

## Quick Reference Guide For Startalk Flash V1.9-V2.1

### Activate Feature Codes

- 1 – Feature 903
- 2 – Codes: F980-F989 – Press OK
- 3 – Exit

### Configuration (Initial setup)

- 1 – Feature 983
- 2 – Pswd = 266344
- 3 – Serial number is displayed. Press OK
- 4 – Key: - Press OK
- 3 – Bilingual = YES or NO
- 4 – Primary lang = Eng or Fre
- 5 – Group lists = Y or N
- 6 – Glist lead dig:9 = OK or CHNG to different leading digit
- 7 – System config = OK or RETRY to re-enter configuration data
- 8 – Configuring . . . = Wait about 5 seconds for configuration to complete

### Business Status

- 1 – Feature 982
- 2 – Pswd: OPERATOR (67372867)
- 3 – Attdt avail: Y or N if live attendant is available for dial '0' from auto attendant.
- 4 – Business open: Y or N (If Y then company greetings 1-3 or 5-7 will play depending on the business schedule. If N then company greeting 4 or 8 (Business closed) greeting plays.)
- 5 – Answer lines: Y or N (Auto attendant answering status.)
- 6 – Attdt: Press CHNG to change attendant DN (dial '0' from auto attendant)

### Time and Date

Startalk Flash uses the Norstar system time and date

### Startalk Flash Software Version

- 1 – Feature 983
- 2 – Log: 1020000 (3-digit DNs) or 120000 (2-digit DNs)
- 3 – Dial 9. Software version is displayed.

### Reset System Manager Password

- 1 – Feature 985
- 2 – The Startalk DN is displayed. Dial 9.
- 3 – Pswd: = RESETSMPSWD (73738767793)
- 4 – Reset pswd? Press YES. Login will be changed to default (1020000 or 120000)

# Startalk Flash Reference Guide

**Julia Schneider**



## Startalk Flash Reference Guide:

**Norstar StarTalk Mini Reference Guide** Northern Telecom Inc,2000      Macromedia Flash 5 ,2000      *The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash* David Stiller,Rich Shupe,Jen deHaan,Darren Richardson,2008-10-17 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2 0 to the new object oriented ActionScript 3 0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3 0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3 0 features and player enhancements that improve performance Workflow differences between ActionScript 2 0 and ActionScript 3 0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3 0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3 0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3 0 is a huge upgrade to Flash s programming language and this guide helps you upgrade your skills to match it      *Flash Out of the Box* Robert Hoekman, Jr.,2004-11-18 If you believe the sky really is the limit when it comes to creating unparalleled user experiences and applications for the Web then Macromedia Flash MX is sure to be your tool of choice With Flash you can integrate video text audio and graphics into distinctive and compelling web content stunningly interactive and expressive user interfaces and rich applications for the Internet Flash is all about helping you dramatically enhance the user experience And Flash Out of the Box is all about helping you think outside of the box to get there first by diving into the Flash box and then becoming intimately acquainted with every nook and cranny of it In Flash Out of the Box you ll follow and work with a simple box through a day in the life style journey You ll study use abuse and transform the box as you move through exercises that teach you the basics of Flash and much more in an entertaining unforgettable task oriented fashion You ll learn to animate work with video load external assets draw mask modularize and many other things that will be essential as you move into more advanced techniques with other books It s just you Flash and the box mastering each technique along the way and adding others in a fashion that will let you practice and learn simultaneously Most Flash tutorials you ve looked at are tool centric focusing on Flash s individual features and how to use them an approach that can quickly become tedious whereas this innovative engaging and motivating book is uniquely user centric That means it concentrates on you and what you want and need to learn Each successive lesson anticipates and builds upon your needs capabilities and questions as you evolve from Flash beginner to Flash master Written in a fun and conversational tone the highly accessible Flash Out of the Box makes learning Flash MX 2004 intuitive logical and most of all

fun     *Flash Remoting: The Definitive Guide* Tom Muck,2003-09-23 Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using Macromedia ColdFusion MX Microsoft NET Java PHP or SOAP based web services The result is complex client server applications that more closely resemble desktop applications than traditional web pages Gone is the click wait reload approach of HTML Your web application uses Flash as the front end while Flash Remoting handles the communication behind the scenes with the application server All the end user knows is that it s fast and flexible The potential uses for Flash Remoting are endless Flash Remoting The Definitive Guide will help you understand this breakthrough technology and use it to build your own Rich Internet Applications RIAs Build applications that connect to a database file system or other server side technologies Or use Flash Remoting to create online stores that feature catalogs and shopping cart systems sound and video clip libraries banner ads with built in shopping carts click through tracking and site search capabilities new controls that can be used in place of HTML extensions to Flash Dreamweaver Fireworks and more front ends to databases for administrators The book begins with Flash Remoting basics setup installation and an introduction to its underlying concepts Next you ll explore the Flash s User Interface components as they relate to Flash Remoting Then you ll gain insights into Flash Remoting internals and the Remoting API The book is rich with examples that you will be able to run on your own system The next section focuses on the server side environment that you ll use for your applications Individual chapters cover Flash Remoting with ColdFusion Server Side ActionScript Java ASP NET and PHP The last section covers more advanced Flash Remoting techniques such as calling web services from Flash Remoting extending objects and UI controls best practices and debugging Plus there is a detailed chapter demonstrating a real world application The book concludes with a Flash Remoting API reference Developers who are looking to create Rich Internet Applications with Flash will find Flash Remoting The Definitive Guide indispensable     *Nonvolatile Memory Technologies with Emphasis on Flash* Joe Brewer,Manzur Gill,2011-09-23 Presented here is an all inclusive treatment of Flash technology including Flash memory chips Flash embedded in logic binary cell Flash and multilevel cell Flash The book begins with a tutorial of elementary concepts to orient readers who are less familiar with the subject Next it covers all aspects and variations of Flash technology at a mature engineering level basic device structures principles of operation related process technologies circuit design overall design tradeoffs device testing reliability and applications     **Flash CS4 All-in-One For Dummies** Doug Sahlin,William B. Sanders,2009-04-01 Ready to take your Flash skills to the next level Learn how to use Adobe Flash CS4 to create innovative interactive experiences Flash CS4 All In One For Dummies shows you how to create professional cool projects step by step from start to finish Whether you re working on your first Flash project or you re a veteran Flash animator ready to get into more advanced applications Flash CS4 All In One For Dummies walks you through Flash s new tricks and explains how to use them You ll get the skinny on new features including inverse kinematics motion tweening and Motion Editor You ll also find out how to Work with panels Take advantage of an ActionScript Create and plan

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**Hands-On Guide to Flash Video** Stefan Richter, Jan Ozer, 2007-05-02 The Hands On Guide to Flash Video is a professional reference book written by industry experts that are currently helping professionals produce Web video and implement Flash Media Server This book covers Flash Video production from soup to nuts beginning with how to configure your camcorder and ending to advanced server techniques like bandwidth detection and FMS logging and reporting Real world lessons from case studies of successful Flash Video deployments are also included Supplemental files located at [www.flashvideobook.com](http://www.flashvideobook.com) By reading this book you will learn to Shoot high quality video for streaming Choose the best encoder and encoding techniques for producing Flash Video Deploy Flash Video via progressive download or via the Flash Media Server Create and light a compression friendly set Deinterlace and preprocess your video prior to encoding Choose encoding parameters like data rate resolution and frame rate Optimize encoding with Sorenson Squeeze Flix Pro and the Adobe Flash Video Encoder Shoot and produce chromakey video for alpha channel delivery Customize a Flash player via skinning and use Cue Points for navigation Setup install and maintain Flash Media Server

**Flash MX Bible** Robert Reinhardt, Snow Dowd, 2002 Web graphics and design using Flash MX

*Complete Flash Remoting MX* Joey Lott, 2003-03-14 The only book completely devoted to this exciting new technology that enables Flash to utilize resources on the server side Flash Remoting MX allows developers to turn Macromedia Flash movies into serious Web applications like message boards e commerce applications and e mail clients Packed with hands on instructions and fully functioning Flash Remoting MX applications to help readers build their own applications quickly and easily Written by an expert Flash developer whose clients include Warner Brothers Sony and Disney

**ActionScript for Flash MX Pocket Reference** Colin Moock, 2003-03-19 Flash MX developers who need instant on the job reminders about the ActionScript language will find O'Reilly's new ActionScript for Flash MX Pocket Reference to be the ideal solution This concise and easy to use reference is the portable companion to the Flash coder's essential resource ActionScript for Flash MX The Definitive Guide by Colin Moock Completely up to date including methods and properties added in the latest Flash Player it is the indispensable quick reference for ActionScript programmers The ActionScript for Flash MX Pocket Reference provides a complete summary of ActionScript Flash MX's object oriented programming language covering the core objects and classes methods and properties Also covered are ActionScript's global properties global functions operators statements keywords and directives This compact book also includes an excellent summary of ActionScript syntax and best practices covering datatypes variables loops conditionals identifiers event handling and object

oriented programming in short order For programmers coming from other languages it offers a quick orientation to the most common Flash elements and operations including Movie Clips loading and drawing graphics text manipulation data transfers and XML parsing O Reilly s Pocket References have become a favorite among developers everywhere By providing a wealth of important details in a concise well organized format these handy books deliver just what you need to complete the task at hand When you ve reached a sticking point and need to get to the answer quickly the new ActionScript for Flash MX Pocket Reference is the book you ll want close by     **Extending Flash MX 2004** Keith Peters,Gerald Yardface,2014-01-15     **The ActionScript 3.0 Quick Reference Guide** Jen DeHaan,David Stiller,Darren Richardson,Rich Shupe,2008 No matter what your background the pages that follow will provide you with some excellent knowledge insight and even a little bit of wisdom in the realm of Flash and ActionScript Happy learning Branden Hall from the Foreword Written by Flash insiders with extensive knowledge of the technology this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2 0 to the new object oriented ActionScript 3 0 quickly and painlessly Formatted so you can find any topic easily ActionScript 3 0 Quick Reference Guide explains Object oriented programming OOP concepts such as packages and classes ActionScript 3 0 features and player enhancements that improve performance Workflow differences between ActionScript 2 0 and ActionScript 3 0 including tools code editing component sets and image and font rendering Where did it go A guide to help you find familiar features in ActionScript 3 0 such as global functions operators properties and statements How do I Step by step solutions for performing tasks with ActionScript 3 0 including input sound video display events text and more Also included are overviews of Flash and ActionScript features and workflows ActionScript 3 0 is a huge upgrade to Flash s programming language and this guide helps you upgrade your skills to match it     **Macromedia Flash MX** Brian Underdahl,2002 Get comprehensive coverage of the all new features and expanded functionality of the latest version of Flash This authoritative guide can show readers how to use Flash with confidence to create stunning and compact navigation interfaces plus long form animation and other effects on the Web For users at every level this soup to nuts resource is essential reading     **Using Flash** ,2000     [Macromedia Flash Mx: A Beginner's Guide](#) Brain Underdahl, Brian Underdahl s Complete Reference for Macromedia Flash MX serves as a solid cornerstone for the library of new Flash designers Covering every aspect of building interactive Flash projects from a beginner s perspective this handy tome is an ideal reference guide for the interactive designer starting his Flash journey Get comprehensive coverage of the all new features and expanded functionality of the latest version of Flash This authoritative guide can show you how to use Flash with confidence to create stunning and compact navigation interfaces plus long form animation and other effects on the Web For users at every level this soup to nuts resource is essential reading The enclosed CD contains project files and art elements for every chapter as well as demo versions of Canvas 8 and the Windows versions of ToonBoom Studio and Swift 3D The CD does not however have a searchable PDF version of the book with color pictures This omission is exacerbated by the lack of color pages making

any discussion of color palettes or color schemes chapter 6 somewhat theoretical

**The Essential Guide to Flash CS4 AIR Development** Marco Casario, 2009-01-23 We all know what a great tool Flash is for creating dynamic engaging web content and Adobe's CS4 release just makes it even better Among the newer features is the ability to take all the power of Flash for the Web and put it on the desktop using AIR AIR capability is built right into the Flash CS4 integrated development environment which means you can start writing desktop applications right away This book not only covers the essentials of using Flash with AIR and AIR with Flash but also shows you how to extend application functionality in new ways Once you've got Flash on the desktop you're no longer constrained by the limitations of running inside a web browser You'll have access to the local desktop file system and AIR adds SQLite functionality for native database support And just as Flash animations have a consistent look and feel across browsers AIR allows you to create applications that work consistently across operating systems Mac OS X Windows and Linux For any Flash developer who wants to go from the Web to the desktop and who doesn't this book is required reading It not only tells you how to do it but is full of practical easy to follow examples that will have you building desktop AIR applications with Flash in no time Expanding your existing Flash skills with the Essential Guide to Flash CS4 AIR Development will make you an even more potent and indispensable force on any development team *Flash MX* Christoph Lindemann, Florian Harms, 2002-05 The Fast Bytes Flash MX visual reference guide provides easy to follow steps to mastering all the basic Flash techniques This non technical step by step illustrative guide provides straight to the point instructions for creating exciting animations motion graphics and special effects Learn how to design banners navigation bars and buttons that will impress all your visitors The many tips and tricks details make this guide a perfect resource for either beginners or advanced users Clear and concise instructions with full color examples Design banners navigation bars and buttons Add special effects to your web page *Macromedia Flash 8 Bible* Robert Reinhardt, Snow Dowd, 2014-05-14 Written by two of the industry's top Flash experts this new edition of the best selling classic has been revised and enhanced to cover the very latest release of Macromedia Flash User friendly yet in depth this is the book that serves as an indispensable reference for anyone from the web novice to the accomplished web worker and functions as the perfect real world guide to the workings and capabilities of this powerful program The accompanying CD ROM includes trial software custom components and finished examples Totally enhanced and revised edition of the all time Flash classic reference Everything you need to know to learn and master the Macromedia Flash 8 the most comprehensive Flash reference available Includes a CD ROM packed with files from the book and valuable tryouts Co author Robert Reinhardt is one of the two or three top stars in the Flash developer community speaking regularly at FlashForward the Macromedia User's Conference WebTEK Macromedia's traveling user seminars and major universities No other title matches this one in both comprehensiveness and author reputation Includes expert tutorials from the world's leading Flash gurus Includes tips for integrating Flash with other programs Includes unpublished tricks techniques and time savers When I'm planning the

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*ActionScript for Flash MX: The Definitive Guide* Colin Moock, 2007-09-19 Updated to cover Flash MX the newest version of Macromedia Flash ActionScript for Flash MX The Definitive Guide Second Edition is the one book no serious Flash developer should be without ActionScript is Macromedia s programming language for Flash MX the popular authoring tool for creating rich internet applications and animations for the Web With Macromedia s new focus on application development ActionScript now includes a direct drawing API loading of external MP3 and JPG files improved sound control an extensive set of text formatting tools complete support for component development using movie clip subclasses local data storage accessibility features and much more And ActionScript for Flash MX The Definitive Guide is the most complete up to date reference available for the latest version of this language Author Colin Moock one of the most universally respected developers in the Flash community has added hundreds of new code examples to show new Flash MX techniques in the real world how to draw circles save data to disk convert arrays to onscreen tables create reusable components and preload variables XML and sounds The book s language reference alone has nearly doubled from the first edition with more than 250 new classes objects methods and properties You ll find exhaustive coverage of dozens of undocumented under documented and mis documented features Along with the new material Colin Moock has meticulously revised the entire text to conform to Flash MX best coding practices In particular objected oriented programming and the new event model get special attention in light of changes to Flash MX ActionScript From sending data between two movies to creating getter setter properties the new edition of this book demystifies the often confusing new features of Flash MX giving developers easy access to its powerful new capabilities ActionScript for Flash MX The Definitive Guide is structured so non programmers can learn how to use ActionScript and programmers can take their skills to new heights If you are in the market to really learn about the hows and whys of ActionScript then this is the book for you



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