

How to customize Fanvil Hotel phone's UI



How to Change the Background Picture

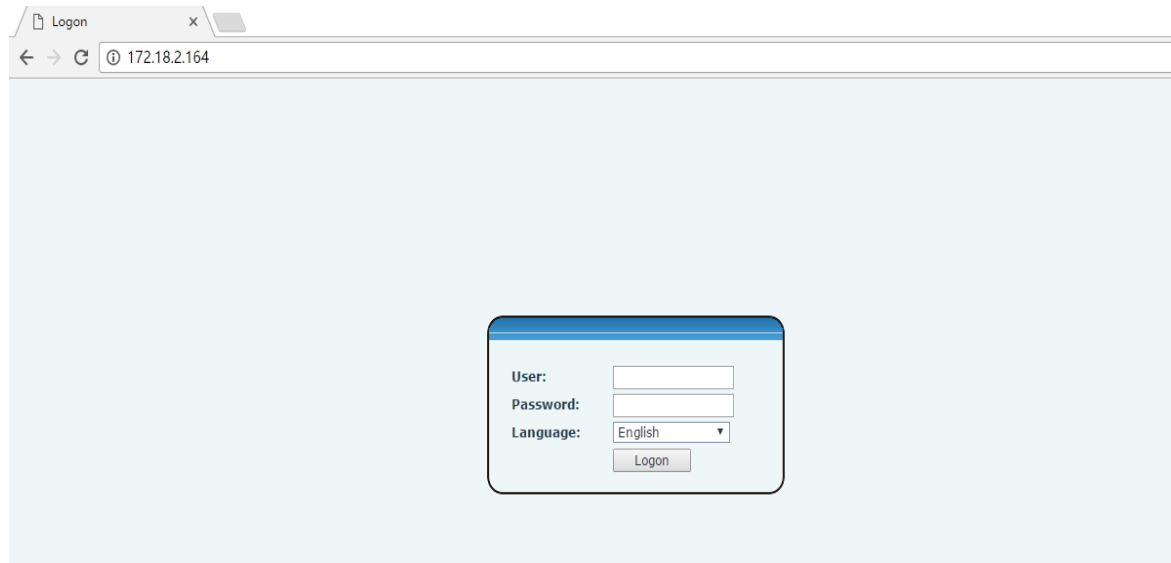
1: Get the IP Address:

You have two ways to get the IP address: One is long press “#” for 5 sec, and second is press “#*111” .

2: Logo into the web setting interface via the IP Address:

User: admin

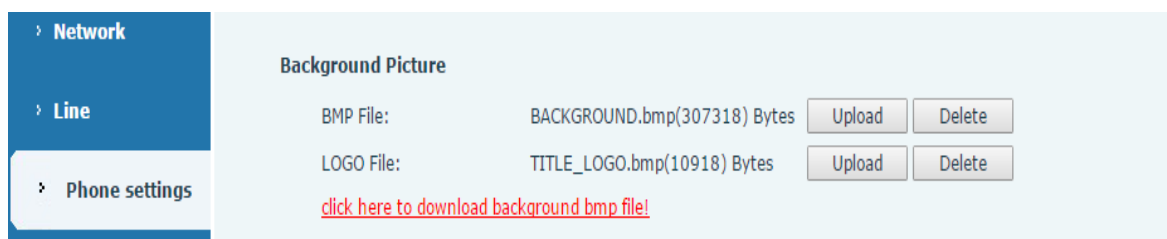
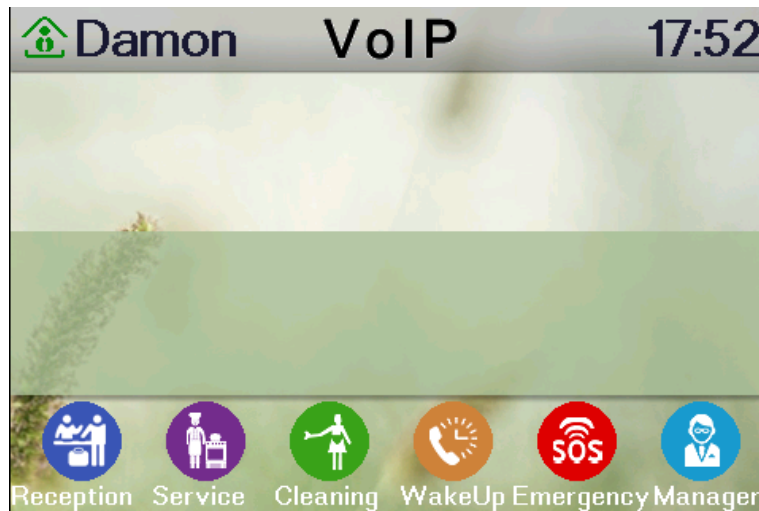
Password:admin



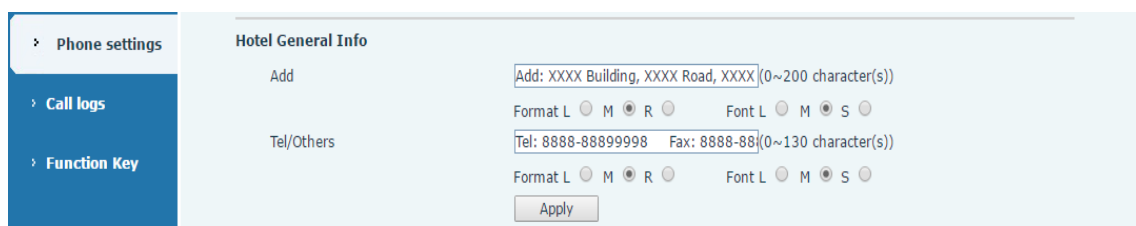
3: Go to the Phone/Advance

● Background Picture

- Can upload according to the demand of different background images and logos.
- Background Picture: It should be BMP format with 480 * 320 pixels, and 16-bit/RGB565.
- Logo: It should be BMP format with 180 * 30 pixels, and 16-bit/RGB565.
- The Logo file name must be "TITLE_LOGO.BMP", otherwise system will upload failed with other file name.



- Screen Configuration
 - Enable Energizing: Enable according to timeout after closing the back light. The default is to disable.
 - Back light timeout time is 30 seconds by default.
- Redial Clean
 - Set clear time, after a timeout, will clear redial records.
- Hotel General Info



- Add: Fill in the hotel address information, the maximum support to 200 characters.
- Tel/Others: Fill in the hotel phone or other information, the maximum support to 130 characters.
- Format: “L” on behalf of the left alignment, “M” on behalf of the Align center, “R” on behalf of the right alignment.

Font: “L” on behalf of the Large, “M” on behalf of the Middle, “S” on behalf of the Small.

- Custom Display(Dialing Rules)

Equipment support four rows in Custom Display, the maximum support 65 characters in each row.

Fill in the need to display the information on each row, and select the display format, font, color and then click the apply, you can see the corresponding information on the screen.

Format: “L” on behalf of the left alignment, “M” on behalf of the Align center, “R” on behalf of the right alignment.

Font: “L” on behalf of the Large, “M” on behalf of the Middle, “S” on behalf of the Small.

Colour: “W” on behalf of the White, “B” on behalf of the Black.

