



Fanvil IP Phones Creating and Editing Customized Ringtone File and Importing the File to Phone Description

Version: <1.1>

Release date: <2018-5-21>

Contents

Contents	1
1 Creating and Editing Customized Ringtone File and Importing the File to Phone.....	2
1.1 Fanvil Product Support.....	2
1.2 Ringtone File Format Supported by X3S/X4	2
1.3 Ringtone Production.....	2
1.3.1 Installing the Audio Editing Software Such as CoolEdit	2
1.3.2 Choosing File > Open to Open the Audio File to Be Edited	2
1.3.3 Click and Select the Audio Clip and Press Ctrl+C	3
1.3.4 Create and Copy the Selected Audio Clip	3
1.3.5 Export File.....	4
1.4 Upgrade	4
1.5 Settings	5
1.5.1 For a Line	5
1.5.2 For All Lines	5

1 Creating and Editing Customized Ringtone File and Importing the File to Phone

1.1 Fanvil Product Support

The upgrade of customized ringtones is supported by X3S/X4 and C600. C600 uses the Android system, so any MP3 file can be imported as a ringtone.

X3S/X4 supports only one customized ringtone file.

1.2 Ringtone File Format Supported by X3S/X4

X3S/X4 supports the following ringtone file formats:

8K/16K 16-bit linear samples; 8K/16K 8-bit u/A-law samples

Note:

Sample rate ---- 8K/16K

Resolution ---- 16-bit/8-bit

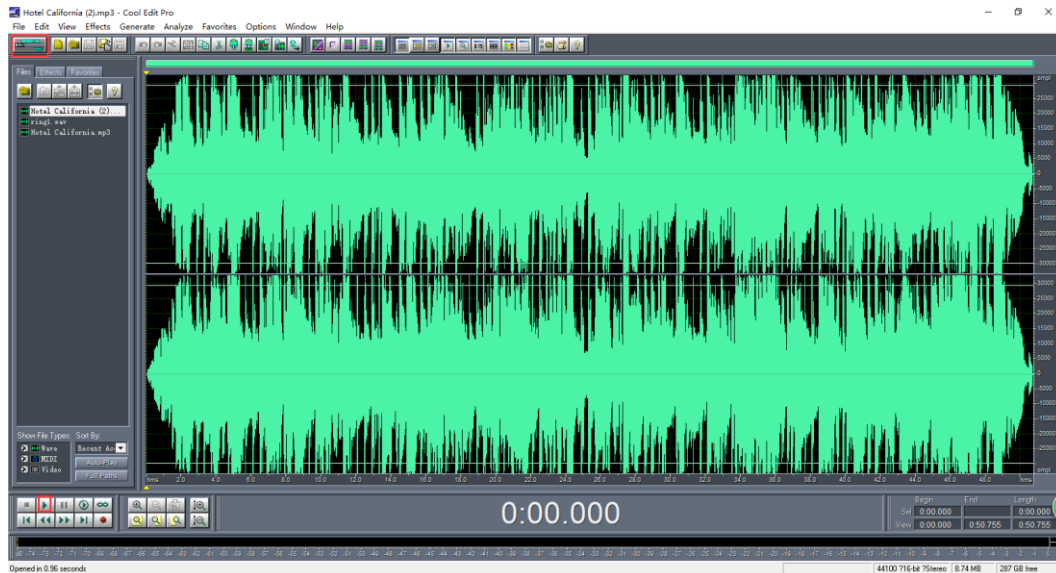
Format ---- Linear/u/a-law (*.wav)

The maximum file size is 500 KB. If the imported file is larger than this size, the phone automatically intercepts 500 KB from the file.

1.3 Ringtone Production

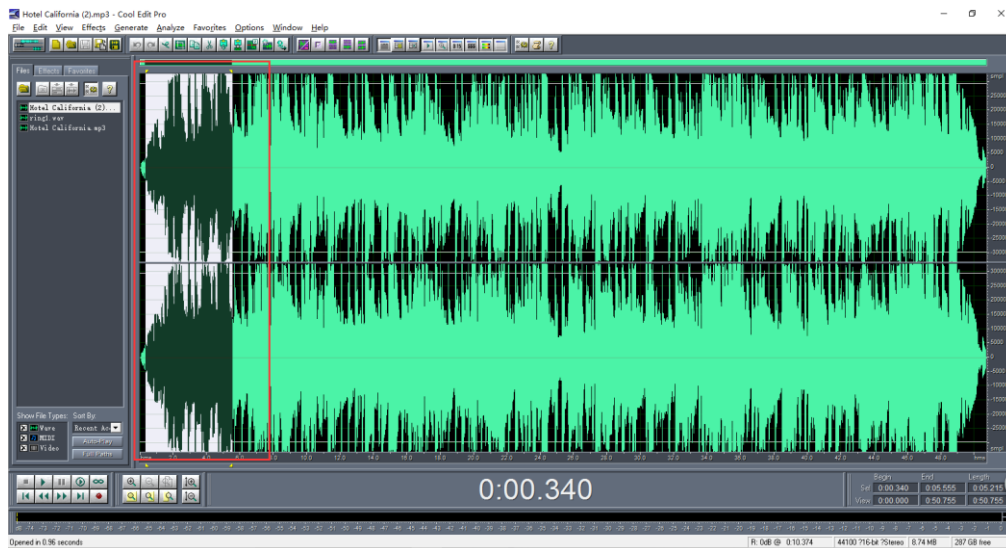
1.3.1 Installing the Audio Editing Software Such as CoolEdit

1.3.2 Choosing File > Open to Open the Audio File to Be Edited



Click the start button to listen to the music.

1.3.3 Click and Select the Audio Clip and Press Ctrl+C



Click the start position, drag the cursor backwards until the desired clip ends, and release the mouse. The selected clip changes the color.

1.3.4 Create and Copy the Selected Audio Clip

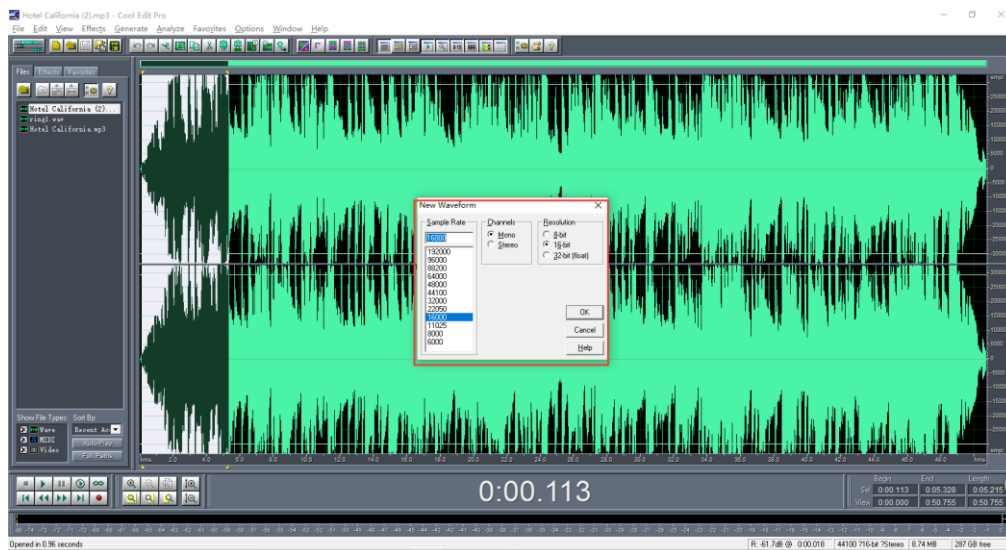
Choose **File > New**.

Configuration when a new file is opened:

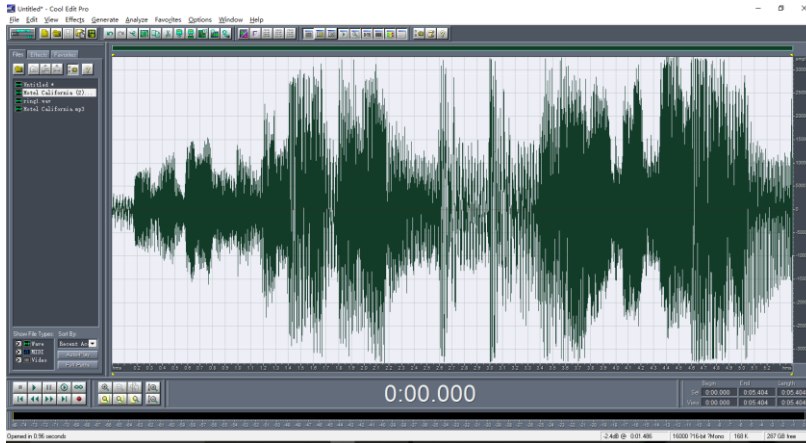
Sample Rate: 16000

Channels: Mono

Resolution: 16 bits

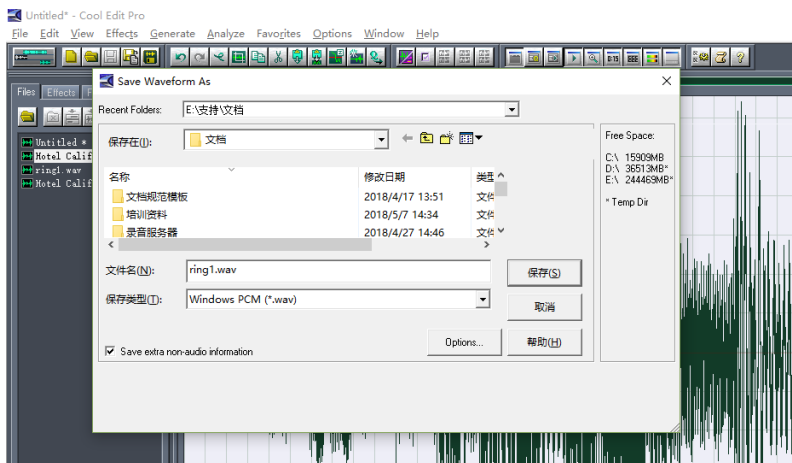


Click **OK**. Press Ctrl+V to copy the audio clip. Listen to the audio clip and ensure that it is the selected one.



1.3.5 Export File

Choose **File > Save As**.



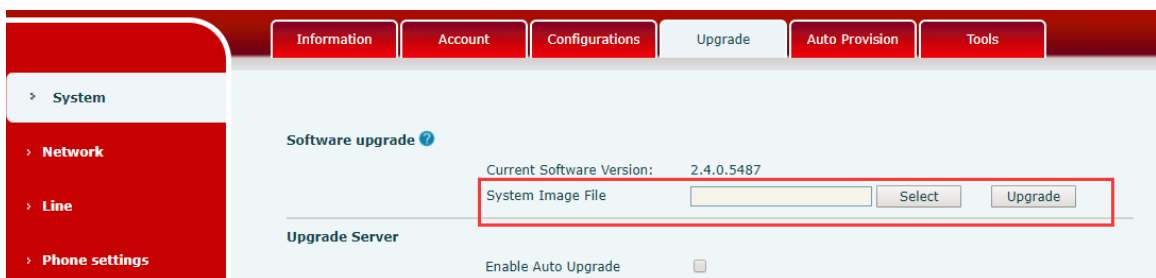
File Name The name **ring1.wav** is recommended.

Saved As Windows PCM(*.wav)

The saved file can be used as the customized ringtone of X3S and X4.

1.4 Upgrade

X3S/X4 does not provide an upgrade interface for customized ringtones. You can upgrade the ringtone file when upgrading the software version.



1.5 Settings

1.5.1 For a Line

Choose **Line > SIP > Advanced Settings**. Select **Music 1** for **Ring Type**.

The screenshot shows the 'Advanced Settings' page for a SIP line. The 'Ring Type' dropdown menu is open, displaying a list of options: Default, Type 1, Type 2, Type 3, Type 4, Type 5, Type 6, Type 7, Type 8, Type 9, and Music 1. The 'Music 1' option is highlighted with a red box. Other settings visible include Call Forward Unconditional, Call Forward on Busy, Call Forward on No Answer, Call Forward Number for No Answer, Call Forward Delay for No Answer, Hotline Delay, Enable DND, Blocking Anonymous Call, Use 182 Response for Call waiting, Anonymous Call Standard, Dial Without Registered, Click To Talk, User Agent, Use Quote in Display Name, Enable Auto Answering, Auto Answering Delay, Subscribe For Voice Message, Voice Message Number, Voice Message Subscribe Period, Enable Hotline, Hotline Number, Conference Type, Server Conference Number, Transfer Timeout, Enable Long Contact, Enable Use Inactive Hold, Enable Missed Call Log, and Response Single Codec.

1.5.2 For All Lines

Choose **Phone settings > Audio**. Select **Music 1** for **Default Ring Type**.

The screenshot shows the 'Audio Settings' page. The 'Default Ring Type' dropdown menu is open, displaying a list of options: Type 1, Type 2, Type 3, Type 4, Type 5, Type 6, Type 7, Type 8, Type 9, and Music 1. The 'Music 1' option is highlighted with a red box. Other settings visible include First Codec, Second Codec, Third Codec, Fourth Codec, Fifth Codec, Sixth Codec, Onhook Time, Handset Volume, Tone Standard, Headset Ring Volume, Speakerphone Volume, Headset Volume, Headset Volume Offset, Headset Mic Offset, G.729AB Payload Length, G.723.1 Bit Rate, G.722 Timestamps, DTMF Payload Type, Enable VAD, Enable MWI Tone, and EHS Type.

If **Ring Type** is set to **Default** in the advanced settings of a line, the default ringtone is used for this line.