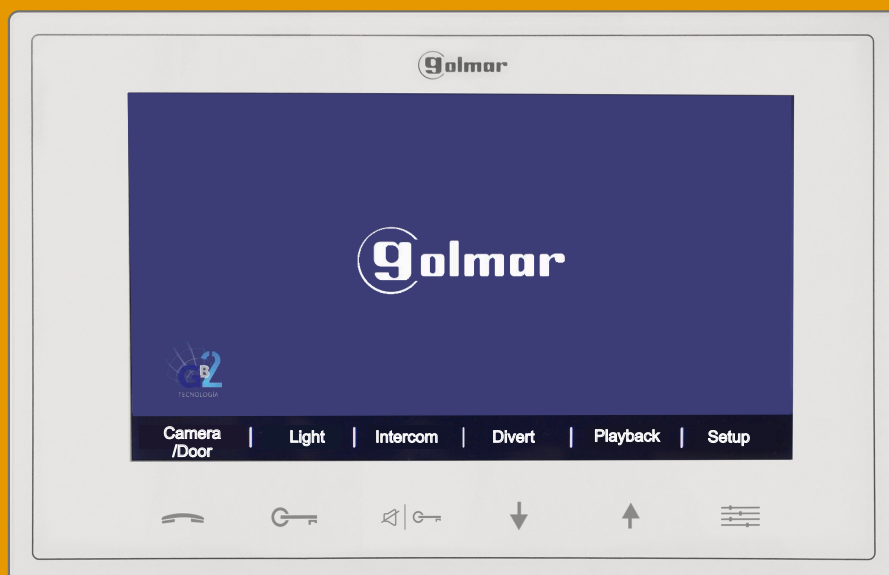


# USER MANUAL



## VESTA7 SE GB2 MONITOR VESTA7 SE GB2/H MONITOR



## 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 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 check the connections between the door panel, power supply, distributors and monitors.
- Always follow the instructions contained in this manual.

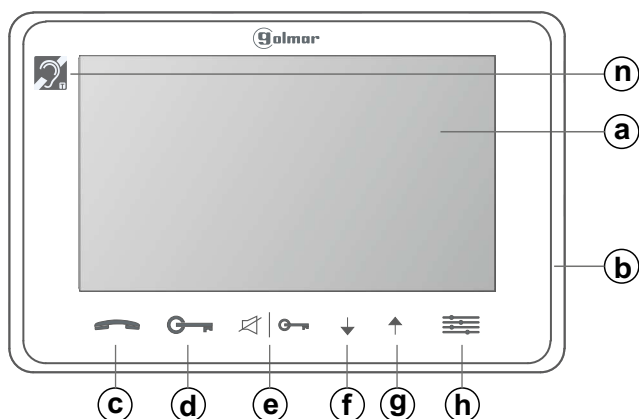
## CHARACTERISTICS

- Hands-free monitor.
- 7" TFT colour screen.
- Monitor with simple installation (non-polarised 2 wire BUS).
- The Vesta7 SE GB2/H monitor interacts with hearing aids equipped with T-mode, making conversation between apartment and door panel easier.
- Capacitive function buttons to access and select menu functions:
  - User menu:**
    - Displaying door panel images.
    - Displaying camera pictures (DQ-CAM-GB2 module required).
    - Activating the outdoor light.
    - Intercom calls between apartments.
    - Playback (M-IP-GB2 module required).
    - Settings: Ringtone, ringtone volume, default settings (restore), about and language.
  - Installer menu:** (Accessed through the 'About' option in the user menu).
    - Monitor as master or slave 1, slave 2 or slave 3. Up to 4 monitors per apartment.
    - Indicating the number of door panels (up to 4 access panels).
    - Indicating the number of cameras (up to 4 CCTV cameras, DQ-CAM-GB2 module required).
    - Enabling the menu to be viewed when the BUS is busy.
    - Activating intercom between apartments.
  - Screen and volume settings menu:** (during auto switch-on or communication).
    - Brightness.
    - Colour.
    - Contrast.
    - Monitor speaker volume (communication).
- Start/stop communication button and, in standby mode, it displays the image from the door panel.
- Lock release button 1 / in standby, it activates the outdoor light.
- Lock release button 2 / in standby, it activates/deactivates the 'do not disturb' function.
- Intercom within an apartment button.
- Menu access button.
- 'Doctor mode' function (automatic door opening).
- LED of button  in 'do not disturb' mode 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 auxiliary call repeater output (12Vdc/50mA maximum).

## SYSTEM OPERATION

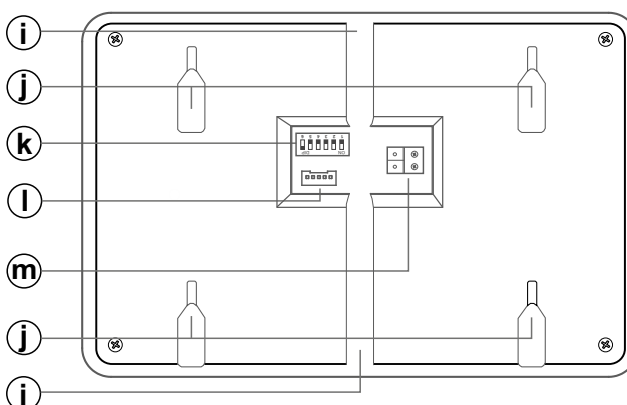
- To make a call, the visitor must press the button of the apartment; an audible sound indicates that the call is being made and LED  will turn on. If vocal synthesis is enabled, a 'Call is in progress' message appears indicating that a call is being made. At this moment, the apartment's monitors receive 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  on any monitor in the apartment. Door panel LED  will turn on.  
If the monitor is a Vesta7 SE GB2/H with icon  on the front, make sure that the hearing aid is 20cm 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  or  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. 7" TFT colour screen.
- b. Microphone.
- c. Start/stop communication button.  
In standby: Display door panel image.
- d. Door release button 1. In standby: Activation of outdoor light / Press for 6 seconds to activate/deactivate the 'doctor mode' function (function code [9018] must be activated).
- e. Lock release button 2. In standby: 'do not disturb' mode, a 3-second press activates/deactivates 'do not disturb' mode. If the mode is activated, icon illuminates.
- f. End call/communication button.  
In standby: Intercom function in the apartment.  
In auto spy/auto switch-on: Select other door panel(s), camera(s) in descending mode and in carousel (if any).
- g. In standby: Enter menu.

(continued)



- In auto spy/auto switch-on: Select other door panel(s), camera(s) in ascending mode and in carousel (if any).
- In call/communication: Select camera(s) in ascending mode and in carousel (if any).
- In standby: If there is a missed call, the LED blinks and when you press you access the 'playback' menu.
- h. In standby: Enter menu.  
Video activated: Screen and communication volume settings.
- i. Vertical wiring entries.
- j. Connector fixings.
- k. Configuration DIP switch.
- l. Connector.
- m. Bus connection terminals.
- n. Bus communication with hearing aids (Vesta7 SE GB2/H only). Set the hearing aid switch to T-mode, see p. 8.

### Menu buttons:



Menu entry and user settings button.



On menu screen: Divert (no function).



Menu entry and selection button.



On menu screen: Display door panel image.



On menu screen: Activate outdoor light.



On menu screen: Intercom function between apartments.

### Connection terminals and DIP switch:

#### Connection terminals:

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

**HZ+, HZ-:** Door bell connection.

**CALL REPEATER, GND:** Auxiliary 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.

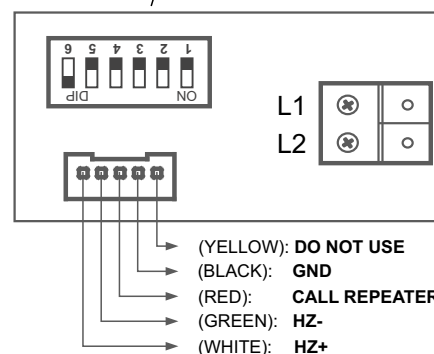
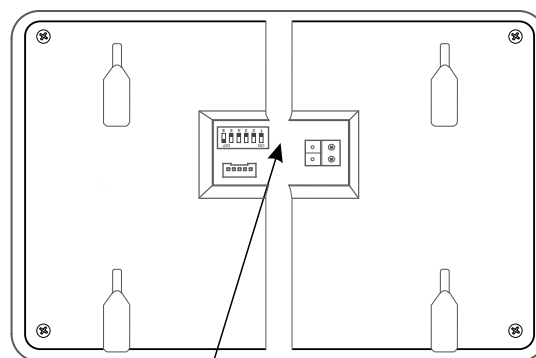
The monitor code is the sum of the values of the switches set to ON.

**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 video cable terminates. Set to OFF in intermediate monitors only.

**DIP 6 to ON**



**DIP 6 to OFF**



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

**Code 0 / 32 (\*)**



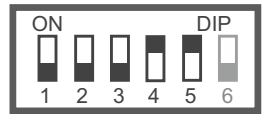
**Code 08**



**Code 16**



**Code 24**



**Code 01**



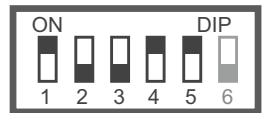
**Code 09**



**Code 17**



**Code 25**



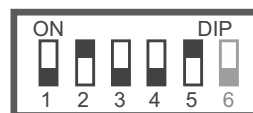
**Code 02**



**Code 10**



**Code 18**



**Code 26**



**Code 03**



**Code 11**



**Code 19**



**Code 27**



**Code 04**



**Code 12**



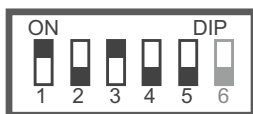
**Code 20**



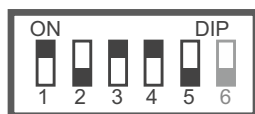
**Code 28**



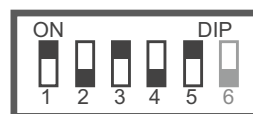
**Code 05**



**Code 13**



**Code 21**



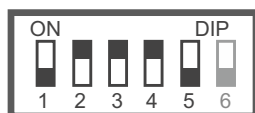
**Code 29**



**Code 06**



**Code 14**



**Code 22**



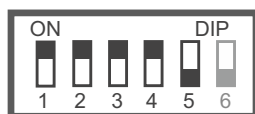
**Code 30**



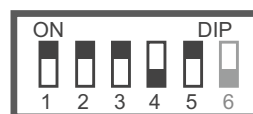
**Code 07**



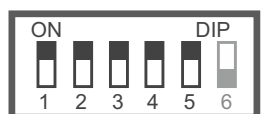
**Code 15**




**Code 23**



**Code 31**



### (\*) **Important:**

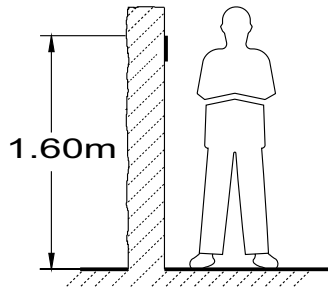
- In door panel systems with call buttons, the first address on the monitor is 'Code 0'.
- In coded panel systems (N3301/GB2), 'Code 0' is 'Code 32', which means that when a call is made to a monitor with 'Code 0' (DIP 1 to DIP 5 set to OFF),  needs to be entered on the N3301/GB2 numeric keypad.
- In the software (Address Manager GB2), 'Code 0' is also shown as 'Code 32'.

## INSTALLING THE MONITOR IN A WALL MOUNTING CONNECTOR

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

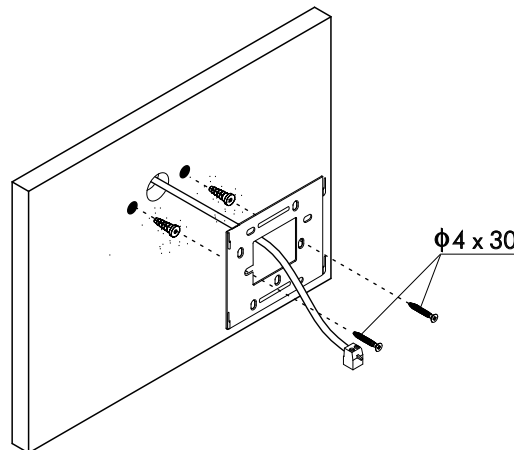
### **Positioning the wall mounting connector:**

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:**

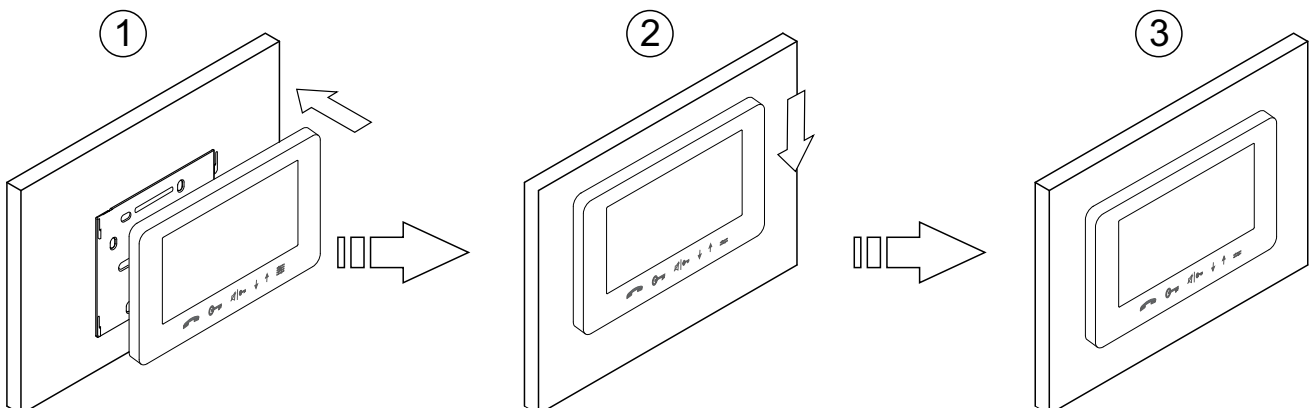
Fix the monitor's wall mounting connector to the wall by drilling two 6mm diameter holes and using the screws and plugs supplied with the monitor.



### **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.**

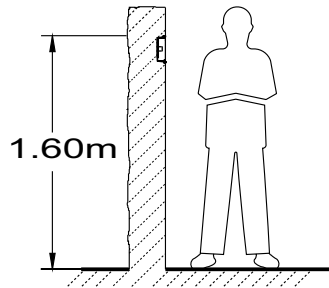


## INSTALLING THE MONITOR IN AN EMBEDDING BOX

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

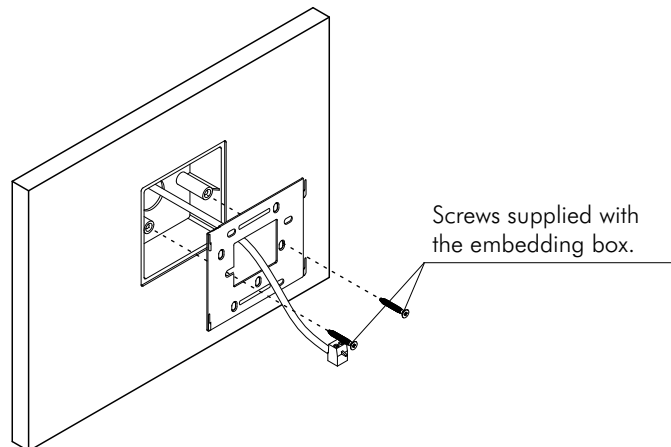
### Location of the embedding box:

Make a hole in the wall to position the top of the universal embedding box at a height of 1.60m 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:

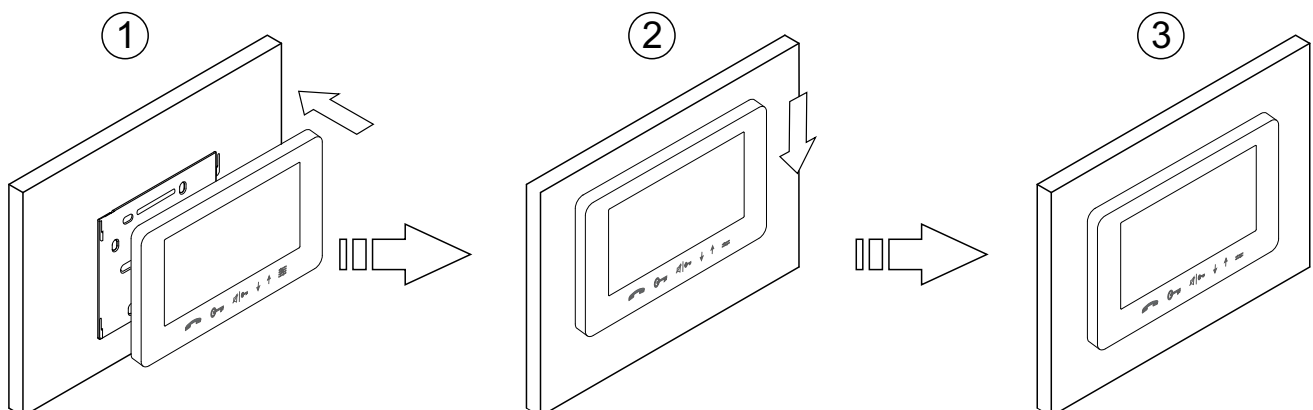
Pass the cable through the hole made in the embedding box. Embed the box and ensure that it is level and flush. Fix the wall mounting connector of the monitor to the embedding box with the screws supplied.



### Positioning the monitor:

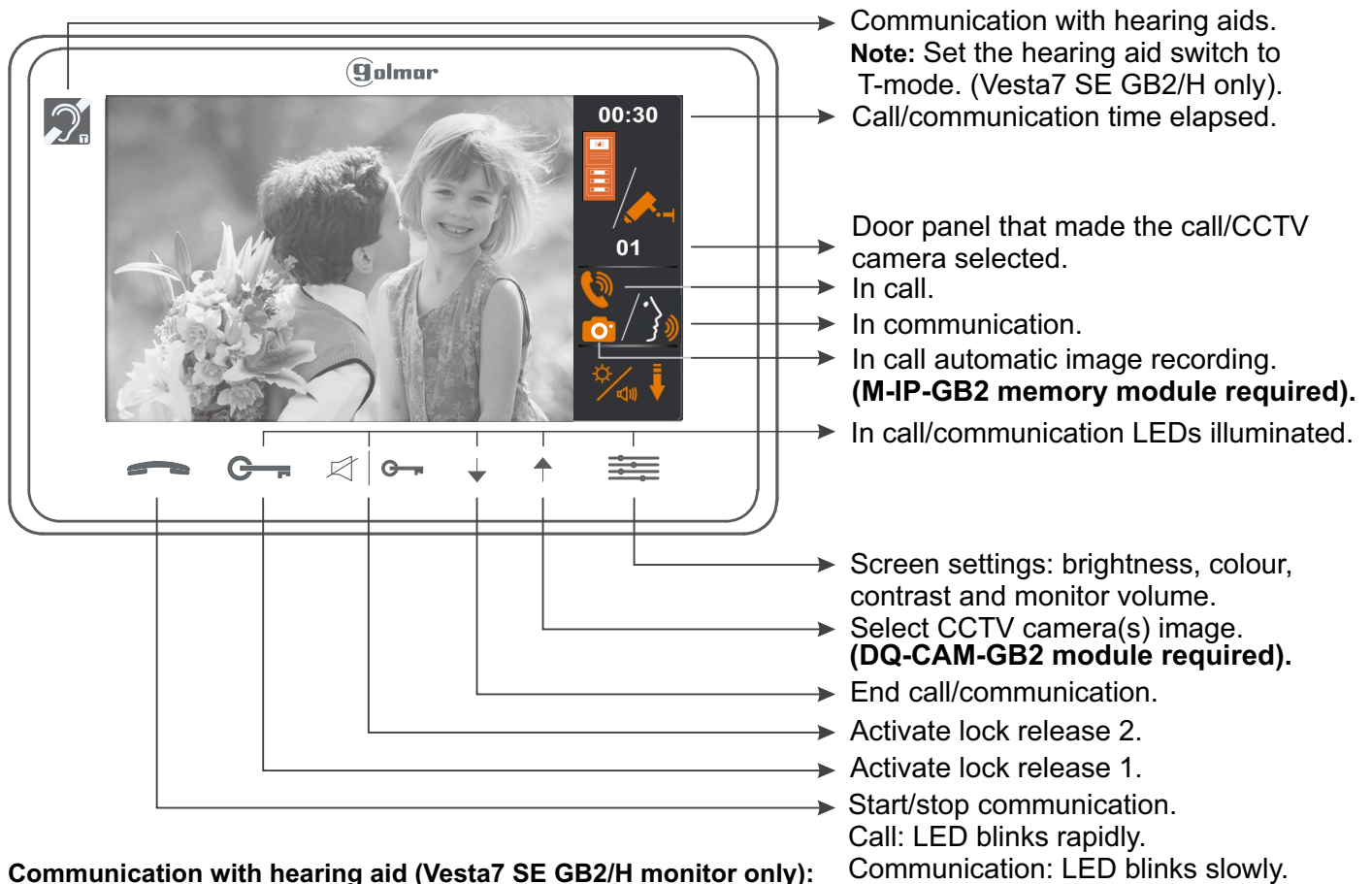
Connect the cables to the monitor (see p. 4), position the monitor in front of the wall mounting connector, ensuring that the holes in the base of the monitor line up with those on the connector ①, and then move the monitor downwards ② until the monitor is securely fixed to the connector ③.

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

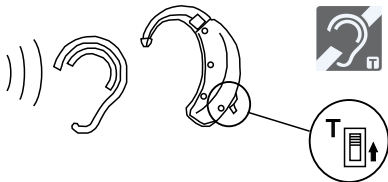


## OPERATION

### Monitor description when receiving a call and during communication:



### Communication with hearing aid (Vesta7 SE GB2/H monitor only):



Make sure that the hearing aid is 20cm 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, the LEDs will illuminate (the LED of button will blink rapidly) and the image from the door panel will be displayed on the master monitor without the visitor knowing. 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 a video (for video, a 16GB Class 10 MicroSD card is required, not supplied) and the LED of button 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.




## OPERATION

Continued from previous page.



### **1.2 Call not answered (missed call):**

When a call is received, the monitor(s) will play a melody, the LEDs will illuminate (the LED of button  will blink rapidly) and the image from the door panel will be displayed on the master monitor without the visitor knowing. 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 a video (for video, a 16GB Class 10 MicroSD card is required, not supplied) and the LED of button  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, the LEDs will illuminate (the LED of button  will blink rapidly) and the image from the door panel will be displayed on the master monitor without the visitor knowing. If there is an M-IP-GB2 memory module, it will automatically take a photo or record a video (for video, a 16GB Class 10 MicroSD card is required, not supplied) and the LED of button  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.


 End call.


### **1.4 Answering a call from the door panel:**


When a call is received, the monitor(s) will play a melody, the LEDs will illuminate (the LED of button  will blink rapidly) and the image from the door panel will be displayed on the master monitor without the visitor knowing. If there is an M-IP-GB2 memory module, it will automatically take a photo or record a video (for video, a 16GB Class 10 MicroSD card is required, not supplied) and the LED of button  will blink indicating that a photo/video is pending viewing. To answer the call, press button  (the LED of button  will blink slowly). If the monitor is a Vesta SE GB2/H with icon  on the front, make sure that the hearing aid is 20cm 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  or  is pressed again.



 Start/stop communication.




 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.

## OPERATION


Continued from previous page.


### **1.5 Answering a call from the door panel and showing cameras (DQ-CAM-GB2 module required):**


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 a video (for video, a 16GB Class 10 MicroSD card is required, **not supplied**) and the LED of button  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 20cm 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  or  is pressed again.



 Start/stop communication.



 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.

 In call or communication: selects from the door panel the image of the camera(s) in ascending mode and in carousel (DQ-CAM-GB2 module 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.

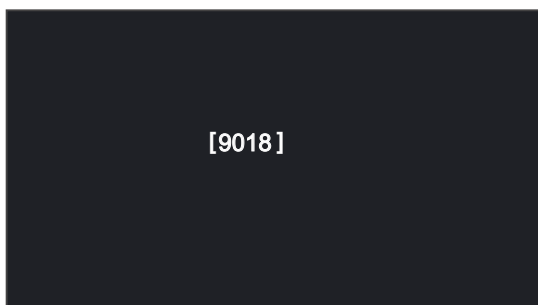
### **1.6 'Doctor mode' function (automatic door opening):**

#### **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 a video 4 seconds after receiving a call from the door panel (for video, a 16GB Class 10 MicroSD card is required, **not supplied**) and the LED of button  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. 22 and 24).



#### **Activating 'doctor mode':**

To activate doctor mode, the monitor must be in standby mode. Then press button  for 6 seconds, the LED of button  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 6 seconds, the LED of button  will turn off to indicate that the doctor mode function is activated.

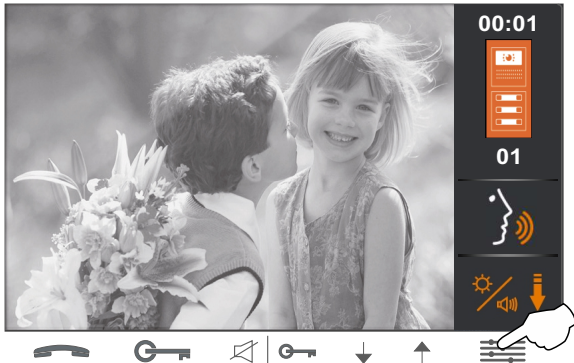
#### **Important:**








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.

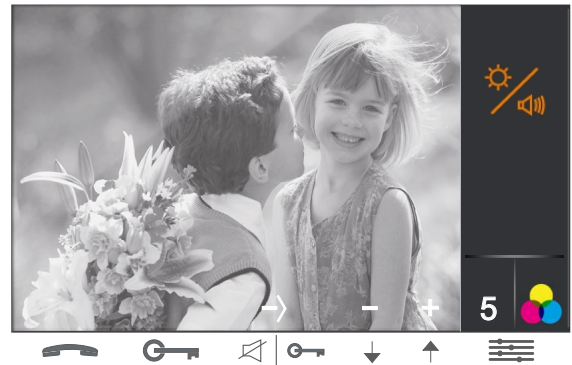
When deactivating 'do not disturb' mode (with the monitor's 'doctor mode' activated), the status LED will blink and the 'doctor mode' function will be reactivated.




## SCREEN AND VOLUME SETTINGS MENU

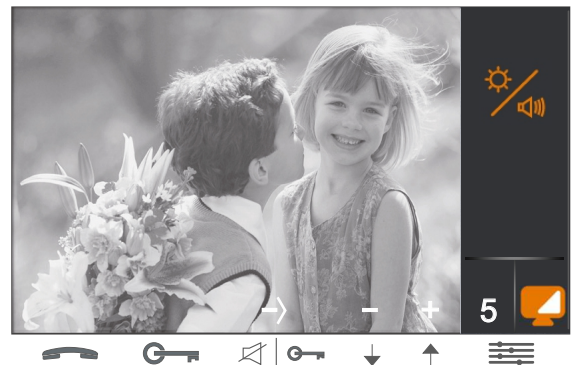
**To adjust brightness**, the monitor must be in communication or auto switch-on mode. Then press button  to show on screen option . Using menu buttons  and , select the required brightness level. Press button  to change the following option  or press  to exit the settings menu.










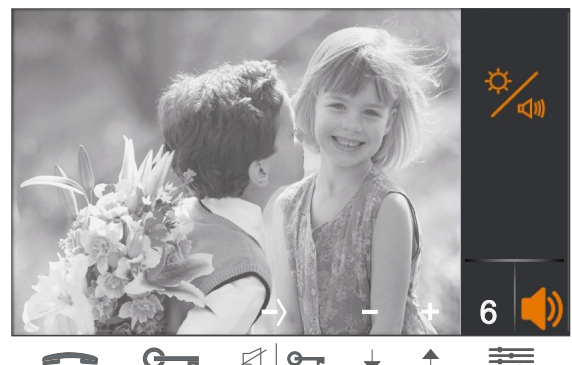
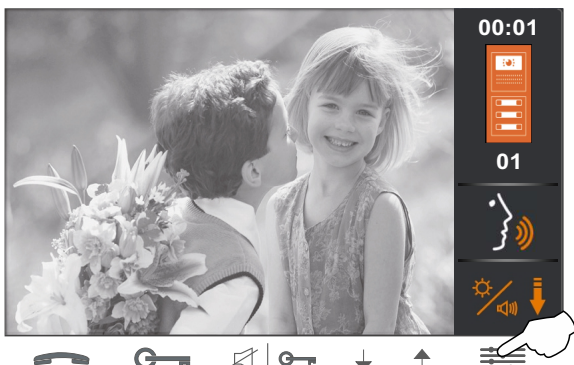
**To adjust the colour**, the monitor must be in communication or auto switch-on mode. Then press button  repeatedly until option  is displayed on the screen. Using menu buttons  and , select the required colour level. Press button  to change the following option  or press  to exit the settings menu.



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

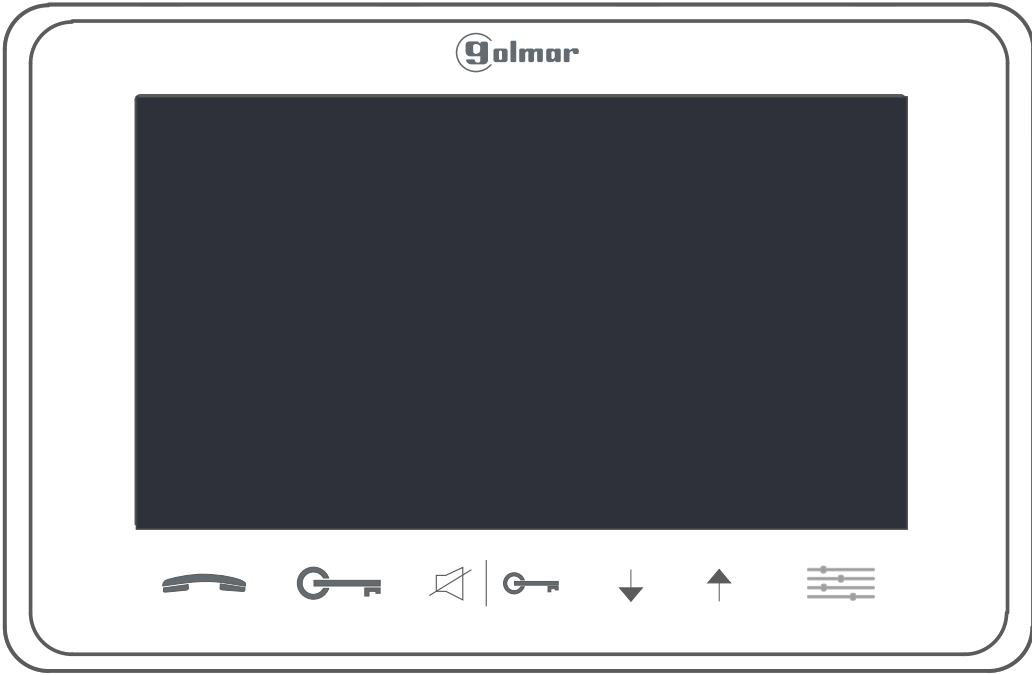


**To adjust the communication volume**, the monitor must be in communication or auto switch-on mode. Then press button  repeatedly until option  is displayed on the screen. Using menu buttons  and , select the required volume level. Press button  to return to option  or press  to exit the settings menu.



USER DIRECT ACCESS FUNCTIONS

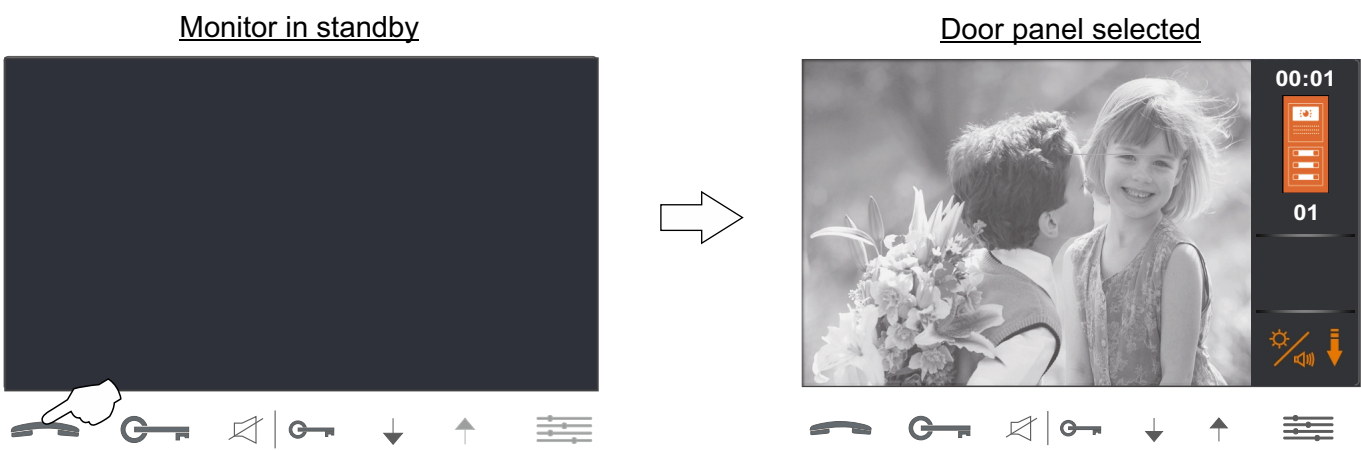
Description of buttons with user direct access functions:



- Display door panel image.
- Activate outdoor light.
- Activate/deactivate the 'do not disturb' mode function.
- Activate intercom function within apartment.
- If there is a missed call: The LED of button blinks and when you press you access the 'playback' menu, (see pp. 20-22).

1. Displaying door panel/camera images:

**1.1 To display the image from one of the installed door panels/cameras**, press button while the monitor is in standby. The following screen will display the image from the door panel with address 1, indicating the selected door panel '01' and the elapsed connection time.





## USER DIRECT ACCESS FUNCTIONS

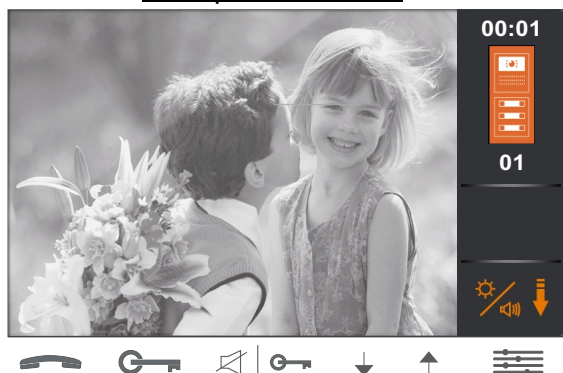
Continued from previous page.

Then, using menu buttons  $\downarrow$  and  $\uparrow$ , select the desired door panel/camera (DQ-CAM-GB2 module required, for function codes, see p. 24) in descending and ascending mode respectively (carousel mode).

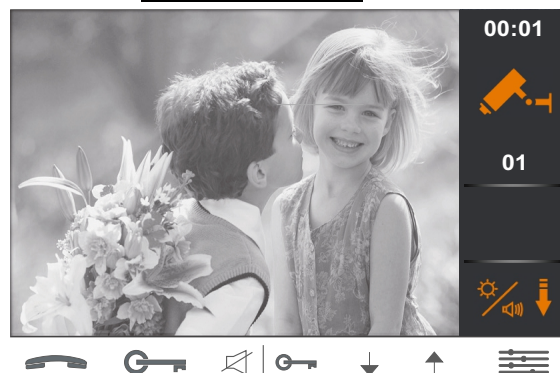
The connection will last for 30 seconds or until option  $\text{☞}$  is pressed twice if a door panel is selected or once if a camera is selected.

During door panel selection, door 1 and 2 can be opened by pressing the corresponding button  $\text{☞} / \text{☞}$  : one press will activate lock release 1 or 2 for five seconds.

Door panel selected



Camera selected



To establish audio and video communication with the selected door panel, press button  $\text{☞}$ . The screen will display symbol  $\text{☞}$ . Communication will last for one and a half minutes or until button  $\text{☞}$  is pressed again.

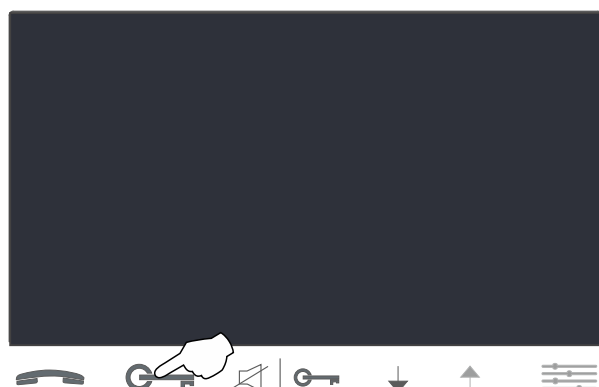
During door panel selection, door 1 and 2 can be opened by pressing the corresponding button  $\text{☞} / \text{☞}$  during the image display or communication processes: one press will activate lock release 1 or 2 for five seconds.



### 2. Activating the outdoor light:

**2.1 To activate the outdoor light**, press button  $\text{☞}$  while the monitor is in standby. The outdoor light (SAR-GB2 module required) activates for 1 minute, see the TSAR-GB2 ML user manual for how to set other light activation times.

Monitor in standby





Continued overleaf

## USER DIRECT ACCESS FUNCTIONS



Continued from previous page.

### **3 Activating 'do not disturb' mode:**




**3.1 To activate 'do not disturb' mode,** press button  on the master monitor for 3 seconds while in standby. The status LED of button  of the master and secondary monitors in the apartment will illuminate indicating that the function is activated. The monitors in the apartment will not receive door panel or intercom calls.

Monitor in standby

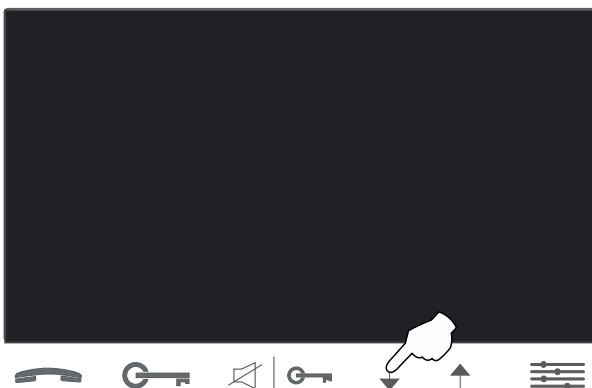


**3.2 To deactivate 'do not disturb' mode, (\*)** press button  on the master monitor for 3 seconds while in standby. The status LED of button  of the master and secondary monitors in the apartment will turn off indicating that the function is deactivated.

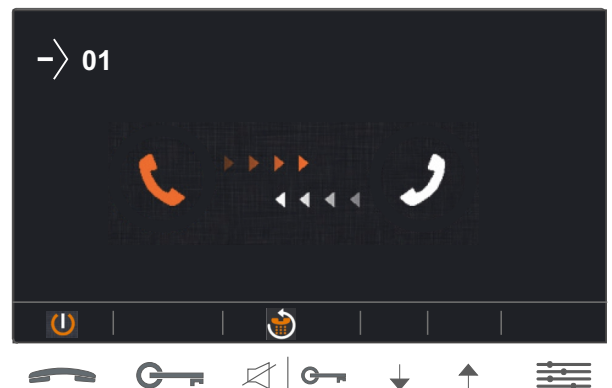
### **4 Intercom calls within an apartment:**

**4.1 To activate the intercom within an apartment,** press button  on the monitor while in standby. The following call screen will be displayed, the status LED of button  will blink rapidly and 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 button  to cancel the call.

Monitor in standby








Make an intercom call

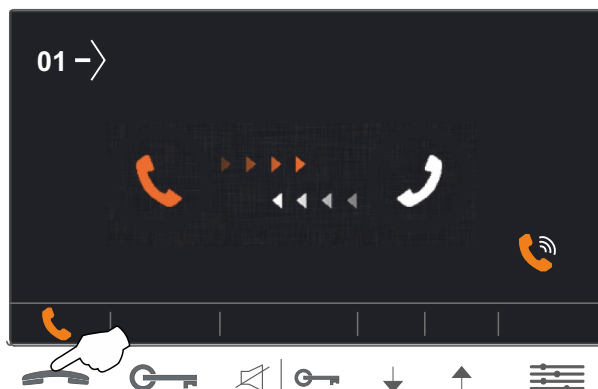


## USER DIRECT ACCESS FUNCTIONS

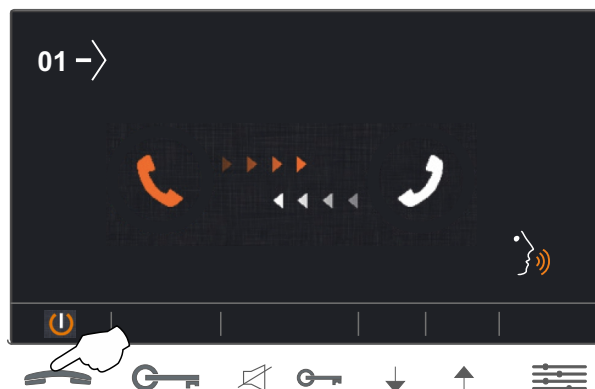
Continued from previous page.



On the other monitors in the apartment, the status LED of button  will blink rapidly and a melody will indicate that an intercom call is being made. Press button  to accept the call and establish communication, the status LED of button  will blink slowly, or press button  to cancel it. If the call is accepted, communication will last for one and a half minutes or until button  is pressed again.

Receive an intercom call



In communication



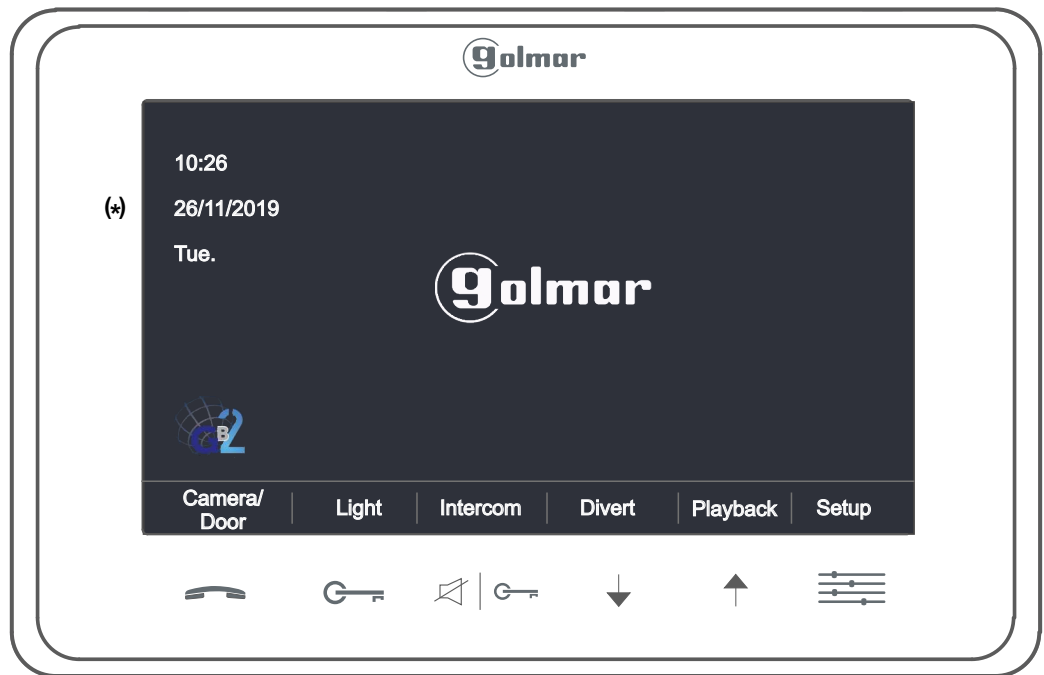
If a call is received from the door panel in the apartment during an intercom process, the intercom call will be cancelled, a melody on the apartment's monitor will warn that a call is being made and an image will appear on the master monitor. To establish communication with the door panel, press button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

If a call is received from another apartment during an intercom process, the intercom call will be cancelled, a melody on the apartment's monitor will warn that a call is being made and the address of the apartment making the intercom call will be displayed (see 'Intercom between apartments' on pp. 18-19).

The ringtones vary depending on where the call is being made from, enabling the user to identify its origin (door panel, intercom or apartment door).

USER MENU

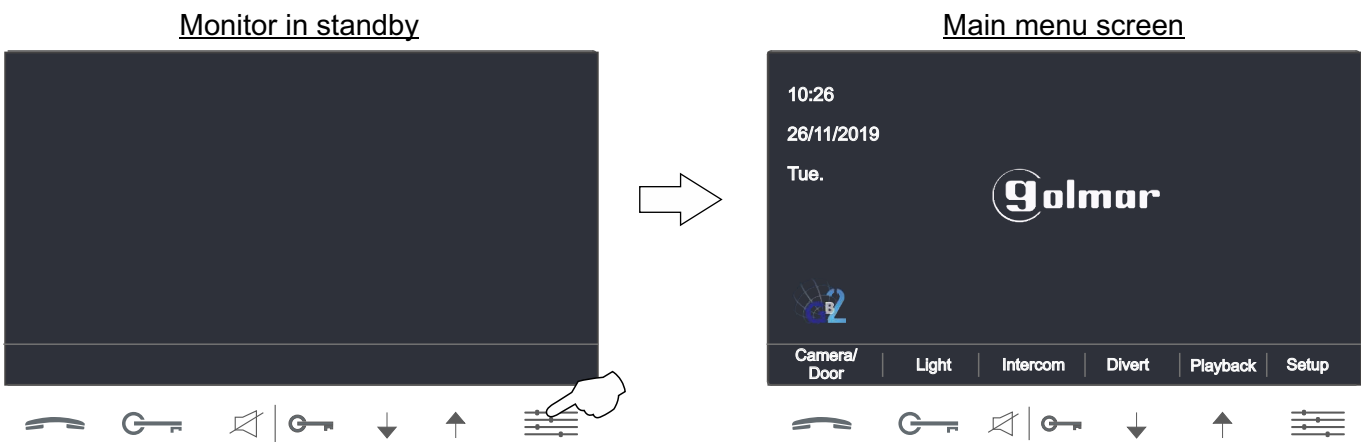
Description of the menu buttons:



(\*) **Note:** The date and time is only displayed if an M-IP-GB2 memory module is installed.

- |  |                                       |  |                                       |
|--|---------------------------------------|--|---------------------------------------|
|  | Menu entry and user settings button.  |  | Display door panel image.             |
|  | No 'Divert' function.                 |  | Activate outdoor light.               |
|  | Menu entry button and 'Image memory'. |  | Intercom function between apartments. |

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





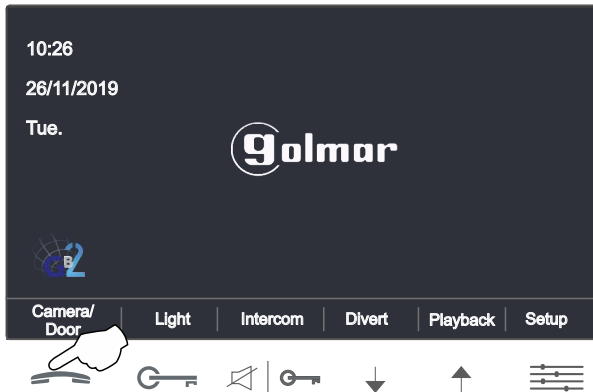
## USER MENU



Continued from previous page.


### **1. Displaying door panel/camera images:**



**To display the image from one of the installed door panels/cameras,** press button .

Main menu screen



The following screen will display the image from the door panel with address 1, indicating the selected door panel '01' and the elapsed connection time. Then, using menu buttons  and , select the desired door panel/camera (for camera, a DQ-CAM-GB2 module is required, for function codes, see p. 24) in descending and ascending mode respectively (carousel mode).

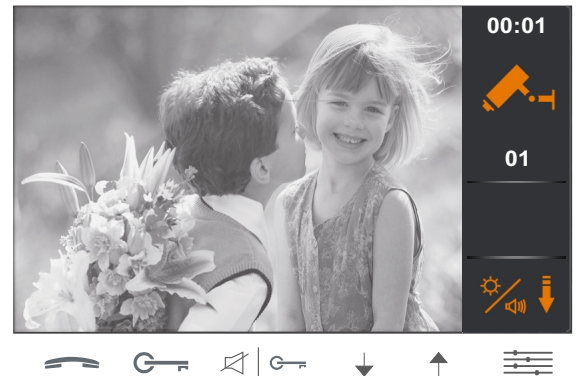
The connection will last for 30 seconds or until option  is pressed twice if a door panel is selected or once if a camera is selected.




During door panel selection, door 1 and 2 can be opened by pressing the corresponding button  /  : one press will activate lock release 1 or 2 for five seconds.



Door panel selected



Camera selected





**To establish audio and video communication with the selected door panel,** press button . The screen will display symbol . Communication will last for one and a half minutes or until button  is pressed again.

During door panel selection, door 1 and 2 can be opened by pressing the corresponding button  /  during the image display or communication processes: one press will activate lock release 1 or 2 for five seconds.



 Start/stop communication.

 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

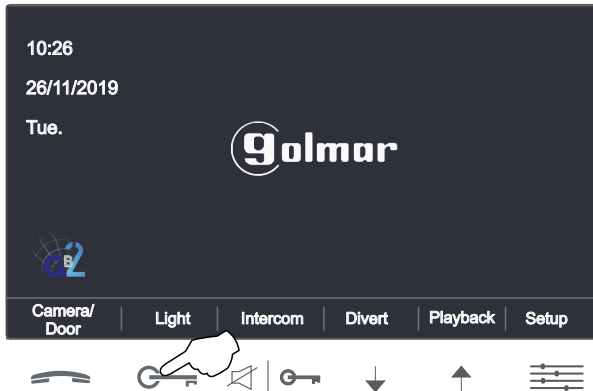
## USER MENU

Continued from previous page.




### **2. Activating the outdoor light: (SAR-GB2 module required)**

**To activate the outdoor light**, press button . The outdoor light (SAR-GB2 module required) will activate for 1 minute. See the TSAR-GB2 ML user manual for how to set other light activation times.

Main menu screen

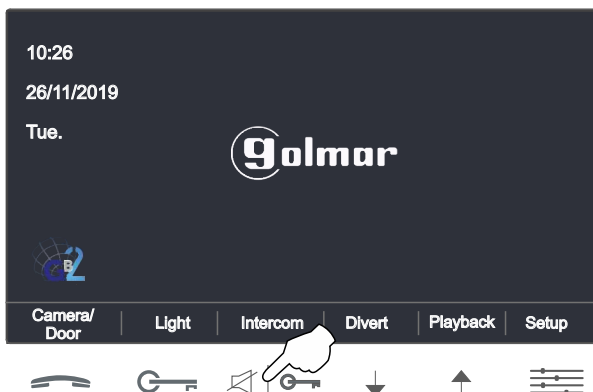


### **3. Intercom between apartments:**

**To access the intercom function between apartments**, 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' p. 22 and p. 24).

Main menu screen



Apartment selection screen

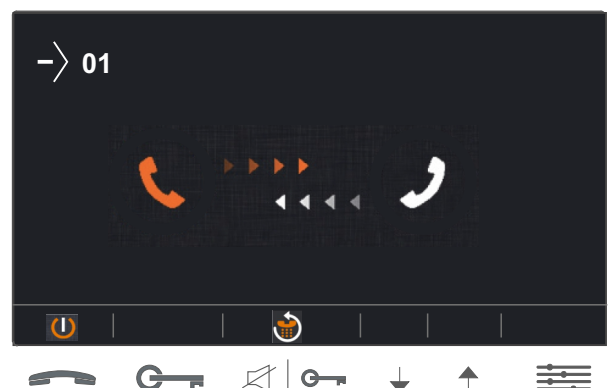


Then press button  to make the call. The following call screen will be displayed indicating the address of the apartment to call. The status LED of button  will blink rapidly and a long audible tone will confirm that the call is being made or a series of short audible tones will indicate that the unit 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.

Apartment selection screen








Make an intercom call



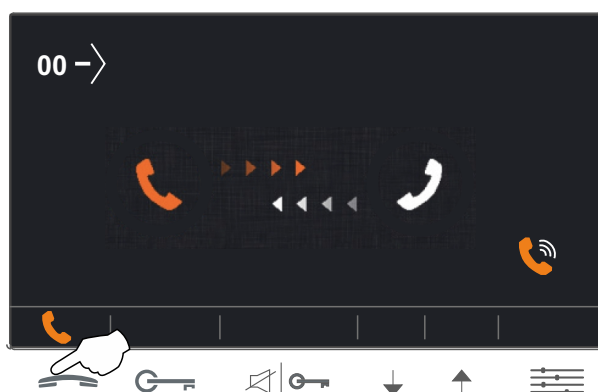
Continued overleaf

## USER MENU

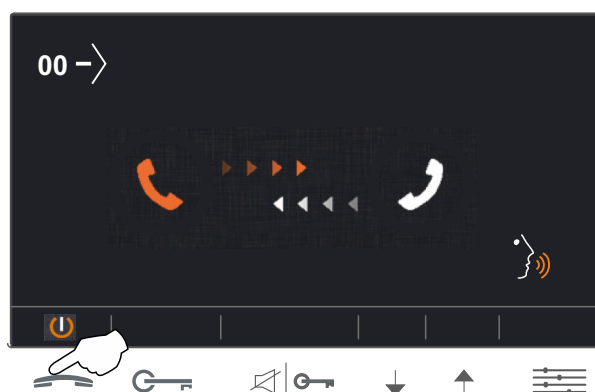
Continued from previous page.



On the monitor(s) of the apartment called, the status LED of button  will blink rapidly, a melody will indicate that an intercom call is being made and the address of the apartment making the call will be shown. Press button  to accept the call and establish communication, the status LED of button  will blink slowly, or press button  to cancel it. If the call is accepted, communication will last for one and a half minutes or until button  is pressed again.

Receive an intercom call



In communication

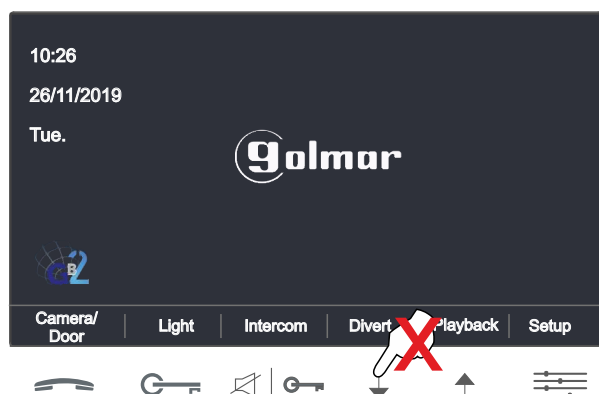


If during the intercom process a call is received from the door panel of another apartment, the intercom process will be cancelled; the monitor in the apartment will emit a melody to indicate that the call is being made and the image will appear on the master monitor. To establish communication with 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 (door panel, intercom or apartment door).

### 4. Divert: (No function)




Main menu screen



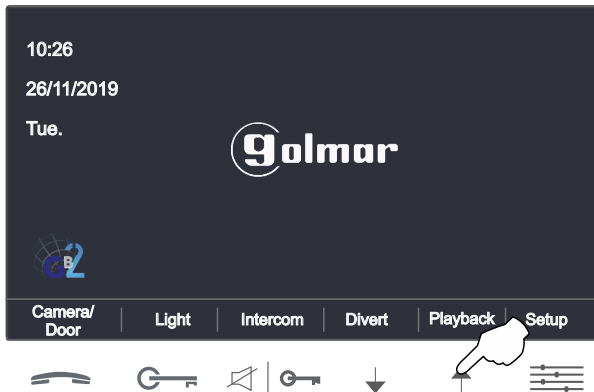
## USER MENU

Continued from previous page.

### 5. Playback: (M-IP-GB2 module required)




To display the call photos/videos on the door panel, press button . The following 'Playback' 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).

Main menu screen

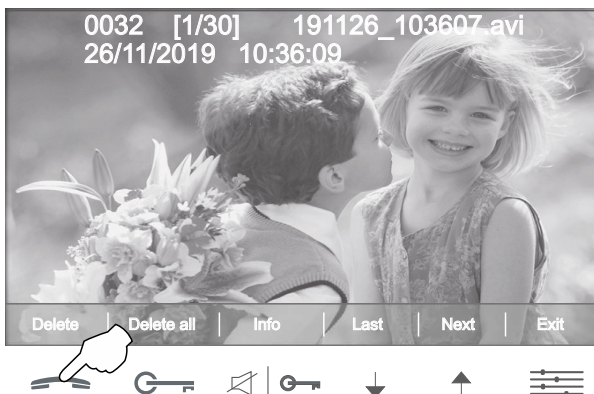


Selection screen

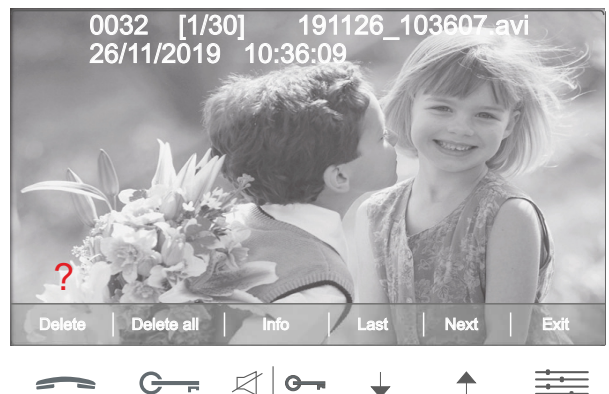





To delete the selected photo/video, press button . Symbol ? will be displayed above the 'delete' option. Press button  to confirm the deletion and show the next saved photo/video or press button  to cancel the deletion and show the next saved photo/video.

Selection screen

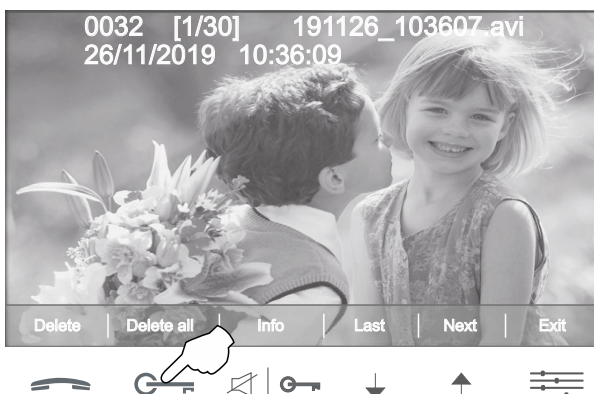


Selection screen

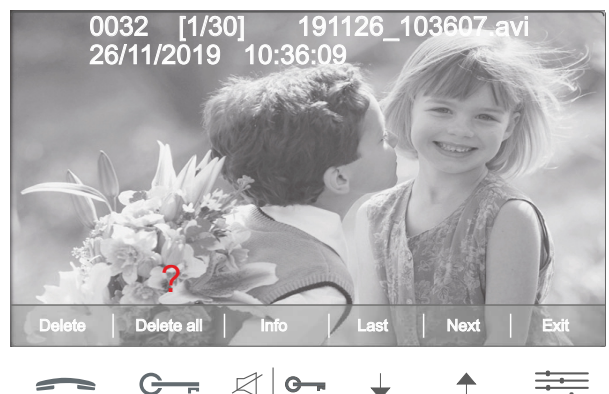


To delete all recorded photos/videos, press button . Symbol ? will be displayed above the 'delete all' option. Press button  to confirm the deletion of all saved photos/videos or press button  to cancel the deletion and show the next saved photo/video.

Selection screen



Selection screen



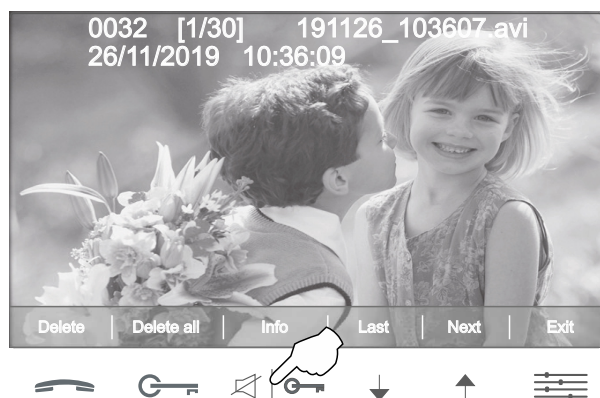
Continued overleaf

## USER MENU

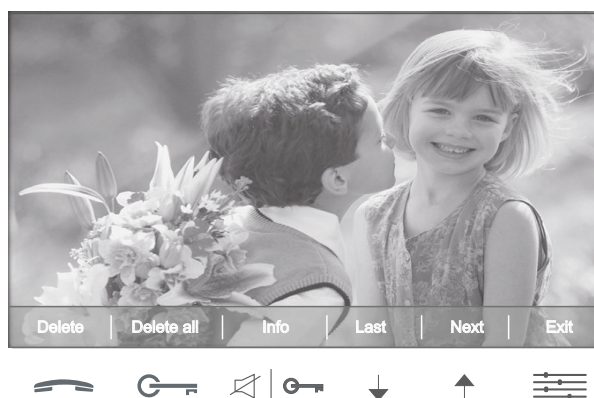
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**To hide/show the photo/video information**, press button . Every time button  is pressed, it will hide or show the information of the selected photo/video.

Selection screen



Selection screen

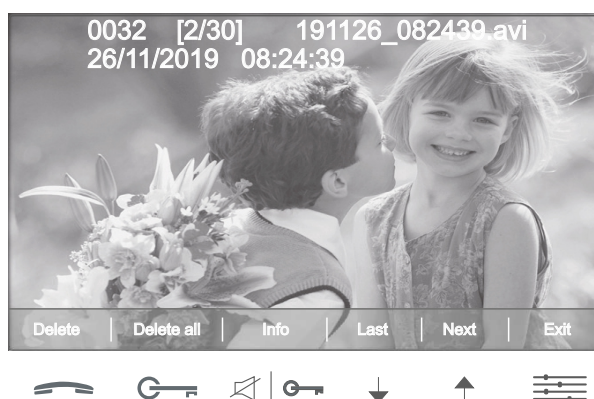




**To view the previous photos/videos**, press button . Every time button  is pressed, the previous photo/video will be shown in date/time order.

Selection screen



Selection screen

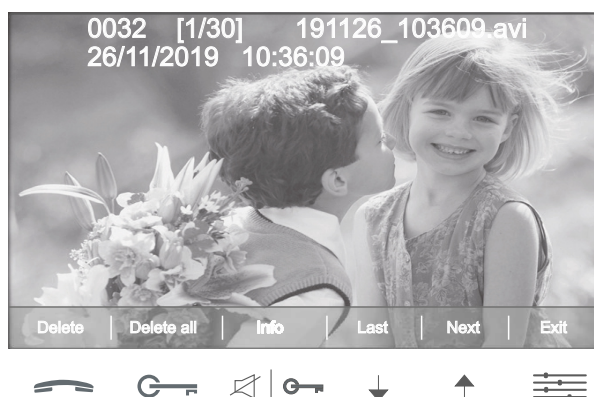



**To view the following photos/videos**, press button . Every time button  is pressed, the following photo/video will be shown in date/time order.

Selection screen



Selection screen











**To exit the 'Palyback' option**, press button . The main menu will then be displayed.



## USER MENU

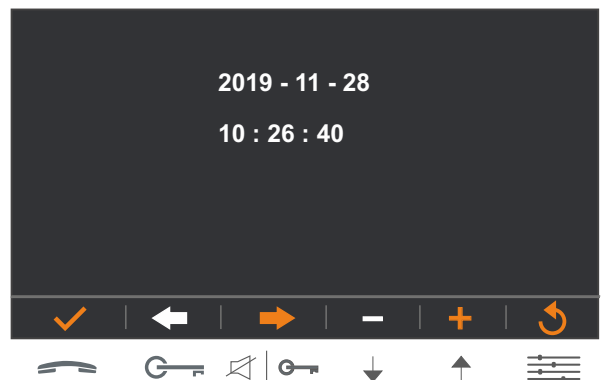
Continued from previous page.

**To change the date and time**, go to option '**6. Settings**' and select 'Default settings' (as indicated on p. 22 and p. 24) and then press button  for 3 seconds. The following 'Date & Time' settings screen will be displayed. Press buttons  /  to move over the date/time setting and use buttons  and  to change the values. Press button  to save, and then press button  to return to the settings menu. To exit to the monitor's standby state, press button .


Default settings



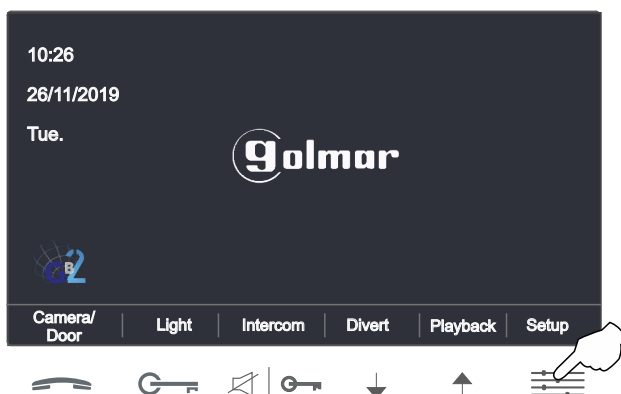
Date and time settings screen



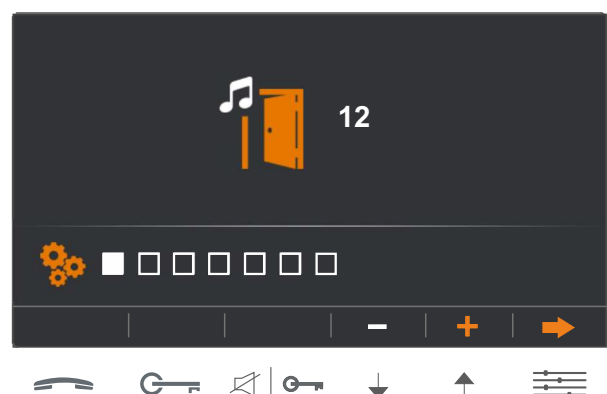
### **6. Settings (ringtone, ringtone volume, default settings, about and language selection):**




To access the monitor settings, press button . The settings screen will be displayed.

Main menu screen

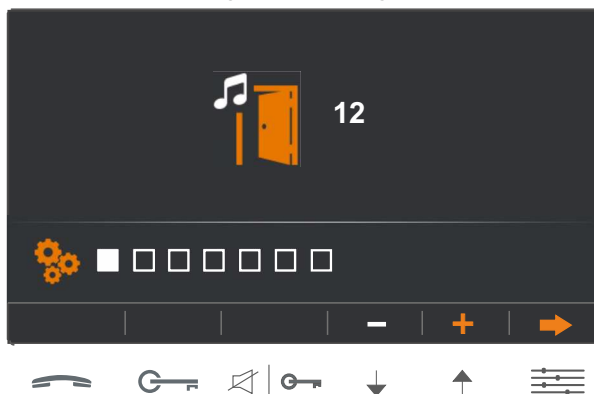


Settings screen

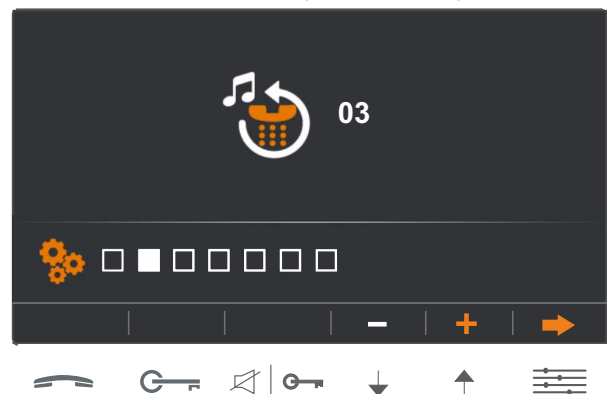


**6.1 To change the door panel ringtone**, use buttons  and . Then press button  to change the intercom ringtone.

Ringtone settings



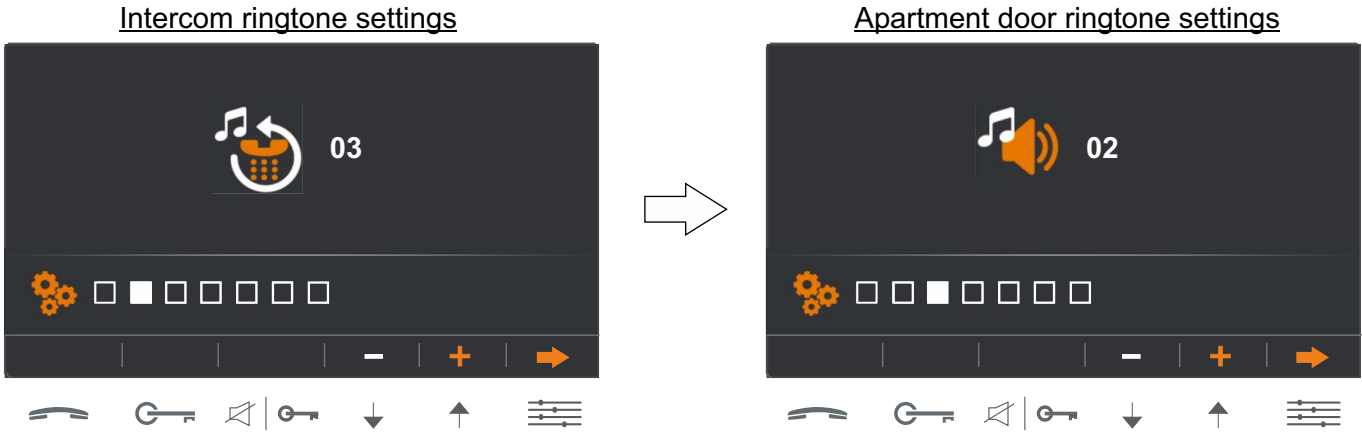
Intercom ringtone settings




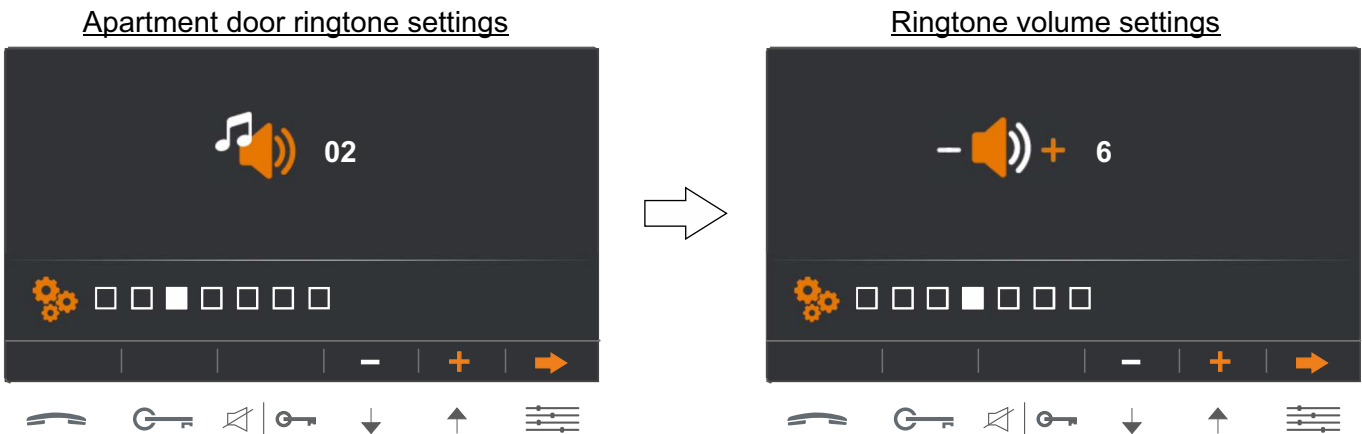
### USER MENU


Continued from previous page.

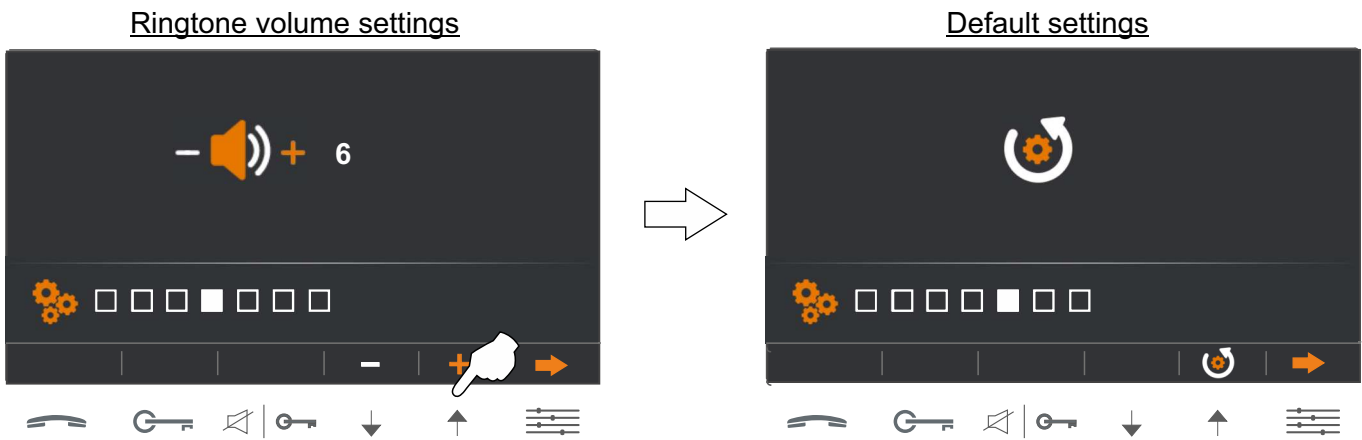
**6.2 To change the intercom ringtone**, use buttons ↓ and ↑ . Then press option  to change the apartment door ringtone.



**6.3 To change the apartment door ringtone**, use buttons ↓ and ↑ to select the desired volume. Then press option  to change the ringtone volume.





**6.4 To change the ringtone volume**, use buttons ↓ and ↑ to select the desired volume. Then press option  to access the default settings function.

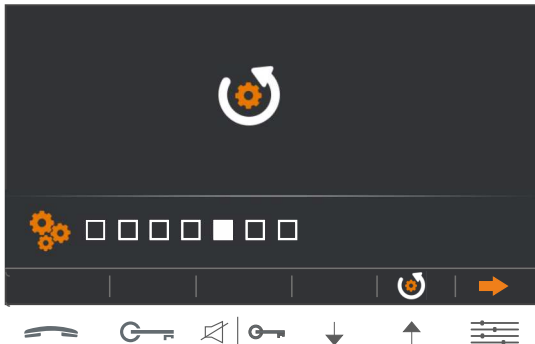


## USER MENU

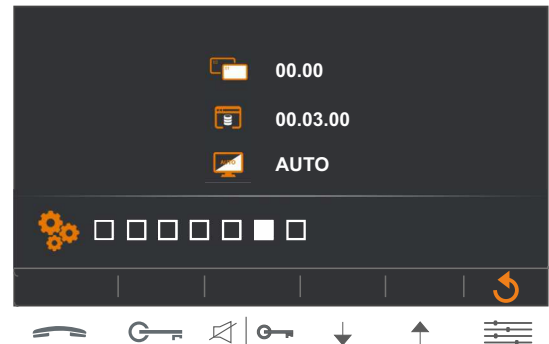
Continued from previous page.

**6.5 Default settings.** To reset the settings (ringtones, call volume, brightness, colour, contrast and communication volume) in '6. Settings' (see pp. 22-23) and 'screen and volume settings' (see p. 11) to factory default, press button  and a long tone will confirm that the function has been performed. Then press option  for the 'About' selection and it will display the following selection and information screen.


Default settings



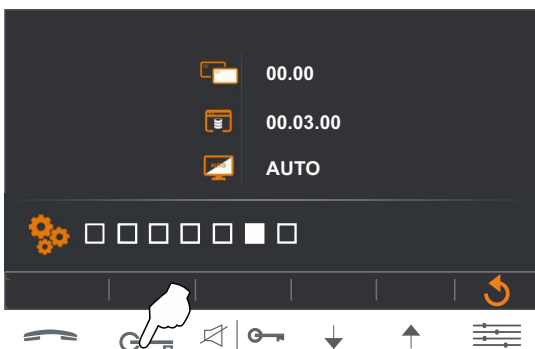
Selection and information screen



### 6.6 About (installer information and menu):






**To access the installer menu,** on the monitor's selection and information screen, press button  for 3 seconds. The following setup screen will be displayed.

Selection and information screen

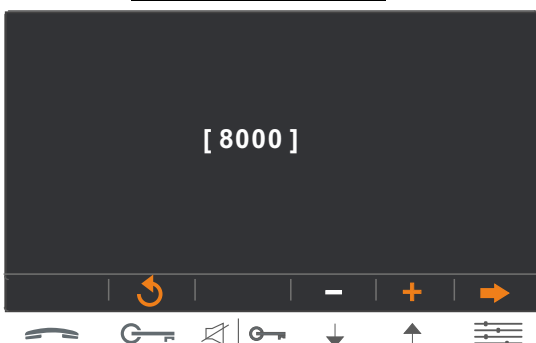


Installer menu screen



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 exit, press option  and return to the settings menu.

Installer menu screen



Ringtone settings



### Function codes (installer):


- \*[8000]: Master monitor (factory default).
- [8016]: Menu not activated if BUS is busy (default setting).
- (2)[9015]: Intercom enabled.
- [9017]: Doctor mode disabled (factory)
- [9200] a [9204]: No camera to 4 cameras installed (up to 4 CCTV cameras, DQ-CAM-GB2 module required).
- \* Each apartment must have only one master unit: Any other units in the apartment must be configured as slaves.
- (1) Activate function code [8017]: If there is more than one monitor in the apartment and an intercom call needs to be made.
- (1)(2) Activate function codes [9015] and [8017]: To make an intercom call between apartments.
- \*[8001] a [8003]: Slave monitor 1 to 3.
- (1)[8017]: Menu activated if BUS is busy.
- [9016]: Intercom disabled (default setting).
- [9018]: Doctor mode enabled.

Continued overleaf






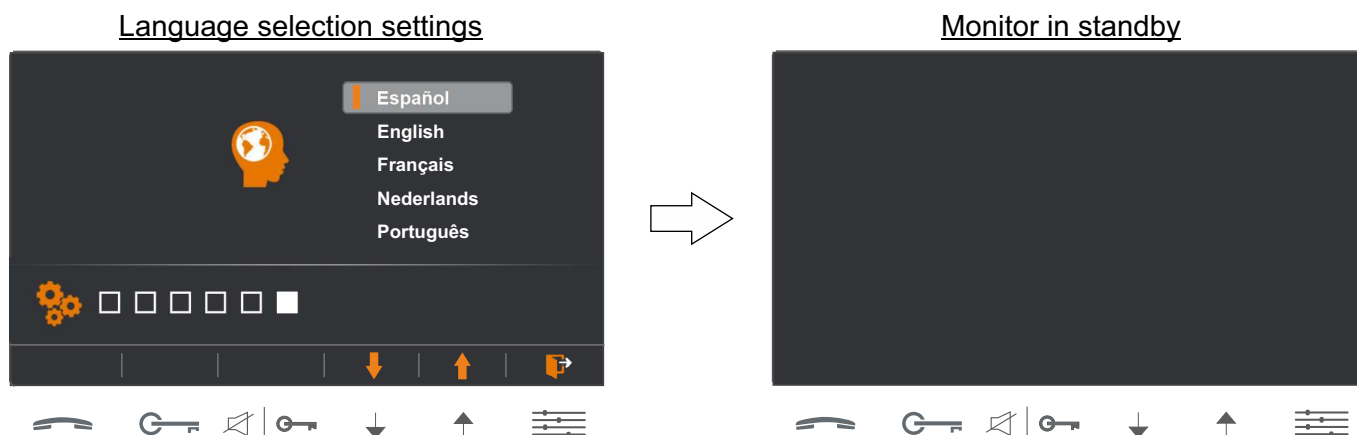
## USER MENU

Continued from previous page.

Then go to the 'language selection settings' option by pressing button , and the following language selection screen will be displayed.

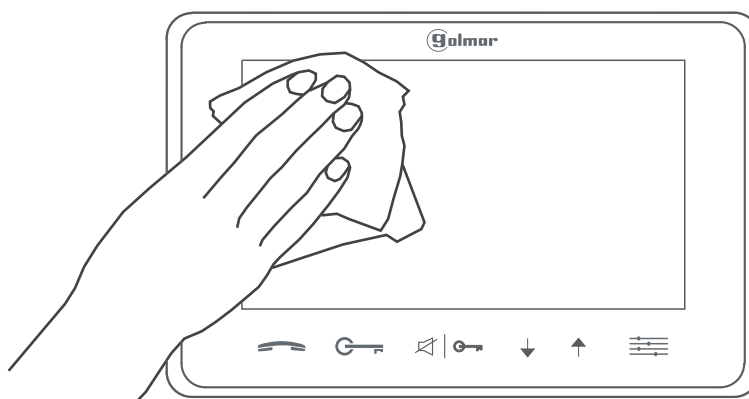


**6.7 Language selection.** To change the language, use buttons  and . Then press button . A long tone will confirm that the settings have been changed and the monitor will exit monitor in standby mode.



## CLEANING THE MONITOR

- Do not use solvents, detergents or cleaning products that contain acids, vinegar or abrasive components.
- Use a soft damp cloth (not wet) that sheds no fibres.
- Always wipe the monitor in the same direction, from top to bottom.
- After cleaning the monitor, remove any moisture with a soft dry cloth that sheds no fibres.





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