343100

Monobloc Audio Digital Entrance Panel

Installer manual

05/16-01 PC


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Monobloc Audio Digital Entrance Panel

Contents

1.1 Warnings and recommendations

Before proceeding with the installation we recommend that you read the content of this manual very carefully.
The warranty will automatically become void in case of negligence, improper use, and tampering by unauthorised personnel.

2 Description

2.1 Main functions

The BTicino door entry system entrance panel can manage up to 4000 handset addresses (from 0 to 3999) and the direct call to the switchboard .
Through the recognition of previously saved numerical (SCS addresses) or alphanumerical codes (logic addresses), it can be used to call handsets, and to give residents the possibility of opening the door lock using a dedicated numerical code.
The device consists of a pushbutton panel with 16 backlit keys, and a digital display for the display of the status.

2.1.1 Using the pushbutton panel

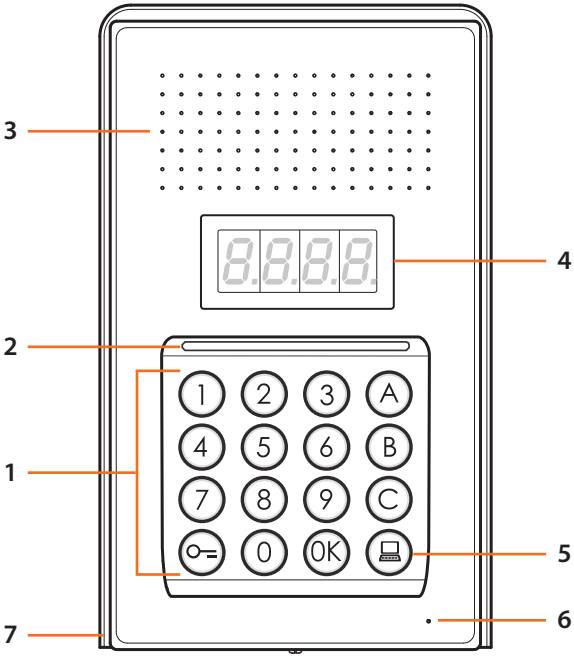
The pushbutton panel of the device may be used to perform the following operations:

- numeric or logic (alphanumeric) call;
- code programming: master, passepartout, and door lock codes;
- change the door lock code;
- direct switchboard call.

Below is a table showing the basic operations that can be performed using the keypad.

ENTER	ACTION
1 OK	Example of type of call with SCS address. Call the apartment with SCS address "1".
1A OK	Example of type of call with logic address. Call the apartment with logic address "1A".
OK **0000** OK	Entering of the master code. It provides access to the device configuration.
1234	Entering of the passepartout or door lock code. It can be used to open the door lock the entrance panel is associated to.
OK **1234** **5678** **5678**	Example for door lock code change from 1234 to 5678.
	Direct call to the switchboard.

2.2 Front view



1 - Alphanumeric keypad;
"OK "Key - code confirmation;
" ⊶ " key – door lock release.

2 - Keypad lighting LED.

3 - Loudspeaker.

4 - Display.

5 - Switchboard call key.

6 - Microphone.

7 - Rainshield.

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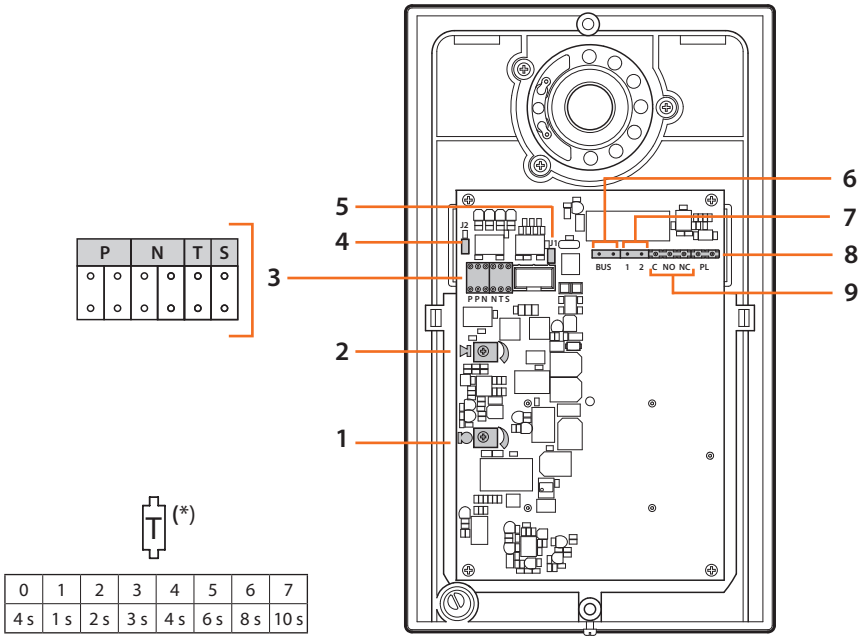
2.3 Back view



(*)

0	1	2	3	4	5	6	7
4 s	1 s	2 s	3 s	4 s	6 s	8 s	10 s

1 - Microphone volume adjustment.

2 - Loudspeaker volume adjustment.

3 - Configurator socket:
P = Entrance panel address (0 – 95)
N = Address of the first called internal unit (0 – 99)
T = Door lock control timer (see table*)
S = Select the ringtone;
S = 0, 1, 2, 3 on the basis of the selection, the internal units ring with a different tone/tune (Useful to differentiate several entrance panels on the same system);
S = 4, 5, 6, 7 on the basis of the selection, the internal units ring with a different tone/tune (Useful to differentiate several entrance panels on the same system) and the recall function (a series of 3 rings for each single call) is activated

4 - J2: remove to disable the sounds.

5 - J1: remove to enable the additional power supply.

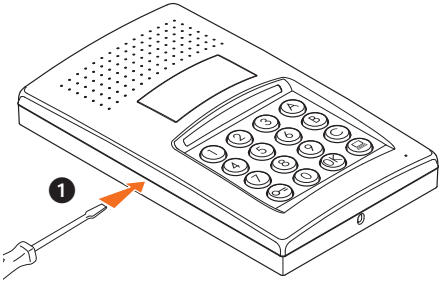
6 - Connection to the BTicino 2 wire digital system BUS.

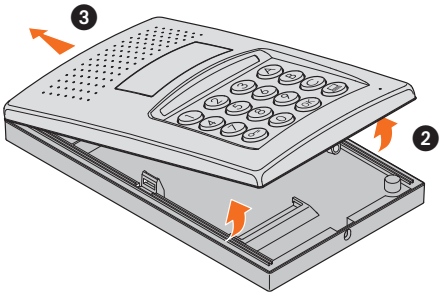
7 - Additional power supply connector.

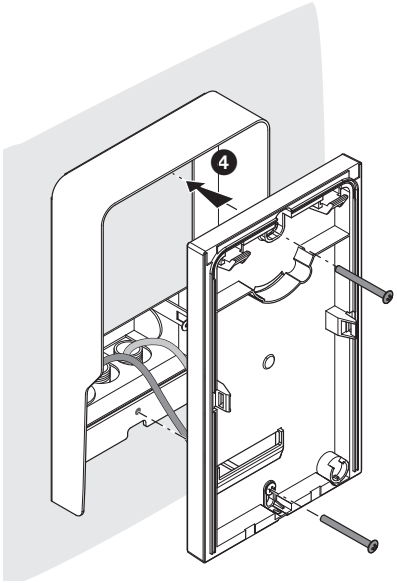
8 - Door lock additional pushbutton connector.

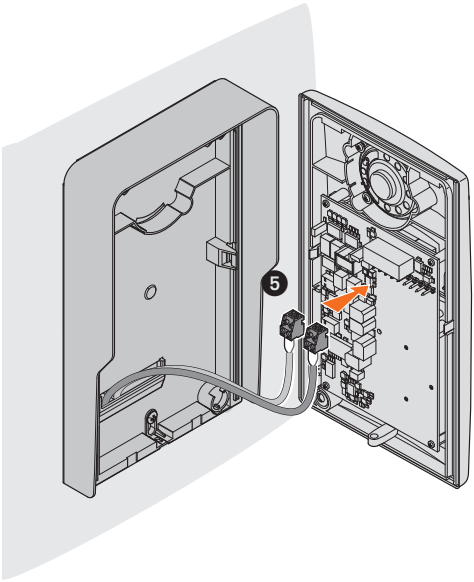
9 - Door lock contacts connector.

2.4 Installation









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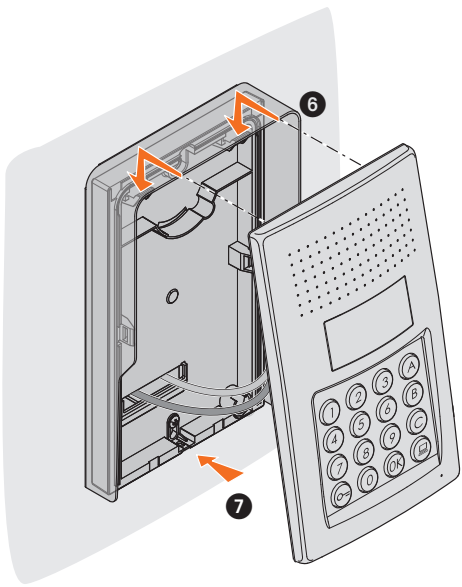
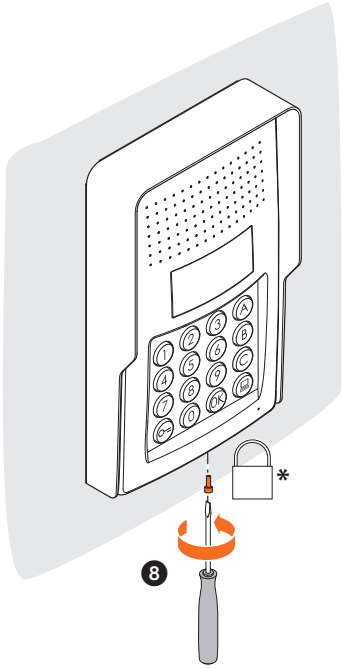




*** To complete the installation insert and fully tighten the fixing screw supplied.**

3.1 Access to programming

To access the entrance panel programming function, a master code must be set (default 0000), consisting of 4 digits.

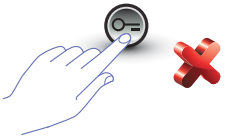
Below is an example.

Enter the master code.

If the code is valid the display will show: " P r – –".

It is now possible to access the level to be programmed by entering the corresponding digit (example: **P R 0.2**).

To confirm the operation press **OK**.



To cancel the operation press the key with the **KEY** symbol or wait 5 seconds.

After entering the desired level (example: **P R 0.2**) and pressing OK, the display will show 4 dashes.

To exit programming mode press the  key twice.

If the code is wrong, too long or too short, the display will show an error message (see the dedicated section).

The programming menu consists of two digits corresponding to two different levels.

To make things easier, below is a table with all the available configuration levels and their functions.

LEVEL 0	MASTER CODE SETUP
Pr 0.0	Set up a new master code.
Pr 0.1	Delete a master code.
Pr 0.2	Delete all master codes. Reset the default code.
Pr 0.3	Reset the whole memory. Reset the default settings.

LEVEL 1	SCS AND LOGIC ADDRESSES SETUP
Pr 1.0	Select the call type. Logic= 0 (default); SCS= 1.
Pr 1.1	Set up a new logic address starting from an SCS address.
Pr 1.2	Change a logic address.
Pr 1.3	Delete a logic address.
Pr 1.4	Delete a logic address starting from an SCS address.
Pr 1.5	Delete all logic addresses.

LEVEL 2	DOOR LOCK CODE SETUP
Pr 2.0	Enable the door lock code function: YES = 1; NO = 0 (default).
Pr 2.1	Associate a door lock code to the internal contact (default -0), or to an external actuator with P address the same as that of the entrance panel (1).
Pr 2.2	Set up a new door lock code from the SCS address.
Pr 2.3	Delete a door lock code from the SCS address.
Pr 2.4	Delete all door lock codes.

LEVEL 3	PASSEPARTOUT SETUP
Pr 3.0	Enable the passepartout function: YES = 1; NO = 0 (default).
Pr 3.1	Associate a passepartout code to the internal contact (default -0), or to an external actuator with P address the same as that of the entrance panel (1).
Pr 3.2	Set up a new passepartout code.
Pr 3.3	Delete a passepartout code.
Pr 3.4	Delete all passepartout codes.

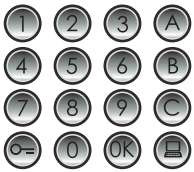
LEVEL 4	SWITCHBOARD
Pr 4.0	Call to the switchboard: enabled = 1; disabled= 0 (default).
Pr 4.1	Change the SCS address associated to the switchboard (from 0 to 15).

The procedures described in the following sections must be performed after accessing the system using the master code and after entering the level of the function to be programmed.

3.2 Master code setup

For safety reasons, the system gives the installer the possibility of programming a "**MASTER**" code. This can be used to access the programming of the other codes (passepartout and door lock code). **The master code** (default 0000) **must be a numerical code consisting of 4 digits**; up to 20 master codes may be saved.

3.2.1 Setting up a master code Pr 00



Enter the new master code **(numerical – 4 digits).**

Press OK; a beep confirms that the operation has been successful.

Each digit entered will be replaced on the display by an "H"; a short beep confirms the programming of the new master code.
If the code entered already exists, or if 20 master codes have already been programmed, an error message will be displayed (see the dedicated section).

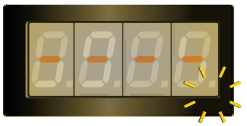
3.2.2 Deleting a master code Pr 01

Enter the code to delete.

Press OK; a beep confirms that the code has been deleted.

- The operation cannot be cancelled.
- If the code does not exist the start menu is displayed (Pr--).
- If all master codes are deleted, the default master code will be reinstated automatically (0000).

3.2.3 Deleting all master codes Pr 02



The display flashes until the operation is completed.
An audible signal confirms the deletion.

- **The operation cannot be cancelled.**
- **Once all master codes have been deleted the default master code will be reinstated automatically (0000).**

3.2.4 General device reset Pr 03

The "**LOAD**" message appears until the reset operation has been completed. Once the operation has been completed the device returns to stand-by mode.

When the device is reset, all the default settings are reinstated.

The operation cannot be cancelled.

3.3 SCS and logic addresses setup

The entrance panel manages SCS and logic addresses. It is possible to save up to 3999 addresses.

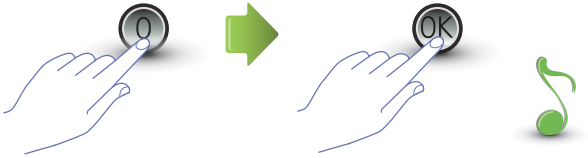
As a rule, the correspondence between the logic call addresses and the SCS addresses of the handsets is saved in the device.

For example, logic address 1328 corresponds to SCS 1328.

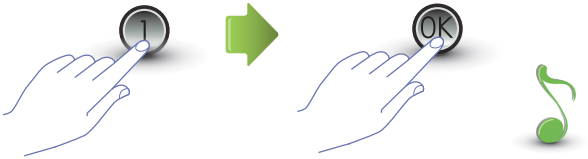
Logic addresses may be changed, but they are always linked to the SCS setup address.

3.3.1 Call type selection: SCS or logic Pr 10

This operation can be used to setup the type of call to use.
The logic call (0) is set as a default.



Press "**0**" to set logic type calls.
An audible signal confirms the new setting.



Press "**1**" to set numeric type calls.
An audible signal confirms the new setting.

If the value entered is different from 0 or 1, an error message will be displayed (see the dedicated section).

3.3.2 New logic address from the SCS address Pr 1.1

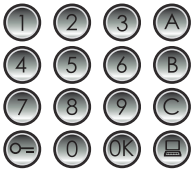
The menu can only be accessed if the type of call selected is a logic address call (P r 1.0); otherwise the display will show the message E r 0 8.
The logic address can be numeric (from 0 to 9) or alphanumeric.

In case of alphanumeric address, a letter (A, B, C) may be entered as the first or the last of the 4 digits making up the code; for example: A210; 124B.

If less than 4 digits are entered, the device will add enough zeros to make up the 4 digits; for example: 2A = 002A or A23 = A023.

Enter the SCS address a logic address must be associated to.

Press OK to confirm.



Enter the new logic address.

Press OK; a beep confirms the new setting

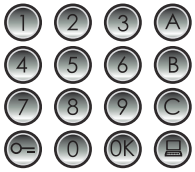
Enter another logic address or finish.

To exit the menu press the key with the KEY symbol.

If the SCS address already has a logic address, or if the logic address is already being used, an error message will be displayed (see the dedicated section).

3.3.3 Changing a logic address Pr 1.2

The menu can only be accessed if the type of call selected is a logic address call (P r 1.0); otherwise the display will show the message E r 0 8.



Enter the logic address to change.

Press OK to confirm.

Enter the new logic address.

Press OK; a beep confirms the change

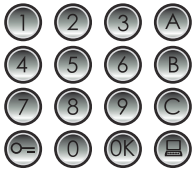
Enter another logic address or finish.

To exit the menu press the key with the KEY symbol.

If the logic address entered does not exist, or is already being used, an error message will be displayed (see the dedicated section).

3.3.4 Deleting a logic address Pr 13

The menu can only be accessed if the type of call selected is a logic address call (P r 1.0); otherwise the display will show the message E r 0 8.



Enter the logic address to delete.

Press OK; an audible signal confirms that the operation has been successful.

Delete another logic address or exit by pressing the key with the KEY symbol.

If the code does not exist an error message is displayed (see the dedicated section).

3.3.5 Deleting a logic address from an SCS address Pr 14

The menu can only be accessed if the type of call selected is a logic address call (P r 1.0); otherwise the display will show the message E r 0 8.
It is possible to delete a logic address if the SCS address is known.

Enter the SCS address associated to the logic address to delete.

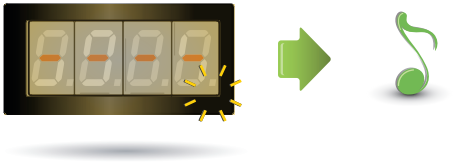
Press **OK**; an audible signal confirms that the operation has been successful.

Delete another logic address or exit by pressing the key with the KEY symbol.

If the code does not exist an error message is displayed (see the dedicated section).

3.3.6 Deleting all logic addresses Pr 15

The menu can only be accessed if the type of call selected is a logic address call (P r 1.0); otherwise the display will show the message E r 0 8.



The display flashes until the operation is completed.
An audible signal confirms the deletion.

The operation cannot be cancelled.

3.4 Setup codice serratura

The door lock code can be used to open the door lock connected to the entrance panel.
The entrance panel saves up the 3999 codes, one for each apartment.
The code must be univocal and must consist of 4 digits. It is possible to change it following the procedure shown in the following example:

Press OK.

Enter the door lock code to change.

Press the key with the KEY symbol to confirm.

Enter the **new door lock code.**

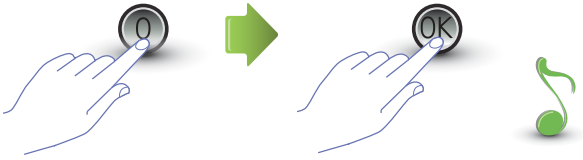
Press the key with the KEY symbol to confirm.

Enter the door lock code again.

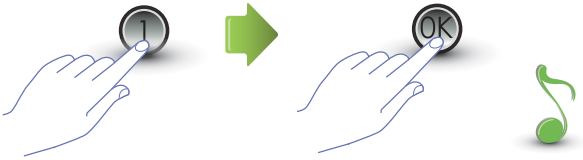
Press the key with the KEY symbol to confirm. If the **sequence is correct** an audible signal will be heard.

If the **sequence is not correct**, the display will show an error message (see the dedicated section).

3.4.1 Enabling the door lock code function Pr 20



Press "0" to **disable** (default) the function and confirm.
An audible signal confirms the new setting.

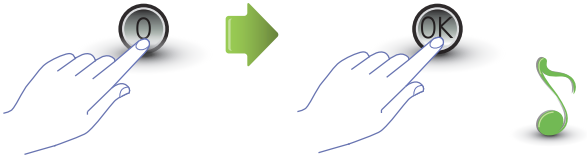


Press "1" to **enable** the function and confirm.
An audible signal confirms the new setting.

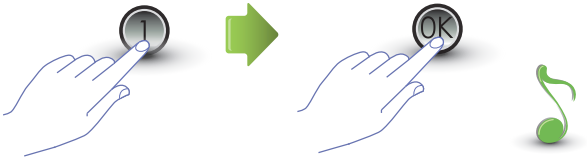
If the value entered is different from 0 or 1, an error message will be displayed (see the dedicated section).

When the door lock function is enabled, also the passepartout function will be enabled.

3.4.2 Associating the door lock code to the internal contact or to an external P actuator Pr 2.1



Press "0" to associate the door lock code to the **N-NC-NO** contact.
An audible signal confirms the new setting.



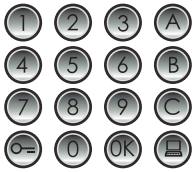
Press "1" to associate the door lock code to an actuator configured with the same **P address** of the entrance panel.
An audible signal confirms the new setting.

If the value entered is different from 0 or 1, an error message will be displayed (see the dedicated section).

The setting of this function will also apply to the passepartout function.

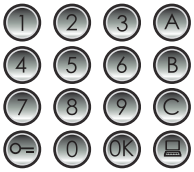
3.4.3 Setting up a new door lock code P r 2.2

The menu can only be accessed if the door lock code function is enabled (P r 2.0); otherwise the display will show the message E r 0 9.



Enter the SCS address the door lock code must be associated to.

Press OK to confirm.



Enter the new door lock code (**4 digits**).

Press OK; A beep confirms the new setting.

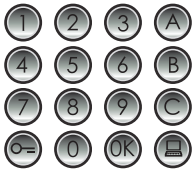
Set up another door lock code, or finish.

To exit the menu press the key with the KEY symbol.

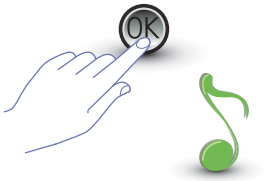
If the sequence is wrong, or the door lock code is already being used for another address or as passepartout, an error message will be displayed (see the dedicated section).

3.4.4 Deleting a door lock code Pr 2.3

The menu can only be accessed if the door lock code function is enabled (P r 2.0); otherwise the display will show the message E r 0 9.
It is possible to delete a door lock code if the corresponding SCS address is known.



Enter the SCS address associated to the door lock code to delete.



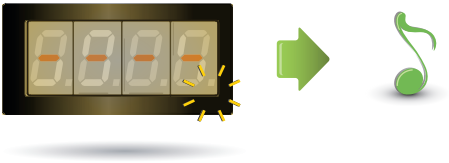
Press OK; an audible signal confirms that the operation has been. successful.

Delete another door lock code or exit by pressing the key with the KEY symbol.

If the code does not exist an error message is displayed (see the dedicated section).

3.4.5 Deleting all door lock codes P r 2.4

The menu can only be accessed if the door lock code function is enabled (P r 2.0); otherwise the display will show the message E r 0 9.



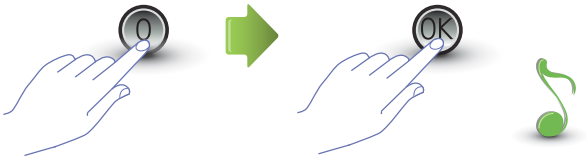
The display flashes until the operation is completed.
An audible signal confirms the deletion.

The operation cannot be cancelled.

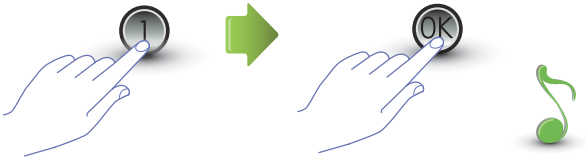
3.5 Passepartout SCS setup

The passepartout code gives the possibility of opening the door lock the entrance panel is associated to. This code is not linked to any apartments.
The code (default 1234) must be a numerical code consisting of 4 digits; up to 20 codes may be saved.

3.5.1 Enabling the passepartout function Pr 3.0



Press "0" to **disable** (default) the function and confirm.
An audible signal confirms the new setting.



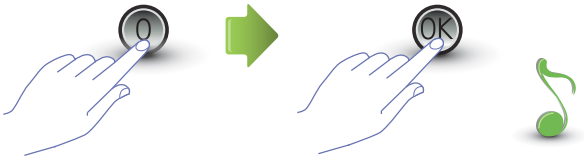
Press "1" to **enable** the function and confirm.
An audible signal confirms the new setting.

If the value entered is different from 0 or 1, an error message will be displayed (see the dedicated section).

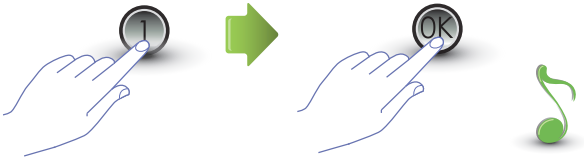
When the passepartout function is enabled, also the door lock code function will be enabled.

3.5.2 Associating the door lock code to the internal contact or to an external P actuator

Pr 3.1



Press "0" to associate the passepartout code to the **N-NC-NO** contact.
An audible signal confirms the new setting.



Press "1" to associate the passepartout code to an actuator configured with the same **P address** of the entrance panel.
An audible signal confirms the new setting.

If the value entered is different from 0 or 1, an error message will be displayed (see the dedicated section).

The setting of this function will also apply to the door lock code function.

3.5.3 Setting up a new passepartout Pr 3.2

The menu can only be accessed if the passepartout function is enabled (P r 3.0); otherwise the display will show the message E r 0 9.

Press OK.

Enter the numerical code **(4 digits).**

Press OK; a beep confirms the new setting.

If the code entered already exists, or if 20 master codes have already been programmed, an error message will be displayed (see the dedicated section).

3.5.4 Deleting a passepartout code Pr 3.3

The menu can only be accessed if the passepartout function is enabled (P r 3.0);

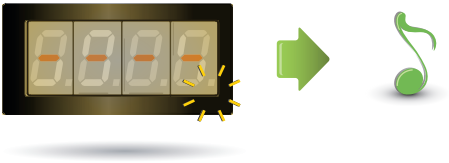
Enter the code to delete.

Press OK;
a beep confirms that the code has been deleted.

- **The operation cannot be cancelled.**
- **If the code does not exist the start menu is displayed (Pr--).**
- **If the sequence is wrong an error message is displayed (see the dedicated section).**

3.5.5 Deleting all passepartout codes P r 3.4

The menu can only be accessed if the type of call selected is a logic address call (P r 3.0); otherwise the display will show the message E r 0 8.



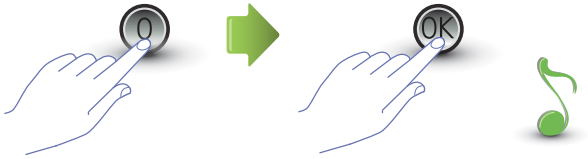
The display flashes until the operation is completed.
An audible signal confirms the deletion.

The operation cannot be cancelled.

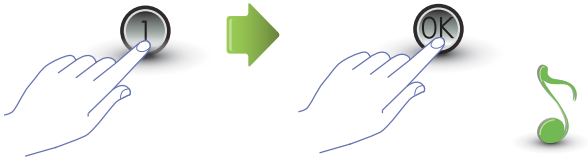
3.6 Switchboard setup

If enabled, the direct call to the switchboard function is performed by pressing the dedicated key . **The addresses dedicated to the switchboard are those from "0" to "15".**

3.6.1 Enabling the switchboard call Pr 40



Press "0" to **disable** (default) the function and confirm.
An audible signal confirms the selection.



Press "1" to **enable** the function and confirm.
An audible signal confirms the selection.

If the value entered is different from 0 or 1, an error message will be displayed (see the dedicated section).

3.6.2 Changing the switchboard SCS address Pr 4.1

The menu can only be accessed if the function has been enabled (P r 4.0).

Enter the address (from "0" to "15") to associate to the switchboard.

Press OK;
an audible signal confirms that the address has been entered.

Return to the start menu.

3.7 Error messages

Below is a summary table of the error messages that may appear on the display.

MESSAGE	MEANING
Er 0.1	Code not found
Er 0.2	Code change sequence wrong
Er 0.3	Code already exists
Er 0.4	Memory full
Er 0.5	Parameter not found
Er 0.6	Sequence wrong
Er 0.7	Menu not found
Er 0.8	Logic addresses not enabled
Er 0.9	Door lock code and passepartout code not enabled

4.1 Display view

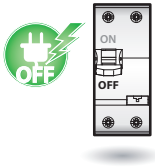
Display in Stand-by.

When a call is made, the display shows the handset called. The 4 dots start flashing quickly. During the connection with the handset the dots flash faster.

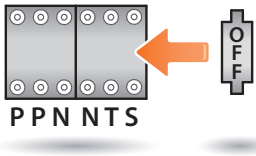
If a door lock code or a passepartout code is entered, a key will appear for a few seconds on the display.

4.2 Reset of master codes without using the main master code

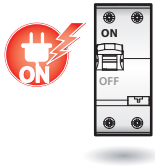
If the programming access code has been forgotten, the master codes can be "physically" reset to the factory configuration code.



Disconnect the power supply from the device.



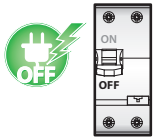
Connect the OFF configurator to S.



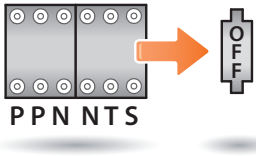
Power the device.

Wait for 10 seconds.

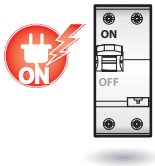
Configuration correctly reset.



Disconnect the power supply from the device.



Disconnect the OFF configurator from S.



Power the device.

NOTE This procedure cancels all the master codes entered and reset the default code 0000.

The operation cannot be cancelled.

4.3 Technical data

Power supply from BUS	18 – 27 Vdc
Absorption	35 mA (Stand-by)
	105 mA (max in operation)
Local contact load	2 A; 12 – 24 Vac/dc
Operating temperature	(-25) – (+70) °C

Technical After-Sales Service

BTicino only accepts responsibility for perfect device operation if it is installed to the state of the art respecting the indications of the product installation manual.

www.bticino.com

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Digital Entrance Panel

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