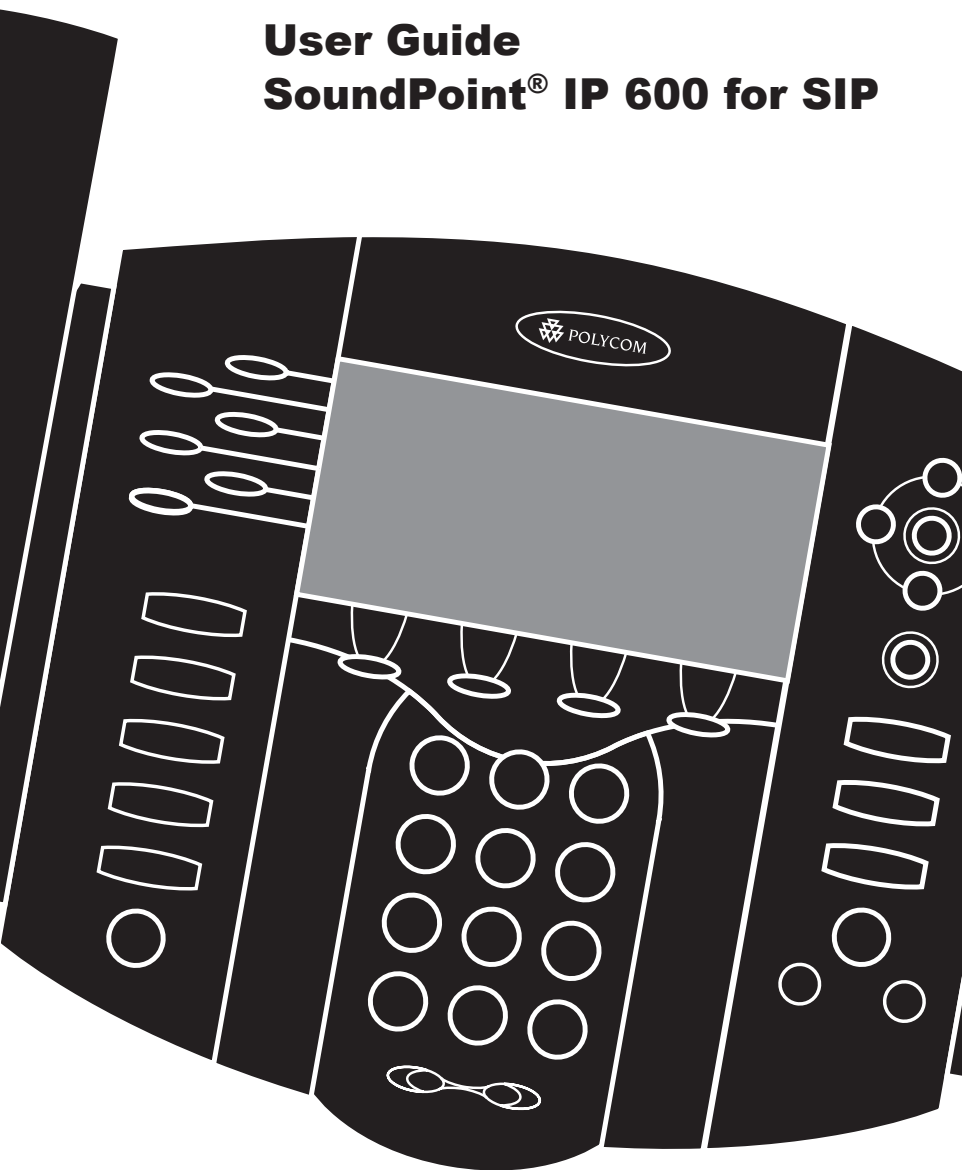




POLYCOM®

User Guide

SoundPoint® IP 600 for SIP



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Introduction

Thank you for choosing the SoundPoint® IP 600 for SIP, a six-line Voice over IP desktop telephone with unsurpassed handsfree voice quality, running the industry standard Session Initiation Protocol (SIP). This unit provides business telephony features and functions such as Multiple Call Appearances, Call Hold, Transfer, and Conference over an IP network. In this User Guide, you will find everything you need to quickly set up your new telephone.

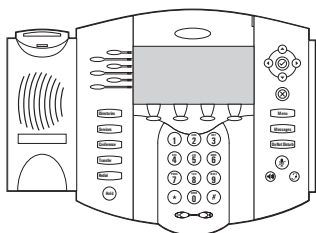
Be sure to verify with your System Administrator that your network is prepared for configuring your SoundPoint IP 600 SIP telephone or consult the *Administrator Guide SoundPoint IP SIP* for more information. As well, be sure to read the Parts List, and the Safety Notices section in this guide before you set up and use your SoundPoint IP 600 SIP telephone.

Parts List

The following items are included in your SoundPoint IP 600 SIP package. Check this list before installation to ensure that

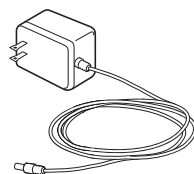
you have received each item. If you are missing any items, please contact your SoundPoint IP 600 SIP reseller.

Polycom SoundPoint IP 600 SIP

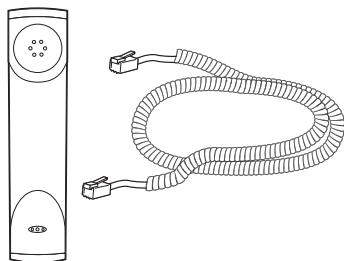


Power Adapter

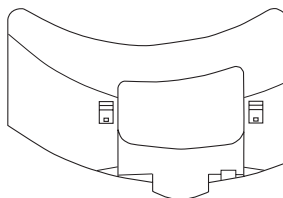
(specification varies according to country)



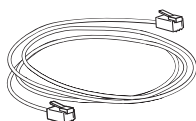
Handset & Handset Cord



Telephone Base



Network Cable



User Guide



Installing SoundPoint® IP 600 SIP

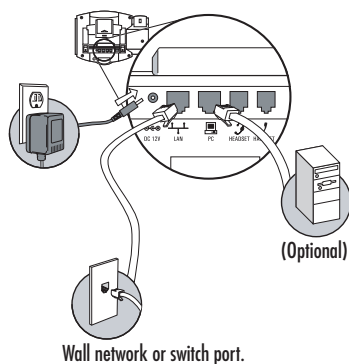
This section provides basic installation instructions and information for obtaining the best performance with the SoundPoint IP 600 SIP telephone. If you require additional information or assistance with your new telephone, please contact your System Administrator.

The SoundPoint IP 600 SIP User Guide includes regulatory compliance information that your System Administrator should review and can also be found at <http://www.polycom.com>.

Connecting Network and Power Source

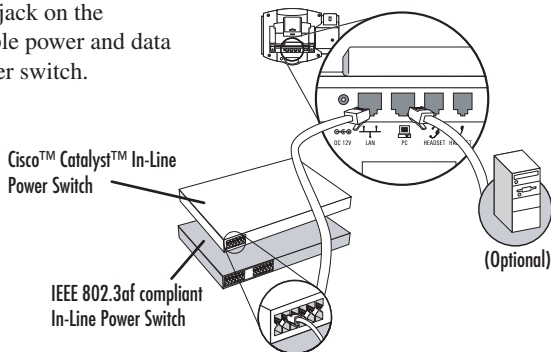
AC Power Option

Connect the supplied network cable between the LAN jack on the telephone and the LAN port on the wall or hub/switch device port. Connect the DC plug on the AC wall adapter to the DC jack marked on the telephone.



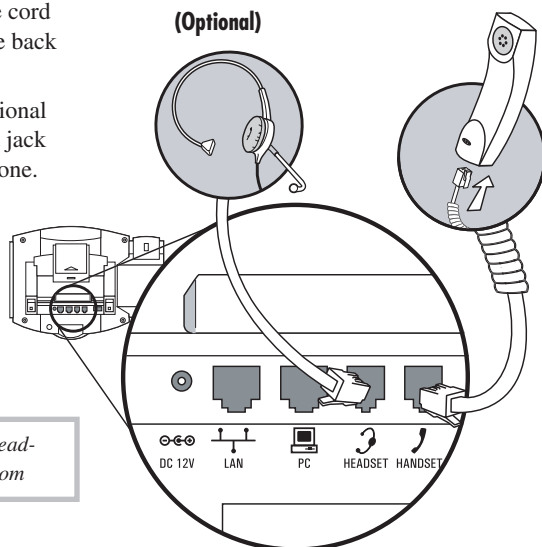
In-Line Power Option

If the telephone is connected to a compatible Ethernet switch that can provide in-line power, the telephone will use that power option. Simply plug the supplied network cable between the LAN jack on the telephone and an available power and data port on the In-Line Power switch.



Connecting the Handset and Optional Headset

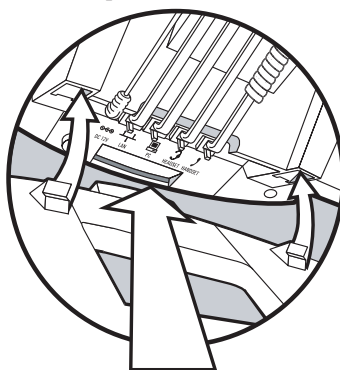
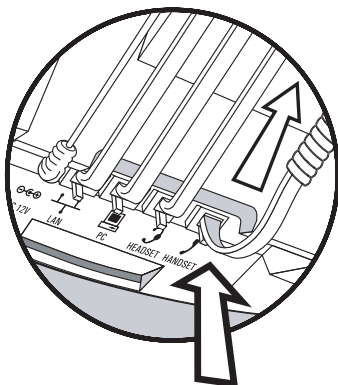
1. Connect the short, straight end of the telephone cord to the handset and the corresponding longer straight end of the cord to the handset jack on the back of the telephone.
2. Connect the headset (optional accessory) to the headset jack on the back of the telephone.



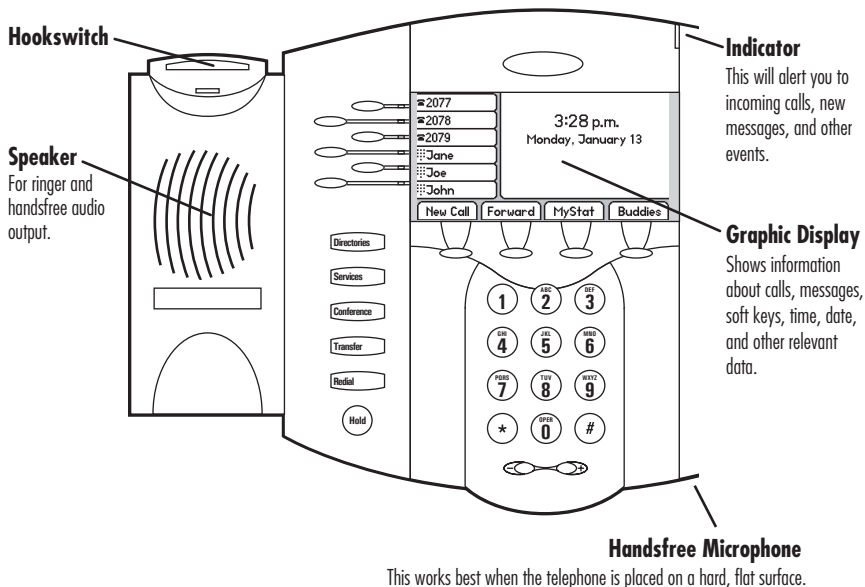
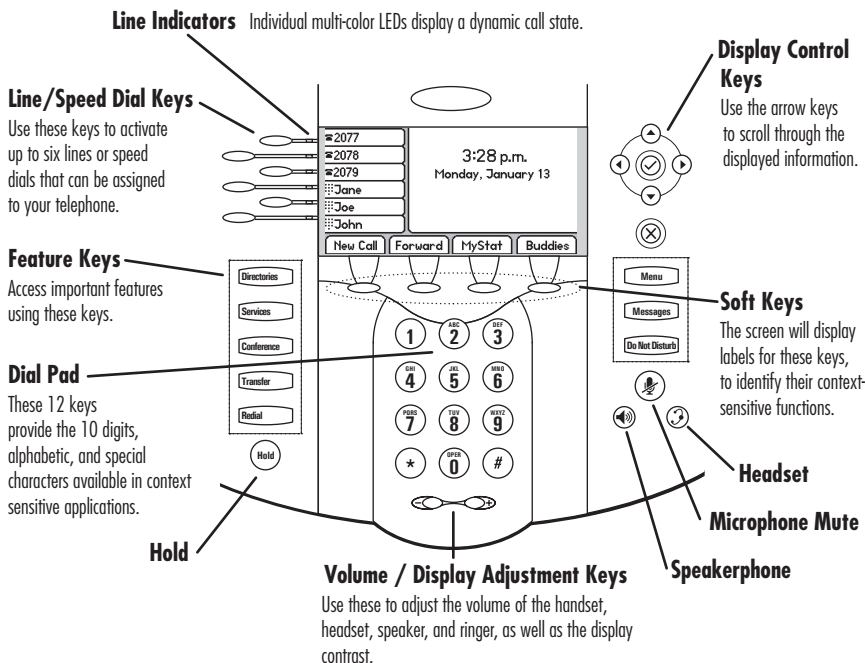
For a list of currently supported headsets, go to: <http://www.polycom.com>

Attaching the Base

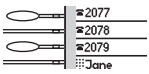
















1. Place all cords in the recessed area above the modular jacks as shown.
2. Align the two protrusions on the bracket with their corresponding holes in the telephone and snap them together to lock the base to the telephone.



Features



Key Descriptions

Key	Description
	Line or Speed Dial keys with LED indicators.
	Access to local directories and call lists.
	Access to special services (future implementation).
	Allows setup of a 3-way local conference.
	Transfer of current call to third party.
	Dials last number dialed from the telephone.
	Places current active call in Hold state.
	Allows for handsfree communication during calls.
	Mutes audio transmission locally during calls.
	Allows users to place and receive calls through an optionally connected headset.
	Cancels ringing and directs incoming calls to your Voice Mail (if supported).
	Place/receive text and voice messages.
	Access local and server features.
	Select and Delete controls for options and text within local menus.
	Scrolling of lists and control of text/number entry on display.
	Soft keys to select from various context-sensitive options.
	Volume keys to adjust audio and ringer volume.
Dial Pad	General dialing and alphanumeric entry (incl. special characters).

Using SoundPoint® IP 600 SIP

Placing a Call



Using the Handset:

1. To obtain dial tone, pick up the handset.
2. Dial the desired number.

OR

Dial by SIP URL/IP address[†]:

- After obtaining dial tone, press **Name**
- Enter URL or IP (press * for "." and # for "@")
- Press **Send** to complete the call.

During a call, users can alternate between handset, headset, or handsfree modes by pressing the  and  keys.

Using Handsfree Speakerphone Mode:


1. With the handset on-hook, press any assigned line key, , or **NewCall** to obtain dial tone.

2. Dial the desired number.

OR

Dial by SIP URL or IP address[†] as above.

Using the Headset:

1. With the optional headset connected, press the  key to obtain dial tone.

2. Dial the desired number.

OR


Dial by SIP URL or IP address[†] as above.

See also Headset Auto Mode.

Users also have the option to dial directly from the dial pad without lifting the handset. Simply enter the number and press the **Dial** soft key.

In all cases, the active call will appear on the display showing call duration and destination.

[†]Examples: 10.3.0.42
joe@205.173.1.24
sip: jane@polycom.com

To obtain the IP address of your telephone, press  followed by System Status and General. The IP address is listed together with other network information.


Answering a Call


Using the Handset:

Pick up the handset.


The active call will appear on the display showing call duration and destination.

Using Handsfree Speakerphone Mode:

With the handset on hook, pressing the line key with the active indicator, or  will answer in Handsfree Mode.

Incoming calls may be ignored by pressing the EndCall soft key or  during ringing. This will cancel ringing on the telephone and transfer the caller to Voice Mail (if supported).



Using the Headset:

Pressing  will answer the call through an optionally connected headset.

*If on an active call on a telephone with multiple lines, pressing the **Answer** soft key places the previous active call on hold to answer the new incoming call.*

*Pressing **Answer** will also answer the call in the previously connected mode.*

Call Hold


During a call, press  or the **Hold** soft key. The call will be placed on hold and indicated on the display. The remote party will also see a held call on their telephone display. Press  again or the **Resume** soft key to retrieve the call.

If multiple calls are on hold, use the line keys on the left of the display to select a call then press the **Resume** soft key to retrieve the call.

Microphone Mute

While on a call, press . The LED on the Mute key lights up to indicate that the other party (parties) cannot hear you.

Microphone Mute applies to all modes: handset, headset, and handsfree. You can still hear all other parties while Mute is enabled.

To turn off Microphone Mute, press  again.

Local Conferencing

During a call, up to 3 callers may be placed in conference using the telephone's local conferencing feature.

1. Place a call to the first party.
2. Add another party to the conference by pressing **Conference** or the **Confrnc** soft key to obtain a new line (Active call is placed on hold).
3. Dial the telephone number of the third party.
4. When the new party answers, press **Conference** or the **Confrnc** soft key again to join both parties in conference.

*Hang up or press the **EndCall** soft key on any of the parties to terminate their participation in the conference.*

Ending the call on the conference originator's telephone will terminate the conference.

Transferring a Call

1. During a call, press the **Transfer** soft key. (Active call is placed on hold.)
2. Dial the number to which you want to transfer the call.
3. Call may be transferred without consultation by immediately pressing the **Transfer** soft key again ("Blind Transfer"),

OR

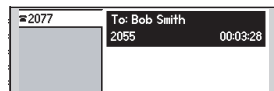
Press the **Transfer** soft key again after consulting with the new party ("Consultative Transfer").

Transfer may be cancelled during progress by pressing the **Cancel** soft key.

Press **Resume** to return to the active call.

Call Timer



Call progress on an active call is monitored through a local call timer. This is visible within the active call window on the display.



Ending a Call

Replace the handset

OR

Press the line key or  if in Handsfree Mode, or  if in Headset Mode to hang up the call.

Pressing the **EndCall** soft key will also terminate the call in any mode.

Redial

Press **Redial** to dial the last call placed from this telephone.

To dial from another previous call, press **Directories** and select *Placed Calls* to scroll through the list.

Call Forwarding

Calls may be Forwarded (Diverted) to another extension as follows:

1. Press the **Forward** soft key from the telephone's idle display.
2. (Optional) If multiple lines are in use, select which line to forward.
3. Select *Contact:* and press **Edit** to enter a number or URL to forward all future calls to.
4. Press **Forward** to confirm Call Forwarding.

Idle display returns with an arrow on the line label to confirm Call Forwarding enabled.

To turn call forwarding off:

1. Press the **Forward** soft key from the telephone's idle display.
2. (Optional) If multiple lines are in use, select which line to disable Call Forward.
3. Press **Disable**.

User is returned to the idle display and line indicator now displays regular icon.

Voice Mail

See **Voice and Text Messaging**.

Volume Adjustment

Press the volume keys to adjust receiver volume during a call. Pressing these keys in idle state adjusts the ringer volume.

To conform to regulatory requirements, handset and headset volume will return to a preset level after each call. Handsfree volume settings will be maintained across calls.

Do Not Disturb

Press **Do Not Disturb** to prevent the telephone from ringing on incoming calls. A flashing icon and text on the display indicates that Do Not Disturb is on.

Calls received while Do Not Disturb is enabled are logged in the *Missed Call* list.

To turn off Do Not Disturb, press **Do Not Disturb** again.

(Optional) If multiple lines are in use, Do Not Disturb can be set on a line-by-line basis. Contact your System Administrator for further details. When Do Not Disturb is enabled for a particular line, this is indicated by an "X" beside the line indicator on the display.

Time and Date



Time and Date is clearly displayed on the SoundPoint IP 600 SIP telephone. (Accuracy is maintained through server control.) Contact your System Administrator if either time or date is incorrect. Users have control over the format of the display. Select a format which is right for you as follows:

1. Press **Menu**.

2. Select *Settings* followed by *Clock*.
3. Select from *Clock Date* or *Clock Time*.
4. Scroll through the options via the up and down arrow keys.
5. Press **Select** to confirm and **Menu** to return directly to the idle display.

Headset Auto Mode

As an option, the headset can be permanently enabled to place and receive calls from any audio keys on the telephone - especially useful for regular headset users. To do this:

1. Press .
2. Select *Settings* followed by *Headset*.
3. Use the up or down arrow and *Select* keys to enable Headset Auto Mode.
4. Press  to return to the main menu.



Subsequent calls to or from this telephone using the headset will activate a flashing indicator underneath the headset key.

Pressing the line keys or the **Answer** soft key to receive a call will now connect to the user's headset automatically.

Repeat steps 1-3 and select **Disable** to turn Headset Auto Mode off.

Display Contrast



To adjust the contrast on the display to a comfortable level:

1. Press . Select *Settings* followed by *Contrast*.
2. Pressing the **Up** or **Down** soft keys or volume keys will increase or decrease the display contrast.
3. Press the **Ok** or **Cancel** soft keys to accept or reject changes.
4. Press  or the **Exit** soft keys to return to the idle display.

Ring Type

There are a total of 21 ring types available. Users can select different rings to distinguish between lines (on a multiple line configured telephone) or to program a different ring from their neighbor's telephone.

To change the incoming ring to a desired sound:

1. Press . Select *Settings* followed by *Ring Type*.
2. (Optional) If multiple lines are used, first select which line to change.
3. Using the arrow keys, highlight the desired ring type. Pressing the **Play** soft key samples the selected ring type.
4. Press **Select** to change to the selected ring type.
5. Press  or the **Exit** soft key to return to the idle display.

See also **Distinctive Ringing / Call Treatment**.

Call Lists

SoundPoint IP 600 SIP maintains a local list of calls missed, received, and placed (100 for each).

Press **Directories**, followed by *Missed*, *Received*, or *Placed Calls* as desired. Call information will be displayed. From this screen:

1. Choose **Edit** to amend the dial string if necessary.
2. Choose **Dial** to return the call.
3. Choose **Exit** to return to the previous menu.

For additional choices, press **More** followed by:

4. **Info** to view information about the call.
5. **Save** to store the contact to the particular list.
6. **Clear** to delete the call from memory.

Press **More** and **Exit** soft keys to return to the idle display.

To quickly view respective call lists:

Press **▶** for placed calls.

Press **◀** for received calls.

Press **▼** for missed calls.

Local Directory

In addition to a directory of missed, placed, or received calls, the SoundPoint IP 600 SIP telephone can store a local directory of 500 or more contacts*. Users can add to, delete, edit, dial, search, or instant-message any contact in this list through just a few key strokes.

To add a previous caller to a directory listing:

1. Press **Directories** and select *Contact Directories* to access the local directory.
2. Press **More** and **Add** to enter another contact into the telephone's database or **Edit** to amend a previous listing.
3. Enter first and/or last name from the keypad. Press the **1/A/a** soft key to alternate between numeric and upper/lower case alphanumeric modes.
4. (Optional) Press the **Encoding** soft key to access special characters in other languages.
5. Enter Contact number.

6. Press **Submit** to confirm and **Exit** to return to the idle display.

To search for a particular contact:

1. Press **More** and then **Search** from the *Contact Directories* menu.
2. Using the dial pad, enter the first few characters for First or Last names.
3. Press **Submit** to search for possible options.
4. Successful matches can be dialed from the resulting screen.

To send a text message to a contact from the *Contact Directories* menu:

1. Press the **More** soft key and then press **InstMsg**.
2. See **Voice and Text Messaging** for further details.

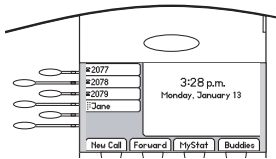
**Limit depends on server configuration. Contact your System Administrator for full details.*

Speed Dial

Pre-assigned numbers can be associated with line keys for rapid automated dialing. Speed Dial entries are consecutively placed underneath assigned line keys on the telephone.

Example: To assign Jane to a Speed Dial key:

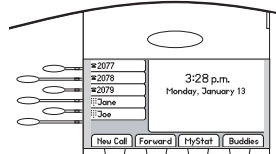
1. Press **Directories** and select *Contact Directories*.
2. Press **More** and then **Add** soft keys to enter Jane's contact details (first name, last name, and contact number).
3. Enter Speed Dial Index as "1". This assigns Jane to the first available line key on the display.
4. Press **Submit** to confirm and **Exit** or **Menu** to return to the idle display. Idle display is as shown:



On a default configuration of the SoundPoint IP 600 SIP telephone, there could be up to five line keys available for speed dial. Extra line or feature keys may be configured for Speed Dial use as required. Contact your System Administrator or consult the *Administrator Guide SoundPoint IP SIP* for more details.

An additional speed dial key for Joe can be added to the previous example as follows:

5. Repeat steps 1-3 above for Joe's contact details.
6. Enter Speed Dial Index as "2".
7. Press **Submit** to confirm and **Exit** or **Menu** to return to the idle display. Idle display is now as shown:



To dial a number assigned to a Line Feature Key, simply press the line key directly opposite the number on the display.

To remove a Speed Dial entry:

1. Press **Directories** and select *Contact Directories*.
2. Scroll to the desired entry and press **Edit**.
3. Delete the Speed Dial Index number using the **⊗** key.
4. Press **Save** and **Exit** twice to return to the idle display.

The Speed Dial index for that contact is removed from view.

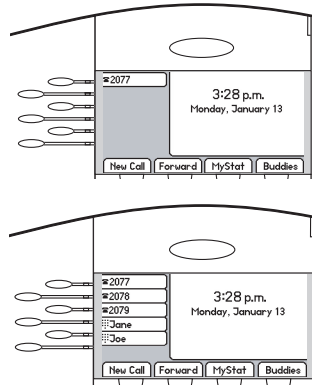
*To quickly view a complete list of assigned speed dial entries, press the up arrow key **▲**. Dial directly from a selected number.*

Multiple Lines

SoundPoint IP 600 SIP can support up to six lines, each associated with their own line key. Lines can be configured for local Directory Numbers (DNs), such as your main extension and private lines or for Speed Dial shortcuts on outbound dialing.

Typically, the top-most line key is reserved for the principle DN of the telephone. Depending on how your telephone is configured, the display could resemble one of the displays shown:

Contact your System Administrator or consult the *SoundPoint IP SIP Administration Guide* to change the appearance of the line labels.



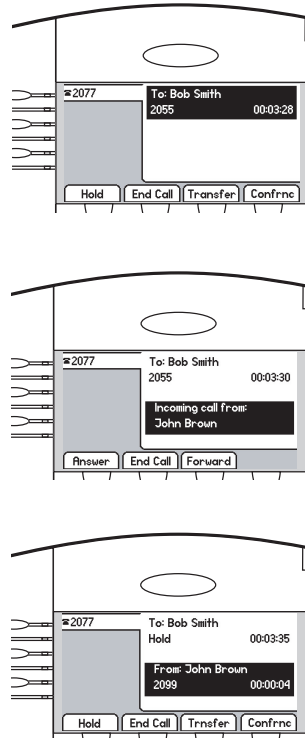
Multiple Call Appearances

Each line configured on the SoundPoint IP 600 SIP telephone can have two call appearances. This is very useful if the user is on one call and needs to act upon another incoming call on the same line. In the example shown, extension 2077 is in an outbound call with 2055. The second diagram now shows an incoming call from John Brown. Soft key labels update the display to enable the user to:

1. **Answer** this second incoming call. The first call is automatically placed on Hold.
2. Ignore the second incoming call (press **EndCall**).
3. **Forward** the second incoming call to another extension.

Answering the incoming call places the original call on Hold and refreshes the soft key labels as indicated (last illustration).

*User can also place another outbound call on the same first line. Press the **Hold** soft key during the first call and press **NewCall** to obtain dial tone for a second call.*



Voice and Text Messaging

Users can send and receive both Voice* and Text messages on the SoundPoint IP 600 SIP telephone. Received messages will be indicated by a flashing Message Waiting Indicator LED on the front of the telephone and optionally a visual notification on the display.

Also, if multiple lines are in use, individual line indicators reflect voice or text messages left on that line.

A stutter dial tone in place of normal dial tone is also used to indicate that one or more voice messages are waiting at the message center.

The SoundPoint IP 600 SIP supports SIP Instant (Text) Messaging in real-time. Users can send and receive text over their telephones and reply to messages directly from the dial pad keys.

To listen to voice messages:

1. Press **Messages**.
2. Select **Message Center***†.
3. (Optional) If multiple lines are in use, select from which line messages are to be retrieved.
4. Display indicates number of messages and their importance. Press **Connect** to initiate Voice Mail retrieval from the Message Center.
5. Press **Clear** to update display (saved messages will be kept on server).
6. Follow voice prompts for usage.

*Voice Mail is an optional feature configured on the server and may not be supported on your particular system. Contact your System Administrator to find out.

†Screen options may vary with server-based application.

To read text messages:

1. Press **Messages** and select *Instant Messages*,
OR
Press the **InstMsg** soft key to read a message just received.
2. (Optional) If multiple lines are in use, select from which line messages are to be retrieved.
3. Messages appear first to last in sent order.
4. Press the **Next** or **Prev** soft keys to cycle through messages in order.
5. Press the **More** soft key to **Delete**, **Reply** to or send a **New** message.

To send a text message:

1. Press **Messages**.
2. Select *Instant Messages*.
3. (Optional) If multiple lines are in use, first select from which line to message.
4. Press the **New** soft key.
5. Enter the desired extension or SIP URL. Press the **1/A/a** soft key to alternate between numeric and upper/lower case alphanumeric modes.
6. Press the **Select** soft key to choose from various pre-scripted short messages,

OR

Press **Edit** to script a custom message. Use dialpad keys to cycle through the character set. Use keys 1,*,0, and # to select special characters.

7. Press **Send** when finished.

Distinctive Ringing / Call Treatment

Users can set distinctive incoming ringing tones for callers in their local directory. This allows you to identify a contact by a specific ring tone.

To set a distinctive ring for a local contact:

1. Press **Directories** and select *Contact Directories*.
2. Using the arrow keys, scroll through the directory to choose a contact person.
3. Press **Edit** to give details on that contact.
4. Scroll down to *Ring Type*.

5. Press **⊗** to change any default ring type and enter a number corresponding to one of the 21 ring types available. (See **Ring Type** in this guide for further details.)

6. Press the **Save** soft key. Press **Menu** to return to the idle display.

Incoming calls from this contact will now have a distinctive ringing pattern applied.

This is a local feature to the telephone, and may be over-ridden by server settings. Contact your System Administrator for more details.

Presence / Status / Buddy Lists

The SoundPoint IP 600 SIP telephone combines interactive message services and status monitoring to complement a traditional messaging application such as email. Live interaction within a pool of telephones is possible by measuring the “presence” of the parties involved.

To add, delete, or block a contact from your buddy list:

1. Press **Directories** from the idle display.
2. Select *Contact Directories* and scroll up or down to the desired contact.
3. Press the **Edit** soft key.
4. Scroll down to the *Watch Buddy* and/or *Block Buddy* fields.
5. Press **⊗** to switch between Enable and Disable status.
6. Press **Save** to confirm and **Exit** twice to return to the idle display.

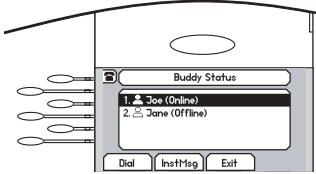
The application software running on the telephone is compatible with Windows™ and MSN Messenger™ for peer-to-peer presence and instant messaging.

Each telephone can “watch” the status of up to eight other telephones. Each telephone can also be “watched” by up to eight other telephones. The status of monitored users is displayed and updated in real time. This pool of up to eight telephones is referred to as a “Buddy List”.

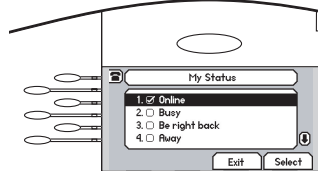
To change settings, access the Presence menu as follows:

1. Press **Menu** followed by *Presence*.
2. Choose *Buddy Status* to monitor the online/offline, busy, etc., status of the contacts within your buddy list.
3. Choose *Watcher List* to see which telephones are currently monitoring your status. Press the **Watch** soft key to monitor the selected buddy on the watcher list.
4. Choose *Blocked List* to see which telephones you have blocked from monitoring your status. (From here you can also **Unblock** or **Watch** a contact on this list.

To monitor the status of the Buddy List, press **Buddies** from the idle display. The diagram shows a typical Status screen display of monitored telephones.



To send status information to other telephones within the list, press **MyStat** from the idle display. Change your current status if required. Presence information will also be sent to those telephones “watching” when the user goes off-hook or invokes Do Not Disturb.



Instant Messaging

See **Voice and Text Messaging**.

Multilingual Support (Localization)

Individual language display is available on the SoundPoint IP 600 SIP telephone. To change to a custom language:

1. Press **Menu**.
2. Select **Settings** and scroll down to **Language**.
3. Scroll through the list of available languages and press the **Select** soft key.

Contact your System Administrator for a full list of languages supported.

4. The display will automatically change to the language of your choice.
5. Exit to the idle display by pressing

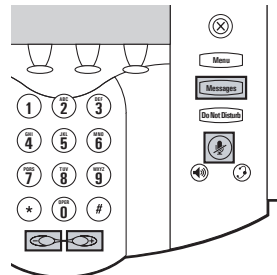


Phone Reboot

Periodically, the telephone may require a user reboot. Reasons for this could include:

- Accepting a new configuration or new software
- After disconnecting from the network
- Telephone not responding to calling or feature key presses

In the cases above, simultaneously pressing and holding the Messages, Microphone Mute, and Volume keys (highlighted above) for more than 3 seconds will enact a simple reboot. The reboot process will begin and is complete when the idle display is shown.



It may be possible to restore normal operation of your telephone without rebooting. Please contact your System Administrator before attempting to reboot the telephone.

Troubleshooting

No Display or Incorrect Display

- If using an AC wall adapter, make sure the DC jack is properly connected at the rear of the telephone.
- If using inline powering from a switch or hub, check that the switch/hub is correctly supplying power to that particular port (contact your System Administrator).
- If the idle display is not similar to that shown on Page 4, try rebooting the telephone (see Page 16) or cycling power and allow the unit to reboot. Contact your System Administrator if the display still shows problems.

No Dial-Tone

- Make sure that the handset cord fits the handset and the jack on the rear panel correctly.
- Switch between Handset, Headset (if connected) and Handsfree Speakerphone Modes to try to obtain dial tone on these other paths.
- Make sure that the LAN cable is inserted properly at the rear of the telephone.

No Ringing

- Adjust the ringing level from the front panel using the volume up/down keys.
- Place a call to the unit from a known working telephone. Check for incoming ring signal.

No Audio on Headset

- Ensure the headset is plugged into the jack marked Headset on the rear panel.
- Swap the handset into the headset jack (or vice-versa) and verify that audio is now present (if so, the headset may need replacing).
- Ensure the headset amplifier (if connected) is turned on and/or the volume is correctly adjusted. If the amplifier is equipped with batteries, check that these are fully charged.

No Response from Key Presses

- Some keys are inactive when the telephone is not in a call. Check for a response from other feature keys or from the dial-pad.
- Place a call to the unit from a known working telephone. Check for display updates.
- To check if the telephone is correctly registered to the server, press the Menu key followed by *System Status* and *Server Status*.
- Contact your System Administrator before attempting to reboot your telephone, since this may allow more detailed troubleshooting to occur before losing any current status information.

No Response from Key Presses

- To check LAN status, press the Menu key followed by *System Status* and *Network Statistics*. Scroll down to see if LAN port shows Active or Inactive.
- Check the termination at the switch or hub end of the network LAN cable. Ensure that the switch/hub port connected to the telephone is operational (if accessible - otherwise contact your System Administrator).
- Reboot the telephone to attempt reconnection to the network.

Safety and Compliance

Part 15 Rules

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and

2. This device must accept any interferences received, including interference that may cause undesired operation.

Class B Digital Device or Peripheral

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by

turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

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

In accordance with Part 15 of the FCC

Modifications

Rules, the user is cautioned that any changes or modifications not expressly

approved by Polycom, Inc. could void the user's authority to operate the equipment.

Installation Instructions

Installation must be performed in accordance with all relevant national wiring rules.

L'Installation doit être exécutée conformément à tous les règlements nationaux applicable au filage électrique.

Plug Acts as Disconnect Device

The socket outlet to which this apparatus is connected must be installed near the equipment and must always be readily accessible.

La prise électrique à laquelle l'appareil est branché doit être installée près de l'équipement et doit toujours être facilement accessible.

Industry Canada (IC)

This Class [B] digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe [B] est conforme à la norme NMB-003 du Canada.

CE and VCCI Mark

This SoundPoint® IP 600 SIP has been marked with the CE mark. This mark indicates compliance with EEC directories 89/336/EEC and 73/23/EEC.

A full copy of the Declaration of Conformity can be obtained from Polycom Ltd., 270 Bath Road, Slough, Berkshire, SL1 4DX, UK.

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- Unauthorized product modification or

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- Unauthorized use of common carrier communication services accessed through the product.
- Abuse, misuse, negligent acts or omissions of Customer and persons under Customer's control; or
- Acts of third parties, acts of God, accident, fire, lightning, power surges or outages, or other hazards.

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