

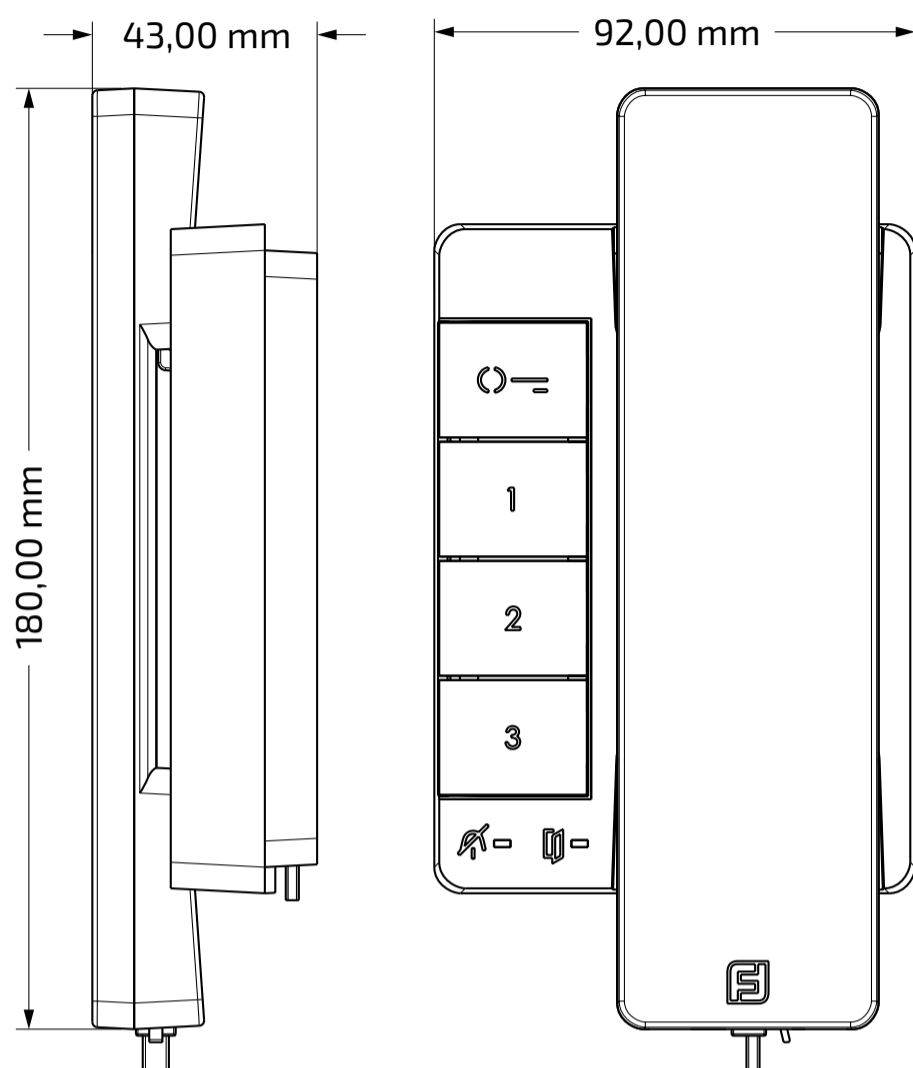


Chapter 1

INTERNAL STATIONS

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Art. AT962



Programming via
DUO System app



Office function



Alarm sending to
switchboard

ASTRO

*Intercom with hand-
set for DUO System*

Intercom with 4 buttons.



Technical data

Power supply	from DUO bus
Stand-by current	8 mA
Operating current	0,1 A
Office function	0-29 sec
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

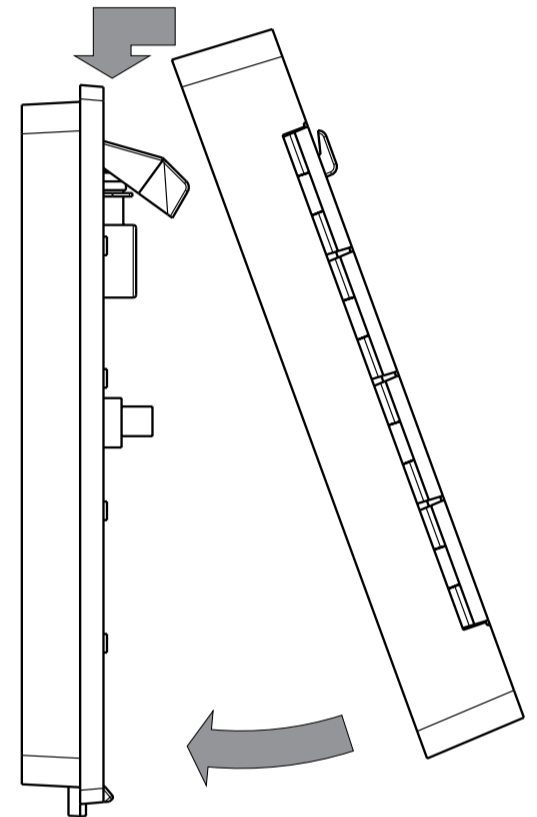
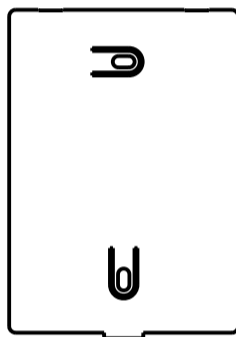
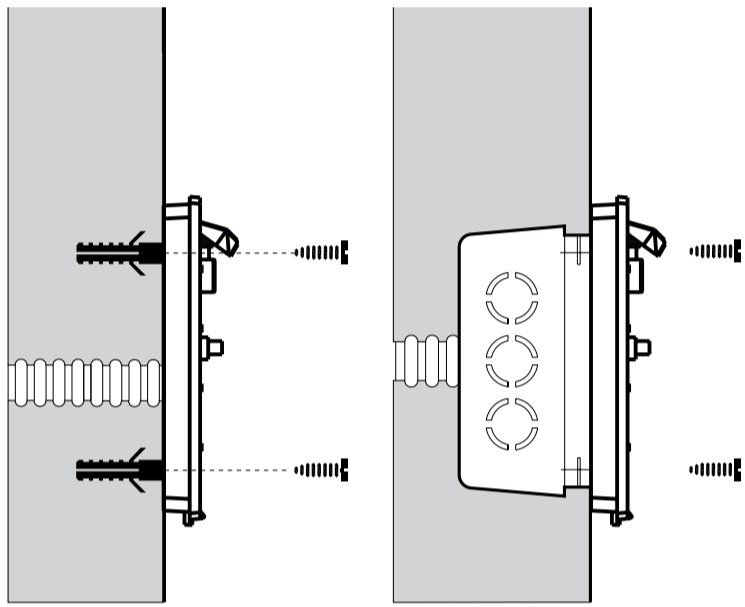
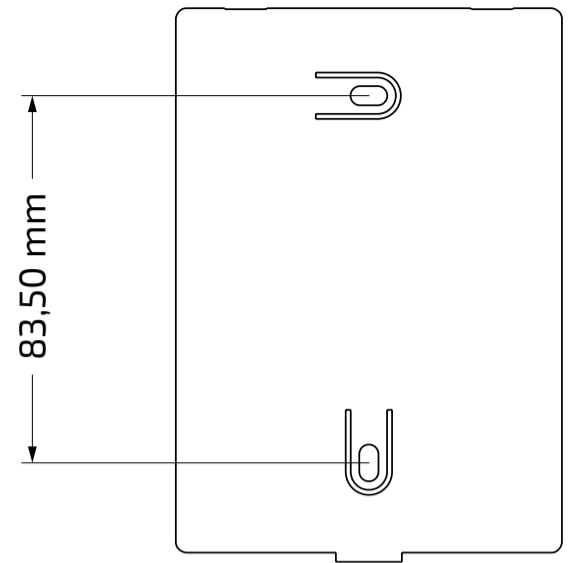
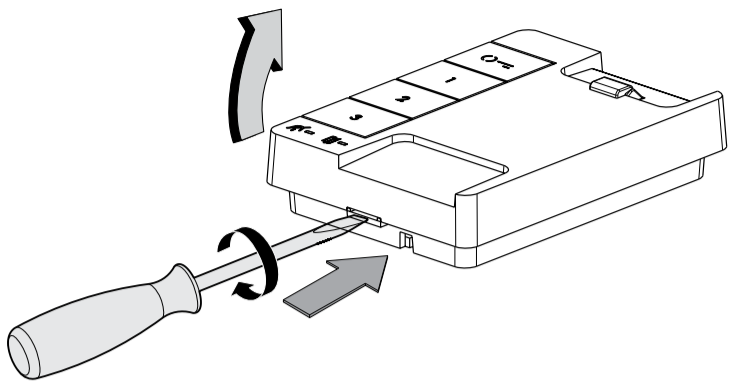
Terminals

A1/GN	Floor call input
LM/LM	Line input

Signalling LEDs

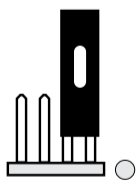
	Ringtones deactivated
	Signalling of door open

Installation

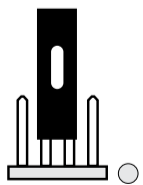


Jumper for closing impedance

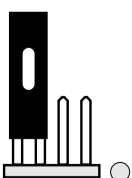
The intercom is provided with the jumper **J1** that, when placed in the correct position, allows to adapt the line impedance for the correct operation of the connected devices.



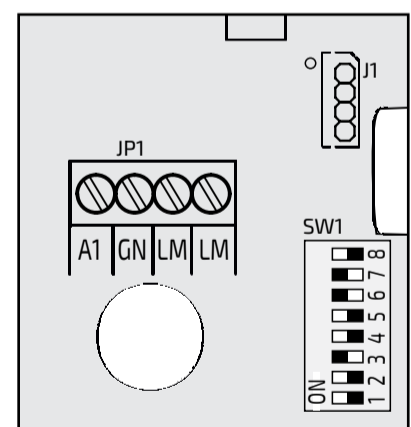
termination **100 ohm** (default)



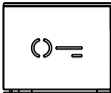









termination **15 ohm**



open line



Function of buttons and meaning of signalling LED

	In stand-by	During call and conversation:
Button 	Short pressure (<1 s) - When the handset is on hook, it activates the electrical door lock release of the last external station from which the call was received. - When the handset is off, activates conversation with the last external station from which the call was received. Long pressure (>3 s) - When the handset is on hook, if programmed on the last external station from which the call was received, it activates EC/EM where present. - When the handset is off, it enters in conversation with the last external station from which the call was received.	Short pressure (<1 s) Activates the electrical door lock release of the external station to which you are connected. Long pressure (>3 s) If programmed on the external station from which the call was received, it activates EC/EM where present.
Button 	Short pressure (<1 s) The function depends on the address stored in the button, in detail: - address of another flat or concierge unit, after picking up the handset, it calls the address of that flat; - address of another room in the same flat, after picking up the handset, it calls the device on the other room; - address of an actuator, the actuator is activated/deactivated; - address of an external unit you connect to the door unit without having previously received the call. If the handset is on hook, the door lock is opened directly, if the handset is off, you enter automatically in conversation. Long pressure (>3 s) Same functions described for short pressure.	Short pressure (<1 s) The only function that can be executed is the activation/deactivation of a relay if the address of a relay is stored. Long pressure (>3 s) Same function described for short pressure.
Button 	Short pressure (<1 s) The function depends on the address stored in the button, in detail: - address of another flat or concierge unit, after picking up the handset, it calls the address of that flat; - address of another room in the same flat, after picking up the handset, it calls the device on the other room; - address of an actuator, the actuator is activated/deactivated; - address of an external unit you connect to the door unit without having previously received the call. If the handset is on hook, the door lock is opened directly, if the handset is off, you enter automatically in conversation. Long pressure (>3 s) Activates/deactivates the office function. The operation of the office function is indicated by the icon LED  flashing rapidly. Only if the activation time of the office function is set to zero (function disabled), the same functions as described for short press can be activated.	Short pressure (<1 s) The only function that can be executed is the activation/deactivation of a relay if the address of a relay is stored. Long pressure (>3 s) Activates/deactivates the office function. The operation of the office function is indicated by the icon LED  flashing rapidly. Only if the activation time of the office function is set to zero (function disabled), the same function as described for short press can be activated.
Button 	Short pressure (<1 s) The function depends on the address stored in the button, in detail: - address of another flat or concierge unit, after picking up the handset, it calls the address of that flat; - address of another room in the same flat, after picking up the handset, it calls the device on the other room; - address of an actuator, the actuator is activated/deactivated; - address of an external unit you connect to the door unit without having previously received the call. If the handset is on hook, the door lock is opened directly, if the handset is off, you enter automatically in conversation. Long pressure (>3 s) <u>Enables/disables the exclusion of all ringtones. When the ringtones are excluded, the icon LED  flashes slowly.</u>	Short pressure (<1 s) The only function that can be executed is the activation/deactivation of a relay if the address of a relay is stored. Long pressure (>3 s) <u>Enables/disables the exclusion of all ringtones. When the ringtones are muted, the icon LED  flashes as shown below.</u>
 Flashes slowly All ringtones are excluded.		Flashes quickly in call and slowly in conversation when all ringtones are excluded.
 Steadily on Door open signalling. Flashes quickly Office function activated.		Steadily on Door open signalling. Flashes quickly Office function activated.

PROGRAMMING

Factory settings

The following are the values of the default factory settings, if you need to change them follow the instructions in the following paragraphs.

- User Address=100 (via dip-switch)
- Room Number=000
- User additional addresses (1-4)=empty
- Room numbers for additional addresses (1-4)=empty
- Address associated with short pressure on Button 1=211
- Address associated with long pressure on Button 1=empty
- Address associated with short pressure on Button 2=empty
- Address associated with long pressure on Button 2=empty
- Address associated with short pressure on Button 3=empty
- Activation time of the office function=0
- Address associated with A1/GN input=empty
- Volume level of all ringtones=3
- Muting of all ringtones=disabled
- Call tones and number of rings=table below

Factory settings for ringtones

Calls	Number of rings	Type of melody
from door station	1	Din-Don
intercommunicating	4	Dring 1
from other users	4	Dring 2
floor (local)	1	Dring 3

Programming user address

The user address (factory default 100, allowed values from 001 to 200) is set via the dip-switches SW1. See table 3. All other parameters must be stored in the intercom, following one of the following procedures.

Programming via Bluetooth


It is recommended to program the device via Bluetooth by downloading the "DUO System" app (available for iOS and Android) in your smartphone or tablet. This requires:

- connect a PGR2991BT or XE2921 Bluetooth programmer to the system;
- launch the DUO System app, go to the Bus DUO section, press the "+" button and enter the intercom address as set on the dip-switches;
- program and disconnect.

! If a Bluetooth programmer cannot be used, an "emergency" programming procedure is available, described in the following paragraphs.


Entering programming mode

Programming is only possible when the intercom is in standby mode. To enter programming mode:

- simultaneously hold pressed buttons 1 and 2 for 4 seconds with the handset on hook;
- after the 4 sec. the intercom emits a tone; keep buttons 1 and 2 pressed and unhook the handset. The  symbol starts flashing. Release buttons 1 and 2. The handset can now be hung up, if desired.


Exit programming mode


To exit programming, you need to:

- hang up the handset if you have not done so previously. Unhook and hang up again;
- the  symbol turns off.

! Attention: If no operations are carried out for more than 60 seconds, the intercom exits the programming mode automatically.

Entering codes and values

To enter codes and values, use the keys 1, 2 and ; their use is as follows:

: Press this button to confirm the entering of a code or to switch to next programming phase.

2: Press this button to increase the value of the digit to be entered. Press the button a number of times equal to the digit to be entered (digit 1=1 press, digit 9=9 presses, digit 0=10 presses of the button).

1: Press this button to confirm the digit entry and move on to the next entry. Press the button to move from hundreds to tens, from tens to units and to confirm the entry of units.

Each button pressing is confirmed by a tone.

Notes on entering codes and values

- The codes and values to be entered must be always composed by three digits (hundreds, tens, and units); codes and values that are composed of tens and units or units alone must be completed by adding zeros. For example, number 96 becomes 096 and number 5 becomes 005.

- The digits must be entered one by one by pressing button "2" as many times as the value to be entered, followed by pressing button "1" to move on to the next digit (a tone will indicate when to move on to the next digit). For example, to enter number 096 you need to:

- press the "2" button 10 times to enter the digit 0 and then press the "1" button;
- press the "2" button 9 times to enter digit 9 and then press the "1" button;
- press the "2" button 6 times to enter the digit 6 and then press the "1" button.

Table of programming codes

- 001 First additional address.
- 002 Second additional address.
- 003 Third additional address.
- 004 Fourth additional address.
-
- 005 Room number.
-
- 006 First additional address room number.
- 007 Second additional address room number.
- 008 Third additional address room number.
- 009 Fourth additional address room number.
-
- 010 Address associated with short pressure of button 1.
- 011 Room number related to the address associated with short pressure of button 1.
- 012 Address associated with long pressure of button 1.
- 013 Room number related to the address associated with long pressure of button

1.

- 014 Address associated with short pressure of button 2.
- 015 Room number related to the address associated with short pressure of button 2.
- 016 Address associated with long pressure of button 2.
- 017 Room number related to the address associated with long pressure of button 2.
- 030 Address associated with short pressure of button 3.
- 031 Room number related to the address associated with short pressure of button 3.

018 Address associated with A1/GN input.

020 Volume level of all ringtones.

- 021 Ringtone associated to external call.
- 022 Ringtone associated to intercom call.
- 023 Ringtone associated to call from another user.
- 024 Ringtone associated to floor call (A1/GN input).

025 Number of rings of the ringtone associated with external call.

026 Number of rings of the ringtone associated with intercom call.






027 Number of rings of the ringtone associated with call from another user.

028 Number of rings of the ringtone associated with floor call (A1/GN input).

032 Activation time of the office function.

Programming procedure

To carry out the programming, you need to:

- Enter the programming mode as described in the "Enter Programming Mode" section;
- identify the programming code to use (see table of programming codes);
- enter the three digits of the programming code you intend to use following the instructions in the "entering codes and values" section;
- press  to confirm: you will hear a tone, the  symbol will start flashing very quickly, notifying the operator that the device is awaiting the value;
- enter the new value, following the instructions in the "Entering Codes and Values" section;
- press  to confirm: you will hear a tone, the  symbol lights up for a moment and the  symbol will stop flashing quickly and will return to flash as before entering the code, notifying the operator that the device is awaiting a new programming code;
- continue by entering the code of another programming or exit, following the instructions in the "Exit Programming Mode" section.

Programming additional user addresses (codes 001-004).

In DUO systems, the intercom can also answer calls addressed to other users, so 4 additional call addresses can be stored. The storage procedure is shown below for the first of the four addresses (code 001). Using codes 002, 003 and 004, the second, third and fourth additional addresses can be entered respectively.

First additional address (code 001).

To program the first additional call address (by default empty; permitted addresses between 001 and 200) it is necessary:

- enter code 001;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Room number (code 005)

This is the room address of the device and is used to identify it within the flat (factory setting 000 - MASTER, permitted addresses between 000 and 004).

- Enter code 005;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new room number;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Programming the room numbers of the additional user addresses (codes 006-009).

With regard to the 4 additional addresses, the intercom can act as MASTER or as a secondary device (room 001-004) to answer calls correctly. The storage procedure is shown below for the room number related to the first of the four additional addresses (code 006). Using codes 007, 008 and 009, it is possible to enter the room numbers for the second, third and fourth additional addresses respectively.

Room number relative to the first additional address (code 006).

To program the room number for the first additional address (by default empty; permitted addresses between 000 and 004), it is necessary:

- enter code 006;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Programming of addresses activated by pressing button 1 (codes 010 and 012).

Button 1 on the intercom provides the possibility of activating two different services (each identified by the relative address) according to the time for which the button is pressed. In particular, a distinction is made between short pressure (<1 sec.) and long pressure (> 3 sec.). The permitted values for the services that can be activated are:

- addresses 001-200: call to another user
- addresses 201-210: call to concierge unit;
- addresses 211-220: actuator activation
- addresses 231-253: door lock release (with handset on hook) or activation of the speech channel (with handset off), without having been called, of the door unit;
- address 255: deletion of previously entered value.

Programming the address associated with short pressure of button 1 (code 010).

To program the address associated with short pressure on button 1 (factory setting 211), it is necessary:

- enter code 010;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 if you want to restore the empty memory cell;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Programming the address associated with long pressure of button 1 (code 012).

To program the address associated with long pressure on button 1 (by default empty), it is necessary:

- enter code 012;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Programming room numbers related to the addresses activated by pressing button 1 (codes 011 and 013).

If the short or long pressure, or both, are assigned the same address with which the intercom is called from outside, the service that is activated is the intercom call within the same flat. In order to correctly address this call, the room number associated to the short/long pressure of button 1 must be programmed with the room number corresponding to the intercom/ video intercom to be called. Allowed values are:

- address 000-007: room numbers;
- address 255: delete previously entered value.

Programming the room number related to the address associated with short pressure of button 1 (code 011).

To program the room number related to the address associated with short pressure on button 1 (by default empty), it is necessary:

- enter code 011;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Programming the room number related to the address associated with long pressure of button 1 (code 013).

To program the room number related to the address associated with long pressure on button 1 (by default empty), it is necessary:

- enter code 013;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Programming of addresses activated by pressing button 2 (codes 014 and 016).

Button 2 on the intercom can activate only one service: the one activated by short pressure (<1 sec.). **In fact, long pressure (> 3 sec.) activates/deactivates the office function. If the office function activation time is equal to 0 "zero" (function disabled), long press on button 2 activates the function set with programming codes 016 and 017.** The permitted values for the services that can be activated are:

- addresses 001-200: call to another user
- addresses 201-210: call to concierge unit;
- addresses 211-220: actuator activation
- addresses 231-253: door lock release (with handset on hook) or activation of the speech channel (with handset off), without having been called, of the door unit;
- address 255: deletion of previously entered value.

Programming the address associated with short pressure of button 2 (code 014).

To program the address associated with short pressure on button 2 (by default empty), it is necessary:

- enter code 014;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Programming the address associated with long pressure of button 2 (code 016).

To program the address associated with long pressure on button 2 (by default empty), it is necessary:

- enter code 016;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button $\text{☎} \Rightarrow$ to confirm;
- continue with the next programming or exit programming.

Programming room numbers related to the addresses activated by pressing button 2 (codes 015 and 017).

If the short or long pressure, or both, are assigned the same address with which the intercom is called from outside, the service that is activated is the intercom call within the same flat. In order to correctly address this call, the room number associated to the short/long pressure of button 2 must be programmed with the room number corresponding to the intercom/ video intercom to be called. Allowed values are:


- address 000-007: room numbers;
- address 255: delete previously entered value.

Programming the room number related to the address associated with short pressure of button 2 (code 015).

To program the room number related to the address associated with short pressure on button 2 (by default empty), it is necessary:



- enter code 015;
- press button $\text{☎} \Rightarrow$ to confirm;
- enter the new address; enter 255 to erase a

value previously entered;

- press button  to confirm;
- continue with the next programming or exit programming.

Programming the room number related to the address associated with long pressure of button 2 (code 017).

To program the room number related to the address associated with long pressure on button 2 (by default empty), it is necessary:

- enter code 017;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the address associated with short pressure of button 3 (code 030).



Button 3 on the intercom provides the possibility of activating only one service. In particular the one activated by short pressure (<1 sec.).

In fact, long pressure (> 3 sec.) activates/deactivates the exclusion of all ringtones.

The permitted values for the services that can be activated are:

- addresses 001-200: call to another user
- addresses 201-210: call to concierge unit;
- addresses 211-220: actuator activation
- addresses 231-253: door lock release (with handset on hook) or activation of the speech channel (with handset off), without having been called, of the door unit;
- address 255: deletion of previously entered value.

To program the address associated with short pressure on button 3 (by default empty), it is necessary:



- enter code 030;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the room number related to the address associated with short pressure of button 3 (code 031).

If the short pressure is assigned the same address with which the intercom is called from outside, the service that is activated is the intercom call within the same flat. In order to correctly address this call, the room number associated to the short pressure on button 3 must be programmed with the room number corresponding to the intercom/vid-eointercom to be called. Allowed values are:

- address 000-007: room numbers;
- address 255: delete previously entered value.

To program the room number related to the address associated with short pressure on button 3 (by default empty), it is necessary:



- enter code 031;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the address of the service activated by closing contact A1/GN (code 018).

The floor call (the intercom rings with the melody programmed for this type of call, without enabling conversation) is activated by closing input A1 on terminal GN. It is possible to assign an address to the input if you wish to transmit the same call to other extensions without also connecting the same button to them. The only exception is when the address associated with A1/GN is that of a PDX2000 concierge unit: in this case, the alarm function is activated as described below. The addresses that can be configured are listed below:

- addresses 001-200: floor call sent to another user; if the chosen address is the same as the user address set on the DIP switches of SW1, the floor call is relaunched to all the other extensions in the same flat
- addresses 201-210: send alarm to concierge unit;
- address 255: delete previously entered value.

To program the address associated with closing contacts A1/GN (by default empty), it is necessary to:

- enter code 018;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.



Programming ringtones (codes 020 to 028).

The following parameters can be programmed in relation to the ringtones. First dial the code (020-028) and then the value to be set:


- **code 020:** code identifying the common volume level associated with all the ringtones (factory value 3, permitted values from 1=minimum to 5=maximum);


- **codes 021, 022, 023 and 024:** the four codes identify the ringtone set for calls from the external door station, from intercom within the same flat, from another flat and from the floor respectively (see table 1 for the factory settings;)



- **codes 025, 026, 027 and 028:** the four codes identify the number of rings associated to the ringtone set for calls from external door station, intercom inside the same flat, from another flat and from floor respectively (for factory settings see table 1, allowed values from 1 to 5). To perform the desired programming it is necessary:

- enter one of the codes from 020 to 028;
- press button  to confirm;
- enter the new value to be assigned;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the activation time of the office function (code 032).





The office function provides that, when the call arrives, without pressing the button  and before entering a conversation, after a certain time interval (to be configured with code 032), the lock connected to terminals S+ / S- of the external door station that made the call is automatically opened. Allowed values are from 0 to 29 seconds (where 0 indicates that


the function is disabled). The function is not enabled by default. A long press on button 2 (>3 sec) enables/disables the office function. The operation of the office function is indicated by the  icon LED flashing rapidly. To set the time interval it is necessary to:

- enter code 032;
- press button  to confirm;
- enter the new activation time; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

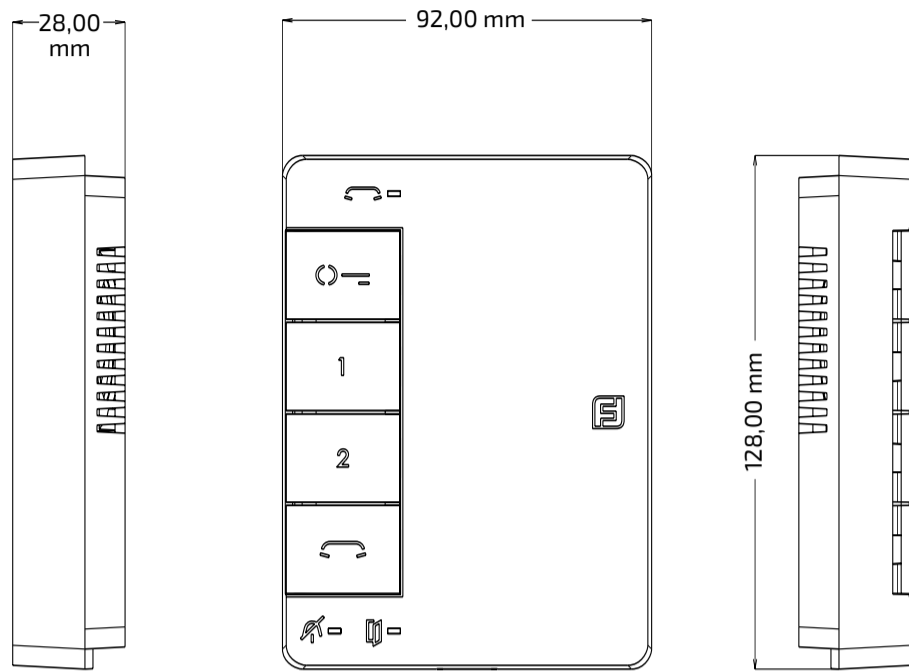
Return to factory defaults

To return to the factory settings, it is necessary to:

- enter programming mode following the instructions described in the paragraph "Entering programming mode",
- press the following buttons in this sequence: 3, 2, 1 and ;
- the  icon LED stops flashing, the  icon LED lights up for one second and then the  icon LED returns to flashing slowly;
- exit programming. If new programming is required, re-enter and perform the necessary steps.

 **Attention:** returning to the factory defaults has no effect on the user address, which is set manually via the dip-switches of SW1.

Art. AT972



Programming via
DUO System app



Automatic answering

DUO
SYSTEM

ASTRO

HANDS-FREE intercom for DUO System

Intercom with 4 buttons.

Technical data

Power supply	from DUO bus
Stand-by current	8 mA
Operating current	0,1 A
Automatic answering time	4 sec
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

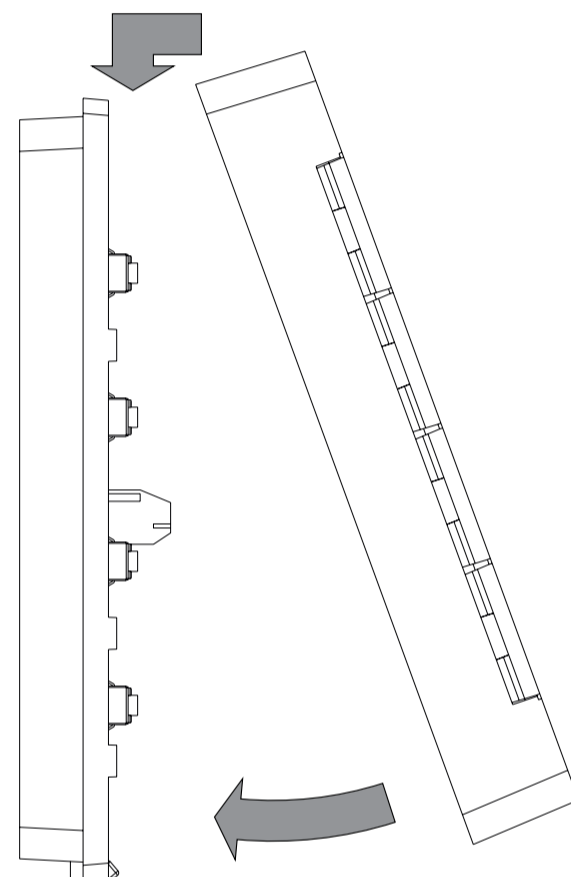
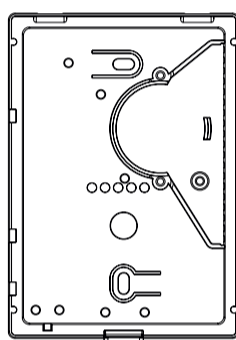
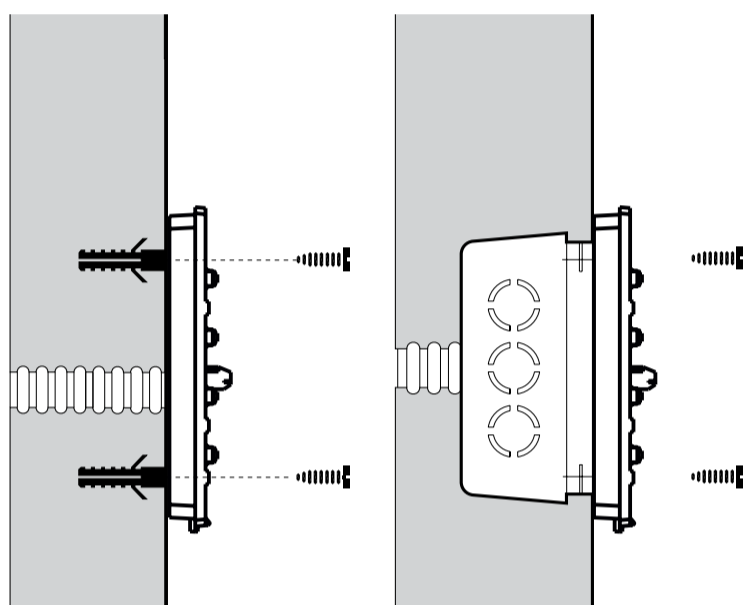
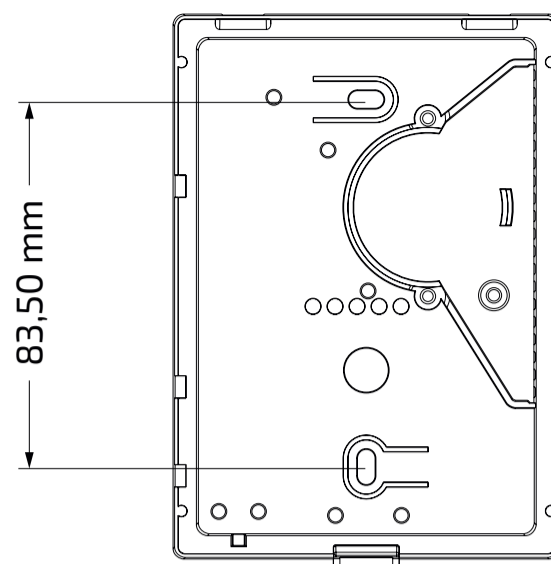
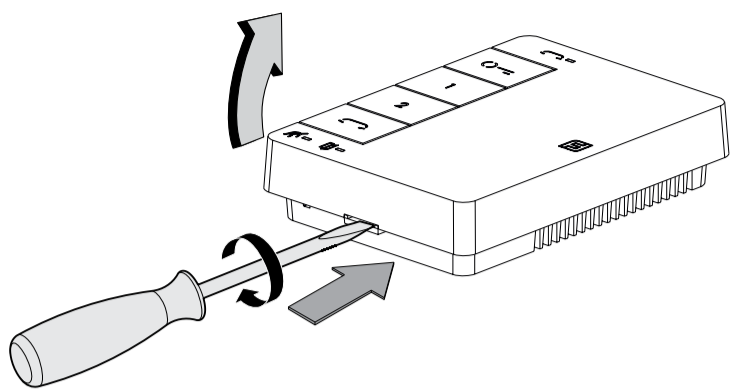
Terminals

A1/GN	Floor call input
LM/LM	Line input

Signalling LEDs

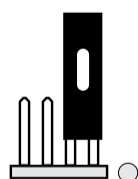
	Ringtones deactivated
	Signalling of door open
	Conversation in progress

Installation

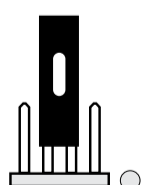


Jumper for closing impedance

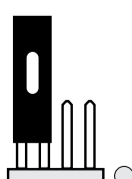
The intercom is provided with the jumper **J1** that, when placed in the correct position, allows to adapt the line impedance for the correct operation of the connected devices.



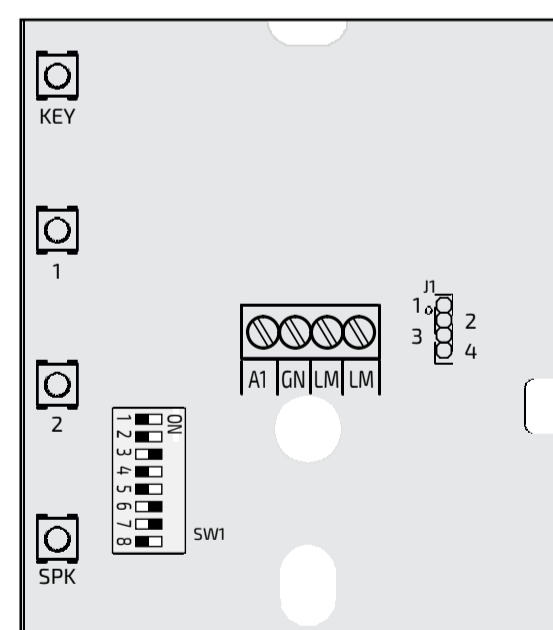
termination **100 ohm** (default)



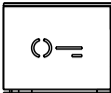








termination **15 ohm**



open line



Function of buttons and meaning of signalling LED

	In stand-by	During call and conversation:
<p>Button</p> 	<p>Short pressure (<1 s) It activates the electrical door lock release of the last external station from which the call was received.</p> <p>Long pressure (>3 s) If programmed on the last external station from which the call was received, it activates EC/EM where present.</p>	<p>Short pressure (<1 s) Activates the electrical door lock release of the external station to which you are connected.</p> <p>Long pressure (>3 s) If programmed on the external station from which the call was received, it activates EC/EM where present.</p>
<p>Button</p> 	<p>Short pressure (<1 s) The function depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address of another flat or concierge unit: it calls the address of that flat; - address of another room in the same flat: it calls the device on the other room; - address of an actuator, the actuator is activated/deactivated; - address of an external unit you connect to the door unit without having previously received the call, you enter automatically in conversation. <p>Long pressure (>3 s) Same functions described for short pressure.</p>	<p>Short pressure (<1 s) The only function that can be executed is the activation/deactivation of a relay if the address of a relay is stored.</p> <p>Long pressure (>3 s) Same function described for short pressure.</p>
<p>Button</p> 	<p>Short pressure (<1 s) The function depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address of another flat or concierge unit: it calls the address of that flat; - address of another room in the same flat: it calls the device on the other room; - address of an actuator, the actuator is activated/deactivated; - address of an external unit you connect to the door unit without having previously received the call, you enter automatically in conversation. <p>Long pressure (>3 s) Same functions described for short pressure.</p>	<p>Short pressure (<1 s) The only function that can be executed is the activation/deactivation of a relay if the address of a relay is stored.</p> <p>Long pressure (>3 s) Same function described for short pressure.</p>
<p>Button</p> 	<p>Short pressure (<1 s) Opening conversation with the last door station from which the call was received:</p> <p>Long pressure (>3 s) <u>Enables/disables the exclusion of all ringtones. When the ringtones are excluded, the icon LED  flashes slowly.</u></p>	<p>Short pressure (<1 s) During the ringtone, it opens the conversation. During the conversation, it terminates the call.</p> <p>Long pressure (>3 s) <u>Enables/disables the exclusion of all ringtones. When the ringtones are muted, the icon LED  flashes as shown below.</u></p>
  	<p>Flashes slowly All ringtones are excluded.</p> <p>Flashes slowly Door open signalling.</p>	<p>Flashes slowly on call and fast during audio level adjustment, steady on in conversation.</p> <p>Flashes quickly in call and slowly in conversation when all ringtones are excluded.</p> <p>Flashes slowly Door open signalling.</p>

PROGRAMMING

Factory settings

The following are the values of the default factory settings, if you need to change them follow the instructions in the following paragraphs.

- User Address=**100** (via dip-switch)
- Room Number=**000**
- User additional addresses (1-4)=**empty**
- Room numbers for additional addresses (1-4)=**empty**
- Address associated with short pressure on Button 1=**211**
- Address associated with long pressure on Button 1=**empty**
- Address associated with short pressure on Button 2=**empty**
- Address associated with long pressure on Button 2=**empty**
- Volume level of all ringtones=**3**
- Call tones and number of rings=**table below**
- Muting of all ringtones=**disabled**
- Automatic answering=**disabled**
- Talk volume level with external stations=**5**
- Talk volume level with internal stations=**3**

Factory settings for ringtones

Calls	Number of rings	Type of melody
from door station	1	Din-Don
intercommunicating	4	Dring 1
from other users	4	Dring 2
floor (local)	1	Dring 3

Programming user address

The user address (factory default 100, allowed values from 001 to 200) is set via the dip-switches SW1. See table 3. All other parameters must be stored in the intercom, following one of the following procedures.

Programming via Bluetooth


It is recommended to program the device via Bluetooth by downloading the "DUO System" app (available for iOS and Android) in your smartphone or tablet. This requires:

- connect a PGR2991BT or XE2921 Bluetooth programmer to the system;
- launch the DUO System app, go to the Bus DUO section, press the "+" button and enter the intercom address as set on the dip-switches;
- program and disconnect.

! If a Bluetooth programmer cannot be used, an "emergency" programming procedure is available, described in the following paragraphs.



Entering programming mode

Programming is only possible when the intercom is in standby mode. To enter programming mode:

- simultaneously hold pressed buttons **1** and **2**, ignoring the beeps played (2 in the case of ringtones enabled and 1 with ringtones excluded) until the  symbol LED starts flashing.


Exit programming mode


To exit programming, you need to:

- press and release the key ;
- the  symbol turns off.

! Attention: If no operations are carried out for more than 60 seconds, the intercom exits the programming mode automatically.

Entering codes and values

To enter codes and values, use the keys 1, 2 and ; their use is as follows:

: Press this button to confirm the entering of a code or to switch to next programming phase.

2: Press this button to increase the value of the digit to be entered. Press the button a number of times equal to the digit to be entered (digit 1=1 press, digit 9=9 presses, digit 0=10 presses of the button).

1: Press this button to confirm the digit entry and move on to the next entry. Press the button to move from hundreds to tens, from tens to units and to confirm the entry of units.

Each button pressing is confirmed by a tone.

Notes on entering codes and values

- The codes and values to be entered must be always composed by three digits (hundreds, tens, and units); codes and values that are composed of tens and units or units alone must be completed by adding zeros. For example, number 96 becomes 096 and number 5 becomes 005.

- The digits must be entered one by one by pressing button "2" as many times as the value to be entered, followed by pressing button "1" to move on to the next digit (a tone will indicate when to move on to the next digit). For example, to enter number 096 you need to:

- press the "2" button 10 times to enter the digit 0 and then press the "1" button;
- press the "2" button 9 times to enter digit 9 and then press the "1" button;
- press the "2" button 6 times to enter the digit 6 and then press the "1" button.

Table of programming codes






- 001 First additional address.
- 002 Second additional address.
- 003 Third additional address.
- 004 Fourth additional address.
-
- 005 Room number.
-
- 006 First additional address room number.
- 007 Second additional address room number.
- 008 Third additional address room number.
- 009 Fourth additional address room number.
-
- 010 Address associated with short pressure of button 1.
- 011 Room number related to the address associated with short pressure of button 1.
- 012 Address associated with long pressure of button 1.
- 013 Room number related to the address associated with long pressure of button

- 1.
- 014 Address associated with short pressure of button 2.
- 015 Room number related to the address associated with short pressure of button 2.
- 016 Address associated with long pressure of button 2.
- 017 Room number related to the address associated with long pressure of button 2.

-
- 018 Address associated with A1/GN input.
-
- 020 Volume level of all ringtones.
-
- 021 Ringtone associated to external call.
- 022 Ringtone associated to intercom call.
- 023 Ringtone associated to call from another user.
- 024 Ringtone associated to floor call (A1/GN input).
-
- 025 Number of rings of the ringtone associated with external call.
- 026 Number of rings of the ringtone associated with intercom call.
- 027 Number of rings of the ringtone associated with call from another user.
- 028 Number of rings of the ringtone associated with floor call (A1/GN input).
-
- 029 Automatic answering.

Programming procedure

To carry out the programming, you need to:



- Enter the programming mode as described in the "Enter Programming Mode" section;
- identify the programming code to use (see table of programming codes);
- enter the three digits of the programming code you intend to use following the instructions in the "entering codes and values" section;
- press  to confirm: you will hear a tone, the  symbol will start flashing very quickly, notifying the operator that the device is awaiting the value;
- enter the new value, following the instructions in the "Entering Codes and Values" section;
- press  to confirm: you will hear a tone, the  symbol lights up for a moment and the  symbol will stop flashing quickly and will return to flash as before entering the code, notifying the operator that the device is awaiting a new programming code;
- continue by entering the code of another programming or exit, following the instructions in the "Exit Programming Mode" section.

Programming additional user addresses (codes 001-004).

In DUO systems, the intercom can also answer calls addressed to other users, so 4 additional call addresses can be stored. The storage procedure is shown below for the first of the four addresses (code 001). Using codes 002, 003 and 004, the second, third and fourth additional addresses can be entered respectively.



First additional address (code 001).

To program the first additional call address (by default empty; permitted addresses between 001 and 200) it is necessary:

- enter code 001;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Room number (code 005)

This is the room address of the device and is used to identify it within the flat (factory setting 000 - MASTER, permitted addresses between 000 and 004).



- Enter code 005;
- press button  to confirm;
- enter the new room number;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the room numbers of the additional user addresses (codes 006-009).

With regard to the 4 additional addresses, the intercom can act as MASTER or as a secondary device (room 001-004) to answer calls correctly. The storage procedure is shown below for the room number related to the first of the four additional addresses (code 006). Using codes 007, 008 and 009, it is possible to enter the room numbers for the second, third and fourth additional addresses respectively.

Room number relative to the first additional address (code 006).

To program the room number for the first additional address (by default empty; permitted addresses between 000 and 004), it is necessary:

- enter code 006;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming of addresses activated by pressing button 1 (codes 010 and 012).



Button 1 on the intercom provides the possibility of activating two different services (each identified by the relative address) according to the time for which the button is pressed. In particular, a distinction is made between short pressure (<1 sec.) and long pressure (> 3 sec.). The permitted values for the services that can be activated are:

- addresses 001-200: call to another user
- addresses 201-210: call to concierge unit;
- addresses 211-220: actuator activation
- addresses 231-253: activation of the speech channel, without having been called, of the door unit;
- address 255: deletion of previously entered value.

Programming the address associated with short pressure of button 1 (code 010).



To program the address associated with short

pressure on button 1 (factory setting 211), it is necessary:

- enter code 010;
- press button  to confirm;
- enter the new address; enter 255 if you want to restore the empty memory cell;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the address associated with long pressure of button 1 (code 012).

To program the address associated with long pressure on button 1 (by default empty), it is necessary:

- enter code 012;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.



Programming room numbers related to the addresses activated by pressing button 1 (codes 011 and 013).

If the short or long pressure, or both, are assigned the same address with which the intercom is called from outside, the service that is activated is the intercom call within the same flat. In order to correctly address this call, the room number associated to the short/long pressure of button 1 must be programmed with the room number corresponding to the intercom/ video intercom to be called. Allowed values are:

- address 000-006: room numbers;
- address 255: delete previously entered value.



Programming the room number related to the address associated with short pressure of button 1 (code 011).

To program the room number related to the address associated with short pressure on button 1 (by default empty), it is necessary:

- enter code 011;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the room number related to the address associated with long pressure of button 1 (code 013).

To program the room number related to the address associated with long pressure on button 1 (by default empty), it is necessary:

- enter code 013;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming of addresses activated by pressing button 2 (codes 014 and 016).



Button 2 on the intercom provides the possibility of activating two different services (each identified by the relative address) according to the time for which the button is pressed. In

particular, a distinction is made between short pressure (<1 sec.) and long pressure (> 3 sec.). The permitted values for the services that can be activated are:

- addresses 001-200: call to another user
- addresses 201-210: call to concierge unit;
- addresses 211-220: actuator activation
- addresses 231-253: activation of the speech channel, without having been called, of the door unit;
- address 255: deletion of previously entered value.



Programming the address associated with short pressure of button 2 (code 014).

To program the address associated with short pressure on button 2 (by default empty), it is necessary:

- enter code 014;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the address associated with long pressure of button 2 (code 016).

To program the address associated with long pressure on button 2 (by default empty), it is necessary:

- enter code 016;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.



Programming room numbers related to the addresses activated by pressing button 2 (codes 015 and 017).

If the short or long pressure, or both, are assigned the same address with which the intercom is called from outside, the service that is activated is the intercom call within the same flat. In order to correctly address this call, the room number associated to the short/long pressure of button 2 must be programmed with the room number corresponding to the intercom/ video intercom to be called. Allowed values are:

- address 000-006: room numbers;
- address 255: delete previously entered value.



Programming the room number related to the address associated with short pressure of button 2 (code 015).

To program the room number related to the address associated with short pressure on button 2 (by default empty), it is necessary:

- enter code 015;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the room number related to the address associated with long pressure of button 2 (code 017).

To program the room number related to the address associated with long pressure on button 2 (by default empty), it is necessary:



- enter code 017;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the address of the service activated by closing contact A1/GN (code 018).

When the input terminals A1 and GN of the intercom are closed by means of a button, the floor call is activated (the intercom rings with the melody programmed for this type of call, without enabling the conversation). It is possible to associate an address to the input if, you want to relaunch the same call to other extensions as well without connecting the same button to them as well. The addresses that can be configured are listed below:

- addresses 001-200: floor call sent to another user; in the case the address chosen is the same of the user address set on the dip-switches, the call is relaunched to all other extensions in the apartment;

- address 255: delete previously entered value. To program the address associated with closing contacts A1/GN (by default empty), it is necessary to:

- enter code 018;
- press button ; o confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.



Programming ringtones (codes 020 to 028).

The following parameters can be programmed in relation to the ringtones. First dial the code (020-028) and then the value to be set:

- **code 020:** code identifying the common volume level associated with all the ringtones (factory value 3, permitted values from 1=minimum to 5=maximum);

- **codes 021, 022, 023 and 024:** the four codes identify the ringtone set for calls from the external door station, from intercom within the same flat, from another flat and from the floor respectively (see table 1 for the factory settings;)



- **codes 025, 026, 027 and 028:** the four codes identify the number of rings associated to the ringtone set for calls from external door station, intercom inside the same flat, from another flat and from floor respectively (for factory settings see table 1, allowed values from 1 to 5). To perform the desired programming it is necessary:



- enter one of the codes from 020 to 028;
- press button  to confirm;
- enter the new value to be assigned;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the automatic answering (code 029).

If the intercom is installed in a context where it is not possible or not convenient to press a button to answer the call, (like in a restaurant






is kitchen or in some office), it is possible to enable the automatic answering. When the call is received, after 4 seconds, the conversation is automatically established, without pressing any key. Programming the function (disabled by default) is described below:


- enter code 029;
- press button  to confirm;
- enter **the value 002 to enable** the automatic answering; enter the value 000 to disable it;
- press button  to confirm;
- continue with the next programming or exit programming.

 **Note:** If automatic answering has been enabled, long pressure of the  button will not enable ringtone exclusion.



Return to factory defaults


To return to the factory settings, it is necessary to:

- enter programming mode following the instructions described in the paragraph "Entering programming mode",
- **press the following buttons in this sequence:** , **2, 1** and ;
- the  icon LED stops flashing, the  icon LED lights up for one second and then the  icon LED returns to flashing slowly;
- exit programming. If new programming is required, re-enter and perform the necessary steps.


 **Attention:** returning to the factory defaults has no effect on the user address, which is set manually via the dip-switches of SW1.


Programming talk volume level with external door stations.


- **during a conversation with one of the system's external door stations**, press buttons: 1 and 2 simultaneously;
- the icon LED  starts flashing; using keys 1 to increase and 2 to decrease, it is possible to change the volume level. Eight levels are available: when the maximum or minimum level is reached, an acoustic signal is emitted. Once the desired level has been reached, wait a few seconds to automatically exit the setting mode. The icon LED  returns to steady light.

 **Note.** The level set in this way is memorised and used in all subsequent conversations. Returning to the factory settings also affects this parameter.

Programming talk volume level with internal stations.

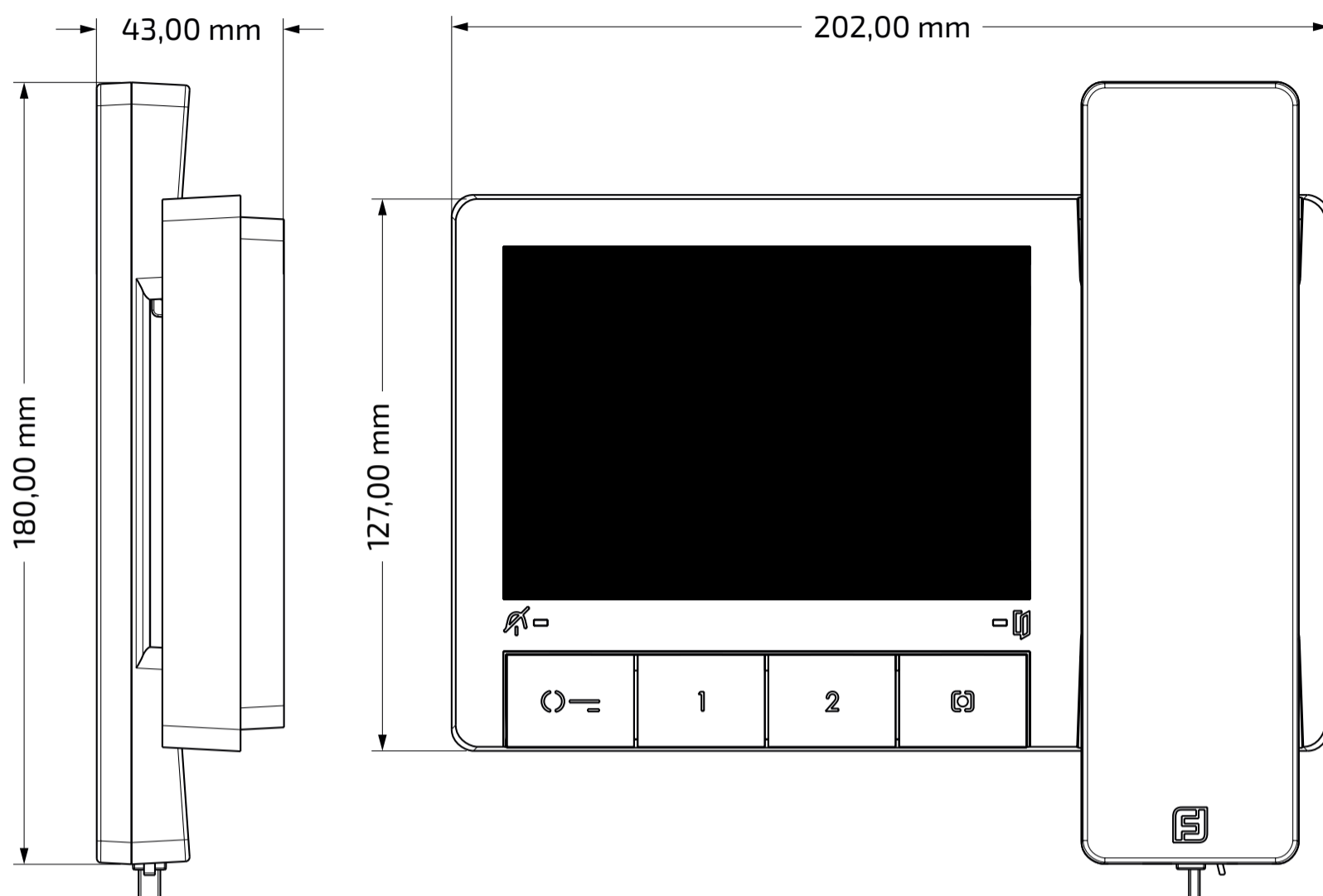
- **during a conversation with one of the system's apartment stations**, press buttons: 1 and 2 simultaneously;
- the icon LED  starts flashing; using keys 1 to increase and 2 to decrease, it is possible to change the volume level. Eight levels are

available: when the maximum or minimum level is reached, an acoustic signal is emitted. Once the desired level has been reached, wait a few seconds to automatically exit the setting mode. The icon LED  returns to steady light.

 **Note.** The level set in this way is memorised and used in all subsequent intercom conversations. Returning to the factory settings also affects this parameter.

Art. AT9262

DUO
SYSTEM



Programming via
DUO System app

ASTRO

Videointercom with
handset for DUO Sy-
stem

Videointercom with 4 buttons.



Technical data

Power supply	from DUO bus
Stand-by current	8 mA
Operating current	190 mA
Monitor	4,3" LCD
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

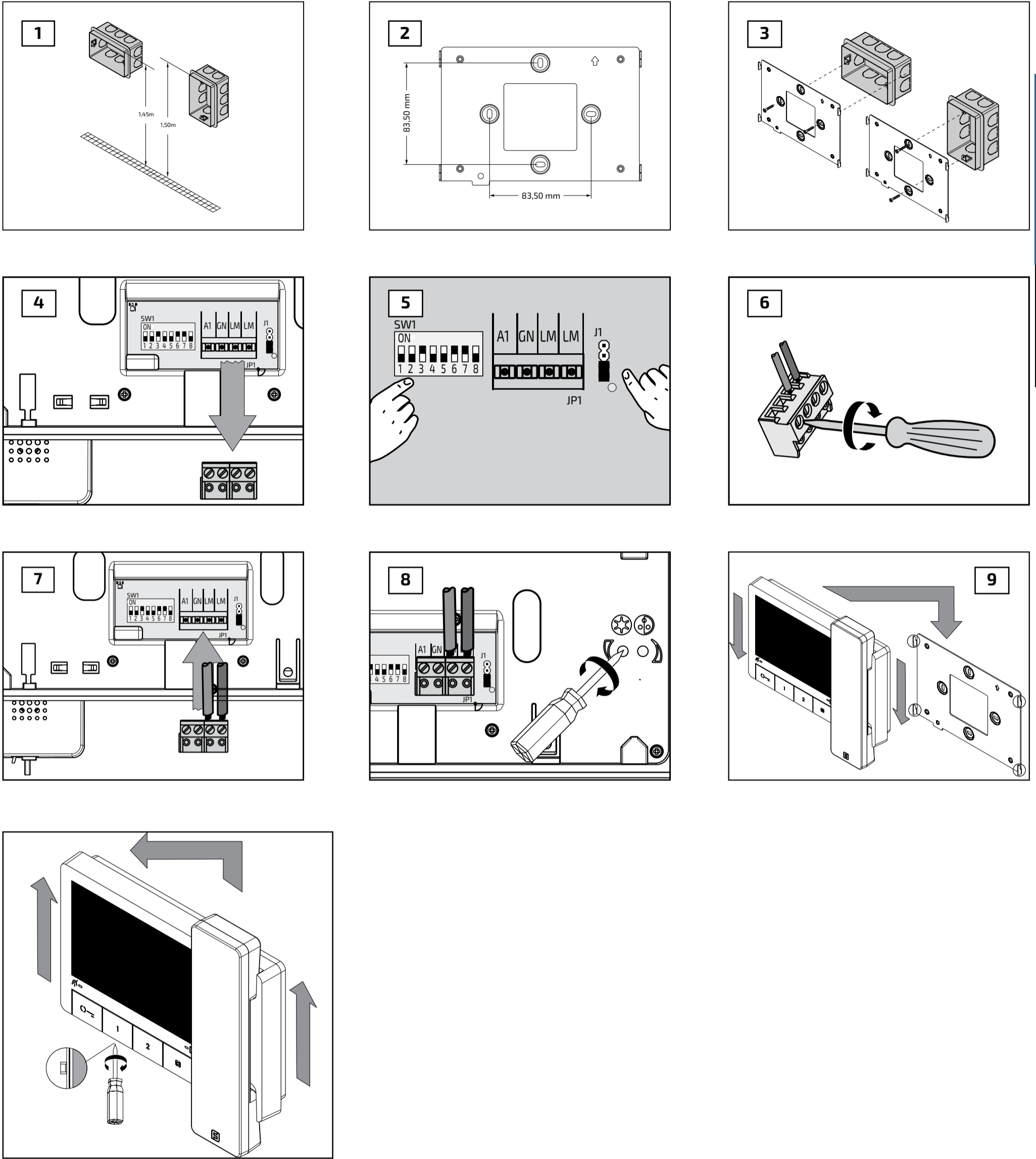
Terminals

A1/GN	Floor call input
LM/LM	Line input

Signalling LEDs

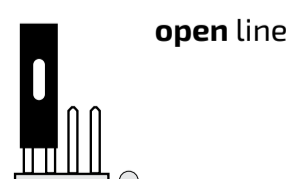
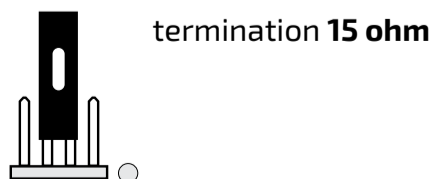
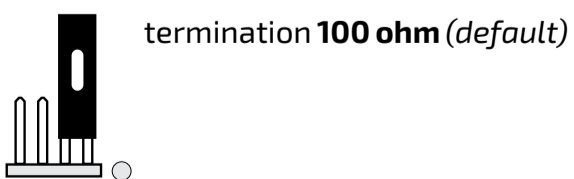
	Ringtones deactivated
	Signalling of door open

Installation

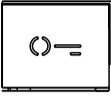


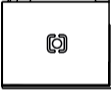







Jumper the closing impedance

The videointercom is provided with the jumper **J1** that, when placed in the correct position, allows to adapt the line impedance for the correct operation of the connected devices.




Function of buttons and meaning of signalling LED

<p>Button</p> 	<p>In stand-by</p> <p>Short pressure (<1 s) It activates the electrical door lock release of the last external station from which the call was received.</p> <p>Long pressure (>3 s) If programmed on the last external station from which the call was received, it activates EC/EM where present.</p>	<p>During call and conversation:</p> <p>Short pressure (<1 s) Activates the electrical door lock release of the external station to which you are connected.</p> <p>Long pressure (>3 s) If programmed on the external station from which the call was received, it activates EC/EM where present.</p>
<p>Button</p> 	<p>Short pressure (<1 s) The function depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address of another flat or concierge unit, after picking up the handset, it calls the address of that flat; - address of another room in the same flat, after picking up the handset, it calls the device on the other room; - address of an actuator, the actuator is activated/deactivated; - address of an external unit: you connect to the door unit without having previously received the call. Keeping the handset on the hook, subsequent presses will cause switching (if present and programmed on the door station) to the auxiliary camera and the modulators; unhooking the handset, you enter in conversation. <p>Long pressure (>3 s) Same functions described for short pressure.</p>	<p>Short pressure (<1 s) The only function that can be executed is the activation/deactivation of a relay if the address of a relay is stored.</p> <p>Long pressure (>3 s) Same function described for short pressure.</p>
<p>Button</p> 	<p>Short pressure (<1 s) The function depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address of another flat or concierge unit, after picking up the handset, it calls the address of that flat; - address of another room in the same flat, after picking up the handset, it calls the device on the other room; - address of an actuator, the actuator is activated/deactivated; - address of an external unit: you connect to the door unit without having previously received the call. Keeping the handset on the hook, subsequent presses will cause switching (if present and programmed on the door station) to the auxiliary camera and the modulators; unhooking the handset, you enter in conversation. <p>Long pressure (>3 s) Same functions described for short pressure.</p>	<p>Short pressure (<1 s) The only function that can be executed is the activation/deactivation of a relay if the address of a relay is stored.</p> <p>Long pressure (>3 s) Same function described for short pressure.</p>
<p>Button</p> 	<p>Short pressure (<1 s) The first time the button is pressed, it switches on the last door unit from which the call was received. It is possible to store in this button the address of four more door units which, after the first pressing of the button, will be sequentially displayed at the next four pressing. At the end of the displaying sequence of the four door units, if the button  is pressed again, the displaying of the four door units restarts from the beginning. Note: If one or more of the four addresses in the sequence are empty (address 255), they will be excluded from the sequence.</p> <p>Long pressure (>3 s) <u>Enables/disables the exclusion of all ringtones. When the ringtones are excluded, the icon LED  flashes slowly.</u></p>	<p>Short pressure (<1 s) If the external door station called or with which a conversation is taking place is correctly programmed, a short pressing of the button starts displaying the auxiliary camera (if present and enabled: HERO/SOLVO) and then the cameras connected to the VM2521 modulators whose addresses can be programmed in the external door station (ALBA/HERO/SOLVO).</p> <p>Long pressure (>3 s) <u>Enables/disables the exclusion of all ringtones. When the ringers are muted, the icon LED  flashes as shown below.</u></p>
 	<p>Flashes slowly All ringtones are excluded.</p> <p>Steadily on Door open signalling.</p>	<p>Flashes quickly in call and slowly in conversation when all ringtones are excluded.</p> <p>Steadily on Door open signalling.</p>

PROGRAMMING

Factory settings

The following are the values of the default factory settings, if you need to change them follow the instructions in the following paragraphs.

- User Address=**100** (via dip-switch)
- Room Number=**000**
- User additional addresses (1-4)=**empty**
- Room numbers for additional addresses (1-4)=**empty**
- Addresses associated with short sequential pressure on Button  (1-4)=**empty**
- Address associated with short pressure on Button 1=**211**
- Address associated with long pressure on Button 1=**empty**
- Address associated with short pressure on Button 2=**empty**
- Address associated with long pressure on Button 2=**empty**
- Address associated with A1/GN input=**empty**
- Volume level of all ringtones=**3**
- Muting of all ringtones=**disabled**
- Call tones and number of rings=**table below**
- Video always ON in slave monitor=**disabled**

Factory settings for ringtones

Calls	Number of rings	Type of melody
from door station	1	Din-Don
intercommunicating	4	Dring 1
from other users	4	Dring 2
floor (local)	1	Dring 3


Programming user address

The user address (factory default 100, allowed values from 001 to 200) is set via the dip-switches SW1. See table 3. All other parameters must be stored in the videointercom, following one of the following procedures.

Programming via Bluetooth


It is recommended to program the device via Bluetooth by downloading the "DUO System" app (available for iOS and Android) in your smartphone or tablet. This requires:

- connect a PGR2991BT or XE2921 Bluetooth programmer to the system;
- launch the DUO System app, go to the Bus DUO section, press the "+" button and enter the videointercom address as set on the dip-switches;
- program and disconnect.

 **If a Bluetooth programmer cannot be used, an "emergency" programming procedure is available, described in the following paragraphs.**


Entering programming mode


Programming is only possible when the videointercom is in standby mode. To enter programming mode:

- simultaneously hold pressed buttons 1 and 2 for 4 seconds with the handset on hook;
- after the 4 sec. the videointercom emits a tone; keep buttons 1 and 2 pressed and unhook the handset. The  symbol starts flashing. Release buttons 1 and 2. The handset can now be hung up, if desired.


Exit programming mode


To exit programming, you need to:

- hang up the handset if you have not done so previously. Unhook and hang up again;
- the  symbol turns off.

 **Attention:** If no operations are carried out for more than 60 seconds, the videointercom exits the programming mode automatically.

Entering codes and values

To enter codes and values, use the keys 1, 2 and ; their use is as follows:

- : Press this button to confirm the entering of a code or to switch to next programming phase.
- 2: Press this button to increase the value of the digit to be entered. Press the button a number of times equal to the digit to be entered (digit 1=1 press, digit 9=9 presses, digit 0=10 presses of the button).
- 1: Press this button to confirm the digit entry and move on to the next entry. Press the button to move from hundreds to tens, from tens to units and to confirm the entry of units.

Each button pressing is confirmed by a tone.

Notes on entering codes and values





- The codes and values to be entered must be always composed by three digits (hundreds, tens, and units); codes and values that are composed of tens and units or units alone must be completed by adding zeros. For example, number 96 becomes 096 and number 5 becomes 005.
- The digits must be entered one by one by pressing button "2" as many times as the value to be entered, followed by pressing button "1" to move on to the next digit (a tone will indicate when to move on to the next digit). For example, to enter number 096 you need to:
 - press the "2" button 10 times to enter the digit 0 and then press the "1" button;
 - press the "2" button 9 times to enter digit 9 and then press the "1" button;
 - press the "2" button 6 times to enter the digit 6 and then press the "1" button.

Table of programming codes

-
- 001 First additional address.
 002 Second additional address.
 003 Third additional address.
 004 Fourth additional address.

- 005 Room number.

- 006 First additional address room number.
 007 Second additional address room number.
 008 Third additional address room number.
 009 Fourth additional address room number.

- 010 First address of button .
 011 Second address of button .
 012 Third address of button .
 013 Fourth address of button .
 014 Address associated with short pressure of button 1.
 015 Room number related to the address associated with short pressure of button 1.

- 016 Address associated with long pressure of button 1.
 017 Room number related to the address associated with long pressure of button 1.
 018 Address associated with short pressure of button 2.
 019 Room number related to the address associated with short pressure of button 2.
 020 Address associated with long pressure of button 2.
 021 Room number related to the address associated with long pressure of button 2.

- 022 Address associated with A1/GN input.

- 024 Volume level of all ringtones.






- 025 Ringtone associated to external call.
 026 Ringtone associated to intercom call.
 027 Ringtone associated to call from another user.
 028 Ringtone associated to floor call (A1/GN input).

- 029 Number of rings of the ringtone associated with external call.
 030 Number of rings of the ringtone associated with intercom call.
 031 Number of rings of the ringtone associated with call from another user.
 032 Number of rings of the ringtone associated with floor call (A1/GN input).

- 033 Video always ON in slave monitor.

Programming procedure

To carry out the programming, you need to:



- Enter the programming mode as described in the "Enter Programming Mode" section;
- identify the programming code to use (see table of programming codes);
- enter the three digits of the programming code you intend to use following the instructions in the "entering codes and values" section;
- press  to confirm: you will hear a tone, the  symbol will start flashing very quickly, notifying the operator that the device is awaiting the value;
- enter the new value, following the instructions in the "Entering Codes and Values" section;
- press  to confirm: you will hear a tone, the  symbol lights up for a moment and the  symbol will stop flashing quickly and will return to flash as before entering the code, notifying the operator that the device is awaiting a new programming code;
- continue by entering the code of another programming or exit, following the instructions in the "Exit Programming Mode" section.

Programming additional user addresses (codes 001-004).

In DUO systems, the videointercom can also answer calls addressed to other users, so 4 additional call addresses can be stored. The storage procedure is shown below for the first of the four addresses (code 001). Using codes 002, 003 and 004, the second, third and fourth additional addresses can be entered respectively.



First additional address (code 001).

To program the first additional call address (by default empty; permitted addresses between 001 and 200) it is necessary:

- enter code 001;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Room number (code 005)

This is the room address of the device and is used to identify it within the flat (factory setting 000 - MASTER, permitted addresses between 000 and 004).



- Enter code 005;
- press button  to confirm;
- enter the new room number;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the room numbers of the additional user addresses (codes 006-009).


With regard to the 4 additional addresses, the video intercom can act as MASTER or as a secondary device (room 001-004) to answer calls correctly. The storage procedure is shown below for the room number related to the first of the four additional addresses (code 006). Using codes 007, 008 and 009, it is possible to enter the room numbers for the second, third and fourth additional addresses respectively.

Room number relative to the first additional address (code 006).

To program the room number for the first additional address (by default empty; permitted addresses between 000 and 004), it is necessary:

- enter code 006;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming of addresses associated with sequential pressing of the button (codes 010, 011, 012 and 013).

If pressed with the system in stand-by, the video intercom button  activates auto-on to the last door unit from which the call was received. It is possible to press the button four more times to sequentially display up to four additional door units whose addresses have been previously stored as described below. By default, the four addresses are empty.



Allowed values are:

- addresses 231-253: external unit address on which auto switch-on is to be performed (display without having been called)
- address 255: erasing of previously entered value.

The procedure is described below for the first of the four addresses to be stored (code 010). By using codes 011, 012 and 013, it is possible to enter the second, third and fourth door unit addresses respectively on which to perform auto-on.

Programming the first address associated to the sequential pressing of the button (code 010).

To program the first address associated to the sequential pressing of the button (by default empty), it is necessary to:

- enter code 010;
- press button  to confirm;
- enter the new address; enter 255 if you want to restore the empty memory cell;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming of addresses activated by pressing button 1 (codes 014 and 016).



Button 1 on the video intercom provides the possibility of activating two different services (each identified by the relative address) according to the time for which the button is pressed. **In particular, a distinction is made between short pressure (<1 sec.) and long pressure (>3 sec.).**

The allowed values for the services that can be activated are:

- addresses 001-200: call to another user
- addresses 201-210: call to switchboard;
- addresses 211-220: actuator activation
- addresses 231-253: auto-on (without having been called) to the external unit.
- address 255: erasing of previously entered value.



Programming the address associated with short pressure of button 1 (code 014).

To program the address associated with short pressure on button 1 (factory setting 211), it is necessary:

- enter code 014;
- press button  to confirm;
- enter the new address; enter 255 if you want to restore the empty memory cell;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the address associated with long pressure of button 1 (code 016).

To program the address associated with long pressure on button 1 (by default empty), it is necessary:

- enter code 016;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming room numbers related to the addresses activated by pressing button 1 (codes 015 and 017).



If the short or long pressure, or both, are assigned the same address with which the video intercom is called from outside, the service that is activated is the intercom call within the same flat. In order to correctly address this call, the room number associated to the short/long pressure of button 1 must be programmed with the room number corresponding to the intercom/video intercom to be called. Allowed values are:

- address 000-006: room numbers;

- address 255: delete previously entered value.



Programming the room number related to the address associated with short pressure of button 1 (code 015).

To program the room number related to the address associated with short pressure on button 1 (by default empty), it is necessary:

- enter code 015;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the room number related to the address associated with long pressure of button 1 (code 017).

To program the room number related to the address associated with long pressure on button 1 (by default empty), it is necessary:

- enter code 017;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming of addresses activated by pressing button 2 (codes 018 and 020).



Button 2 on the video intercom provides the possibility of activating two different services (each identified by the relative address) according to the time for which the button is pressed. **In particular, a distinction is made between short pressure (<1 sec.) and long pressure (>3 sec.).**

The allowed values for the services that can be activated are:

- addresses 001-200: call to another user
- addresses 201-210: call to switchboard;
- addresses 211-220: actuator activation
- addresses 231-253: auto-on (without having been called) to the external unit.
- address 255: erasing of previously entered value.



Programming the address associated with short pressure of button 2 (code 018).

To program the address associated with short pressure on button 2 (by default empty), it is necessary:

- enter code 018;
- press button  to confirm;
- enter the new address; enter 255 if you want to restore the empty memory cell;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the address associated with long pressure of button 2 (code 020).

To program the address associated with long pressure on button 2 (by default empty), it is necessary:

- enter code 020;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.



Programming room numbers related to the addresses activated by pressing button 2 (codes 019 and 021).

If the short or long pressure, or both, are assigned the same address with which the videointercom is called from outside, the service that is activated is the intercom call within the same flat. In order to correctly address this call, the room number associated to the short/long pressure of button 2 must be programmed with the room number corresponding to the intercom/video-intercom to be called. Allowed values are:

- address 000-006: room numbers;
- address 255: delete previously entered value.



Programming the room number related to the address associated with short pressure of button 2 (code 019).

To program the room number related to the address associated with short pressure on button 2 (by default empty), it is necessary:

- enter code 019;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the room number related to the address associated with long pressure of button 2 (code 021).

To program the room number related to the address associated with long pressure on button 2 (by default empty), it is necessary:



- enter code 021;
- press button  to confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming the address of the service activated by closing contact A1/GN (code 022).

When the input terminals A1 and GN of the videointercom are closed by means of a button, the floor call is forwarded (the videointercom rings with the melody programmed for this type of call, without enabling the conversation). It is possible to associate an address to the input if, in addition to receiving the floor call tone, one of the services below is to be activated:

- same address as that set on SW1: floor call forwarded to all apartment stations having the same user address of the videointercom where A1 and GN are closed together;
- addresses 001-200: floor call sent to another user;
- address 255: delete previously entered value.

To program the address associated with closing contacts A1/GN (by default empty), it is necessary to:

- enter code 022;
- press button ; o confirm;
- enter the new address; enter 255 to erase a value previously entered;
- press button  to confirm;
- continue with the next programming or exit programming.



Programming ringtones (codes 024 to 032).

The following parameters can be programmed in relation to the ringtones. First input the code (024-032) and then the value to be set:

- **code 024**: code identifying the common volume level associated with all the ringtones (factory value 3, allowed values from 1=minimum to 5=maximum);



- **codes 025, 026, 027 and 028**: the four codes identifying the ringtone set for calls from the external door station, from intercom within the same flat, from another flat and from the floor respectively (see table 1 for the factory settings;)


- **codes 029, 030, 031 and 032**: the four codes identify the number of rings associated to the ringtone set for calls from external door station, intercom inside the same flat, from another flat and from floor respectively (for factory settings see table 1, allowed values from 1 to 5). To perform the desired programming it is necessary:

- enter one of the codes from 024 to 032;
- press button  to confirm;
- enter the new value to be assigned;
- press button  to confirm;
- continue with the next programming or exit programming.

Programming video always ON even in slave monitor (code 033)






It is possible to configure the SLAVE videointercom so that its display will switch on when the call is received (by default it is switched off). It is necessary:


- enter code 033;
- press button  to confirm;
- enter **the value 222 to enable** switching on or the value 212 to disable it;
- press button  to confirm;
- continue with the next programming or exit programming.

 **Attention.** To provide correct system dimensioning, contact the Farfisa technical service before enabling the option.

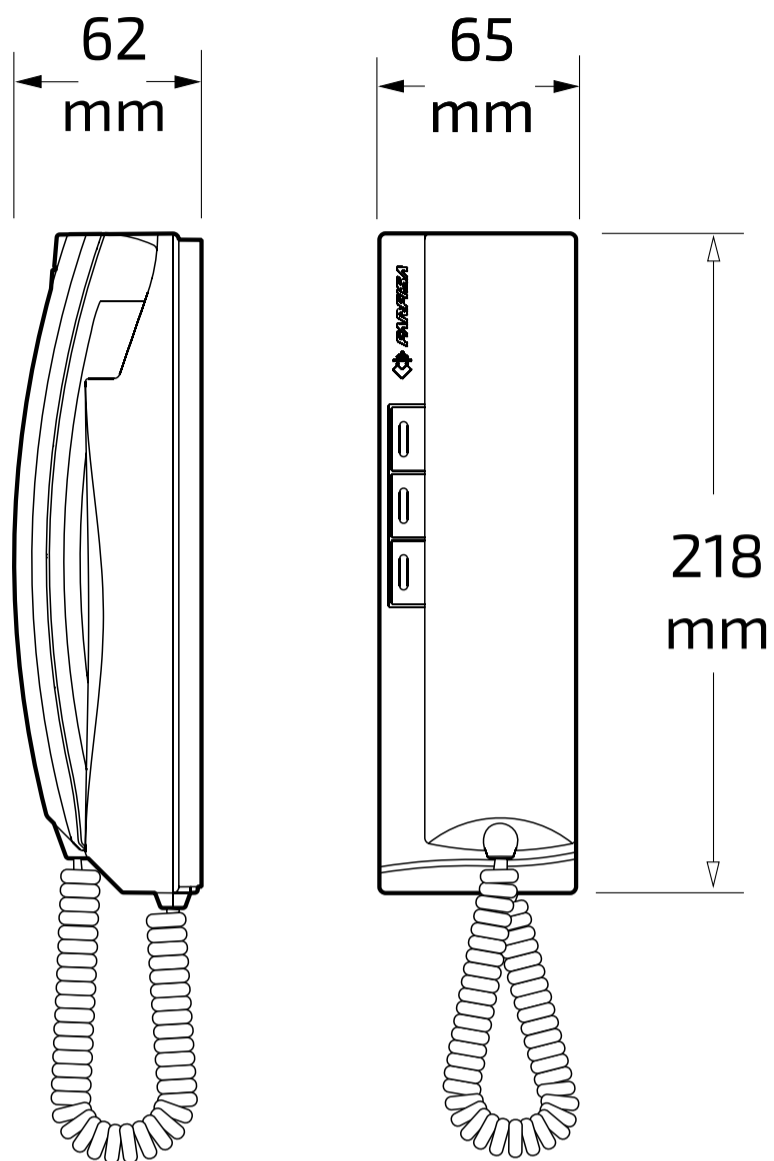
Return to factory defaults

To return to the factory settings, it is necessary to:

- enter programming mode following the instructions described in the paragraph "Entering programming mode",
- press the following buttons in this sequence: , 2, 1 and ;
- the  icon LED stops flashing, the  icon LED lights up for one second and then the  icon LED returns to flashing slowly;
- exit programming. If new programming is required, re-enter and perform the necessary steps.

 **Attention:** returning to the factory defaults has no effect on the user address, which is set manually via the dip-switches of SW1.

Art. EX352



Programming via
DUO System app



Alarm sending to
the concierge

DUO
SYSTEM

Exhito

Intercom with hand-
set and 3 buttons for
DUO System

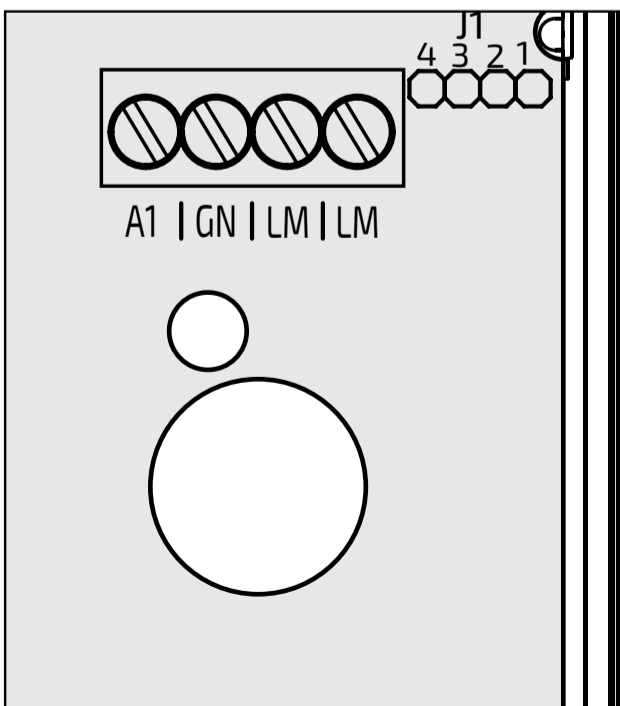
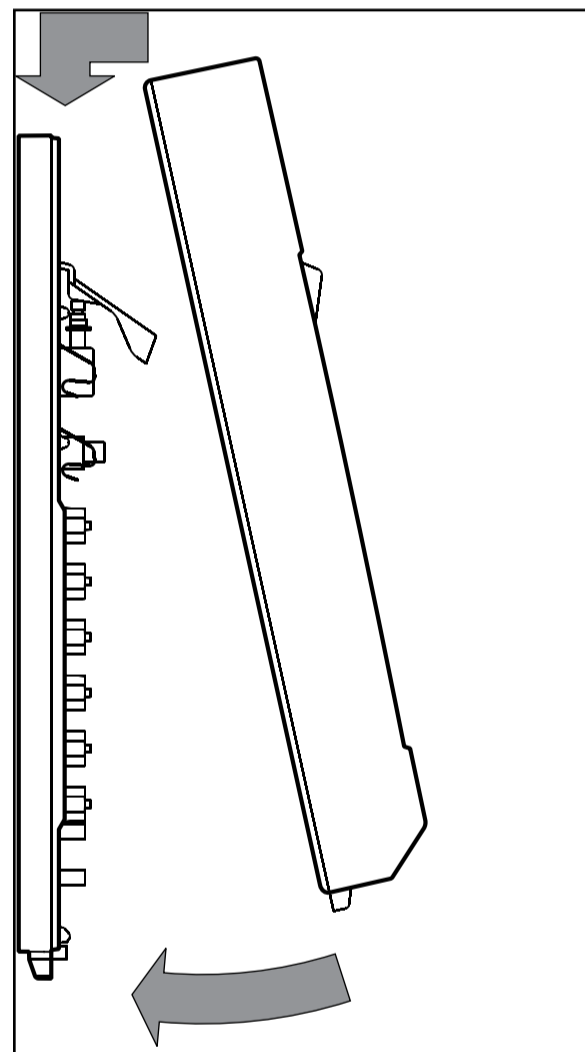
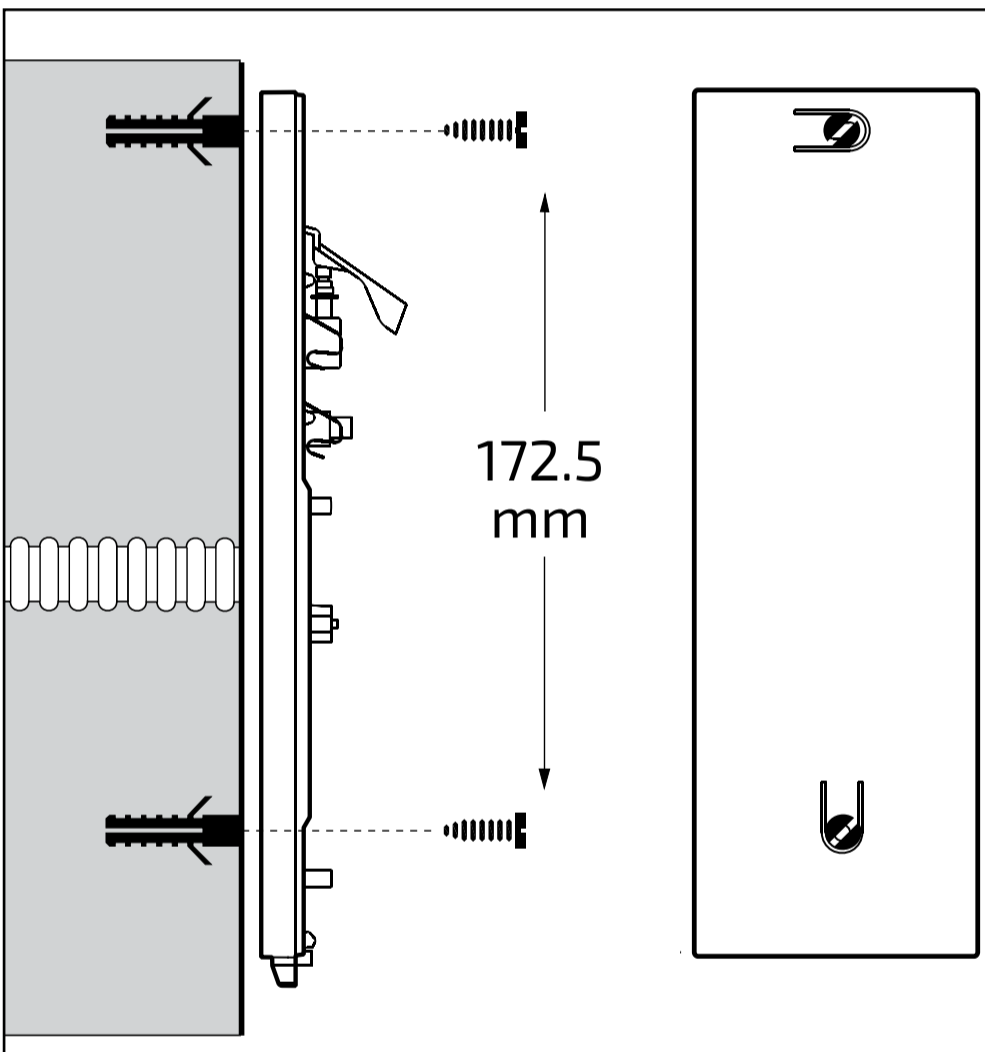
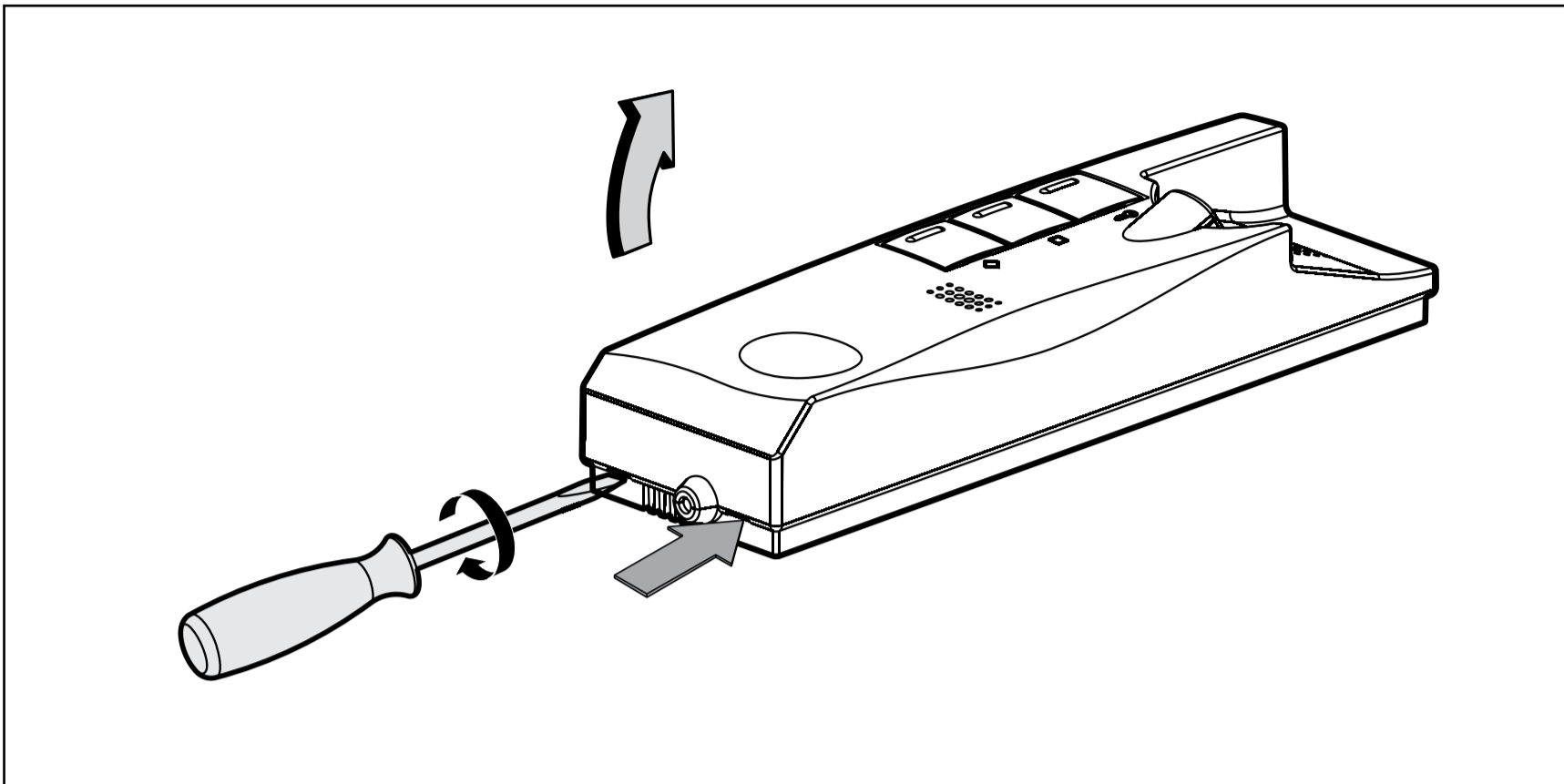
Intercom with 3 buttons.

Technical data

Power supply	from DUO bus
Stand-by current	8 mA
Operating current	0,1 A
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

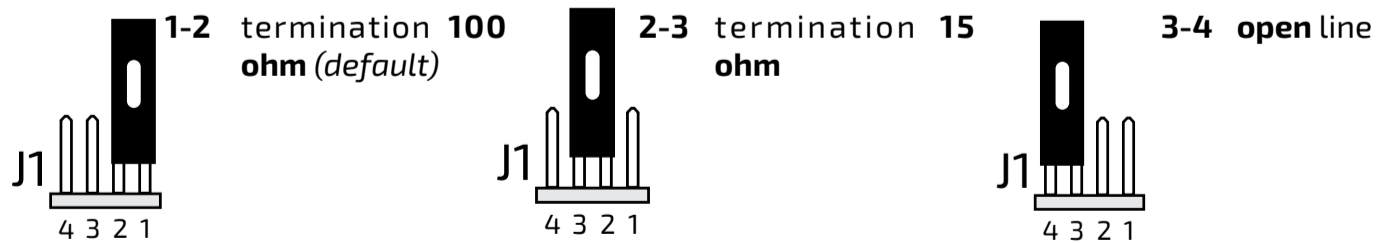
Terminals

A1/GN	Floor call input
LM/LM	Line input






Jumper for closing impedance

The intercom is provided with the jumper **J1** that, when placed in the correct position, allows to adapt the line impedance for the correct operation of the connected devices.





Function of buttons

	In stand-by:	During the call and in conversation:
Button 	<ul style="list-style-type: none"> - When the handset is on hook, it activates the electrical door lock release of the last external station from which the call was received. - When the handset is off, activates conversation with the last external station from which the call was received. 	It it activates the electrical door lock release of the external station with which you are in conversation.
Button 	<p><u>Only if not changed from the factory settings, when the handset is picked up, it sends the command to activate the auxiliary actuator of the last door unit from which the call was received.</u> If the latter is equipped with an actuator and is suitably programmed.</p> <p>The function depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address of another flat or concierge unit, after picking up the handset, it calls the address of that unit; - address of an actuator, the actuator is activated/deactivated; - address of an external unit: after unhooking the handset, pressing the button, you enter in conversation with the external unit. - (in the case of programming according to the paragraph on intercom service in the same flat) address 000 to 002, after picking up the handset the respective extension in the same flat is called. 	<p><u>Only if not changed from the factory settings, it sends the command to activate the auxiliary actuator of the last door unit from which the call was received.</u> If the latter is equipped with an actuator and is suitably programmed.</p> <p>The only executable function is the activation/deactivation of the actuator if an actuator address has been stored in advance.</p>
Button 	<p><u>Only if not changed from the factory settings, when the handset is picked up, it sends the command to activate the auxiliary actuator of the last door unit from which the call was received.</u> If the latter is equipped with an actuator and is suitably programmed.</p> <p>The function depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address of another flat or concierge unit, after picking up the handset, it calls the address of that unit; - address of an actuator, the actuator is activated/deactivated; - address of an external unit: after unhooking the handset, pressing the button, you enter in conversation with the external unit. - (in the case of programming according to the paragraph on intercom service in the same flat) address 000 to 002, after picking up the handset the respective extension in the same flat is called. 	<p><u>Only if not changed from the factory settings, it sends the command to activate the auxiliary actuator of the last door unit from which the call was received.</u> If the latter is equipped with an actuator and is suitably programmed.</p> <p>The only executable function is the activation/deactivation of the actuator if an actuator address has been stored in advance.</p>

PROGRAMMING

Factory settings

The following are the values of the default factory settings, if you need to change them follow the instructions in the following paragraphs.

- User Address=**100**
- Internal address=**000**
- User additional address=**empty**
- Additional internal address=**empty**
- Address associated with Button =**empty**
- Address associated with Button =**empty**
- Address associated with A1/GN input=**255**
- Call tones and number of rings=**table below**


Factory settings for ringtones

Calls	Number of rings	Type of melody
from door station	4	Din-Don
intercommunicating	4	Dring 1
from other users	4	Dring 2
floor (local)	1	Dring 3

Programming via Bluetooth




It is recommended to program the device via Bluetooth by downloading the "DUO System" app (available for iOS and Android) in your smartphone or tablet. This requires:

- connect a PGR2991BT or XE2921 Bluetooth programmer to the system;
- launch the DUO System app, go to the Bus DUO section, press the "+" button and enter the intercom address (100 by default);
- program and disconnect.

 **If a Bluetooth programmer cannot be used, an "emergency" programming procedure is available, described in the following paragraphs.**

Entering programming mode


Programming is only possible when the intercom is in standby mode. To enter programming mode:

- hold pressed button  for 4 seconds with the handset on hook;
- after the 4 sec. the intercom emits a tone; keep button  pressed and unhook the handset. Release the button . **Entering into programming is signalled by the fact that no tone is heard in the handset (it is 'mute').**

Exit programming mode

To exit programming, you need to:

- hang up the handset.




 **Attention:** If no operations are carried out for more than 60 seconds, the intercom exits the programming mode automatically.




Quick user address programming.

With the programming described, it is possible to assign the address to the intercom from the door station. To carry out this programming, it is necessary to:

- **enter programming mode** following the instructions described in the chapter "Entering programming";;
- **make a call from an external door unit** within 2 minutes: press the button you wish to assign to the user on the panel. When the call is made, the door phone will be programmed automatically and a ringing tone will be heard on the handset. Replace and pick up the handset to enter into conversation with the door unit and check that the device is operating correctly; programming is signalled on the door unit by a confirmation tone if accepted or a dissuading tone if incorrect.

Entering codes and values

To enter codes and values, use the keys ,  and . Their use is as follows:

- : Press this button to confirm the entering of a code/address or to switch to next programming phase.
- : Press this button to increase the value of the digit to be entered. Press the button a number of times equal to the digit to be entered (digit 1=1 press, digit 9=9 presses, digit 0=10 presses of the button).
- : Press this button to confirm the digit entry and move on to the next entry. Press the button to move from hundreds to tens, from tens to units and to confirm the entry of units.

Each button pressing is confirmed by a tone.

Notes on entering codes and values





















- The codes and values to be entered must be always composed by three digits (hundreds, tens, and units); codes and values that are composed of tens and units or units alone must be completed by adding zeros. For example, number 96 becomes 096 and number 5 becomes 005.
- The digits must be entered one by one by pressing button , as many times as the value to be entered, followed by pressing button , to move on to the next digit (a tone will indicate when to move on to the next digit). For example, to enter number 096 you need to:
 - **press the  button 10 times** to enter the digit 0 and then press the  button;
 - **press the  button 9 times** to enter the digit 9 and then press the  button;
 - **press the  button 6 times** to enter the digit 6 and then press the  button.

Table (programming phases)

Button pressure	service
 > 4 sec.	User address.
 > 4 sec +  > 4 sec.	Internal address.
Button  > 4sec	Address of button  .
Button  > 4sec	Address of button  .
 > 4 sec.+  > 4 sec.	Additional address.
 > 4 sec.+  > 4 sec.	Address of A1



Programming procedure

To carry out the programming, you need to:

- enter the programming mode as described in the "Enter Programming Mode" section;
- identify the programming phase to use (see previous table);
- press the buttons relating to the programming phase as indicated in the table;
- enter the new value, following the instructions in the "Entering Codes and Values" section;
- press  to confirm: you will hear a tone,
- continue with another programming or exit, following the instructions in the "Exit Programming Mode" section.


User address.

Assign the user address (100 by factory default, admissible addresses 001-200).




- Once in programming mode, press the button  for 4 seconds; a programming tone will be heard;
- enter the 3 digits that compose the user address following the procedure in the paragraph "Entering codes and values"
- press the button  to confirm; a confirmation tone will be heard;
- continue with another programming or exit by picking up the handset.

Note. If you wish to proceed with programming the internal address, it is preferable to exit programming and then re-enter.

Internal address.




 **Whenever the user address is changed, the internal address is automatically reset to the value 000.**

Assign the internal address which serves to identify the device within the flat (factory setting 000 -MASTER, admissible addresses between 000 and 002).

- Once in programming mode, press the button  for 4 seconds; a programming tone will be heard;
- press the button  again for 4 seconds; a programming tone will be heard;
- enter the 3 digits that compose the internal address following the procedure in the paragraph "Entering codes and values"
- press the button  to confirm; a confirmation tone will be heard;
- continue with another programming or exit by picking up the handset.

Programming additional address.

The intercom can answer calls intended for an additional user whose address can be memorised. The memorisation procedure is shown below:





- once in programming mode, press the button  for 4 seconds; a programming tone will be heard;
- press the button  for 4 seconds; a programming tone will be heard;
- enter the 3 digits that compose the additional address (admissible addresses from 001 to 200) following the procedure in the paragraph "Entering codes and values";
- press the button  to confirm; a confirmation tone will be heard;
- continue with another programming or exit by picking up the handset.

Note: by programming the additional user address, the additional internal address is automatically set to 000. If it is necessary to change this last parameter, it is advisable to exit programming and then re-enter.



Programming additional internal address.

! Whenever the additional user address is changed, the additional internal address is automatically reset to the value 000.

The additional internal address must be different from the internal address programmed on the other intercom which has the same user address. (Allowed values: 000 - 002). The programming procedure is explained below:


- once in programming mode, press the button  for 4 seconds; a programming tone will be heard;
- press the button  for 4 seconds; a programming tone will be heard;
- press the button  again for 4 seconds; a programming tone will be heard;
- enter the 3 digits that compose the additional internal address (permitted addresses from 000 to 002) following the procedure in the paragraph "Entering codes and values"
- press the button  to confirm; a confirmation tone will be heard;
- continue with another programming or exit by picking up the handset.

Programming addresses associated with intercom buttons.



Buttons  and  of the intercom can activate different services (each identified by its address). the factory-set address is 255. Allowed values are:

- addresses 001-200: call to other user;
- addresses 201-210: call to switchboard;
- addresses 211-220: actuator activation;
- addresses 231-253: by unhooking the handset, pressing the selected button activates the connection to the door unit, without having been previously called. It is possible to send the lock opening command and to converse;
- address 255: no value.

The programming procedure is explained below. Once in programming:


- a** - press the button you wish to program for 4 seconds; a programming tone is heard;
 - b** - enter the 3 digits that compose the address following the procedure in the paragraph "Entering codes and values";
 - c** - press the button  to confirm; a confirmation tone will be heard;
- repeat steps a-b-c to program the other button or exit programming by replacing the handset.

Programming intercom buttons for intercom call in the same flat.



Buttons  and  of the intercom can be programmed to send the intercom call to other devices in the same flat (i.e. with the same user address). By default, the buttons have no programming. Allowed values are:

- 000 to 002 (master, slave 1 and slave 2).
- Address 255: to send the command to activate the actuator (if present and suitably programmed) of the last door unit from which the call was received.



The addresses from 000 to 002 above have no reference to the addresses described in the paragraph "Programming addresses associated with intercom buttons" but here they relate to the internal address of the intercom or videointercom, within the same flat, to which the intercom call is sent. In other words, if the button  of intercom 100 - 000 (master) is programmed with address 001, using the procedure described in this paragraph, pressing it sends the call to intercom 100 - 001 (slave 1).

The programming procedure is shown below. Once in programming mode:

- a** - press the button you wish to program for 4 seconds; a programming tone is heard;
 - b** - press the button  for 4 seconds; a programming tone will be heard;
 - c** - enter the 3 digits that compose the address to be programmed following the procedure in the paragraph "Entering codes and values"
 - d** - press the button  to confirm; a confirmation tone will be heard;
- repeat steps a-b-c-d to program the other button or exit programming by replacing the handset.

Note:




Only one address can be assigned to each button.

Programming the address of input A1.

The floor call (the intercom rings with the melody programmed for this type of call, without enabling conversation) is activated by closing input A1 on terminal GN (via a suitable button). It is possible to associate an address with the input if one of the services indicated below is to be activated:

- address 000: floor call relayed to all apartment stations having the same user address of the intercom whose terminals A1 and GN are connected to the button.
- addresses 001-200: floor call sent to other user;
- addresses 201-210: alarm sent to switchboard;
- addresses 211-220: actuator activation;
- addresses 231-253: door lock release of corresponding door station;
- address 255: no activation enabled (when terminal A1 is closed on terminal GN, the intercom rings without transmitting any information to activate the services listed above).




To programme the address (factory default 255), it is necessary to:

- once in programming mode, press the button  for 4 seconds; a programming tone will be heard;
- press the button  for 4 seconds; a programming tone will be heard
- enter the 3 digits that make up the service address as described above (addresses 001 to 220; 231 to 253; 255) following the procedure in the paragraph "Entering codes and values";
- press the button  to confirm; a confirmation tone will be heard;
- continue with another programming or exit by picking up the handset.





Selection of ringtones.

The intercom can emit 4 different ringtones which can be changed as indicated in the following procedure. The default ringtone settings are those summarised in the "Factory settings" section. All programming must be carried out with the handset hung up. Proceed with the steps described below for the type of call of interest.






Call from external door station:

- press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  repeatedly to select the preferred ringtone;
- press the button  to confirm.






Intercom call:

- press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  for 4 seconds; the ringtone previously programmed for intercom call will be heard;
- press the button  repeatedly to select the preferred ringtone;
- press the button  to confirm.

Call from another user:




- press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  for 4 seconds; the ringtone previously programmed for intercom call will be heard;
- press the button  again for 4 seconds; the ringtone previously programmed for call from another user will be heard;
- press the button  repeatedly to select the preferred ringtone;
- press the button  to confirm.


Floor call:

- Press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  for 4 seconds; the ringtone previously programmed for intercom call will be heard;
- press the button  for 4 seconds; the ringtone previously programmed for floor call will be heard;
- press the button  repeatedly to select the preferred ringtone;
- press the button  to confirm.

Programming the number of ringing tones.





By default, all intercom calls last 4 rings, except the floor call which lasts one ring and cannot be changed. The number of rings can be changed by leaving the handset on-hook and proceeding as follows

- press the button  for 4 seconds; the previously programmed ringtone for call from external door station will be heard
- press the button  for 4 seconds; a number of beeps corresponding to the programmed rings will be heard;
- Press the button  repeatedly to select the desired number of rings. Each press increases the duration of the ringer by one ring. After 8 rings, it starts again from 1;

- press the button  to confirm.

Adjusting the volume of the ringtones.

With the handset hung up, it is possible to adjust 5 volume levels the same for all ringtones as shown in the following procedure:

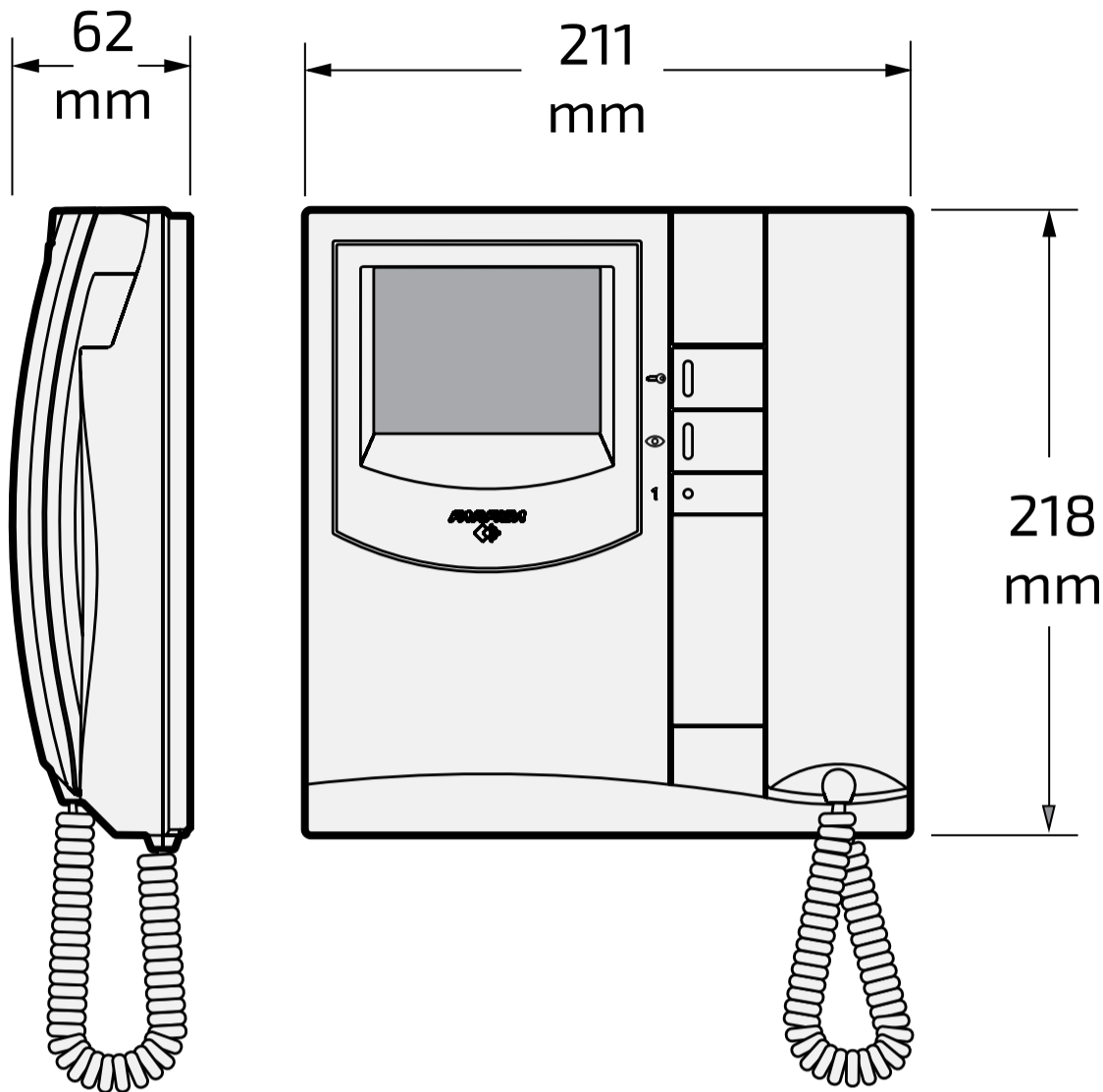
- press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  for 4 seconds; the ringtone for the call from external door station will be heard again;
- press the button  several times. Each press increases the ringtone volume level. When the maximum level is reached, it starts again from the minimum level;
- press the button  to confirm.

Restore factory default.

To restore factory default, it is necessary to:

- enter programming mode following the instructions described in the paragraph "Entering programming mode";
- enter the 3 digits that compose the address **123** following the procedure in the paragraph "Entering codes and values"; a tone will inform you of restoring factory default;
- it is suggested to exit programming. If new programming is required, enter again and carry out the necessary steps.

Art. EX3252C



Programming via
DUO System app

DUO
SYSTEM

Exhito

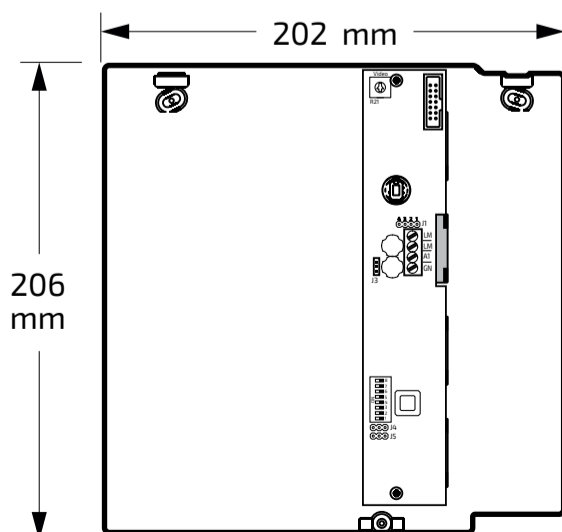
Videointercom with
handset and 3 but-
tons for DUO System

Videointercom with 3 buttons.

Technical data

Power supply	from DUO bus
Stand-by current	6 mA
Operating current	230 mA
Monitor	4" LCD
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

Art. WB3252



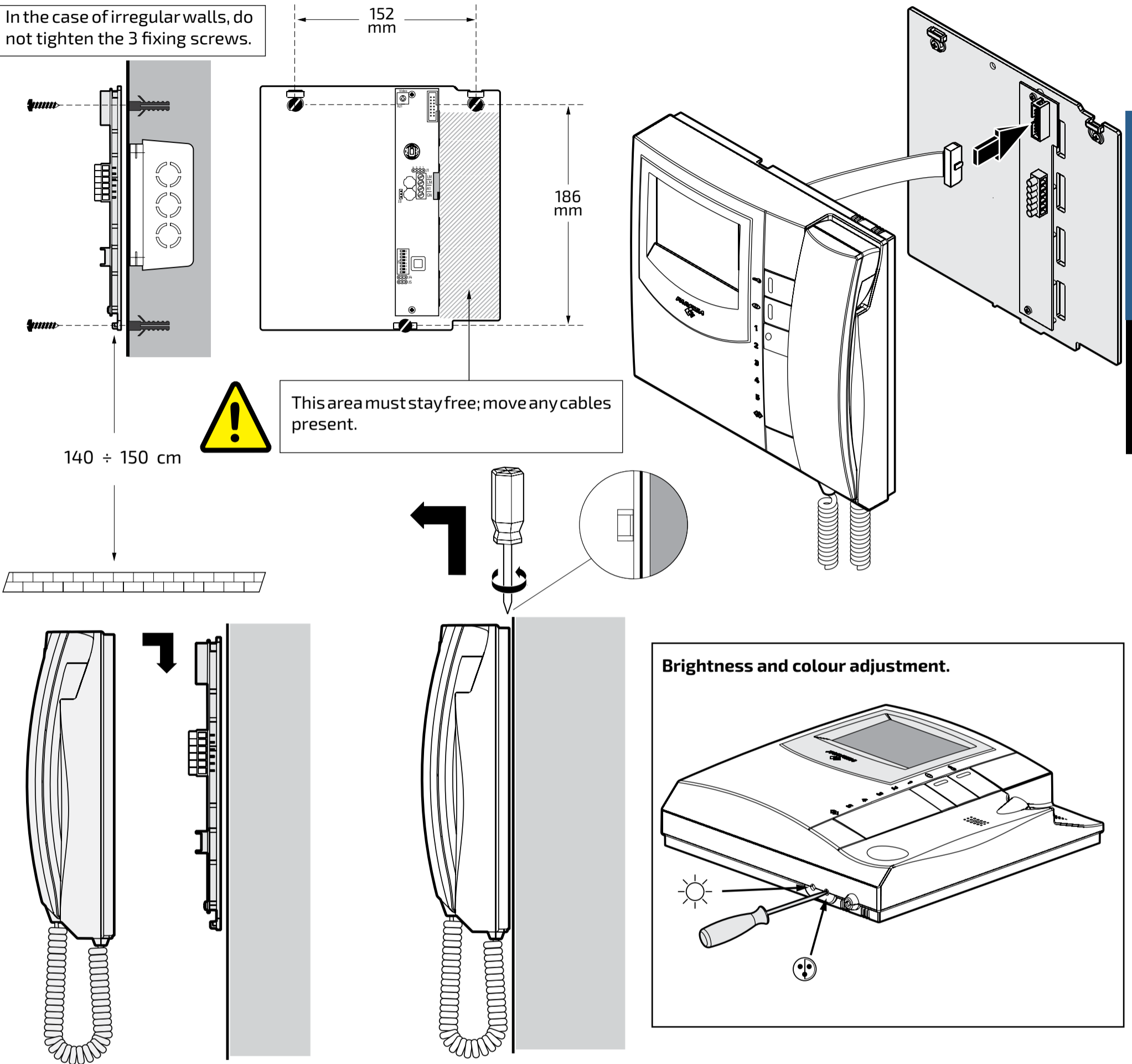
Wall mounting and connection bracket
Not supplied with the videointercom, to be
purchased separately.

Terminals

A1/GN	Floor call input
LM/LM	Line input

Installation

In the case of irregular walls, do not tighten the 3 fixing screws.

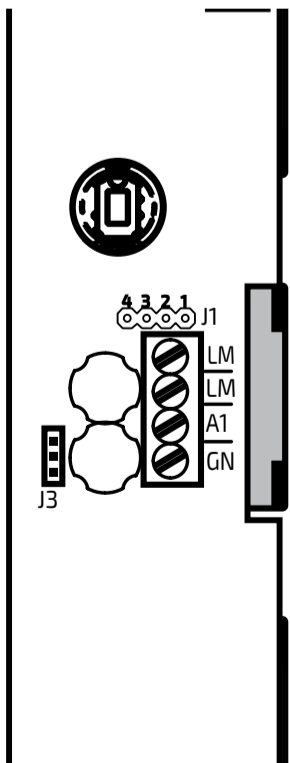


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DUO
S Y S T E M

Jumper for closing impedance

The wall bracket is provided with the jumper J1 that, when placed in the correct position, allows to adapt the line impedance for the correct operation of the connected devices.



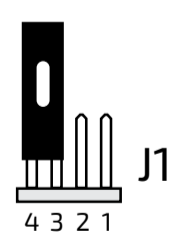
1-2 termination 100 ohm (default)





2-3 termination 15 ohm



3-4 open line




Function of buttons

	In stand-by:	During the call and in conversation:
Button 	<ul style="list-style-type: none"> - When the handset is on hook, it activates the electrical door lock release of the last external station from which the call was received. - When the handset is off, activates conversation with the last external station from which the call was received. 	It it activates the electrical door lock release of the external station with which you are in conversation.
Button 	Short sequential press (<1 s). The first press of the button performs auto switch-on of the last door unit from which the call was received. Subsequent button presses perform the auto switch-on of up to 4 door units whose addresses have been previously configured.	If the door unit is properly programmed, a brief, sequential press of the button starts the display of the auxiliary camera (if present and enabled) and then of the cameras connected to the VM2521 modulators whose addresses are configured in the door unit (ALBA/HERO/SOLVO).
Button 1	<p>Only if reprogrammed with address 255 according to the procedure described in the paragraph on the intercom service in the same flat, when the handset is lifted, it sends the command to activate the auxiliary actuator of the last door unit from which the call was received. If the latter is equipped with an actuator and is suitably programmed.</p> <p>The function activated depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address of another user or switchboard, after picking up the handset the stored user is called; - address of an actuator, the actuator is activated/deactivated; - address of an external door station: auto switch-on of the door unit, without having previously received the call. When the handset is lifted, you automatically enter into conversation; - (in the case of programming according to the paragraph on intercom service in the same flat) address from 000 to 003, after lifting the handset, the respective flat extension is called. 	<p>Only if reprogrammed with address 255 according to the procedure described in the paragraph on the intercom service in the same flat, it sends the command to activate the auxiliary actuator of the door unit with which you are conversing. If the latter is equipped with an actuator and is suitably programmed.</p> <p>Except for programming with address 255, the only executable function is the activation/deactivation of the actuator if an actuator address has been stored in advance.</p>

PROGRAMMING

Factory settings.

The following are the values of the default factory settings, if you need to change them follow the instructions in the following paragraphs.

- User Address=**100**
- Internal address=**000**
- User additional address=**empty**
- Additional internal address=**empty**
- Addresses associated with Button =**empty**
- Address associated with Button 1=**211**
- Address associated with A1/GN input=**255**
- Call tones and number of rings=**table below**

Factory settings for ringtones

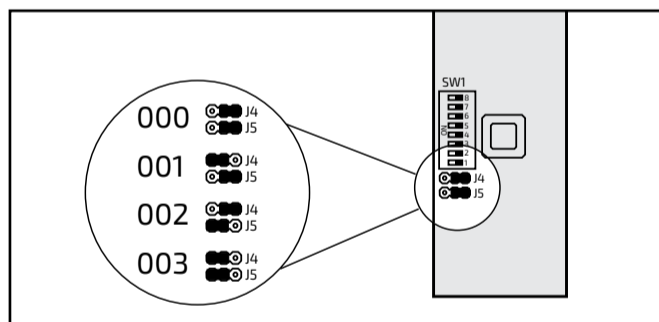
Calls	Number of rings	Type of melody
from door station	4	Din-Don
intercommunicating	4	Dring 1
from other users	4	Dring 2
floor (local)	1	Dring 3

Programming user address

The user address (factory setting 100, permitted values 001 to 200) is set via the dip-switches SW1 on the WB3252 bracket. See table 1.1 at the end of this chapter.

Programming internal address

The internal address (factory setting 000, permitted values 000 to 003) is set via **jumper J4 and J5** on the WB3252 bracket. Jumper J4 and J5 must be moved according to the required internal address (see figure below).



All other parameters must be stored in the videointercom, following one of the following procedures.

Programming via Bluetooth




It is recommended to program the device via Bluetooth by downloading the "DUO System" app (available for iOS and Android) in your smartphone or tablet. This requires:

- connect a PGR2991BT or XE2921 Bluetooth programmer to the system;
- launch the DUO System app, go to the Bus DUO section, press the "+" button and enter the address set with dip-switches SW1 of wall bracket WB3252 (100 by default);
- program and disconnect.

! If a Bluetooth programmer cannot be used, an "emergency" programming procedure is available, described in the following paragraphs.

Entering programming mode

Programming is only possible when the videointercom is in standby mode. To enter programming mode:

- hold pressed button  for 4 seconds with the handset on hook;
- after the 4 sec. the videointercom emits a tone; keep button  pressed and unhook the handset. Release the button . **Entering into programming is signalled by the fact that no tone is heard in the handset (it is 'mute').**



Exit programming mode


To exit programming, you need to:

- hang up the handset.


! Attention: If no operations are carried out for more than 60 seconds, the videointercom exits the programming mode automatically.

Entering codes and values

To enter codes and values, use the keys **1**,  and  their operation is explained below:

: Press this button to confirm the entering of a code/address or to switch to next programming phase.

1: Press this button to increase the value of the digit to be entered. Press the button a number of times equal to the digit to be entered (digit 1=1 press, digit 9=9 presses, digit 0=10 presses of the button).

: Press this button to confirm the digit entry and move on to the next entry. Press the button to move from hundreds to tens, from tens to units and to confirm the entry of units.

Each button pressing is confirmed by a tone.

Notes on entering codes and values










- The codes and values to be entered must be always composed by three digits (hundreds, tens, and units); codes and values that are composed of tens and units or units alone must be completed by adding zeros. For example, number 96 becomes 096 and number 5 becomes 005.
- The digits must be entered one by one by pressing button **1**, as many times as the value to be entered, followed by pressing button , to move on to the next digit (a tone will indicate when to move on to the next digit). For example, to enter number 096 you need to:
 - **press the 1 button 10 times** to enter the digit 0 and then press the  button;
 - **press the 1 button 9 times** to enter the digit 9 and then press the  button;
 - **press the 1 button 6 times** to enter the digit 6 and then press the  button.

Table (of programming phases)


Button pressure	service
Button  > 4sec	Button  addresses
Button 1 > 4sec	Button 1 address.

 > 4 sec.+  > 4 sec.	Additional address.

 > 4 sec.+ 1 > 4 sec.	A1 address




Programming procedure

To carry out the programming, you need to:

- enter the programming mode as described in the "Enter Programming Mode" section;
- identify the programming phase to use (see previous table);
- press the buttons relating to the programming phase as indicated in the table;
- enter the new value, following the instructions in the "Entering Codes and Values" section;
- press  to confirm: you will hear a tone,
- continue with another programming or exit, following the instructions in the "Exit Programming Mode" section.

Programming additional address.

The videointercom can answer calls intended for an additional user whose address can be memorised. The memorisation procedure is shown below:





- once in programming mode, press the button  for 4 seconds; a programming tone will be heard;
- press the button  for 4 seconds; a programming tone will be heard;
- enter the 3 digits that compose the additional address (admissible addresses from 001 to 200) following the procedure in the paragraph "Entering codes and values";
- press the button  to confirm; a confirmation tone will be heard;
- continue with another programming or exit by picking up the handset.

Note: by programming the additional user address, the additional internal address is automatically set to 000. If it is necessary to change this last parameter, it is advisable to exit programming and then re-enter.

Programming additional internal address.




! Whenever the additional user address is changed, the additional internal address is automatically reset to the value 000.

The additional internal address must be different from the internal address programmed on the other videointercom which has the same user address. (Allowed values: 000 - 002). The programming procedure is explained below:

- once in programming mode, press the button  for 4 seconds; a programming tone will be heard;
- press the button  for 4 seconds; a programming tone will be heard;
- press the button  again for 4 seconds; a programming tone will be heard;
- enter the 3 digits that compose the additional internal address (permitted addresses from 000 to 002) following the procedure in the paragraph "Entering codes and values"
- press the button  to confirm; a confirmation tone will be heard;
- continue with another programming or exit by picking up the handset.









Programming addresses stored in button

The address of the last external door station from which the call was received is stored in this button. In addition, it is possible to store the address of up to four further door stations. This allows the user of a system with more

than one door station, by pressing the button  several times, to view, talk to or open the door of the various entrances even if a call has not been received from outside. **In the case of a system with only one door station, it is not necessary to memorise its address as this address will be acquired automatically on the first call. If several addresses are memorised in the button , the first press of the button  always activates the last door station from which the call was received, regardless of whether or not it is present in the list.** Subsequent presses go through the list of addresses programmed in this phase. No addresses are stored in the factory. The permitted values are:

- addresses 231-253: door station addresses on which auto switch-on is to be carried out (display without being called);
- address 255: delete previously entered value.

The programming procedure is shown below:

- once in programming, press the button  for 4 seconds; a programming tone will be heard;
- enter the 3 digits composing the address associated with the 1st door unit (addresses 231 to 253) following the procedure in the "Entering codes and values" paragraph;
- press the button  to confirm; a confirmation tone will be heard;
- to enter the address of the 2nd door unit, press the button  twice for 4 seconds; a confirmation tone will be heard each time the button is pressed;
- enter the 3 digits composing the address associated with the 2nd door unit (addresses 231 to 253) following the procedure in the "Entering codes and values" paragraph;
- press the button  to confirm; a confirmation tone will be heard;
- if present, and the address of the 3rd door unit is to be entered, press the button  3 times for 4 seconds; a confirmation tone will be heard each time the button is pressed;
- enter the 3 digits composing the address associated with the 3rd door unit (addresses 231 to 253) following the procedure in the "Entering codes and values" paragraph;
- press the button  to confirm; a confirmation tone will be heard;
- if present, and the address of the 4th door unit is to be entered, press the button  4 times for 4 seconds; a confirmation tone will be heard each time the button is pressed;
- enter the 3 digits composing the address associated with the 4th door unit (addresses 231 to 253) following the procedure in the "Entering codes and values" paragraph;
- press the button  to confirm; a confirmation tone will be heard;
- continue with other programming or exit by replacing the handset.


Note. Associate the button with the addresses of only door stations to which the user can connect.

Programming the address associated with button 1 of the videointercom.

Button 1 on the videointercom can activate various services (each identified by its address). The factory-set address is 211. The permitted values are:

- addresses 001-200: call to other user;
- addresses 201-210: call to switchboard;
- addresses 211-220: actuator activation;
- addresses 231-253: connection to external door station, without having received the call. It is possible to send the door lock release command and, by unhooking the handset, activate the voice channel;
- address 255: no value.

The programming procedure is shown below:

- once in programming, press button 1 for 4 seconds; a programming tone is heard;
- enter the 3 digits that compose the address to be associated with button 1 (addresses 001 to 220, 231 to 253 and 255) following the procedure in the paragraph "Entering codes and values";
- press the button  to confirm; a confirmation tone will be heard;
- continue with other programming or exit by replacing the handset.



Programming button 1 for intercom call in the same flat.

Videointercom button 1 can be programmed to send the intercom call to other devices in the same flat (i.e. with the same user address). By default button 1 is programmed to activate the actuator with address 211 so it must be reprogrammed following the procedure indicated below. The permitted values are:

- 000 to 003 (master, slave 1, slave 2 and slave 3).
- address 255: send actuator activation command (if present and suitably programmed) of the last door station from which the call was received.

⚠ The addresses from 000 to 003 above have no reference to the addresses described in the paragraph "Programming the address associated with button 1 of the videointercom" but here they relate to the internal address of the intercom or videointercom, within the same flat, to which the intercom call is sent. In other words, if button 1 of videointercom 100 - 000 (master) is programmed with address 001, using the procedure described in this paragraph, pressing it, the call to videointercom 100 - 001 (slave 1) is sent.

The programming procedure is illustrated below:

- once in programming mode, press button 1 for 4 seconds; a programming tone will be heard;
- press button  for 4 seconds; a programming tone will be heard;
- enter the 3 digits composing the address to be programmed following the procedure in the "Entering codes and values" paragraph;
- press the button  to confirm; a confirmation tone will be heard;
- continue with other programming or exit by replacing the handset.

Note.



Only one address can be assigned to each button.

Programming address associated to A1 input.

The floor call (the videointercom rings with the ringtone programmed for this type of call, without enabling conversation) is activated by closing input A1 on terminal GN (via a suitable button). It is possible to associate an address with the input if one of the services indicated below is to be activated:

- address 000: floor call relayed to all apartment stations with the same user address of the videointercom whose terminals A1 and GN are connected to the button.
- addresses 001-200: floor call sent to another user;
- addresses 211-220: actuator activation;
- addresses 231-253: lock opening of corresponding door station;
- address 255: no service activated (when terminal A1 is closed on terminal GN, the videointercom rings without transmitting any information to activate services).




The address (factory default 255) must be programmed as shown below:

- once in programming mode, press the button  for 4 seconds; a programming tone will be heard;
- press the button **1** for 4 seconds; a programming tone will be heard;
- enter the 3 digits that compose the service address as described above (addresses 001 to 220; 231 to 253; 255) following the procedure in the "Entering Codes and Values" paragraph;
- press the button  to confirm; a confirmation tone will be heard;
- continue with other programming or exit by replacing the handset.





Selection of ringtones.

The videointercom can emit 4 different ringtones which can be changed as indicated in the following procedure. The default ringtone settings are those summarised in the "Factory settings" section. All programming must be carried out with the handset hung up. Proceed with the steps described below for the type of call of interest.



Call from external door station:

- press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  repeatedly to select the preferred ringtone;
- press the button  to confirm.




Intercom call:

- press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  for 4 seconds; the ringtone previously programmed for intercom call will be heard;
- press the button  repeatedly to select the preferred ringtone;
- press the button  to confirm.





Call from another user:

- press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  for 4 seconds; the rin-

g tone previously programmed for intercom call will be heard;





- press the button  again for 4 seconds; the ringtone previously programmed for call from another user will be heard;
- press the button  repeatedly to select the preferred ringtone;
- press the button  to confirm.

Floor call:

- Press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button  for 4 seconds; the ringtone previously programmed for intercom call will be heard;
- press the button **1** for 4 seconds; the ringtone previously programmed for floor call will be heard;
- press the button  repeatedly to select the preferred ringtone;
- press the button  to confirm.




Programming the number of ringing tones.

By default, all video intercom calls last 4 rings, except the floor call which lasts one ring and cannot be changed. The number of rings can be changed by **leaving the handset on-hook** and proceeding as follows

- press the button  for 4 seconds; the previously programmed ringtone for call from external door station will be heard
- press the button  for 4 seconds; a number of beeps corresponding to the programmed rings will be heard;
- Press the button  repeatedly to select the desired number of rings. Each press increases the duration of the ringer by one ring. After 8 rings, it starts again from 1;
- press the button  to confirm.

Adjusting the volume of the ringtones.

With the handset hung up, it is possible to adjust 5 volume levels the same for all ringtones as shown in the following procedure:

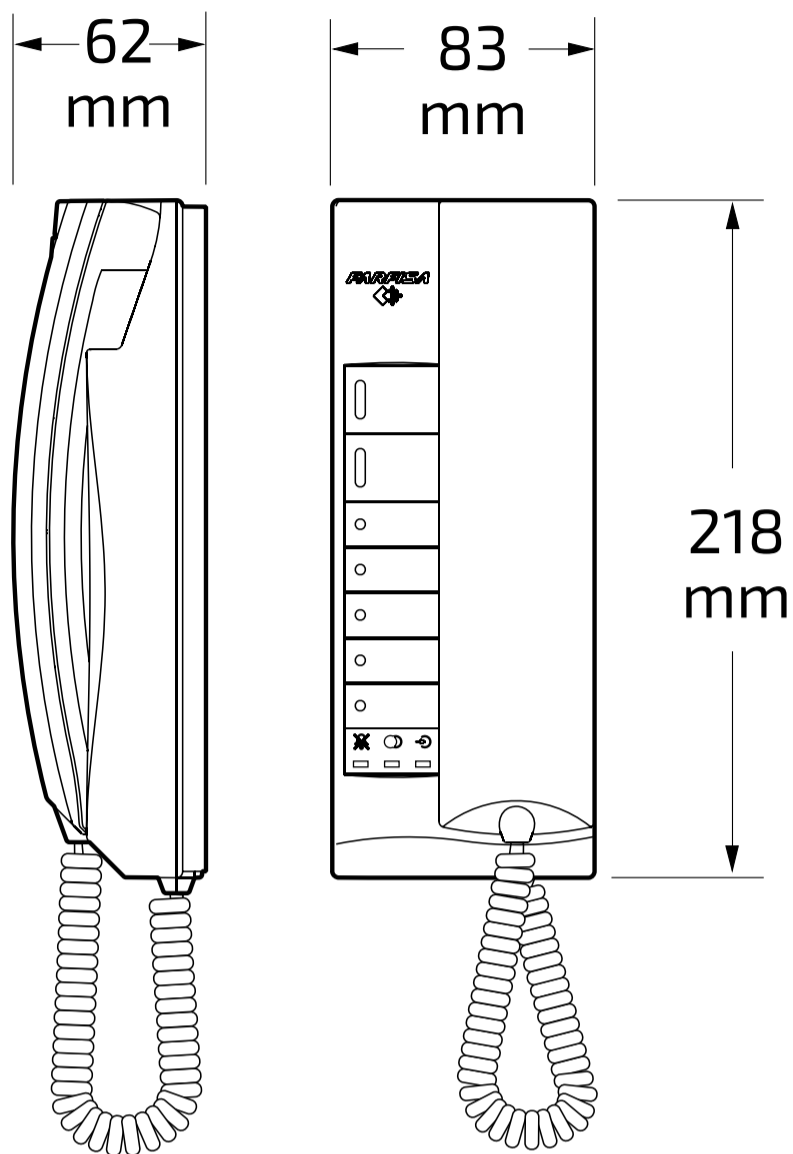
- press the button  for 4 seconds; the previously programmed ringtone for call from external station will be heard;
- press the button **1** for 4 seconds; the ringtone for the call from external door station will be heard again;
- press the button  several times. Each press increases the ringtone volume level. When the maximum level is reached, it starts again from the minimum level;
- press the button  to confirm.

Restore factory default.

To restore factory default, it is necessary to:

- enter programming mode following the instructions described in the paragraph "Entering programming mode";
- enter the 3 digits that compose the address **123** following the procedure in the paragraph "Entering codes and values"; a tone will inform you of restoring factory default;
- it is suggested to exit programming. If new programming is required, enter again and carry out the necessary steps.

Art. EX362



Programming via
DUO System app

DUO
SYSTEM

Exhito

Intercom with hand-set for DUO System

Intercom with 7 buttons.

Technical data

Power supply	from DUO bus
Stand-by current	8 mA
Operating current	0,1 A
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

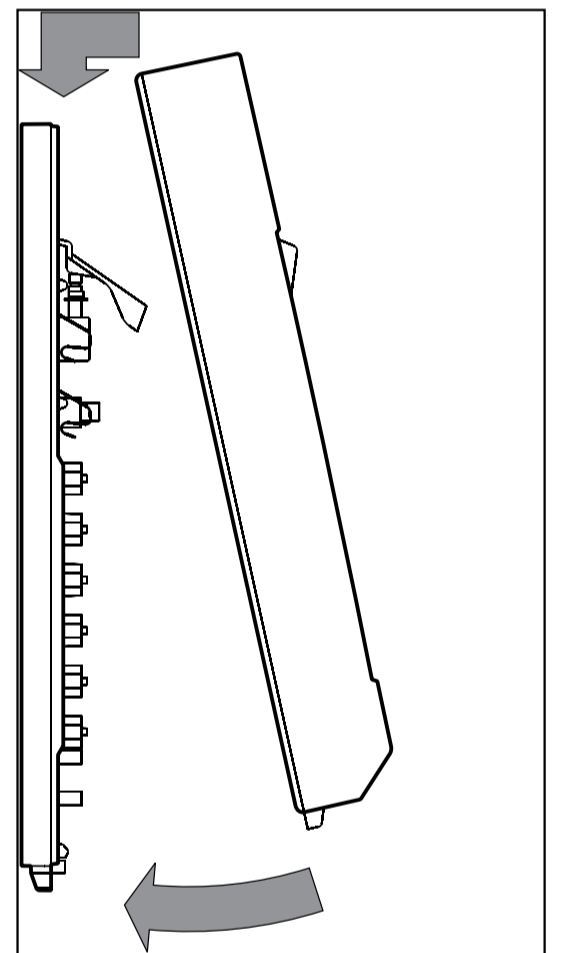
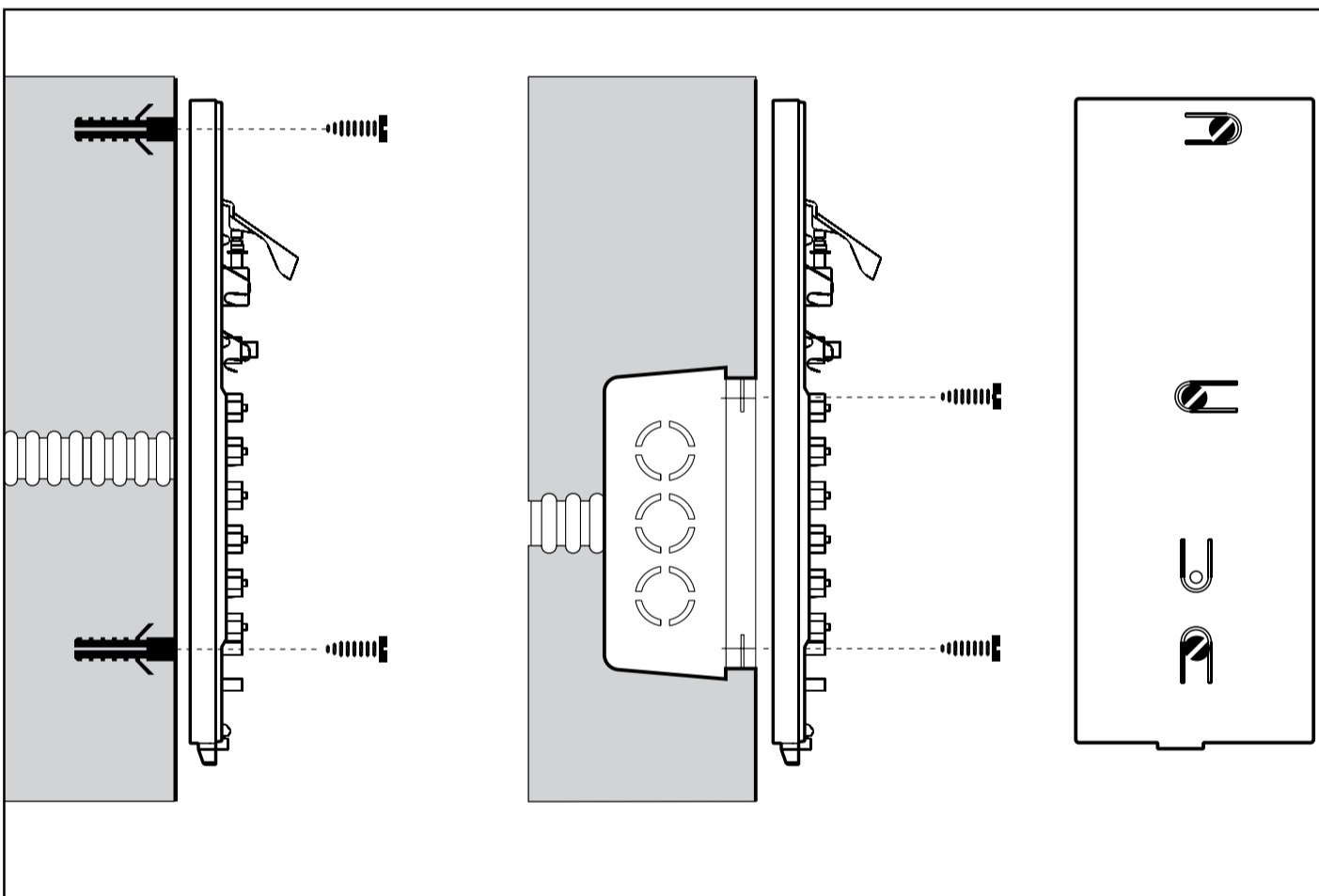
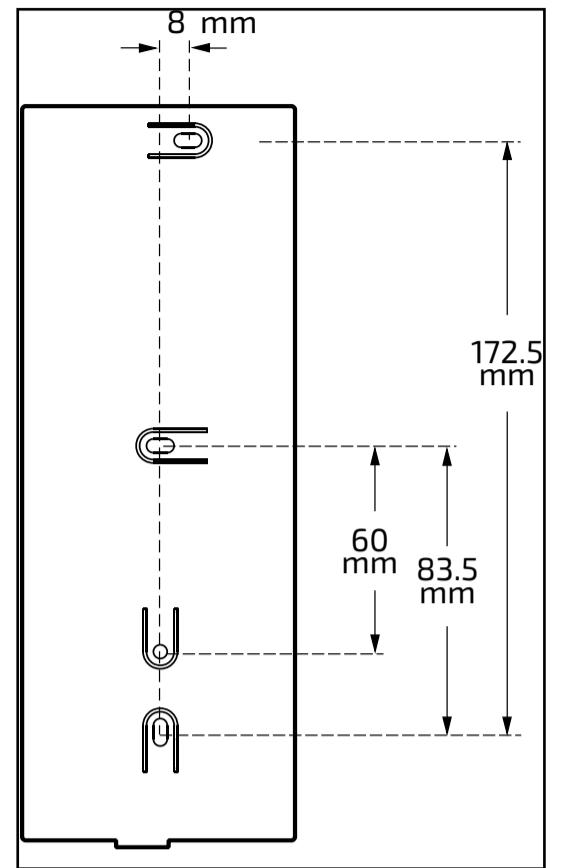
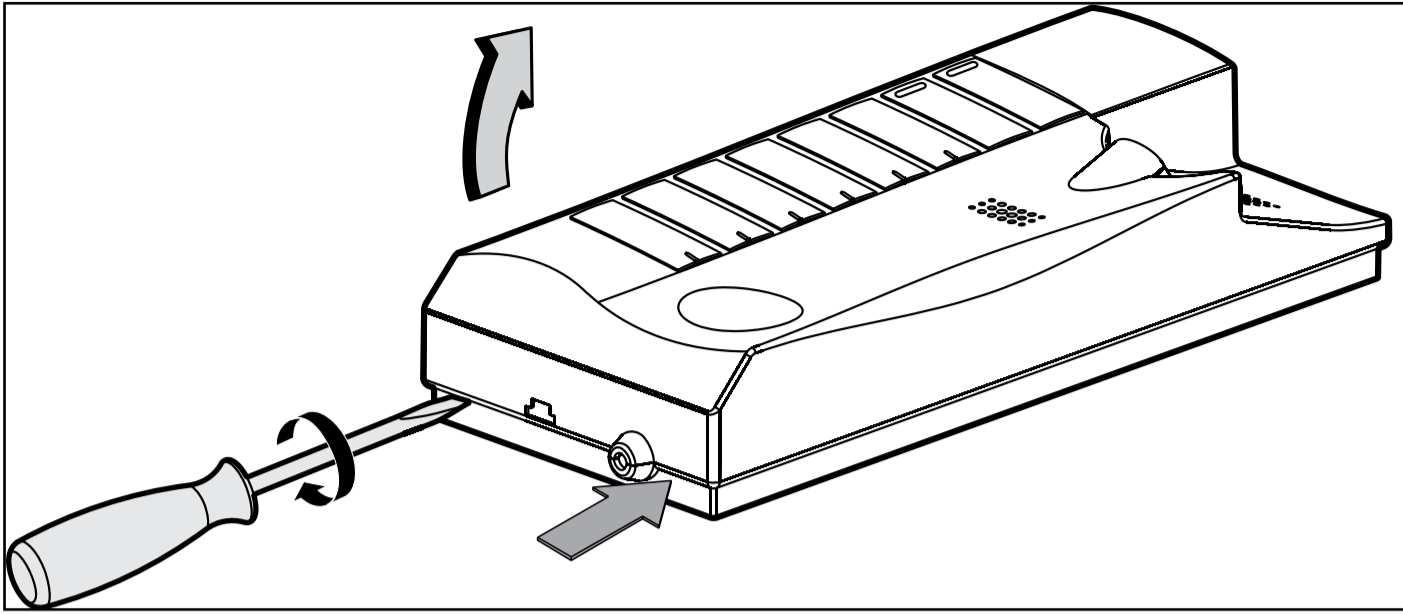
Terminals

A1/GN	Floor call input
LM/LM	Line input
GC/GE	Command for additional actuator

Signalling LEDs

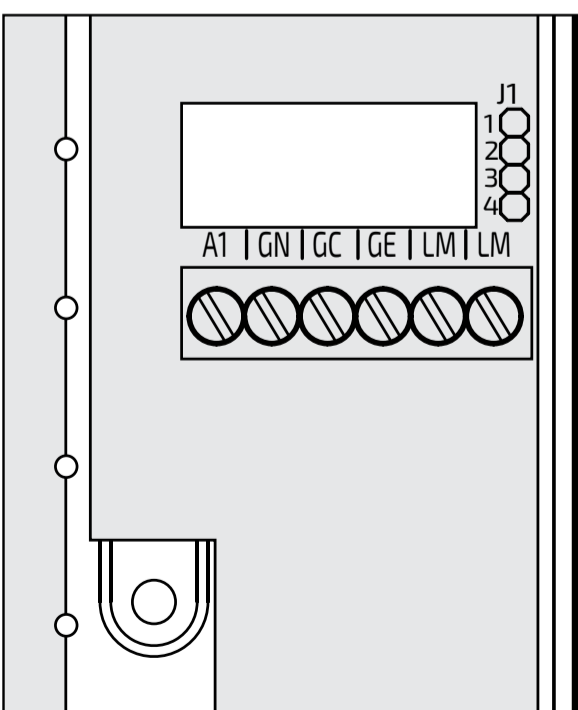
	Calling and talking
	Ring tones deactivated
	Signalling of door open and access to programming

Installation



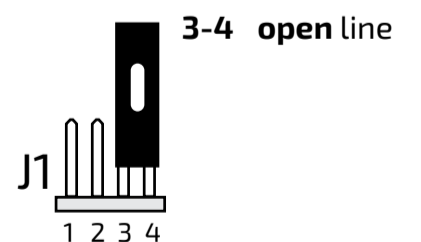
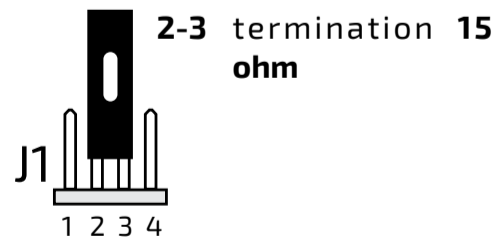
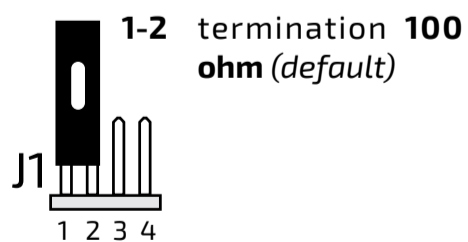
1

duo SYSTEM



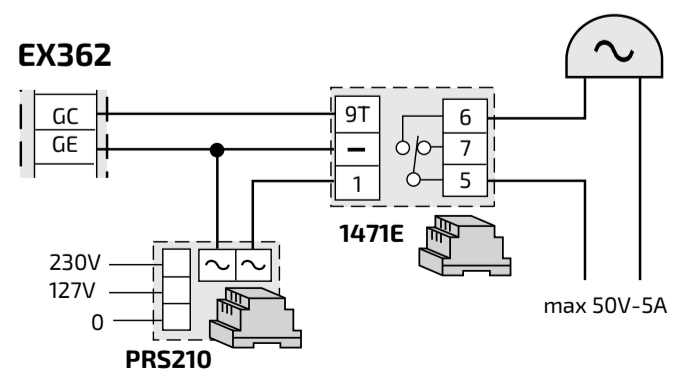
Jumper for closing impedance

The intercom is provided with the jumper **J1** that, when placed in the correct position, allows to adapt the line impedance for the correct operation of the connected devices.






Call repetition

By connecting the devices in accordance with the diagram on the right side, it is possible to repeat the intercom call at other points in the house.







Function of buttons and meaning of signalling LED

	In stand-by:	During the call and in conversation:
Button 	<ul style="list-style-type: none"> - With the handset on hook, it sends the electric lock release command to the last door station from which the call was received. - When the handset is unhooked, it enables communication with the last door station from which the call was received. 	It activates the electrical door lock release of the external station with which you are in conversation.

Button 2	Only if held pressed for more than 4 sec. It enables/disables the exclusion of all ringtones . When the ringtones are excluded, the red LED  flashes slowly.	Only if held pressed for more than 4 sec. It enables/disables the exclusion of all ringtones . When the ringtones are excluded, the red LED  flashes as shown below.
	When held pressed for less than 1 sec, the function activated depends on the address stored in the button, in detail: <ul style="list-style-type: none"> - address 000, after picking up the handset an extension in the same flat is called as described below; - address of another flat or switchboard, after picking up the handset the stored user is called; - address of an actuator, the actuator is activated/deactivated; - address of an external door station, when the handset is unhooked, you automatically go into conversation with the door unit, without having previously received the call. 	When held pressed for less than < 1 sec, the only executable function is the activation/deactivation of the actuator if an actuator address has been stored in advance.

Buttons 1, 3, 4, 5, 6	The function activated depends on the address stored in the button, in detail: <ul style="list-style-type: none"> - address 000, after picking up the handset an extension in the same flat is called as described below; - address of another flat or switchboard, after picking up the handset the stored user is called; - address of an actuator, the actuator is activated/deactivated; - address of an external door station, when the handset is unhooked, you automatically go into conversation with the door unit, without having previously received the call. 	The only executable function is the activation/deactivation of the actuator if an actuator address has been stored in advance.
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 	Flashes slowly The ringtones are excluded	It flashes slowly during a call and is steadily on during a conversation when all ringtones are excluded
	OFF	Flashes during the call and is steadily on during a conversation
	Steadily on Door open signaling	Steadily on Door open signaling

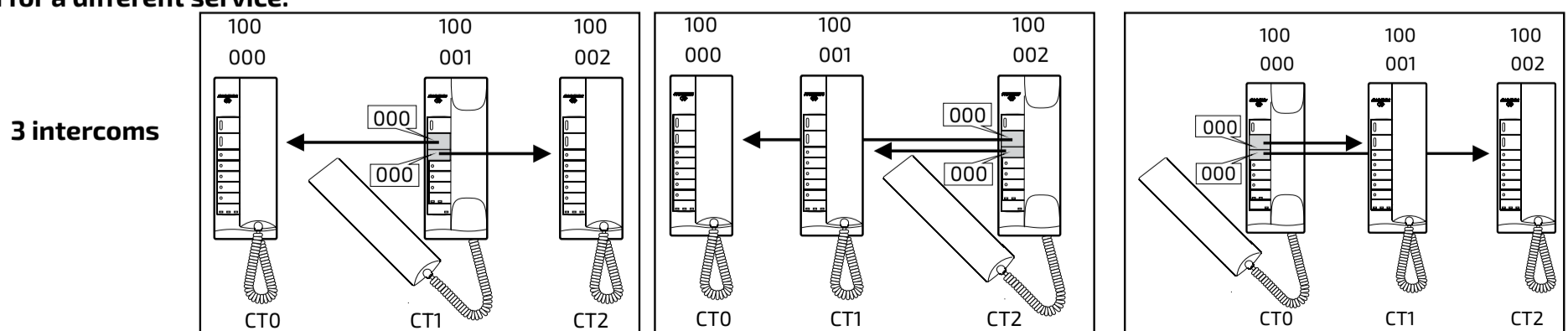
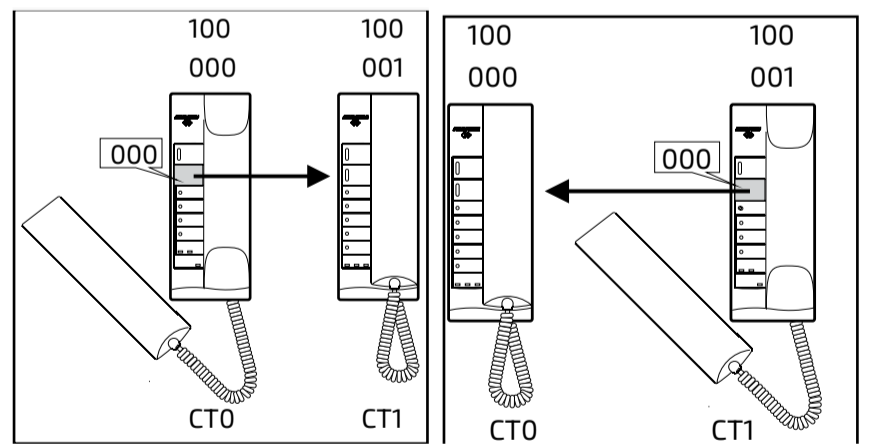
Example of using buttons for intercom service in the same flat. All buttons required for the service must be programmed with address 000.

When choosing the services to be managed with buttons, priority must be given to the intercom service in the same flat:

- if there are **2 intercoms** in the flat, **the first button** of each intercom must be reserved for this service;
- if there are **3 intercoms** in the flat, **the first 2 buttons** of each intercom must be reserved for this service;
- continuing in this way until the maximum case of **7 intercoms** where **all 6 buttons** of each intercom must be reserved.

In the examples proposed here:

- from the intercom with **internal address 000**, press **button 1** to call the intercom with **internal address 001**;
- from intercom with **internal address 001**, press **button 1** to call the intercom with **internal address 000** or **button 2** to call the intercom with **internal address 002**;
- from the intercom with **internal address 002**, it is **no longer possible** to call the intercom with internal address 001 if **button 2 is configured for a different service**.



PROGRAMMING

Factory settings.

The following are the values of the default factory settings, if you need to change them follow the instructions in the following paragraphs:

- User address=**100**
- internal address=**000**
- Additional addresses (1-4)=**empty**
- Additional internal common address=**empty**
- Address associated with Button 1=**empty**
- Address associated with Button 2=**empty**
- Address associated with Button 3=**empty**
- Address associated with Button 4=**empty**
- Address associated with Button 5=**empty**
- Address associated with Button 6=**empty**
- Relaunch A1-GN=**disabled**
- GC-GE contacts=**active on call from external door station**
- Door open signalling=**only if intended for own address**
- Silent mode activation for tones and signalling=**long pressure (>4 sec) on button 2**
- Call tones and number of rings=**table below**

Factory Programming of Ringtones

Call type	Number of rings	Ringtones type
from door station	1	Din-Don
intercom call	4	Dring 1
from another user	4	Dring 2
floor call	1	Dring 3

Programming via Bluetooth





It is recommended to program the device via Bluetooth by downloading the "DUO System" app (available for iOS and Android) in your smartphone or tablet. This requires:

- connect a PGR2991BT or XE2921 Bluetooth programmer to the system;
- launch the DUO System app, go to the Bus DUO section, press the "+" button and enter the address of intercom (100 by default);
- program and disconnect.

! If a Bluetooth programmer cannot be used, an "emergency" programming procedure is available, described in the following paragraphs.


Entering programming mode

Programming is only possible when the intercom is in standby mode. To enter programming mode:

- hold pressed button  for 4 seconds with the handset on hook;
- after the 4 sec. the intercom emits a tone; keep button  pressed and unhook the handset. The LED  lights up steadily;
- release the button .

Exit programming mode.

To exit the programming mode:

- hang up the handset;
- the LED  goes off.


! Attention: If no operations are carried out for more than 60 seconds, the intercom exits the programming mode automatically.


Quick user address programming.

With the programming described, it is possible to assign the address to the intercom from the external door station. To carry out programming, it is necessary to:

- enter programming mode following the instructions described in the chapter "Entering programming mode";
- **make a call from an external door station within 2 minutes:** press the button you wish to assign to the user on the panel. When the call is made, the intercom will be programmed automatically and a ringing tone will be heard on the handset. Replace and pick up the handset to enter into conversation with the door station and check that the device is working properly; programming is signalled on the door station by a confirmation tone if accepted or a dissuading tone if incorrect.

Entering codes and values

To enter codes and values, use the keys **1**, **2** and  their operation is explained below:


- : Press this button to confirm the entering of a code/address or to switch to next programming phase.
- 2:** Press this button to increase the value of the digit to be entered. Press the button a number of times equal to the digit to be entered (digit 1=1 press, digit 9=9 presses, digit 0=10 presses of the button).
- 1:** Press this button to confirm the digit entry and move on to the next entry. Press the button to move from hundreds to tens, from tens to units and to confirm the entry of units.

Each button pressing is confirmed by a tone.

Notes on entering codes and values

- The codes and values to be entered must be always composed by three digits (hundreds, tens, and units); codes and values that are composed of tens and units or units alone must be completed by adding zeros. For example, number 96 becomes 096 and number 5 becomes 005.
- The digits must be entered one by one by pressing button **2**, as many times as the value to be entered, followed by pressing button **1**, to move on to the next digit (a tone will indicate when to move on to the next digit). For example, to enter number 096 you need to:
 - **press the 2 button 10 times** to enter the digit 0 and then press the **1** button;
 - **press the 2 button 9 times** to enter the digit 9 and then press the **1** button;
 - **press the 2 button 6 times** to enter the digit 6 and then press the **1** button.

Table (programming phases)

Button pressure	service
 > 4 sec.	User and internal addresses.
Button 1 > 4sec	Button 1 address.
Button 2 > 4sec	Button 2 address.




Button 3 > 4sec	Button 3 address.
Button 4 > 4sec	Button 4 address.
Button 5 > 4sec	Button 5 address.
Button 6 > 4sec	Button 6 address.

 > 4 sec. +  > 4 sec. Additional addresses.

 > 4 sec. + **Button 1 > 4 sec.** A1 relaunch.






Programming procedure


To carry out the programming, you need to:

- enter the programming mode as described in the "Entering programming mode" section;
- identify the programming phase to use (see previous table);
- press the buttons relating to the programming phase as indicated in the table;
- **the LED  starts flashing;**
- enter the new value, following the instructions in the "Entering Codes and Values" section;
- press  to confirm: you will hear a tone and **the LED  lights up steadily;**
- continue with another programming or exit, following the instructions in the "Exit Programming Mode" section.

User and internal addresses.





Assign the user address (100 by factory default, admissible addresses 001-200) and the internal address required to identify the device inside the flat (000 - Master by default, admissible addresses: 000-006).

- Once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing;**
- enter the 3 digits that compose **the user address** following the procedure in the paragraph "Entering codes and values"
- press the button  to confirm and move on to **internal address** entry; a confirmation tone will be heard;
- enter the 3 digits that compose **the internal address** following the procedure in the paragraph "Entering codes and values"
- press the button  to confirm; a confirmation tone will be heard and **the LED  lights up steadily;**
- continue with another programming or exit by picking up the handset.




Note. If one of the two addresses is correct and you do not want to change it, simply confirm it by pressing the button .

Programming additional addresses and the common internal address.



The intercom can answer calls for a further 4 users whose addresses can be stored. The storing procedure is shown below:

- once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing;**
- press the button  for 4 seconds again; a programming tone will be heard; **the LED  starts flashing quickly;**
- enter the 3 digits that compose **the first additional address** (addresses from 001 to 200) following the procedure in the

paragraph "Entering codes and values" ;

- press the button  to confirm and move on to **second additional address** entry; a confirmation tone will be heard;
- enter the 3 digits that compose **the second additional address** and confirm by pressing ;
- continue by entering the 3rd and 4th additional address (if needed) or continue by pressing the button twice  to switch to the **common internal address** entry;
- enter the 3 digits that compose the **internal address common** to the 4 additional user addresses (codes 000 to 006) following the procedure in the section 'Entering Codes and Values'.

Note: the common internal address must be unique and different from any internal addresses programmed on other intercoms that have the same user address;





- press the button  to confirm; a confirmation tone will be heard and **the LED  lights up steadily**;
- continue with another programming or exit, following the instructions in the "Exit Programming Mode" section.

Programming addresses associated with intercom buttons.

Buttons 1-6 on the intercom can activate various services (each identified by its address). By default they are all empty.

Allowed values are:

- address 000: intercom call to another user in the same flat (see table at the bottom of the page);
 - addresses 001-200: call to other user;
 - addresses 201-210: call to switchboard;
 - addresses 211-220: actuator activation
 - addresses 231-253: connection to door station, without being called. It is possible to send the door lock release command and, by unhooking the handset, activate the audio channel;
 - address 255: delete previously entered value.
- The programming procedure is explained below. Once in programming mode:

- press the button to be programmed for 4 seconds; **the LED  starts flashing**;
 - enter the 3 digits that compose the address to be programmed following the procedure in the paragraph "Entering codes and values";
 - press the button  to confirm; a confirmation tone will be heard and **the LED  lights up steadily**;
- repeat steps a-b-c to program other buttons or exit programming by replacing the handset; **the LED  will go out**.





Note:

Only one address can be assigned to each

button.





Programming floor call relaunch.

The floor call (the intercom rings with the ringtone programmed for this type of call, without enabling conversation) is activated by closing input A1 on terminal GN. It is also possible to send the same call to all slaves in the same flat, without having to use their A1/GN inputs. To enable this possibility (not enabled by factory default) it is necessary to:

- once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing**;
- press the **1** button for 4 seconds; a programming tone will be heard; **the LED  starts flashing quickly**;
- press button **2** once to enable (a high tone will be heard); press button **2** again within two seconds to disable (a low tone will be heard);
- press **1** button eight times;
- press  button to confirm;
- continue with further programming or exit by replacing the handset.

Programming enabling reception of door open signal.





Reception of the door open signal and consequent lighting of the yellow LED  in stand-by or during the call/in conversation is by factory default set to be received only if the signal is intended to one's own address. To enable reception of the signal intended for any address, proceed as follows:

- once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing**;
- press the button **1** for 4 seconds; a programming tone will be heard; **the LED  starts flashing quickly**;
- press **1** button seven times;
- press button **2** once to enable (a high tone will be heard); press button **2** again within two seconds to disable (a low tone will be heard);
- press **1** button;
- press  button to confirm;
- continue with further programming or exit by replacing the handset.

Programming the type of ringtones and number of rings.




The intercom can emit 4 different ringtones that can be assigned as indicated in the following procedure. The default ring tone settings are those summarised in the "Factory settings" section. All programming must be carried out with the handset hung up. Do not enter programming as described in the paragraph "Entering programming mode" but proceed as indicated below:

factory settings" section. All programming must be carried out with the handset hung up. Do not enter programming as described in the paragraph "Entering programming mode" but proceed as indicated below:

- press the button **1** for 4 seconds; **the LED  will light up** and the previously programmed ringtone for call from external station will be heard;
- a - press the button **1** repeatedly to select the preferred ringtone.
- b - press the button  to confirm and proceed to the selection of the number of rings;
- c - press the button **1** a number of times equal to the number of rings desired (1 time = 1 ring; 4 times = 4 rings);
- d - press the button  to confirm and move on to programming the next ringtone (intercom call).
- If it is necessary to change the intercom call and the next two (other user call and floor call), repeat steps **a-b-c-d**.
- To exit programming, lift and replace the handset; **the LED  will go out**.

Adjusting the ringtones volume.

With the handset in place (hung up), it is possible to adjust 4 volume levels which are the same for all the ringtones as indicated in the following procedure:

- press the button **1** for 4 seconds; **the LED  will light up** and the previously programmed ringtone for call from external station will be heard;
- hold the  button pressed and release it when the desired volume is heard;
- to exit programming, lift and replace the handset; **the LED  will go out**.

The ringtones volume level is stored and will be used for subsequent calls.

Restore factory default.

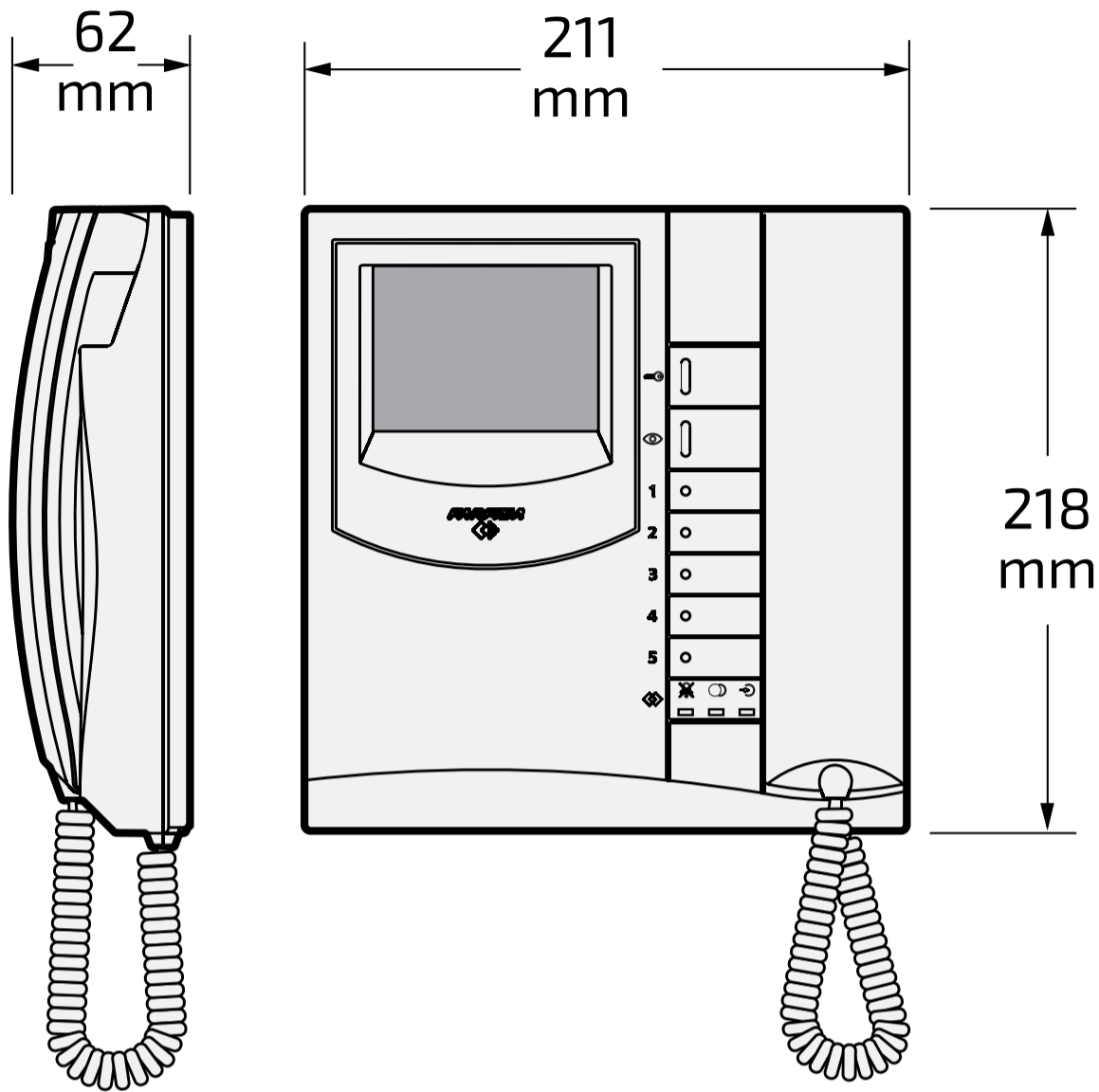
To restore factory default proceed as follows:

- enter the programming mode as described in the "Entering programming mode" section;
- **press buttons: 6, 5, 4, 3, 2 and 1 in sequence**;
- exit programming. If new programming is necessary, enter again and carry out the necessary steps.

Table 1.3. Use of buttons for intercom calls from up to 7 intercoms installed in the same flat.

Master	Address	Extension called	Slave 1	Address	Extension called	Slave 2	Address	Extension called	Slave 3	Address	Extension called	Slave 4	Address	Extension called	Slave 5	Address	Extension called	Slave 6	Address	Extension called
1 button	000	slave 1	1 button	000	master	1 button	000	master	1 button	000	master	1 button	000	master	1 button	000	master	1 button	000	master
2 button	000	slave 2	2 button	000	slave 2	2 button	000	slave 1	2 button	000	slave 1	2 button	000	slave 1	2 button	000	slave 1	2 button	000	slave 1
3 button	000	slave 3	3 button	000	slave 3	3 button	000	slave 3	3 button	000	slave 2	3 button	000	slave 2	3 button	000	slave 2	3 button	000	slave 2
4 button	000	slave 4	4 button	000	slave 4	4 button	000	slave 4	4 button	000	slave 4	4 button	000	slave 3	4 button	000	slave 3	4 button	000	slave 3
5 button	000	slave 5	5 button	000	slave 5	5 button	000	slave 5	5 button	000	slave 5	5 button	000	slave 5	5 button	000	slave 4	5 button	000	slave 4
6 button	000	slave 6	6 button	000	slave 6	6 button	000	slave 6	6 button	000	slave 6	6 button	000	slave 6	6 button	000	slave 6	6 button	000	slave 5

Art. EX3262C



Programming with
DUO System app

1

DUO
SYSTEM

Exhito




Videointercom with
handset for
DUO System

Videointercom with 7 buttons.

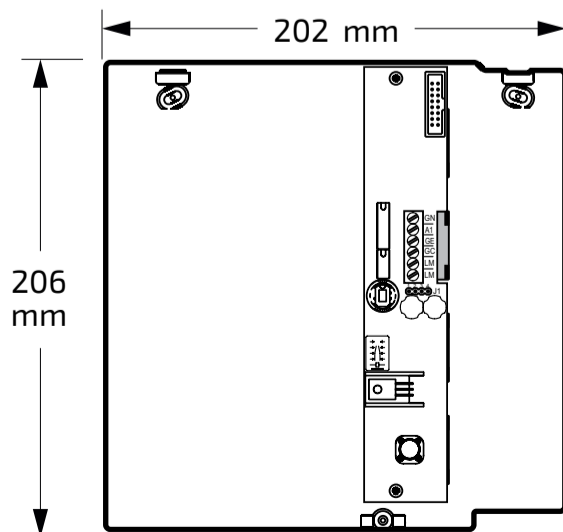
Technical data

Power supply	from DUO bus
Stand-by current	8 mA
Operating current	400 mA
Monitor	4" LCD
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

Signalling LEDs

-  Calling and talking
-  Ring tones deactivated
-  Signalling of door open and access to programming

Art. WB3262



Wall mounting and connection bracket.
Not supplied with the videointercom, to be
purchased separately.

Terminals

- A1/GN** Floor call input
- LM/LM** Line input
- GC/GE** Command for additional actuator

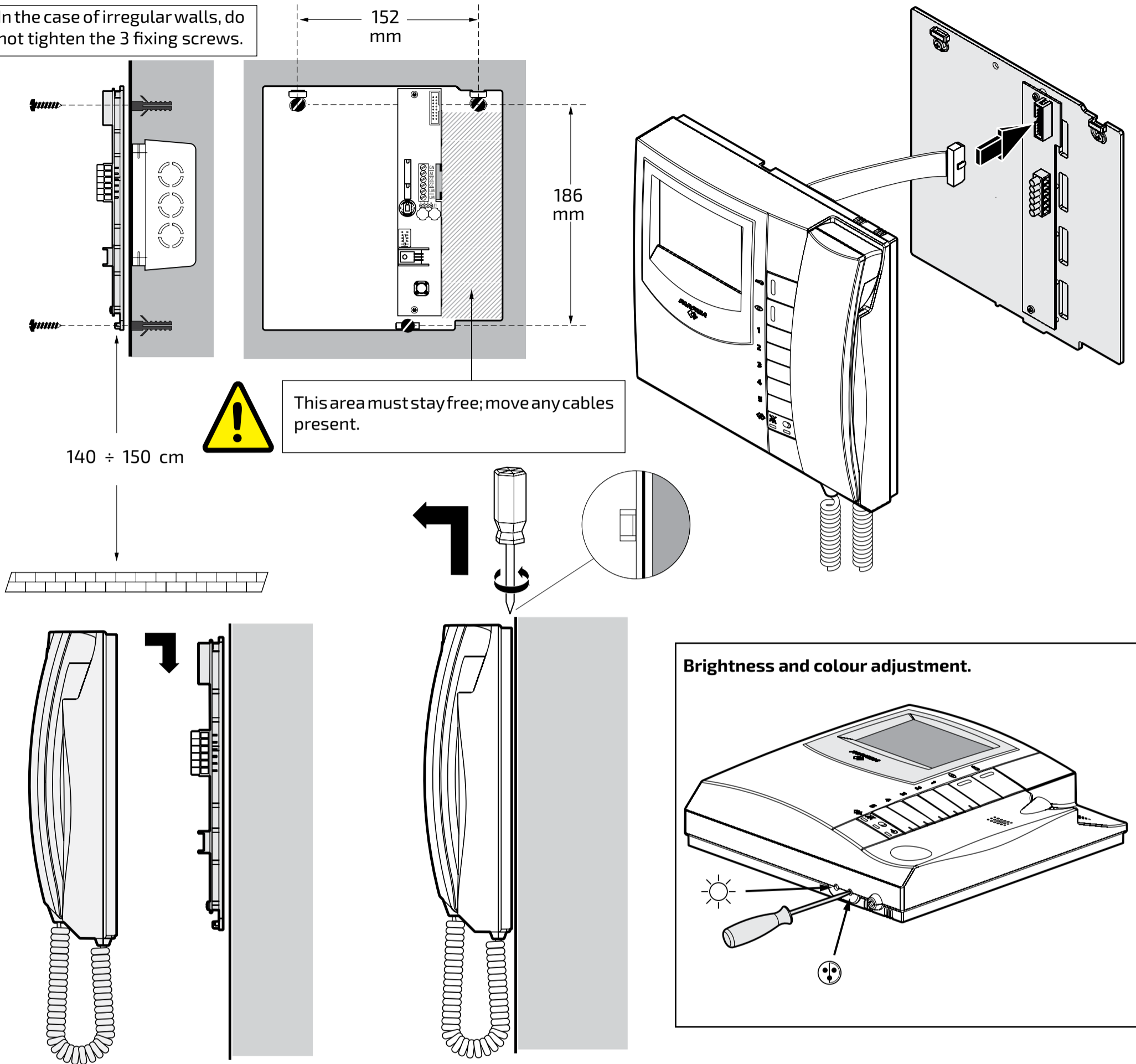
Exhito

1.37

FAREISA

Installation

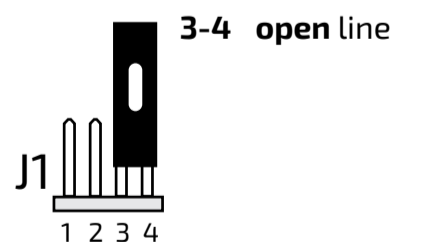
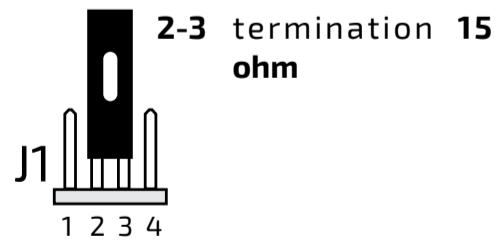
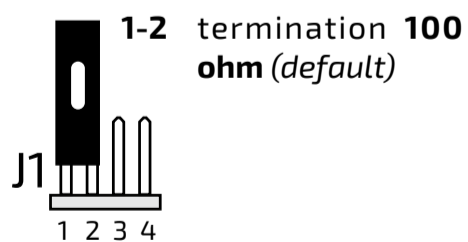
In the case of irregular walls, do not tighten the 3 fixing screws.



DUO SYSTEM

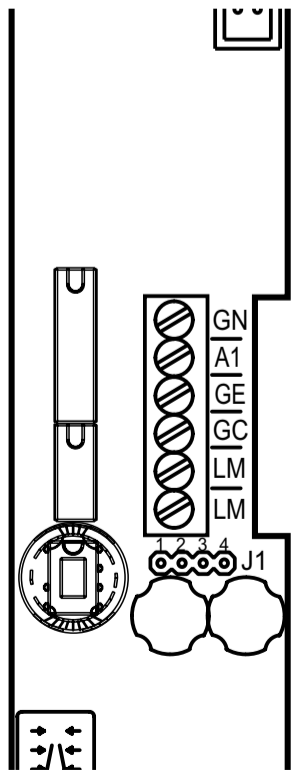
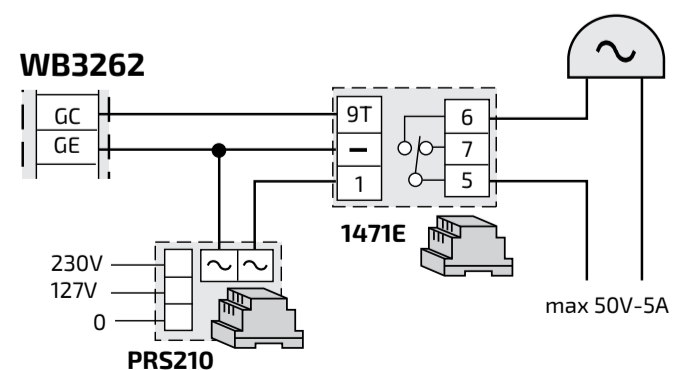
Jumper for closing impedance

The wall bracket is provided with the jumper **J1** that, when placed in the correct position, allows to adapt the line impedance for the correct operation of the connected devices.











Call repetition

By connecting the devices in accordance with the diagram on the right side, it is possible to repeat the intercom call at other points in the house.



Function of buttons and meaning of signalling LED

<p>Button</p> 	<p>In stand-by:</p> <ul style="list-style-type: none"> - With the handset on hook, it sends the electric lock release command to the last door station from which the call was received. - When the handset is unhooked, it enables communication with the last door station from which the call was received. 	<p>During the call and in conversation:</p> <p>It activates the electrical door lock release of the external station with which you are in conversation.</p>
<p>Button</p> 	<p>Short sequential press (<1 s). The first press of the button performs auto switch-on of the last door unit from which the call was received. Subsequent button presses perform the auto switch-on of up to 4 door units whose addresses have been previously configured.</p>	<p>If the door unit is properly programmed, a brief, sequential press of the button starts the display of the auxiliary camera (if present and enabled) and then of the cameras connected to the VM2521 modulators whose addresses are configured in the door unit (ALBA/HERO/SOLVO).</p>
<p>Button 1</p>	<p>Only if held pressed for more than 4 sec. <u>It enables/disables the exclusion of all ring tones. When the ringtones are excluded, the red LED  flashes slowly.</u></p> <p>When held pressed for less than 1 sec, the function activated depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address 000, after picking up the handset an extension in the same flat is called as described below; - address of another flat or switchboard, after picking up the handset the stored user is called; - address of an actuator, the actuator is activated/deactivated; - address of an external door station, when the handset is unhooked, you automatically go into conversation with the door unit, without having previously received the call. 	<p>Only if held pressed for more than 4 sec. <u>It enables/disables the exclusion of all ringtones. When the ringtones are excluded, the red LED  flashes as shown below.</u></p> <p>When held pressed for less than < 1 sec, the only executable function is the activation/deactivation of the actuator if an actuator address has been stored in advance.</p>
<p>Buttons 2, 3, 4, 5, 6</p>	<p>The function activated depends on the address stored in the button, in detail:</p> <ul style="list-style-type: none"> - address 000, after picking up the handset an extension in the same flat is called as described below; - address of another flat or switchboard, after picking up the handset the stored user is called; - address of an actuator, the actuator is activated/deactivated; - address of an external door station, when the handset is unhooked, you automatically go into conversation with the door unit, without having previously received the call. 	<p>The only executable function is the activation/deactivation of the actuator if an actuator address has been stored in advance.</p>
   	<p>Flashes slowly The ringtones are excluded</p> <p>OFF</p> <p>Steadily on Door open signaling</p>	<p>It flashes slowly during a call and is steadily on during a conversation when all ringtones are excluded</p> <p>Flashes during the call and is steadily on during a conversation</p> <p>Steadily on Door open signaling</p>

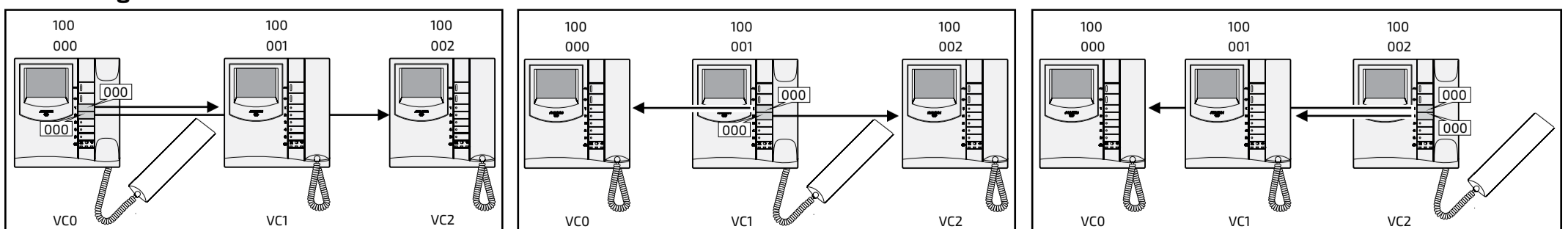
Example of using buttons for intercom service in the same flat. All buttons required for the service must be programmed with address 000.

When choosing the services to be managed with buttons, priority must be given to the intercom service in the same flat:

- if there are **2 videointercoms** in the flat, **the first button** of each videointercom must be reserved for this service;
- if there are **3 videointercoms** in the flat, **the first 2 buttons** of each videointercom must be reserved for this service;
- continuing in this way until the maximum case of **6 videointercoms** where **all 5 buttons** of each videointercom must be reserved.

In the examples proposed here:


- from the videointercom with **internal address 000**, press **button 1** to call the videointercom with **internal address 001**;
- from videointercom with **internal address 001**, press **button 1** to call the videointercom with **internal address 000** or **button 2** to call the videointercom with **internal address 002**;
- from the videointercom with **internal address 002**, it is **no longer possible** to call the videointercom with internal address 001 if **button 2 is configured for a different service.**



PROGRAMMING

Factory settings.

The following are the values of the default factory settings, if you need to change them follow the instructions in the following paragraphs:


- User address=**100**
- internal address=**000**
- Additional addresses (1-4)=**empty**
- Additional internal common address=**empty**
- Address associated with Button =**empty**
- Address associated with Button 1=**empty**
- Address associated with Button 2=**empty**
- Address associated with Button 3=**empty**
- Address associated with Button 4=**empty**
- Address associated with Button 5=**empty**
- Relaunch A1-GN=**disabled**
- GC-GE contacts=**active on call from external door station**
- Door open signalling=**only if intended for own address**
- Silent mode activation for tones and signalling=**long pressure (>4 sec) on button 1**
- **Factory Programming of Ringtones**

Call type	Number of rings	Ringtones type
from door station	1	Din-Don
intercom call	4	Dring 1
from another user	4	Dring 2
floor call	1	Dring 3

Programming via Bluetooth





It is recommended to program the device via Bluetooth by downloading the "DUO System" app (available for iOS and Android) in your smartphone or tablet. This requires:

- connect a PGR2991BT or XE2921 Bluetooth programmer to the system;
- launch the DUO System app, go to the Bus DUO section, press the "+" button and enter the address of videointercom (100 by default);
- program and disconnect.

 **If a Bluetooth programmer cannot be used, an "emergency" programming procedure is available, described in the following paragraphs.**



Entering programming mode

Programming is only possible when the videointercom is in standby mode. To enter programming mode:

- hold pressed button  for 4 seconds with the handset on hook;
- after the 4 sec. the videointercom emits a tone; keep button  pressed and unhook the handset. The LED  lights up steadily;
- release the button .

Exit programming mode.

To exit the programming mode:



- hang up the handset;. The LED  goes off.
-  **Attention:** If no operations are carried out for more than 60 seconds, the videointercom exits the programming mode automatically.


Quick user address programming.

With the programming described, it is possible to assign the address to the videointercom from the external door station. To carry out programming, it is necessary to:


- enter programming mode following the instructions described in the chapter "Entering programming mode";
- **make a call from an external door station within 2 minutes**, pressing the button you wish to assign to the user. When the call is made, the videointercom will be programmed automatically and a ringing tone will be heard on the handset. Replace and pick up the handset to enter into conversation with the door station and check that the device is working properly; programming is signalled on the door station by a confirmation tone if accepted or a dissuading tone if incorrect.

Entering codes and values

To enter codes and values, use the buttons 1,  and  their operation is explained below:

: Press this button to confirm the entering of a code/address or to switch to next programming phase.

1: Press this button to increase the value of the digit to be entered. Press the button a number of times equal to the digit to be entered (digit 1=1 press, digit 9=9 presses, digit 0=10 presses of the button).

: Press this button to confirm the digit entry and move on to the next entry. Press the button to move from hundreds to tens, from tens to units and to confirm the entry of units.

Each button pressing is confirmed by a tone.

Notes on entering codes and values












- The values to be entered must be always composed by three digits (hundreds, tens, and units); values that are composed of tens and units or units alone must be completed by adding zeros. For example, number 96 becomes 096 and number 5 becomes 005.
- The digits must be entered one by one by pressing button 1, as many times as the value to be entered, followed by pressing button , to move on to the next digit (a tone will indicate when to move on to the next digit). For example, to enter number 096 you must:
 - **press the 1 button 10 times** to enter the digit 0 and then press the  button;
 - **press the 1 button 9 times** to enter the digit 9 and then press the  button;
 - **press the 1 button 6 times** to enter the digit 6 and then press the  button.

Table (programming phases)




Button pressure	service
 > 4 sec.	User and internal addresses.
Button  > 4sec	Button  addresses.
Button 1 > 4sec	Button 1 address.
Button 2 > 4sec	Button 2 address.
Button 3 > 4sec	Button 3 address.
Button 4 > 4sec	Button 4 address.
Button 5 > 4sec	Button 5 address.
 > 4 sec. +  > 4 sec.	Additional addresses.
 > 4 sec. + Button  > 4 sec.	A1 relaunch.

Programming procedure

To carry out the programming, you need to:







- enter the programming mode as described in the "Entering programming mode" section;

- identify the programming phase to use (see previous table);
- press the buttons relating to the programming phase as indicated in the table;

- **the LED  starts flashing;**
- enter the new value, following the instructions in the "Entering Codes and Values" section;
- press  to confirm: you will hear a tone and **the LED  lights up steadily;**
- continue with another programming or exit, following the instructions in the "Exit programming mode" section.








User and internal addresses.

Assign the user address (100 by factory default, admissible addresses 001-200) and the internal address required to identify the device inside the flat (000 - Master by default, admissible addresses: 000-006).



- Once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing;**
 - enter the 3 digits that compose **the user address** following the procedure in the paragraph "Entering codes and values"
 - press the button  to confirm and move on to **internal address** entry; a confirmation tone will be heard;
 - enter the 3 digits that compose **the internal address** following the procedure in the paragraph "Entering codes and values"
 - press the button  to confirm; a confirmation tone will be heard and **the LED  lights up steadily;**
 - continue with another programming or exit by picking up the handset.
- Note.** If one of the two addresses is correct and you do not want to change it, simply confirm it by pressing the button .

Programming additional addresses and the common internal address.




The videointercom can answer calls for a further 4 users whose addresses can be stored. The storing procedure is shown below:






- once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing;**
- press the button  for 4 seconds again; a programming tone will be heard; **the LED  starts flashing quickly;**
- enter the 3 digits that compose **the first additional address** (addresses from 001 to 200) following the procedure in the paragraph "Entering codes and values";
- press the button  to confirm and move on to **second additional address** entry; a confirmation tone will be heard;
- enter the 3 digits that compose **the second additional address** and confirm by pressing .
- continue by entering the 3rd and 4th additional address (if needed) or continue by pressing the button twice  to switch to the **common internal address** entry;
- enter the 3 digits that compose the **internal address common** to the 4 additional user addresses (codes 000 to 006) following the procedure in the section 'Entering Codes and Values'.

Note: the common internal address must be unique and different from any internal addresses programmed on other devices that have the same user address;

- press the button  to confirm; a confirmation tone will be heard and **the LED  lights up steadily;**
- continue with another programming or exit, following the instructions in the "Exit programming mode" section.

Programming addresses associated with button

The addresses of up to 4 door stations can be associated with this button. This allows the user to view, talk to or open the door of the relevant entrance panels, even if a call has not been received from them, by pressing the button  several times. Specifically, the first press of the button  recalls the last door station from which a call was received. In the case of a system with only one door unit, it is therefore not necessary to memorise its address as it will be acquired automatically on the first call. **The 4 presses, following the first, of the button  will switch on the 4 door stations** whose addresses will have been memorised following the procedure described below:

- once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing;**
- enter the 3 digits composing the address associated with the **1st door station (addresses from 231 to 253)** following the procedure in the paragraph "Enter codes and values";
- press the button  to confirm and move on to enter the address of the **2nd door station**; a confirmation tone will be heard;
- enter the 3 digits composing the address associated with the **2nd door station** press the button 
- continue by entering the addresses associated with the 3rd and 4th door unit (if present) or exit by pressing the button  twice to return to the programming selection phase; a confirmation tone will be heard and **the**

LED  will light up continuously;

- continue with another programming operation or exit by replacing the handset.





Note: only associate the button with addresses of door stations to which it can be connected.

Programming addresses associated with videointercom buttons.

Buttons 1-5 can activate various services (each identified by its address). By default they are all empty. Allowed values are:







- address 000: intercom call to another user in the same flat (see table below);

- addresses 001-200: call to other user;
 - addresses 201-210: call to switchboard;
 - addresses 211-220: actuator activation
 - addresses 231-253: auto awitch-on of door station. Without being called, It is possible to send the door lock release command and, by unhooking the handset, activate the audio;
 - address 255: delete previously entered value.
- The programming procedure is explained below. Once in programming mode:

- press the button to be programmed for 4 seconds; **the LED  starts flashing;**
 - enter the 3 digits that compose the address to be programmed following the procedure in the paragraph "Entering codes and values";
 - press the button  to confirm; a confirmation tone will be heard and **the LED  lights up steadily;**
- repeat steps a-b-c to program other buttons or exit programming by replacing the handset; **the LED  will go out.**

Programming floor call relaunch.



The floor call (the videointercom rings with the ringtone programmed for this type of call, without enabling conversation) is activated by closing input A1 on terminal GN. It is also possible to send the same call to all slaves in the same flat, without having to use their A1/GN inputs. To enable this possibility (not enabled by factory default) it is necessary to:






- once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing;**
- press the  button for 4 seconds; a programming tone will be heard; **the LED  starts flashing quickly;**
- press button **1** once to enable (a high tone will be heard); press button **1** again within two seconds to disable (a low tone will be heard);
- press  button eight times;
- press  button to confirm;
- continue with further programming or exit by replacing the handset.

Programming enabling reception of door open signal.

Reception of the door open signal and consequent lighting of the yellow LED  in stand-








by or during the call/in conversation is by factory default set to be received only if the signal is intended to one's own address. To enable reception of the signal intended for any address, proceed as follows:

- once in programming mode, press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing;**

- press the button  for 4 seconds; a programming tone will be heard; **the LED  starts flashing quickly;**
- press  button seven times;
- press button **1** once to enable (a high tone will be heard); press button **1** again within two seconds to disable (a low tone will be heard);
- press  button;
- press  button to confirm;
- continue with further programming or exit by replacing the handset.





Programming the type of ringtones and number of rings.

The device can emit 4 different ringtones (by default assigned like in the "Factory settings" section). **With the handset hung up, to modify, proceed as indicated below:**

- press the button  for 4 seconds; **the LED  will light up** and the previously programmed ringtone for call from external station will be heard;
- a** - press the button  repeatedly to select the preferred ringtone.
- b** - press the button  to confirm and proceed to the selection of the number of rings;
- c** - press the button  a number of times equal to the number of rings desired (1 time = 1 ring; 4 times = 4 rings);
- d** - press the button  to confirm and move on to programming the next ring tone (intercom call).
- If it is necessary to change the intercom call and the next two (other user call and floor call), repeat steps **a-b-c-d**.
- To exit programming, lift and replace the handset; **the LED  will go out.**

Adjusting the ringtones volume.

With the handset hung up, it is possible to adjust 4 volume levels which are the same for all the ringtones as indicated below:

- press the button  for 4 seconds; **the LED  will light up** and the previously programmed ringtone for call from external station will be heard;
- hold the  button pressed and release it when the desired volume is heard;
- to exit programming, lift and replace the handset; **the LED  will go out.**

Restore factory default.

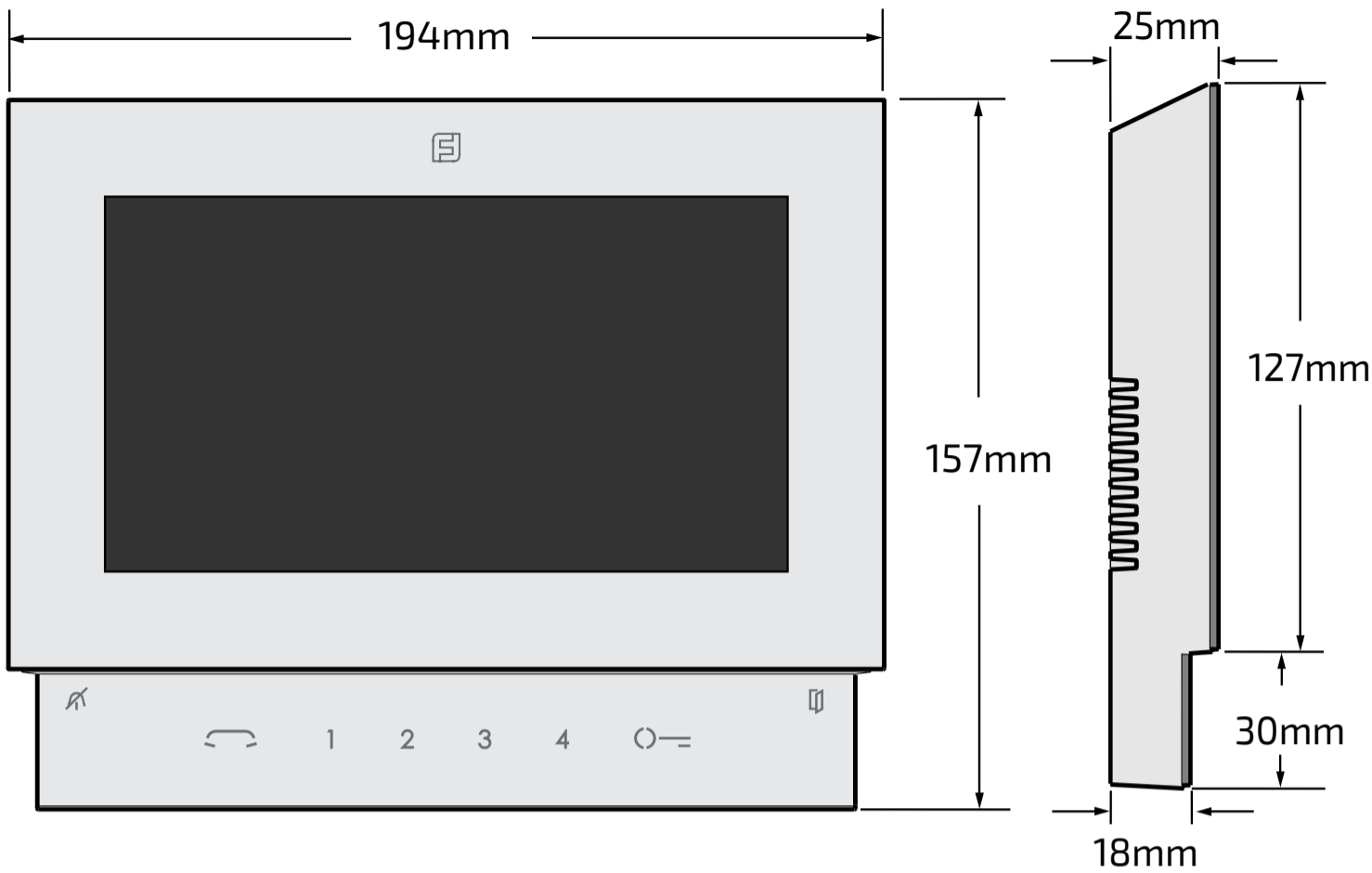
To restore factory default proceed as follows:

- enter the programming mode as described in the "Entering programming mode" section;
- **press buttons: 5, 4, 3, 2 and 1 in sequence;**
- exit programming. If new programming is necessary, enter again and carry out the necessary steps.

Table 1.4. Use of buttons for intercom calls from up to 6 videointercoms installed in the same flat.

Master	Address	Extension called	Slave 1	Address	Extension called	Slave 2	Address	Extension called	Slave 3	Address	Extension called	Slave 4	Address	Extension called	Slave 5	Address	Extension called
button 1	000	slave 1	button 1	000	master	button 1	000	master	button 1	000	master	button 1	000	master	button 1	000	master
button 2	000	slave 2	button 2	000	slave 2	button 2	000	slave 1	button 2	000	slave 1	button 2	000	slave 1	button 2	000	slave 1
button 3	000	slave 3	button 3	000	slave 3	button 3	000	slave 3	button 3	000	slave 2	button 3	000	slave 2	button 3	000	slave 2
button 4	000	slave 4	button 4	000	slave 4	button 4	000	slave 4	button 4	000	slave 4	button 4	000	slave 3	button 4	000	slave 3
button 5	000	slave 5	button 5	000	slave 5	button 5	000	slave 5	button 5	000	slave 5	button 5	000	slave 5	button 5	000	slave 4

Art. SE4252



Programming via DUO System app



Office function

DUO SYSTEM



7" handsfree videointercom for DUO System

Videointercom with 7.0" LCD screen for DUO systems. Six buttons are available to enable videointercom functions; buttons 1, 2, 3 and 4 can also be used to make intercom calls.

Technical data

Power supply	from DUO bus
Stand-by current	8 mA
Operating current	230 mA
Monitor	7" LCD
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

Terminals

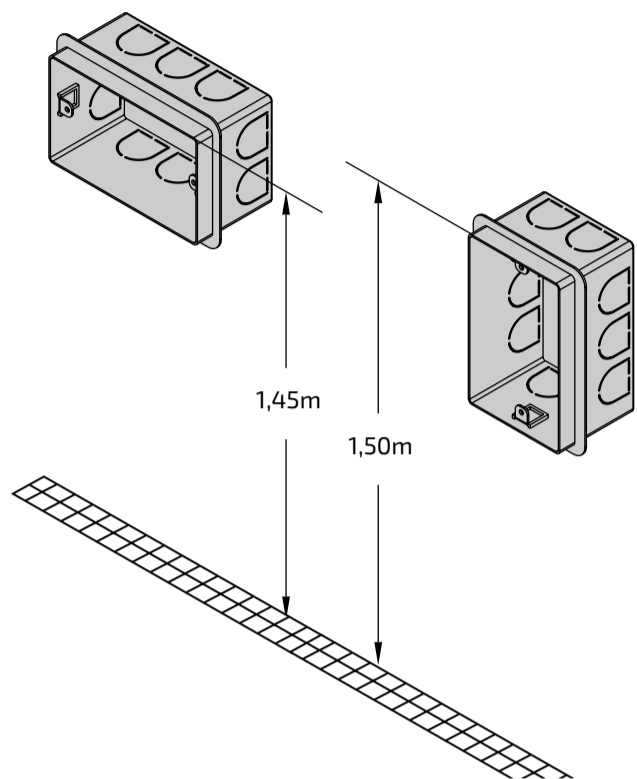
A1/A1	Floor call input
LM/LM	Line input

Signalling LEDs

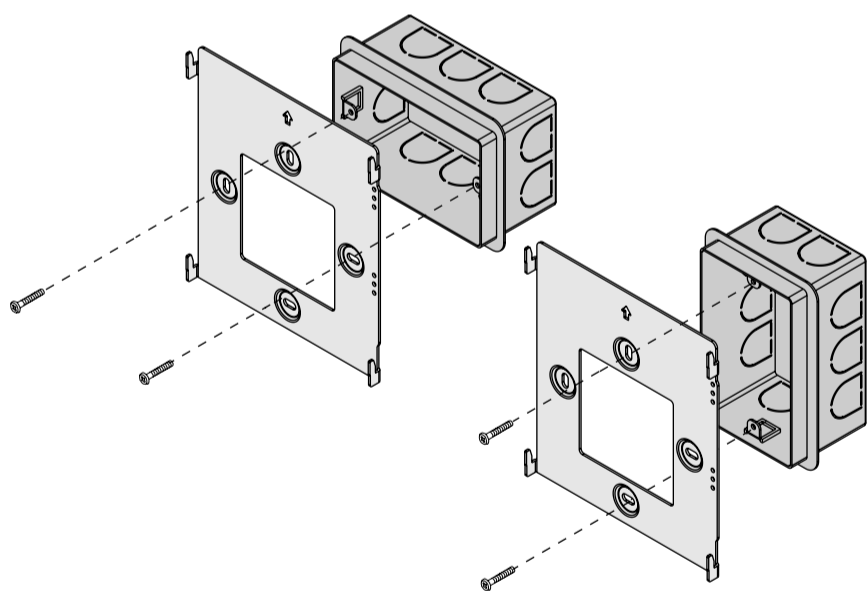
	Ringtones deactivated
	Signalling of door open

Installation

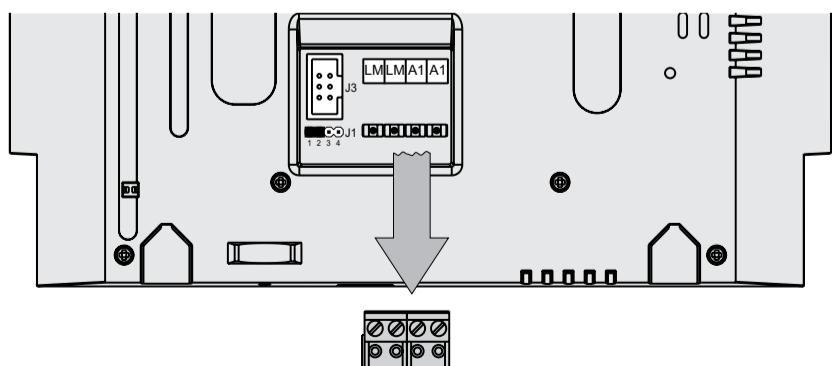
1 -Mount an 83 mm flush-mounted box at a height from the floor of approx. 1.45m / 1.50m.



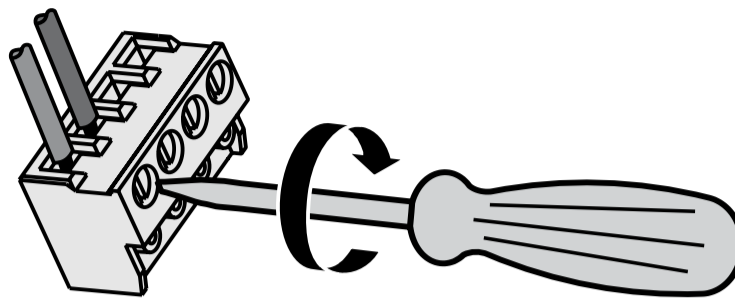
2 -Fix the bracket on the flush-mounting box.



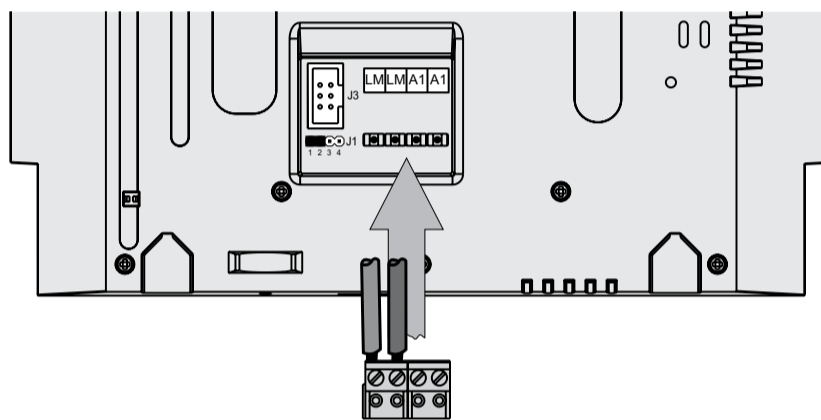
3 - Remove the terminal board from the videointercom.



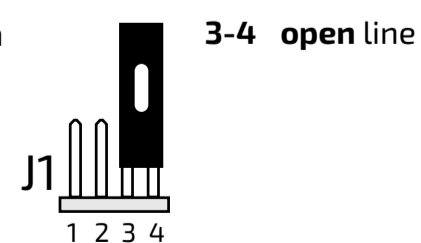
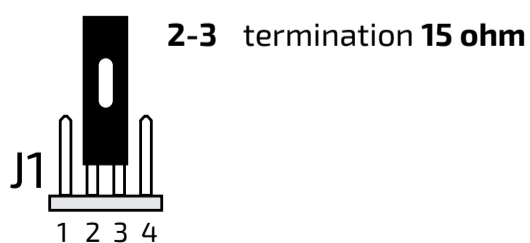
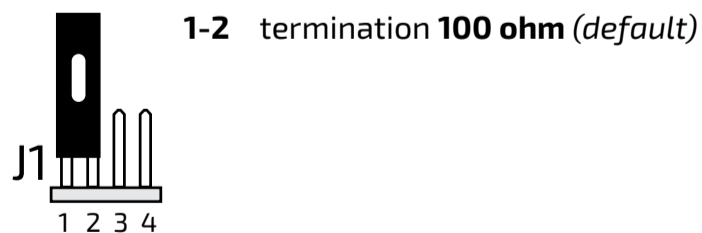
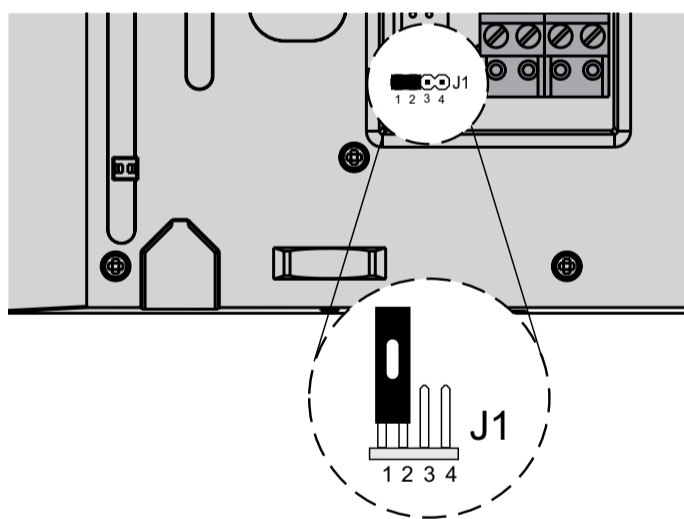
4 - Make the connections on the terminal board as shown in the diagram.



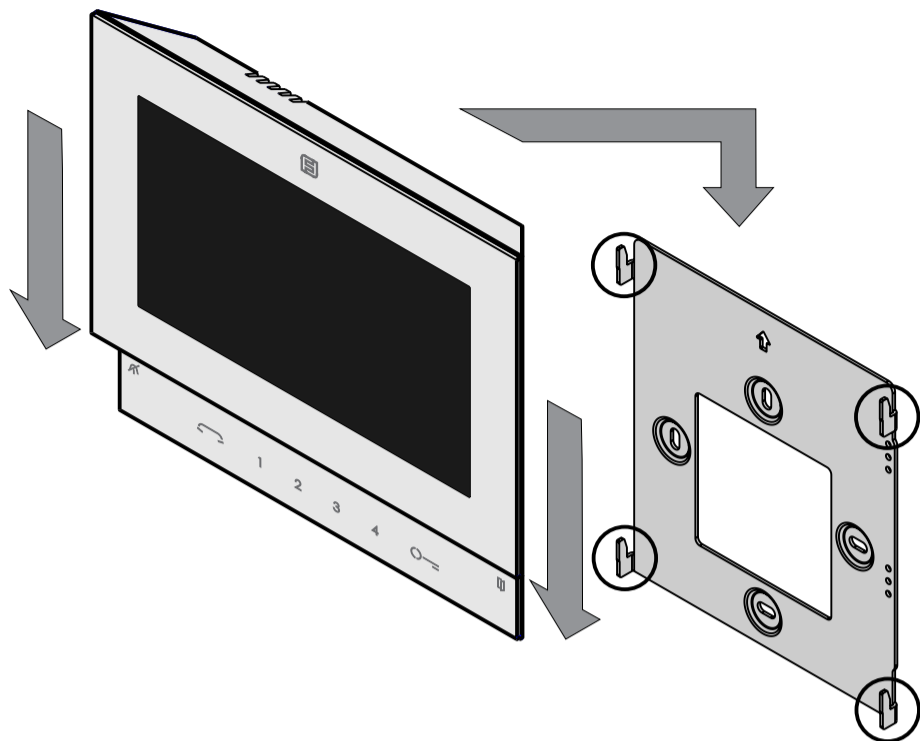
5 - Reinsert the terminal board on the videointercom.



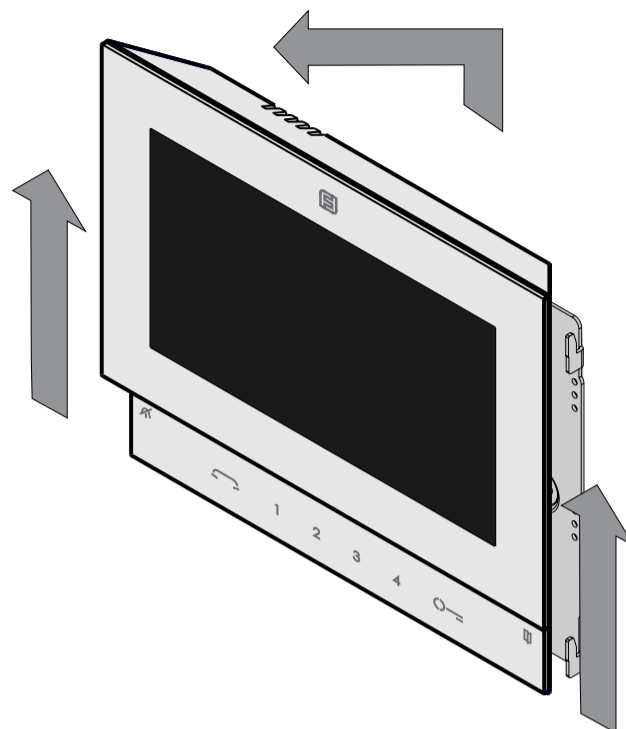
6 - Select closing impedance.



7 - Mount the videointercom to the bracket.



8 - Remove the videointercom.

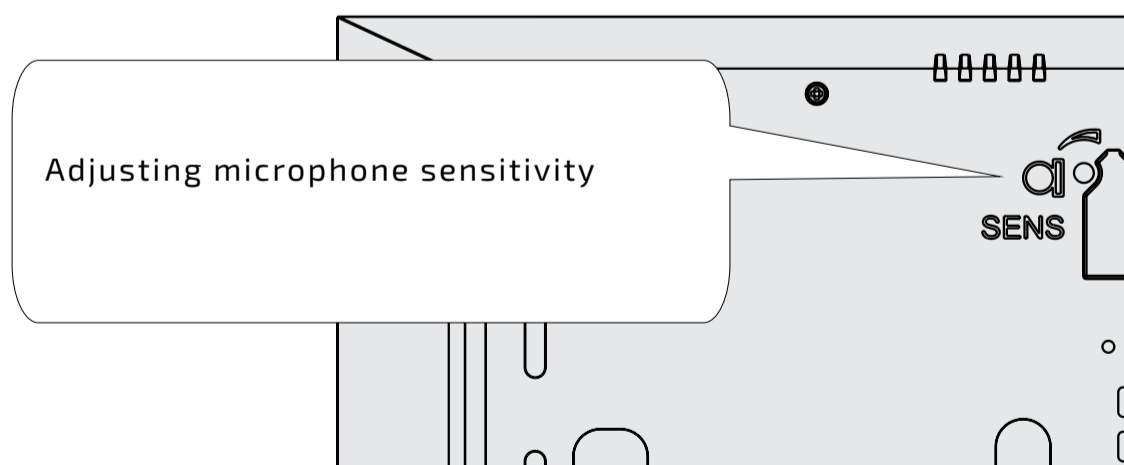


Adjustments

The sound levels are set at the factory; only change the settings on the back of the unit if really necessary.

Adjusting the Speech Levels

- If an excessively intermittent sound is heard during a conversation or if the loudspeaker tends to distort during a call, it is advisable to slightly adjust the sensitivity of the microphone by adjusting the **SENS** trimmer on the rear of the videointercom.

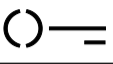
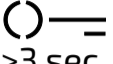
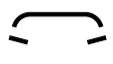
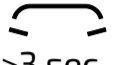






Main functions of the buttons

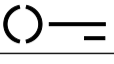
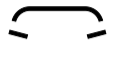





The 6 buttons on the front panel provide access to the controls and adjustments of the device and vary their function depending on the operating mode of the videointercom. The buttons can be used in two different ways:

1) **short press** 2) **long press** (longer than 3 seconds).




Function of the buttons in stand-by.

	Door lock release of the last external door station from which the call was received
 >3 sec.	Activation/deactivation of office function if previously enabled
	Auto switch-on of the last external door station from which the call was received
 >3 sec.	Activation / Deactivation of ringtones. When ringtones are excluded the LED of  icon flashes
1	Call to user 1 or Activation of device 1
1 >3 sec.	Settings / User adjustments
2	Call to user 2 or Activation of device 2
3	Call to user 3 or Activation of device 3
4	Call to user 4 or Activation of device 4. If there are more than 4 users and/or devices in the videointercom's directory, a long press on button 4 (> 3 sec.) will directly display the whole list
4 >3 sec.	Users and devices list. To call a user or enable a device select it with the up arrow  (button 2) or down arrow  (button 3) and press the right arrow  (button 4)
1+4 >3 sec.	System programming


Function of the buttons during the call and in conversation.

	Door lock release
	Answer / Hung-up
 >3 sec.	Activation / Deactivation of ringtones. When ringtones are excluded the LED of  icon flashes
1	Activation device 1 only if it is an actuator
1 >3 sec.	Audio level adjustment (in conversation only)/Brightness/Contrast/Colour.
2	Activation device 2 only if it is an actuator
3	Activation device 3 only if it is an actuator
4	Activation device 4 only if it is an actuator. If in the directory there are more than 4 items with address of an actuator, a long press on button 4 (>3 sec.) will directly display their list
4 >3 sec.	List composed by the Camera item to switch the door station image with the one from the modulators (if present) and the only items in the videointercom's directory with the address of an actuator. To enable a device select it with the up arrow  (button 2) or down arrow  (button 3) and press the right arrow  (button 4)

Attention: The first 4 users or devices in the Users and Devices list can be called or activated directly by pressing buttons "1", "2", "3" and "4" on the videointercom.

If there are more than 4 users, press button 4 for a long time (>3 seconds), the complete list of stored users and devices appears on the videointercom screen; to make the call, select the desired user with the buttons   and press the button .

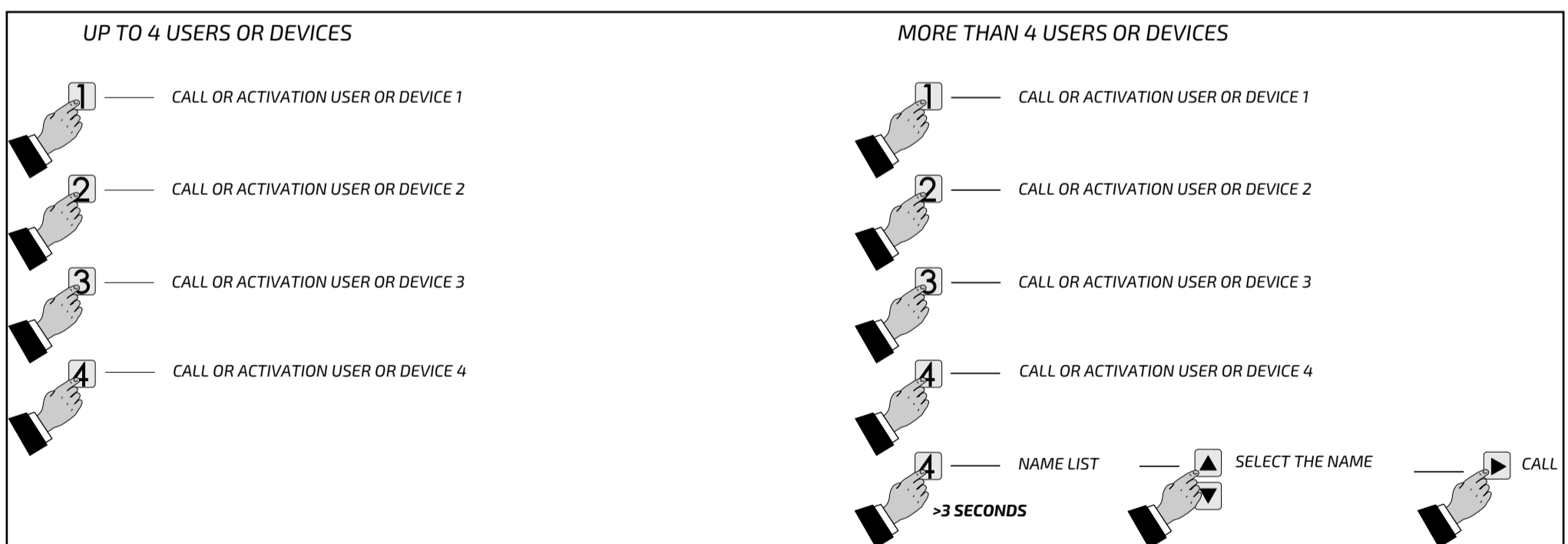
If button 4 is pressed for a long time (>3 sec) during the call or in conversation, the list that appears is formed

- the "Camera" item: by pressing the button  (button 4) several times, it switches the video signal coming from the main door unit camera with the one coming from the auxiliary camera (if present and programmed) and/or from the video modulators whose addresses have been previously configured in the door station;

- (in conversation only) the Mute item to close the microphone;





- only items in Users and Devices List whose addresses are actuator addresses.

If button 4 is pressed for a long time (> 3 seconds) during the auto switch-on (before entering conversation), the displayed list contains the "Camera" item and all and only the items in the Users and Devices List whose addresses are those of an actuator or door station/modulator.



Attention. When a button is pressed, the dissuasion or busy tone indicates that the function is not available because **the service is not active or the bus DUO is occupied by another user.**

Function of buttons with OSD Active. Menu navigation

1	 Cursor to the left - back - exit
2	 Cursor up
3	 Cursor down
4	 Cursor to the right - forward - OK

PROGRAMMING

Factory settings.

The following are the values of the default factory settings, if you need to change them follow the instructions in the following paragraphs:

- User address=**100**
- Room number=**000**
- Additional addresses (1-4)=**empty**
- Additional addresses room numbers (1-4)=**empty**
- Office function activation time=**10**
- Address associated with A1-A1=**empty**
- Users and devices list=**empty**
- Muting of all ringtones=**disabled**

List of Users and devices.


Editing of the **Users and devices list** can only be carried out via the videointercom. The list can store the names and addresses of:

- **users from other flats**; allows them to be called selectively (addresses from 1 to 200);
- **videointercoms in the same flat**; enables communication between devices in other rooms in the same flat (room numbers from 0 to 9);
- **concierge switchboard** (address 201 to 210);
- **door stations** (not required if there is only one door station in the system but necessary if you wish to assign a different ringtone to the call from outside than the default one); allows the videointercom to connect with them individually, perform control switching-on and possibly open the lock (addresses 231 to 253);
- **actuators** for additional services (additional locks, staircase light switching, etc.); enables them to be activated directly from the videointercom (addresses 211 to 220).

Programming via Bluetooth

With the exception of the Users and devices list, it is recommended to program the device via Bluetooth by downloading the "DUO System" app (available for iOS and Android) in your smartphone or tablet. This requires:

- connect a PGR2991BT or XE2921 Bluetooth programmer to the system;
- launch the DUO System app, go to the Bus DUO section, press the "+" button and enter the address of videointercom (100 by default);
- program and disconnect.

 **If a Bluetooth programmer cannot be used, an "emergency" programming procedure is available, described in the following paragraphs.**

Entering programming mode

With the screen switched off (no images or conversations in progress), press and hold down buttons '1' and '4' simultaneously for approx. 3 seconds; after this time, the 'Settings' page appears with the following items:

- **Users and devices**
- **Audio**
- **System**
- **Language**
- **Misc(ellaneous)**

● Default



Warning. To enter programming mode, all videointercoms in the installation (including the one to be programmed) must be switched off. If pressing the "1+4" buttons for more than 3 seconds causes a dissuading tone to be heard, this condition is not fulfilled..

During programming, the screen may suddenly switch off for the following reasons:

- a call has been made from a door unit to any videointercom in the system;
- a control switch-on or a call to another user has been made from any apartment station.

Exit programming mode.

Press the button ◀ (button 1) several times until the videointercom exits programming. If for 60 seconds no operations are made the videointercom exits automatically from programming.

Programming.

The following paragraphs describe the steps required to edit the options appearing on the Settings page.

Users and devices.

In the Users and devices list can be stored up to 20 names and addresses of intercommunicating devices, door stations and actuators for supplementary services (example: Living Room - 1; Robert Brown - 104; Oxford Street - 231; Car Gate - 211).

Based on the device address, 4 different categories of "Users and devices" are fixed, every category is showed by a different colour of characters:

- Intercommunicating Devices (address from 1 to 200) violet colour
- Door Stations (address from 231 to 253) cyan colour
- Door Keeper Exchangers (address from 201 to 210) yellow colour
- Actuators (address from 211 to 220) grey colour

To start programming move the cursor to "Users and devices" with buttons ▼▲ and press ▶; the list of the following functions will be displayed:

- **New**
- **Name 1 (if any)**
- **Name 2 (if any)**
- **Name .. (if any)**
- **Sorting**

Insert the name and address of a user or a device.

With buttons ▼▲ select "New" and press ▶; the following functions will be displayed:

- **Label**
- **Address**
- **Room**
- **Ring tone**
- **Delete**

- **Label** - Select "Label" to enter the name (max. 16 characters, upper and lower cases, numbers or symbols) you want to give to the device (example: Living Room; Robert Brown; Oxford Street; Car Gate) and press ▶.

Insert the name using the buttons ▼▲ to

search the characters (keep them pressed for fast searching) and confirm pressing ▶ cursor automatically moves to the next character to enter. Search the 2nd character and confirm by pressing ▶; repeat the same procedure to complete the name and press ▶; press ▶ again to exit and display the "save" menu, with buttons ▼▲ select:

- "Cancel" to move back
- "Save" to exit and store the name
- "Don't save" to exit without saving it. press ▶ to confirm

Note. While entering the names, if you need to modify it, use buttons ◀▶ to move from one character to another.

- **Address** - Move the cursor to "Address" - press ▶; the present address is shown (100 from the factory) - keep pressed buttons ▼▲ to increase or decrease the value of the address - press ▶ to confirm; the "save" menu is displayed, with buttons ▼▲ select:
 - "Cancel" to move back
 - "Save" to exit and store the address
 - "Don't save" to exit without saving it. press ▶ to confirm.

Attention: the address stored in the contacts list must be the same address stored in the device you want to call (eg.: 104 address of Mr. Brown's videointercom; 231 address of Oxford street's door station; 211 address of car gate's actuator).

- **Room** - The room number must be programmed only if it is required to call an intercommunicating device inside the same apartment (same user address) then if in the previous programmed parameter ("Address") has been programmed a different address compared to the user address of the videointercom you are programming, the parameter "Room" doesn't appear on the programming menu.

To change the room number (0 from the factory) operate as indicated in the following: - move the cursor to "Room" - press ▶; the actual room number is shown - keep pressed buttons ▼ or ▲ to increase or decrease the value - press ▶ to confirm; the "save" menu is displayed, with buttons ▼▲ select:

- "Cancel" to move back
- "Save" to exit and store the room number
- "Don't save" to exit without saving it. press ▶ to confirm.


- **Ringing Tone** - It is possible to assign to every user a personal ringing melody, To select the ringing melody it is necessary: - move the cursor to "Ringing Tone" - press ▶; the list of available ringing melodies are displayed (in green the actual assigned ringing melody). Use buttons ▼▲ to scroll the list and hear the melody; press ▶ to select the desired one. Press ◀ to go back to the previous menu.

- **Delete** - To delete a user from the list it is necessary to select the name from the list and press ▶; using buttons ▼▲ select "Delete" and press ▶; the "Save" menu is displayed, with buttons ▼▲ select:

- "Cancel" to exit without erasing the name
- "Confirm" to erase it
press ► to confirm.
- Press ◀ to go back to "Users and devices" menu.

To input other usernames repeat all the above operations.

Sorting - To change the order of the names in the contacts list it is necessary, once in the menu "Users and devices", select "Sorting" and press ►; with the buttons ▼▲ select the name you want to move and press ► - with the buttons ▼▲ move the name up or down in the list until you reach the desired position and press ► to confirm. Press ◀ to go back to the previous page.
Press ◀ to go back to "Settings" menu.

 **Attention:** the first 4 users or devices of the list can be directly called or activated pressing buttons "1", "2", "3" or "4" on the videointercom.

Modify a name

To modify the data of a user select, in the "Users and devices" menu, the name and press ►; the following list will be displayed: Label, Address, Room, Ringing Melody, Delete; select the requested item and press ►; proceed as indicated in the chapter "Insert name and address of a user or a device".
Press ◀ to go back to "Settings" menu.

Audio.

It allows to chose the sound of door bell and the volume for all the ringing melodies tones. In the "Settings" menu select "Audio" and press ►; the following menu will be displayed:

- **Door Bell (only for "floor call" - A1 terminal)**
 - **Ring tone period**
 - **Key tone**
 - **Ring tone level**
 - **Tone level.**
- **Door bell** - select "Door bell" and press ►; with buttons ▼▲ select the desired melody and confirm by pressing ►, selected melody becomes green;
press ◀ to go back to the "Audio" menu.
 - **Ring tone period** - Select "Ring tone period" and press ►; with buttons ▼▲ increase or decrease ringing melody repetition period (from 0 to 30 seconds) and press ►; the "save" menu is displayed, with buttons ▼▲ select:
 - "Cancel" to move back
 - "Save" to exit and store
 - "Don't save" to exit without storing data
press ► to confirm;
press ◀ to go back to the "Audio" menu.
 - **Key tone** - it allows to activate or deactivate the tone while pressing the buttons on the videointercom. Select "Key tone" and press ►; with buttons ▼▲ select "Enabled" or "Disabled" and press ► to confirm, selected function becomes green;
press ◀ to go back to the "Audio" menu.
 - **Ring tone level** - it allows to increase (▲) or decrease (▼) the volume of all the ringing melodies of the videointercoms.

Select "Ring tone level" and press ►; on the screen a vertical bar will appear displaying the present level. With buttons ▼▲ select the desired level of volume and press ► to confirm and go back to the "Audio" menu.

- **Tone level** - It allows to increase (▲) or decrease (▼) the volume of all the tones of the videointercoms. Select "Tone level" and press ►; on the screen a vertical bar will appear displaying the present level. With buttons ▼▲ select the desired level of tones and press ► to confirm and go back to the "Audio" menu.
Press ◀ to go back to "Settings" menu.

System.

Move the cursor to "System" and press ►; the main settings of the videointercom will be displayed with the following functions:

- **Address**
 - **Room**
 - **Additional addr(ess)**
 - **Remote program(ming)**
 - **A1 forward.**
- **Address** (addresses from 1 to 200) - Move the cursor to "Address" - press ►; the previously programmed address will be shown (100 by factory default) - keep pressed the button ▼ or ▲ to increase or decrease the number of the address - once displayed the requested address press ►; the "save" menu is displayed, with buttons ▼▲ select:
 - "Cancel" to move back
 - "Save" to exit and store the address
 - "Don't save" to exit without saving it
press ► to confirm.
 - **Room** (from 0 to 9) - Move the cursor to "Room" - press ►; the previously room number will be shown (0 from the factory) - keep pressed the button ▼ or ▲ to increase or decrease the number of the room - once displayed the requested room number press ►; the "save" menu is displayed, with buttons ▼▲ select:
 - "Cancel" to move back
 - "Save" to exit and store the room number
 - "Don't save" to exit without saving it.
press ► to confirm.
 - **Additional addresses**
You can set the videointercom so that it answers the calls sent to other users (secondary addresses); for example, in a home situation in which there is a parent's flat and the son's flat, the videointercom in one flat can behave as it were a videointercom in the other flat; it is important that, in the case of a videointercom with an additional address, it behaves both as a videointercom in its own flat and as a videointercom in the additional flat and must therefore also comply with the rules and programming of the latter.
Example.
 - Parent's flat: One videointercom with user address 100 and room number 000;
 - son's flat: two videointercoms one with user address 101 and room number 000, the other with user address 101 and room

number 001.

On the videointercom with address 100 can be configured an additional address 101 with room number 002 (as room numbers 000 and 001 are already assigned to the two videointercom in the flat for address 101).

To program the "secondary address" function you must proceed as indicated below:

- move the cursor to "Secondary addresses"
 - press ►; 4 empty labels will be displayed if no one has been previously programmed
 - select the first empty one and press ►;
 - select "Address" and press ►; keep pressed the button ▼ or ▲ to increase or decrease the secondary address (addresses from 1 to 200) - once displayed the requested address press ►; the "save" menu is displayed, with buttons ▼▲ select:
 - "Cancel" to go back
 - "Save" to exit and store the address
 - "Don't save" to exit without saving it.
press ► to confirm.
 - select "room" - press ►; - keep pressed the button ▼ or ▲ to increase or decrease the room number (from 0 to 9) - once displayed the requested room number press ►; the "save" menu is displayed, with buttons ▼▲ select:
 - "cancel" to go back
 - "save" to exit and store the room number
 - "don't save" to exit without saving it.
press ► to confirm
- Press ◀ to go back to the "Secondary addresses" menu.

Continue, if necessary, to program more secondary addresses or press ◀ to go back to the "System" menu.

- **Remote programming** - The user address only of the videointercom can be programmed from remote also making a call from a door station or a door keeper exchanger.
 - Move the cursor to "Remote programming" - press ►; within 2 minutes make a call from the door station or the door keeper exchanger to the address to be stored. Automatically the videointercom will ring, press the button "↩" to communicate with the calling device and check the correct operations of the system; the calling device will emit an acknowledge tone if remote programming has been accepted or a dissuasion tone if remote programming has been refused.

At the end exit "Remote programming" pressing button ◀.

- **A1 forward (Door Bell).** - Disabled by factory default - The floor call only rings the videointercom to whose A1 terminals are connected the bell button; to forward the call to all the other devices in the same apartment or to a device in an other apartment it is necessary to operate as in the following:
 - select "A1 forward" and press ►; on the screen appears the list of the functions that can be enabled (active function is in green), with buttons ▼▲ select:
 - "Disabled" (default setting) to disable the function and press ► to confirm; press ◀ to move back to the "System menu"

- "Enabled" to enable the function and press ► to confirm, in this case it is necessary to enter also the user address to which forward the floor call. With buttons ▼▲ select:
 - "Address" (255 by factory default) and press ► - Enter your own user address if you want to make ringing all the intercommunicating devices in your apartment - Enter the user address of another apartment if you require to make ringing the videointercom of another apartment.

With buttons ▼▲ select the required user address and press ► to confirm; the "save" menu is displayed, with buttons ▼▲ select:
 - "Cancel" to go back
 - "Save" to exit and store the address
 - "Don't save" to exit without saving it. press ► to confirm.

Press ◀ to move back to the "System" menu.

Press ◀ to move back to the "Settings" menu.

Language.

Move the cursor to "Language" and press ►; list of available languages is displayed, scroll the list with buttons ▼▲ - select the requested language and press ► to confirm, the chosen language becomes green.

Press ◀ to move back to the "Settings" menu.

Miscellaneous.

Move the cursor to "Miscellaneous" and press ►, the list given below is displayed:

- **OSD;**
- **Audio PE.**

- **OSD** - it allows to set the time for which to show the OSD on the screen (255 by factory default). Select "OSD" and press ► a window with the OSD time already set is displayed (from 0 to 255); with buttons ▼▲ select the new OSD time considering that 0 means OSD always OFF and 255 means OSD always ON and then press ► to confirm; the "save" menu is displayed, with buttons ▼▲ select:
 - "Cancel" to go back
 - "Save" to exit and store the new OSD time
 - "Don't save" to exit without saving it. press ► to confirm.

- **Audio PE** - Select "Audio PE", the list of all addresses that can be assigned to external door stations from 231 to 253 will appear on the screen; use the buttons ▼▲ to select the desired address and press ► to inform the system that a door unit without camera matches to that address. The address will be coloured in green and the word audio appears next to it. When a call arrives (or in auto-switch on) from the external door station with this address, the monitor displays a black picture.

Repeat the setting for other addresses if required. Press ◀ to return to the "Miscellaneous" menu.

Press ◀ to go back to the "Settings" menu.

Default.

Restores factory settings.

This command erase all the settings previously stored (except "Users and

devices" list) and restore the videointercom's factory configurations.

Select "Default" and press ►, the "save" menu is displayed, with buttons ▼▲ select:

- "Cancel" and press ► to go back to the "Settings" menu without restoring the videointercom to the factory settings
- "Confirm" and press ► to go back to the "Settings" menu restoring the videointercom to the factory settings.

USER SETTINGS MENU.

The following settings can be changed freely by the user without affecting the correct operations of the videointercom or of the whole system. User can change:

- **user name in the contacts**
- **volume levels of ringing melodies and tones**
- **ringing melodies**
- **language**

While the videointercom is OFF, press for a long time the "1" button (>3 seconds); user menu is displayed:

- **Users and devices**
- **Audio**
- **Language**

- **Users and devices** - In the list, if programmed during the installation of the videointercom, are shown the name of users, door stations and actuators whose sorting, ringing melody and name can be changed.

Move the cursor to "Users and devices" and press ►; the list of users-devices (eg. Living Room, Mr. Robert Brown, Car gate) and the "Sorting" option are displayed:

- Living Room (if previously stored)
- Robert Brown (if previously stored)
- Car Gate (if previously stored)
- Sorting

- To change a name and the associated ringing melody it is necessary to select the name using buttons ▼▲ and press ►; the following functions are displayed:

- **Label**
- **Ringing melody**

- **Label** - Refer to "Users and devices programming".

- **Ringing tone** - Refer to "Users and devices programming".

Press ◀ to go back to "Users and devices" menu.

Repeat all the above operations to change other user names or press ◀ to go back to "User settings" menu.

- Sorting of names

To change the order of names in the contact list it is necessary to select "Sorting" in the "Users and devices" menu and press ► - select the name to move and press ► - with ▼▲ buttons move the name up or down until it reaches the desired position and press OK to confirm.

Press ◀ to go back to "Users and devices" menu.

Press ◀ to go back to "User settings" menu.

- Audio - Refer to Programming - "Audio".
- Language - Refer to Programming - "System"

- "Language".

Change ringtone for call from external door station.

Even if there is only one external door station in the system, to be able to choose a ringtone (different from the Din-Don of default setting), an entry must be created in the Users and devices list, whose Label will be assigned the desired name (Downing Street unit, garden side.....) and whose Address field will be assigned the actual address of the external door station. At this point the desired melody can be selected from the Ring tone field.

Video ON setting in Slave monitor.

Using the "DUO System" app, it is possible to enable the monitor to switch on when a call is received, even if the room number is > 0 (SLAVE videointercom).

Attention: before enabling this option, contact the FARFISA technical office for a correct evaluation of the system load.

Office function.

(Enabled by factory default) Via the "DUO System" app, it is possible to set an activation time (time after which the door lock release command is automatically sent when the call is received) in seconds. To completely disable the function set an activation time of 0 seconds. If activation time > 0, the office function can be activated/deactivated by long pressing (> 3 seconds) the button ○= . Activation is indicated by the LEDs above the 6 buttons which light up and switch off in sequence.

Audio-video adjustments.

To adjust audio and video parameters it is necessary that the videointercom will be ON and connected to an external door station.

To make "Adjustments" press for long time (>3 seconds) button "1"; following entries will appear on the screen:

- **Audio level**
- **Brightness**
- **Contrast**
- **Colour**

With cursors ▼▲ select "Audio level" and press ►; on the screen a vertical graphic bar will appear displaying the present level, with cursors ▼▲ adjust the audio level from the door station (loudspeaker volume) and confirm with button ►.

If it is required to adjust the quality of the image select with the cursors ▼▲ "Brightness" - "Contrast" - "Colour" and press ►; on the screen a vertical graphic bar will appear displaying the present level, with cursors ▼▲ make the required adjustments and confirm with the cursor ►.

While the videointercom is monitoring a door station, pressing for long time (>3 seconds) button "1" only Video adjustments will be displayed (because there is no audio).



If the videointercom is in communication with another user, pressing for long time (> 3 seconds) button "1" only Audio adjustments will be displayed (because there is no image on the screen).



To exit the "Adjustments" menu press button ◀.


OPERATIONS.

Call from the door station.




When a call is made from the door station, the videointercom starts ringing and for around 30 seconds the image of the caller is displayed on the screen.

To start a conversation, for around 90 seconds, press the button , to end the conversation before the conversation time expires press button  again.






In case of a call to a user with more than one videointercom in parallel in the same apartment, all the videointercoms will ring, but only the videointercom with room number 0 will turn ON. To answer from this videointercom follow the instructions above. It is also possible to answer from any other videointercom of the apartment by pressing on it button , this videointercom will turn ON and at the same time the intercom that had been turned ON before, switches OFF. If, after having seen the image, you wish to talk with the calling door station, press again the button .





To operate the electric door lock release press the button ; this command operates even if any call hasn't been received. The command will operate the electric lock release of the last door station which has made a call.

During a conversation, pressing for long time button "1" (>3 seconds), the Adjustment menu will be displayed and it is possible to adjust the audio level and the image quality (refer to paragraph "Audio-video Adjustments").

Pressing for a long time button "4" (>3 seconds) the list of the devices which can be enabled during the conversation is displayed; to enable a specific device select it using buttons   and press . In the devices list there are also 2 system functions:


- **Camera**
- **Mute**

- **"Camera"** function allows to switch the image among additional cameras connected to the door station; to switch the images it is necessary to select "Camera" using buttons   and confirm with , each time button  is pressed, the image switches from one camera to another; if there aren't additional cameras in the system, pressing button  the screen always displays the image from the door station.




- **"Mute"** function allows to disable audio towards the door station (no audio to the door station, but audio from the door station). To enable the "Mute" function during a conversation it is required to select it using buttons   and confirm by , "Mute" function will be activated and it becomes green. Press again button  to toggle between "Unmute" and "Mute".

Press button  to exit the devices list.



Monitor function and connection with one or more external door stations.

With the system in stand-by and no any conversation in progress, it is possible to monitor the external door stations by pressing the button  on the videointercom. If the installation includes more external door stations to monitor them selectively it is possible to use button "1", "2", "3" and "4" if

properly programmed. To program buttons refer to "Programming". The monitor function lasts about 30 seconds, but will be interrupted in case of a call from an external door station. Monitor function can be executed also selecting the entrance to monitor from the "Users and devices" list:




- press for a long time button "4" (>3 seconds), the list of pre-stored door stations will be displayed on the videointercom screen
- with buttons   select the door station to monitor
- press button  to power ON the monitor showing the image from that entrance.

In the "Users and devices" list it is available the function "Camera" which allows to show the images coming from additional cameras connected to a door station; for operating mode refer to the paragraph "Call from door station"

If pressing the button  (or button  when selecting the door station from the list "Users and devices") the videointercom remains switched OFF and a busy tone is heard, the system is busy and it is necessary to wait until the system becomes free.

Making or receiving a call from another user or from another device in the same apartment.

When the installation is in stand-by, you can make an intercommunicating call to another user or to another device in the same apartment; you must have stored the names and address of the desired users and devices in the "Users and devices" list (refer to Programming - "Users and devices").




The first 4 users of the list can be directly called pressing buttons "1", "2", "3" and "4", if there are more than 4 users, it is necessary to press for a long time button 4 (>3 seconds), on the screen appears the complete list of stored users and devices; to make a call select with buttons   the desired user and press ; on the screen will appear the name of the called user and you get the calling tone.

If you get a busy tone, wait until the system becomes free and try again.


The videointercom of the other user will ring (without switching-ON) with the programmed melody. If the called user answers within 30 seconds, a 90-second conversation starts, otherwise the system goes back to free.

The internal conversation will be automatically interrupted in case of call from external door station to any other user.

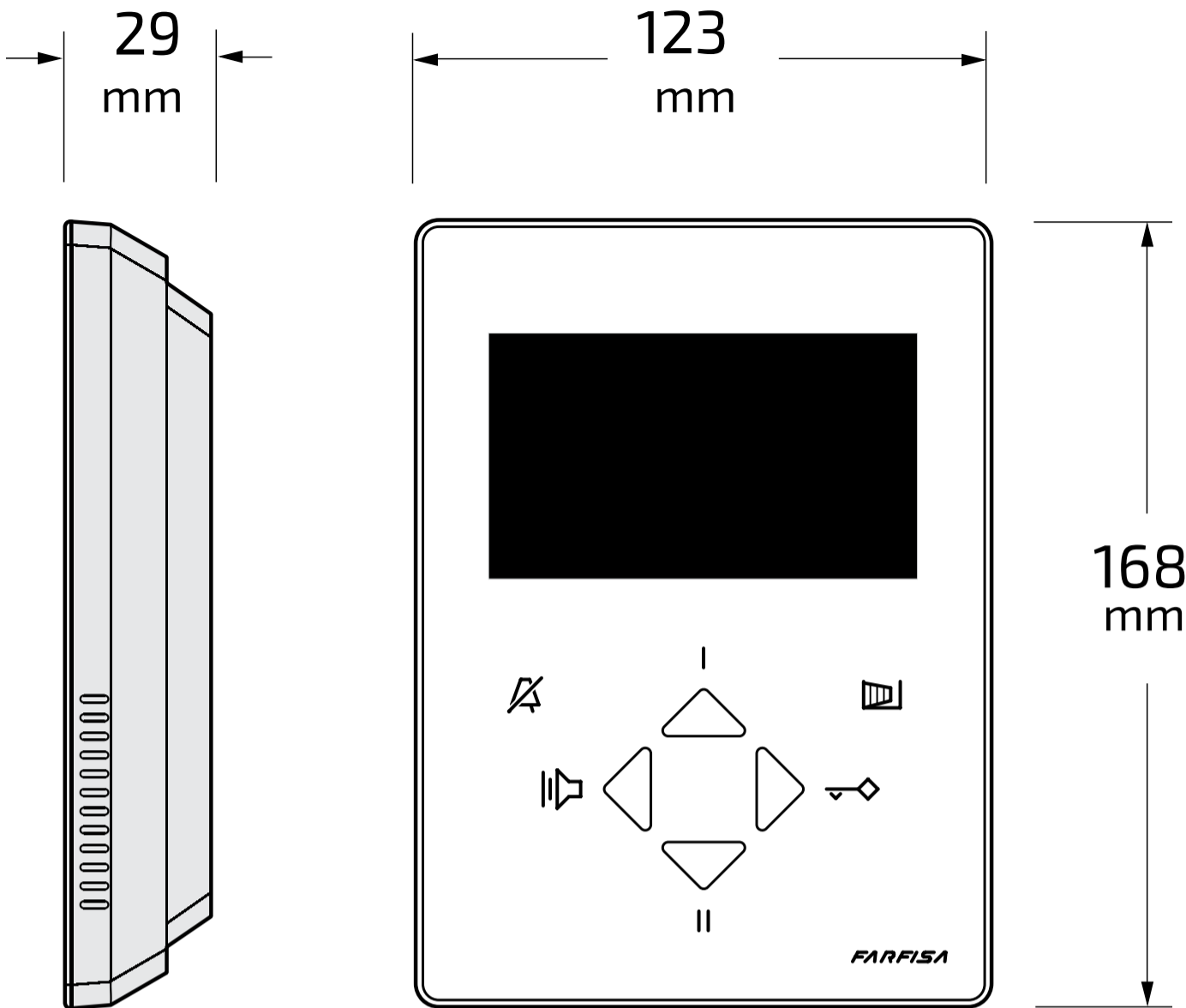
Turn OFF the ringtone.

Ring Melodies can be switched OFF pressing for a long time button  (>3 seconds); icon  flashes to indicate that Ringing Melodies have been switched OFF and continue flashing until Ringing Melodies will be switched ON pressing again for a long time button  (>3 seconds).

Door open warning.

In systems properly designed, it is possible to get on the videointercom a warning signal according to the state of the entry door (open/closed); when entry door is open icon  will flash.

Art. ZH1252WE





Programming via
DUO System app

DUO
SYSTEM

ZHEROS

4,3" hands-free vi-
deointercom for DUO
System

Videointercom with 7.0" LCD screen for DUO systems.
Four buttons are available to enable videointercom functions; the  and  buttons can also be used to make intercom calls.



Technical data

Power supply	from DUO bus
Stand-by current	6 mA
Operating current	190 mA
Monitor	4,3" LCD
Operating temperature	0°÷+50°C
Maximum admissible humidity	90%RH

Terminals

A1/A1	Floor call input
LM/LM	Line input

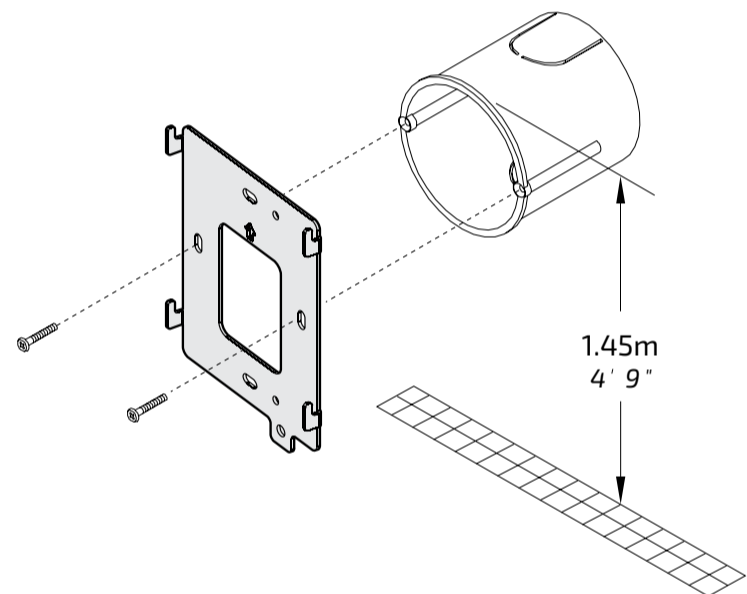
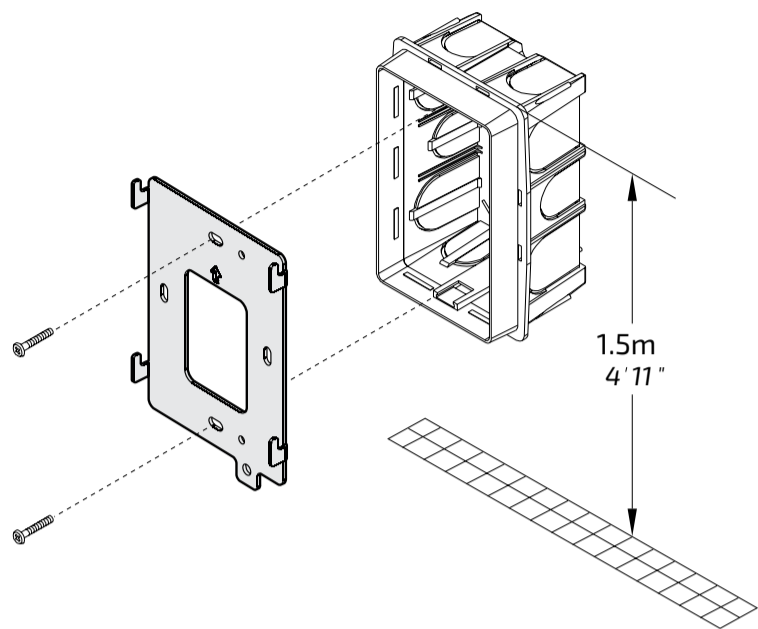
Signalling LEDs

	Ringtones deactivated
	Signalling of door open

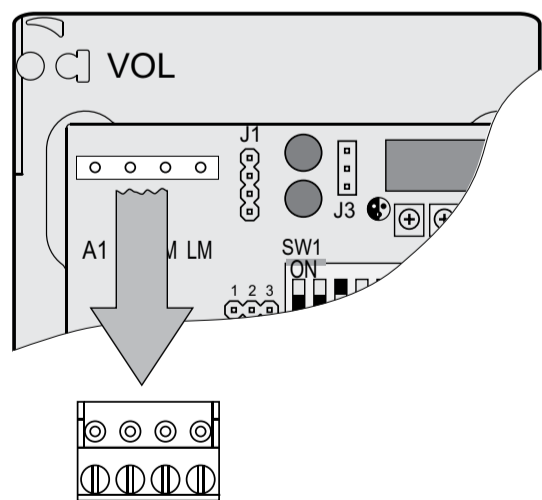
Installation

1 - Murare una scatola da incasso da 83mm o 60mm ad un'altezza dalla pavimentazione di circa 1,5 m.

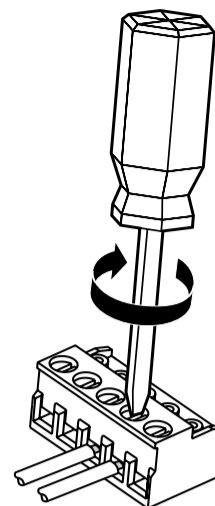
2 - Fissare la staffa alla scatola da incasso.



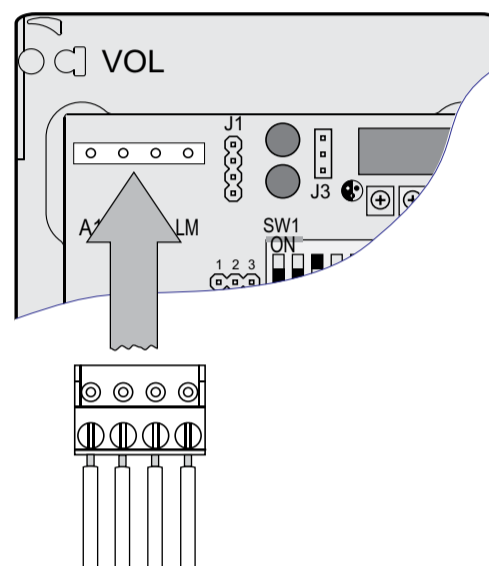
3 - Togliere la morsettiera dal videocitofono.



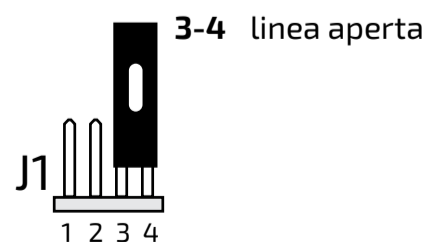
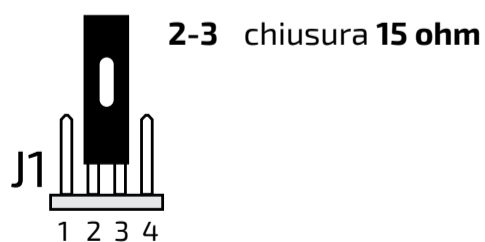
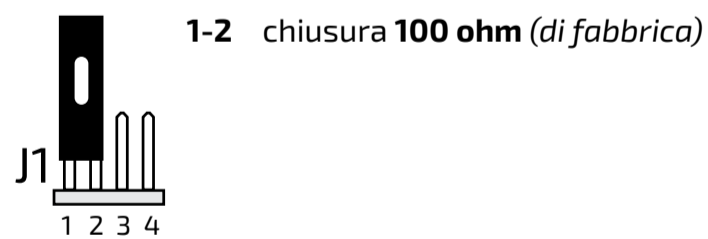
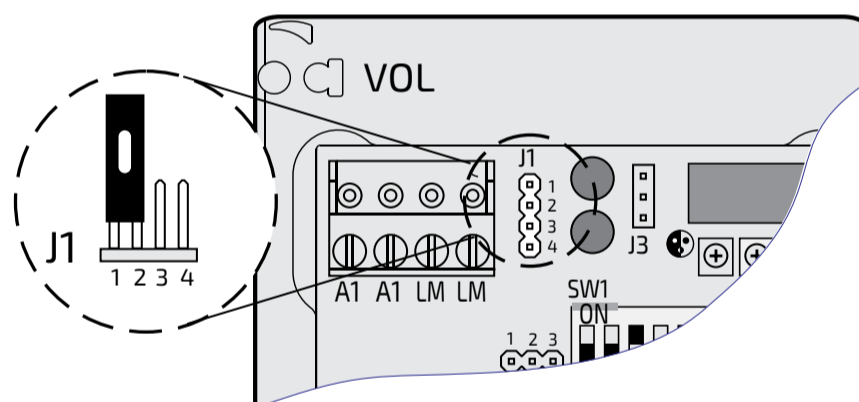
4 - Effettuare i collegamenti sulla morsettiera come da schema da realizzare.



5 - Reinscrivere la morsettiera sul videocitofono.



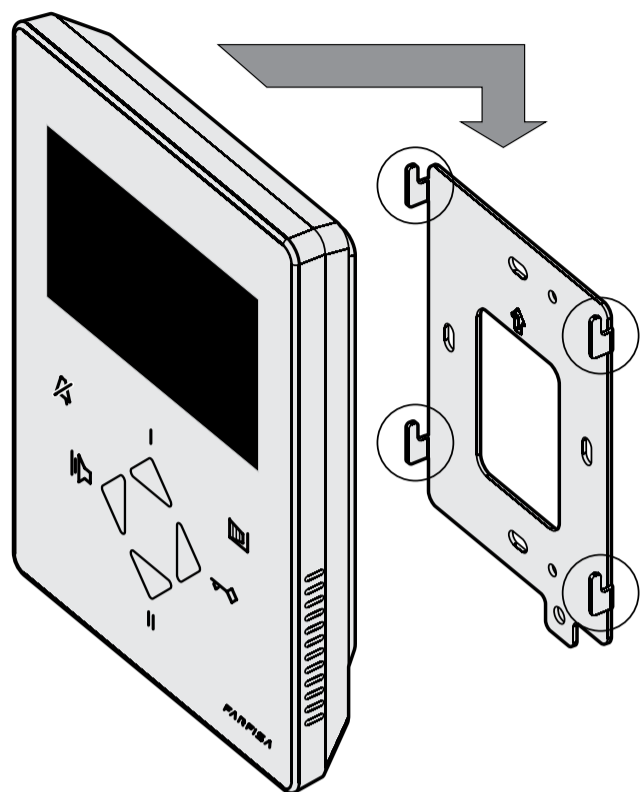
6 - Selezione impedenza di chiusura



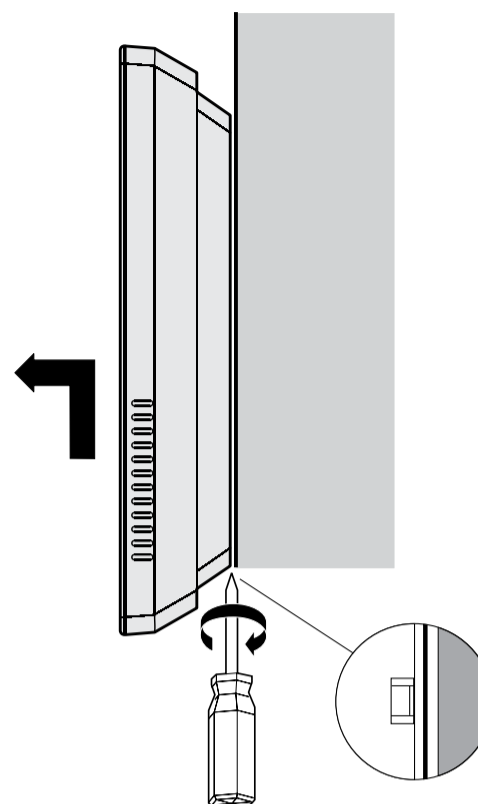
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DUO
SYSTEM

7 - Fissare il videocitofono alla staffa.




8 - Smontaggio del videocitofono.



Regolazioni

Volume

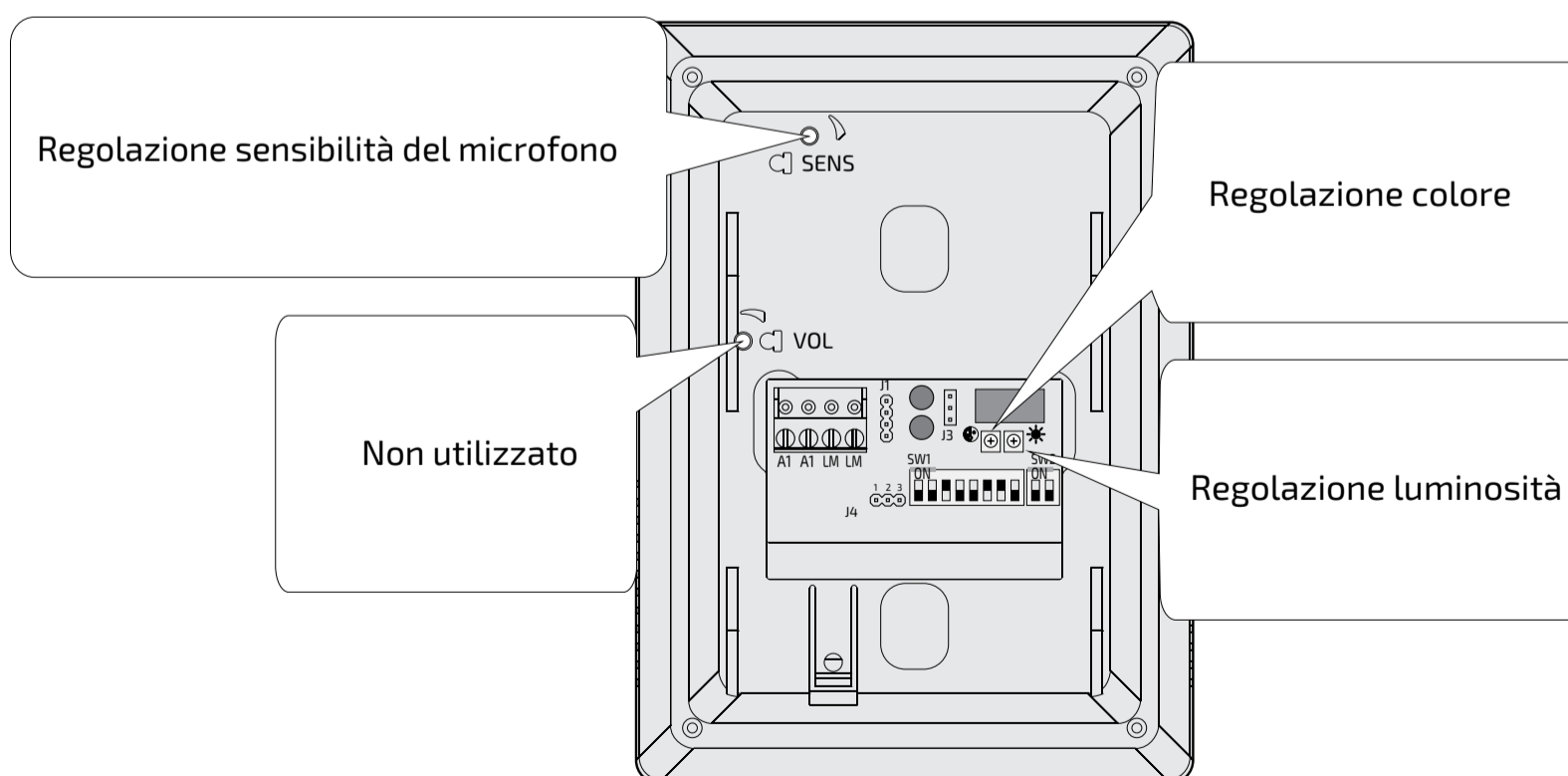
In conversazione o durante la chiamata è possibile cambiare il volume dell'audio e della suoneria come indicato nel capitolo 3. **Impostazioni**. La regolazione **VOL**  posta sul retro del videocitofono non è utilizzata.

Sensibilità microfono

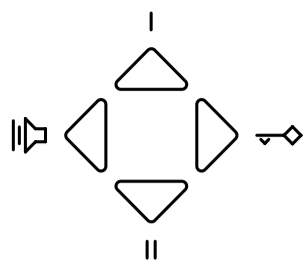
Se durante la conversazione si ode un audio intermittente o se durante una chiamata l'altoparlante tende a distorcere, si consiglia di ritoccare leggermente la sensibilità del microfono agendo sul trimmer **SENS**  posto sul retro del videocitofono.

Colore e Luminosità.

Per regolare il colore  e la luminosità  dell'immagine, girare con un piccolo giravite i trimmer  posti sul retro del dispositivo.



FUNZIONE DEI TASTI



I 4 tasti sul pannello frontale permettono di accedere alle funzioni ed alle regolazioni del dispositivo e variano la loro funzione a seconda della modalità operativa del videocitofono. I tasti possono essere utilizzati in due differenti modi:

- 1) **pressione breve**
- 2) **pressione lunga** (maggiore di 3 secondi).



Attenzione. Durante la pressione di un tasto, il tono di dissuasione o di occupato indica che la funzione non è disponibile perché **il servizio non è attivo o la linea videocitofonica è occupata da un altro utente.**

Funzione dei tasti a riposo

A riposo i tasti assumono le seguenti funzioni:

Tasto	
	<p>Pressione breve La funzione dipende dall'Indirizzo memorizzato nel pulsante (per le programmazioni vedi paragrafo Indirizzi associati al tasto), in dettaglio:</p> <ul style="list-style-type: none"> - indirizzo di un altro appartamento, si chiama l'utente memorizzato; - indirizzo di un'altra stanza dello stesso appartamento, si chiama la stanza memorizzata; - indirizzo di un centralino di portineria, si chiama il centralino; - indirizzo di un attuatore, si attiva/disattiva l'attuatore; - indirizzi di posti esterni (max. 4), ad ogni pressione si visualizzano, ciclicamente, le immagini dei relativi posti esterni. <p>Pressione lunga Attiva/disattiva la funzione "silenzioso", esclusione della suoneria e dei toni del dispositivo. Quando la funzione "silenzioso" è attiva l'icona lampeggia lentamente.</p>
	<p>Pressione breve Stesse funzioni del tasto , ad eccezione della memorizzazione degli indirizzi dei posti esterni che non è possibile (di fabbrica attiva l'attuatore 211).</p> <p>Pressione lunga Si accede al menù programmazione delle sonerie, l'icona si accende fissa.</p>
	<p>Pressione breve Aziona la serratura elettrica dell'ultimo posto esterno da cui si è ricevuta la chiamata.</p> <p>Pressione lunga Se programmato sul posto esterno, aziona l'attuatore ausiliario dell'ultimo posto esterno da cui si è ricevuta la chiamata.</p>
	<p>Pressione breve Si collega con l'ultimo posto esterno da cui si è ricevuta la chiamata.</p> <p>Pressione lunga Se presente e programmata, commuta sulla telecamera supplementare e/o sui modulatori i cui indirizzi siano stati configurati sull'ultimo posto esterno da cui si è ricevuta la chiamata.</p>

Funzione dei tasti durante una conversazione

All'arrivo di una chiamata o durante una conversazione, i tasti assumono le seguenti funzioni:

Tasto	
	<p>Pressione breve La funzione dipende dall'Indirizzo memorizzato, in dettaglio:</p> <ul style="list-style-type: none"> - indirizzo di un altro appartamento, nessuna funzione; - indirizzo di un'altra stanza dello stesso appartamento, nessuna funzione; - indirizzo di un centralino, nessuna funzione; - indirizzo di un attuatore, si attiva/disattiva l'attuatore; - indirizzi di posti esterni (max. 4), nessuna funzione. <p>Pressione lunga Attiva/disattiva la funzione "silenzioso" non si sentiranno più la suoneria ed i toni del dispositivo. Quando la funzione "silenzioso" è attiva l'icona lampeggia lentamente.</p>
	<p>Pressione breve Stesse funzioni del tasto , ad eccezione della memorizzazione degli indirizzi dei posti esterni che sul tasto non è possibile (di fabbrica attiva l'attuatore 211).</p> <p>Pressione lunga Durante la conversazione permette di regolare il volume audio, si accende l'icona e si hanno circa 3 secondi di tempo per aumentare o diminuire il volume dell'audio.</p>
	<p>Pressione breve Aziona la serratura elettrica del posto esterno con cui si è collegati.</p> <p>Pressione lunga Se programmato sul posto esterno, aziona l'attuatore ausiliario dell'ultimo posto esterno che ha effettuato una chiamata.</p>
	<p>Pressione breve Attiva la conversazione audio con il posto esterno o con l'apparecchio intercomunicante; se premuto nuovamente, termina la conversazione in corso.</p> <p>Pressione lunga Se presente e programmata, commuta sulla telecamera supplementare e/o sui modulatori i cui indirizzi siano stati configurati sull'ultimo posto esterno da cui si è ricevuta la chiamata.</p>



1

SYSTEM

no

PROGRAMMAZIONE.

Impostazioni di fabbrica.

- Indirizzo utente del videocitofono= **100**
- Numero di stanza del videocitofono= **0**
- indirizzi associati al tasto  = **vuoto**
- Indirizzo associato al tasto  = **211**
- indirizzo rilancio chiamata da piano= **vuoto**
- indirizzi secondari del videocitofono= **vuoto**

Per poter funzionare correttamente, il videocitofono deve essere programmato; se non sono richieste prestazioni particolari l'unica programmazione necessaria è quella relativa all'indirizzo utente,

Programmazione indirizzo utente e numero di stanza.

Per la programmazione del dispositivo è necessario impostare i codici che identificano il videocitofono rispettivamente all'interno dell'impianto (**indirizzo utente da 001 a 200**) ed all'interno dell'appartamento (**numero di stanza da 0 a 3**).

Per programmare l'indirizzo utente ed il numero di stanza del videocitofono non occorre alcuna procedura, è sufficiente posizionare i microinterruttori **SW1** ed **SW2** in accordo con la tabella 1.1 e 1.2; (di fabbrica il videocitofono è programmato con **indirizzo utente 100 e numero di stanza 0**).



Attenzione: poiché i microinterruttori **SW1** ed **SW2** sono utilizzati anche per eseguire altre programmazioni (vedi paragrafi successivi), la loro posizione potrebbe essere stata modificata.

Prima di utilizzare il dispositivo ricordarsi di posizionare i microinterruttori SW1 ed SW2 in accordo con l'indirizzo utente ed il numero di stanza che si intende attribuire al videocitofono.


Programmazione via Bluetooth.

Tutte le programmazioni descritte sotto (ad eccezione di quelle relative alla programmazione dell'indirizzo utente e del numero di stanza che sono eseguite impostando correttamente i microinterruttori di SW1-SW2) possono essere eseguite con l'impiego dell'app "**DUO System**" (disponibile per iOS e Android), connettendo via Bluetooth uno Smartphone o un Tablet ad uno dei seguenti programmatori per DUO System: PGR2991BT, XE2921 o XE2922 (che dovranno essere collegati all'impianto). Una volta messa in esecuzione l'applicazione "DUO System" e stabilito il collegamento, posizionarsi nella sezione Bus DUO, premere il pulsante "+", inserire l'indirizzo del videocitofono come impostato sui microinterruttori SW1.




Nel caso non possa essere utilizzato un programmatore Bluetooth, è disponibile una procedura di programmazione "di emergenza", descritta nei paragrafi seguenti.

Entrare in programmazione.


Per accedere alle programmazioni di sistema è necessario spostare il ponticello **J4** dalla posizione **2-3** alla posizione **1-2**, si accende l'icona .

Uscire dalla programmazione.


Per uscire dalla programmazione riportare il ponticello **J4** dalla posizione **1-2** alla posizione **3-4**, si spegnerà l'icona .

Programmazione.


Indirizzi associati al tasto .

(Di fabbrica vuoto) Al tasto  possono essere associati 1 indirizzo di appartamento e di stanza, per le chiamate intercomunicanti o 1 indirizzo attuatore oppure fino a 4 indirizzi di posti esterni per poterli controllare in sequenza.



- Programmazione Indirizzo Intercomunicante di Palazzo o chiamata al centralino di portineria:

con i microinterruttori **SW1** impostare l'indirizzo di appartamento desiderato o del centralino di portineria e con i microinterruttori **SW2** impostare il numero di stanza 0 (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione.




- Programmazione Indirizzo Intercomunicante di Appartamento:

con i microinterruttori **SW1** impostare l'indirizzo del proprio appartamento e con i microinterruttori **SW2** impostare il numero di stanza, da 0 a 3 (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione.


- Programmazione Indirizzo Attuatore:

con i microinterruttori **SW1** impostare l'indirizzo dell'attuatore che si intende comandare (da 211 a 220) e con i microinterruttori **SW2** impostare il numero di stanza 0 (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione. Ripetere per altre tre volte l'operazione di premere a lungo il tasto , l'avvenuta programmazione è confermata rispettivamente da due, tre e quattro toni


- Programmazione Indirizzi Posti Esterni:

nel tasto  è possibile programmare fino a 4 indirizzi di posti esterni con i quali ci si collegherà in sequenza ad ogni pressione del tasto. Con i microinterruttori **SW1** impostare l'indirizzo del primo posto esterno, ed impostare 0 sui microinterruttori **SW2**, (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione del primo indirizzo. Se si intende programmare un secondo indirizzo è necessario impostare i microinterruttori **SW1** con l'indirizzo del secondo posto esterno, lasciando a 0 i microinterruttori **SW2** (vedi tabelle 1.1 e 1.2) e premere a lungo il tasto  fino a che due toni non confermeranno l'avvenuta memorizzazione del secondo indirizzo. Procedere in maniera analoga per la programmazione del terzo e quarto indirizzo del posto esterno, l'avvenuta programmazione è confermata rispettivamente da tre o quattro toni.


Per cambiare gli indirizzi memorizzati è necessario uscire dalla programmazione, attendere 3 secondi e rientrare in programmazione; ripetere la programmazione come descritto sopra. Per cancellare gli indirizzi memorizzati è necessario impostare il codice

255 su **SW1** e 0 su **SW2** (vedi tabelle 1.1 e 1.2) e premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta cancellazione del primo indirizzo; procedere in modo analogo per cancellare l'eventuale secondo, terzo e quarto indirizzo memorizzato.


Indirizzi associati al tasto .

(Di fabbrica 211) Al tasto  possono essere associati 1 indirizzo di appartamento e di stanza per chiamate intercomunicanti o 1 indirizzo attuatore.


- Programmazione Indirizzo Intercomunicante di Palazzo o chiamata al centralino di portineria:



con i microinterruttori **SW1** impostare l'indirizzo di appartamento desiderato o del centralino e con i microinterruttori **SW2** impostare il numero di stanza 0 (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione.

- Programmazione Indirizzo Intercomunicante di Appartamento:

con i microinterruttori **SW1** impostare l'indirizzo del proprio appartamento e con i microinterruttori **SW2** impostare il numero di stanza, da 0 a 3 (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione.


- Programmazione Indirizzo Attuatore:

con i microinterruttori **SW1** impostare l'indirizzo dell'attuatore che si intende comandare (da 211 a 220) e con i microinterruttori **SW2** impostare il numero di stanza 0 (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione.

Per cambiare l'indirizzo memorizzato è necessario impostare con **SW1** ed **SW2** i nuovi codici e premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione, invece per cancellare l'indirizzo memorizzato è necessario impostare il codice **255** su **SW1** e **0** su **SW2** (vedi tabelle 1.1 e 1.2) e premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta cancellazione.

Indirizzo rilancio chiamata da piano.



All'arrivo di una chiamata da piano squilla solo il monitor a cui è collegato il pulsante di chiamata, se si intende rilanciare la chiamata anche su tutti gli altri monitor presenti nell'appartamento o in un altro appartamento, occorre:

- con i microinterruttori **SW1** impostare l'indirizzo del videocitofono principale dell'appartamento a cui si intende rilanciare la chiamata e con i microinterruttori **SW2** impostare il numero di stanza **0** (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione.





Attenzione: il rilancio di chiamata farà squillare tutti i videocitofoni (sia principali che secondari) presenti nell'appartamento a cui è stata rilanciata la chiamata da piano.



Per cambiare l'indirizzo memorizzato è necessario impostare con **SW1** ed **SW2** i

nuovi codici e premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione; per cancellare l'indirizzo memorizzato è necessario impostare il codice **255** su **SW1** e **0** su **SW2** (vedi tabelle 1.1 e 1.2) e premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta cancellazione.

Indirizzi aggiuntivi.









Un videocitofono può essere abilitato a ricevere anche le chiamate indirizzate ad altri utenti (max 4), per la programmazione dei relativi indirizzi occorre:

- con i microinterruttori **SW1** impostare l'indirizzo del primo utente per il quale si vuole rispondere e con i microinterruttori **SW2** il relativo numero di stanza (vedi tabelle 1.1 e 1.2); premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione del primo indirizzo. Se si intende programmare altri indirizzi aggiuntivi è necessario impostare i microinterruttori **SW1** con l'indirizzo del secondo utente per il quale si vuole rispondere e i microinterruttori **SW2** con il relativo numero di stanza; premere a lungo il tasto  fino a che due toni non confermeranno l'avvenuta memorizzazione del secondo indirizzo. Procedere in maniera analoga per la programmazione dell'indirizzo del terzo e quarto utente per i quali si desidera rispondere, l'avvenuta programmazione è confermata rispettivamente da tre o quattro toni.

Per cambiare gli indirizzi memorizzati è necessario uscire dalla programmazione, attendere 3 secondi e rientrare in programmazione; impostare con **SW1** ed **SW2** i nuovi codici e premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta memorizzazione del nuovo primo indirizzo aggiuntivo; procedere in modo analogo per cambiare l'eventuale secondo, terzo e quarto indirizzo. Per cancellare gli indirizzi memorizzati è necessario impostare il codice **255** su **SW1** e **0** su **SW2** e premere a lungo il tasto  fino a che un tono non confermerà l'avvenuta cancellazione del primo indirizzo; procedere in modo analogo per cancellare l'eventuale secondo, terzo e quarto indirizzo memorizzato.

Ripristino programmazioni di fabbrica.

Per ripristinare le programmazioni di fabbrica occorre:

- entrare in modalità programmazione;
- premere in sequenza i tasti      ;
- per 1 sec. si accende l'icona  e si spegne l'icona  le impostazioni del dispositivo e le programmazioni di sistema sono ritornate ai valori di fabbrica;
- uscire dalla modalità programmazione.

IMPOSTAZIONI.

I parametri che seguono possono essere modificati dall'utente durante il normale uso del videocitofono.

Modifica delle suonerie.




L'utente può modificare la melodia ed il numero degli squilli per ciascuna tipologia di chiamata

in arrivo; il volume è invece lo stesso per tutte le chiamate.

Le tipologie di chiamata sono:


- **da posto esterno**
- **da intercomunicante di palazzo**
- **da piano**
- **da intercomunicante di appartamento**

La procedura di modifica della suoneria è la seguente:

- con il videocitofono a riposo, premere il tasto  a lungo, si entra in modalità programmazione soneria e si accende l'icona ; se entro 10 secondi non verrà eseguita alcuna operazione, il dispositivo esce automaticamente dalla modalità di programmazione e si spegne l'icona .



Attenzione: per salvare la melodia scelta ed il numero di squilli desiderato è necessario eseguire **tutti** i passi successivi.

- premere più volte il tasto  per selezionare la melodia. Ad ogni pressione si avanza lungo la lista delle suonerie disponibili che sono:


- **Din-don**
- **Classico**
- **Trillo alto**
- **Trillo basso**

e che vengono di volta in volta riprodotte dal dispositivo; dopo aver selezionato la melodia, passare alla programmazione successiva.





- Impostare con i tasti  o  il volume che può essere abbassato o alzato.




Attenzione: il volume della suoneria è unico per tutte le tipologie di chiamata.



- Impostare il numero degli squilli. All'arrivo della chiamata ogni melodia può essere ripetuta da 1 ad 8 volte, per cambiare il numero di squilli premere più volte il tasto , ad ogni pressione si incrementa di una unità il numero di squilli, un tono, ripetuto n volte, indicherà quanti squilli sono stati selezionati.

- E' necessario attribuire la soneria, precedentemente selezionata. Per associare la soneria al tipo di chiamata, **premere a lungo il relativo tasto:**





	per associarla alla chiamata da posto esterno
	per associarla alla chiamata intercomunicante di palazzo
	per associarla alla chiamata da piano
	per associarla alla chiamata intercomunicante di appartamento.

- Aspettare circa 10 secondi senza premere alcun tasto, il dispositivo esce automaticamente dalla modalità programmazione e si spegne l'icona .





Volume.

L'utente può regolare il volume della conversazione agendo sui tasti  e  è possibile regolare livelli diversi per la conversazione con il posto esterno e per quella intercomunicante; la regolazione avviene durante la conversazione ed i livelli impostati, rimarranno validi anche per le conversazioni successive.

- Livello audio con posto esterno.

Durante una conversazione con il posto esterno premere a lungo il tasto , si accende l'icona  e si hanno circa 3 secondi di tempo per aumentare  o diminuire  il volume dell'audio; il livello impostato sarà memorizzato ed utilizzato anche per le future conversazioni con il posto esterno.

- Livello audio intercomunicante.

Durante una conversazione intercomunicante premere a lungo il tasto , si accende l'icona  e si hanno circa 3 secondi di tempo per aumentare  o diminuire  il volume dell'audio; il livello impostato sarà memorizzato ed utilizzato anche per le future conversazioni intercomunicanti.

1

SYSTEM
DUO

Tabella 1.1 - Posizione dei microinterruttori per impostazione indirizzo utente (SW1)

0	1	2	3	4	5	6	7
8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47
48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63
64	65	66	67	68	69	70	71
72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87
88	89	90	91	92	93	94	95
96	97	98	99	100	101	102	103
104	105	106	107	108	109	110	111
112	113	114	115	116	117	118	119
120	121	122	123	124	125	126	127
128	129	130	131	132	133	134	135
136	137	138	139	140	141	142	143
144	145	146	147	148	149	150	151
152	153	154	155	156	157	158	159
160	161	162	163	164	165	166	167
168	169	170	171	172	173	174	175
176	177	178	179	180	181	182	183
184	185	186	187	188	189	190	191
192	193	194	195	196	197	198	199
200	201	202	203	204	205	206	207
208	209	210	211	212	213	214	215
216	217	218	219	220	221	222	223
224	225	226	227	228	229	230	231
232	233	234	235	236	237	238	239
240	241	242	243	244	245	246	247
248	249	250	251	252	253	254	255

Tabella 1.2 - Posizione dei microinterruttori di SW2 (solo su ZH1252WE)

