TECHNOLOGY



VESTA2 SE GB2 MONITOR

USER MANUAL

Code 50120514 **TVESTA2 SE GB2 EN** REV.0218

INTRODUCTION

First of all, we thank and congratulate you for purchasing this product.
Our commitment to achieving the satisfaction of customers like you is manifested through our ISO-9001 certification and the manufacture of products like the one you have just purchased.
Its advanced technology and strict quality control will ensure that customers and users enjoy the numerous features that this device offers. To get the most out of them and ensure proper operation from day one, we recommend that you read this instruction manual.

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SAFETY PRECAUTIONS

- Avoid overtightening the screws of the monitor's wall mounting connector.
- **Always disconnect the power supply** before installing or making modifications to the device.
- The fitting and handling of these devices must be carried out by **authorised personnel.**
- All of the wiring must run at least **40cm away from any other wiring.**
- Install the monitor in a dry protected location free from the risk of dripping or splashing water.
- Do not place in humid, dusty or smoky locations, or near sources of heat.
- Before connecting the device to the mains, check the connections between the door panel, power supply, distributors and monitors.
- Always follow the instructions contained in this manual.

CHARACTERISTICS

- Hands-free monitor.
- 4.3" TFT colour screen.
- Monitor with simple installation (non-polarised 2 wire BUS).
- The VESTA2 SE GB2/H monitor interacts with hearing aids equipped with T-mode, making conversation between apartment and door panel easier.
- Capacitive buttons to access and select menu functions:

User menu:

- Displaying door panel images.
- Displaying camera pictures (DQ-CAM-GB2 module required).
- Intercom calls between apartments.
- Calling the surveillance monitor.
- Intercom calls within the same apartment.
- Image memory (M-IP GB2 module required).
- Do not disturb mode (door panel and intercom calls are not received).
- Call divert (no function).
- Activating the outside light (SAR-GB2 module required).
- Settings: Ringtone, ring volume, auto switch-on time and language.
- About: Information, 'restore' default setting and access to installer menu.

Installer menu:

- Monitor as master or slave 1, slave 2 or slave 3. Up to 4 monitors per apartment.
- Surveillance monitor.
- Enabling the menu to be viewed when the Bus is busy.
- Activating intercom between apartments.
- Activating doctor mode (automatic door opening).

Screen and volume settings menu: (during auto switch-on or communication).

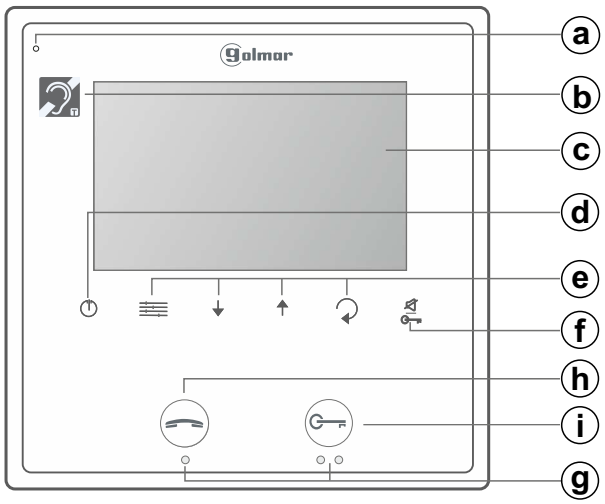
- Contrast, brightness, colour and volume of the monitor speaker.

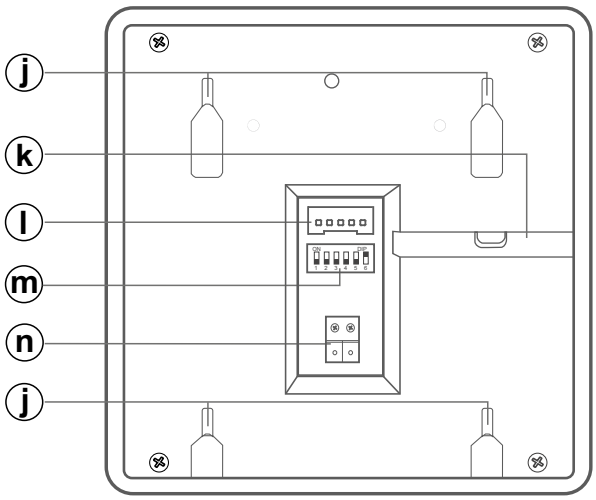
- Start/stop communication button and, in standby mode, it displays the image from the door panel.
- Door release 1 and 2 activation buttons / respectively.
- 'Doctor mode' function (automatic door opening).
- Power status LED.
- 'Do not disturb' mode - LED fixed/'Doctor mode' - LED slow blink.
- Different ringtones to identify the origin of the call (door panel, intercom or apartment door).
- DIP switches for setting the monitor address (call code) and end of line.
- Input for call from the apartment door.
- SAR-12/24 call repeater output (12Vdc/50mA maximum).

SYSTEM OPERATION

- To make a call, the visitor must press the button of the apartment; an audible sound indicates that the call is being made and LED will turn on. If vocal synthesis is enabled, a 'Call is in progress' message appears indicating that a call is being made. At this moment, the apartment's monitor receives the call. If another apartment is called by mistake, press the button for the correct apartment and the first call will be cancelled.
- The call lasts for 40 seconds and, when received, the image appears on the master monitor without the visitor knowing. To view the image on a slave monitor, this function needs to have been enabled on the monitor. House kit application: the image appears on the monitor (with code 0 'house 1' or monitor with code 16 if the call is in 'house 2') when receiving the call without the visitor being alerted.
  If the call is not answered within 40 seconds, LED will turn off and the channel will be freed.
- To establish communication, press button of the monitor and LED of the door panel will turn on. If the monitor is a Vesta2 SE GB2/H with icon on the front, make sure that the hearing aid is between 15 and 25 cm away from the monitor to ensure maximum audio quality during communication with the door panel.
- Communication will last for one and a half minutes or until button is pressed again. When communication has finished, LEDs and will turn off and the channel will be freed. If vocal synthesis is enabled, a 'Communication is finished' message will indicate that the call is over.
- To open door 1 or 2, press the corresponding button / during the call or communication processes: one press will activate the lock release for five seconds and LED will also turn on for five seconds. If vocal synthesis is enabled, a 'Door open' message will be indicated on the door panel.
- A description of the function buttons can be found on page 4.

DESCRIPTION OF THE MONITOR





a. Microphone.
b. Communication with hearing aids (Vesta2 SE GB2/H).
Set the hearing aid switch to the T position, see page 8.
c. 4.3" TFT colour screen.
d. Open/close menu button.
e. Menu buttons.
f. **Function button** door 2 activation.
In standby: 'Do not disturb' button/indicator and 'doctor mode' indicator.
g. Marks for people with a visual disability.
h. **Function button** start/stop communication.
In standby: Display door panel image.
i. **Function button** door 1 activation.
In standby: Press for 10 seconds to activate/deactivate the 'doctor mode' function (function code [9018] must be activated)
j. Connector fixings
k. Horizontal cable entry.
l. Connector.
m. DIP switch.
n. Bus connection terminals.

Menu buttons and status LEDs:

Menu access and function selection button.

Menu scroll down button.
In auto switch-on, call or communication: activates the outside light.

Menu scroll up button.
In auto switch-on, call or communication: selects from the door panel camera(s) in ascending mode and in carousel (if any).

Menu back button.

Power status LED.
Button: End call/communication.
In standby: Enter/exit menu mode.

'Do not disturb' function access button.
LED on: 'do not disturb' mode activated.
LED blinking: 'doctor mode' activated.
LED off: function not activated.

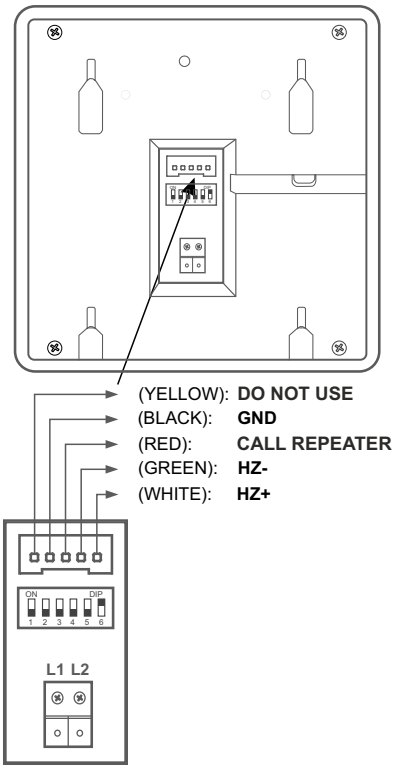
Connection terminals and DIP switch:

Connection terminals:

L1, L2: Bus connection (non-polarised).

HZ+, HZ-: Door bell connection.

SONERÍA, GND: Call repeater connection (SAR-12/24). (12Vdc/50mA maximum).



Configuration DIP switch:

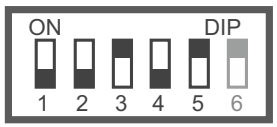
DIP 6: Configures the end of line. Leave in the ON position in monitors where the bus cable terminates. Set to OFF in intermediate monitors only.

DIP 1 to DIP 5: To set the monitor address (addresses 0 to 31).

The switches set to OFF have a zero value.
The values of the switches set to ON are shown in the table below.
The monitor code is the sum of the values of the switches set to ON.

Table of values

Switch number:	1	2	3	4	5
Value when ON:	1	2	4	8	16



Example: 0 + 0 + 4 + 0 + 16 = 20

DESCRIPTION OF THE MONITOR

Setting the monitor's address codes (addresses 0 to 31):

DIP 6: Configures the end of line. Leave in the ON position in monitors where the bus cable terminates. Set to OFF in intermediate monitors only.

Dip6 to ON

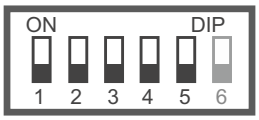


Dip6 to OFF

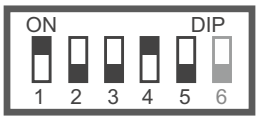


DIP 1 to DIP 5: To set the monitor address (addresses 0 to 31).

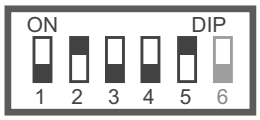
Code 00



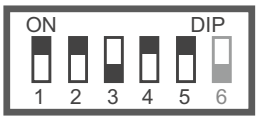
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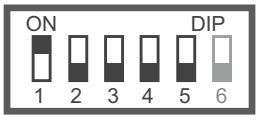
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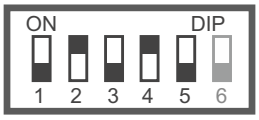
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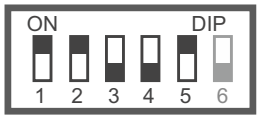
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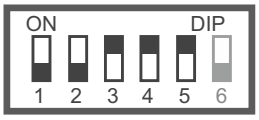
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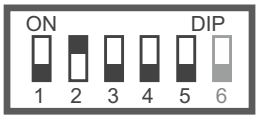
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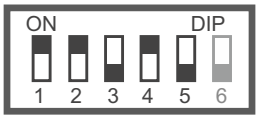
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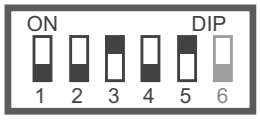
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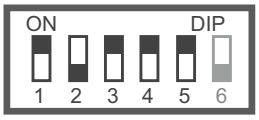
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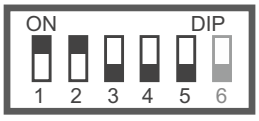
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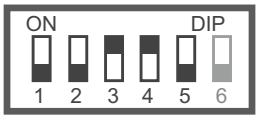
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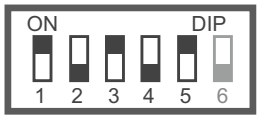
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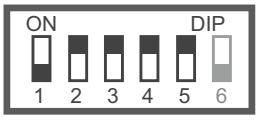
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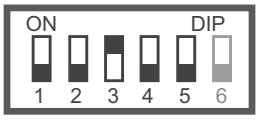
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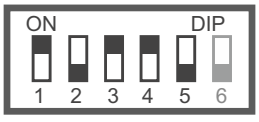
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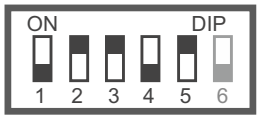
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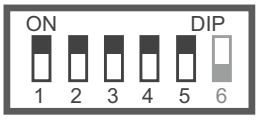
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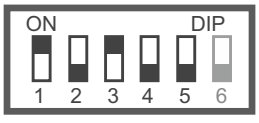
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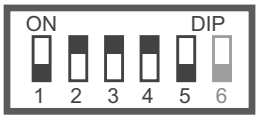
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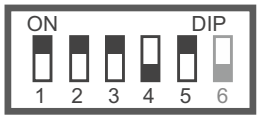
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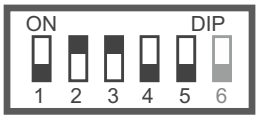
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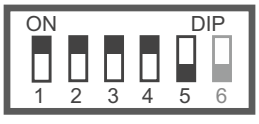
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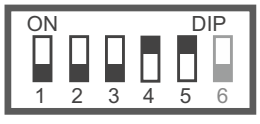
Code 06



Code 15



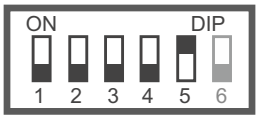
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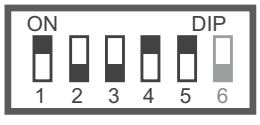
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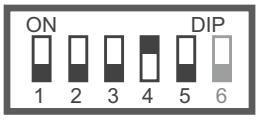
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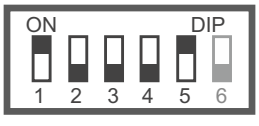
Code 25



Code 08



Code 17



Code 26

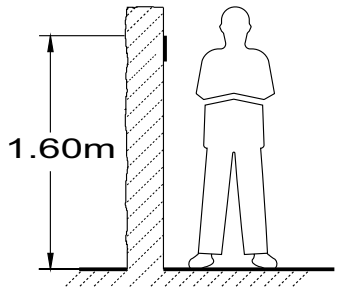


INSTALLING THE MONITOR IN A WALL MOUNTING CONNECTOR

Avoid dusty or smoky environments or locations near sources of heat.

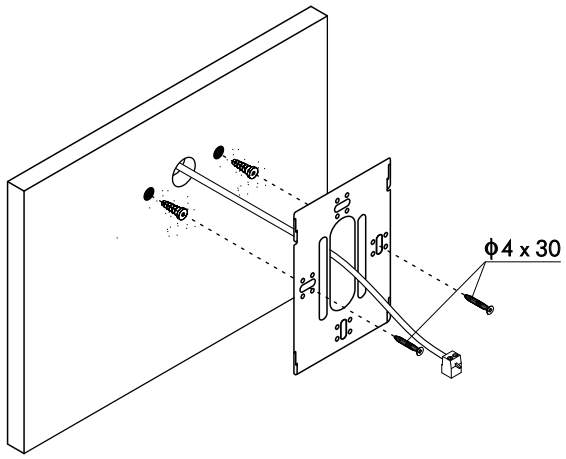
Positioning the wall mounting connector:

The top of the connector must be positioned at a height of 1.60m. The minimum distance between the sides of the connector and the closest object must be 5cm.



Fixing the monitor's wall mounting connector to the wall:

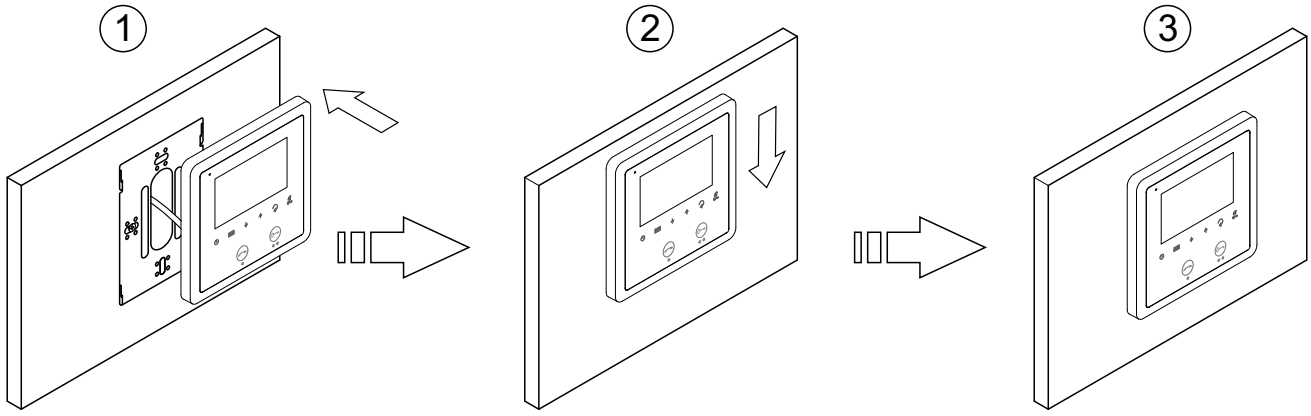
Fix the monitor's wall mounting connector to the wall by drilling two 6mm diameter holes and using the screws and plugs supplied with the monitor.



Positioning the monitor:

Connect the cables to the monitor (see p. 4), position the monitor in front of the wall mounting connector, ensuring that the holes in the base of the monitor line up with those on the connector ① , and then move the monitor downwards ② until the monitor is securely fixed to the connector ③ .

Remember to remove the protective covering from the front of the monitor once installation is complete.

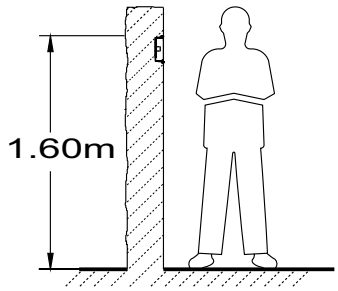


INSTALLING THE MONITOR IN AN EMBEDDING BOX

Avoid dusty or smoky environments or locations near sources of heat.

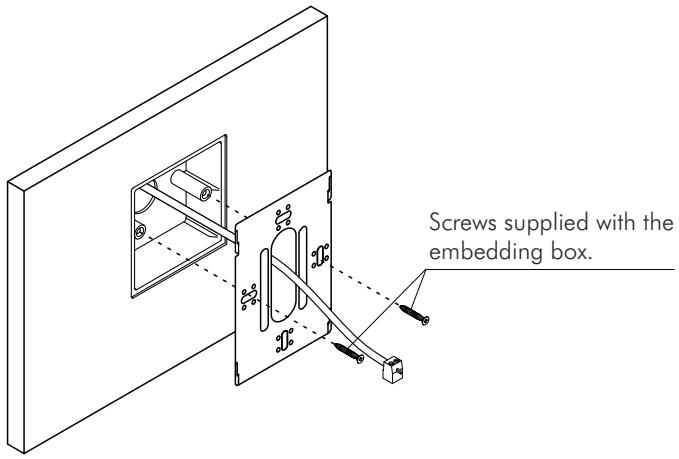
Location of the embedding box:

Make a hole in the wall to position the top of the universal embedding box at a height of 1.60 m from the ground. The minimum distance between the sides of the embedding box and the closest object must be 5cm.



Positioning the embedding box and fitting the wall mounting connector:

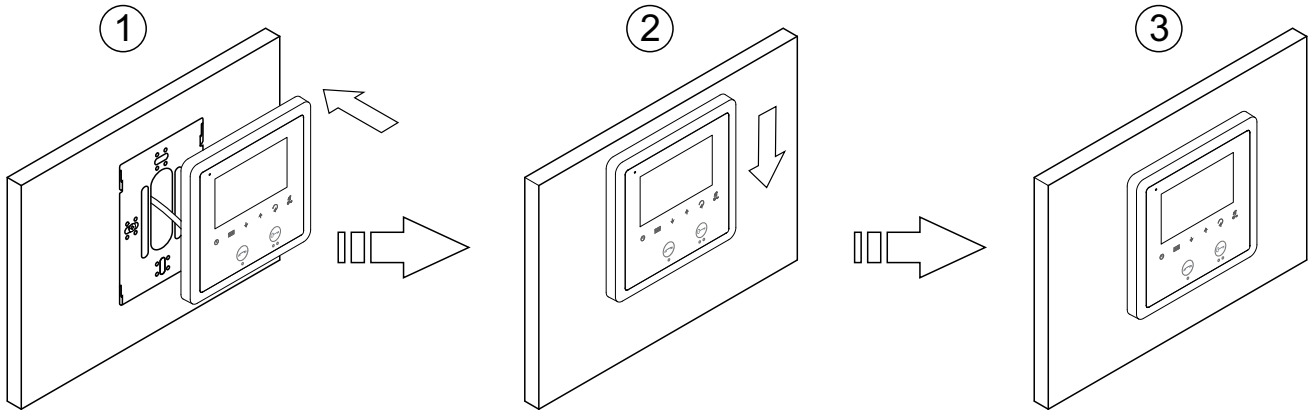
Pass the cable through the hole made in the embedding box. Embed the box and ensure that it is level and flush. Fix the wall mounting connector of the monitor to the embedding box with the screws supplied.



Positioning the monitor:

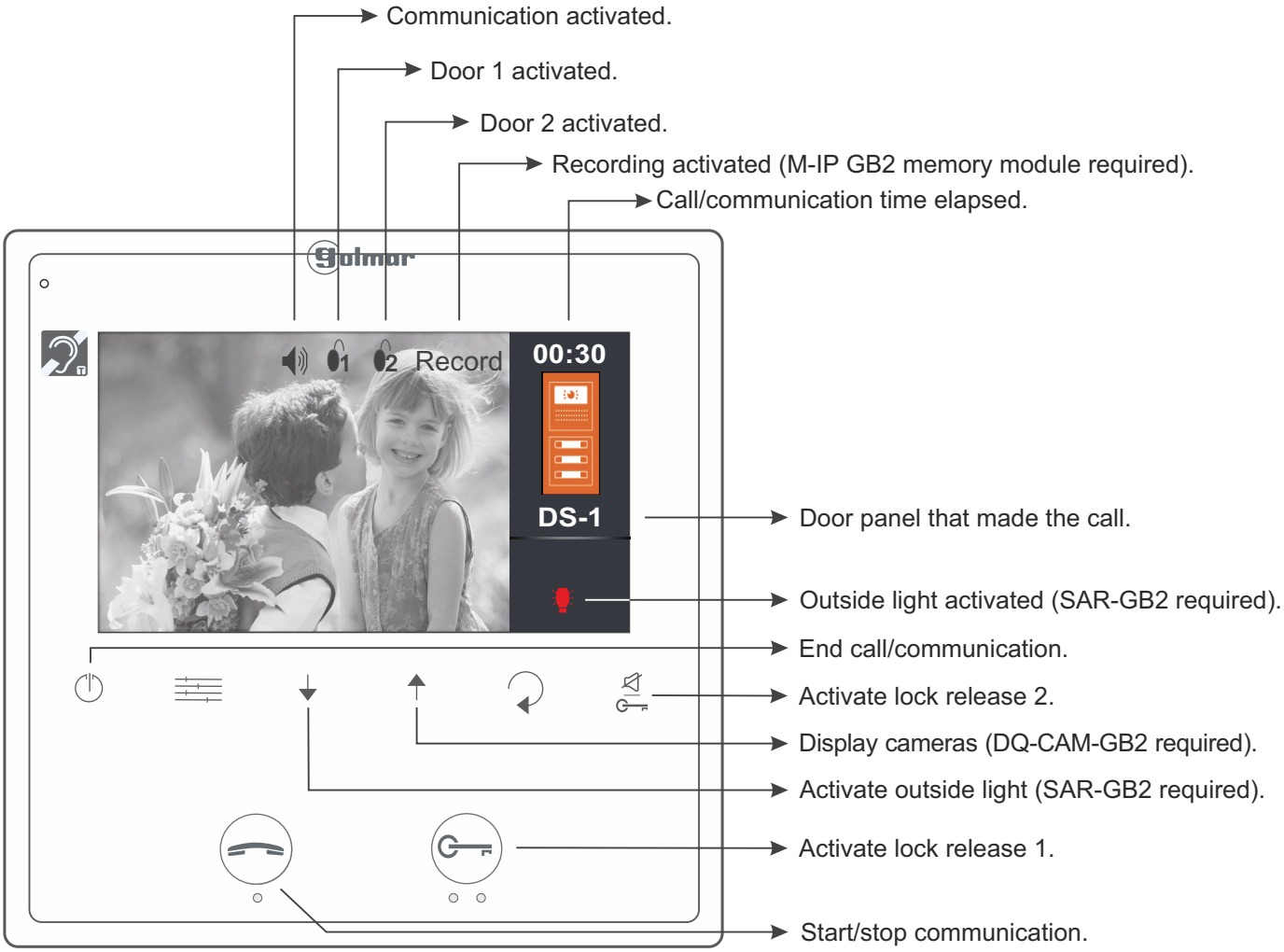
Connect the cables to the monitor (see p. 4), position the monitor in front of the wall mounting connector, ensuring that the holes in the base of the monitor line up with those on the connector ①, and then move the monitor downwards ② until the monitor is securely fixed to the connector ③.

Remember to remove the protective covering from the front of the monitor once installation is complete.

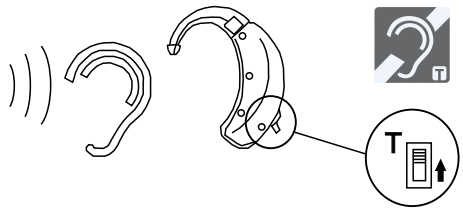


OPERATION

Monitor description when receiving a call and during communication:



Communication with hearing aid (Vesta2 SE GB2/H monitor only):



Make sure that the hearing aid is 15-25 cm away from the monitor to ensure maximum audio quality during communication with the door panel.

1.1 Receiving a call from the door panel:

When a call is received, the monitor(s) will play a melody and show the door panel image on the master monitor without alerting the visitor. If the call is not answered within 40 seconds the monitor returns to standby mode. If there is an M-IP GB2 memory module, it will automatically take a photo or record video (for video, a 16GB Class 10 MicroSD card is required, **not supplied**) and status LED will blink indicating that a photo/video is pending viewing.



To open door 1, press the door release button during the call: one press will activate the lock release for 5 seconds.

To open door 2, press the door release button during the call: one press will activate the lock release for 5 seconds.

Continued overleaf

OPERATION

Continued from previous page.

1.2 Call not answered (missed call):

When a call is received, the monitor(s) will play a melody and show the door panel image on the master monitor without alerting the visitor. If the call is not answered within 40 seconds the monitor returns to standby mode. If there is an M-IP GB2 memory module, it will automatically take a photo or record video (for video, a 16GB Class 10 MicroSD card is required, **not supplied**) and status LED will blink indicating that a photo/video is pending viewing.



1.3 Ending a call from the door panel:

When a call is received, the monitor(s) will play a melody and show the door panel image on the master monitor without alerting the visitor. If there is an M-IP GB2 memory module, it will automatically take a photo or record video (for video, a 16GB Class 10 MicroSD card is required, **not supplied**) and status LED will blink indicating that a photo/video is pending viewing. To end the call, press button.

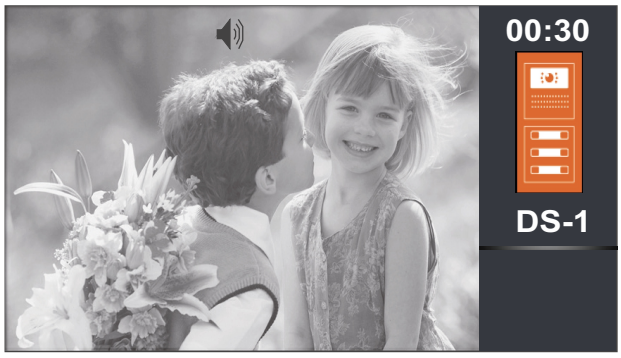


To open door 1, press the door release button during the call: one press will activate the lock release for 5 seconds.

To open door 2, press the door release button during the call: one press will activate the lock release for 5 seconds.

1.4 Answering a call from the door panel:

When a call is received, the monitor(s) will play a melody and show the door panel image on the master monitor without alerting the visitor. If there is an M-IP GB2 memory module, it will automatically take a photo or record video (for video, a 16GB Class 10 MicroSD card is required, **not supplied**) and status LED will blink indicating that a photo/video is pending viewing. To answer the call, press button. If the monitor is a Vesta2 SE GB2/H with icon on the front, make sure that the hearing aid is between 15 and 25 cm away from the monitor to ensure maximum audio quality during communication with the door panel.
Communication will last for one and a half minutes or until button is pressed again.



Start/stop communication.

To open door 1, press the door release button during communication or call processes: one press will activate the lock release for 5 seconds.

To open door 2, press the door release button during communication or call processes: one press will activate the lock release for 5 seconds.

Continued overleaf

OPERATION

Continued from previous page.

1.5 Answering a call from the door panel (activating light SAR-GB2 and displaying cameras DQ-CAM-GB2):

When a call is received, the monitor(s) will play a melody and show the door panel image on the master monitor without alerting the visitor. If there is an M-IP GB2 memory module, it will automatically take a photo or record video (for video, a 16GB Class 10 MicroSD card is required, **not supplied**) and status LED will blink indicating that a photo/video is pending viewing. To answer the call, press button . If the monitor is a Vesta2 SE GB2/H with icon on the front, make sure that the hearing aid is between 15 and 25 cm away from the monitor to ensure maximum audio quality during communication with the door panel.

Communication will last for one and a half minutes or until button is pressed again.



Start/stop communication.

To open door 1, press the door release button during communication or call processes: one press will activate the lock release for 5 seconds.

To open door 2, press the door release button during communication or call processes: one press will activate the lock release for 5 seconds.

In auto switch-on, call or communication: activates the outside light (SAR-GB2 module required).

In auto switch-on, call or communication: selects from the door panel the image of the camera(s) in ascending mode and in carousel (DQ-CAM-GB2 required). **Note:** Viewing the image of the door panel or camera(s) from the monitor enables the opening of door 1/2 and audio with the door panel in case of communication.

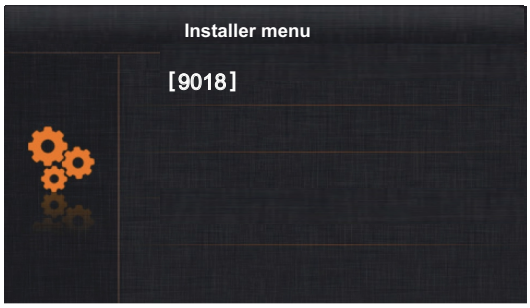
1.6 'Doctor mode' function (automatic door opening):

Description:

The 'doctor mode' function enables lock release 1 to be activated automatically 7 seconds after making a call from the door panel without having to establish communication or press door release 1 button . The main monitor will display the door panel image without alerting the visitor. The call ends after 40 seconds and the channel is free. If there is an M-IP GB2 memory module, it will automatically take a photo or record video 6 seconds after receiving a call from the door panel (for video, a 16GB Class 10 MicroSD card is required, **not supplied**) and status LED will blink indicating that a photo/video is pending viewing.

Enabling 'doctor mode':

To enable doctor mode, enter function code [9018] in the installer menu (see pp. 25-26).



Activating 'doctor mode':

To activate doctor mode, the monitor must be in standby mode. Then press button for 10 seconds. Status LED will blink to indicate that the doctor mode function is activated.

Deactivating 'doctor mode':

To deactivate doctor mode, the monitor must be in standby mode. Then press button for 10 seconds. Status LED will turn off to indicate that the doctor mode function is deactivated.

Important:

When activating 'do not disturb' mode (with the monitor's 'doctor mode' activated), the status LED will change from blinking to fixed and the 'doctor mode' function will be cancelled.

When deactivating 'do not disturb' mode (with the monitor's 'doctor mode' activated), the status LED will blink and the 'doctor mode' function will be reactivated.

MONITOR SCREEN AND VOLUME SETTINGS MENU

To adjust the contrast, the monitor must be in communication or auto switch-on mode. Then press button to display the 'Contrast' option on screen. Using menu buttons and , select the required contrast level. Press button to change the next option 'Brightness' or press to exit the settings menu.



To adjust brightness, the monitor must be in communication or auto switch-on mode. Then press button repeatedly until option 'Brightness' is displayed on screen. Using menu buttons and , select the required brightness level. Press button to change the next option 'Colour' or press to exit the settings menu.



To adjust the colour, the monitor must be in communication or auto switch-on mode. Then press button repeatedly until option 'Colour' is displayed on screen. Using menu buttons and , select the required colour level. Press button to change the next option 'Volume' or press to exit the settings menu.



To adjust the communication volume, the monitor must be in communication or auto switch-on mode. Then press button repeatedly until option 'Volume' is displayed on screen. Using menu buttons and , select the required volume level. Press button to return to option 'Brightness' or press to exit the settings menu.



USER MENU

Description of the menu buttons:



Menu access and function selection button.

Menu scroll down button.

Menu scroll up button.

Menu back button.

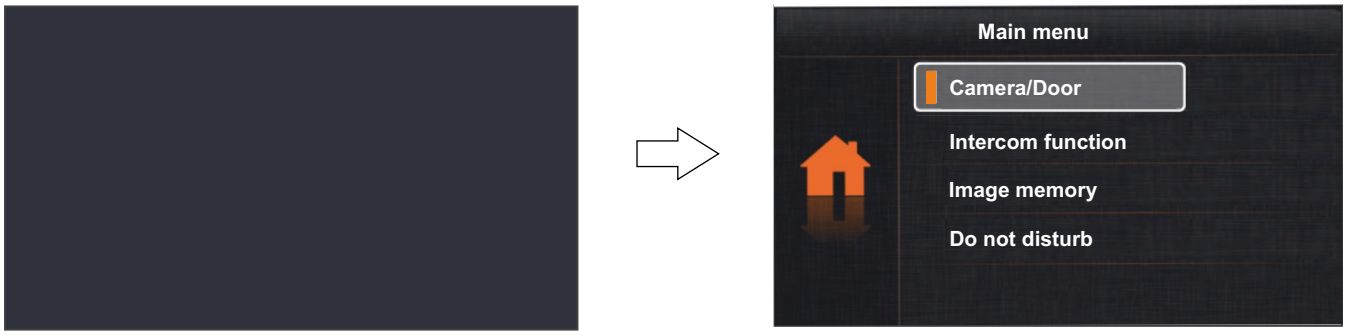
Status LED:
Fixed: power On.
Blinking: Pending viewing of photos/videos of door panel calls (if there is an M-IP-GB2 module, to record videos, a 16GB Class 10 MicroSD card is required, **not supplied**).

Button:
Status LED blinking: Press to access the 'Image memory' menu.
Status LED fixed: Enter/exit menu mode.

* **Note:** The monitor takes a photo or makes an automatic video recording 6 seconds after receiving a call from the door panel.

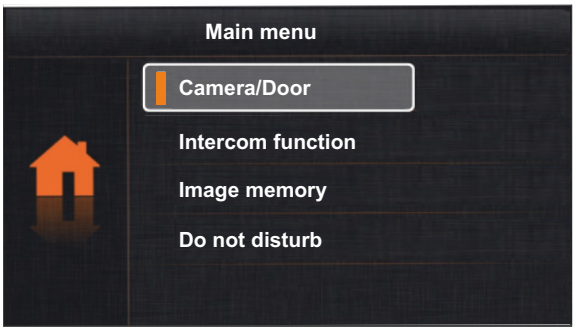
To access the menu, the monitor must be in standby. Then press menu button to display the first options screen of the main menu.

1st menu screen

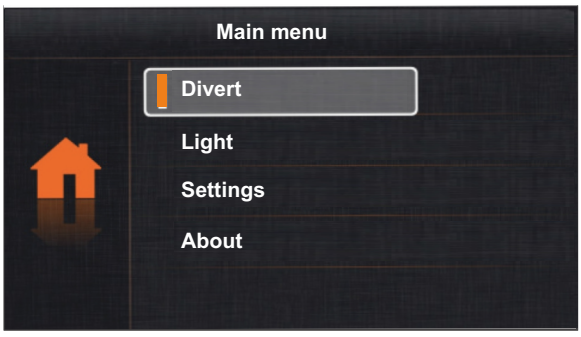


Use menu buttons and to scroll through the different options and access the second screen of the main menu.

1st menu screen



2nd menu screen



Continued overleaf

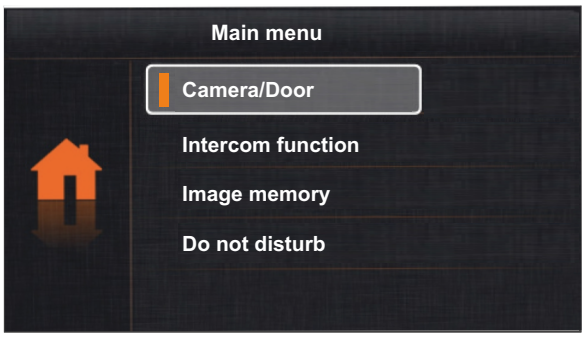
USER MENU

Continued from previous page.

1. Displaying door panel/camera images:

1.1 To display the image from one of the installed door panels, use buttons ↑ and ↓ to go to option 'Camera/Door' and press button ☰. The following selection screen will be displayed. Go to the option corresponding to door panel 'Door' whose image needs to be displayed.

1st menu screen



Selection screen



The following screen will display the image from the selected door panel with address 1, it will also indicate the selected door panel 'DS-1' and the elapsed connection time.
The connection will last for 30 seconds or until option ↩ is pressed.
So establish audio and video communication with the selected door panel, press button 📞. The screen will display symbol 🔊. If the monitor is a Vesta2 SE GB2/H with icon on the front, make sure that the hearing aid is between 15 and 25 cm away from the monitor to ensure maximum audio quality during communication with the door panel. Communication will last for one and a half minutes or until button 📞 is pressed again or option ↩ is pressed.
To open door 1 or 2, press the corresponding button 🔑/🔑 during the image display or communication processes: one press will activate the lock release for 5 seconds.



This symbol is only displayed in communication activated mode.



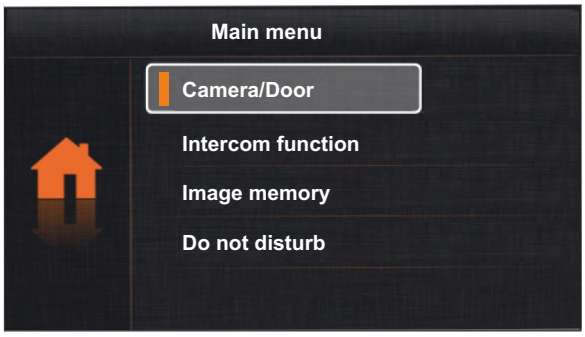
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USER MENU

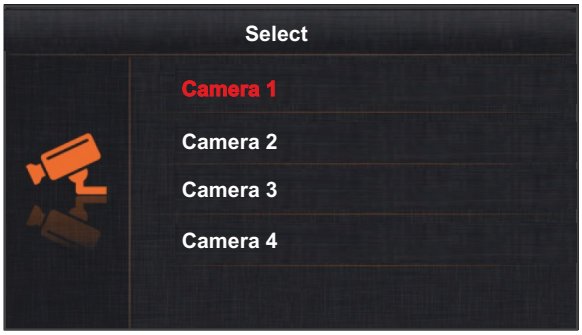
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1.2 To display the image from one of the installed cameras (DQ-CAM-GB2 module required), use buttons ↑ and ↓ to go to option 'Camera/Door' and press button ☰. The following selection screen will be displayed. Use buttons ↑ and ↓ to go to the option corresponding to camera 'Camera' whose image needs to be displayed.

1st menu screen



Selection screen



The following screen will then display the picture from the camera selected with address 1, indicating the camera selected 'CM-1' and the connection time elapsed.
The connection will last for 30 seconds or until option ↩ is pressed.



Continued overleaf

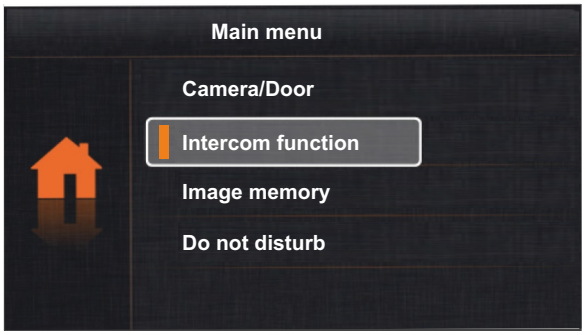
USER MENU

Continued from previous page.

2. Intercom function:

Use buttons ↑ and ↓ to go to option 'Intercom' and press button ☰. The following selection screen will be displayed.

1st menu screen



Selection screen



2.1 To access the intercom calls between apartments function, use buttons ↑ and ↓ to go to option 'Residents List' and press button ☰ The following selection screen will be displayed. Use buttons ↑ and ↓ to select the apartment to call.

IMPORTANT: Activate function codes *[9015]* and *[8017]* on the monitor (see 'Installer menu' pp. 25-26).

Selection screen



'Residents List' selection screen

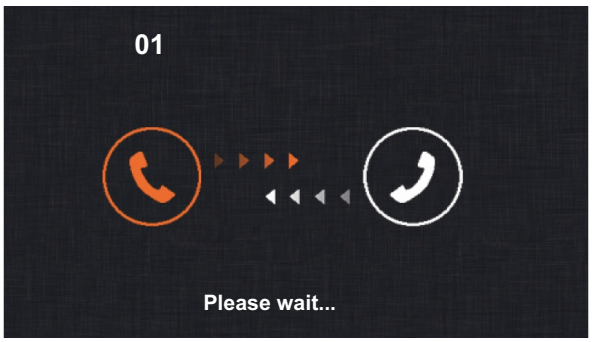


Then press button ☰ to make the call. The following call screen will be displayed indicating the address of the apartment to call. A long audible tone will confirm that the call is being made or a series of short audible tones will indicate that the unit called is in communication with the door panel or on an intercom call with another apartment, and the call will not be made. If a call is being made, press option ↩ to cancel the call.

'Residents List' selection screen



Making an intercom call



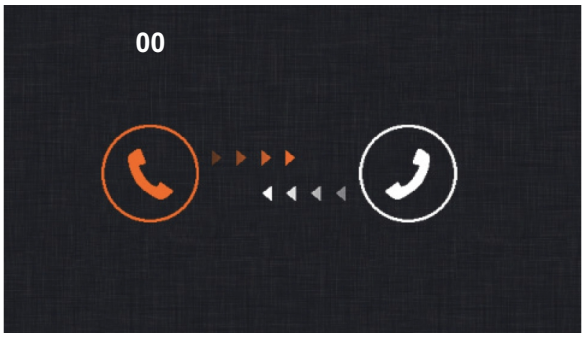
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USER MENU

Continued from previous page.

In the called apartment, the monitor(s) will emit a melody indicating an intercom call and display the address of the apartment making the call. Press button to accept the call and establish communication or press option to cancel it. If the call is accepted, communication will last for one and a half minutes or until button is pressed again or option is pressed.

Receive an intercom call



In communication

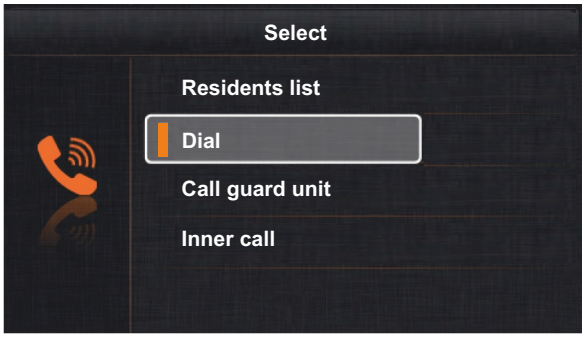


If during the intercom process a call is received from the door panel of another apartment, the intercom process will be cancelled; the monitor in the apartment will emit a melody to indicate that the call is being made and the image will appear on the master monitor. To establish communication with the door panel, press button on the monitor. If there are slave monitors in the apartment, press button on any of them.

The ringtones vary depending on where the call is being made from, enabling the user to identify its origin.

2.2 To access the dial function (no function).

Selection screen



Continued overleaf

USER MENU

Continued from previous page.

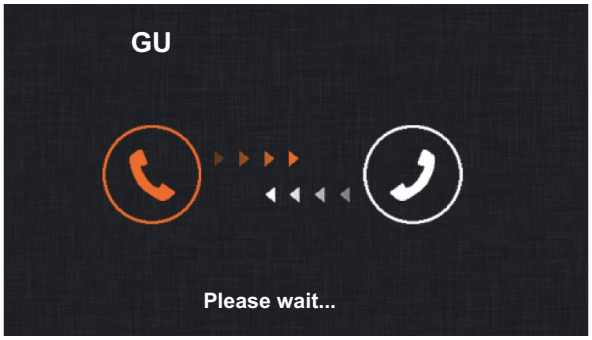
2.3 To make a call to the building's surveillance monitor (if any), use buttons ↑ and ↓ to go to option 'Call Guard Unit' and press button ☰ . The following call screen will be displayed indicating the address 'GU' of the surveillance monitor to be called. A long audible tone will confirm that the call is being made or a series of short audible tones will indicate that the surveillance monitor is in communication with another apartment, and the call will not be made. If a call is being made, press option ↩ to cancel the call.

IMPORTANT: It is recommended to activate function code [8017] on the monitor (see 'installer menu' on pp. 25-26).

Selection screen

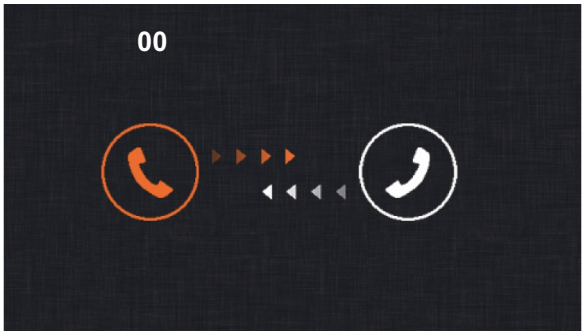


Make an intercom call

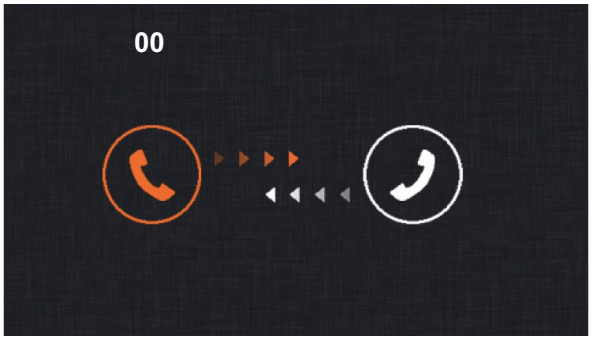


On the surveillance monitor, a melody will indicate the presence of a call and the address of the apartment making the call. Press button ⌐ to accept the call and establish communication or press option ↩ to cancel it. If the call is accepted, communication will last for one and a half minutes or until button ⌐ is pressed again or option ↩ is pressed.

Receive an intercom call



In communication



If an apartment receives a call from the door panel while calling or communicating with the surveillance monitor, the call to or communication with the surveillance monitor will be cancelled. The apartment's monitor will emit a melody notifying the call from the door panel and the image will appear on the master monitor. To establish communication with the door panel, press button ⌐ on the monitor. If there are slave monitors in the apartment, press button ⌐ on any of them.

The ringtones vary depending on where the call is being made from, enabling the user to identify its origin.

Continued overleaf

USER MENU

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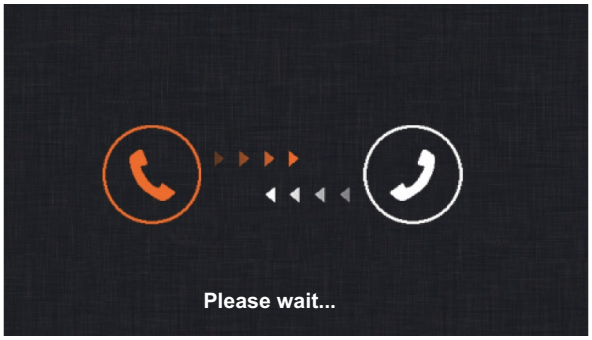
2.4 To access the intercom calls within an apartment function, use buttons ↑ and ↓ to go to option 'Inner call' and press button ☰ . The following call screen will be displayed, a long audible tone will confirm that the call is being made or short tones will indicate that a monitor in the apartment is already communicating with the door panel and the call will not be made. If a call is being made, press option ↩ to cancel the call.

IMPORTANT: It is recommended to activate function code [8017] on the monitor (see 'installer menu' on pp. 25-26).

Selection screen

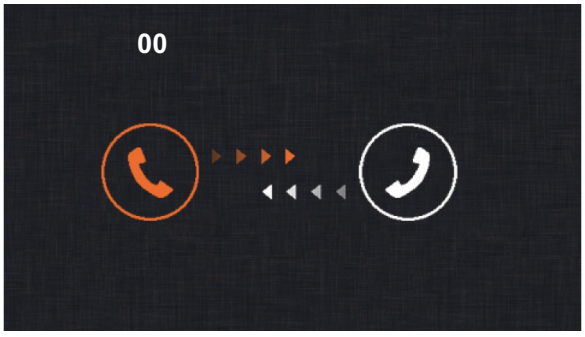


Make an intercom call

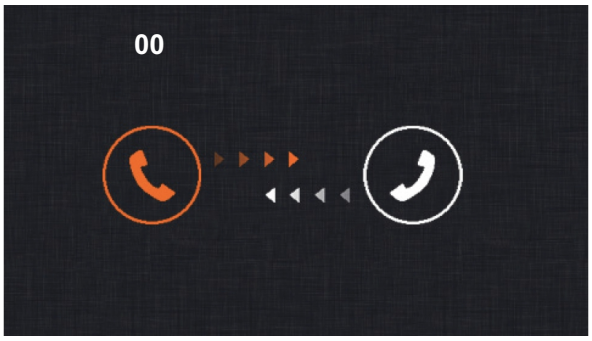


A melody coming from the rest of the monitors in the apartment indicates an incoming intercom call. Press button ↩ to accept the call and establish communication or press option ↩ to cancel it. If the call is accepted, communication will last for one and a half minutes or until button ↩ is pressed again or option ↩ is pressed.

Receive an intercom call



In communication



If a call is received from the door panel during the intercom process, the intercom call will be cancelled; a melody on the apartment's monitor will warn that a call is being made and an image will appear on the master monitor. To establish communication with the door panel, press button ↩ on the monitor. If there are slave monitors in the apartment, press button ↩ on any of them.

If during the intercom process a call is received from another apartment, the intercom process will be cancelled; the monitor in the apartment will emit a melody to indicate that the call is being made and the address of the apartment making the intercom call will be displayed (see 'Intercom between apartments' on p. 15).

The ringtones vary depending on where the call is being made from, enabling the user to identify its origin.

Continued overleaf

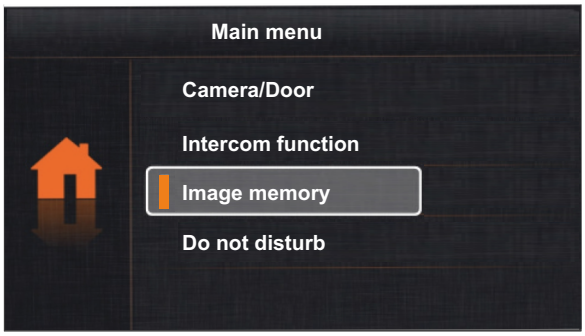
USER MENU

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3. Image memory (M-IP-GB2 module required):

To view photos/videos of door panel calls, use buttons ↑ and ↓ to go to option 'Image memory' and press button ☰. The following selection screen will be displayed. Use buttons ↑ and ↓ to select the photo/video to view (for video, a 16GB Class 10 MicroSD card is required, **not supplied**, each video is 10 seconds long).

1st menu screen



Selection screen



To delete the selected photo/video, press button ☰. The message 'Delete?' will be displayed on the screen. Press button ☰ to confirm the deletion and show the next saved photo/video or press option ↩ to cancel the deletion and return to the 1st menu screen.

Selection screen



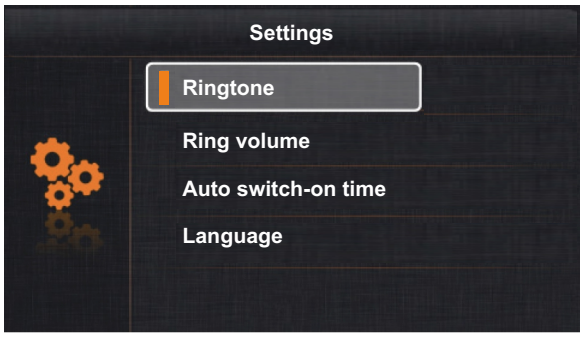
Selection screen



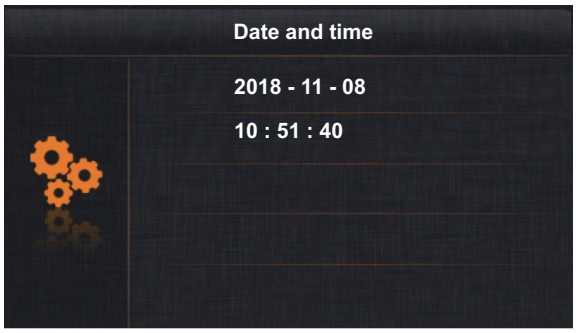
To exit the 'Image memory' option and return to the 1st menu screen, press button ↩.

To change the time and date, go to the 'Settings' option (as shown on p. 23) and then press button 🔑 for 3 seconds. The following 'Date & Time' settings screen will be displayed. Press button ☰ to move over the date/time setting and use buttons ↑ and ↓ to change the values. Press option ↩ to save and then press option ⏻ to exit the user menu function.

Settings selection screen



Date and time settings screen



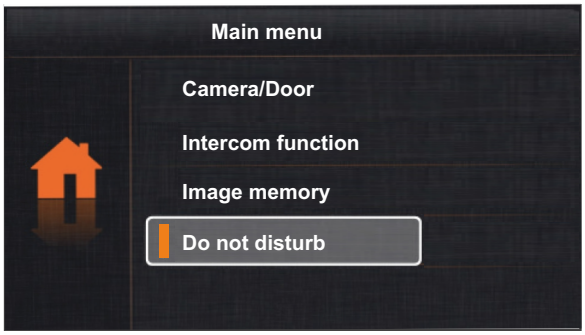
USER MENU

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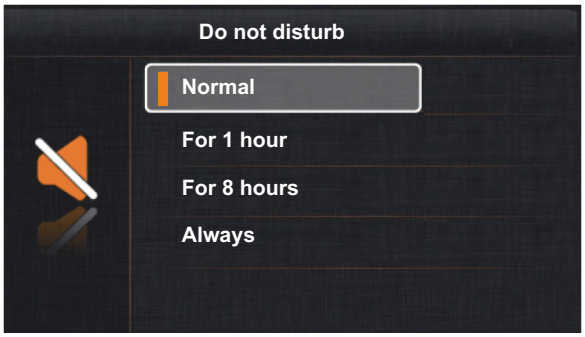
4. Do not disturb mode:

Use buttons ↑ and ↓ to go to the 'Do not disturb' option and press button ☰. The following selection screen will be displayed.

1st menu screen

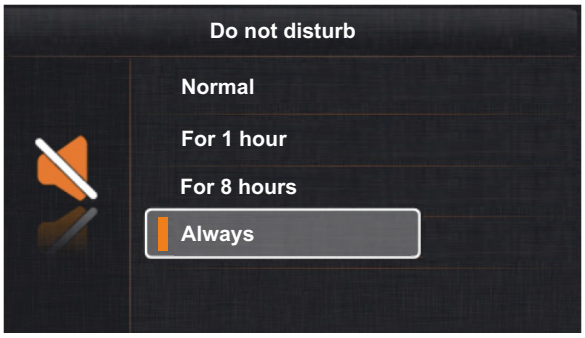


Selection screen

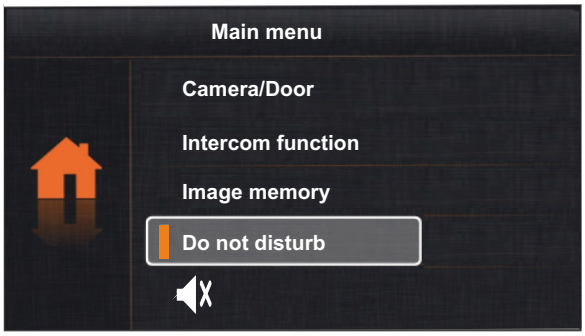


4.1 To activate do not disturb mode, use buttons ↑ and ↓ to go to the 'Always' option and press button ☰. Status LED will turn on and icon will be displayed on the menu screen indicating that the function has been activated. The monitor will not receive door panel or intercom calls. To deactivate do not disturb mode, see section '4.4 To deactivate do not disturb mode' on p. 21.

Selection screen

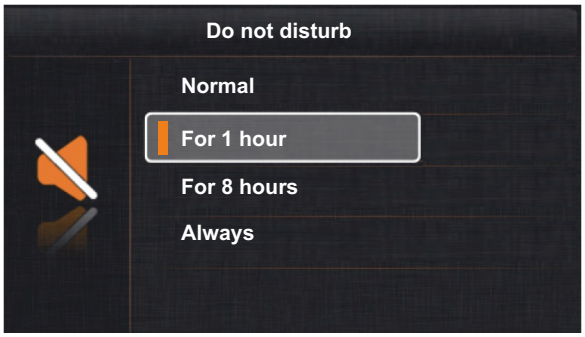


1st menu screen

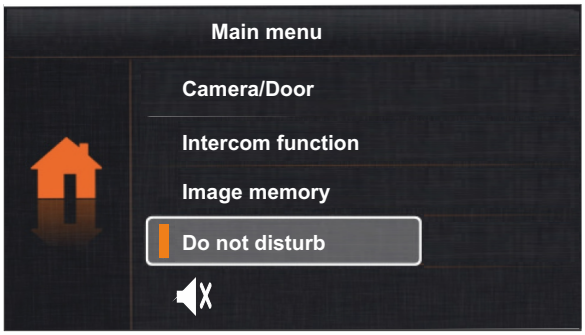


4.2 To activate do not disturb mode for '1 hour', use buttons ↑ and ↓ to go to the '1 hour' option and press button ☰. Status LED will turn on and icon will be displayed on the menu screen indicating that the function has been activated. The monitor will not receive door panel or intercom calls. Do not disturb mode will be activated for 1 hour. To deactivate do not disturb mode before the end of the 1 hour, see section '4.4 To deactivate do not disturb mode' on p. 21.

Selection screen



1st menu screen



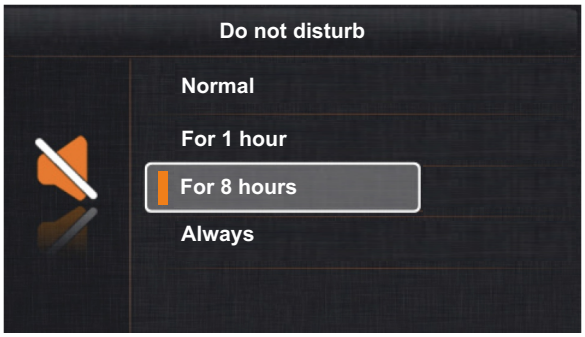
Continued overleaf

USER MENU

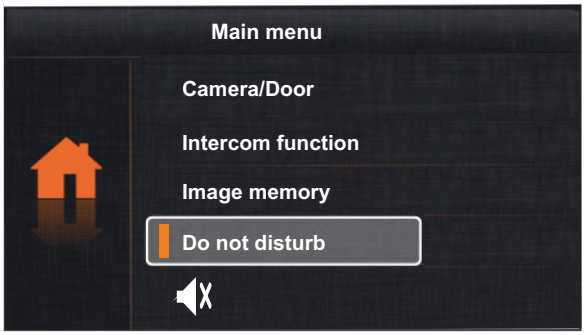
Continued from previous page.

4.3 To activate do not disturb mode for '8 hours', use buttons ↑ and ↓ to go to the '8 hours' option and press button ☰. Status LED will turn on and icon will be displayed on the menu screen indicating that the function has been activated. The monitor will not receive door panel or intercom calls. Do not disturb mode will be activated for 8 hours. To deactivate do not disturb mode before the end of the 8 hours, see section '4.4 To deactivate do not disturb mode' on p. 21.

Selection screen

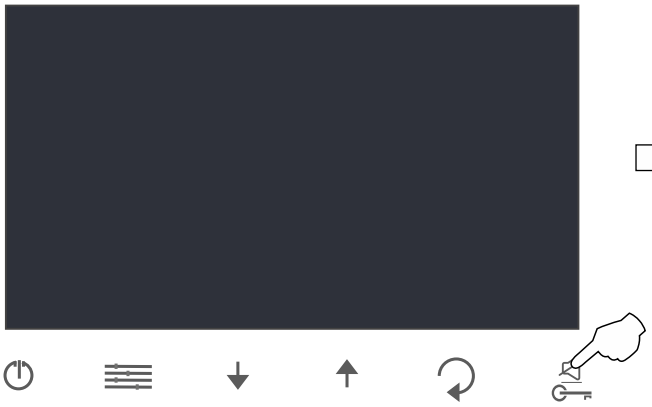


1st menu screen

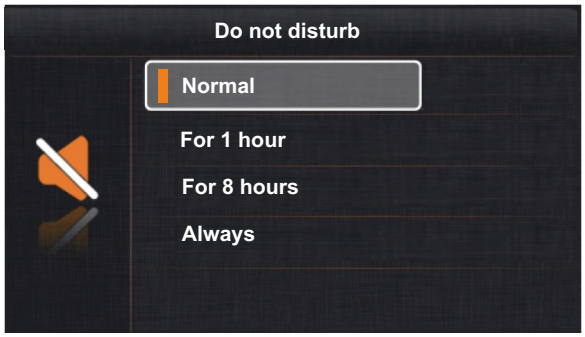


4.4 To deactivate do not disturb mode, press status LED to display the do not disturb 'selection screen' and then use buttons ↑ and ↓ to go to the 'Normal' option and press button ☰. Status LED will turn off and icon will no longer be displayed on the menu screen indicating that the function has been deactivated.

Monitor in standby

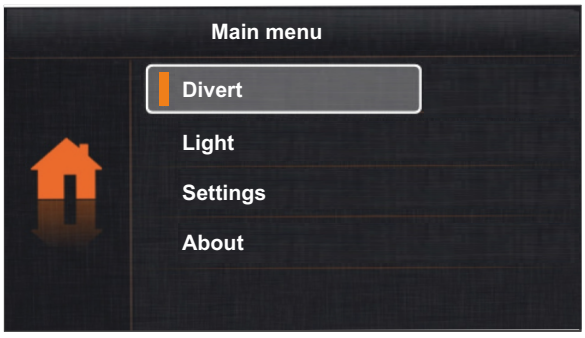


Selection screen



5. Divert call mode (no function):

2nd menu screen



Continued overleaf

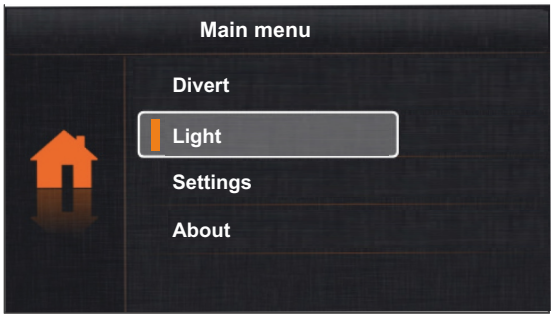
USER MENU

Continued from previous page.

6. Turning on the outside light (SAR-GB2 module required).

Use buttons ↑ and ↓ to go to the 'Light' option and press button ☰. The following selection screen will be displayed.

2nd menu screen



Selection screen

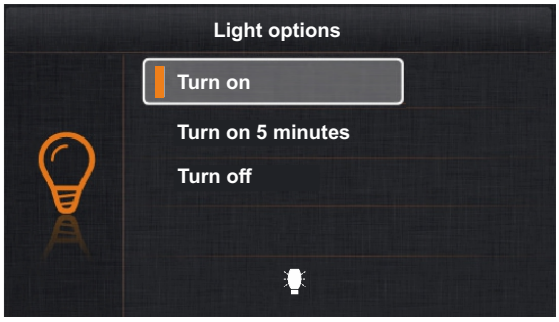


6.1 To turn on the outside light, use buttons ↑ and ↓ to go to the 'Turn on' option and press button ☰. Icon will appear on the selection and menu screen indicating that the function has been activated. To turn off the light, see section 6.3 'To turn off the outside light' on p. 22).

Selection screen

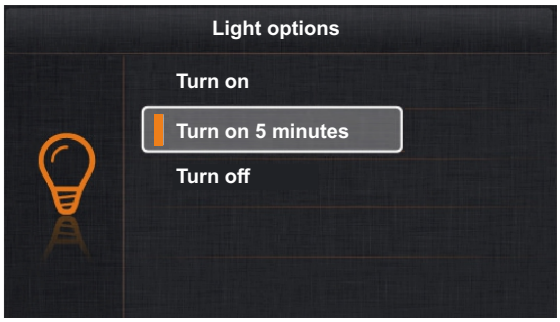


Selection screen

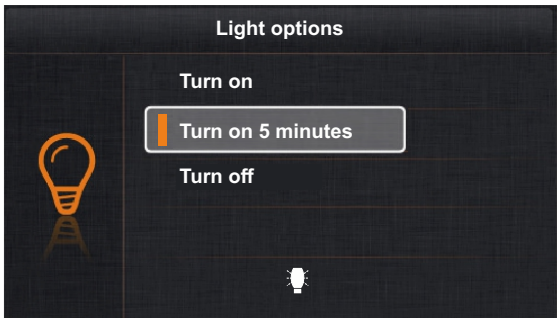


6.2 To turn on the outside light in timed mode, use buttons ↑ and ↓ to go to the 'Turn on 5 minutes' option and press button ☰. Icon will appear on the selection and menu screen indicating that the function has been activated for 5 minutes. To turn off the light, see section 6.3 'To turn off the outside light' on p. 22).

Selection screen

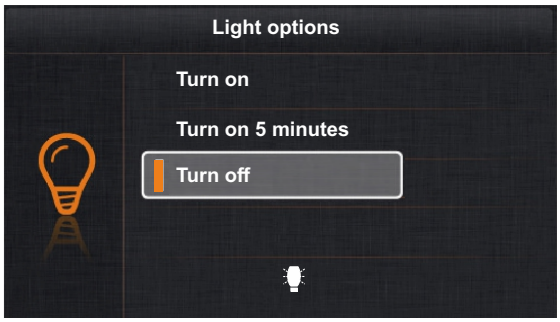


Selection screen

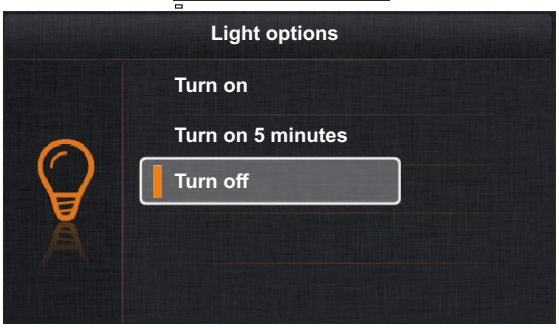


6.3 To turn off the outside light, use buttons ↑ and ↓ to go to the 'Turn off' option and press button ☰. Icon will appear on the selection and menu screen indicating that the light has been turned off. To exit and return to the 2nd menu screen, press button ↩.

Selection screen



Selection screen



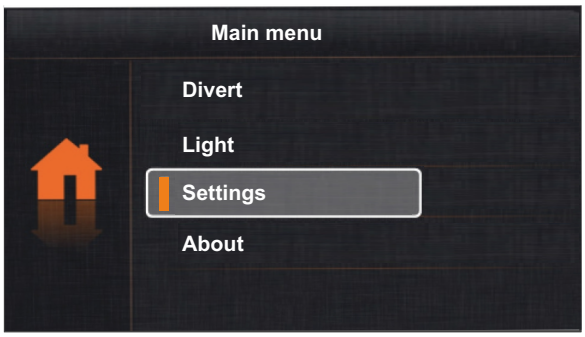
USER MENU

Continued from previous page.

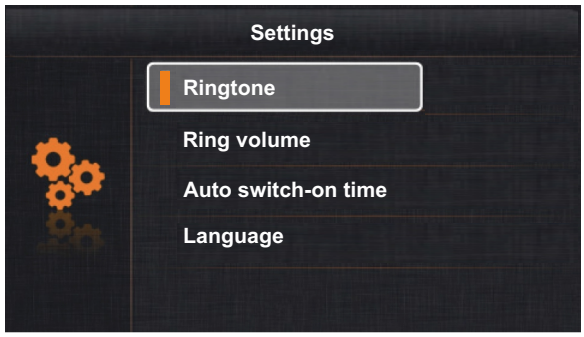
7. Settings (ringtone, ring volume, auto switch-on time and language selection):

Use buttons ↑ and ↓ to go to the 'Settings' option and press button ☰ . The 1st selection screen will be displayed

2nd menu screen

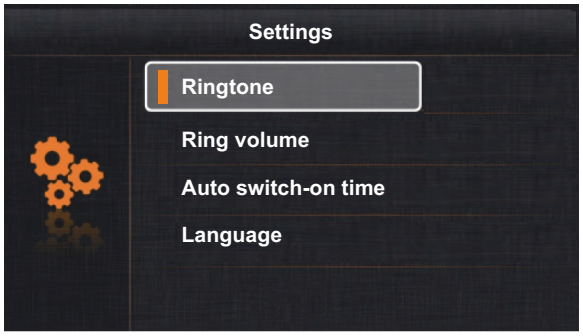


1st selection screen



7.1 To access the ringtones, use buttons ↑ and ↓ to go to the 'Ringtone' option and press button ☰ . The 2nd selection screen will be displayed.

1st selection screen



2nd menu screen

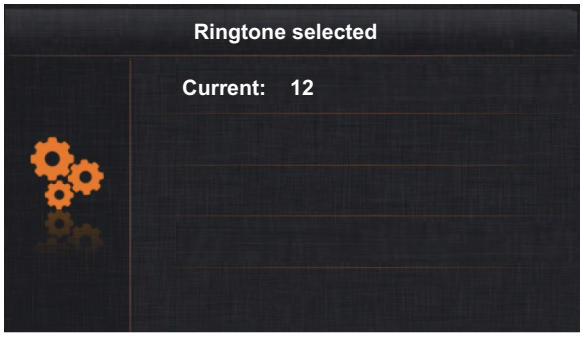


To change the door panel and intercom ringtones and door bell, use buttons ↑ and ↓ to go to the required option and press button ☰ . The following selection screen will be displayed. Use buttons ↑ and ↓ to select the required ringtone. Press option ↩ to exit and return to the 2nd selection screen.

2nd menu screen



Selection screen

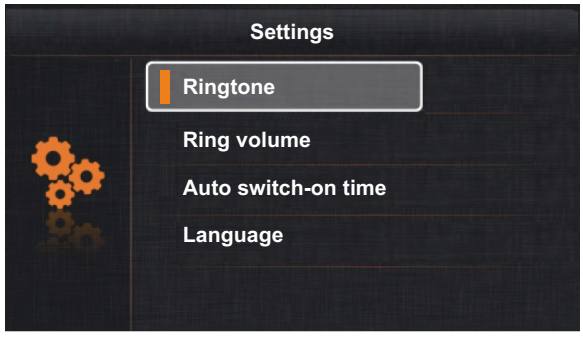


Press option ↩ to go to the 1st selection screen.

2nd menu screen



1st selection screen



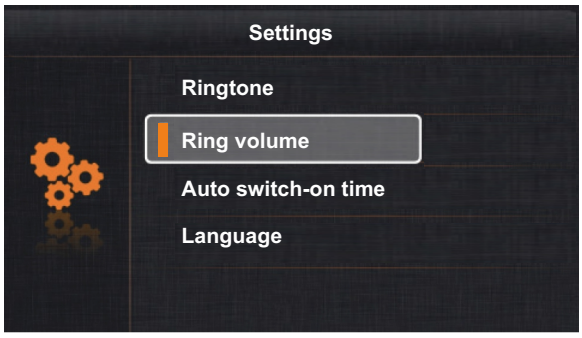
Continued overleaf

USER MENU

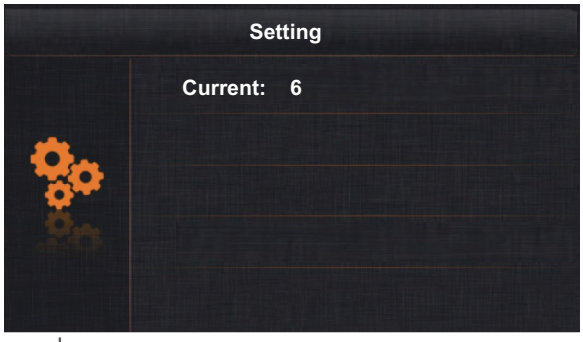
Continued from previous page.

7.2 To access the ring volume, use buttons ↑ and ↓ to go to the 'Ring volume' option and press button ☰. The following selection screen will be displayed. Use buttons ↑ and ↓ to select the required ring volume. Press option ↩ to exit and return to the 1st selection screen.

1st selection screen

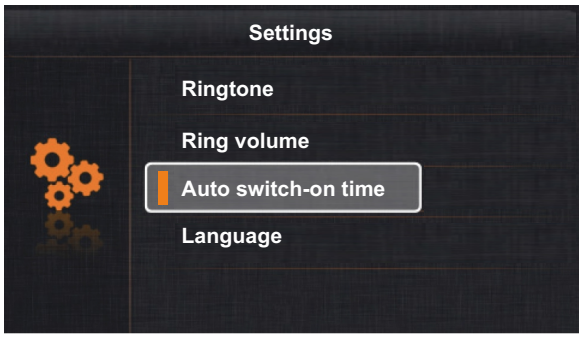


Selection screen

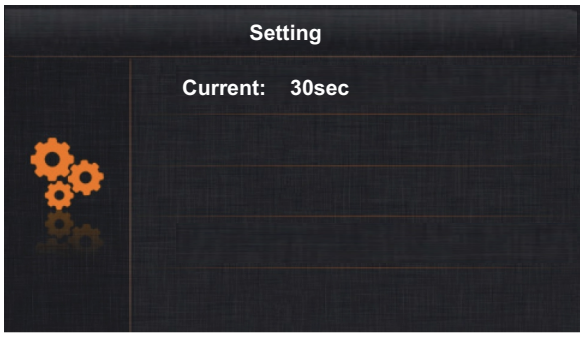


7.3 To access the auto switch-on time setting, use buttons ↑ and ↓ to go to the 'Auto switch-on time' option and press button ☰. The following selection screen will be displayed. Use buttons ↑ and ↓ to select the required time. Press option ↩ to exit and return to the 1st selection screen.

1st selection screen

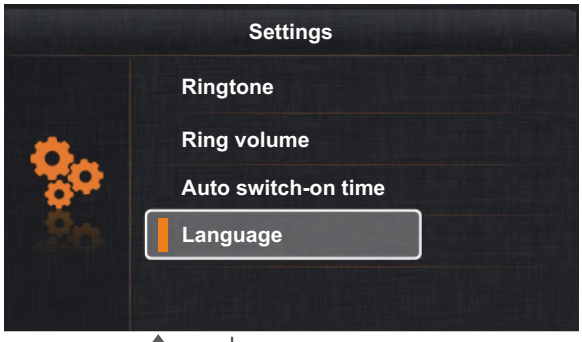


Selection screen

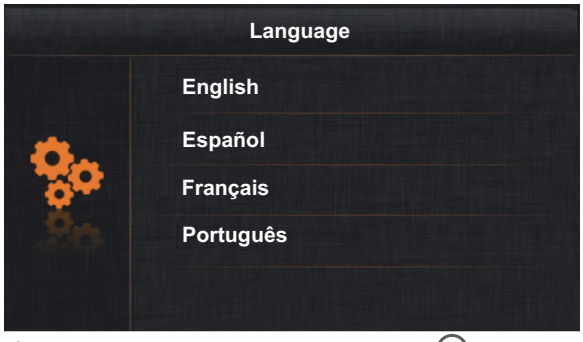


7.4 To access the language selection setting, use buttons ↑ and ↓ to go to the 'Language' option and press button ☰. The following selection screen will be displayed.

1st selection screen



Selection screen

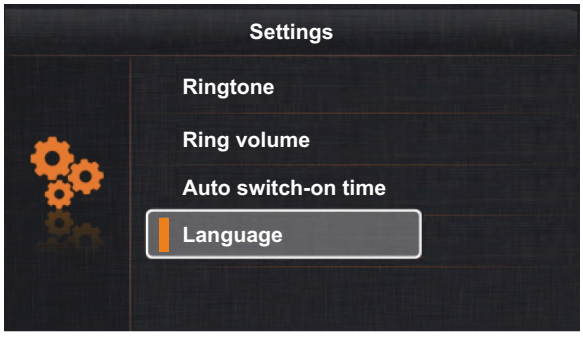


Use buttons ↑ and ↓ to select the required language. Press button ☰ to confirm and then press option ↩ to exit and return to the 1st selection screen. To return to the menu screen without making a change, press option ↩.

Selection screen



1st selection screen



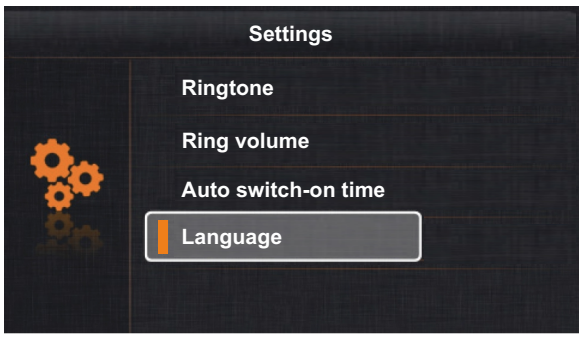
Continued overleaf

USER MENU

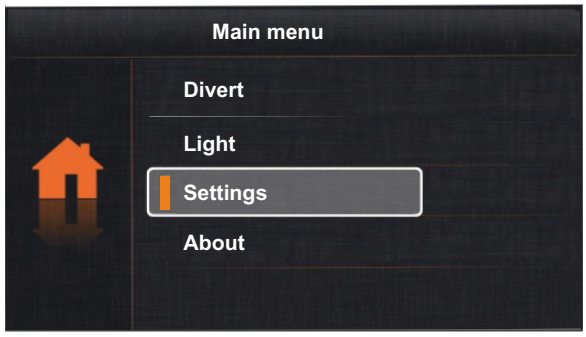
Continued from previous page.

Press option to go to the 2nd menu screen.

1st selection screen



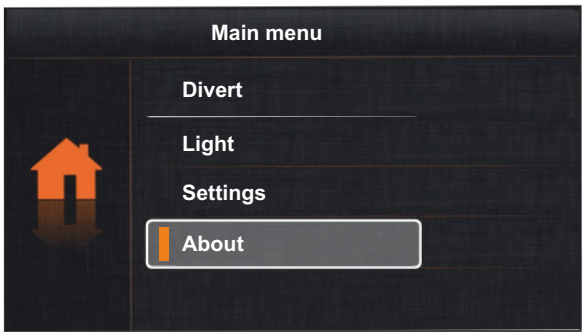
2nd menu screen



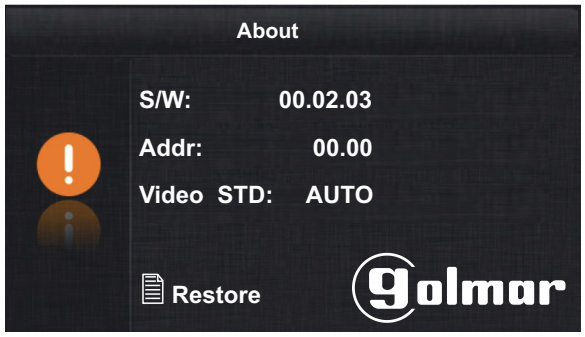
8. About (information, default settings and installer menu):

Use buttons and to go to the 'About' option and press button . The following selection and information screen will be displayed.

2ª Pantalla de menú

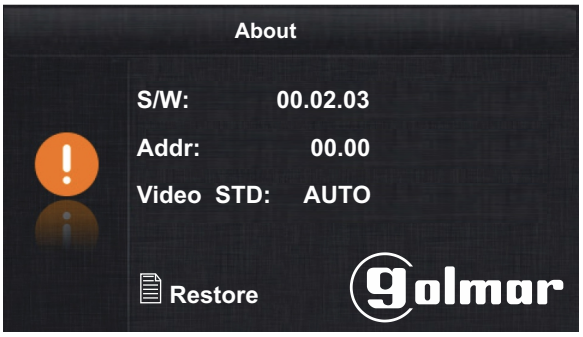


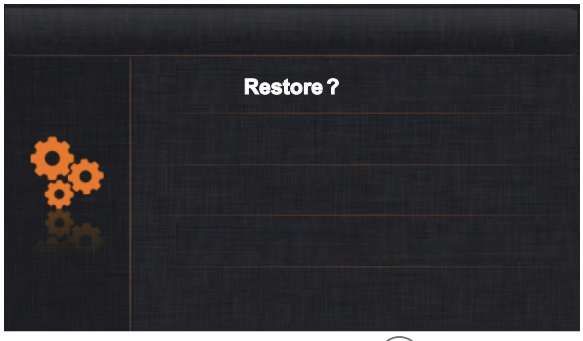
Selection and information screen



8.1 To access the default settings function, press button . The following screen will be displayed. Press button again to confirm and retain the default settings (ringtone, ring volume, auto switch-on time and language) in '7. Settings' (see p. 23) and 'screen and volume settings' (see p. 11) or press option to cancel and return to the previous screen.

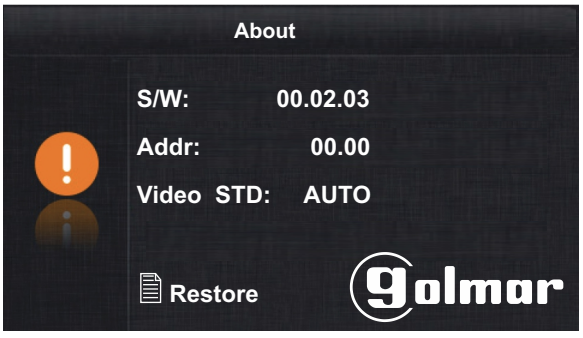
Selection and information screen

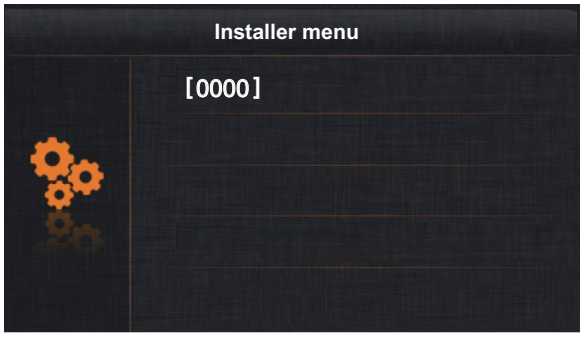




8.2 To access the installer menu on the monitor's selection and information screen, press button for 4 seconds. The following setup screen will be displayed.

Selection and information screen





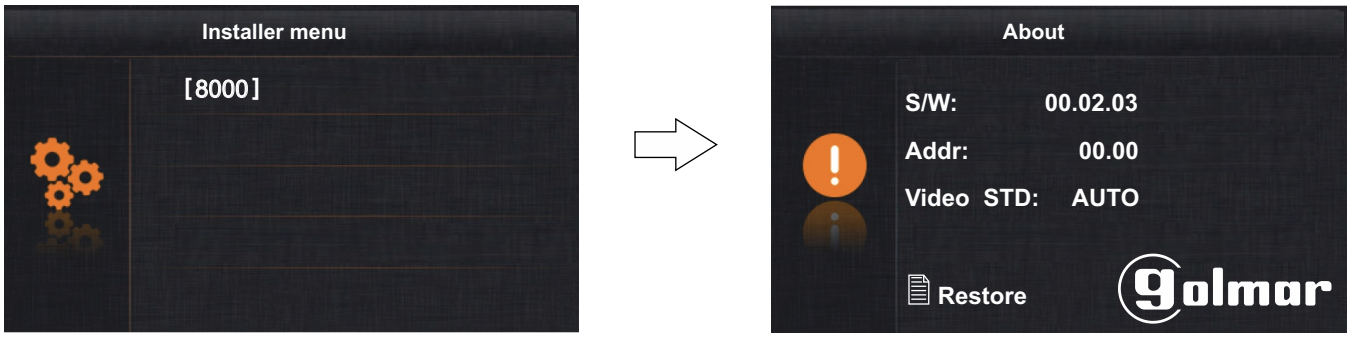
Continued overleaf

USER MENU

Continued from previous page.

Use buttons ↑ and ↓ to enter the first function code number and then press button ☰ to enter the next function code number; repeat the previous steps until the complete function code number is entered. Confirm the function code entered by pressing button ☰. To return to the previous screen, press option ↩. (See installer function codes on page 26).

Selection and information screen



Function codes (installer):

- ∗[8000]: Master monitor (factory default).
- [8004]: Surveillance monitor.
- [8016]: Menu not activated if BUS is busy (default setting).
- (2)[9015]: Intercom enabled.
- [9017]: No doctor mode (factory default).
- ∗[8001] a [8003]: Slave monitor 1 to 3.
- [8005]: End surveillance monitor (factory default).
- (1)[8017]: Menu activated if BUS is busy.
- [9016]:]: Intercom disabled (default setting).
- [9018]: With doctor mode.

∗ Each apartment must have only one master unit: Any other units in the apartment must be configured as slaves.

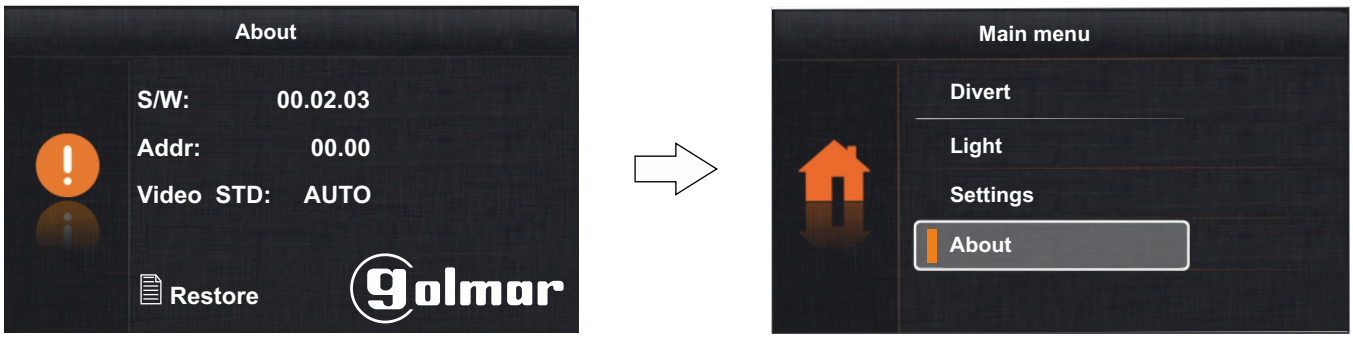
(1) It is recommended to activate function code [8017]: If there is more than one monitor in the apartment and an intercom call needs to be made.

(1)(2) It is recommended to activate function codes [9015] and [8017]: To make an intercom call between apartments.

Press option ↩ to go to the 2nd menu screen.

Selection and information screen

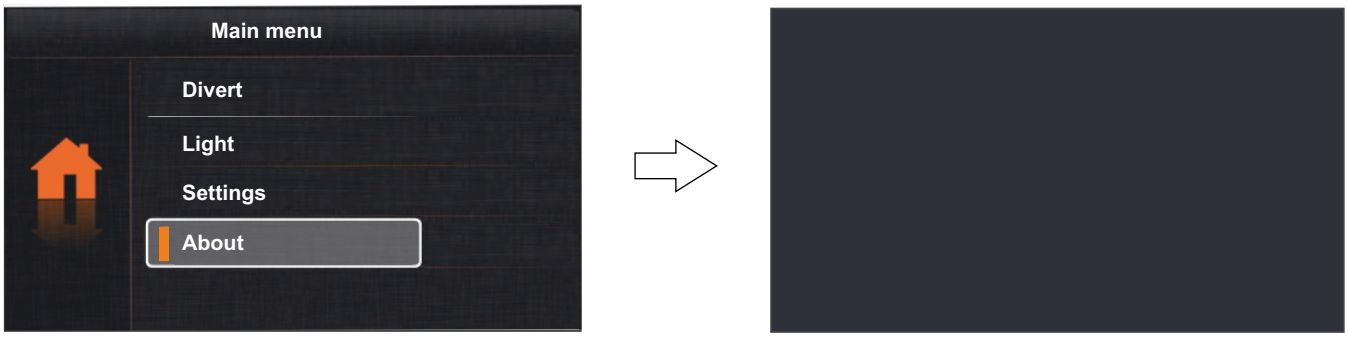
2nd menu screen



To exit the monitor's user menu function, press option ↩ or ⏻.

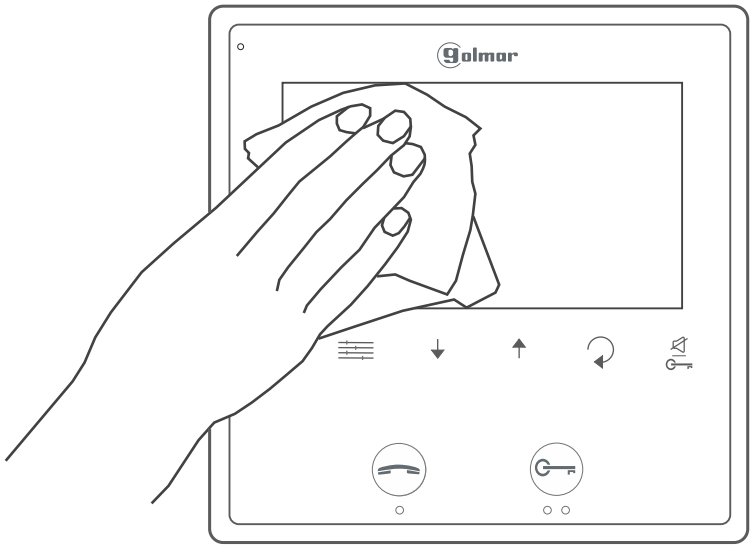
2nd menu screen

Monitor in standby



CLEANING THE MONITOR

- Do not use solvents, detergents or cleaning products that contain acids, vinegar or abrasive components.
- Use a soft damp lint-free cloth with water.
- Always wipe the monitor in the same direction, from top to bottom.
- After cleaning the monitor, remove any moisture with a soft dry lint-free cloth.



golmar
Sistemas de comunicación S.A.

golmar@golmar.es
www.golmar.es

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08940- Cornellá de Llobregat
SPAIN

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