Background Music (BGM) sends music from a customer-provided music source to speakers in keysets. If an extension user activates it, BGM plays whenever the extension is idle. Incoming calls and Paging announcements temporarily override (turn off) Background Music. Background Music is available from one of six sources: two audio input minijacks, and one of four PGDAD Module audio ports. The source you choose in turn connects to a customer-provided external music source.

- In DSX-40, the audio input minijacks are located on the equipment cabinet.
- In DSX-80/160, the audio input minijacks are located on the CPU PCB.

The external music source you connect to the audio input minijacks is typically a CD player or FM receiver. The source, which you can also use for Music on Hold, must be compatible with the following specifications:

<table>
<thead>
<tr>
<th>Music Source Specifications</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Input Impedance</strong></td>
</tr>
<tr>
<td><strong>Relative Input Level</strong></td>
</tr>
</tbody>
</table>

For more on connecting a customer-provided music source, refer to the system’s Hardware Manual.

**Note:**
In accordance with U.S. copyright law, a license may be required from the American Society of Composers, Authors and Publishers (ASCAP) or other similar organizations, if radio, television broadcasts or music other than material not in the public domain are transmitted through the Music on Hold feature of telecommunications systems. NEC Unified Solutions, Inc. hereby disclaims any liability arising out of the failure to obtain such a license.

**Conditions**
- None

**Default Setting**
- Enabled system-wide and at each extension.
Programming

Basic Setup

1. Enable or disable Background Music system-wide.

1. **1521-03: BACKGROUND MUSIC SOURCE** (PAGE 757)
   [SYSTEM: OPTIONS: SETUP: MUSIC ON HOLD/BACKGROUND MUSIC (1521): BACKGROUND MUSIC SOURCE]
   To enable, specify the BGM source (1 - 6).
   - 0 for none
   - 1 for audio input 1 (minijack 1)
   - 2 for audio input 2 (minijack 2)
   - 3-6 for PGDAD Module audio ports 3-6 (see additional PGDAD programming below).
   To disable, enter 0.

2. If enabled system-wide, enable or disable Background Music for an extension.

   1. **2111-02: ALLOW BACKGROUND MUSIC** (PAGE 826)
      To enable, enter 1 (Yes).
      To disable, enter 0 (No).

Using the PGDAD Module as a Background Music Source

1. Check the PGDAD Module basic programming and jumper settings.

   1. **Before plugging in the PGDAD**, review the chart below and be sure the channel you are using is set for Audio Input/Output.

      | Channel | Jumper | Function          | 2101: Circuit Type Auto ID |
      |---------|--------|-------------------|---------------------------|
      | S3      | S4      | S5                | S6                        |
      |---------|---------|-------------------|---------------------------|
      | 1       | Open    | Open              | N/A                       | Door Box                | 10                      |
      |         | Short   | Short             | Audio Input (Music)       | 12                      |
      |         | Open    | Short             | Audio Output (Page)       | 12                      |
      | 2       | N/A     | Open              | Open                      | Door Box                | 10                      |
      |         | Short   | Short             | Audio Input (Music)       | 12                      |
      |         | Open    | Short             | Audio Output (Page)       | 12                      |

   2. Locate an available 16ESIU PCB digital station port (e.g., station port 10/extension 309).
      - If you wait to plug in the 2PGDAD Module until after your programming is complete, the secondary station port set up in the next step (if required) will auto-ID as an audio port. The primary port always auto-IDs, depending on the jumper settings, as either a Door Box or an audio port when the 2PGDAD Module is plugged in.

   3. **1203-01: SECONDARY STATION PORT ASSIGNMENT** (PAGE 709)
      For the station port you selected in step 1 above, enter an available station port for the secondary port.
      - Station ports 96-127 are available by default.
      - For example, enter port 110 (extension 409) as the secondary station port for station 10 (extension 309).
2. **Set up the PGDAD Module port for audio input.**

   1. *Do not yet plug the PGDAD Module into an available digital extension port.*

      1. **2105-01: PGDAD AUDIO PORT TYPE** *(Page 823)*
         
         `[STATIONS: CONFIG: SETUP: AUDIO PORT (2105): TYPE]`
         
         Enter 1.

      2. **2105-02: PGDAD AUDIO PORT GAIN SETTING** *(Page 823)*
         
         `[STATIONS: CONFIG: SETUP: AUDIO PORT (2105): AUDIO LEVEL]`
         
         Adjust the gain settings as required.

3. **Have the system use a PGDAD Module port as the Background Music Source.**

   1. **1522-PGDAD AUDIO SOURCES** *(Page 759)*

      1522-PGDAD AUDIO SOURCES

      Be sure the PGDAD Module extension number for the audio port is specified as one of the four additional audio sources. The choices are:
      - **1522-01: AUDIO SOURCE 3** *(Page 759)*
        
        `[SYSTEM: OPTIONS: SETUP: AUDIO SOURCE (1522): AUDIO #3 EXTENSION]`
      - **1522-02: AUDIO SOURCE 4** *(Page 759)*
        
        `[SYSTEM: OPTIONS: SETUP: AUDIO SOURCE (1522): AUDIO #4 EXTENSION]`
      - **1522-03: AUDIO SOURCE 5** *(Page 759)*
        
        `[SYSTEM: OPTIONS: SETUP: AUDIO SOURCE (1522): AUDIO #4 EXTENSION]`
      - **1522-04: AUDIO SOURCE 6** *(Page 760)*
        
        `[SYSTEM: OPTIONS: SETUP: AUDIO SOURCE (1522): AUDIO #6 EXTENSION]`

   2. **1521-03: BACKGROUND MUSIC SOURCE** *(Page 757)*

      `[SYSTEM: OPTIONS: SETUP: MUSIC ON HOLD/BACKGROUND MUSIC (1521): BACKGROUND MUSIC SOURCE]`

      Select the audio source you programmed in step 1 above.

4. **Plug the PGDAD Module into an available digital extension port.**

   1. Both the primary and secondary (if programmed) channels will auto-ID.
      - If you installed the PGDAD Module out of order, just unplug and reconnect the module’s line cord to have both channels auto-ID.
Other Related Features

Features

**DO NOT DISTURB (PAGE 157)**
DND does not affect the operation of Background Music.

**HEADSET COMPATIBILITY (PAGE 220)**
Background Music plays in the headset when the extension is in the headset mode.

**MUSIC ON HOLD (PAGE 276)**
Background Music and Music on Hold share the same music source.

**PAGING (PAGE 291)**
Background Music can broadcast over the External Paging speakers.

**ROOM MONITOR (PAGE 339)**
Background Music is not available at the monitored extension while it is being monitored.

**SINGLE LINE TELEPHONES (PAGE 350)**
Background Music is not available to single line telephones.

IntraMail Features
None

Operation

<table>
<thead>
<tr>
<th>Background Music</th>
<th>In these instructions:</th>
</tr>
</thead>
<tbody>
<tr>
<td>[Super Display Soft Key] - [Keyset Soft Key]</td>
<td>[Super Display Soft Key] [Keyset Soft Key]</td>
</tr>
</tbody>
</table>

To turn Background Music on and off:

1. Do not lift the handset or press **SPEAKER**.
2. Press **HOLD**.