

1. Graphic screen
2. "Left arrow" key
3. "Bell" key
4. "Right arrow" key
5. CN1 connector for the amplifier
6. CN2 connector for the proximity reader
7. CN4 Keypad connector
8. RS-485/12Vdc-100mA Connector

## START-UP PROCESS

1. After powering the panel, the display presents the following information for 5 seconds:
2. This goes on to standby mode, alternatively displaying the basic information for the user, according to the configuration: (direct calling, calls by search or guard unit call)
3. After 30" without activity, the display will turn off, restarting upon noticing a person in front of them, or from touching any key (depending on the configuration)

## GENERAL CONCEPTS

**ALPHANUMERIC keypad:** If we configure this option, we can use the keypad to also enter letters (for example, to search for a user by his name). Upon pressing any keypad, a keyboard will also appear on-screen, which is used like a smartphone keypad. The username will appear, approximately, in the upper part of the keypad.

**MAPPED call:** When configured as such, it allows you to convert the residence number to a short alphanumeric code to make marking it easier. Ex. the user Alfredo Marqués, in home 120345, could be called with the code 12G. To use it with the numeric keypad, the ALPHANUMERIC keypad must be activated.

**RESTRICTED call:** With this option activated, you can only call residences in the agenda and that are also not marked as FILTERED. A message is displayed: "code not valid".

**Proximity card reader.** This panel has the possibility of connecting a proximity card reader with which the different users can be identified. Depending on the configuration, it may be necessary to also enter a PIN code with the keypad.

**Keypad codes:** The users can also open the door by identifying themselves by pressing the "A" followed by a personal code. This code may be 4, 5 or 6 digits, depending on the system's configuration. If a guard unit has programmed a message for this user (and/or a general message), it appears on the screen, if not seen previously. In a block or sub-block entrance, only users whose home number belongs to said block or sub-block can access. If you try and enter 5 consecutive times with an invalid code, the keypad function remains blocked for 1 minute.

## MAKING CALLS

Depending on the system's configuration, the screen will automatically turn on upon being in front of it, or upon pressing any key. The following images appear, alternating with another graphic image or text that has also been configured:

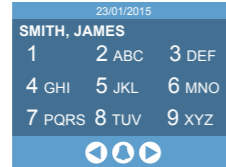


The way to make the call will depend on if the call options have been configured.

**DIRECT or MAPPED call:** Press any numeric keypad (from 0 to 9) of the main keypad or any letter of the secondary keypad (if installed).



Without the ALPHANUMERIC keypad, you can only enter the direct home code. Enter this code and press the bell..

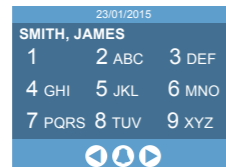


With an ALPHANUMERIC keypad activated, by pressing the "B" we access the marking keypad. If a MAPPED call, this keypad appears by pressing any key.

**Searching by name (agenda):**

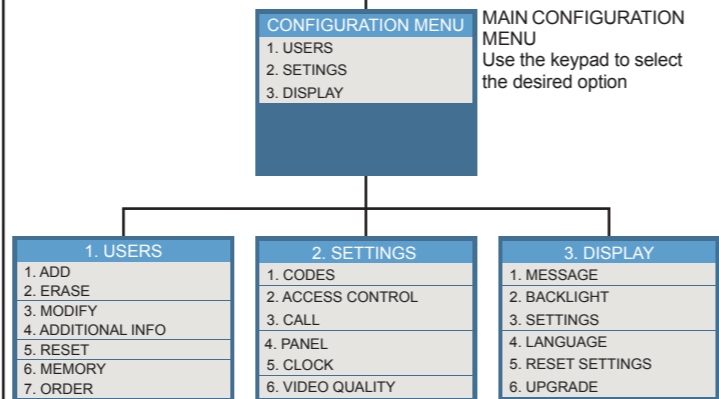


Press the arrow keypads (left or right) until you find the username you wish to call, and press the bell key.



With an ALPHANUMERIC keypad activated, by pressing the "B" key we access the keypad. Enter the username and press the bell key.

## PROGRAMMING ACCESS



The description of each function is indicated in the following pages. INSTALLER CODE allows you complete access to all available options (those represented in these instructions).

## TECHNICAL SPECIFICATIONS

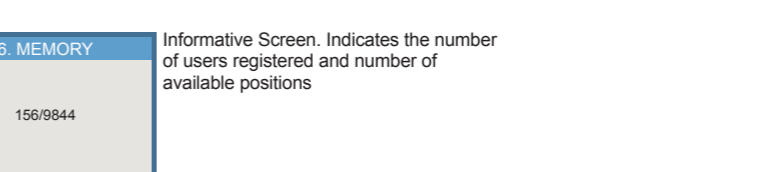
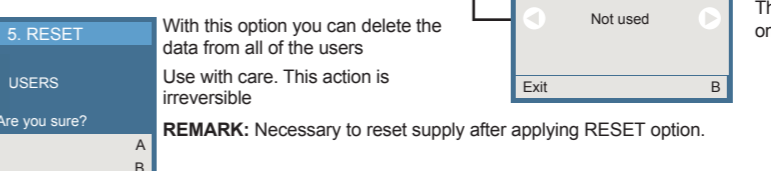
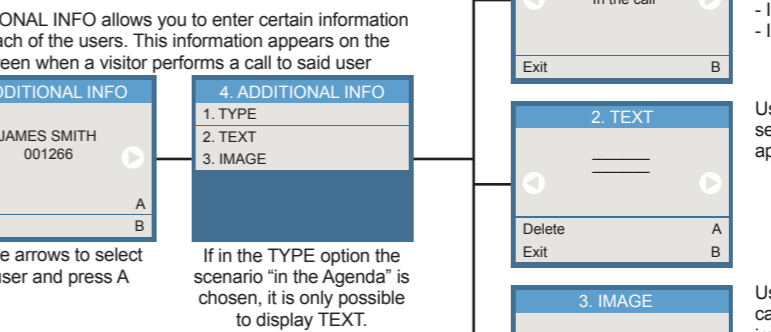
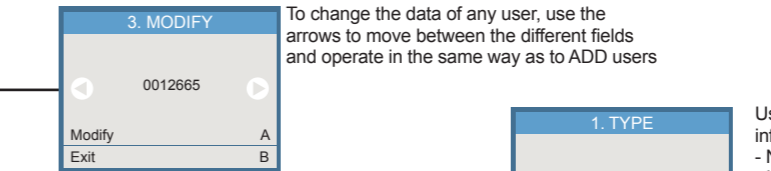
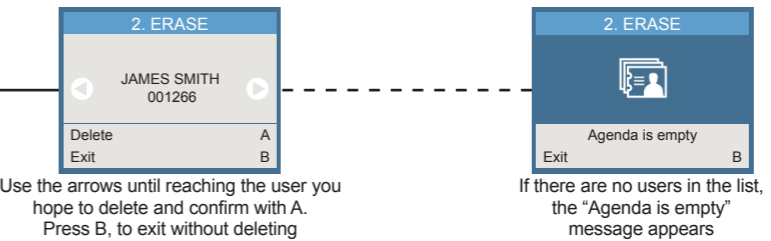
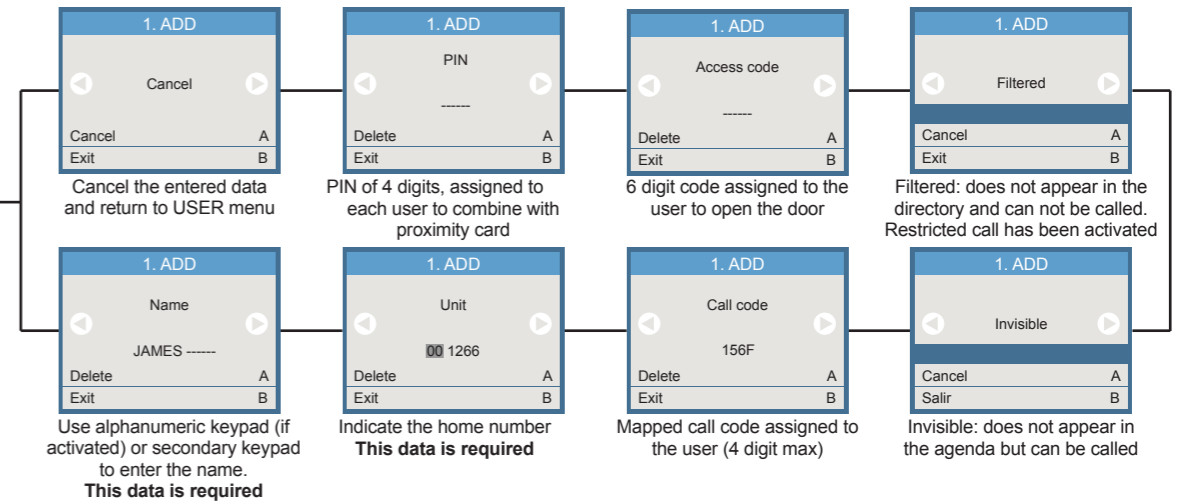
- Directory capacity: 10,000 users.
- Total consumption: 118,5 mA (5V) + 7,70 mA (12V) = 126,2 mA ±15% (STANDBY)
- 311,5 mA (5V) + 7,70 mA (12V) = 319,2 mA ±15% (TFT ON)
- Operating Temperature: -20 °C, 70 °C
- Relative humidity: 5 % - 95 %
- Compatible from audio amplifier V 30.10 and video amplifier V 40.10 onwards.
- This display is compatible with Display Plus software version V 02.00.001 and higher.

## USER MENU

1. USERS
1. ADD
2. ERASE
3. MODIFY
4. ADDITIONAL INFO
5. RESET
6. MEMORY
7. ORDER

USER MENU allows you to configure the different users' data

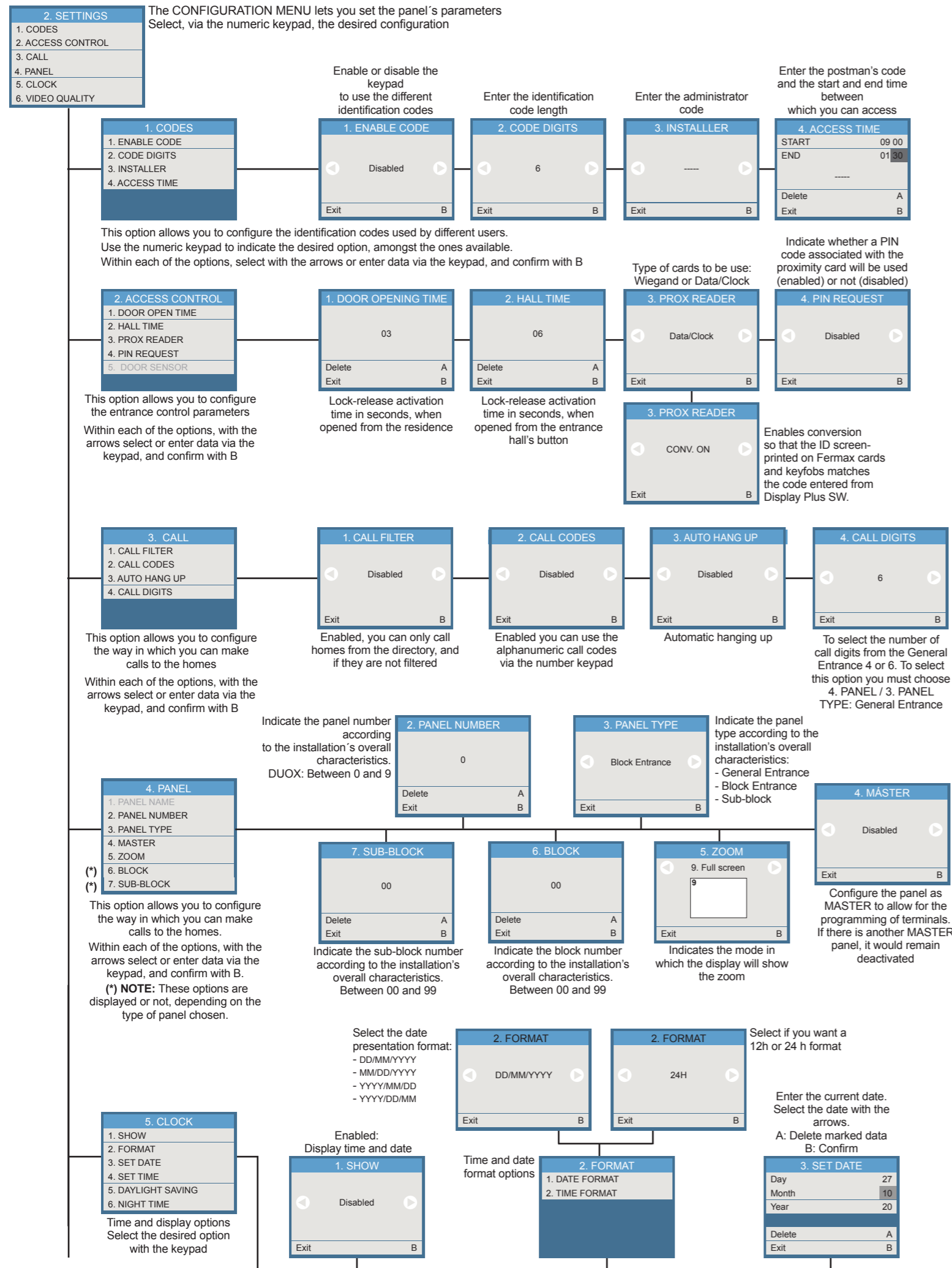
Use the arrows to move between different configuration submenus of the user data. There may be repeated names, and several names in the same home. If you present a user card, within this menu, it is saved as a card for this user. By pressing B from any submenu, save data and return to USER MENU.



Sort order type of users list

# CONFIGURATION MENU

The CONFIGURATION MENU lets you set the panel's parameters. Select, via the numeric keypad, the desired configuration



# DISPLAY MENU

