



**Application Notes for configuring Sennheiser Communications A/S BTD 800 USB Dongle, HeadSetup™ software and MB 660 UC Wireless Headsets with Avaya one-X® Agent - Issue 1.0**

**Abstract**

These Application Notes describe the configuration steps required to integrate the Sennheiser Communications A/S BTD 800 USB Dongle, HeadSetup™ software and MB 660 UC Wireless Headsets with Avaya one-X® Agent. The HeadSetup™ is a collection of programs that enable remote call control with Sennheiser headsets/speakerphones and Avaya one-X® Agent. With Sennheiser MB 660 UC Wireless Headsets connected via Bluetooth BTD 800 USB dongle on a PC, users can answer, end, mute/unmute, hold/resume and adjust volume by tapping on the touch pad on the right cup of the MB 660 UC Wireless Headsets device.

Readers should pay attention to **Section 2**, in particular the scope of testing as outlined in **Section 2.1** as well as any observations noted in **Section 2.2**, to ensure that their own use cases are adequately covered by this scope and results.

Information in these Application Notes has been obtained through DevConnect compliance testing and additional technical discussions. Testing was conducted via the DevConnect Program at the Avaya Solution and Interoperability Test Lab.

## 1. Introduction

The Sennheiser Communications A/S MB 660 UC Wireless Headsets together with HeadSetup™ software allow connection and call control with Avaya one-X® Agent via BTD 800 USB dongle on a PC. The HeadSetup™ is a collection of programs that enable remote call control with MB 660 UC Wireless Headsets and Avaya one-X® Agent. With Sennheiser MB 660 UC Wireless Headsets, users can answer, end, mute/unmute, hold/resume and adjust volume by tapping on the touch pad on the right cup of the MB 660 UC Wireless Headsets device.

## 2. General Test Approach and Test Results

DevConnect Compliance Testing is conducted jointly by Avaya and DevConnect members. The jointly-defined test plan focuses on exercising APIs and/or standards-based interfaces pertinent to the interoperability of the tested products and their functionalities. DevConnect Compliance Testing is not intended to substitute full product performance or feature testing performed by DevConnect members, nor is it to be construed as an endorsement by Avaya of the suitability or completeness of a DevConnect member's solution.

Avaya recommends our customers implement Avaya solutions using appropriate security and encryption capabilities enabled by our products. The testing referenced in this DevConnect Application Note included the enablement of supported encryption capabilities in the Avaya products. Readers should consult the appropriate Avaya product documentation for further information regarding security and encryption capabilities supported by those Avaya products.

Support for these security and encryption capabilities in any non-Avaya solution component is the responsibility of each individual vendor. Readers should consult the appropriate vendor-supplied product documentation for more information regarding those products.

For the testing associated with this Application Note, the interface between Avaya systems and the Sennheiser Headsets did not include use of any specific encryption features as requested by Sennheiser A/S.

Avaya's formal testing and Declaration of Conformity is provided only on the headsets/handsets that carry the Avaya brand or logo. Avaya may conduct testing of non-Avaya headset/handset to determine interoperability with Avaya phones. However, Avaya does not conduct the testing of non-Avaya headsets/handsets for: Acoustic Pressure, Safety, Hearing Aid Compliance, EMC regulations, or any other tests to ensure conformity with safety, audio quality, long-term reliability or any regulation requirements. As a result, Avaya makes no representations whether a particular non-Avaya headset will work with Avaya's telephones or with a different generation of the same Avaya telephone.

Since there is no industry standard for handset interfaces, different manufacturers utilize different handset/headset interfaces with their telephones. Therefore, any claim made by a headset vendor that its product is compatible with Avaya telephones does not equate to a guarantee that the headset will provide adequate safety protection or audio quality.

The interoperability compliance test included feature and serviceability testing. The feature testing focused on placing calls with Avaya one-X® Agent, answering and ending calls using the touch pad on the headset, and verifying two-way audio. The call types included calls to voicemail, local extensions, and the PSTN.

The serviceability testing focused on verifying the usability of the Sennheiser headset solution after restarting the Avaya one-X® Agent, restarting a PC, moving a distance away from PC to lose Bluetooth connectivity and reconnecting the headset to a PC.

## 2.1. Interoperability Compliance Testing

All test cases were performed manually. The following features were verified:

- Placing calls to the voicemail system. Voice messages were recorded and played back to verify that the playback volume and recording level were good.
- Placing calls to/from internal extensions to verify two-way audio.
- Placing calls to/from the PSTN to verify two-way audio.
- Answering and ending calls using the touch pad of the headset and the soft button on one-X® Agent.
- Using the soft button on one-X® Agent and the touch pad on the Headset to hold and unhold the audio.
- Using the touch pad on the headset to adjust the audio volume.
- Using the touch pad on the headset and the soft button on one-X® Agent to mute and un-mute the audio.
- Using the touch pad on the headset to reject or redial a call.
- Verifying incoming call voice notification on headset.
- Verifying call ended voice notification on headset.

The serviceability testing focused on verifying the usability of the Sennheiser headset solution after restarting the one-X® Agent, moving a distance away from PC to lose Bluetooth connectivity, restarting a PC, and reconnecting the headset to a PC.

For Sennheiser headsets, call control will only work with the following pre-conditions:

- Sennheiser HeadSetup™ should be downloaded from the Sennheiser website: [www.sennheiser.com/headset-software-pc](http://www.sennheiser.com/headset-software-pc)
- The program version: Headset V7.3.4903 or later
- The program must be installed on a PC
- The program must be running simultaneously with the Avaya one-X® Agent

## 2.2. Test Results

Redial and Reject features of the Sennheiser Headsets solution are not supported as Avaya headset API does not provide this functionality. All other test cases were successfully completed.

## 2.3. Support

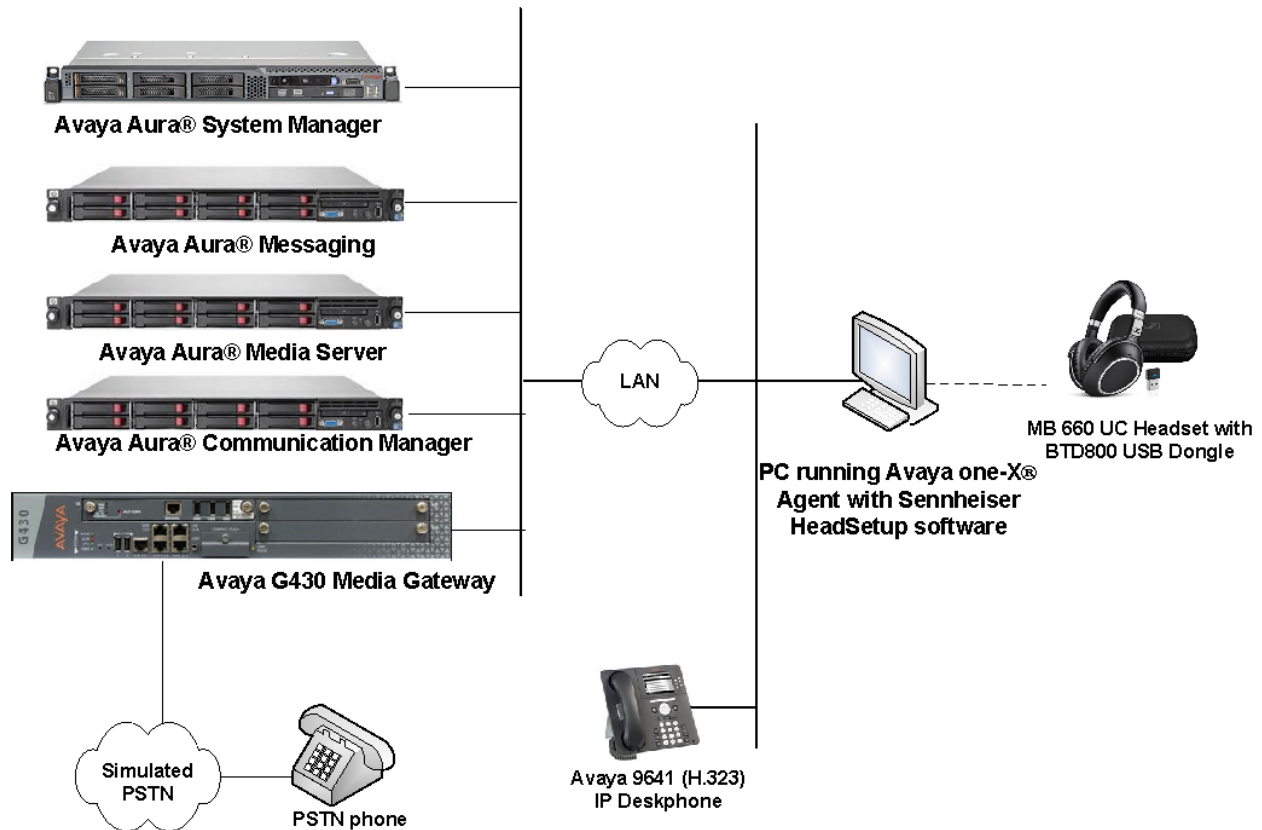
For support on the Sennheiser Communications A/S headset solution, contact Sennheiser Communications A/S technical support at:

Website: <http://cco-support.sennheiser.com/en/global-support-and-service>

Phone: +1-800-895-7412

### 3. Reference Configuration

**Figure 1** illustrates the test configuration used to verify Sennheiser HeadSetup™ software with BTD 800 USB dongle and MB 660 UC Wireless Headsets solution. The configuration consists of Avaya Aura® Communication Manager with Avaya G430 Media Gateway providing connectivity to a simulated PSTN. Avaya Aura® Messaging was used as the voicemail system. The Sennheiser HeadSetup™ software was installed on a PC. The MB 660 UC Wireless headsets are connected via the BTD 800 USB dongle on a PC.



**Figure 1: Test Configuration**

## 4. Equipment and Software Validated

The following equipment and software were used for the sample configuration provided.

<b>Equipment/Software</b>	<b>Release/Version</b>
Avaya Aura® Communication Manager	7.1.0.0.532
Avaya Aura® System Manager	7.1.1.0 Build No. 7.1.0.0.1125193
Avaya Aura® Media Server	7.8.0.333
Avaya G430 Media Gateway <ul style="list-style-type: none"><li>• MGP</li></ul>	38.20.1
Avaya Aura® Messaging	7.0.441.017-1.262404
Avaya 9641 Deskphone	6.6506
Avaya one-X® Agent running on Windows 10 Professional Version 1703	2.5.10 (H.323) (2.5.60037.0)
Sennheiser Communications A/S: <ul style="list-style-type: none"><li>• MB 660 UC Wireless Headset</li><li>• BTD 800 USB dongle</li><li>• HeadSetup™ Software</li></ul>	1.0.52 1.1.25 V7.3.4903

## 5. Configure Avaya Aura® Communication Manager

This section covers the station configuration for Avaya one-X® Agent. The configuration is performed via the System Access Terminal (SAT) on Communication Manager.

Use the **add station** command to create a station for Avaya one-X® Agent. Set the **Type** field to the station type to be emulated. In this example, *9640* was used. Set the **Port** field to *IP* and configure a **Security Code**, which will be used as the password by Avaya one-X® Agent to log in. Set the **IP Softphone** field to *y*.

```
add station 10004                                     Page 1 of 5
                                                    STATION
Extension: 10004                                     Lock Messages? n                               BCC: 0
Type: 9640                                           Security Code: *                               TN: 1
Port: IP                                             Coverage Path 1:                               COR: 1
Name: one-X Agent                                   Coverage Path 2:                               COS: 1
                                                    Hunt-to Station:                               Tests? y
STATION OPTIONS
Loss Group: 19                                       Time of Day Lock Table:
Personalized Ringing Pattern: 2
Message Lamp Ext: 10004
Mute Button Enabled? y
Button Modules: 0
Speakerphone: 2-way
Display Language: english
Survivable GK Node Name:
Survivable COR: internal
Survivable Trunk Dest? y
Media Complex Ext:
IP SoftPhone? y
IP Video Softphone? n
Short/Prefixed Registration Allowed: default
Customizable Labels? y
```

On **Page 4** of the Station form, configure the additional feature buttons shown in bold, which are used by Avaya one-X® Agent to log in as an Automatic Call Distribution (ACD) agent. Illustrated below is button 5 for Agent Login and button 6 for Agent Logout.

```

add station 10004                                     Page 4 of 5
                                                    STATION

SITE DATA
  Room:                               Headset? n
  Jack:                               Speaker? n
  Cable:                              Mounting: d
  Floor:                              Cord Length: 0
  Building:                            Set Color:

ABBREVIATED DIALING
  List1: system                               List2:                               List3:


BUTTON ASSIGNMENTS
1: call-appr                                5: abr-v-dial  List: 1 DC: 01
2: call-appr                                6: abr-v-dial  List: 1 DC: 02
3: call-appr                                7: auto-in    Grp:
4:                                           8: aux-work   RC:    Grp:

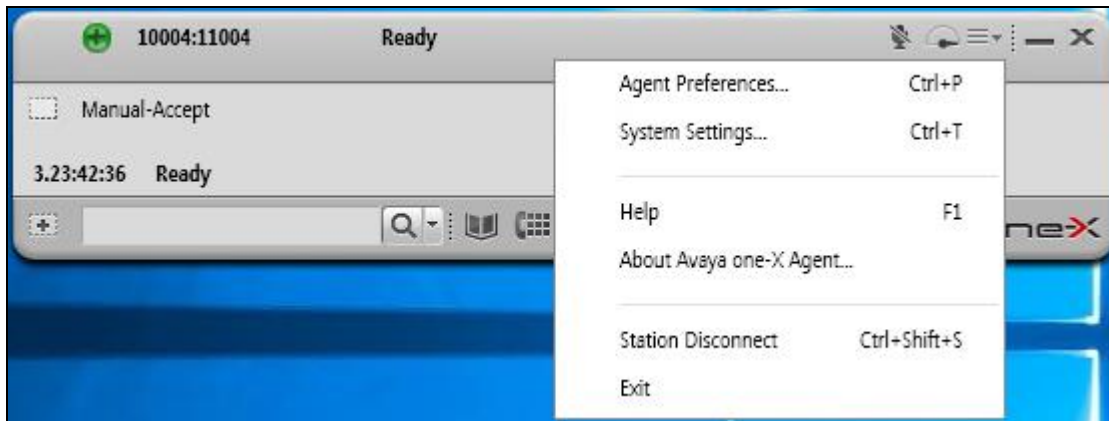
voice-mail 10000

```

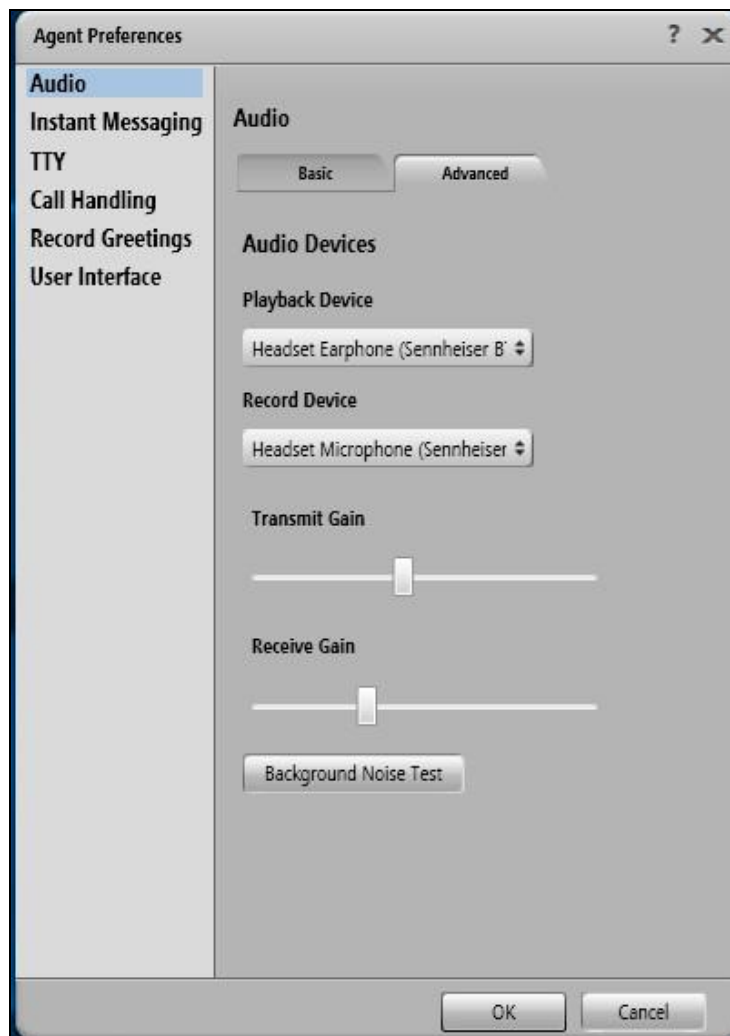


## 6. Configure Avaya one-X® Agent

Before configuring the Avaya one-X® Agent, the headset has to be configured and provisioned as in **Section 7** first. After logging into Avaya one-X® Agent , click on  and then select **Agent Preferences** as shown below.



In the **Agent Preferences** window, click on **Audio** and then select the **Advanced** tab as shown below. Select the **Playback Device** and **Record Device** fields to *Sennheiser BTD 800 USB*. Click **OK**



## 7. Configure Sennheiser MB 660 UC Wireless Headsets solution

This section covers the steps to integrate Sennheiser headsets with one-X® Agent, including:

- Installing the HeadSetup™ software
- Configuring HeadSetup™ software
- Connecting MB 660 UC Wireless Headsets

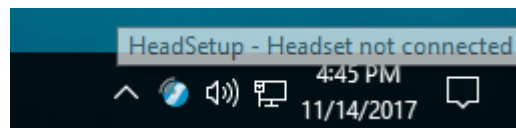
**Note:** After successfully performing this procedure, the headset will be detected in Avaya one-X® Agent as described in **Section 0**.

### 7.1. Installing HeadSetup™ software

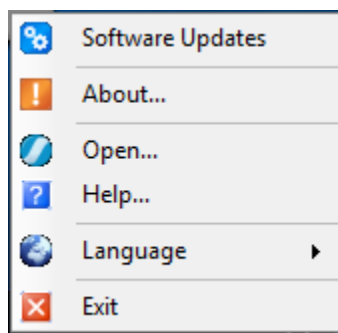
The installation instructions for HeadSetup™ software on the Avaya one-X® Agent PC is described in [4] listed in **Section 10**.

### 7.2. Configuring HeadSetup™ software

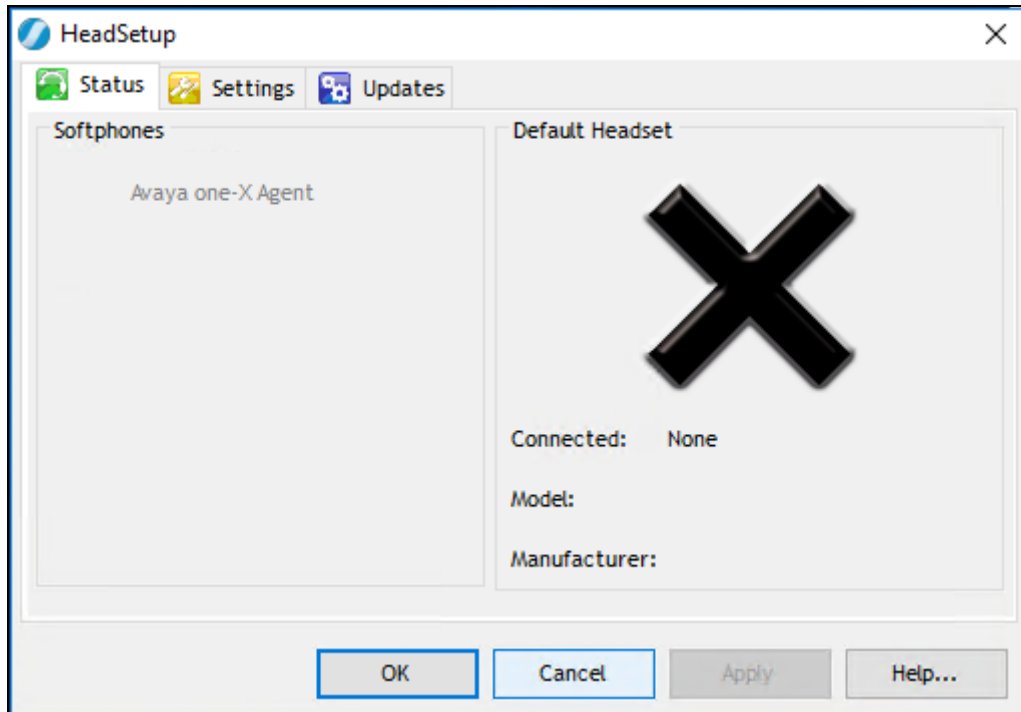
Launch the **HeadSetup** icon from the desktop. Hover mouse over the HeadSetup icon on bottom right taskbar and that it shows “**HeadSetup – Headset not connected**”.



**Right Click** on the HeadSetup™ application icon at the bottom right taskbar and select **Open**.

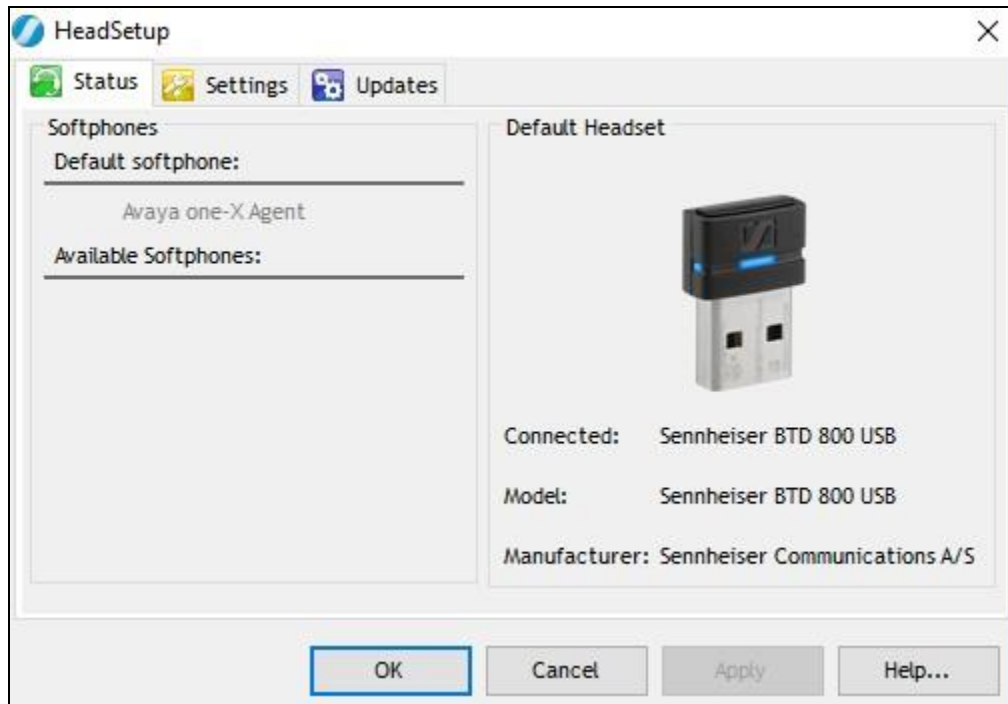


Select the **Status** tab and **Default Headset** on the right pane shows no headset is detected with an **X**.



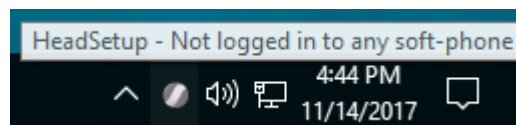
### 7.3. Connecting Sennheiser MB 660 UC Headsets

Plug Sennheiser BTD 800 USB dongle into USB port of PC. The device drivers will automatically be installed once plugged into a PC. The supplied BTD 800 Bluetooth dongle is normally pre-paired with the MB 660 UC Wireless Headsets. The HeadSetup software **Status** tab shows the **Sennheiser BTD 800 USB** is detected on the right pane.



Notice the **Default softphone** on the left pane in the screenshot above is greyed out for **Avaya one-X® Agent**. This will only be highlighted when user log in to one-X® Agent.

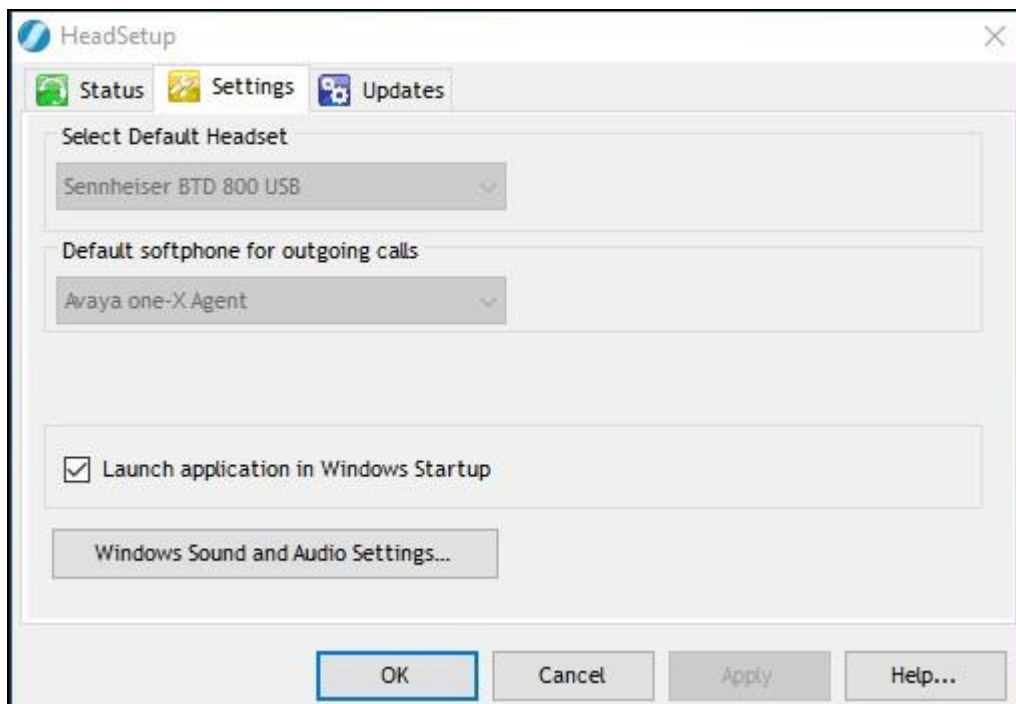
Hover mouse over the HeadSetup icon (in grey) on bottom right taskbar and it shows “**HeadSetup – Not logged to any soft-phone**”.



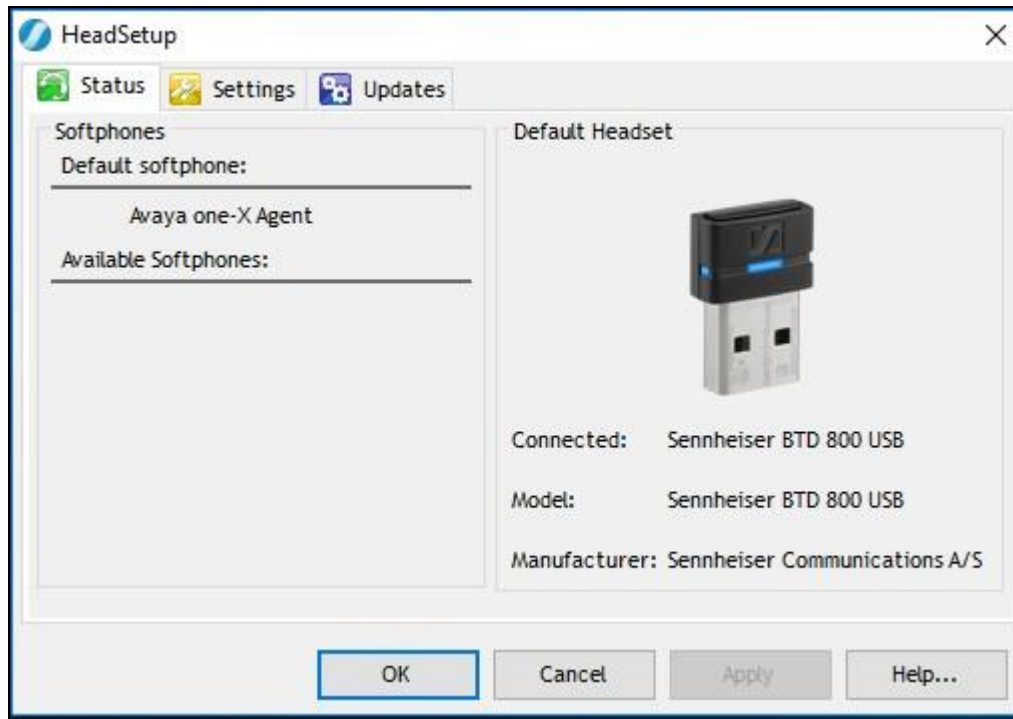
## 8. Verification Steps

This section verifies that the headset solution has been successfully integrated with the Avaya one-X® Agent. Launch and log in to the Avaya one-X® Agent.

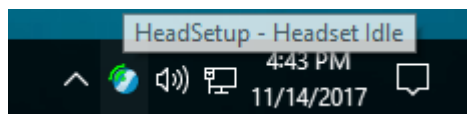
1. Verify that the Sennheiser headset has been successfully connected for use with the Avaya one-X® Agent. From the **HeadSetup™** program, select the **Settings** tab. Verify that:
  - a. The **Sennheiser BTD 800 USB** is selected under **Select Default Headset**.
  - b. **Avaya one-X Agent** is selected under **Default softphone for outgoing calls**.



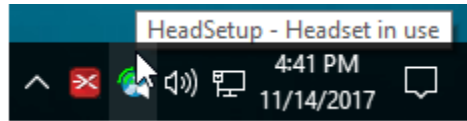
2. Select the **Status** tab. Verify that:
  - The **Default softphone** on the left pane shows **Avaya one-X Agent**.
  - The **Default Headset** on the right pane shows the **Sennheiser BTD 800 USB**.



3. Hover mouse over the HeadSetup™ icon (in green) on the bottom right taskbar and it shows "**HeadSetup – Headset Idle**".



4. Once the headset is connected to Avaya one-X® Agent; verify that incoming and outgoing calls can be established with two-way audio to the headset. Hover mouse over the HeadSetup icon on bottom right taskbar and it shows “**HeadSetup – Headset in use**”. If the headset touch pad is not functioning, restart the connection by closing and opening the HeadSetup™ application; check that the correct Playback and Record Device is selected for one-X® Agent in **Section 6**.



5. For incoming calls, answer the call by tapping on the right cup of the headset touch pad. Refer to [6] or [7] for instructions on how to use the touch pad.
6. End the call by tapping on the headset touch pad.



## 9. Conclusion

These Application Notes describe the configuration steps required to integrate Sennheiser Communications A/S BTD 800 USB Dongle, HeadSetup™ software and MB 660 UC Wireless Headsets with Avaya one-X® Agent. All test cases were completed successfully with observations noted in **Section Error! Reference source not found.**

## 10. Additional References

This section references the Avaya and Sennheiser Communications A/S documentation that are relevant to these Application Notes.

The following Avaya product documentation can be found at <http://support.avaya.com>.

- [1] *Administering Avaya Aura® Communication Manager*, Release 7.1.1, Issue 2.0, August 2017.
- [2] *Administering Avaya one-X® Agent*, Release 2.5.4 (H.323), Issue 1, December 2013.
- [3] *Installing Avaya one-X® Agent*, Release 2.5.10 (H.323), Issue 1, March 2017.

The following Sennheiser Communications A/S documentation can be found at <http://en-us.sennheiser.com/>.

- [4] *Sennheiser HeadSetup™ Installation Guide*.
- [5] *Sennheiser MB 660 wireless ANC Headset Instruction manual*.
- [6] *Sennheiser MB 660 wireless ANC Headset quick guide*.

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