

FAQ Nx70 - Messaging "3 Ringtones"

Introduction

When using prio 1-7, the message signaling is call based and a ringtone can be used to signal the message.

The messaging server can define which ringtone should be played. The server can use the following 4 ringtone options.

- High
- Medium
- Low
- Silent

Which ringtone is used, can be changed via the handset menu by the user.

1. Open handset menu: **Settings - Audio settings - Ringtones (Handset) - Melodies**



Ringtones

Ringtones in existing handsets				New generation handset ringtones
R650H PRO V	S650H PRO	SL750H PRO V	Openstage M3	S700H PRO / R700H PRO / SL800HPRO V
Call_1 (External calls)	01 Signal	01 Signal	01 (External)	01 Signal
Call_2 (Group calls)	02 Memo	02 Memo	02 (Group)	02 Memo
Call_3 (Internal/door station)	03 Down (Internal calls)	03 Down	03 (Internal/Door)	03 Down (Internal calls)
Cut (Emergency)	04 Vibe	04 Vibe	04 (Emergency)	04 Vibe (Emergency)
Dig it (Optional)	05 Egg	05 Egg	05 (Optional)	05 Egg
Gigaset	06 Gigaset	06 Gigaset	And tender	06 Gigaset (External calls)
Dunken	07 Super 4	07 Super 4	Balance	07 Super 4
Exit	08 Set	08 Set	Bass me	08 Set
Fox	09 Tone One (External calls) (Msg prio high)	09 Tone One (External calls) (Msg prio high)	Body snatch	09 Tone One (Group calls)
Gentle Piano (Msg prio low)	10 Step to B (Group calls)	10 Step to B (Group calls)	Classic Ring	10 Step to B (Optional)
Jazz (Msg prio medium)	11 Sim	11 Sim	Crunch	11 Sim

Mellow (Msg prio high)	12 P_Cut	12 P_Cut	Energy	12 P_Cut
Skyways	13 Dunken <i>(Door station)</i>	13 T_Cup	Fountain	13 T_Cup
Waves	14 Piano <i>(Emergency)</i>	14 Piano <i>(Internal calls / Emergency)</i>	Guitar	14 Piano
	15 T_Cup	15 Dunken <i>(Door station)</i>	Harmony	15 Dunken
	16 Evolve	16 Evolve	In the field	16 Evolve
	17 Authumn <i>(Optional)</i>	17 Authumn <i>(Optional)</i>	Lounge Time	17 Authumn
	18 Twelve	18 Twelve	No Sieben	18 Twelve
	19 Smile	19 Smile	Precious	19 Smile <i>(Door station)</i>
	20 Flightzone	20 Flightzone	Rain drops	20 Flightzone
	21 Waste (Msg prio low)	21 Waste (Msg prio low)	Slippin	21 Waste
	22 Green Tea (Msg prio medium)	22 Green Tea (Msg prio medium)	Smooth	22 Green Tea
			Sonic	23 Try Better
			T_Cup	24 Carousel
			The Calling	25 Classic Ring
			Tone one	26 Fountain
			Try better	27 Alarm 01 (Msg prio high)
				28 Alarm 02
				29 Alarm 03
				30 Alarm 04
				31 Alarm 05
				32 Alarm 06
				33 Doorbell
				34 DR1 (Bellcore-dr1)
				35 DR2 (Bellcore-dr2) (Msg prio low)
				36 DR3 (Bellcore-dr3) (Msg prio medium)
				37 DR4 (Bellcore-dr4)
				38 DR5 (Bellcore-dr5)

Auto-provisioning

The messaging ringtone names visible in the handset melodies menu, can be changed via auto-provisioning.

Parameter	Description
AmlGlobal.0.HottestAlertNameLow	Name visible in the handset melodies menu for the Low priority ringtone
AmlGlobal.0.HottestAlertNameMid	Name visible in the handset melodies menu for the Medium priority ringtone
AmlGlobal.0.HottestAlertNameHigh	Name visible in the handset melodies menu for the High priority ringtone

Example:

```
<?xml version="1.0" encoding="UTF-8"?>
<settings version="1.0" productID="e2">

<param name="AmlGlobal.0.HottestAlertNameHigh" value="High prio"/>
<param name="AmlGlobal.0.HottestAlertNameMid" value="Medium prio"/>
<param name="AmlGlobal.0.HottestAlertNameLow" value="Low prio "/>

</settings>
```

MQTT values

The following MQTT values are supported:

- "alert_info":"msg_melody_high",
- "alert_info":"msg_melody_mid",
- "alert_info":"msg_melody_low",
- "alert_info":"msg_melody_silent",