 14-37](#)
- [Configuring Held Icon Timers, page 14-39](#)

Additional Documentation

- *Cisco Unified CallManager Serviceability Administration Guide, Release 5.0(4)*
- *Cisco Unified CallManager Serviceability System Guide, Release 5.0(4)*
- *Cisco Unified CallManager Attendant Console User Guide*

