

# USING STARGATE'S CALLER ID WITH A PBX SYSTEM

Many PBX telephone systems do not pass Caller ID data through to the extension ports in the same format it is received from the phone company. This prevents Stargate from identifying incoming calls when connected to an extension port. By wiring two of Stargate's relays as shown below, Stargate can receive the Caller ID data from the incoming line, then switch to an internal pbx extension to announce or transfer calls based on the Caller ID number.

*NOTE: This will only work on pbx systems with analog extension ports. Digital-only systems require an analog extension port adaptor.*

Directions:

- 1) Connect the Common ("C") terminals of the relays to Stargate's CO Line port.
- 2) Connect the Normally Closed ("NC") terminals of the relays to the main incoming phone line (CO Line #1).
- 3) Connect the Normally Open ("NO") terminals of the relays to a spare extension port.
- 4) Connect the pbx CO input port #1 to Stargate's PHONE port.
- 5) Connect an unused pbx CO input port to Stargate's ICM port.

## ANNOUNCING CALLER ID VIA THE PBX ALL-PAGE

```

EVENT: Announce Caller ID
If
  CallerID: ??????????
Then
  (RELAY:relay1) ON
  (RELAY:relay2) ON
  TelePhone Out: '^33'
  DELAY 0:00:01
  Voice: <CID> [CO] SYNC
  TelePhone Out: '+'
  (RELAY:relay1) OFF
  (RELAY:relay2) OFF
End
  
```

## TRANSFERRING CALLS BASED ON CALLER ID NUMBER

```

EVENT: Transfer by Caller ID
If
  CallerID: 1234567890
Then
  (RELAY:relay1) ON
  (RELAY:relay2) ON
  Go OFF Hook
  Voice: PLEASE STAYONLN [CO] SYNC
  TelePhone Out: '!12,+ '
  (RELAY:relay1) OFF
  (RELAY:relay2) OFF
End
  
```

