

# UNITY SUPERVISOR WEB GUIDE

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#### 1 ABOUT UNITY SUPERVISOR WEB

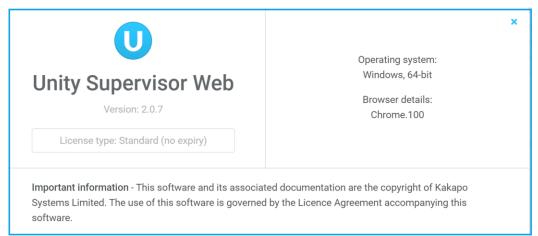
Unity Supervisor Web is a web-based end-user client designed for use within the BroadWorks call center environment. It provides a fully integrated hosted telephony environment, allowing a supervisor to monitor and manage all ACD queues [and the agents within those queues] that are assigned to as a supervisor in BroadWorks. The client also offers agent functionality if the Call Center Agent Standard/Premium service is assigned to the user.

#### 1.1 Features

The features available are as follows:

- o Full call control, directory integration and service configuration [as outlined in the Unity Desktop user guide], plus:
- o Remotely change agent ACD state [Available, Unavailable, Wrap-Up etc.] and joined state for queues
- Silent Monitor
- o Allows the Supervisor to set threshold alerts against queue and agent-level statistics

The current version can be found in Help > About Unity



## 1.2 Naming Conventions for this Help

- a. Call Center instances are also referred to as Queues in this guide
- b. ACD calls mean incoming calls into the call center/queue
- c. BWKS means the BroadWorks platform

1.3 System Requirements

1.3.1 Internet & Firewall

Unity Supervisor Web is fully supported by all major browsers such as Edge, FireFox, Chrome and

Safari. End-users can browse to https://supervisor.unityclient.com in their browser.

Any Access Control Lists (ACLs) in the System Provider core must be configured to allow the below

inbound connections from the Unity cloud:

a. TCP port 2208 (or 2209 if the connection is secured using TLS) to the BroadWorks OCI interface if

web clients are configured to use OCI over TCP/IP

b. TCP port 8011 (or 8012 if the connection is secured using TLS) to the BroadWorks CTI server if

web clients are configured to use the CTI protocol rather than XSI

c. HTTP/HTTPS access to the BroadWorks OCI interface if web clients are configured to use OCI over

**SOAP** 

d. HTTP/HTTPS access to the BroadWorks XSI interface if web clients are configured to use XSI rather

than CTI

These connections will be established from one of two logical IP addresses, please ensure both IP

addresses are allowed.

Primary IP Address: 185.17.172.185

Secondary IP Address: 85.13.237.8

1.3.2 BroadWorks Platform Requirements

Unity Supervisor Web is supported on BroadWorks R21 SP1 and above.

Connecting using XSI

The Xtended Service Interface (XSI interface) allows remote applications to integrate with Cisco

BroadWorks to perform telephony-related actions and to be notified about telephony events against

subscribers hosted in a Cisco BroadWorks-powered network. XSI can be accessed over HTTPS as well as

over TCP/IP using the CTI interface.

Unity Web Apps are able to integrate with BroadWorks either using XSI over HTTPS or CTI over TCP/IP, in

which case TLS is also supported.

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Default port: 8011 (insecure), 8012 (secure)

#### XSI/OCI OVER SOAP - HTTP/HTTPS

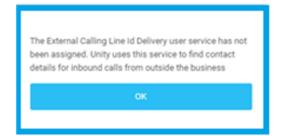
Default port:80 (insecure), 443 (secure)

## 1.3.3 BroadWorks License and Service Requirements

## Internal calling line ID delivery & external calling line ID delivery

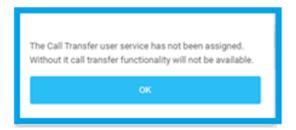
The Internal Calling Line ID Delivery and External Calling Line Id Delivery services should both be assigned as these services allow Unity to identify calls to/from other users in the business. If not assigned Unity will function, but the user will be prompted that this functionality will not be available.





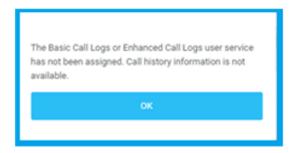
#### Call Transfer

The Call Transfer service is required in order to blind or announce transfer calls to internal and external numbers. Unity will alert the user if this service is not assigned.



#### Call Logs

The Basic Call Logs service must be assigned to the user in order to see dialled, received and missed calls. Unity will alert the user if this service isn't assigned.



## 1.3.4 Optional Services

Unity allows many user services to be utilized and configured in Tools > Settings. However, these services are not mandatory, so Unity will remove visibility of them if not assigned to the user. The below services are supported:

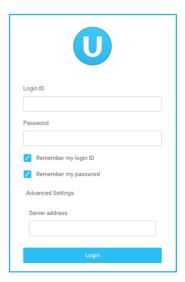
Service	Description
Anonymous Call Rejection	Prevent a caller from contacting you if they have explicitly hidden
	their phone number
Call Forward Always	Automatically forward all incoming calls to a number
Call Forward Busy	Automatically forward all incoming calls to a number when the
	user is on the phone
Call Forward No Answer	Automatically forward all incoming calls to a number when the
	call hasn't been answered after a certain number of rings
Call Recording	Record incoming and outgoing calls, refer to section 5.8 for more
	information
CommPilot Express	Use pre-configured routing profiles to handle incoming calls
	based on the current state of the user
Do Not Disturb	Block all incoming calls and reroute to voicemail if available
Simultaneous Ring	Automatically ring another number when an incoming call is
	received, the call can then be answered through that number or
	the primary phone
Calling Line ID Delivery Blocking	Hide your phone number when making outgoing calls
BroadWorks Anywhere	Connect mobile or fixed-line devices to the VoIP account, and
	switch calls between them
Call Waiting	Answer an incoming call when already on a call
Hoteling Guest	Associate the VoIP account to another device so that it is treated
	as the primary device. Used in a hot-desking environment.

Call Park Retrieve	Retrieve a call that has been parked for a specific user
Directed Call Pickup with Barge-In	Automatically join another users call
Remote Office	Associate a mobile device to the VoIP account to make or receive calls
Flexible Seating Guest	Users can associate with a Flexible Seating host in Settings or from the drop list in the main Unity UI
Voice Messaging User	Provide voicemail for unanswered incoming calls
External/Internal Calling Line ID Delivery	Provides Calling Line ID information of an incoming call from outside the group

## 2 Initial Setup

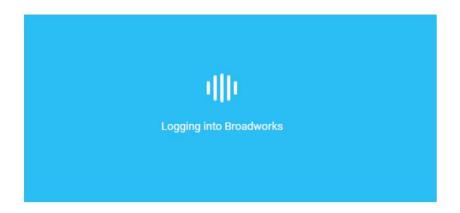
The first time Unity is started you will be prompted to enter the configuration details, as shown below. Unity can then retain the connection and authentication details for later use. The login ID and password will be assigned from your Service Provider.

You may also be prompted for the server address for your Service Provider. However this can be preconfigured for your System Provider in which case it will be prepolulated and the Advanced Settings section will be hidden.



Enter your login ID and password and the BroadWorks Server Address as specified by your Service Provider [if displayed].

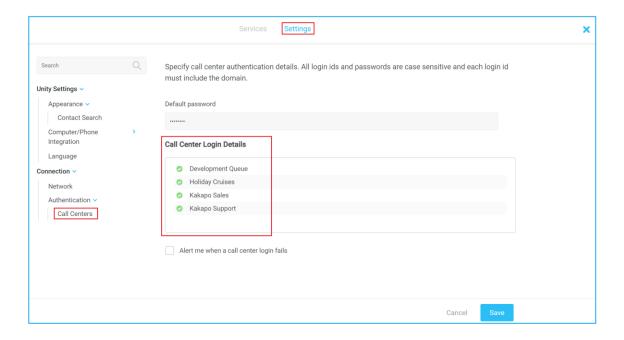
Once you have entered your login details click login. Unity will now display a dialogue box "Logging into BroadWorks" as the application opens.



### 2.1 Call Center Login Details

Once you are logged into Unity, it will connect to the host BroadWorks system and populate all the Call Center Instance IDs for the call centers that the user is a member of as shown below. This will include call centers that the user is associated to as an agent, a supervisor, or both.

To acces this panel click Tools > Settings from the main window, then click the Settings tab, then client Call Centers under Authentication

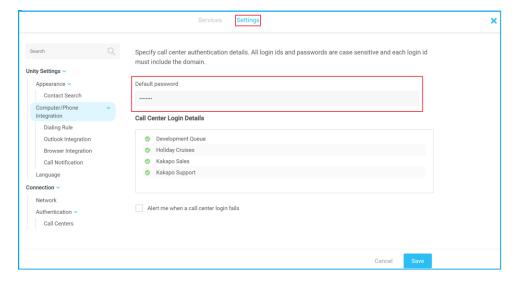


The password for each call center must be added in order to populate the call centers in the Personal Wallboard. Double click a call center to add the password. Where the password is the same for each call

center click the "Apply to all queues without a password" box and restart. Unity will now login as the call center queues and you will see these begin to populate the Personal Wallboard.

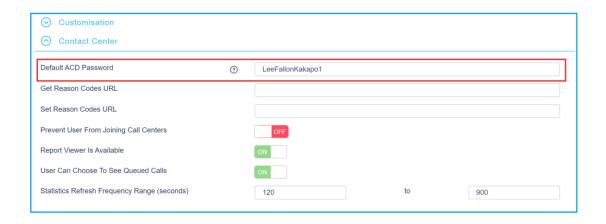
#### 2.2 Call Center Login Default Password

If all call center passwords are the same, use the default password option. Enter the password for the call centers so that when a new call center is added in the future the supervisor doesn't have to enter the call center password as Unity will do this automatically. Please note that all call center passwords have to be the same for this option to work.



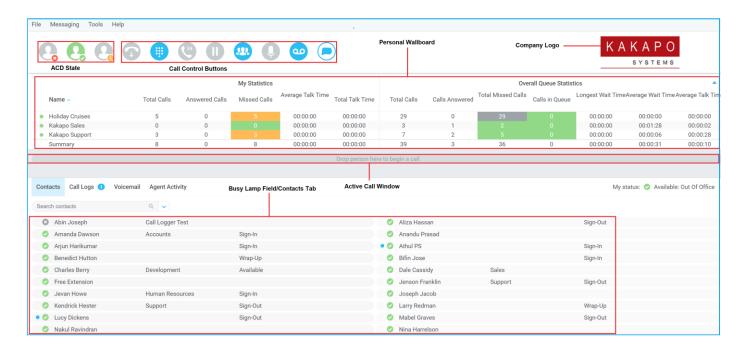
Please use the Contact Center tab in the Branding section in the Kakapo Partner Portal to set a default password for all your Call Centers. This can be configured at the System Provider, Enterprise and Group levels





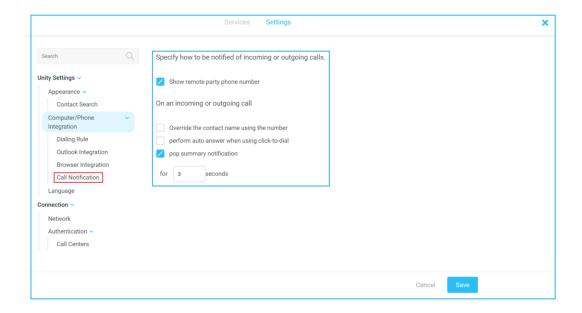
## 3 UNITY SUPERVISOR WEB INTERFACE OVERVIEW

Unity is split into six functional areas; ACD Buttons, Call Control buttons, Personal Wallboard, Active Call Window, Contacts [monitoring and instant messaging]. Contacts is a tab that can be toggled to display Call Logs, Abandoned Calls, Voicemails and Agent Activity.



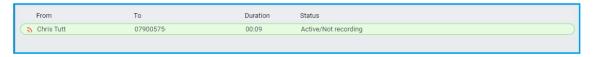
#### 3.1 Call Notification Preferences

Unity Supervisor Web can be configured to pop a notification when a call is presented. Optionally, Supervisor can also perform auto-answer when using click-to-dial to make outbound calls, in which case the "initialization" call will be auto-answered on the primary device of the user. If this is not selected then the phone will ring and the user will have to lift the handset to initiate the outbound call.



### 3.2 Show Remote Party Phone Number

This setting will configure to show the remote party number [if available], as shown below. This applies to both internal and external parties.

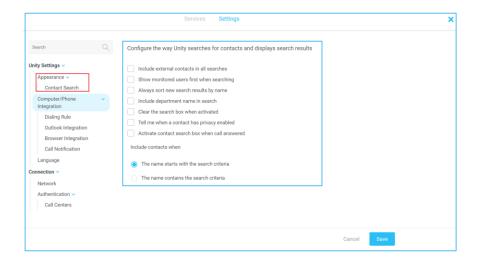


## 3.3 Override Contact Name Using Number

Unity can also perform a contact search based on the remote party number even if the name was provided by the Broadworks platform, this is especially useful when the name delivered through the PSTN is incorrect, for example in some cases this may always be "WIRELESS CALLER".

#### 3.4 Appearance

In Settings [button] > Settings [tab] > Appearance, the user can configure the way Unity searches for contacts and displays search results.



### 4 MAIN INTERFACE ELEMENTS

#### 4.1 ACD State Buttons

If the Supervisor also has a Call Center Agent Standard/Premium license assigned then ACD State buttons can be used to set availability for all call centers. When clicking "Unavailable" the user may be presented a list of unavailable reason codes if configured in BroadWorks.

#### 4.2 Call Control

Call Control buttons provide quick access to common telephone handling commands. Only services that are assigned to the user are displayed. For example, if Call Recording and Voicemail are not assigned then these buttons will not be displayed.

#### 4.3 Active Call Window

This provides a list of all current calls and their state. For example, Ringing, Active or On Hold. The duration of the call is also displayed. This is from the moment the call was first placed and does not reset when a call is Held or Retrieved. Unity will mirror any call handling made on the user's IP phone. For example, if the call is placed on Hold on the handset, the user will show as being on Hold in the Active Call Window.

#### 4.4 Contacts

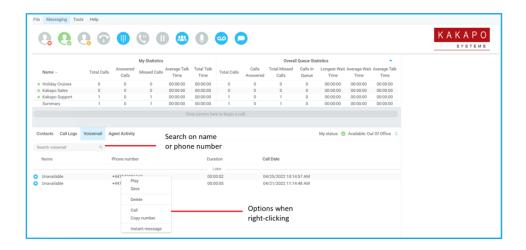
This list will display up to 30 monitored users, displaying their Do Not Disturb [grey], Available [green], Engaged [red] or Ringing [orange] state as icons.

#### 4.5 Call Logs

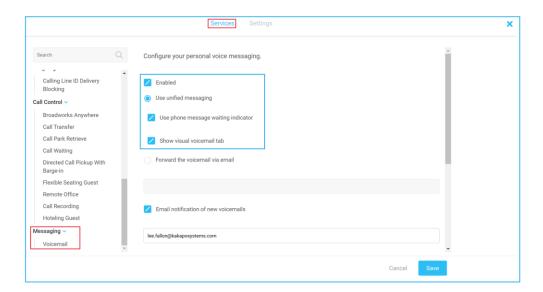
Toggling the bottom Contacts panel to Call Logs will display Missed Calls, Received Calls and Dialled Calls. Missed Calls will include both direct inbound DID calls, ACD and Hunt Group calls. The Basic Call Log service will provide the last 20 numbers of each type that are loaded on Unity startup, however calls will automatically be added to these lists as Unity is running. Please note, Unity web clients do not support the Enhanced Call Logs user service.

#### 4.6 Voicemail

Clicking into the Voicemail tab will display a list of voice messages with the most recent at the top. Double click an entry to play through the browser's default media player. Right click to play, save locally, or delete.



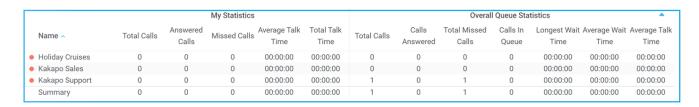
In order for the Voicemail tab to appear, Supervisor must be configured for "Use unified messaging" and "Show visual voicemail tab" in Voicemail settings as below.



#### 4.7 Personal Wallboard

The Personal Wallboard will show current performance metrics for the call centers the user is assigned to, either as a supervisor and/or an agent. The statistics are broken down by "My Statistics" which shows the Supervisor's individual performance [assuming the supervisor is also an agent of the call center] and "Overall Queue Statistics" which will show the current conditions across the entire call center[s]. The icon at the upper right hand corner of Personal Wallboard toggles between showing all call centers individually [Maximized View] or a summary of all call centers combined [Minimized View].

#### Maximized View

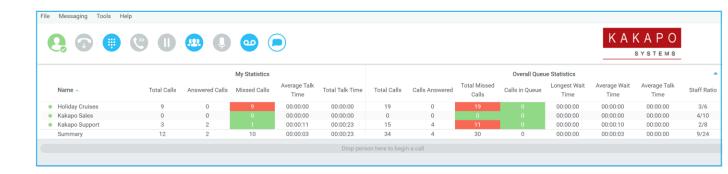


#### Minimized View



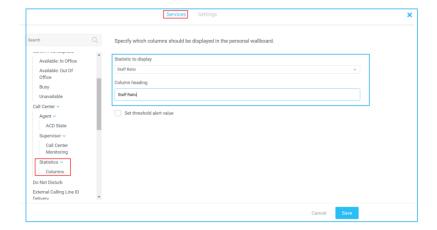
Note: Statistics shown in Personal Wallboard are always from midnight on the current day

When showing in maximized view, each queue in the list will include an icon to indicate the joined state of the logged-in user to that queue. This will be green if joined, red if unjoined, or grey if the user is not an agent of that queue [so therefore unable to join]. If the user isn't an agent for the queue there will be no statistics in the "My Statistics" section of the Personal Wallboard.



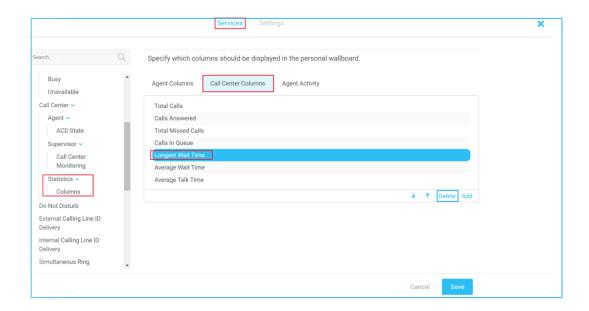
#### 4.8 Staffed Ratio

Personal Wallboard in Unity Supervisor includes "Staffed Ratio", an additional statistic that is not available in Unity Agent. For each queue, Staffed Ratio shows the total number of Agents that are joined to the queue out of those assigned to the queue. This can be configured in Unity Settings, as shown below.



## 4.10 Longest Wait Statistic

By default, Unity Supervisor displays the "Longest Wait Time" statistic. This shows the wait time of the longest waiting call in the queue. If there are no calls in the queue this will be zero. This stat can optionally be removed in Settings > Services > Columns > Call Center Columns. Click the statistics you want to remove then click the minus sign to remove it.



## 5 CALL CENTER AGENT FUNCTIONALITY

Unity Supervisor also allows the user to perform call center agent functionality such as changing ACD state, joining and leaving a queue and taking calls for that queue. This functionality is dependent on either the Call Center Agent Standard or Call Center Agent Premium service being assigned to the user, in which case the below functionality will automatically become available.

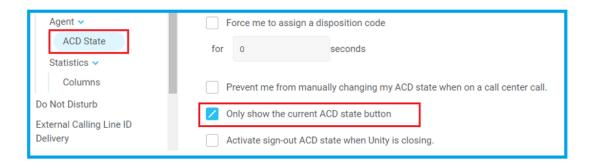
### 5.1 Changing ACD State

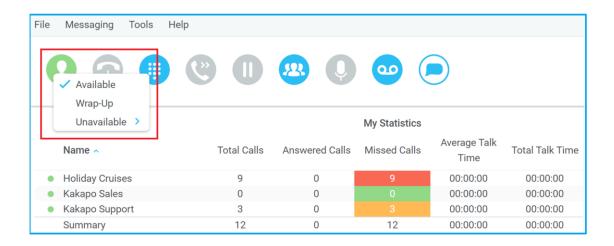
Clicking Unavailable, Available or Wrap-Up will change overall availability for all queues you are a member of. This will not impact receiving inbound direct [non ACD] calls. The currently selected state will be highlighted as shown below.



## 5.1.1 Only Show One ACD Button

Unity Supervisor can optionally be configured in Settings > Services > Call Center > Agent > ACD State to only display one ACD button, which will be the currently selected state. Left clicking will provide the other ACD options.



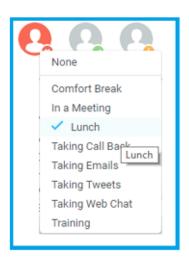


## 5.1.2 Assigning Unavailable Codes

When the supervisor selects unavailable, any unavailable codes that have been configured in BroadWorks will appear.

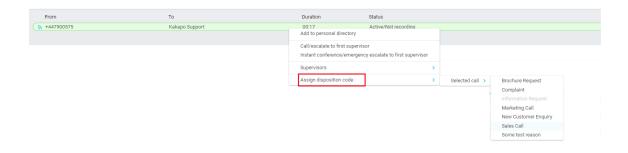


Unavailable Code assignment with three ACD buttons.



## 5.1.3 Disposition Codes

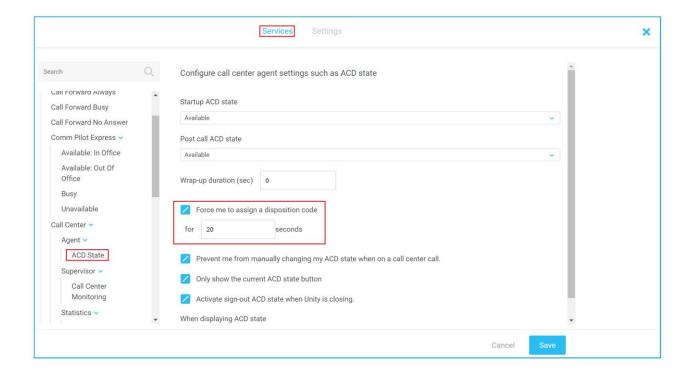
To assign a Disposition Code the supervisor can right click the active ACD call in the Active Call Window and assign a code through the context menu. Previously assigned codes cannot be assigned to the same call again.



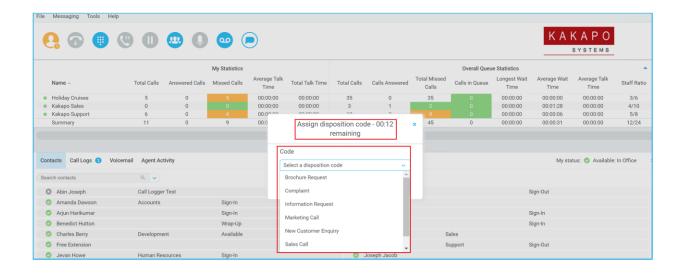
A disposition code can also be assigned to the last ACD call through the context menu, as shown below



When Unity is configured to force the agent to assign a disposition code through a popup window which is automatically displayed to the user when the call is released, assuming a code wasn't assigned while the call was in progress. A timer must be specified which will display a count-down to the user, and will automatically close [and change the ACD state to Available] once the timer duration has elapsed. This feature is activated in Settings as below.

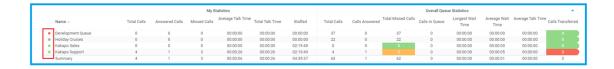


Example of a user being forced to assign a disposition code after the call ends.

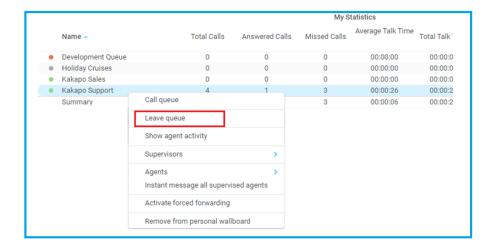


## 5.2 Using Personal Wallboard

As previously mentioned, the Personal Wallboard will show agent-level statistics for any call centers that the user is associated to as an agent, as well as the joined state for that queue. However if the user is a supervisor only the agent-level statistics will be blank and the joined icon will be grey.



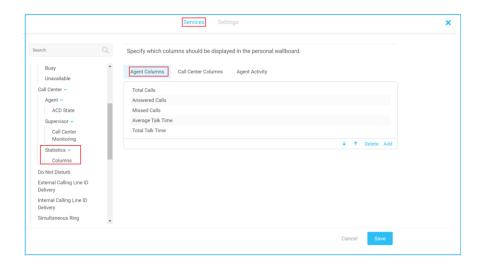
If the user is an agent they can right-click a call center in the Personal Wallboard to perform common agent actions such as join/leave, instant message supervisors etc.



## 5.2.1 Configuring Statistics Columns in Personal Wallboard

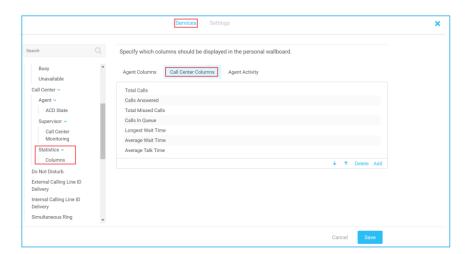
The statistics shown in "My Statistics" and "Overall Queue Statistics" panels of the Personal Wallboard are configurable in Settings > Services > Call Center > Statistics > Columnns.

Statistics can be added or removed with the — + buttons and the order they are displayed, from left to right in the Personal Wallboard can be changed with the arrows. Topmost is to the left.



#### 5.2.2 Customizing Statistics Label

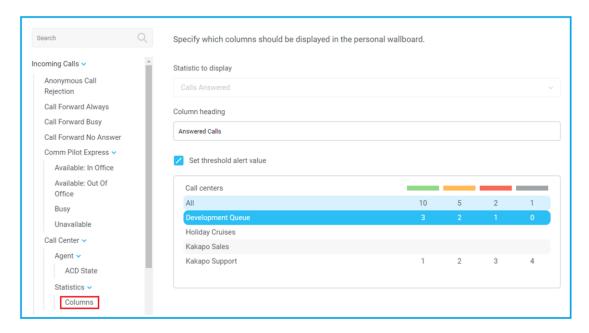
Double click any statistic as displayed in the list above. From the below field you are able to customize the statistic label as required.



### 5.2.3 Configuring Alert Thresholds in Personal Wallboard

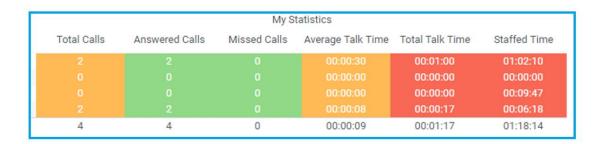
Double click any Statistic in Settings > Services > Call center > Statistics > Columns. Select Agent Columns, Call Centre Columns or Agent Activity and double click on the column. This will display a table where corresponding values can be configured that will progressively change the statistic background colour green, yellow, red and black.

Some statistics allow a different threshold to be set per call center, for example important queues can have lower thresholds.



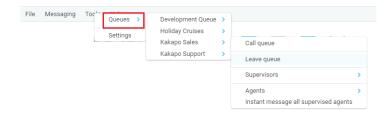
Double click an entry in the list to set overall threshold values or those for a specific call center.

In the example below statistics columns have been added, some have been renamed from the default and threshold alerts have been configured.



#### 5.3 Tools Menu

The Tools menu provides another way to perform common ACD actions, as shown below. This menthod should be used when the Personal Wallboard is minimized.



### 5.4 Receiving ACD Calls

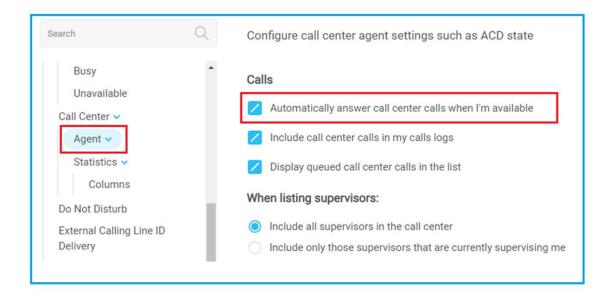
Inbound ACD calls will display the call center name, as configured in BroadWorks, in the "To" field. The "From" field will display the incoming CallerID [if not withheld] or the name of the caller if that can be matched from the Directory. Answer the call by lifting the IP phone handset, clicking Answer/Release call control button or double clicking the call in the Active Call Window.



Hang up the IP phone handset or click Release  $\odot$  to end the call.

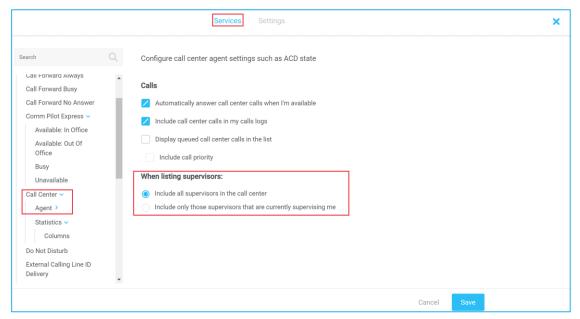
#### 5.5 Auto Answer

Unity Supervisor optionally allows ACD calls to auto-answer when the agent is in the "Available" state. This is toggled on/off in Settings > Incoming Calls > Call Centre > Agent. This is only available if the user is associated to the queue as an agent.



### 5.6 Supervisor Escalation

Unity Call Center Supervisor facilitates the BroadWorks call center escalation feature by allowing both standard and emergency call escalation. Both types of escalation can only be performed on call center calls and both inbound and outbound [DNIS] calls are supported. In either case, a user can only escalate a call to a supervisor if they are currently supervising them in BroadWorks. If this is not the case the user will be told [through the phone] that the supervisor is not a valid supervisor.



#### 5.7 Standard Escalation

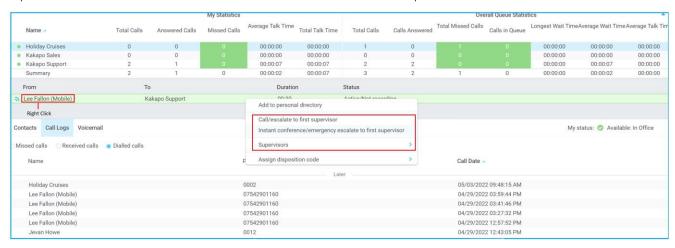
Standard escalation is used when an agent needs to be given information or instruction from the supervisor without conferencing in the remote party. Typically, the agent will release the call to the supervisor and relay the information to the remote party. Unity allows the call to be escalated to a specific supervisor or to the first supervisor that is available. The Agent's Unity client will automatically place the ACD call on hold, then dial the extension of the supervisor as an escalated call. This call will then appear as an escalated call in all center reports. Standard call policy/routing rules will be used when calling the supervisor, such as DND, call forwarding and hoteling guest etc. At any time, the agent can release the escalated call, or can transfer or conference both calls together if required.

### 5.7.1 Emergency Escalation

Emergency escalation is used to immediately conference a supervisor into the call with the remote party, therefore it relies on either the 3-Way or N-Way Calling user service being assigned. When performing an emergency escalation, Unity will place any active calls on hold then dial the selected supervisor, or the first supervisor that is available.

#### 5.7.2 Escalation via Active Call Window

To perform escalation, the agent right-clicks the call in the active call window, then either chooses the supervisor to escalate the call to or escalates the call to the first available supervisor.

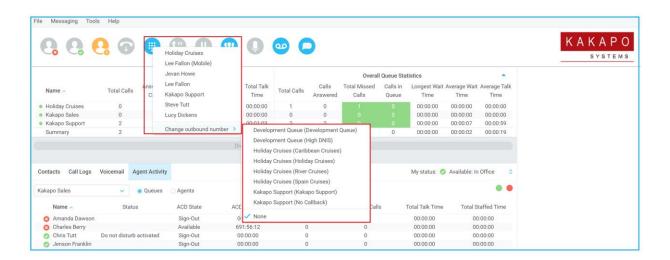


Please note that if the supervisor right-clicks on a different call center in the personal wallboard [to the one that the call was routed through] then the call escalation options will not be displayed.

#### 5.8 Activating Outbound DNIS

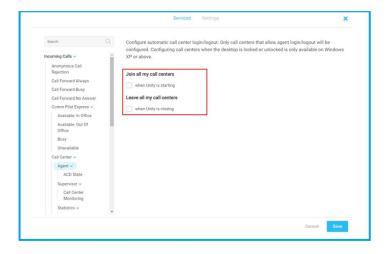
If the supervisor is an agent of BroadWorks call center premium queues, and the outbound DNIS capability has been configured, then the user can select an outbound DNIS which will determine which outbound CallerID is presented when the supervisor makes outbound calls.

Right click the Dial icon and mouse over "Change Outbound Number" at the bottom [the numbers above are a clickable list of last 10 numbers for redial]. The outbound DNIS that are available are presented. The currently selected outbound DNIS is ticked. This will affect all outbound calls until the outbound DNIS setting is changed, or set to none.

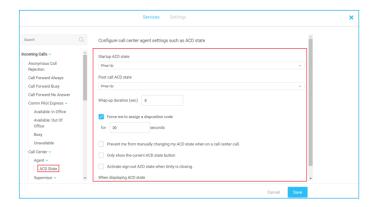


### 5.9 Pre-configuration of Joined and ACD State

Unity can be configured to automatically join or leave the agent to all ACD queues when starting or closing. This is in Settings > Services > Incoming Calls > Agent.



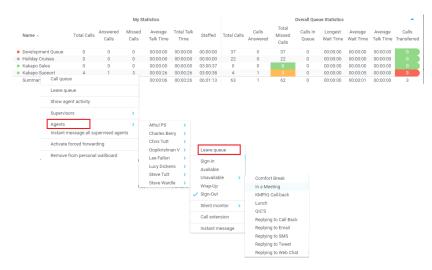
In addition, the ACD state can be configured for Unity startup and when an ACD call is released, as shown below



### 6 SUPERVISOR FUNCTIONALITY

## 6.1 Changing Agent Availability from Personal Wallboard

Right clicking any queue in the Personal Wallboard will present a drop list of options. Hover over "Agents" to see a list of all agents assigned to the selected queue. Hovering over the agent in turn will present the supervisor options to Join/Leave the agent from the queue and change their ACD State.

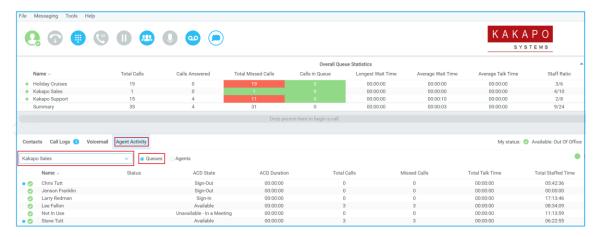


### 6.2 Agent Activity Tab

The Agent Activity tab are where the Supervisor will spend much of their time as it provides agent-level statistics and functionalities. There are two ways of displaying the agent activity list; by individual queue or

individual agent. Please note that in both cases there is no limit to the number of agents or queues that will be displayed in the list.

Agent Activity by queue - Select a queue from the drop-down to list all supervised agents in that queue



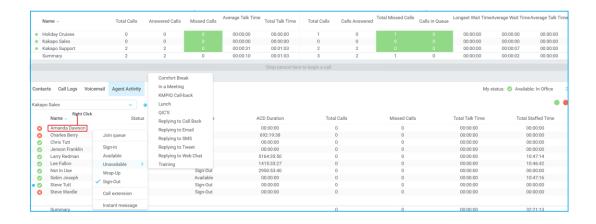
**Agent Activity by Agent** – Select an Agent from the drop-down to displayed all queues in which the supervisor is supervising the agent.



### 6.2.1 Changing Agent ACD State

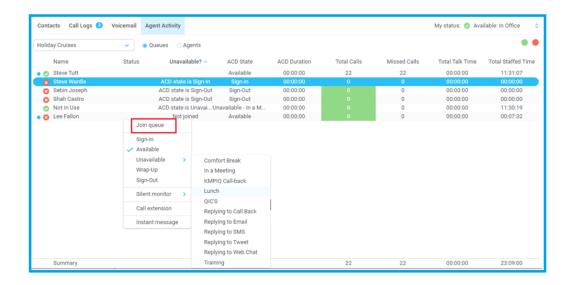
The supervisor can change the agent's availability in the call center either from the Personal Wallboard, Tools menu or Agent Activity tab. The actions that are available are forcing the agent to Join or Leave specific queues and changing their ACD state, including the unavailable reason code if applicable. Calling or Instant Messaging the Agent is also available from the context menu.

When providing the option to change a monitored agent's ACD state or joined status, Unity will show if the agent is currently joined to the queue and what the current ACD state is, as shown below.



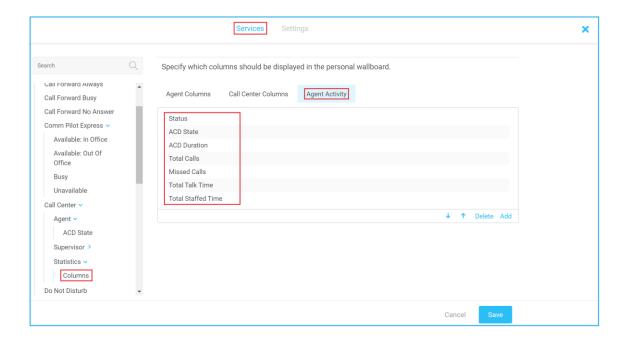
### 6.2.2 Remotely Changing Agent Availability from Agent Activity Tab

Right click the agent or queue from the Agent Activity list to join/leave the agent to/from each queue or to change their ACD state for all queues that the agent is a member of.



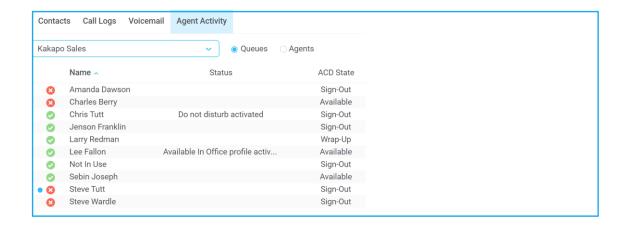
#### 6.3 View Satistics and Set Thresholds Against Agents

All statistics in the Agent Activity tab are configurable and allow thresholds to be set against them. To add and remove statistics in the Agent Activity tab go to Settings>Statistics>Columns>Agent Activity. To set thresholds against a statistic, double click it and set the values.

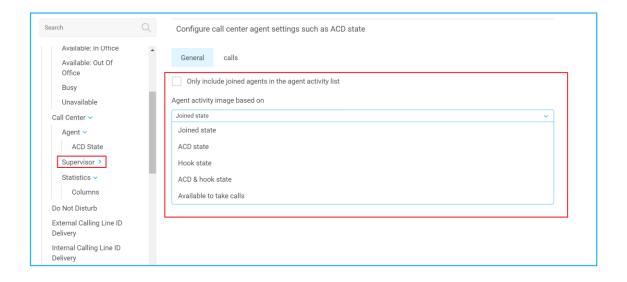


## 6.3.1 Changing Agent Activity Icon

The Agent's icon in the Agent Activity tab can be based on a range of states, for example, Joined State which displays either red or green to represent whether the Agent is joined to the Call Center or not.



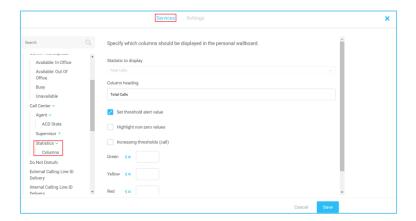
This is configured in Settings>Supervisor>Agent activity image based on, as shown below.



#### 6.4 Threshold Alerts

Thresholds allow the supervisor to configure performance triggers against various parameters for all the queues they are supervising. These will not affect the call handling and construction of the queue, but are designed as a warning that the call center is experiencing abnormal behaviour and allowing the supervisor to take remedial action.

Click Settings > Services > Statistics> Columns > Call Center Columns – double click the statics (e.g. total calls) to set thresholds. Different thresholds can be set for all queue parameters for different call centers, or all call centers can have the same threshold. Double click the boxes to populate the threshold value. Tick ok to confirm.





#### 6.5 Silent Monitoring

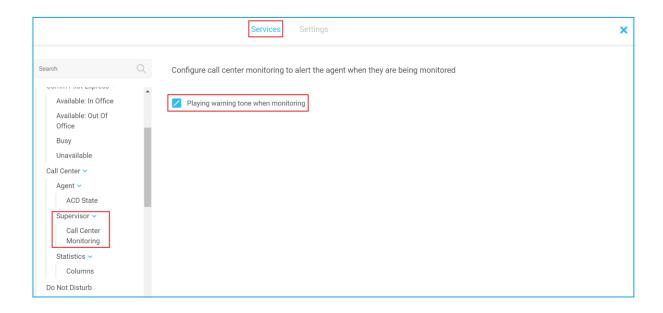
Allows the supervisor to silently monitor the next call or calls taken by a specified agent. This feature requires the Call Center Monitoring service assigned to the Supervisor in BWKS, and is only available in premium call centers.

To activate Silent Monitoring, right-click an agent and select one of the Silent Monitor options from the context menu, as shown below. Silent monitor can also be initiated from the Tools menu or Personal Wallboard.



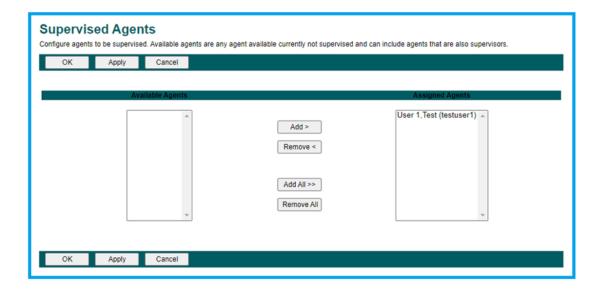
## 6.5.1 Silent Monitoring Warning Tone

The supervisor can optionally play the a warning tone to the agent when silent monitoring. This is configured in Settings > Services > Supervisor > Call Center Monitoring



## 6.6 Adding Agents to Monitored Agents List

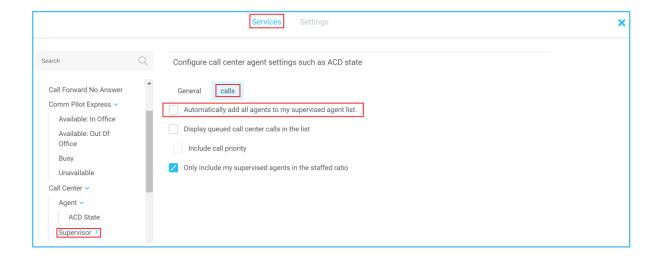
By default, Unity Supervisor will use of the list of supervised agents from BWKS, as defined in the Supervisor section in the user profile.



This list can be modified through the Personal Wallboard as shown below. It can also be modified through the Tools menu.



Unity can be configured to automatically add all agents to the supervised agent list, as shown below. Every time Unity Supervisor starts it will automatically add any unsupervised agents to this list, in which case the above context menu option will not be displayed.



### 6.7 Supervised Agents in Staffed Ratio Statistic

The supervisor can optionally configure the "Staffed Ratio" statistic so that it only shows agents that are being supervised. In Settings > Services > Supervisor – check "Only included my supervised agents in the staffed ratio". This means that even if there are hundreds of other agents available in the queue, the ratio will be based only on those agent that the supervisor is supervising per queue.



## 6.8 Bulk Changing Join/Leave

The Unity Supervisor Web App provides you with the ability to join/leave all supervised agents for each call center, by clicking one of the buttons shown below. A prompt will be displayed asking the user to confirm the action. If a queue is selected in the drop-down then all supervised agents in that queue will join or leave that queue. If an agent is selected then they will join or leave all queues in the list.

Hover over the red or green dot in Agent Activity. This can be done by agent or all agents in a specific queue.





### 6.9 IM All Users in the Call Center

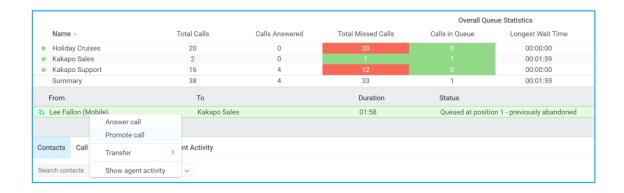
To message all agents in the call center, right click on the call center in the Personal Wallboard. This creates a group chat so any replies from agents will be shared with everyone in the conversation.



## 6.10 Re-order calls in the queue and promote calls in the queue

Unity Supervisor Web provides the Supervisor with the ability to promote queued calls, as shown below.

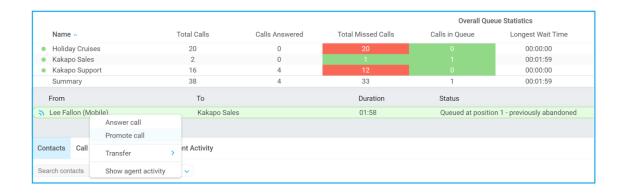
Unity will change the priority to "Highest" if not already, and will also change the queue position to 1.



Unity Supervisor will indicate if a queued call has been previously abandoned since Unity has been running.



The Supervisor can answer the call, which will transfer the call out of queue and to the user's extension, or to a supervised agent. This will be counted as a transferred call in BroadWorks reports.



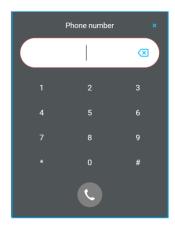
## 7 CALL CONTROL

All calls are managed through the call control buttons at the top of the application. These buttons will change depending on the state of the selected call, or the only call if there is only one call in the Active Call Window. For example, the Answer/Release and Hold/Retrieve buttons toggle as only one of these options will be valid at any time. When an inbound call is ringing Answer becomes the valid option. Once the call is active the icon will toggle to Release as hanging up is the only valid option.

# 7.1 Making a Call

### 7.1.1 Using the Dial Window

Click the Dial button to bring up the Dial dialogue box, as shown below. Using the computer keypad enter the desired number and press Enter or click OK to make the call. The desk telephone will default to using hands-free speakerphone. If the telephone does not support speakerphone, you will need to lift the handset when the call is answered.



### 7.1.2 Using the Contacts Panel

Double click a user icon or right click and select "Call extension" (User can also left click, hold and drag to the live call window.



## 7.1.3 Drag and Drop

Right click a user icon on the Contacts panel and drag the icon up to the Active Call Window. This will open a call to that user. Calls can also be dragged from the Active Call Window onto a call center to perform a blind transfer. Calls dragged onto a monitored user will either be blind transferred or present options depending on the user preferences in Settings and whether the monitored user is engaged or not. For engaged contacts, park, camp-on and transfer to voicemail are available. For available contacts transfer to extension, transfer to mobile, transfer to voicemail or present call hold, camp on and transfer are available.

# 7.1.4 Using Directory Search

Enter the search field in the Contacts panel to dynamically search all internal users and speed dials. Either right click and select "Call extension" or right-click and drag the icon into the Active Call Window to make the call.

#### 7.2 Answer a Call

When Unity displays an inbound call, click the Answer icon or double click the call in the Active Call Window to answer the call. Your primary phone will now be on hands-free speakerphone, if it supports this feature with BroadWorks. If there is an active call in progress, you will need to click the new inbound call in the Current Call List before clicking Answer, this will automatically place the first call on Hold. Please note that answering a call by lifting the handset on the desk phone will have the same effect as clicking Answer in Unity.

### 7.3 End a Call

Click the Release button to end the currently selected call. If there are multiple calls in the current call list, make sure you select the right call before clicking Release.

Please note: Replacing the telephone handset will also end the call, which will then be removed from the Active Call Window.

#### 7.4 Send Call to Voicemail

To send an inbound caller directly to your voicemail click the Voicemail button



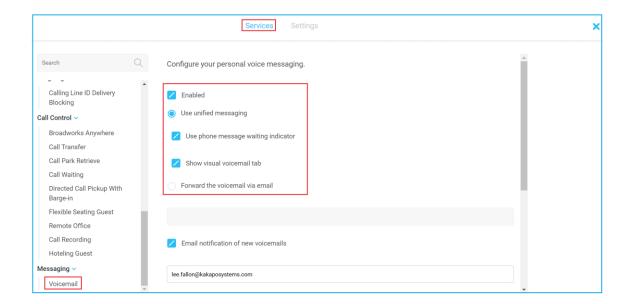
Please note that if voicemail is not assigned or is disabled, the button will not be visible.

## 7.4.1 Retrieving Voicemail Messages via Voicemail Button

When no calls are currently selected, clicking the Voicemail button will dial the user into their voice portal. The phone will default to hands-free speaker phone if it has that capability.

## 7.4.2 Retrieving Voicemail Messages via Voicemail tab

Clicking into the Voicemail tab will display a list of voice messages with the most recent at the top. Double click an entry to play through the PC's default media player. Right click to save locally or delete. In order for the Voicemail tab to appear, Supervisor must be configured for "Use unified messaging" and "Show visual voicemail tab" in Voicemail settings as below.



## 7.5 Transferring a Call

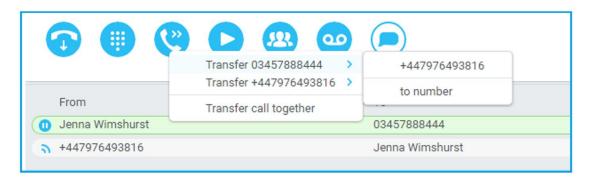
There are two ways to transfer a call; Announced Transfer, where you introduce the call to the receiving party before putting the call through, and Blind Transfer, where you transfer the caller directly to a recipient without introducing the call. Please note that calls can be transferred both to internal users and external contacts.

#### 7.5.1 Announced Transfer

Receive and answer an inbound call. Make a new call to the desired destination extension or number as described Make a Call above. This will automatically place the first caller on Hold and will open a new call in the Active Call Window. Once the called party answers, click Transfer and select the context menu option to transfer both calling parties together. Both calls will now disappear from the Active Call Window. Note: The user is not limiting to transferring received calls. They can make two outbound calls and then use transfer to "bridge" them together.

Calls can also be transferred together by dragging one call on top of another within the Active Call List.

Example 1 – Transfer with two live calls



Example 2 – Transfer with four live calls

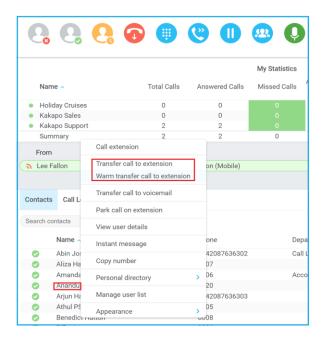


#### 7.5.1.1 Warm Transfer

Unity Supervisor allows you to warm transfer a call by right clicking the user you want to transfer the call to and selecting "warm transfer" from the context menu. This will then put the original caller on hold and dial the selected number. When ready, click the transfer button in the call center control options panel and the two calls will be transferred, automatically disappearing from your active call window.

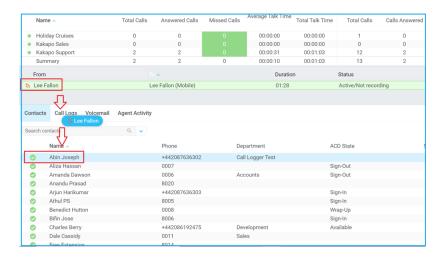
Unity Supervisor can be configured to automatically blind transfer a call by dragging the call from the Active Call Window and dropping it on a user icon or number icon in the Contacts panel, or dropping it onto a call center queue [if supervisor is configured as an supervisor with call center queues].

Note: Unity can be configured to display a menu when dropping a call onto a user icon. If no menu options are selected the blind transfer is performed. If menu options are selected, click "Transfer call to extension" to also perform blind transfer. For more information on Drag & drop refer to section 9.



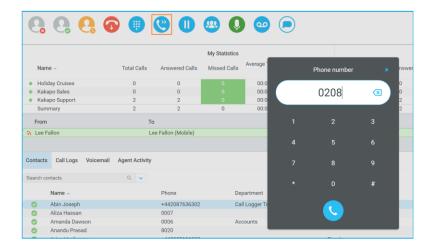
## 7.5.2.1 Using Contacts Panel Drag and Drop

Unity Supervisor allows the Supervisor to click and select an active call and then drag the call to a specific user. Left click and hold down on the calling name in the From pane, then drag the call to the desired extension for warm/cold/straight to voicemail.



# 7.5.2.2 Using Transfer Button

Once on a call click the Transfer call control button . In the Transfer window enter the destination and click OK.

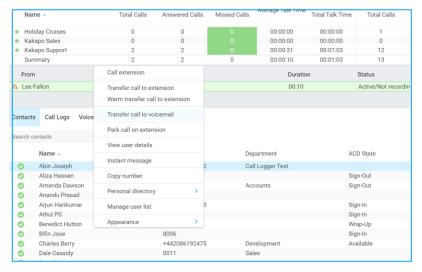


#### 7.5.3 Transfer to Voicemail

The option to Transfer to voicemail is valid only for internal company users that have Voicemail assigned and activated.

# 7.5.3.1 Using Contacts Panel Right Click - Voicemail

While on an active call, right click a user in the User Status list and select "Transfer to voicemail". This will send the selected call directly to the destination extension voicemail without introducing ringing.



# 7.5.3.2 Using Drag and Drop

If configured, Unity will display "Transfer to voicemail" in the list when an active call is dragged onto the destination user icon in the Contacts panel. For more information, refer to section 9.

#### 7.5.4 Transfer to Mobile

If the destination user has a mobile number entered as part of their profile in BroadWorks, you have the option to right click and select either Dial Mobile [to perform an announced transfer] or Transfer Call to Mobile [to perform blind transfer].

### 7.5.4.1 Using Contacts Panel Right Click - Mobile

Right click the desired user in the Contacts panel. To announce the call, click Dial Mobile. Once the recipient answers, click Transfer and select the context menu option to transfer the calls together. To blind transfer the call without introduction click Transfer call to mobile.

## 7.5.4.2 Using Drag and Drop

If configured, Unity will display "Transfer to mobile" in the list when an active call is dragged onto the destination user icon in the Contacts panel. For more information, refer to section 9.

### 7.6 Call Hold/Retrieve

The Hold/Retrieve function toggles depending on the status of the currently selected call. Hold is only available for an active call while Retrieve is only a valid option for a call currently on Hold. When a call is on Hold, the blue Hold icon is shown in miniature to the left of the call in the Active Call Window and the status is On Hold, as shown below. You can also double click on the call in the call window pane to pause/resume.



## 7.6.1 Placing a Call on Hold

To place a current active call on Hold, click the red Hold button. The call status will now show as on hold in the Current Call List and the icon will change to reflect this call state.

## 7.6.2 Retrieving a Held Call

Click the held call in the Current Call List to select it. Click the Retrieve button to take the call off hold, you can also double click the call to retrieve it. Please note that any other active calls will be placed on hold before the selected call is retrieved, meaning you can toggle between call by double-clicking them in the Active Call Window.

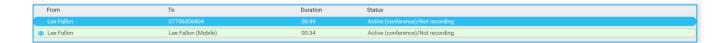
### 7.7 Conference Calling

A conference call can be established with any combination of internal and external numbers. The total number of parties that can be supported is determined by service assignment. The Three-Way Calling user service supports conference calls with two other parties only while the N-Way Calling user service supports conference calls with more participants.

### 7.7.1 Starting a Conference Call

Once an active call is established [that you have either made or received] call a second person. You can do this by clicking the Dial button or double clicking a user in the Contacts panel or Search, or Call Log lists. Making this call will automatically place the first caller on Hold.

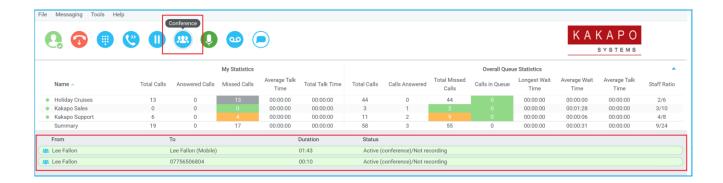
Once the second party has answered the call, click the Conference button and a new conference will be created between you and the other two parties. This is represented in the Active Call Window as shown below:



Selecting either call and clicking Hold will place the conference call on hold, during which time the other callers can still talk to each other.

# 7.7.1.1 Adding Multiple Parties

Once you have a conference established you can add additional parties by calling them. This will place the existing conference on hold. Now click the Conference button 2. You will be prompted to add the new party to the existing conference as below.



Please note that conference calls can be started with any two remote calls, regardless of the direction of either call or if the number is internal or external [for example between two mobile calls].

# 7.7.2 Ending a Conference Call

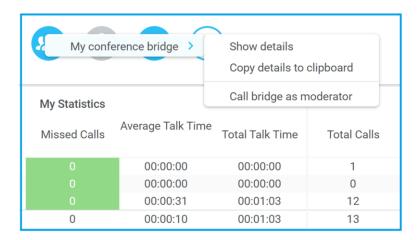
To remove a caller from the conference call but continue speaking to the other caller[s], simply select the call to release in the Active Call Window and click the Release button as you would normally. This will release the selected party and will show only the remaining party[s] in the Active Call Window.

To end a conference call but leave the two remote parties in conversation with each other, click the Transfer button and select the "leave conference" menu option, as shown below.



## 7.7.3 Conference Bridge Integration

Unity allows the user to right click the Conference button to view or copy details of their "reservationless" conference bridge(s), or to call a bridge as a moderator. This feature is only available if the "Meet-Me Conferencing" feature has been configured in BroadWorks.

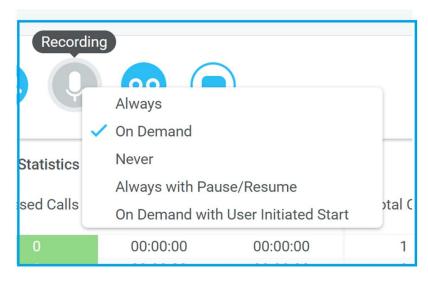


## 7.8 Call Recording

If the Call Recording User service is assigned then the user may be able to manage call recording, although this depends on the functionality offered by the VoIP platform and service configuration parameters. If this service isn't assigned, then the Call Recording button is not displayed in the main window.

## 7.8.1 Changing the Call Recording Option

Right-click the Recording button to select the call recording option, as below. Please note that depending on permissions this may not be available.



#### Call Recording options are:

Option	Description	
Always	Calls are automatically recorded from the beginning of the call. There is no	
	option to pause or stop recording.	
On Demand	Calls are not automatically recorded from the start, but recording can be	
	started at any time during the call in which case the entire call will be	
	recorded.	
Never	Calls are never recorded and recording cannot be started while a call is in	
	progress.	
Always with	All calls are automatically recorded from the beginning of the call, but	
Pause/Resume	recording can be paused and resumed, which is especially important when	
	taking credit card details over the phone [that need to be omitted]. This will	
	still result in a single recording for the call, regardless of how many times it	
	was paused and resumed.	
On Demand with User	Calls are not automatically recorded from the start, but recording can be	
Initiated Start	started at any time. However, any conversation before the recording was	
	started will not be included in the recording. Recording can be paused and	
	resumed, which will result in different recordings being created for a single	
	call.	

Please note the call recording options can be disabled through the Unity partner portal, thereby preventing the user from changing them in Unity.

## 7.8.2 Controlling Call Recording

You can start, stop, pause and resume call recording depending on the Call Recording Option currently selected. Left-click the Recording button to manage recording for the selected call in the Active Call Window will toggle the option depending on the current recording state. The call recording button will

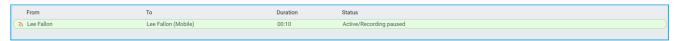


Pause/Resume and the button will toggle as Resume [recording] or Pause .

When set as "On Demand With User initiated Start" left clicking the call recording button presents the following menu to allow the user to control the call recording behaviour.

Click the Recording button again to continue/restart recording the call.

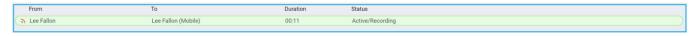
The Active Call List will also indicate the recording state of all calls, as shown below.



## 8 ACTIVE CALL WINDOW

The Active Call Window gives visual representation of the status of all calls the user receives or is currently managing.

### 8.1 Window Layout



**From** – This field will display the incoming CallerID or the name if it is matched in the Group/Enterprise directory, Personal Contacts or Outlook Contacts.

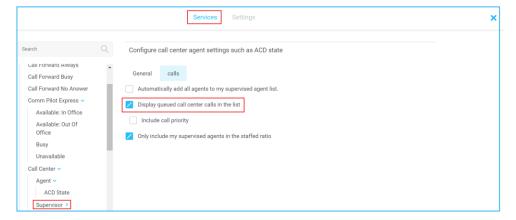
**To** – This field displays the name of the user, hunt group or call center that has been called ensuring the call can be answered appropriately.

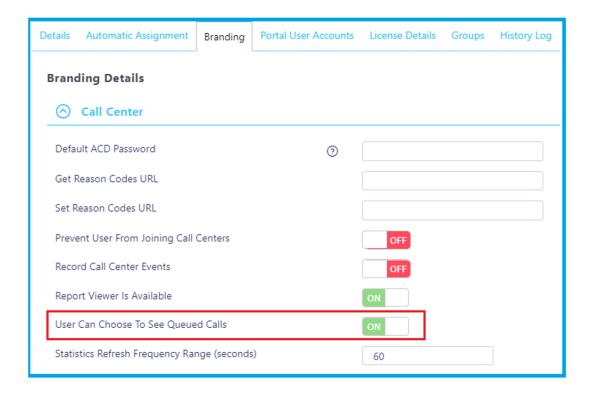
**Duration** – This displays the total time elapsed since the call was first answered. The timer does not restart when the call is placed on hold.

Status – This shows the Ringing/Active on On Hold status of each call.

### 8.1.1 Queued Calls/Calls in Queue

Users can optionally see all calls in queue for the Call Centers they are joined to, as shown below. To set this go to Settings>Services>Supervisor and tick the relevant box. If the box is greyed out, then the setting "User can choose to see queued calls" needs to be enabled in the Kakapo Portal underneath the Branding section.





## 8.2 Managing Multiple Calls

To manage a particular call, first select it by clicking it in the Current Call List. If there is only one call in the list it will be selected automatically. You can then use the call control buttons to perform different actions on the call. There is no limit to the number of calls that can be displayed in the Current Call List, this is limited by the number of simultaneous calls allowed and if the Call Waiting user service is assigned and active.

You can also double-click an incoming [unanswered] call to answer it, or to retrieve it if currently on hold.

### 9 DRAG AND DROP

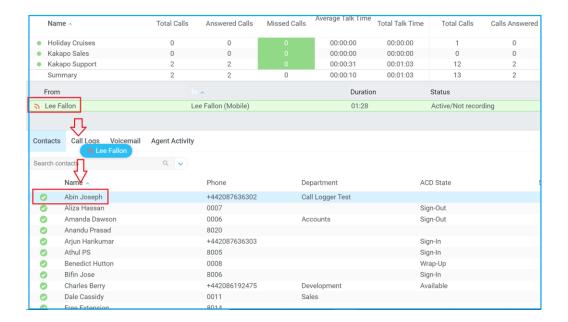
Many common call handling actions can be performed with drag and drop, as well as right click and call control buttons.

### 9.1 Make a Call to a User or Number

Drag a user icon  $\stackrel{\bigcirc}{}$  or a speed dial shortcut icon  $\stackrel{\longleftarrow}{}$  from the Contacts panel up into the Active Call Window to make a new call to the selected user or number.

### 9.2 Transferring a Call to a User

Drag a live call onto a user to either perform blind transfer, or to populate a drop list with call handling options. The drag and drop behaviour for this action is configured in Settings as shown below.



### 9.3 Make a Call to a Call Center Queue

When the supervisor is configured as an agent, drag a call center queue from the Personal Wallboard to the Active Call Window to make a call to that call center.

# 9.4 Transferring a Call to a Call Center Queue

If supervisor is configured as an agent, you can drag a current call in the Active Call Window up and drop it on a Call Center in the Personal Wallboard. This will blind transfer the call to the call center.

#### 9.5 Send to Voicemail

Dragging an unanswered call from the Active Call Window onto the Voicemail button will blind transfer the incoming call to your voicemail.

#### 9.6 Call Control

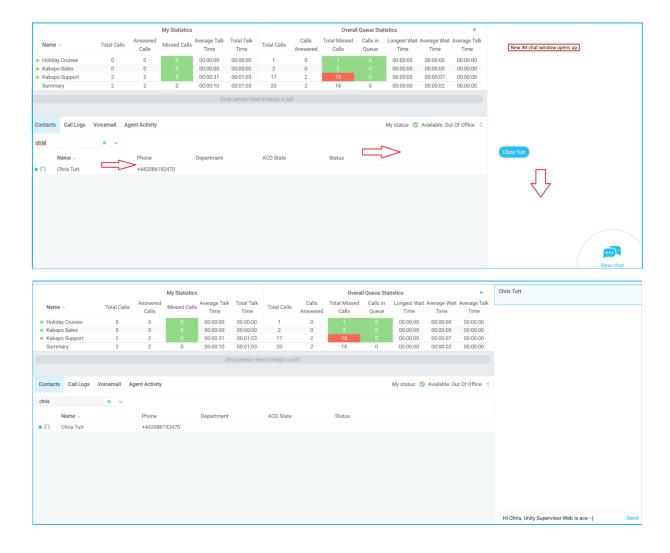
Dragging a call over the Hold/Retrieve, Answer/Release, Transfer or park buttons will perform that action on the selected call.

### 9.7 Send New Instant Message

Click the mail button top right of call control panel to open a new IM chat.



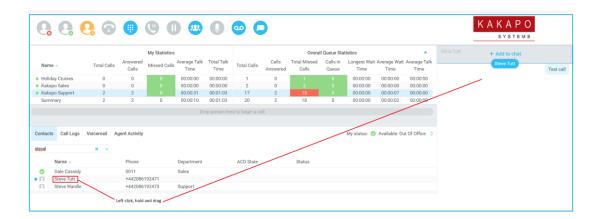
A new chat window will opens up where you can click and drag other users.



Also see section 11 on Instant Messaging.

### 9.7.1 Add Participant to Existing IM Session

Drag a user icon onto an existing IM and choose "Add to the conversation"



### 9.7.2 Transfer Call to IM Participant

Drag a call from the Active Call Window onto an IM session in the Docked IM Window and you will see a prompt to transfer the call. This is particularly useful if you want to confirm the recipient's availability before you transfer.



When dropping a call onto a multi-party IM session you will be prompted where to transfer the call.

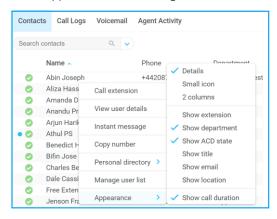


### 10 CONTACTS PANEL

The Contacts tab gives a visual indication of the status of users [within the group/enterprise] that are currently being monitoring. A maximum of 30 users can be displayed. Double clicking a monitored user will call them and right clicking will bring up a dynamic options menu.

### 10.1 Contact Panel Display Options

There are three different views available, as outlined below. Right-click anywhere in the Contacts panel and select Appearance list to change the view.

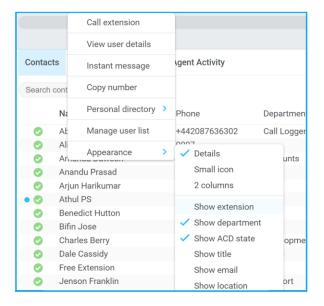


#### 10.1.1 Details View

This view provides by far the greatest amount of detail, but requires more space [although the list can be shortened in which case scrollbars will automatically appear].



With this view the sort order for each column can be set, which is saved when Unity is closed. You can also configure Unity to display or hide the extension, department, ACD state and call duration columns.



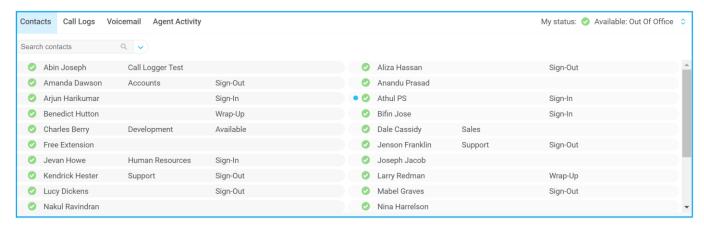
### 10.1.2 Small Icon View

This view combines a simplified look and space reduction.



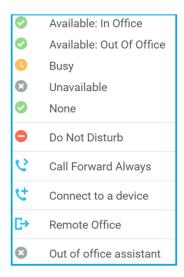
### 10.1.3 2 Columns View

This view is the most popular with Supervisor Web App users.



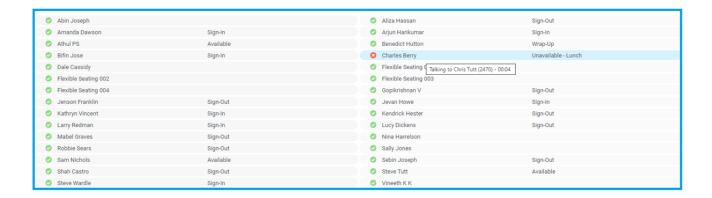
#### 10.2 User Icons

There are six main user icons states shown in the Contacts panel, regardless of the view chosen.



### 10.2.1 User Icon Engaged Tool Tip

Hovering your mouse over an engaged or DND icon will reveal more information about their current state, if available. For engaged users this will include the name or number of the party they are engaged to and the duration off the current call as below [this feature can be disable for privacy reasons].



Please note that the tool tip is only available when displaying the contacts using the "Small Icon" or "2 Column" view.

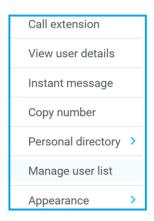
## 10.2.2 Instant Messaging Availability

Regardless of a user's Available/Ringing/Engaged/DND state, if they currently have any version of Unity open they will be available for instant messaging. This is shown by the envelope at bottom right of the user icon, as per the following examples.

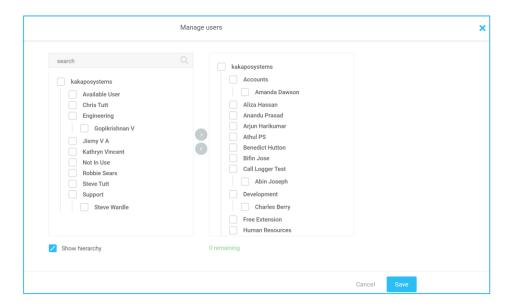
9.	Ringing. Unity open and available for IM
0.	DND/Unavailable profile. Unity open and available for IM
<b>8</b>	Engaged. Unity open and available for IM
0.	Available/on-hook. Unity open and available for IM

# 10.3 Managing Monitored Users in the Contacts Panel

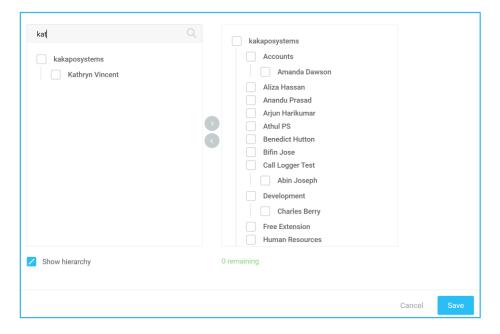
The Contacts panel will display 30 users. In the Contacts panel right click anywhere and click "Manage user list". This will allow you to choose which users to display.



You will then be able to move users or departments between the lists either by double-clicking them or using the arrow button. All users in the right-side list will be monitored in the Contacts panel. This list is saved when Unity is closed.



The search box at top left will dynamically search the group or enterprise directory.



# 10.4 Performing Call Control Actions in the Contacts Panel

There are many call control functions that can be performed by right-clicking a monitored user in the main Contacts panel or Search. The menu options displayed will dynamically change to only show those available depending on the state of the monitored user and/or the state of the selected call in the Active Call Window [if there is one]. For example, "Transfer to voicemail" will not be available if the user does not have the voicemail service assigned and "Camp call on extension" will not be available unless there is a live call selected in the Active Call Window.

### 10.4.1 Call Extension

Selecting "Call extension" will open a new call to that user in the same way that double clicking the user icon would. Any current call will automatically be placed on hold. This can be used to make an announced transfer as opposed to a blind transfer using the "Transfer call" commands further down the menu.

### 10.4.2 Answer This Call [Call Pick-Up]

This will perform call pick-up and will pull the call to the Supervisor.

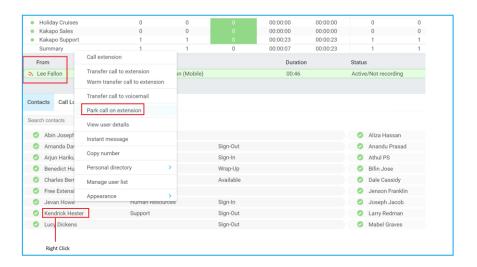
Feature Dependency:

Monitored user must be ringing [orange icon]

Supervisor and monitored users must be in the same pick-up group

#### 10.4.3 Park Call on Extension

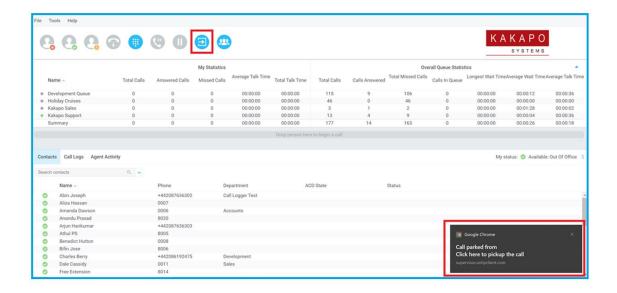
Will park the call on the monitored user's extension [park slot].



## 10.4.3.1 Retrieving Parked Calls

Once a call has been parked onto a user's extension, their Unity will display a Pickup Call Icon and a toast pop up window will appear. In order for the user to retrieve the parked call they simply need to click either the Pickup button or the toast pop up. If the call is not retrieved it will be redirected back to the original user who parked the call, depending on BroadWorks configuration.





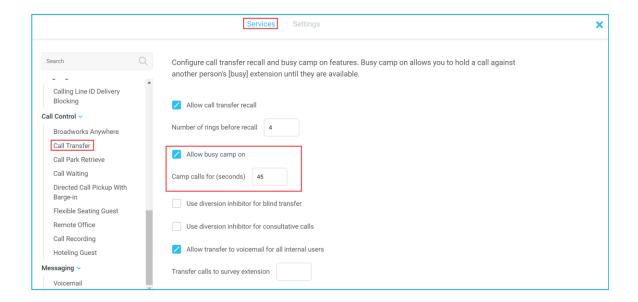
# 10.5 Camp Call on Extension

Will camp the call onto the engaged monitored user. When the user goes back on-hook the camped call will be delivered and their phone will start ringing. If the user does not go back on-hook before the camp timer expires the call will return to the Supervisor user.

#### Feature Dependency:

Must have a live call in the Active Call Window

The Camp Call option will only be available if activated in Settings > Call Control > Call Transfer as below.



### 10.5.1 Call Mobile

Places call to mobile, assuming the mobile number has been populated in the BroadWorks user profile for that user. Any active calls are automatically placed on hold.

#### 10.5.2 Transfer Call to Mobile

Performs blind transfer call to monitored users mobile.

#### Feature Dependency:

The destination user must have a mobile number entered in their user profile in BroadWorks

Must have a live call

#### 10.5.3 Transfer Call to VoiceMail

Performs blind transfer to the destination user's voicemail.

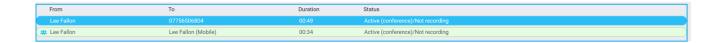
#### Feature Dependency:

The destination user must have Voice Messaging User service assigned Must have a live call

### 10.5.4 Barge into This Call

Makes an immediate three-way conference call with the Supervisor user, the monitored user and the third party the monitored user is talking to. All parties will be able to talk and hear each other. When attempting to barge into a call, if the phone plays a "number doesn't exist" tone then this means the monitored user cannot be barged into, because they have the Barge-In Exempt service assigned and activated. Only users without this service active can be barged into.

The Active Call Window will display like a normal conference call, as below, and the Supervisor user can Hold/Retrieve the same as for a conference call.



Please note that when leaving a call that you barged into, you must transfer the call parties together in order to leave the conference without ending the original call. To do this either drag one call on top of the other in the Active Call List, or press Transfer the option to leave the conference, as shown below.



#### Feature Dependency:

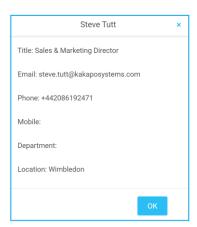
The Supervisor user must have Directed Call Pick-Up with Barge-In service assigned

Monitored user must be engaged on a call

The monitored user must not have the Barge-In Exempt service active

#### 10.5.5 View User Details

Performs a lookup on the user's profile as entered in BWKS. This includes their phone number, mobile and email address.



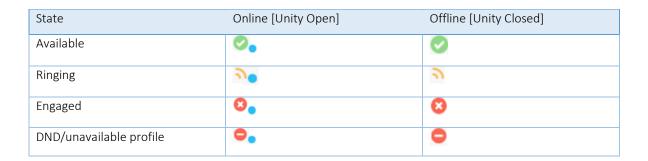
# 11 INSTANT MESSAGING

Instant messages can be sent and received between any Unity app [Reception, Desktop, Agent, or Supervisor]. Messages sent to offline user [those that do not have an instance of Unity open] can be stored and delivered when the recipient next opens Unity.

The maximum character limit for each instant message is 700.

## 11.1 Online/Offline Indicator

A person that is running an instance of Unity, and therefore available to send an online IM to is indicated with a small envelope on their user icon. This applies across all the available, engaged, ringing and DND states as shown below.

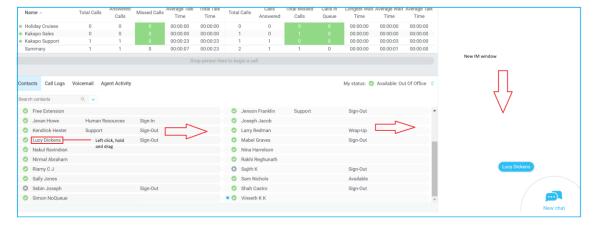


## 11.2 Sending an Instant Message

Send an instant message either by right clicking a user icon in Contacts panel or Search and selecting "Instant Message" from the drop list, or by dragging a user icon into the docked IM panel. Alternatively, you can select Messaging > Start Conversation from the top menu bar.

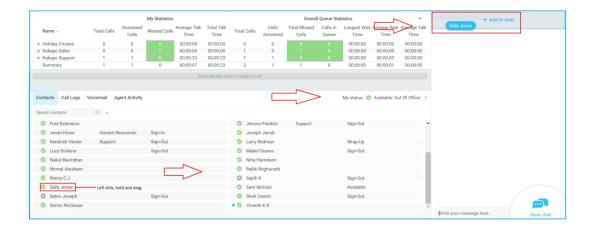


You can then select the users to include in the IM conversation. Please note that only online users will be displayed in the lists.



### 11.3 Adding Participants to an Existing IM Session

When an IM conversation is in the IM window you can drag a user icon from the Contacts Panel or Search and drop them on the IM window to add them to the conversation.



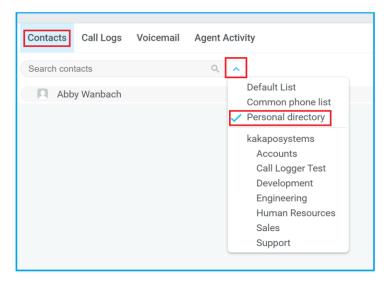
### 11.4 Send IMs to Offline Users

Even when a user is offline, Unity will allow you to send them an instant message which will then be stored and delivered the next time the user is online.

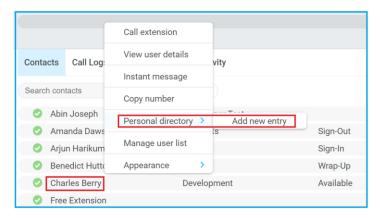
## 12 PERSONAL DIRECTORY

The Personal Directory is a repository on BroadWorks for each user to store personal speed dials. Using this feature in Unity will populate the directory on the host BroadWorks platform. Once numbers have been entered they are available in the Search panel or can be pinned to the main Contacts Panel. A Personal Directory entry is shown by a icon. Double clicking the icon will make a call to the Directory number. The Personal Directory menu is available when right clicking a monitored user or in the Contacts panel.

### Personal Directory – Blue drop down tab in Contacts

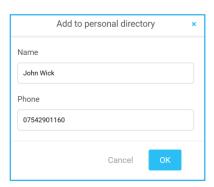


### Personal Directory - Right click on monitored user

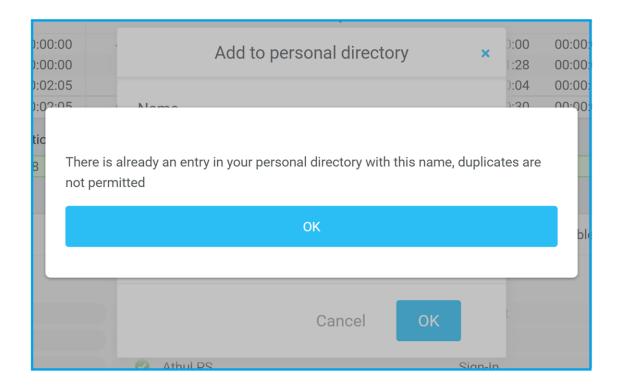


## 12.1 Add New Entry

Enter the Name and Number and click Ok

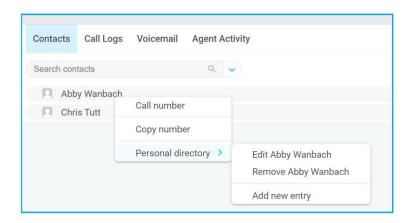


If the number specified is already in the Directory the user will be alerted as below.



## 12.2 Edit Entry

Use the Search field in Contacts to locate the entry. You can search by either Name or Number. Right click the Entry and select "Edit".

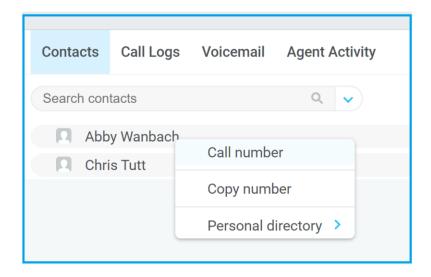


## 12.3 Remove Entry

Use the Search field in Contacts to locate the entry. You can search by either Name or Number. Right click the Entry and select "Remove".

### 12.4 Dialling Directory Entry

Locate the entry either on the Contacts panel or Search. Drag the entry into the Active Call Window or double click to make a call, or right click the entry and click "Call number".



### 12.5 Add Using Right Click

While on an active call right click the recipient icon or number in the Contacts panel or Search. You can then add this number to your personal directory. This also applies to the call log and voicemail lists



## 13 CONTACT SEARCH DIRECTORIES

The Contact Search field combines all BroadWorks and Outlook Contacts directories to create a central search repository. The BroadWorks directories include the Group or Enterprise Common Phone List, the user's own Personal Directory entries, and the Group or Enterprise Directory which includes all the other users as well as hunt groups, auto attendants and call centers

Directory	Directory Type	Entry Type
Owner		
BroadWorks	Group/Enterprise Directory	All other users for BLF presence as well as hunt groups
		and auto attendants
BroadWorks	Common Phone List	Shared contacts at the Group or Enterprise level
BroadWorks	Personal Directory	The user's own personal contacts
Outlook	Personal Contacts [private	The user's own Outlook Contacts
	folder] Office 365	

### 13.1 Loading Directories

Unity will load all directory entries into Contact Search on start. If users are added to the BroadWorks Group Directory while Unity is running, they will not be visible until Unity has restarted. Personal directory entries the user adds will be available to use immediately without restarting.

Please note: It is possible not to include the Common Phone List from the Group or Enterprise level when loading Unity, this is configured at the System Provider level of the Kakapo Partner Portal and will impact all users.

## 13.2 Contact Search Results Layout

To perform a contact search, type characters or numbers in the Search field and Unity will start dynamically populating a list of matching entries across all directories. The list will narrow as more characters or numbers are entered. Clearing the Search box and returning to the main Contacts panel can be achieved by clicking again in the Search filed [provided "Clear the search box when activated" is enabled in Settings as outlined in the section below.



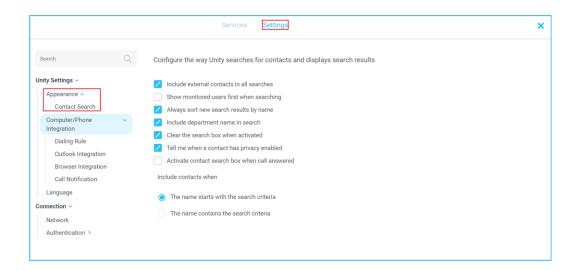
Search results will display each number for a contact as a separate line. Drag or double click the entry to make a call or right click to select a call action from the context menu.

icons represent external numbers or system resources such as hunt groups for which presence information cannot be displayed.

It is also possible to search on department name to list all users of matching departments.

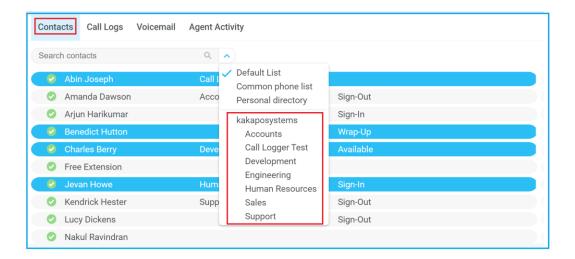
## 13.3 Contact Search Settings

Preferences for Search can be configured in Settings > Unity Settings > Contact Search. The order of search results can also be changed to display internal extension users first and the "Include department name in search" as shown above, can be toggled.



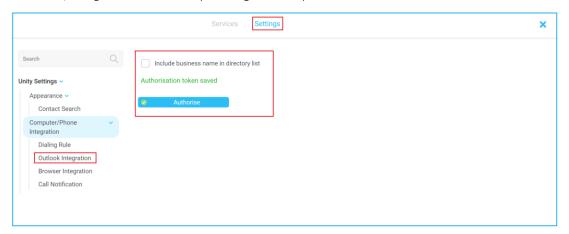
## 13.3.1 Listing Directories

Right-click the search box in the Contact list to view all directories available in Unity, then select the directory to load those contacts in the list, as below.



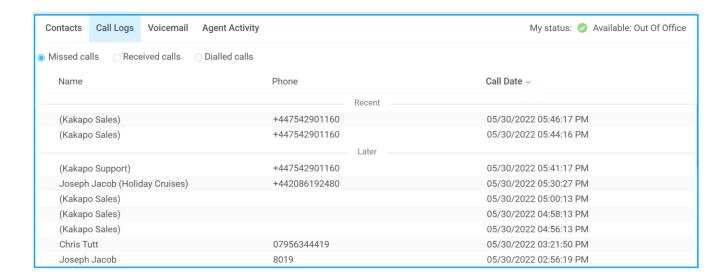
## 13.4 Configuring Outlook Contacts Preferences

The Outlook directories are both public and private folders and is configurable in Settings > Outlook Integration as below. You will need to click authorise and then enter your credentials when prompted by Office 365, and grant access to Unity to integrate with your contacts.

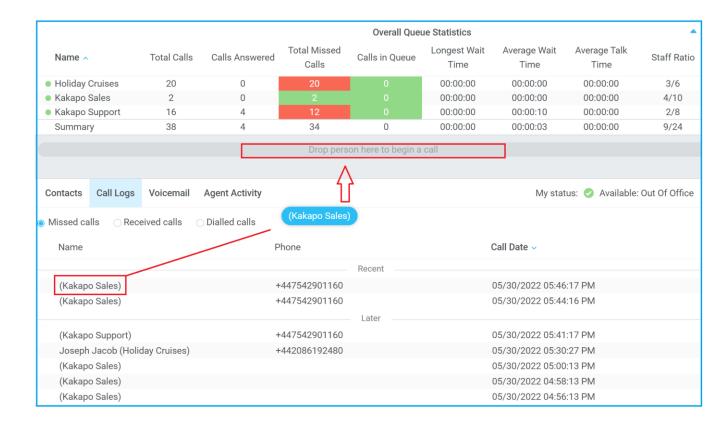


## 14 CALL LOGS

The Call Logs tab displays Missed, Received and Dialled Calls with a date and time stamp showing the most recent call at the top. Up to 20 numbers are listed for each call type. Direct calls to the user as well as hunt group and call center calls that have reached the Supervisor user are shown.

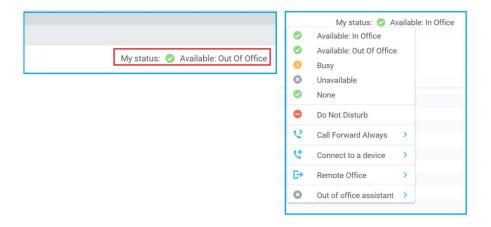


Left click, hold and drag an entry to make a call to that number.



# 15 MY STATUS

The "My Status" link provides an indication of the current status of the user as well as quick access to key services that are regularly modified. Unity will only display the options for the services that have been assigned to the user, available services are CommPilot Express (CPE), Do Not Disturb (DND), Call Forward Always (CFA), Remote Office and Hoteling Guest or Flexible Seating Guest (for hot-desk environments).

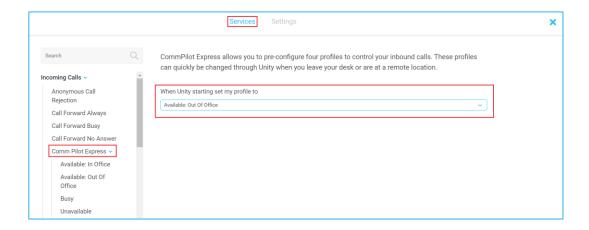


CommPilot profiles are also used to convey presence information to other users within the group or enterprise. As users change their CommPilot Express state, any Unity client that is monitoring that user [through the User Status list] will see their image change, as outlined below.

User State	Description	User Status Image
Available: In Office	I am in the office and available to receive calls.	0
Available: Out Of Office	I am not in the office but am available to take calls	<b>O</b>
Busy	I am currently busy (short term)	C
Unavailable	I am currently unavailable (longer term)	8
None	No call routing plan is in use	<b>O</b>

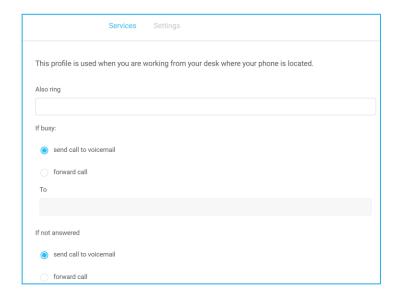
## 15.1 Configuring CommPilot Express States

CommPilot Express allows the user to specify how inbound calls are to be handled. Once the four different profiles (above) have been configured in Settings, the profile in use can quickly be changed through the My Status link. Unity can also be configured to automatically apply a CommPilot Express profile when starting or closing, as below.



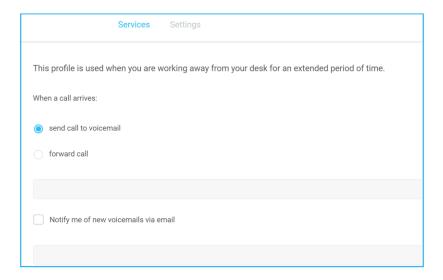
### 15.1.1 Available: In Office

This is the profile to use when you are working from the desk where you phone is located; it should represent "normal" routing rules.



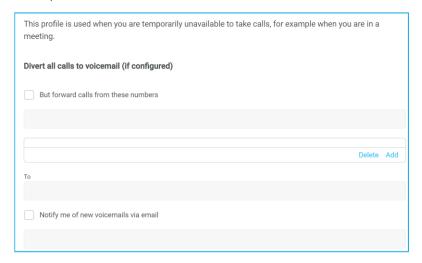
### 15.1.2 Available: Out Of Office

This is the profile to use when you are away from your desk for an extended period, but still available for receive calls. Examples are when in a meeting or when travelling.



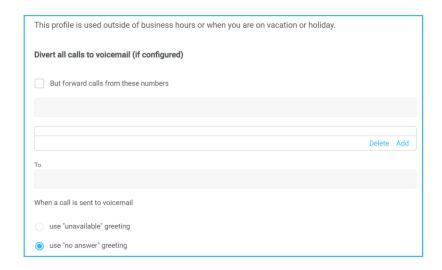
### 15.1.3 Busy

This is the profile to use when you are temporarily unavailable to take calls, for example when in a meeting where you don't want to be disturbed.



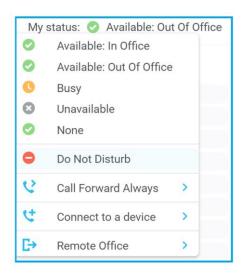
### 15.1.4 Unavailable

Use this profile when you are away for an extended period of time and not available to take calls, for example when on vacation.



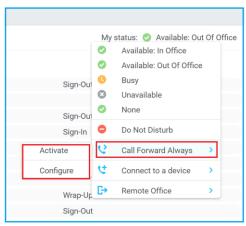
### 15.2 Do Not Disturb

To activate Do Not Disturb, click on the My Status link and click the menu option. The My Status link will change to indicate the service activation, as will the Unity title bar.



Anyone monitoring the user [in the Contacts list] will also see that they currently have Do Not Disturb activated.

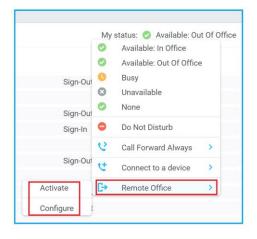
# 15.3 Call Forward Always



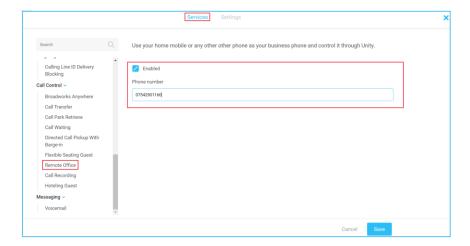
Use the My Status link to quickly activate/deactivate the service, or click configure to go directly to that service in Settings

### 15.4 Remote Office

Use the My Status link to quickly activate/deactivate the service, or click configure to go directly to that service in Settings.

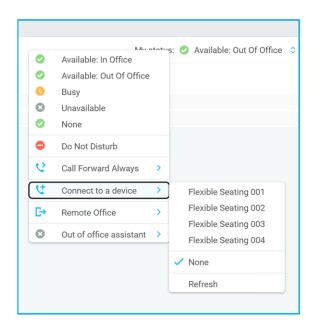


Unity can also be configured to automatically activate and deactivate Remote Office on start-up and shutdown. If Unity is not configured to automatically deactivate when closing a prompt will be presented to the user, as shown below.



# 15.5 Hot-Desk and Flexible seating

Hoteling Guest allows the user to connect to a device, typically in a hot-desk and flexible seating environment. To attach the user account to a device, select the device from the menu option below. Please note that only available devices [that aren't already in use] will be displayed.



There is no visual notification that the user account is attached to a device, other than if the user clicks in the My Status link, in which case they will see the device is ticked.

