Setting Up Voicemail on your New ShoreTel Phone:

To set up your voicemail on your new phone, you need to:

- Dial your voicemail
- Change password
- Record name
- Record greeting
- Enable envelope information (records date and time that voicemail was left)

INITIAL VOICEMAIL DEFAULT PASSWORD:

1234

DIAL VOICEMAIL:

- 1. **Lift the handset, press the # sign** and wait for the phone to dial voicemail.
- 2. At the prompt, enter the voicemail default password 1234 (ONLY FIRST TIME LOGGING IN) and the # sign.
- CHANGE YOUR PASSWORD: After initially entering the default password, you will be prompted to change your voicemail password. You will need to enter the new password twice.

To change the password after the initial setup, press 4 from the main menu.

4 Set Password

Enter password twice in response to the prompts.

* Cancel

 RECORD YOUR NAME: Next, the system will automatically prompt you for your name. Say your name and press the # sign to accept it.

To change the name recording after the initial setup, press 6 from the main menu.

6 Record Name Record your name at the tone. When finished, press # and select from the following options: # Accept 3 Delete 1 Review * Cancel 2 Re-record

- **RECORD YOUR VOICEMAIL GREETING:** The voicemail greeting is the message that callers hear when you are unable to answer your phone and the call routes to your voicemail so they can leave a message. For instance, "Hi, I'm not available to take your call right now....".
 - At the voicemail main menu, press 7 and then 1. Record your greeting and press the # sign to accept it or follow the prompts to re-record.
- **ENABLE ENVELOPE INFORMATION:** This tells you the date and time that a voicemail was left at your extension.
 - At the voicemail main menu, press 7 and then 5 to enable envelope information.

1 Record Greeting

Record your greeting for the currently active mode at the tone. When finished, press # and select from the following options:

Accept 1 Review 2 Re-record

3 Delete * Cancel

5 Enable Envelope Info

Press either 1 to enable, or 2 to disable