

Badge Modes and State Types

Badge Mode, and State Types

This section lists the Vocera badge mode and state types and includes a description for each. The table below shows the major badge types.

Type	Description
Audio modes	How you choose to receive calls and respond audibly
Call states	What state the badge is in; whether in use or idle

Types of audio modes:

- **Speakerphone mode:** Communication are heard and responded to through the speaker on the badge.
- **Headset mode:** Communication are heard and responded to through a headset plugged into the headset jack. In headset mode you can set call announcements to be heard through speaker. For more information on using this feature see, [Using the Announce through Speaker Commands](#).
- **Privacy mode:** The badge operates like a telephone handset where the speaker becomes earpiece and microphones become the voice receiver. For more information on using Privacy mode, see [Privacy Mode On or Off](#).



Note: Privacy mode is available on B3000n and B3000 badges only.

Types of call states:

- **Idle (standby) state:** The badge is not in use and ready to receive a call. Optionally, you can turn on:
 - **Do Not Disturb:** You can block calls temporarily through the badge by pressing the Hold/DND button. For more information on using Do Not Disturb, see [Using Do Not Disturb](#).
- **On a call (active) state:** The badge is in use with communications being actively sent and received. Optionally, you can use:
 - **Touch-tone:** Navigate IVR (Interactive Voice Response) trees when using the badge to place calls to organizations that require human interaction with digital responses. For more information on using Touch-tone state, see [Using Navigating IVR Phone Trees with a Badge](#).