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After attending this training, users should have a basic understanding of:

- Application overview, signing in, and desktop layout
- Setting presence status, signing out, and accessing help
- Sending messages, creating group chats, and searching chats
- Inviting and managing guests
- Configuring settings



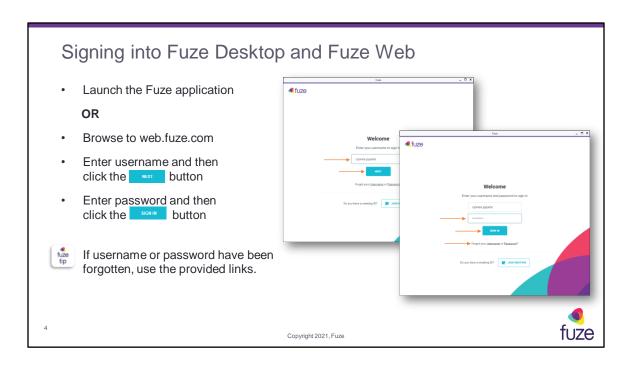
Chat Application Overview

Overview

Fuze Desktop and Web Chat offers the ability to exchange information between colleagues within an organization and invite external contacts to communicate via instant messaging (IM).



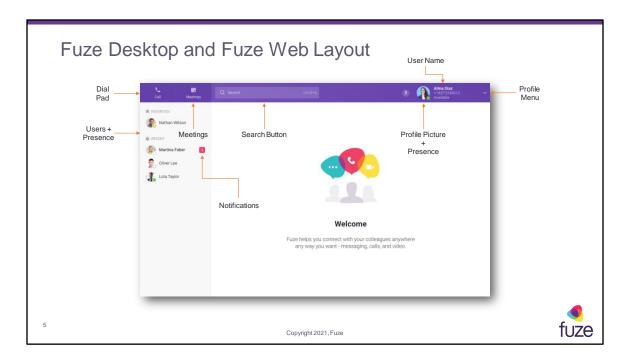




New user's will receive a **Get Started** message upon signing into Desktop. A **Setup Checklist** will appear in Fuze Desktop allowing the user to make a test call, choose the preferred device for making calls, the ability to add a picture, connect Google or Office 365 accounts to import contacts and calendars, and the option of setting up voicemail.

In Fuze Web, the **Setup Checklist** will include options to choose a preferred device for making calls, adding a profile picture, and connecting a Google and/or Office 365 account to import contacts and calendars.

If the username has been forgotten, the work email address will be used for retrieval. If the password has been forgotten, a magic link will be sent to the users registered email address, in order to reset it.

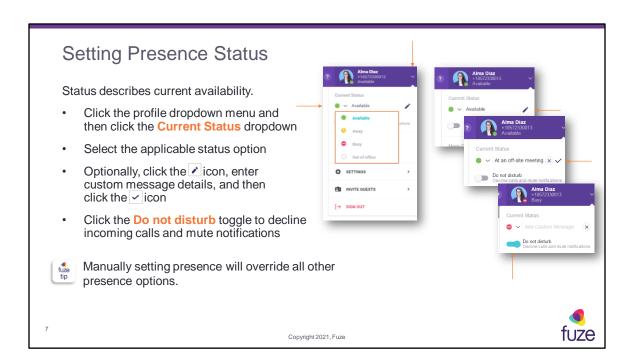


Fuze Desktop offers the ability to re-size the screen and make it smaller by clicking on the Restore button in the upper-right of the screen. Once made smaller, a user may drag and move Fuze Desktop anywhere on the screen. Fuze Desktop will automatically collapse the sidebar to showcase more of the content on the screen.

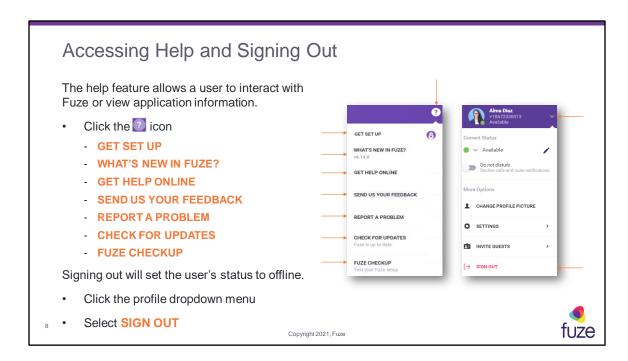
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When on a phone call, the status indicator will change to **Busy** with a message of **On a call**. When in a Fuze Meeting, the status will change to **In a Meeting.** When the toggle is turned on for a Google or Office 365 calendar event, the status will be set to **Busy**. After 20 minutes of inactivity, Fuze Desktop will automatically change the status from **Available** to **Away**.



GET SET UP - allows the user to make a test call, choose which device will be used to initiate calls from Fuze Desktop, add a picture, set-up voicemail, or connect accounts **WHAT'S NEW IN FUZE?** - provides a list of new features or bug fixes

GET HELP ONLINE - directs a user to the Fuze Help Center page (https://help.fuze.com) for the most recent product resources

SEND US YOUR FEEDBACK - allows a user to submit feature suggestions for upcoming releases

REPORT A PROBLEM - allows a user to report a Fuze Desktop problem **CHECK FOR UDPDATES** - allows a user to upgrade to the latest version of Fuze Desktop

DOWNLOAD FUZE DESKTOP (Fuze Web Only) – directs a user to

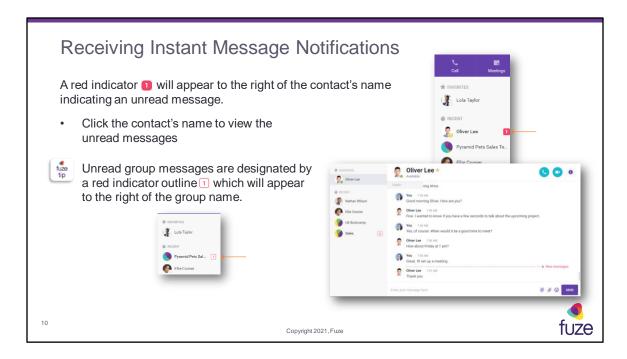
https://www.fuze.com/download, where there is the ability to download the desktop application for Windows or Mac

FUZE CHECKUP – confirms a users account and network conditions will reliably support placing calls and participating in meetings

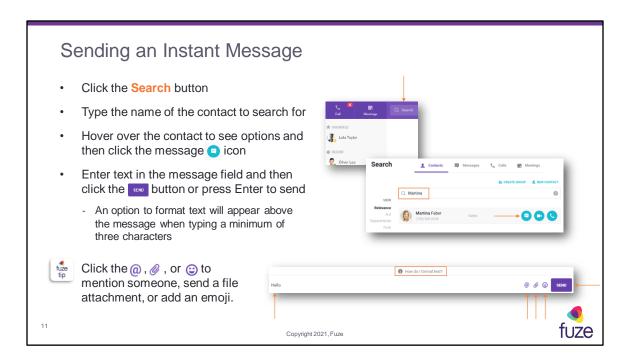
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The digit inside the rounded square indicates the number of unread messages received from the contact.

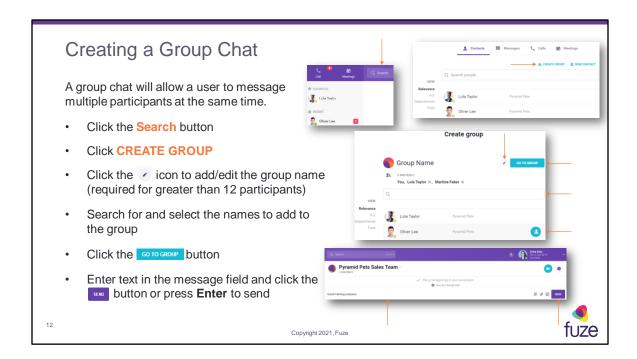


Searches can be performed by name, phone number, or extension. Users can also right-click while composing a message to undo, cut, copy, paste, delete, and use spellcheck. A file of up to 100 MB in size or a link to a file located within a connected account can be sent using Fuze Chat. As a message is being typed, any spelling errors will be identified by a red underline. Right-click on the misspelled word and alternative replacement options will be made available from the pop-up menu.

Users can hover over any sent message to add reactions to, edit, or delete the message. All available emojis in Fuze Desktop can be used when adding reactions to a message.

Once a user has clicked on the @ icon, selected a name, and sent the message, both the user and the person receiving the message, has the ability to hover over the mentioned name and send a message, call, video conference, see profile (Contact Insights), or create a group.

A variety of emojis are available, sub-divided into types.



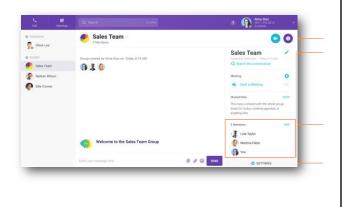
A received group chat looks similar to a one-to-one chat and will show the participants in the group chat. The group name will be used to identify the group. Click the ellipsis next to a group chat on the **RECENT** panel to favorite, hide, mute, or video call.

Viewing Group Details

Clicking on the • icon will open the **Group details** panel. From this panel, it is possible to:

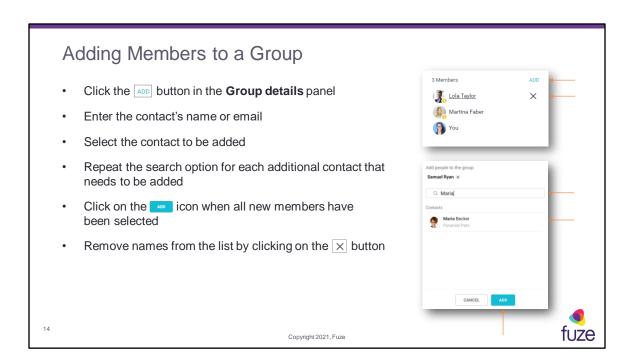
- Edit the group name
- View the group members list
- Add/remove people from the group members list
- Click SETTINGS to Mute, Hide, Favorite, or Leave the group





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If adding an external contact by email, the application will suggest sending an invite to the contact to join Fuze. Members can be removed from the list at any time by clicking on the X to the right of user's name. When members are added to or removed from the group list, a message will be shown within the chat stating that a change has been made to the group membership. The person making the change and the time at which the change was made will be included.

Configuring Group Chat History

When new members are added to a group, two options are available:

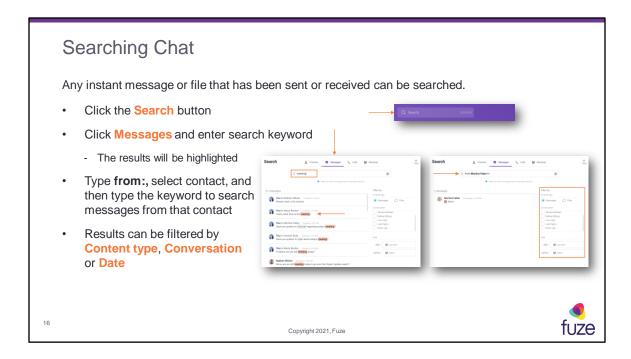
- Add a new member to the existing group (new group member will be able to see existing history)
- Create a second group which contains the new member and all previous members (no conversation history exists)



To delete a group, remove all the members and then leave the group.





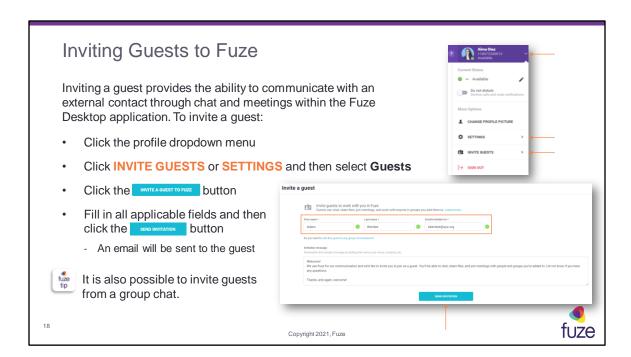


Click any chat/file in the results to show a preview panel with the ability to **GO TO THIS CONVERSATION**. The **Conversation** filter provides the ability to select a chat group or contact and limit results shown to only those messages with that contact or in that specific group.

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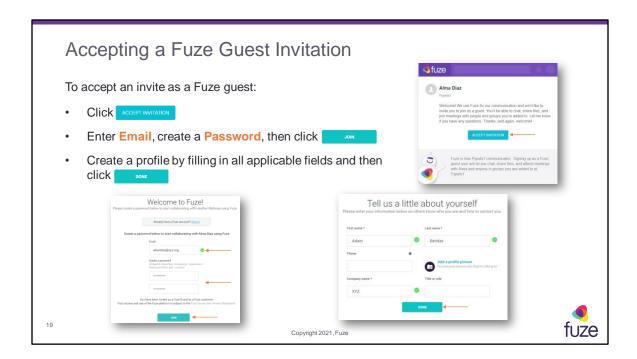




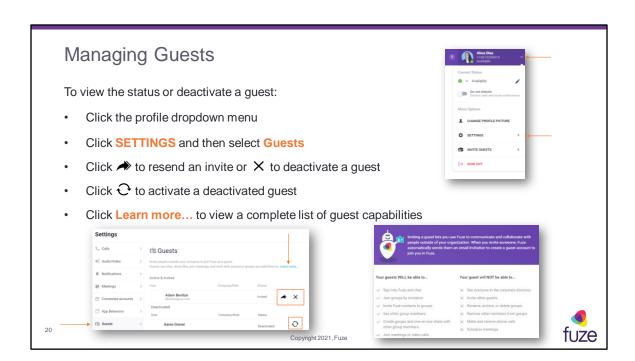
Guests will appear at the top of a user's **Recent** List, once the invitation has been accepted.

Guests will have the following capabilities in Fuze:

- Chat one-on-one and in groups by invitation
- Visibility to see all members in a group
- Create one-on-one chats and additional groups with other group members
- Join Fuze Meetings



The **Fuze Guest User Privacy Statement** is available to view on the Fuze guest sign in page. Profile information includes **First name**, **Last name**, **Phone** number (optional), **Profile picture** (optional), **Company Name**, and **Title or role** (optional). If a guest has already been invited and is utilizing Fuze, an error will appear indicating the invite has already been used and will allow the guest to sign in under the already existing profile. If the guest is already a Fuze user (the guest's company also uses Fuze), the invite will prompt the guest to sign in rather than create a profile.

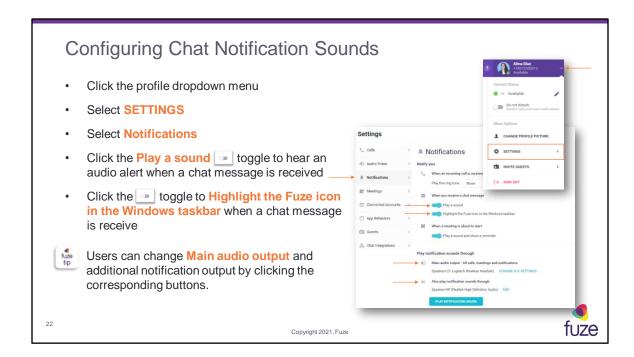


Status will show either **Invited**, **Active**, **Expired**, or **Deactivated**. The Fuze user that invited the guest or a Fuze administrator can deactivate a guest within the Fuze Hub. Once deactivated, a guest will no longer be able to utilize Fuze. A deactivated guest, may be re-activated at any time and the invite email will be re-sent.

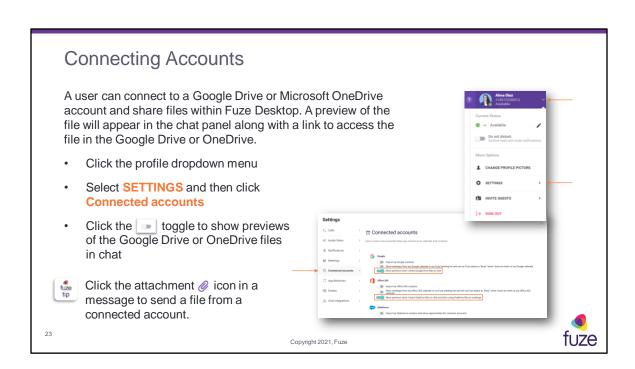
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The Fuze icon will not highlight (Windows) or bounce (Mac) when there are unread messages while in **Do not disturb** mode.



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Chat Knowledge Check

- 1. A file of up to 100 MB in size can be sent using Fuze Chat. True or False? True
- 2. Manually setting presence will override all other presence options. True or False? True
- 3. The Fuze icon will not flash (Windows) or bounce (Mac) when there are unread messages while in Do not disturb mode. True or False? **True**
- 4. Which color shows a status of "Out of office?" Green / Red / Orange / Gray
- 5. Which icon is used to mention someone in an instant message? @
- 6. A group name is required for group chats with 10 or more people. True or False? False
- 7. A Fuze guest can only be invited from the Invite Guests Setting. True or False? False
- 8. Which icon is used to deactivate a Fuze guest? X



