FERMAX

# LYNX Monitors

MANUAL DE USUARIO USER'S MANUAL MANUEL D'UTILISATION BENUTZE
MANUAL DO USUÁRIO MANUAL DE USUARIO USER'S MANUAL MANUEL D'
HANDBUCH MANUAL DO USUÁRIO MANUAL DE USUARIO USER'
UTILISATION BENUTZERHANDBUCH MANUAL DO USUÁRIO MA
NUAL MANUEL D'UTILISATION BENUTZERHANDBUCH MANUAL
INSTALADOR INSTALLER'S MANUAL MANUEL D'INSTALLATION
ONSHANDBUCH MANUAL DO INSTALADOR MANUAL DE INSTAL
'S MANUAL MANUEL D'INSTALLATION INSTALLATIONSHANDBUC
INSTALADOR MANUAL DE INSTALADOR INSTALLER'S MANUA
NSTALLATION INSTALLATIONSHANDBUCH MANUAL DO INSTALA
USUARIO USER'S MANUAL MANUEL D'UTILISATION BENUTZE

USER & INSTALLER'S MANUAL

ENGLISH

**User and installer's manual for LYNX MONITORS**

This manual includes basic instructions for the installation, programming and commissioning of LYNX monitors.

Code 970013I V11_16

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**CONGRATULATIONS ON BUYING A QUALITY PRODUCT!**

Fermax Electrónica develops and manufactures premium equipment that meets the highest design and technology standards.

Lynx monitors are technological devices designed to maximise communication, safety and comfort in the home.

All of the monitor's available functions are described in this manual. These functions may be enabled or disabled as you wish, according to your installation requirements.

# 1. INTRODUCTION

LYNX Monitors are internet protocol-based monitors. These monitors are part of the LYNX system: data, audio and TCP / IP-based multi-channel video. They communicate with a panel based in an IP video door entry system (the LYNX Audio and Video module) and a PC-based Guard Unit (the Property Management Unit, PMU).

This is a technological device designed to maximise communication, safety and comfort in the home.

Lynx monitors are hands-free (by default), with duplex audio, colour video with touch screens and additional function buttons for the most common functions. There is the option of a “Push to Talk” audio mode.

On the touch screen, the options will be displayed via graphic icons. Navigation may be performed via the icons, and selections made by pressing on the screen.

Setting the monitor to standby will turn off the screen.

The monitors are installed on walls via their corresponding connectors.

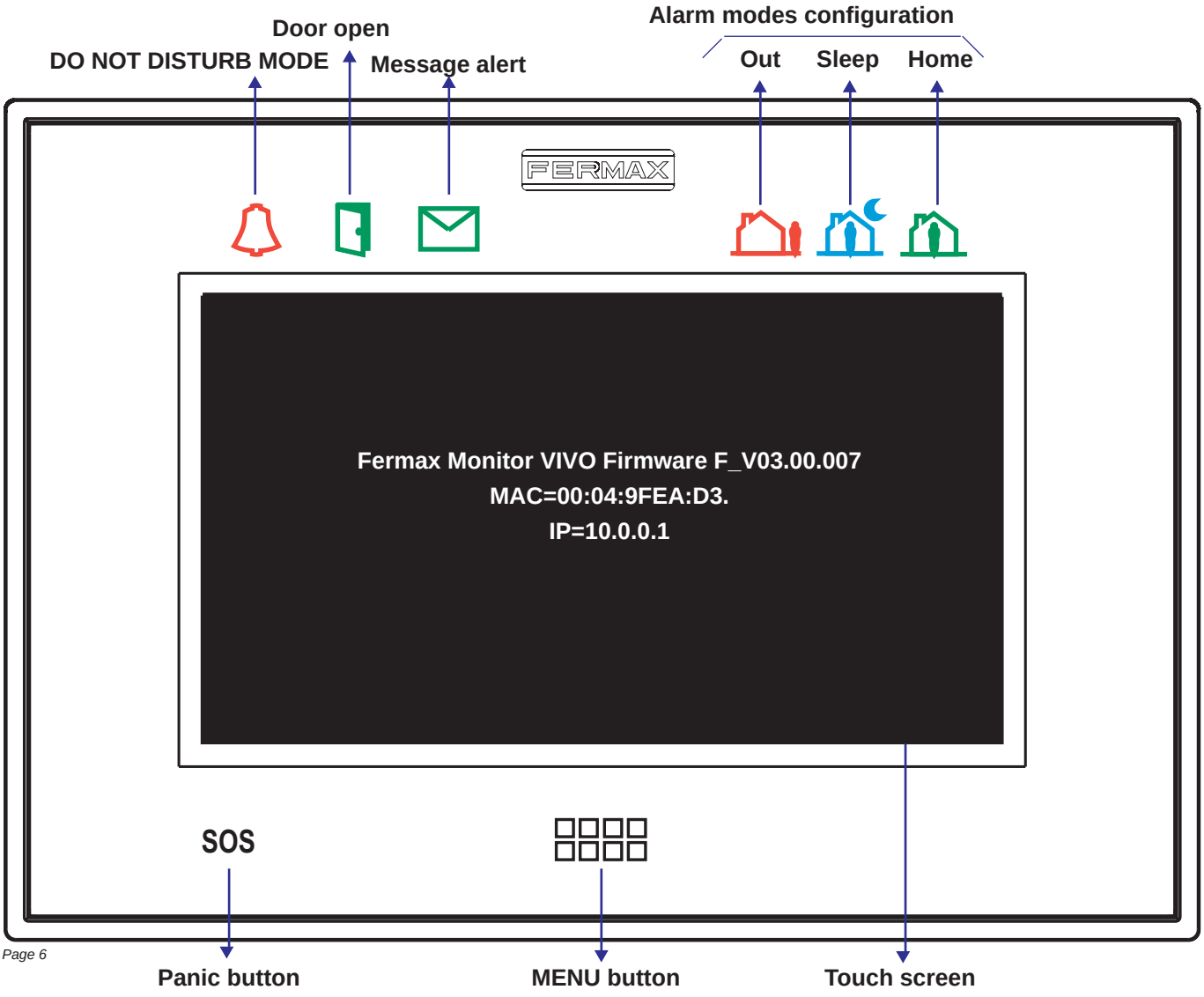
Monitors:

- VIVO Monitor: 7” touch screen - VIVO LYNX Connector Ref. 1605.
- VIVO+ Monitor: 10” touch screen - VIVO LYNX Connector Ref. 1605.
- Lynx SMILE Monitor: 7” touch screen - SMILE LYNX Connector Ref. 1655.

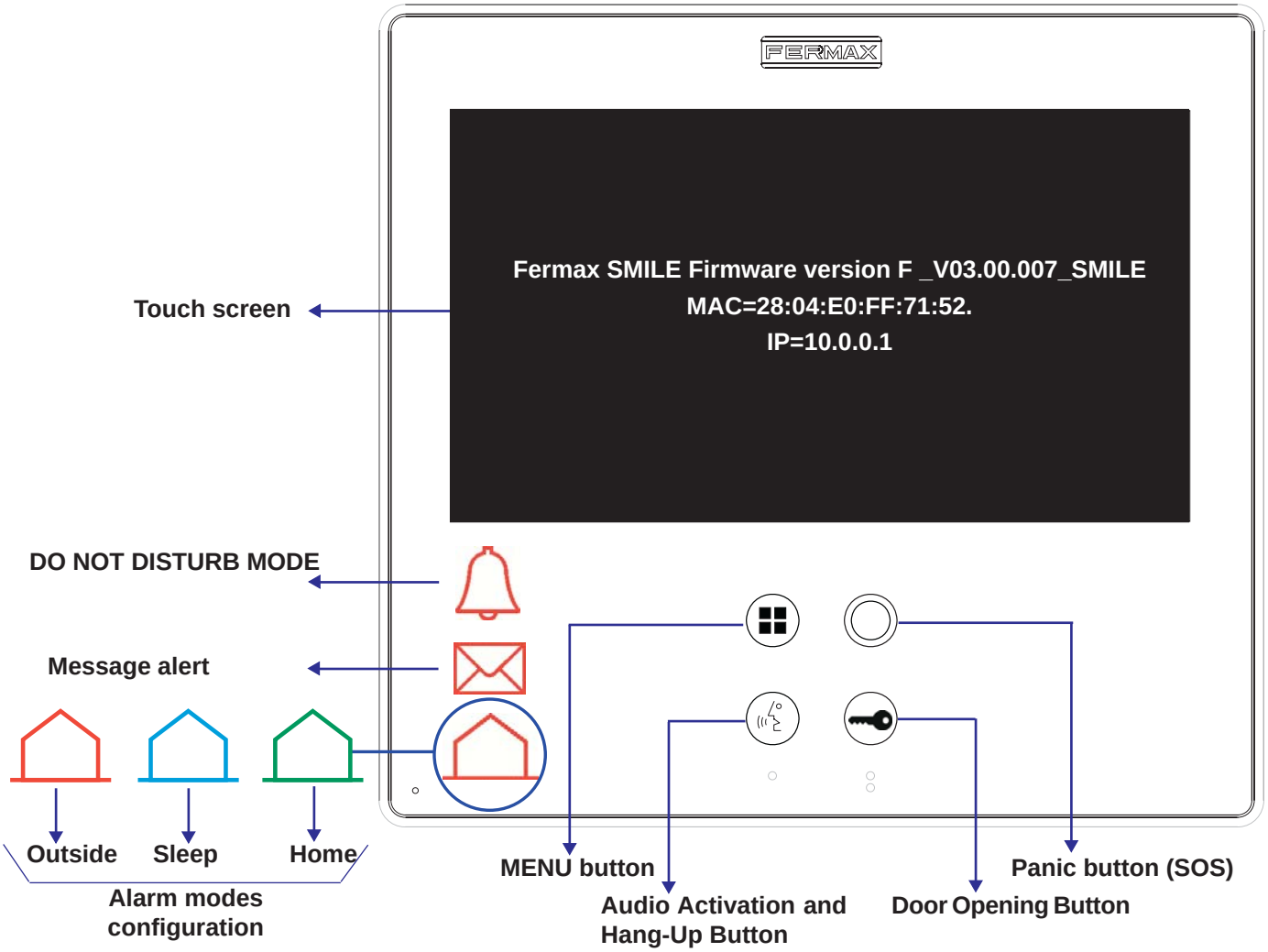
## 1.1 FUNCTION DESCRIPTION: LED NAVIGATION BUTTONS AND ICONS

Once switched on, the monitor will start up and display the FERMAX logo, firmware version, MAC address and IP address. The boot-up process finishes in 60 seconds and the monitor enters in stand-by mode.

### Icon-button display on VIVO / VIVO MONITORS

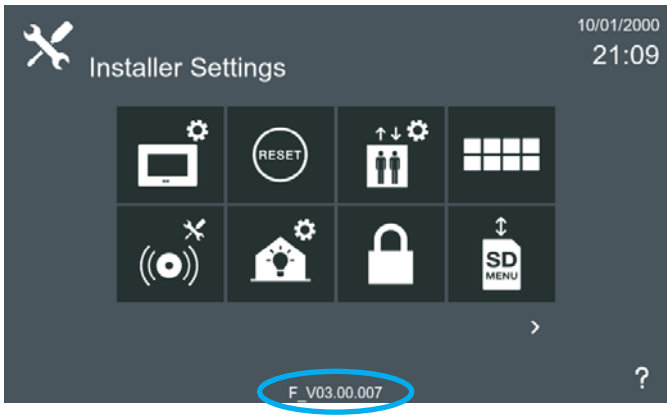


## Icon-button display on SMILE MONITORS




***Important note:***

*- On the SMILE monitor, the time setting may be lost after a power failure. The SMILE monitor will consult the outdoor panel for the time when starting, therefore it is important to configure the date and time correctly on all panels. Incorrect time synchronisation of system monitors can lead to unexpected problems.*




The firmware version is also displayed on the Installation Settings screen.

The screen may be deactivated by pressing the power off icon; otherwise this occurs automatically after 30 seconds of inactivity.

To access some of the screen's basic functions, touch the screen or press the MENU button, which will activate and allow you to select the icon corresponding to the desired function.

Different LED icons can be displayed via the monitor or illuminated push buttons (depending on the function), to indicate additional activated states and functions. The icon is only visible when the LED is on.

# Buttons

## Function description

### MENU button

When the touch screen is idle, pressing MENU will turn the screen on.

When the touch screen is on, pressing MENU will turn the screen to idle.

When the user is navigating a sub-menu, pressing MENU causes the monitor to return to the main home screen.

***Note:***
*- When the touch screen is idle, pressing this will also turn the screen on.*

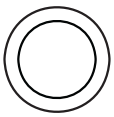
---

SOS

**Panic button.** *See section: 5. CALLS (Panic calls - SOS Button).*

Should there be a Property Management Unit (concierge), a panic call may be made by pressing the SOS button for 3 seconds.

The panic call is a special call made to whichever PMU is configured to receive alarms and is responsible for receiving these types of calls.



***Notes (SMILE monitor):***
*- This button flashes in the following instances:*
- *When the monitor has no network connection (two flashes per second).*
- *When a panic call is activated and a PMU is set up to receive alarms (one flash every two seconds).*

*- In all other instances, it will remain switched off*

---

### Audio Activation and Hang-Up Button

When you receive a call (*You have 30 seconds to answer before the device returns to idle. During this time, the blue LED audio button will flash to let you know that the call is waiting to be answered*), press this button to talk to the visitor. The outdoor-indoor audio channel is opened (*the blue LED on the audio button lights up steadily to indicate that you are in conversation with the outdoor panel and everything you say will be heard on it*), and the device is in hands-free mode.

Press to end the communication (*the blue audio button LED will turn off again*).

Communication will end automatically after 90 seconds, or whenever the button is pressed.

***Note:***
*- Audio pick-up and hang-up operations can also be performed from the monitor touch screen, see section: 5. CALLS.*

---

### Door Opening Button

When you are in communication (video / audio & video) with the Outdoor Panel, pushing this button will activate the *door release*.

***Note:***
*- Door opening operations can also be performed from the monitor touch screen, see section: 5. CALLS.*

---

# Icons

## Description

### Do not disturb mode

This function deactivates the monitor's call sound.

***Note:***
*- If you do not wish to hear the "beep" on receiving a message, this sound must be disabled. See section: 3.1.1 Call Settings*

**Message alert**

When a new message is received, the message icon on the monitor lights up and a "beep" is heard (this sound is optional and can be disabled).

If this message icon is lit, this indicates either a message, audio note, or missed call. Text appears at the bottom of the screen telling the user what the notification corresponds to.

***Note:***

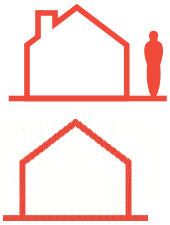
*- If you do not wish to hear the "beep" on receiving a message, this sound must be disabled. See section: 3.1.1 Call Settings*

**Door open**

When the door is opened from the monitor, the 'door open' LED will light up. If this icon remains switched on continuously, this indicates that the door has been left open.

***Note:***

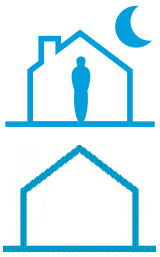
*- This LED icon does not exist on the SMILE monitor.*



**Current Alarm Status: Out** (red icon).

This is the maximum level of security regarding the arming of alarms.

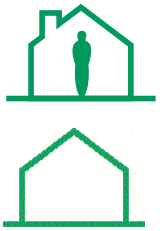
Zone arming depends on the configuration set up by the installer.



**Current Alarm Status: Sleep** (blue icon).

Intermediate level of security with regarding the arming of the alarms.

Night-time zone arming depends on the configuration set up by the installer.



**Current Alarm Status: Home** (green icon).

This is the minimum security level, in which only technical alarms, such as gas, smoke, water, etc., are usually armed.

***Notes:***

*- Changing to a higher-security alarm status does not require a PIN code to validate the action. Changing to a lower status requires confirmation.*

*- For further details see section:* ***3.2.5 Alarm mode***

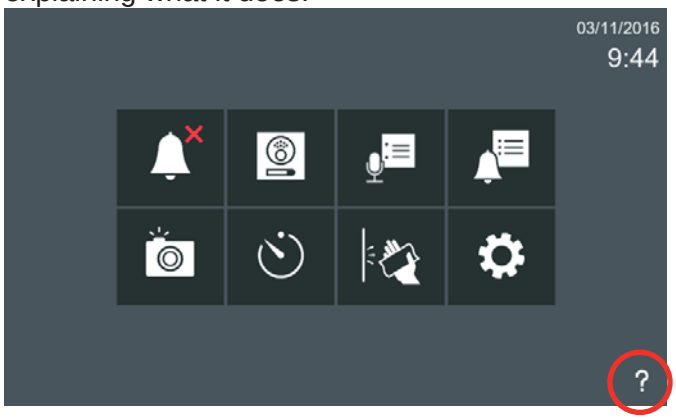
*- In the SMILE model, the alarm function is only available on* **EXTRA Smile Lynx Monitors.**

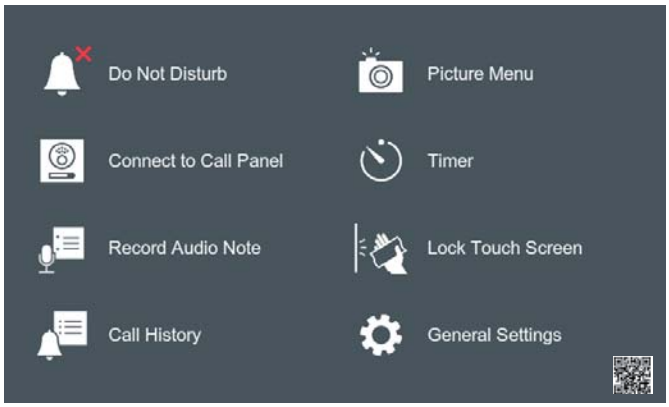
# 2 SCREEN DESIGN. START MENU

The number of icons on the touch screen may vary depending on the features enabled in each specific installation. The icons are displayed with a maximum number of 8 per screen.

This screen shows the available factory default icons.

On the screen there is a question mark which, when selected, will open a screen showing the icon and explaining what it does.



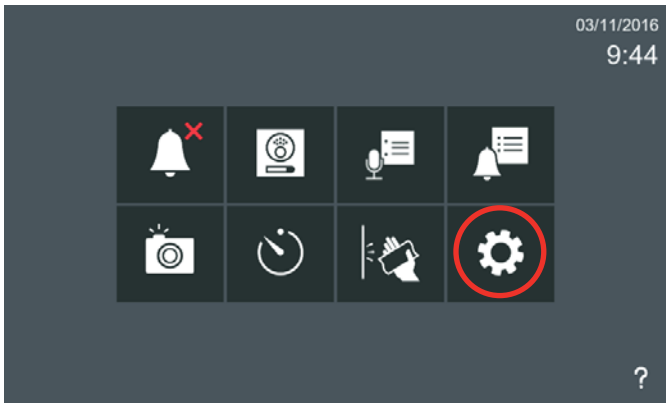

QR code on SMILE monitor

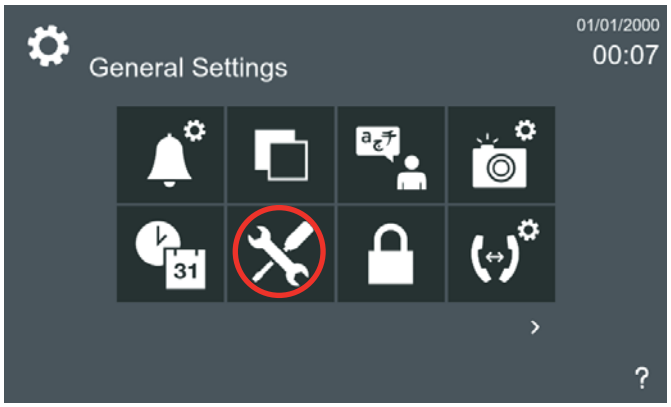
To activate icons other than those available by default, you must enter **Optional Functions.**

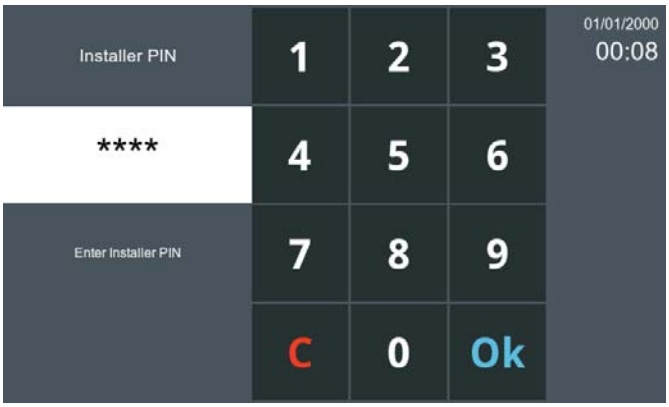
This may be done by selecting **General Settings** and accessing the screen where the **Installation Settings** option is located.

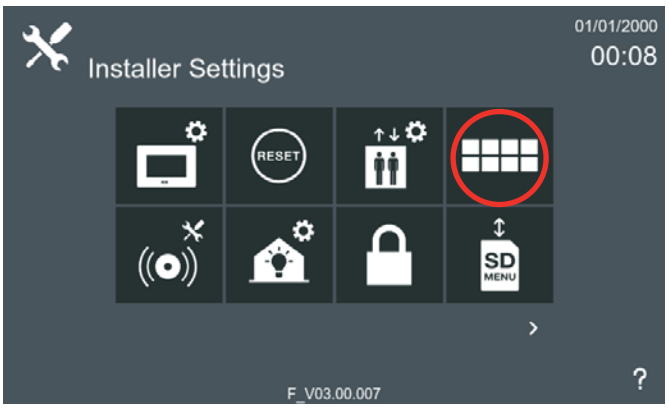
Press **Installer Settings,** enter the **installer PIN code** (which is **4444** by default), press **OK** and access the screen where the **Optional Functions** option is located.

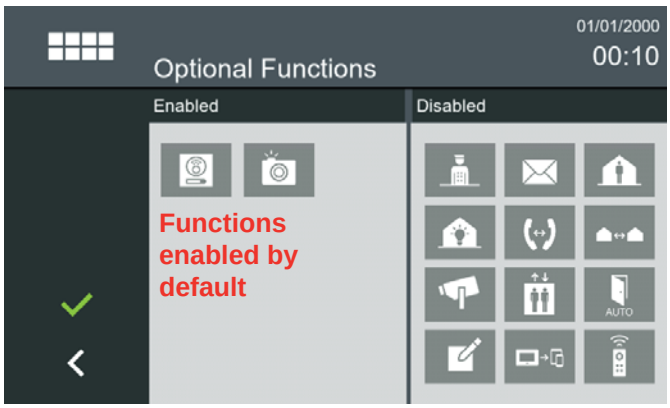
Press a function in order to enable it. This same operation is used to disable a function, simply by pressing.



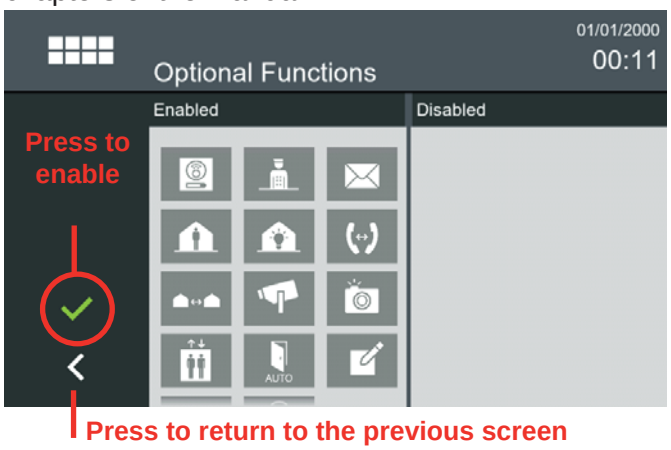



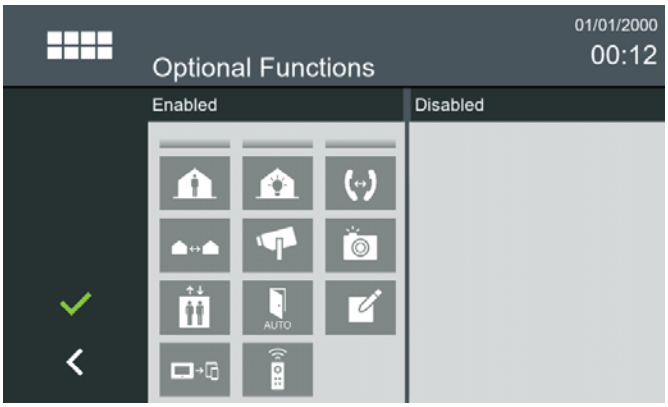



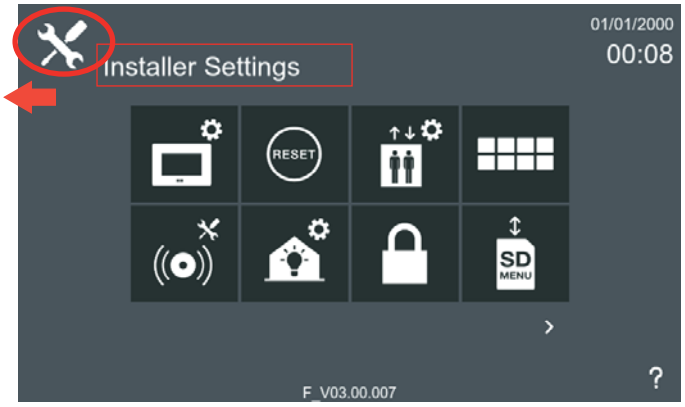
These are **all the functions** available on the **monitor.** When these functions are enabled, the screens will be as shown. The installer must select the icons that they wish to activate, according to the requirements of the installation. The descriptions and functions of these icons will be expanded upon in the various chapters of the manual.

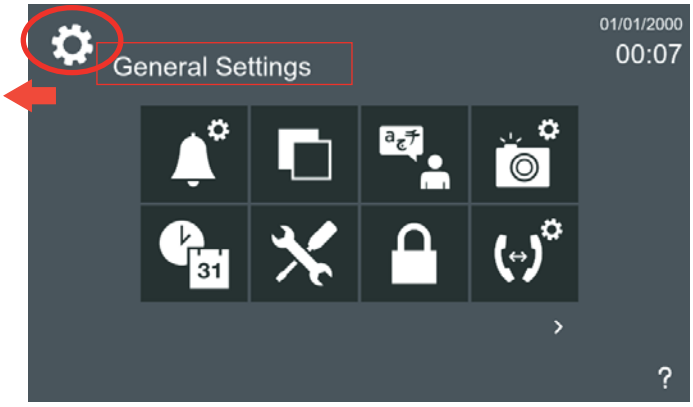



***Note:***

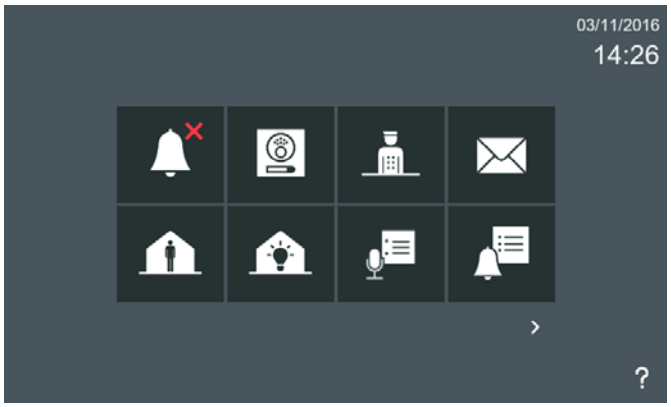
*- You can return to the start menu by pressing the intuitive icons that appear on the monitor, (such as arrows or icons corresponding to the screen you are on), pressing the MENU button or simply waiting 30 seconds, after which time the monitor will return to idle mode (Screen off).*

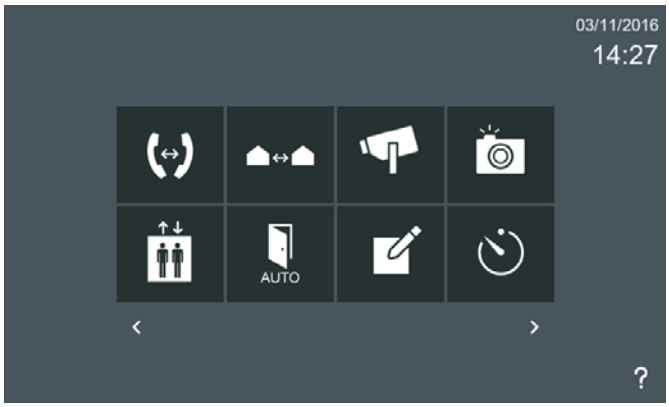


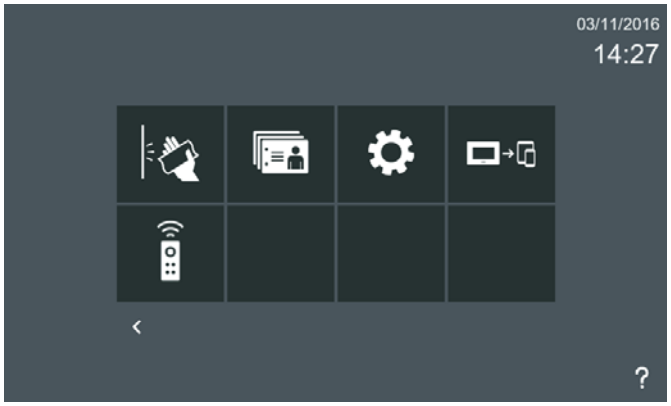




***Note:***

*- As the screen shows a maximum of 8 icons when all functions have been added, new screens can be viewed by sliding horizontally onto the display upon making a quick swipe to the right or left or by pressing the arrows at the bottom of the screen.*



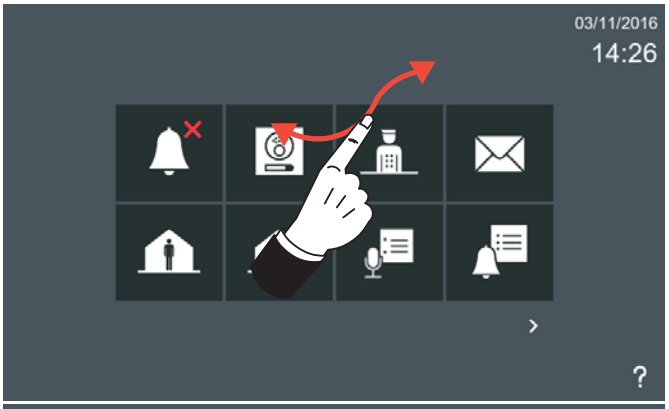



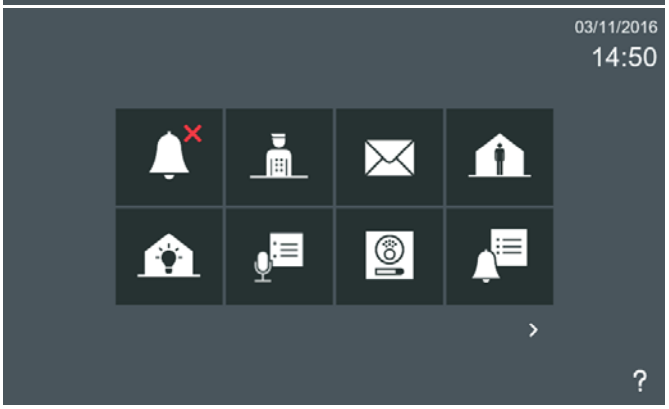




***Note:***

*- The position of the icons on the menu are organised by their priority and availability.*

Icons can be dragged in order to personalize the configuration of the start menu with the user's most frequently used functions, in any desired order.

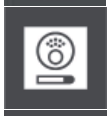





## 2.1 STRUCTURE AND ARRANGEMENT OF FUNCTIONS

**Default functions + Optional functions enabled**

Do not disturb mode (3.2.1)


Camera Activated (3.2.2)

Call Property Management Unit (PMU) (3.2.3)

Receive messages (3.2.4)

Alarm mode (3.2.5)

Home Automation (3.2.6)

Audio Notes (3.2.7)

Call history (3.2.8)

Internal calls (3.2.9)

External calls (3.2.10)

IP cameras (3.2.11)

Image visualisation (3.2.12)

Lift control (3.2.13)

Doormatic mode (3.2.14)

Send Message (3.2.15)

Timer (3.2.16)

Screen cleaning (3.2.17)

Contact list - Friendship request (3.2.18)

Mobility (3.2.19)

Relay control (3.2.20)

F1 (3.2.21)

Induction loop (3.2.22)

**General Settings (3.1)**

- Ring settings (3.1.1)
- Background settings (3.1.2)
- Language settings (3.1.3)
- Picture settings (3.1.4)
- International settings (date/time) (3.1.5)
- User privacy settings (3.1.6)
- Home-to-home call settings (3.1.7)
- “Push to Talk” AUDIO mode (3.1.8)

General Settings (3.1)

**Installer menu (3.1.9)**

- Monitor settings (3.1.9.1)
- Delete all settings (reset) (3.1.9.2)
- Lift control settings (3.1.9.3)
- Optional functions(3.1.9.4)
- Alarm settings (3.1.9.5)
- Home Automation settings (3.1.9.6)
- Installer privacy settings (3.1.9.7)
- SD card menu (3.1.9.8)
- Mobility settings (3.1.9.9)
- Relay control (3.1.9.10)
- Doorbell settings (3.1.9.11)
- IP camera configuration (3.1.9.12)

***VERY IMPORTANT Note:***

*- The Monitor has an integrated web server, allowing for configuration changes. See chapter 4. Configuring the monitor from the web server*

# 3 DESCRIPTION OF FUNCTIONS AVAILABLE ON MONITOR

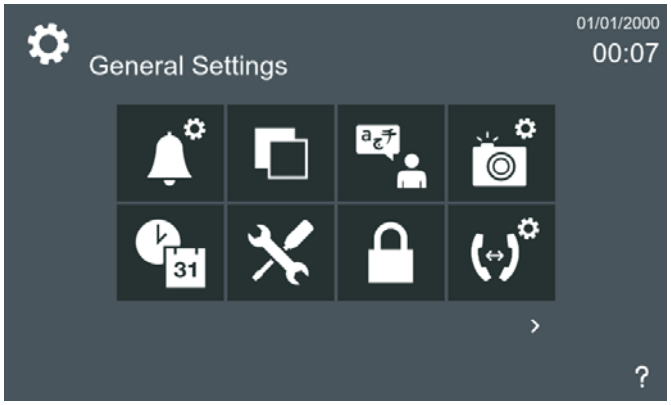
You must first set the monitor's language, date/time and address settings in order to configure / program the remaining functions.

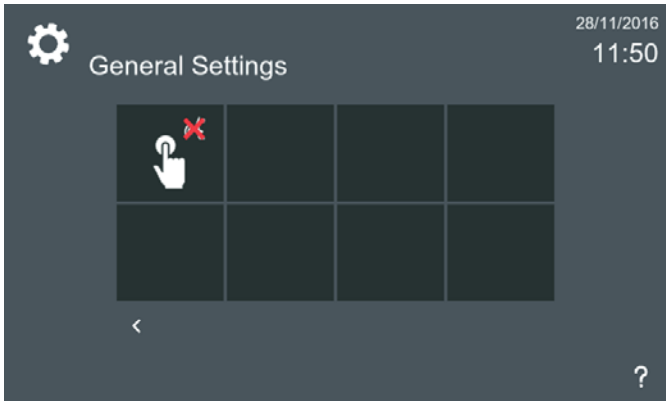
## 3.1 GENERAL SETTINGS

This function enables the configuration of various monitor settings. When you press the **General Settings** icon, you will be taken to a screen containing various icons that control these settings. These settings can also be configured and personalised by the user.

***Note:***

*- Access to the* **General Settings** *menu can be restricted by a PIN code if desired. Access is unrestricted by default. See chapter 3.1.6 Privacy settings (User).*

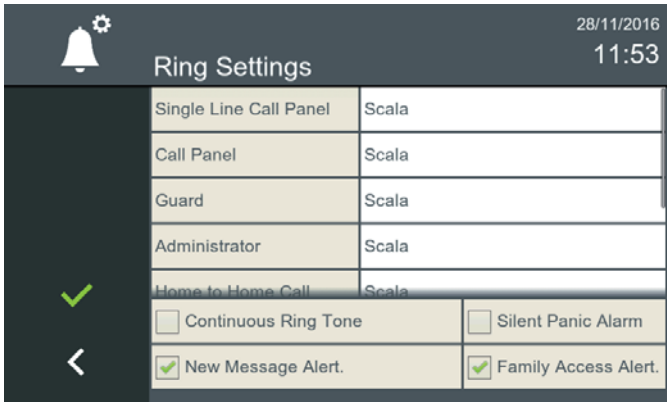


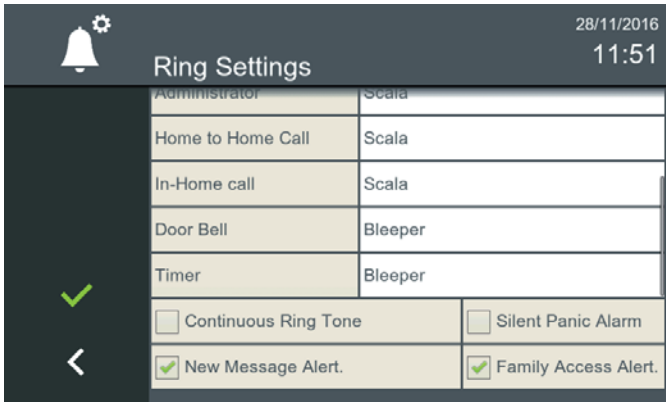




### 3.1.1 General Settings. RING SETTINGS

The **ring settings** function allows you to:

- Select a ringtone and volume for each type of call:
  - Calls from **outdoor panels**.
  - Calls from **private panels** (single line call panel).
  - Call from the Property Management Unit **Guard.**
  - Call from the Property Management Unit **Administrator.**
  - **Home to home calls** (property to property).
  - **In-Home calls** (monitors within the same property).
  - **Door Bell**
  - **Timer** (alarm). *(See option3.2.16 Timer).*
- Select **continuous ringtone:**
  - If this option is selected, the ringtone is played for 30 seconds.
  - If this option is not selected, the ringtone is played only once.
- Select if you wish to hear a sound upon the arrival of:
  - Received messages. **New message alert.**
  - Opening of the door by a family member. **Family access alert.** Via the access control integrated into the system, the door can be opened by means of an identifier associated with a given user. This option can be selected to make the monitor to emit a sound when the door is opened (this sound is hard-wired).
  - **Silent panic alarm via secondary external SOS button.** *(See option: 5. CALLS / Panic Call (SOS button) / Silent Panic Alarm).*

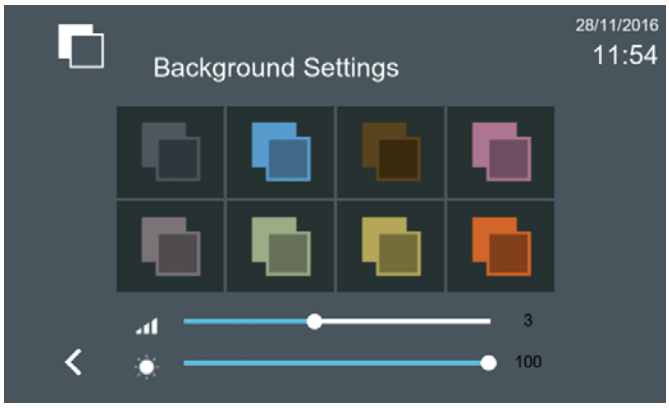


## 3.1.2 General Settings. BACKGROUND SETTINGS

The **background settings** function allows you to:

- Select the background colour and brightness of the screen.
- Select the audio level of the screen. Change the click volume.




## 3.1.3 General Settings. LANGUAGE SETTINGS

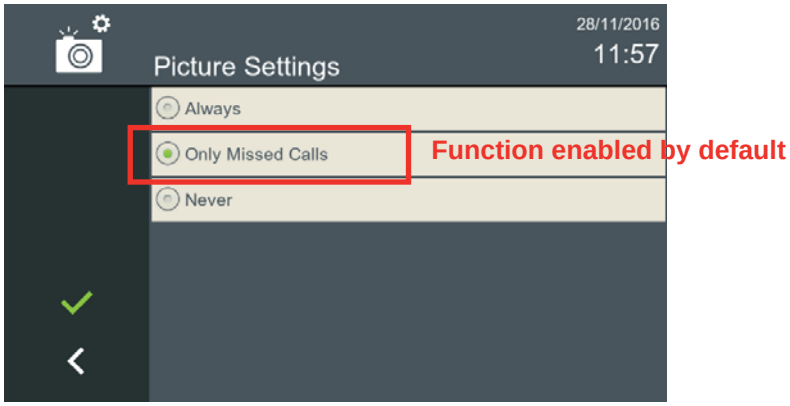
The **language settings** function allows you to select the desired language for the monitor. The monitor's factory default language is English.

## 3.1.4 General Settings. PICTURE SETTINGS

The **picture settings** function allows you to automatically capture images from each call. By factory default, the monitor is set to capture images when a call has been missed: **Missed calls only.**

The automatic image setting options are:

- Always.
- **Only Missed calls** (factory default setting).
- Never.

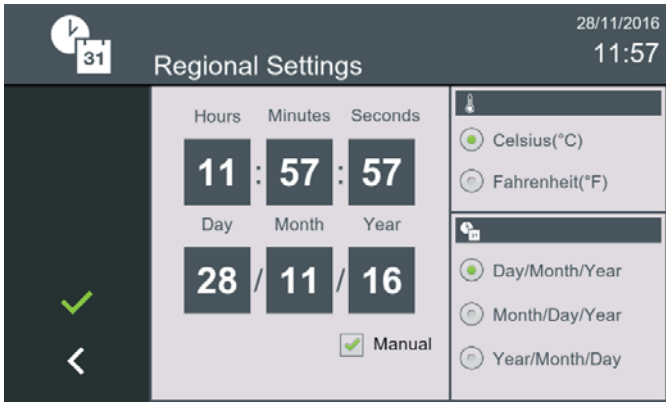



***Warning:***

*- Check the legal requirements for data protection and privacy as applicable to your territory, with regard to taking and storing images of public highways.*

## 3.1.5 General Settings. REGIONAL SETTINGS

The **regional settings** function allows you to not only change / update the date and time, but also adapt to the appropriate local date format.




## 3.1.6 General Settings. PRIVACY SETTINGS (USER)

The **privacy settings** function allows you to lock some features of the monitor via a PIN code (password), for want of privacy or for other reasons.

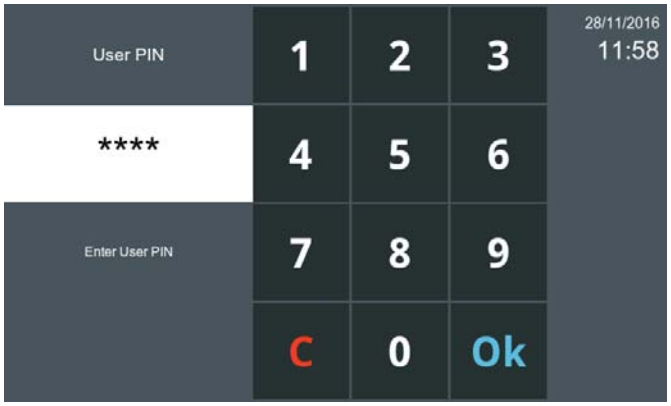
The monitor can be configured to request a PIN code to:

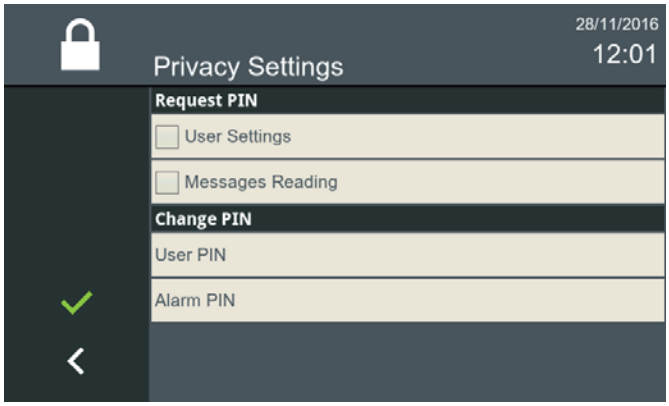
- Access the user configuration menu and / or
- Access messages in the inbox

From this screen, you can also change the codes that are programmed into the monitor by default:

- User PIN (default is: 1234)
- Alarm PIN (default is: 0000)

Press **Installer Settings,** enter the installer **PIN** code (which is **1234** by default), press **OK** and access the screen where the Privacy Settings option is located. Press a function in order to enable it. This same operation is used to disable a function, simply by pressing.

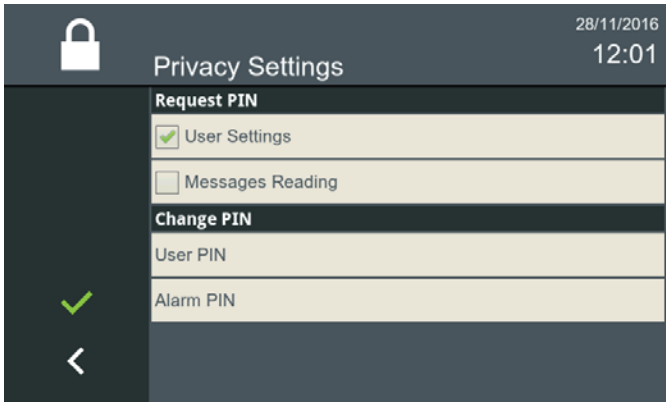


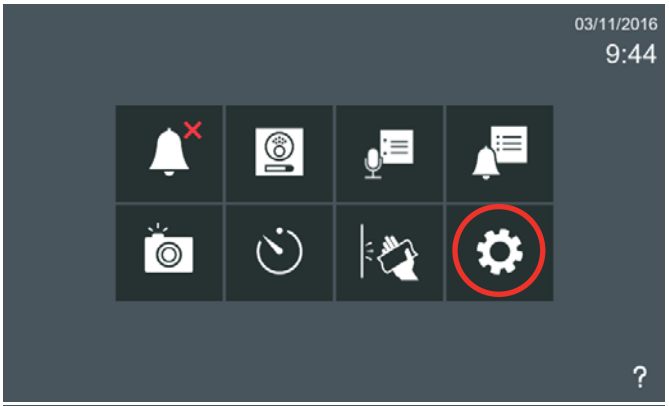



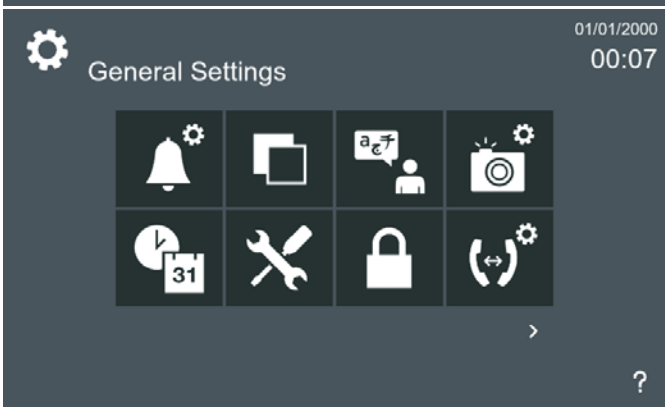

### 3.1.6.1 PIN required

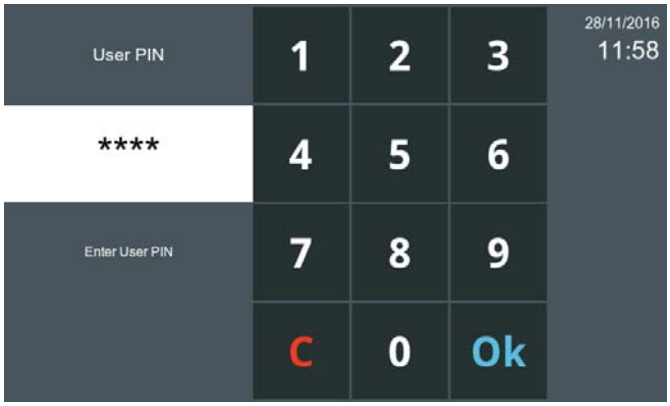
#### a) User settings

If in **Privacy Settings, PIN required** is selected: In **User Settings,** after pressing **General Settings,** enter the installer **PIN** code, which is **1234** by default (assuming it has not been changed), press **OK** and access the screen where the icons corresponding to the various monitor settings are located.



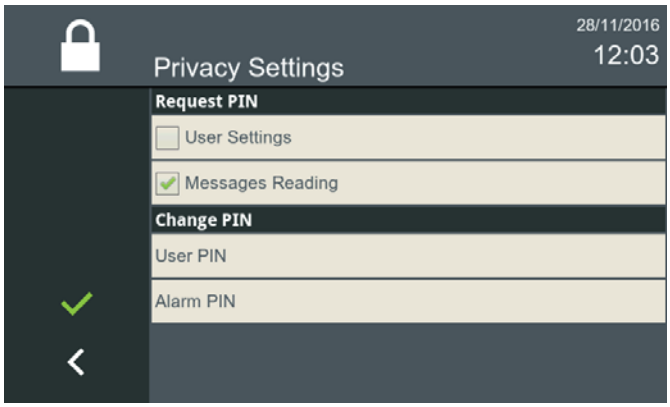


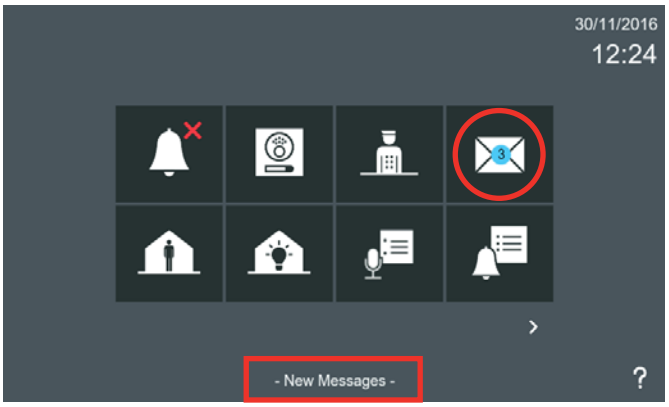



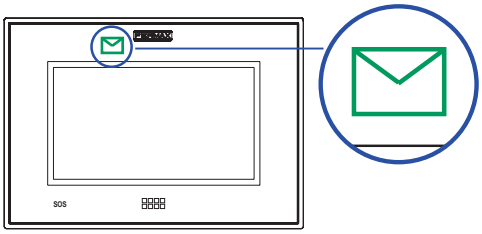



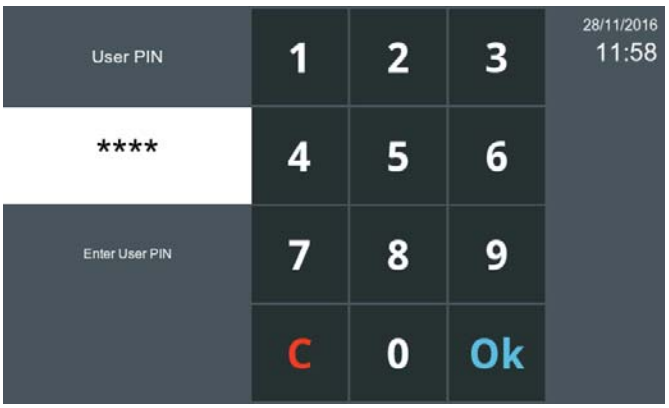

## b) Messages Reading

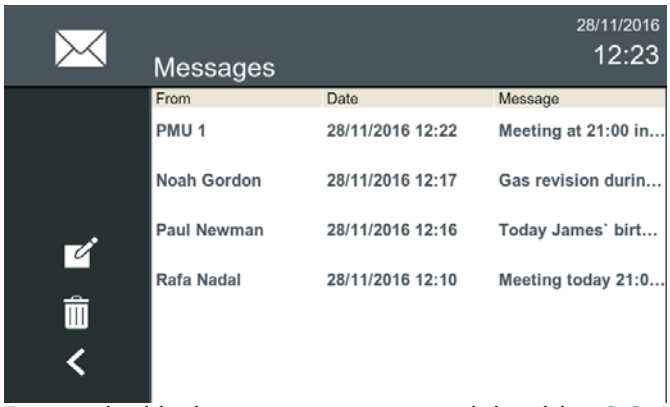
If in **Privacy Settings, PIN required** is selected: In **Messages Reading,** press the **Receive Messages** icon which will automatically open the PIN code request screen.



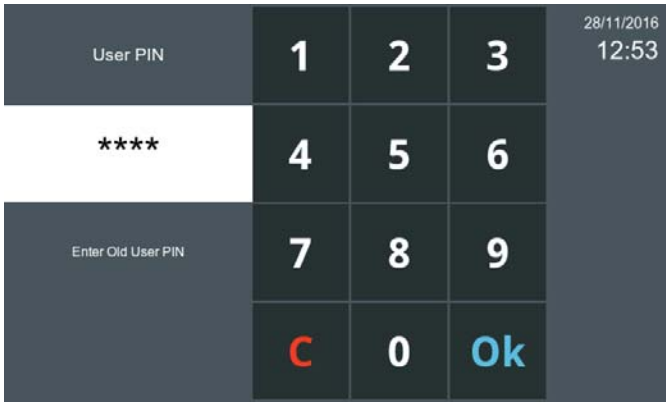



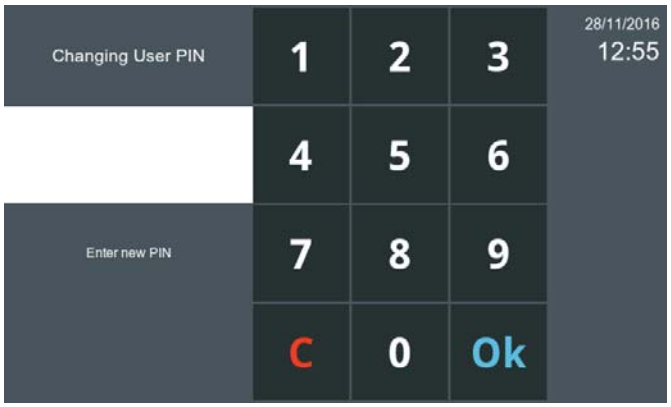

Proceed with the messages as explained in: *3.2.4 Receive messages*

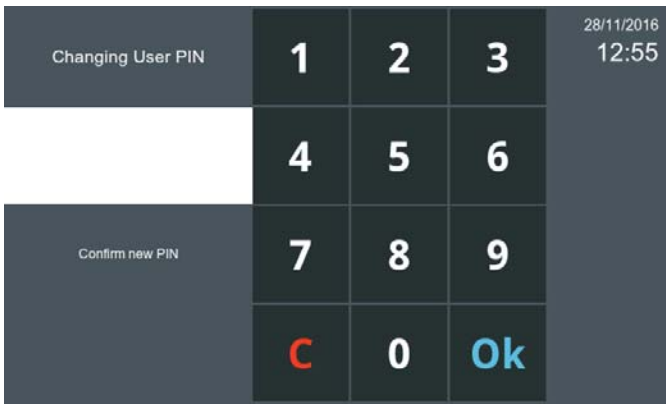
## 3.1.6.2 Change PIN

### a) User PIN

To change the user PIN. The default user PIN is: **1234**.

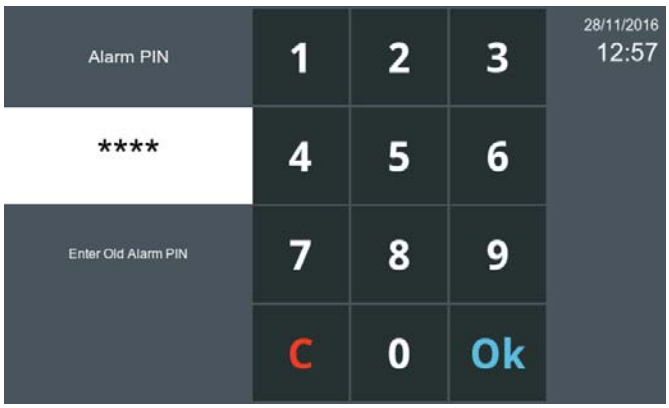


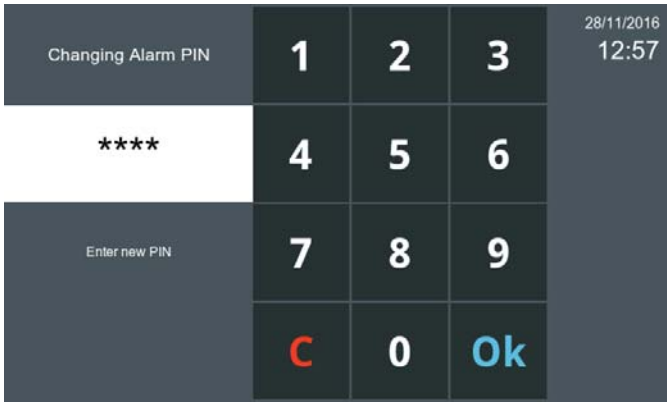



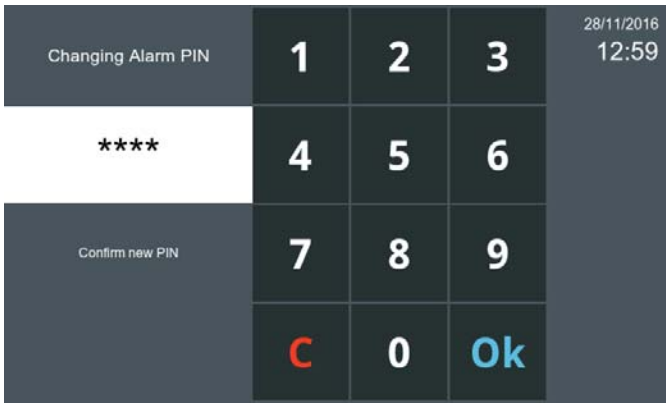




### b) Alarm PIN

To change the Alarm PIN. The default Alarm PIN is: **0000**.



## 3.1.7 General Settings. HOME-TO-HOME CALL SETTINGS

The **home-to-home settings function** opens a screen that allows you to fill in the monitor labels:

**Tenant name:** Identifies the house (i.e., the García family, name Marta Jover ...).

***Note:***

*- All monitors belonging to the same property must have the same Name, Block and Unit.*

**Monitor tag:** Describes its location (i.e. dining room, kitchen, living room...). Each monitor has a different label. Since up to 8 monitors can be installed per property, the extension numbers areas are as follows: 0...7.

This screen also displays the options to:

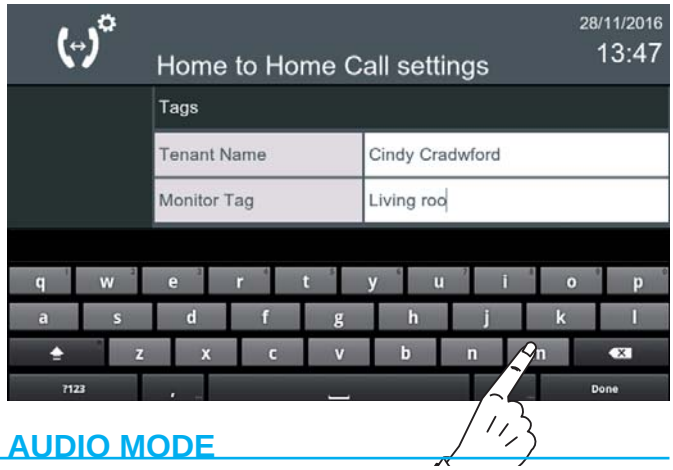
- Allow all incoming calls

**- Only allow calls from friends** *See chapter: 3.2.18 Contact list - Friendship request.*

For more general information on this option, see chapters*3.2.9 Internal calls* and *3.2.10 External calls*

Calls can be made from one monitor to another. There are 2 types of calls:

- **Internal:** when you make a call from your monitor to any other monitor in the same property.
- **External:** when you make a call between properties, i.e. to any monitor on the same circuit.

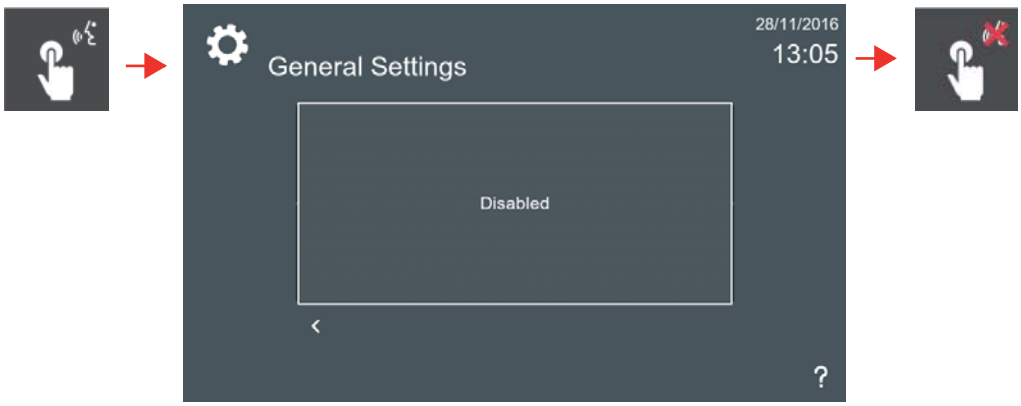


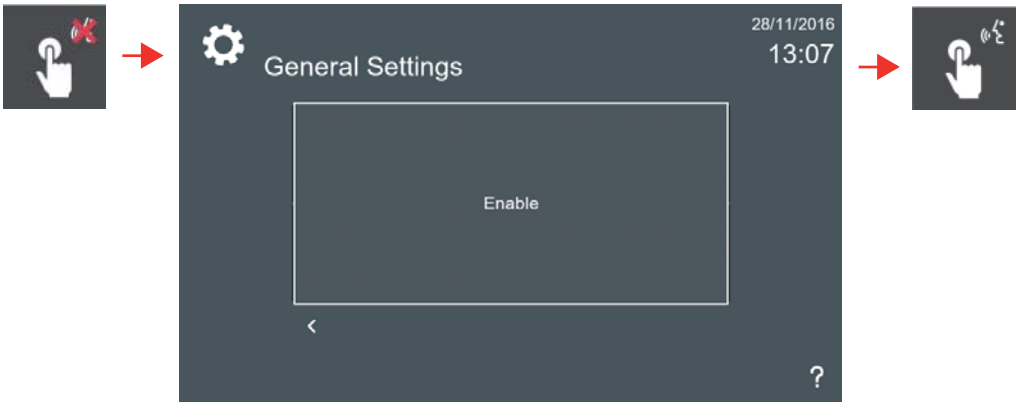
enabled

disabled

## 3.1.8 General Settings. "Push to Talk" AUDIO MODE

The **"Push to Talk" audio mode** lets you enable or disable this audio mode. This audio mode works by pressing the corresponding button to speak, and releasing it to listen. *See chapter: 5. CALLS.*

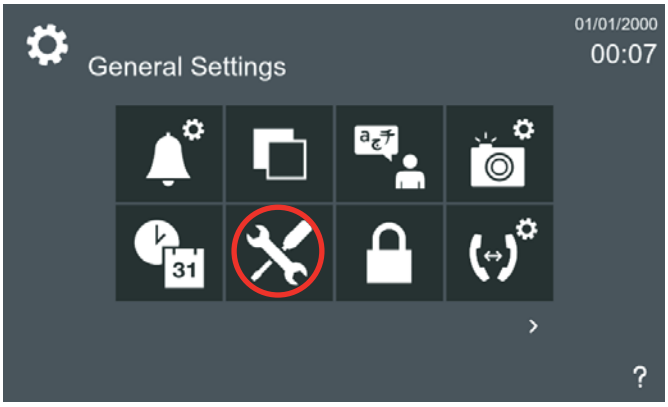


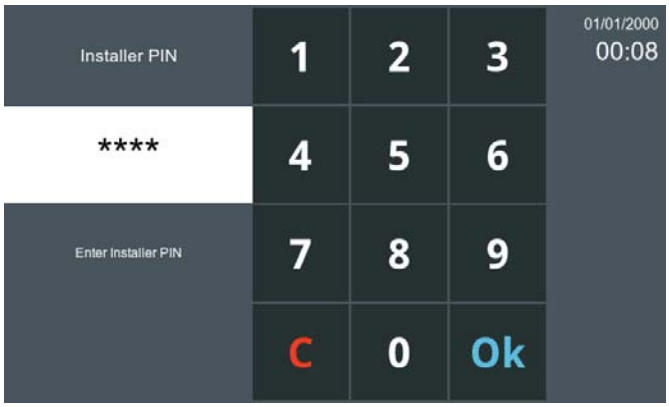



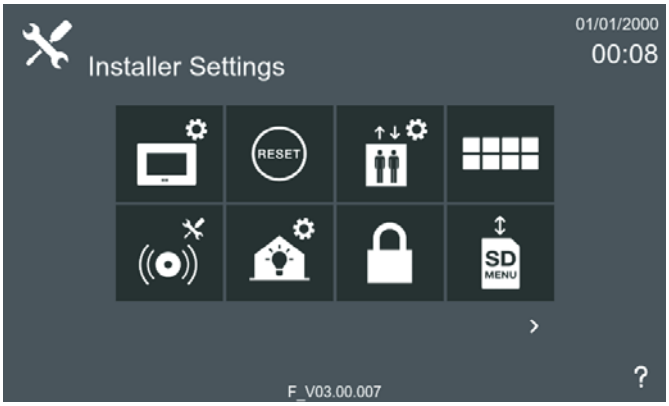
## 3.1.9 General Settings. INSTALLER SETTINGS

Press **Installer Settings,** enter the **installer PIN code** (which is **4444** by default), press **OK** and access the screen containing various icons allowing you to make adjustments.

***Note:***
*- The installation settings function is protected by a PIN so that it can only be manipulated by qualified personnel.*



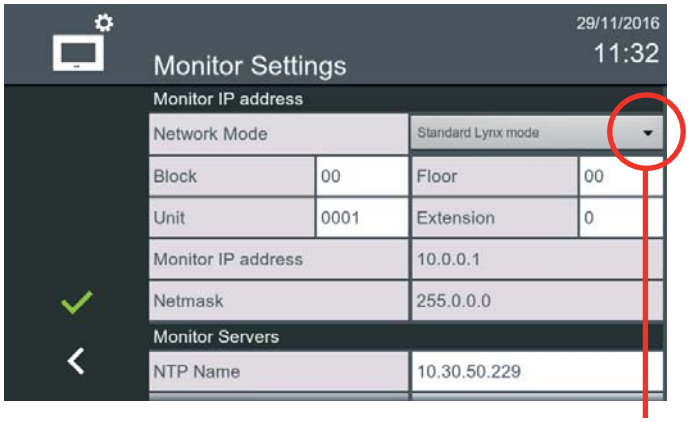
### 3.1.9.1 General Settings. Installer Settings MONITOR SETTINGS

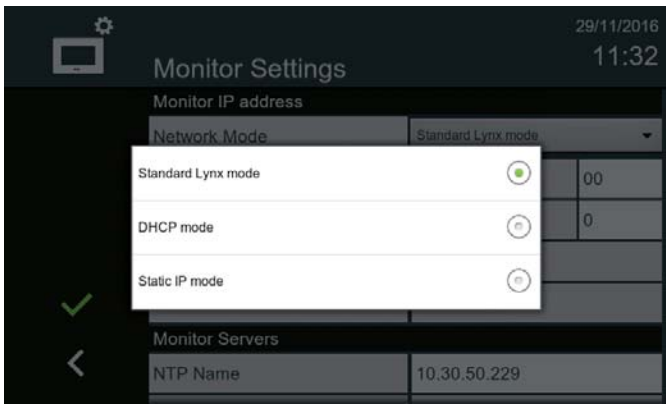
vivo

smile

The monitor's IP address can be configured by choosing between different modes, which are as follows:

- Standard Lynx mode (default selection).
- DHCP mode.
- Static IP mode.




**Open to select other modes**

***Note:***
*- All devices on the same installation must be configured following the same mode, either all set to Lynx Mode, or all set to static DHCP / IP mode.*

### a) Standard Lynx Mode / c) Static IP Mode

If the selected network mode is LYNX Mode or Static Mode, the monitor will check if the IP address and the destination settings are available. Should any of these be unavailable, the monitor will not change its settings. If the changes mean a change of IP, the web server will display the new IP address.

**Standard Lynx Mode**

The monitor's factory default address is 10.0.0.1.

- Block: 2 digits (00..99) = block number.
- Flat: 2 digits (00..99).
- Unit number: 4 digits (0000..8191) = number of dwellings.
- Extension number: 1 digit (0..7) = number of monitors per dwelling.

***Note:*** *There must always be a monitor with the extension 0.*

**This information will generate the monitor's IP address automatically.**

***Note:***
- *It is vital that the default address not be used in real installations, as this could cause a conflict of IP addresses.*

### b) DHCP Mode

If DHCP mode is selected, the monitor will check if the destination configuration of the dwelling is available. If it is, the monitor will save the data and wait for a DHCP server. If there is no DHCP server, the monitor will change its settings to the standard Lynx address.

***Note:***
- *When changing network settings, the device will need to spend 1-2 minutes resetting some services. As such, it is advisable to allow for this delay after any network configuration change.*

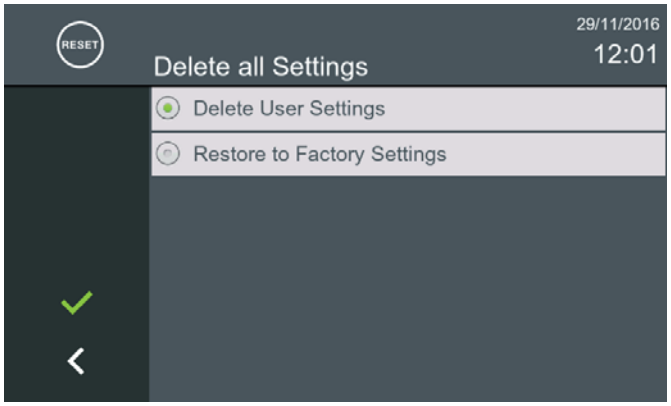
## 3.1.9.2 General Settings. Installer Settings **DELETE ALL SETTINGS (Reset)**

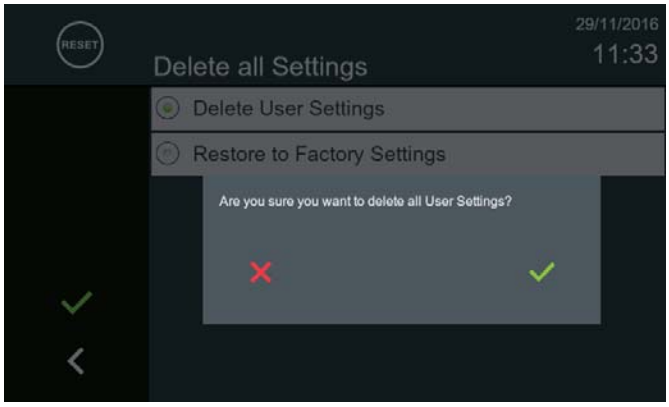
The **Delete all settings** function allows you to:

**Delete user settings:** Selecting this option deletes only user-related data, such as tone settings, the friend request list, images, labels, etc.

**Restore factory settings:** Selecting this option resets the monitor to its factory settings. The monitor's IP address is deleted and changed back to the factory address: 10.0.0.1.

***Note:***
- *As the delete operation is irreversible, when you are on the delete confirmation screen, a warning message will appear alerting you about the reset and requesting renewed confirmation prior to deletion. This warning message appears regardless of the option selected.*



## 3.1.9.3 General Settings. Installer Settings **LIFT CONTROL SETTINGS**

The **Lift Control Settings** function allows you to program the relays that are activated when the **lift control** icon is pressed. Up to 3 relays can be activated when this icon is pressed (depending on the installation / configuration set up by the installer). The relay must be in the same block as the monitor.

*For more information on the programming procedure, see manual 970021 Property Management Unit (PMU).*

The fields required to configure the relay are: Group, Module and Relay.

- Group: The group is associated with the lift number.
- Module: Relay module (slave number).
- Relay: Relay number, (physical output of the module relay).

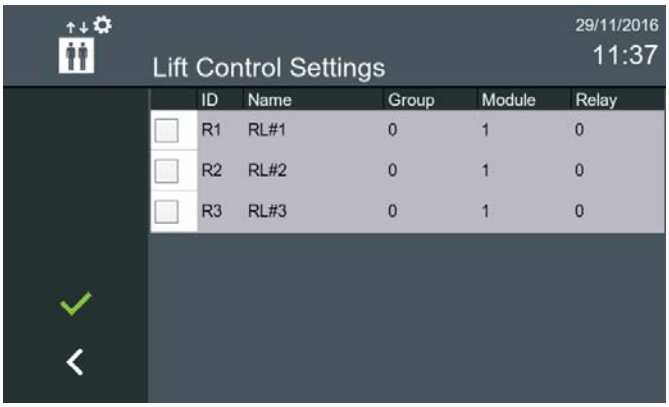
***Notes:***

*The relay modules are installed in groups (groups of relays), each group has:*

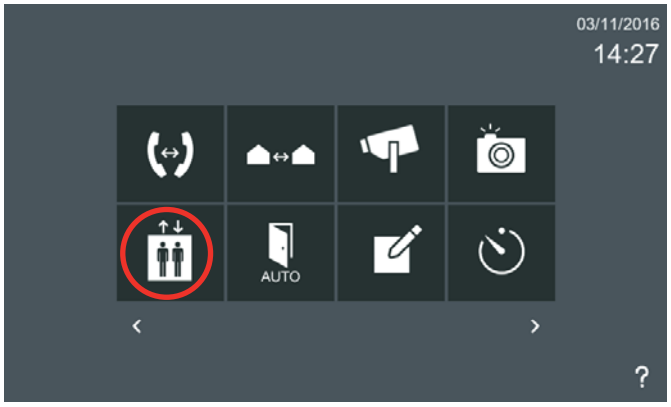
- *Master IP relay module: 4 relays.*
- *0 or more RS-485 slave modules: up to 32 modules, each with 10 relays.*
- *Power Supply (at least 1, the number depends on the number of slave modules).*

*- Each group of relays controls a lift, and each group of relays has a unique IP address.*

*- Each IP module can manage 4 relays. Each slave module can manage 10 relays. In this way, a group can manage between 4 and 324 relays (i.e more than 320 floors).*

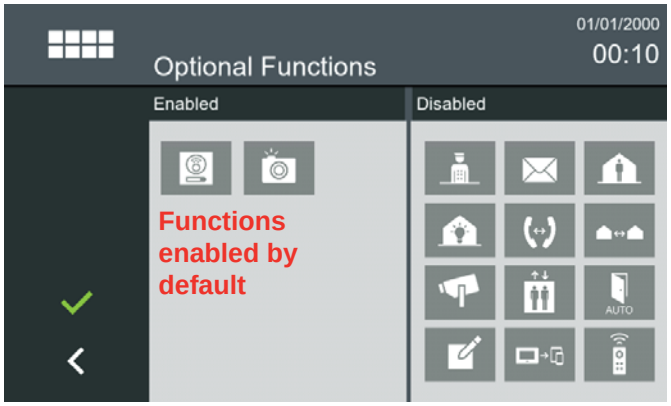



When the **lift control** icon is pressed on the start menu, the lift is sent to the floor where the user lives (for a predetermined period of time). The monitor displays the action undertaken on the screen.

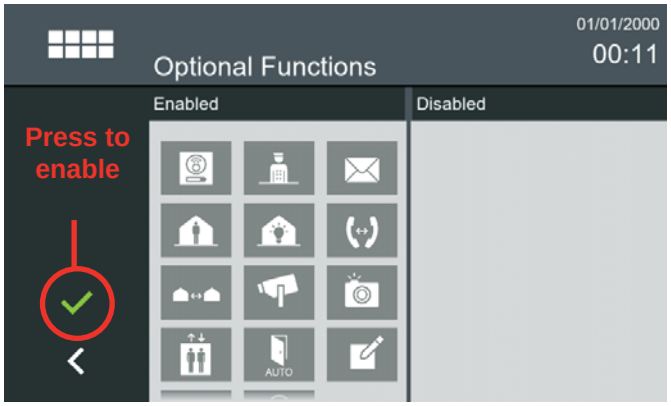


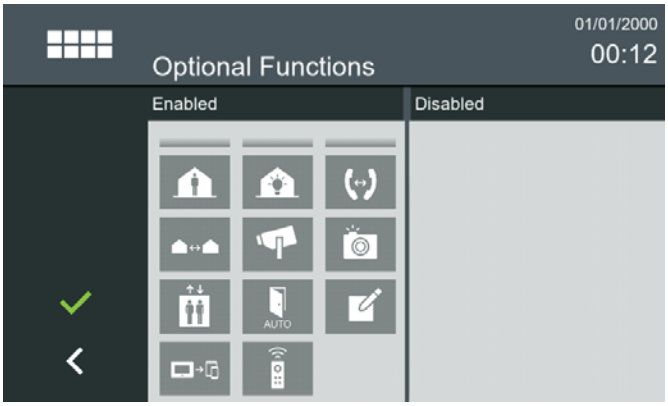
## 3.1.9.4 General Settings. Installer Settings **OPTIONAL FUNCTIONS**

The **Optional functions** feature allows the installer to activate icons that are not available by default. Using this function, the installer can enable or disable the options (icons) available on the monitor.




These are **all the functions** that exist on the **monitor.** When the functions are enabled, the screens will be as shown. The installer must select the icons that they wish to activate, according to the requirements of the installation. The descriptions and functions of these icons will be expanded upon in the various chapters of the manual.



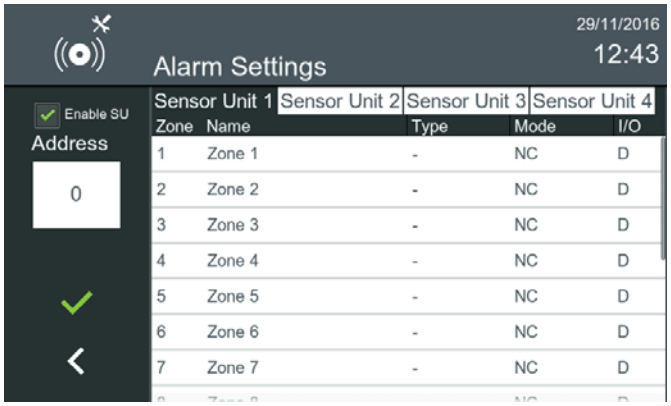
## 3.1.9.5 General Settings. Installer Settings **ALARM SETTINGS**

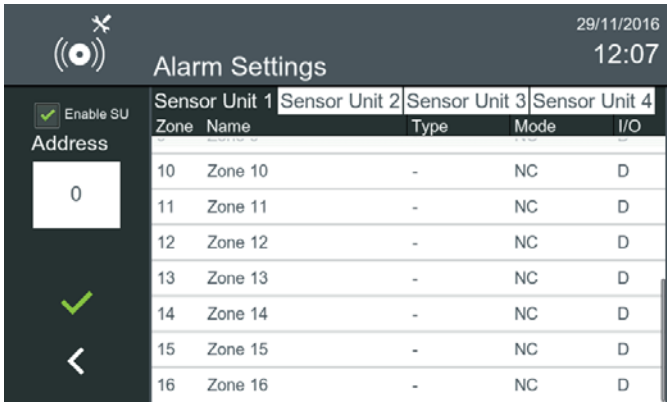
The **Alarm settings** function allows you to configure the various Sensor Unit Modules and their parameters.

The monitor can manage a proprietary Fermax alarm via its Sensor Unit Module, which allows up to 16 areas to be managed.

The monitor communicates with the Sensor Unit Module using a proprietary protocol via an RS-485 interface. Up to 4 Sensor Unit Modules can be managed, for a total of 64 areas.

*For further details see chapter 3.2.5 Alarm mode.*




Parameters of Alarm Settings. With regard to the Sensor Unit Module, it is possible to configure the following parameters:

**Address.** Sensor Unit Module Address from 0 to 3. [0] by default.

**Area.** Up to 16 areas can be managed by a Sensor Unit Module. It is possible to manage a maximum of 4 Sensor Unit Modules (Sensor Unit 1, Sensor Unit 2, Sensor Unit 3 and Sensor Unit 4).

**Name.** Description or name of the area, (16 characters maximum).

**Type.** Area type:

* 24/7 Area. 24 hours, 7 days. Sensors such as smoke, gas, water, etc. which are always armed.

* Night Area. Perimeter-control and movement sensors.

* Out Area. All types of sensors.

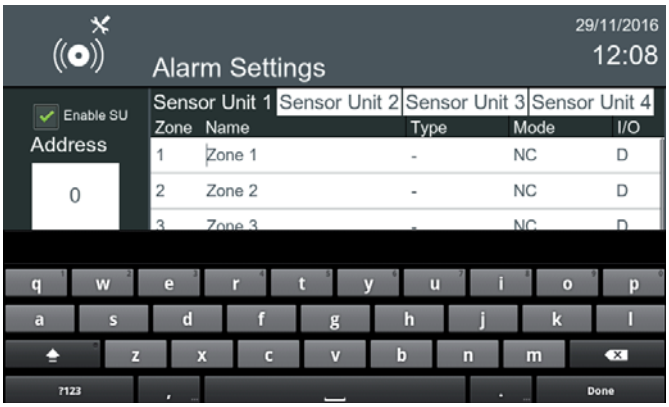
**Mode.** Area Working Mode: NO (Normally open) / NC (normally closed). The first eight areas will be NC (normally closed), the other 8 areas can be configured to NC or NO as desired (starting from zone 9).

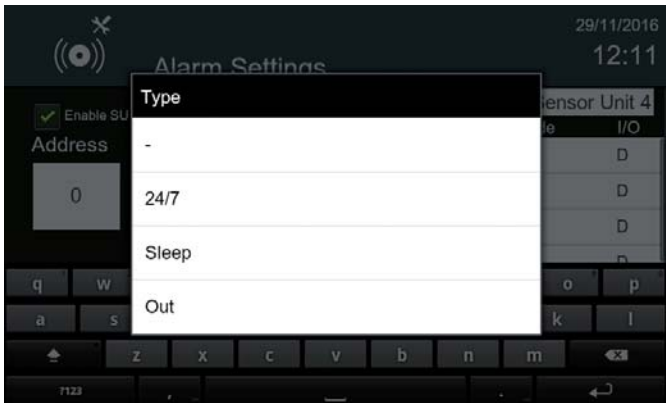
**I/O.** Area Activation Mode: I (immediate) / D (delayed).

The alarm system can be configured in 3 ways:

- **Home:** Only 24/7 areas are armed.
- **Sleep**: 24/7 areas and Night areas are armed.
- **Out:** All areas are armed.

To configure the various parameters, simply press them and the available options will be displayed.



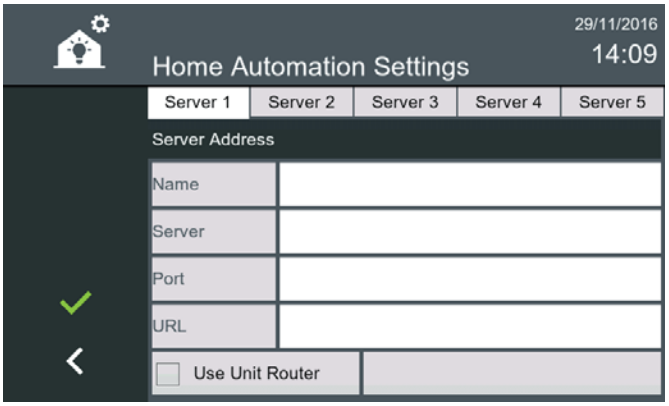
## 3.1.9.6 General Settings. Installer Settings **Home Automation SETTINGS**

The **Home Automation Settings** function allows you to configure the various web servers that are included in the automation controllers available to the home.

The monitor's **automation** function can manage an automation system transparently, i.e. the monitor screen displays the information provided by an external automation centre via a web browser.

Up to 5 different servers can be pre-configured (by the installer). If more than 1 is configured, the automation icon provides a list (of labels), so that the user can select the one they desire.

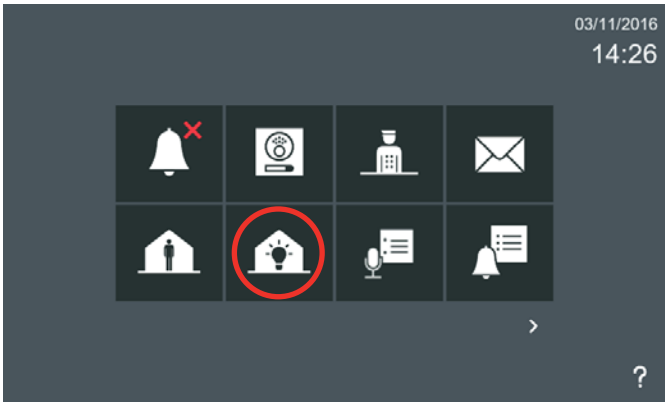
*For further details see chapter 3.2.6 Automation.*




Parameters of Automation Settings

- **Name.** Application name.
- **Server.** Server IP address.
- **Door.** Optional (if needed). Door number.
- **URL.** Web server address

  For example: http://www.fermax.com
- **Unit Router.** Select this option if the automation server is located on another LAN. The household requires a ROUTER configured to its respective address. An IP address will automatically be generated, depending on the unit you are working on.




When the **automation** icon is selected, the web browser previously pre-configured by the installer, through following the aforementioned steps, is opened. If this function has not been programmed, a warning message will appear advising that the installer be contacted.

***Note:***

*- Other automation functions can be performed via the use of third-party applications (apps). See chapter: 3.1.9.8 SD card menu.*

## 3.1.9.7 General Settings. Installer Settings **INSTALLER PRIVACY SETTINGS**

The **privacy settings** function allows you to change the codes that are by default programmed into the monitor:

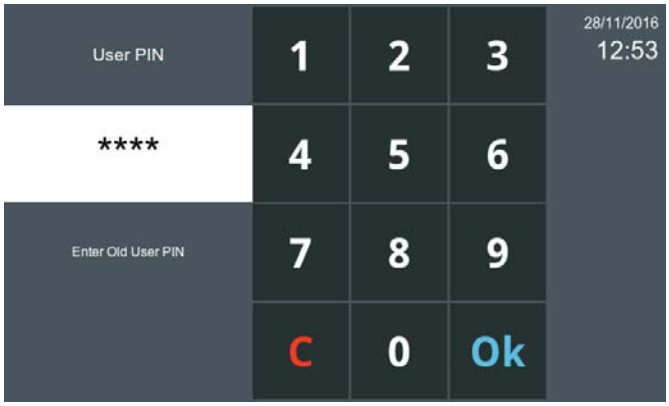
a) User PIN (default is: 1234)

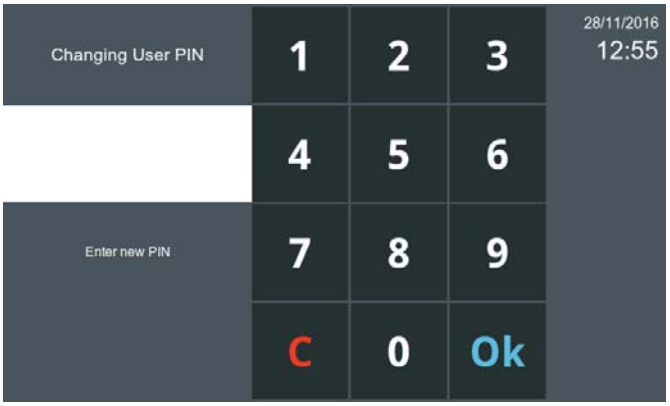
b) User Alarm PIN (default is: 0000)

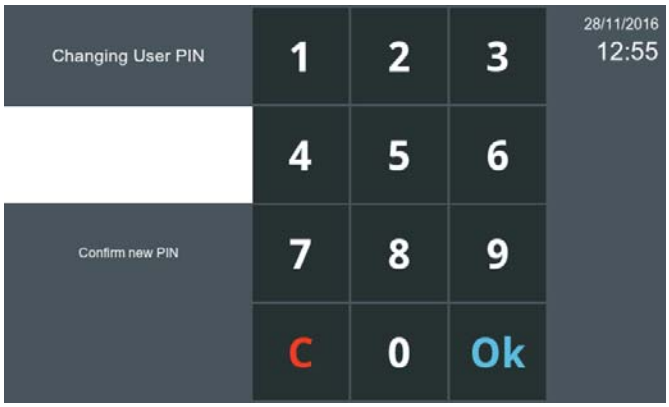
c) User PIN (default is: 4444)

### a) User PIN

To change the user PIN. The default user PIN is: **1234**.

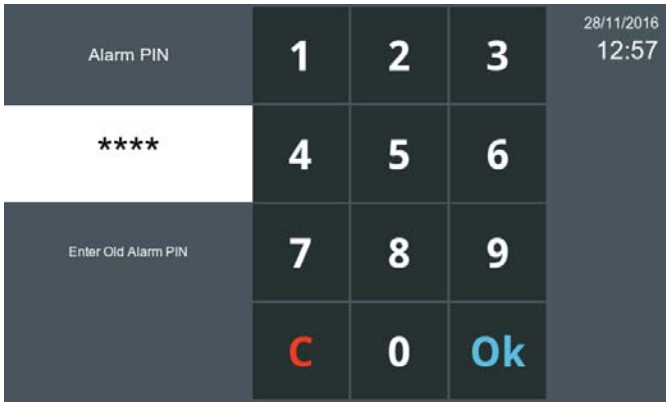


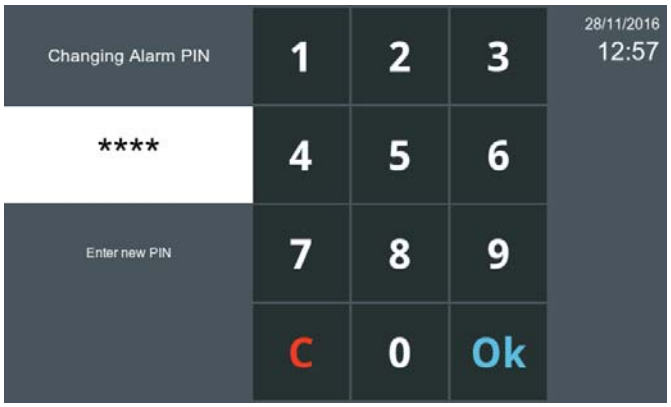



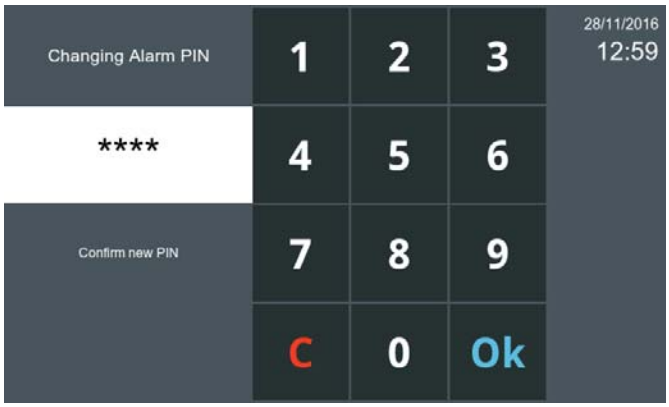



## b) Alarm PIN

To change the Alarm PIN. The default Alarm PIN is: **0000**.

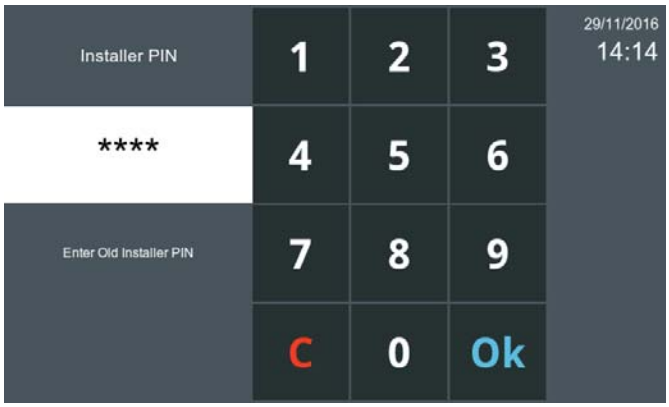


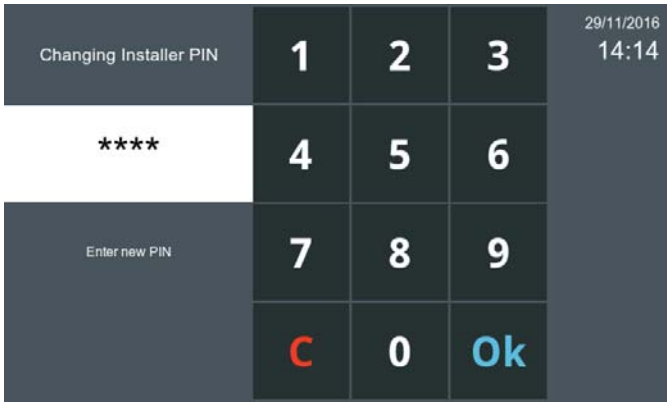



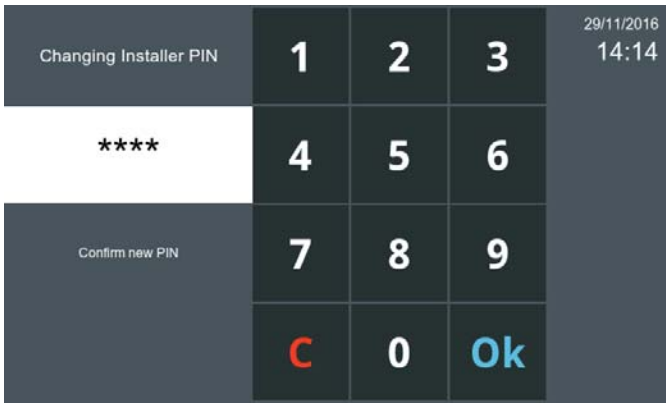




## c) Installer PIN

To change the installer PIN. The default Installer PIN is: **4444**.



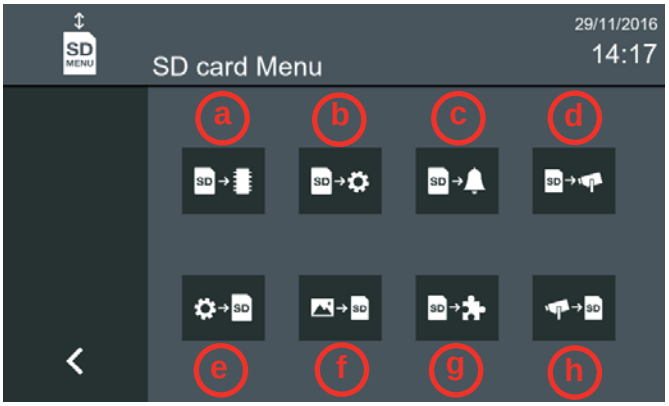




***Note:***

*- For security reasons, we recommend that you change these passwords as soon as possible and customise them to any other 4-digit number.*

## 3.1.9.8 General Settings. Installer Settings **SD CARD MENU**

With the **SD Card Menu** option, the installer can use an SD card to update the firmware, upload or download system settings, download images captured by the monitor, install applications and download ringtones. There are 2 slots available for custom ringtones.




SD options:

**a) Firmware updates.** From the SD card.

**b) Loading configurations.** Select a configuration file from the SD card and load it into the monitor.

**c) Loading ringtones.** Loading of ring tones from the SD card to the monitor. The ringtones loaded will be available to the user, each under the appropriate file name.

**d) Loading the IP camera configurations.**

**e) Save configuration.** Saves the current settings to the SD card.

**f) Save images.** Transfer images stored on the SD card.

**g) Install third-party applications (apps).** Integration of third-party solutions with the Lynx system

It is possible to integrate third-party solutions into the Lynx system. This will allow a systems integrator to adapt an existing app, or develop a new app for the monitor. The main objective is the ability to add solutions for the home such as: automation, CCTV, alarms, etc.

**f) Exporting the IP camera configurations.**

***Notes:***

- *If a blank SD card is inserted, the monitor will format it and create the folders that it will use.*
- *When writing from or to the SD card, the system will search all files in the appropriate folder.*
- *To install an application, drag and drop from* **SD Card** *to* **installed.** *The system will ask you for confirmation.*
- *To delete an application, drag and drop from* **Installed** *to the recycle bin icon, or select the application and press the recycle bin icon. The system will ask you for confirmation.*
- *The SD card menu is not available on the SMILE monitor because it has no SD slot.*

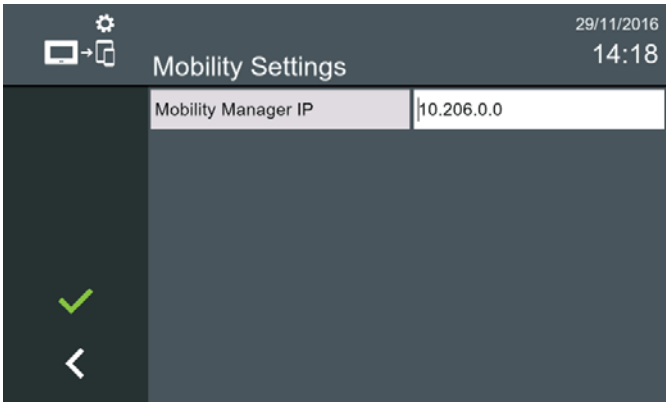
vivo

smile

## 3.1.9.9 General Settings. Installer Settings **MOBILITY SETTINGS**

This function allows you to configure the Lynx router settings.

A screen appears that allows the monitor to identify the **Lynx router** currently associated with the installation. If no IP address has been determined, this must be done manually and confirmed.



## 3.1.9.10 General Settings. Installer Settings **RELAY CONTROL**

This function allows you to configure the external relays located in the Lynx system from the monitor. These external relays are the **MASTER IP relay modules** Ref.1615 / **SECONDARY** Ref.1616 and can be connected at any point on the Lynx network.

A list of five relays and six fields is displayed on the relay settings screen.

**Checkbox**: This field is used to activate or deactivate each relay.

**ID:** Relay identifier - this cannot be changed.

**Name:** The name of the relay, which the user can adjust as preferred. By default, it is blank and the maximum name length is 16 characters. Should the user enter more than 16 characters, the extra characters will be ignored.

**Group:** Name of the relay group.

- This is the last digit of the IP address selected in the corresponding main IP relay module, Ref.1615.

**Module:** module number

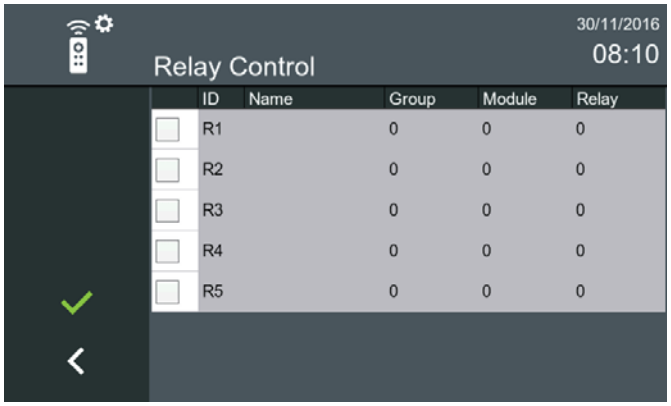
- Indicate 255 to select the main module.
- Indicate 1 -32 to select a secondary module.

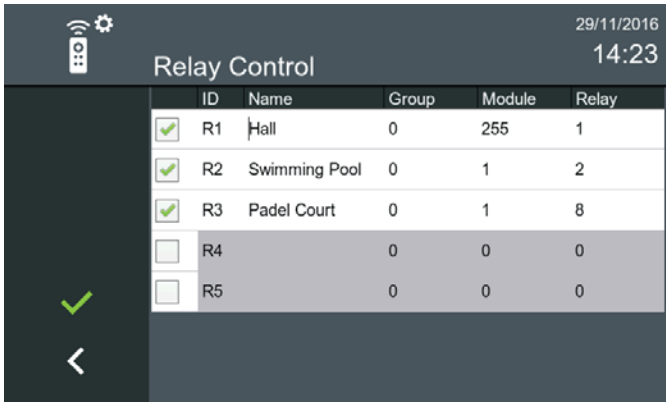
**Relay:** relay number on said module

- Indicate 0-3 for the main module.
- Indicate 0-9 for the secondary module.

The changes will take effect once the user saves them by clicking the OK button.

***NOTE:*** *The monitor can only access those relay modules belonging to its own "block" number.*



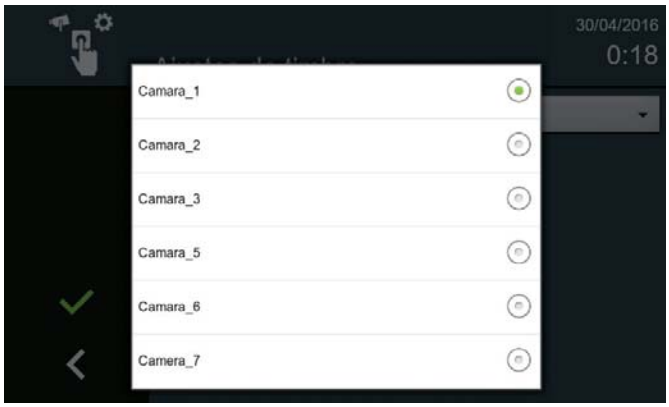

## 3.1.9.11 General Settings. Installer Settings **DOORBELL SETTINGS**

This function allows you to configure an IP camera to be displayed on the monitor every time the doorbell is pressed (the doorbell of the house).

***Note:***

- *Once this function is enabled, whenever the monitor receives a ringtone event, it will display a video transmission from the selected IP camera. The monitor's communication screen shows the same icons as the IP camera auto switch-on, except for the duration of the connection. This communication will last 30 seconds only. Communication between the camera and the monitor will end after 30 seconds.*

In the Door Bell Settings screen you can enable the "Door Bell Camera IP" option by selecting the check box to connect to the desired IP camera. You must select a specific camera for the doorbell, only the cameras added from the IP camera configuration are shown.



## 3.1.9.12 General Settings. Installer Settings **IP CAMERA SETTINGS**

This function allows you to configure an IP camera. IP cameras must be manually added to the monitor.

In the settings screen you can add cameras, test the camera you want to add, edit those cameras that have already been added and delete one or more cameras.

### a) Add camera

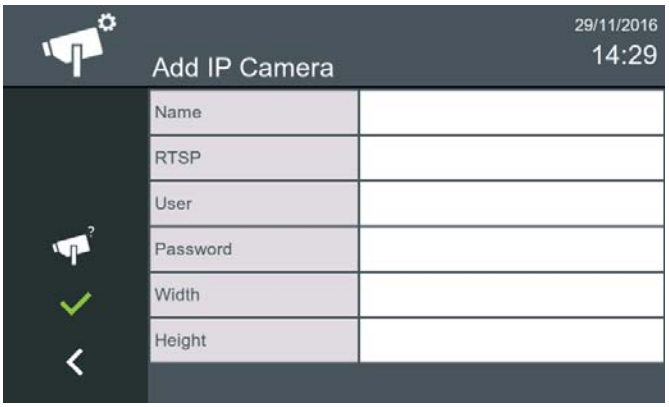
A screen appears that will let you add a new camera. The following fields must be taken into account:

**Name:** This field is required to identify the camera.

**RTSP:** This will be the address to which we are connecting, it is supplied by the IP camera provider, or can be obtained via the ONVIF Device Manager programme; this field is mandatory.

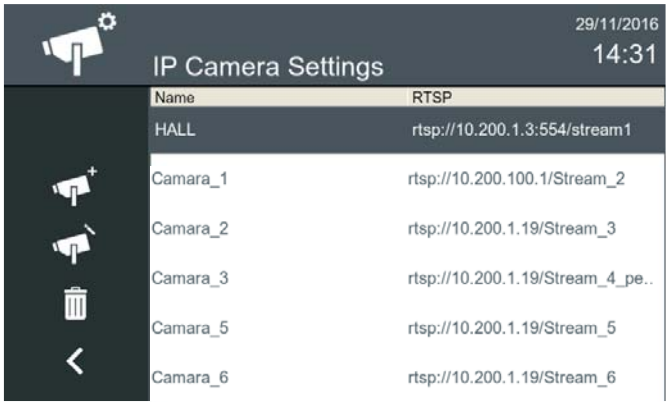
**USER** and **PASSWORD:** For cameras that require a username and password for connection - these fields are optional.

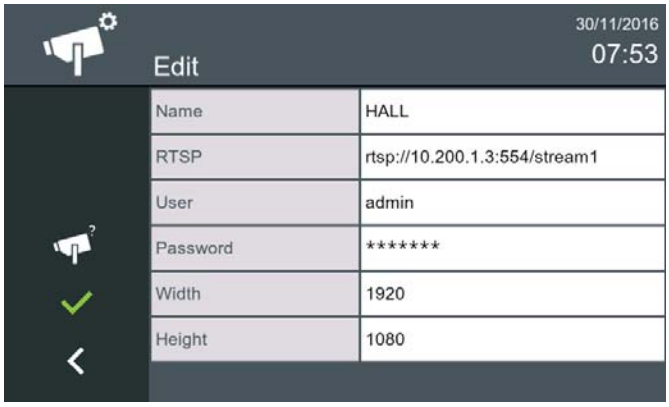
**WIDTH** and **HEIGHT:** These are the camera resolution parameters; these parameters are mandatory and no more than 4 digits may be inserted.



### b) Edit camera

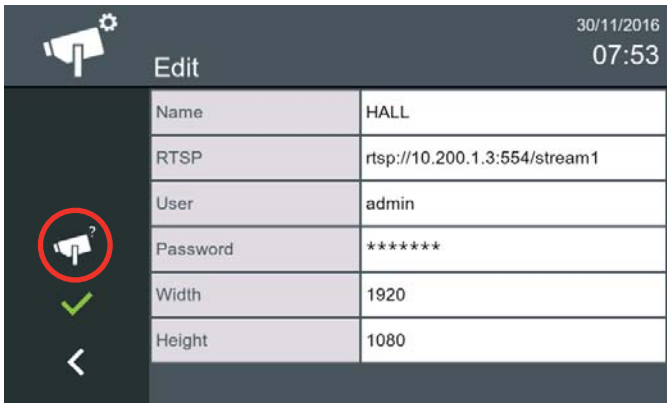
A screen appears that allows you to edit existing cameras. This screen retrieves the data corresponding to the camera that you have selected, allowing you to edit the field that you want; these fields will also have the same restrictions specified in the previous section.

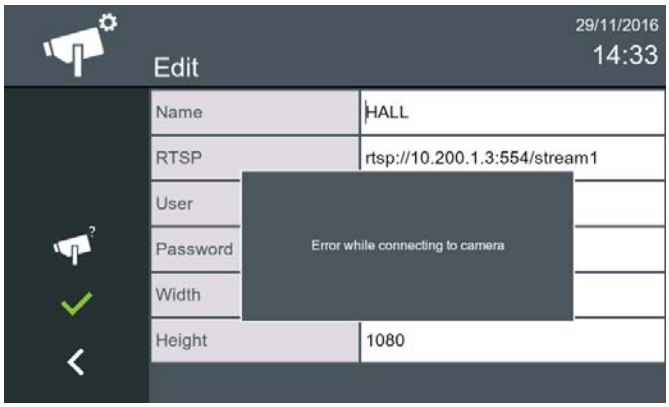


## a) - b) Test camera

In both the **edit** and **add** screen,there is a camera icon with a question mark that can be used to check that the data you have entered will let you connect correctly to the camera.




***Note:***

*- In case of any error, a warning message will appear on the screen. The test call cannot exceed 30 seconds.*

## c) Delete camera/s

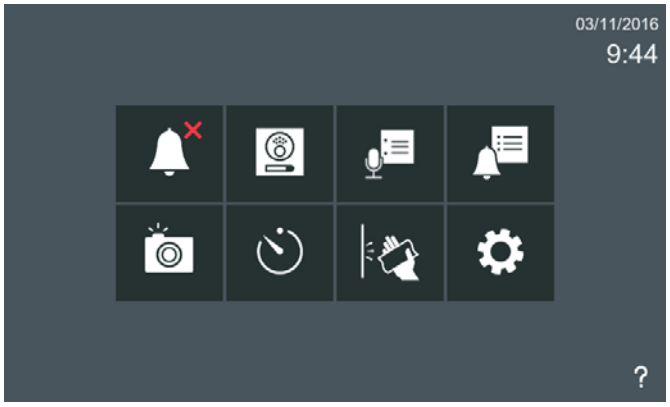
You may select one or more cameras for deletion, you will be asked for confirmation before deleting the selected cameras. If you wish to delete all the cameras, press and hold the recycle bin button until you are asked for confirmation and if you say yes, all the cameras in the list will be deleted.

***Notes:***

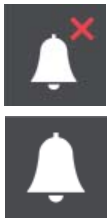
- *There is no established IP camera limit, although a performance test has been carried out with 200 IP cameras.*
- *Duplicate cameras, i.e. those with a duplicate RTSP, are not permitted.*
- *The established resolution is 640 by 480, although it is compatible with higher resolutions up to 1280 by 720 or 1280 by 960.*
- *Monitors within the same house do* **NOT** *synchronise their cameras, each monitor keeps its own IP cameras.*

## 3.2 DEFAULT FUNCTIONS + OPTIONAL FUNCTIONS ENABLED

The functions that appear **by default** on the main screen of the monitor are:




Using the **Optional Functions command,** *(Chapter 3.1.9.4)*, the installer may activate the remaining functions of the monitor.

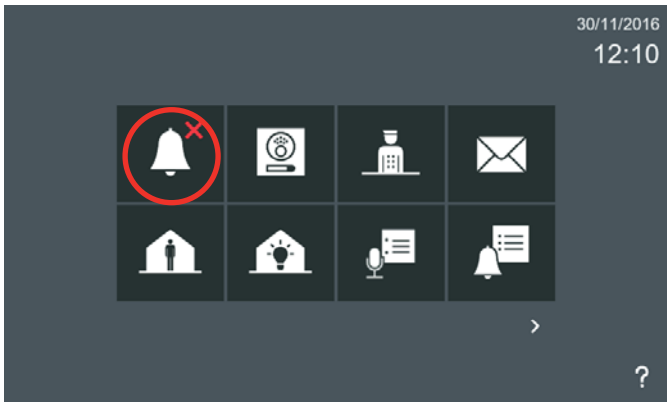


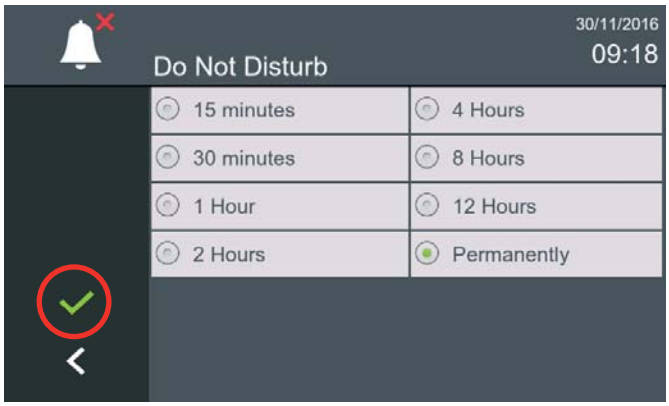
### 3.2.1 Default functions + Optional functions enabled. DO NOT DISTURB MODE

This function deactivates the monitor's call sound.

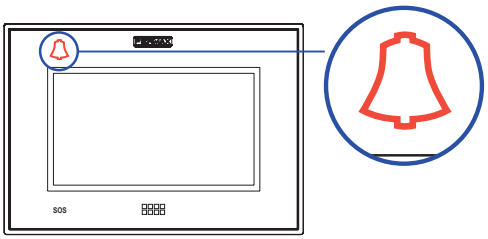
This mode may be selected via the **do not disturb** icon. In this mode, when a call is received, the ring tone is not generated and only video is activated. This mode may be activated temporarily, or left on permanently. When the Do Not Disturb mode is enabled, the **Do Not Disturb LED** comes on and the **Do Not Disturb** icon changes indicating that the mode is on.

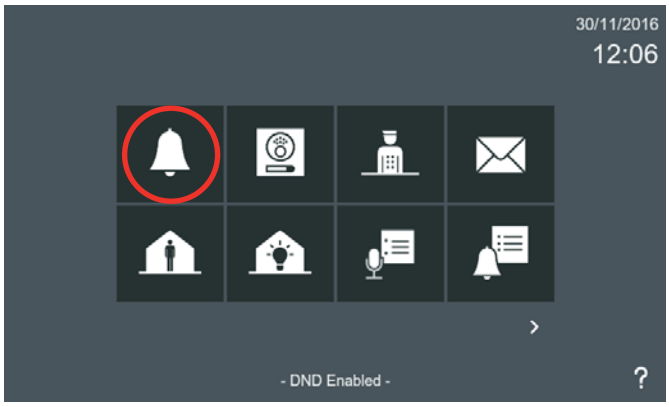
The available time durations are shown on the **Do Not Disturb** screen. **Permanently** is selected by default. If this time period is the one you want, press confirm, if not choose the desired one and press confirm.




Just press to confirm Do Not Disturb mode, the Do Not Disturb mode will be engaged, the **Do Not Disturb LED** comes on and the **Do Not Disturb** icon changes indicating that the mode is on.




This mode resets after the preset period has expired, or the **Do Not Disturb** icon is pressed on the home screen. Disabling this mode also turns off the **Do Not Disturb LED.**

***Notes:***
*- If the Do Not Disturb mode is enabled and the monitor is reset or turned off (no power), it is disabled.*
*- When the Do Not Disturb mode is enabled, the message reception tone is not deactivated. This tone may be disabled via the following option: 3.1.1 Call Settings*

## 3.2.2 Default functions + Optional functions enabled. **CAMERA ON**

Auto switch-on function to make calls / connect to outdoor panels.

When the **panel** icon is pressed, the **name** of all the available panels will be displayed, (with the **name** being the description that has been defined for each one).

The panels available are the ones to which calls can be made in that home/apartment/unit.

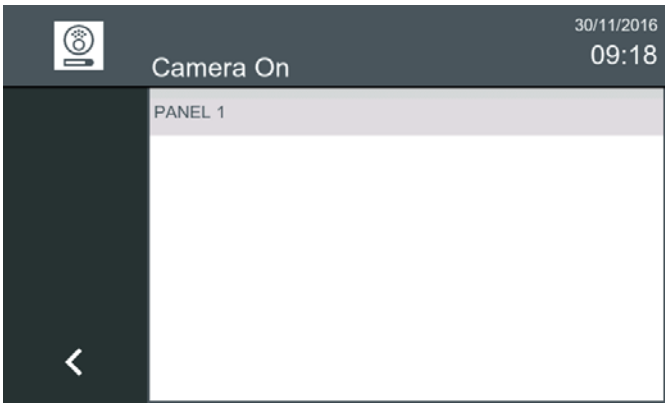
On this screen you can see:

Entrance panels to private housing (1-line panels). ***Note:*** *Excludes analogue panels.*

Block Entry Panels

General Entrance Panels

The user can select a panel and communicate with it. The connection is initially video-only. The user can also connect the audio. *See chapter: 5. CALLS.*



## 3.2.3 Default functions + Optional functions enabled. **PROPERTY MANAGEMENT UNIT SELECTION (PMU)**

Function for making calls to Property Management Units (concierges).

When the **concierge** icon is pressed, the **name** of all the available PMUs will be displayed, (with the **name** being the description that has been defined for each one).

***Note:***
*- The concierge icon needs to have been enabled by the installer.*

The available concierges are those who can call that house, if they are online and in a **mode** other than OFF at the time of the call and belong to the same block, or several blocks that include the block for that monitor or the general PMU.

The user can select a PMU and communicate with it. *See chapter: 5. CALLS.*

## 3.2.4 Default functions + Optional functions enabled. RECEIVE MESSAGES

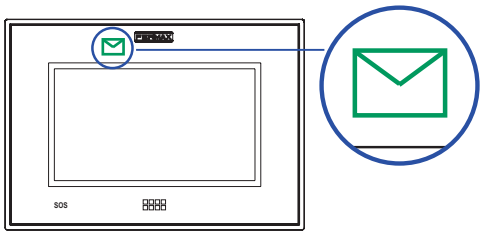
Function for viewing received messages.

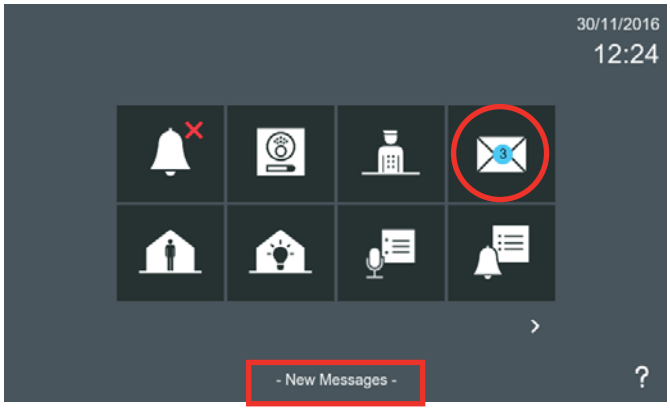
The monitor can receive text messages from the PMU Property Management Units (concierges) and other monitors.

***Note:*** *This function is synchronised across all monitors belonging to the same unit.*

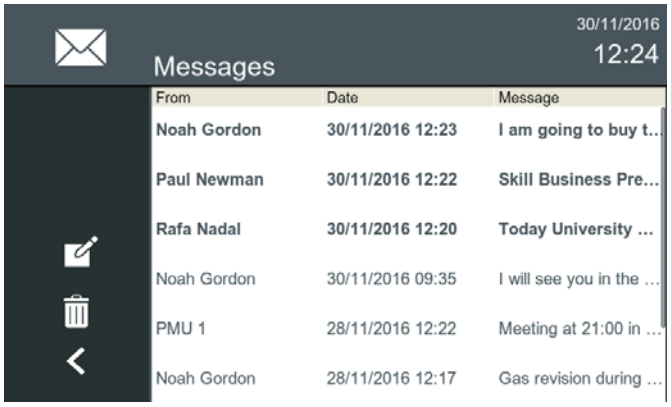
When a new message is received on the monitor, the user is informed in three different ways:

1. The message LED lights up, and the message tone is heard. This tone may be disabled via the following option: *3.1.1 Call Settings*
2. The message icon changes to show that new messages have been received, displaying a blue circle with the number of new incoming messages.
3. The status bar will also tell the user that there are new messages.




The user will have access to the Messages Menu via the **Receive Messages** icon, with the options to read and delete them. **Once the user has entered the message menu, the blue circle will become white.** If the user has read all the messages, the blue and white circle will disappear and the **Receive Message** icon will return to its original appearance.



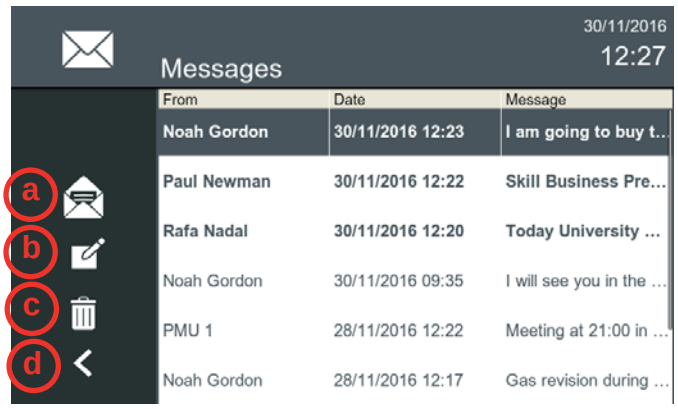

The **messages** screen is accessed by clicking the **receive messages** icon.

Messages are displayed in chronological order, from the last received (up) to the oldest (below). If the list is longer than the screen size, the option to scroll vertically will be offered.

Unread messages are shown in bold. Read messages are shown in standard text.

A message can be selected by clicking on it, or it can also be opened by double-clicking.

The list of received messages will be displayed with the following information: **From / Date and time / First few words of the message.**




The options accessible via the 4 icons include:

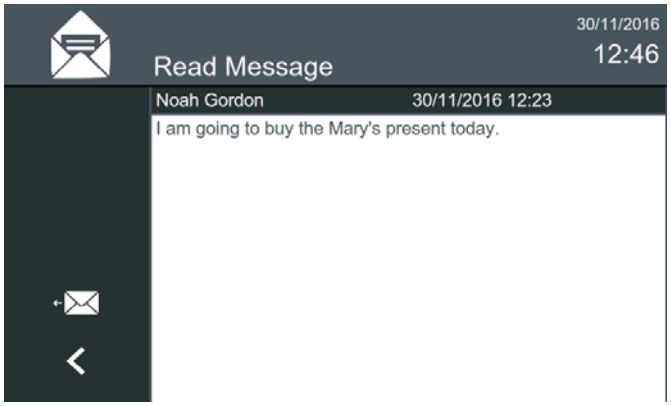
**a) Read message:** Display the message.

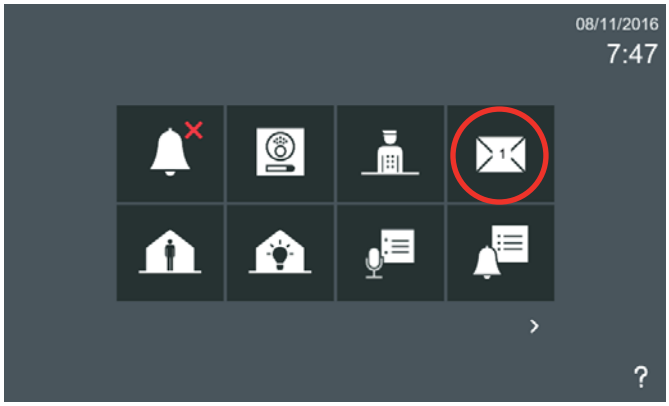
**b) New message:** Write a new message.

**c) Delete message:** Delete the selected message. Multiple messages may be selected.

**c.1) Delete ALL messages:** If no messages are selected, a sustained press on the **Erase Message** icon erases all messages (confirmation will be required).

**d) Return:** Return to the previous menu.




*Notes:*

- *Due to the message capacity limit, if the number of saved messages reaches the maximum and a new message arrives, the oldest message will be deleted in order to allow the new message to be recorded.*
- *The user will have access to the messages menu through the* **receive messages** *icon, as explained in the previous pages, if* **PIN Required** *is not selected in* **(User) Privacy Settings.** ***Reading messages****(Chapter 3.1.6.).*

OUTSIDE

HOUSE

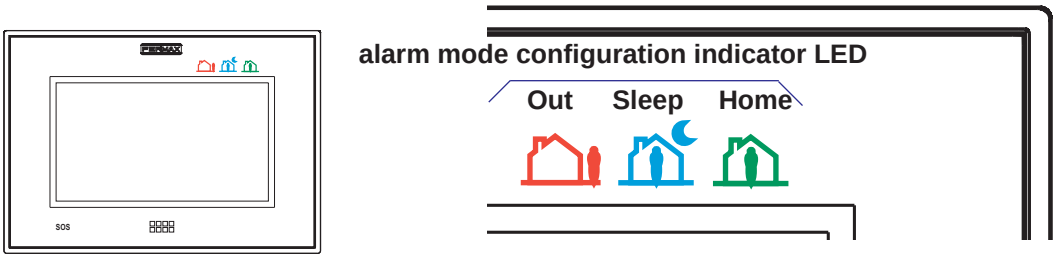
NIGHT

## 3.2.5 Default functions + Optional functions enabled. ALARM MODE

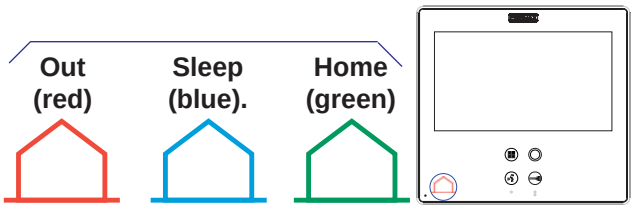
The monitor can manage a proprietary Fermax alarm by means of a Sensor Module.

The monitor can communicate with (and configure) the Sensor Module, and also change the alarm mode to different states. The display shows the current status of the alarm system via a LED and an icon in the start menu. When the Sensor Module receives an alarm activation from one of its sensors, it is transmitted to the monitor, and the monitor triggers the alarm and communicates with the Property Alarm Management Unit (concierge), if necessary. *See chapter3.1.9.5 Alarm settings.*

VIVO

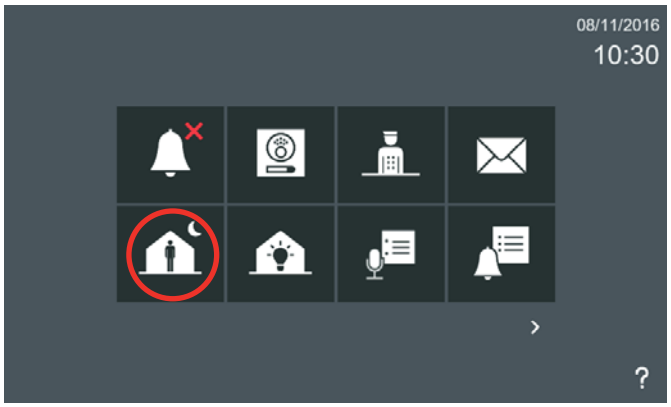


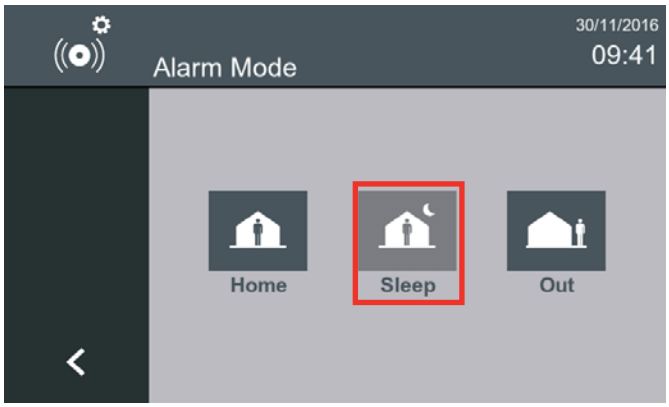

SMILE




Pressing the **Alarm Mode** icon in the start menu accesses the Alarm Mode screen, so that you can change the alarm status.

The alarm icon shows the current status in the start menu, as well as the corresponding alarm LED.



To change the mode, you need to press the desired alarm icon. The following modes may be selected:

**HOME.** Change to House mode. All sensors are disabled, except those in 24/7 areas, which remain armed.

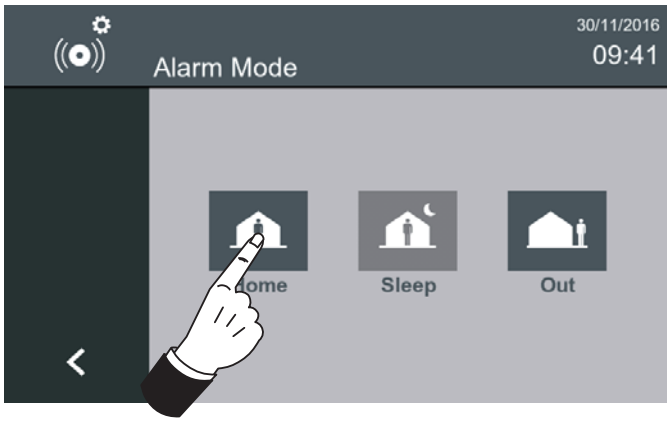
**SLEEP.** Change to Night mode. All sensors in 24/7 areas and Night areas are armed

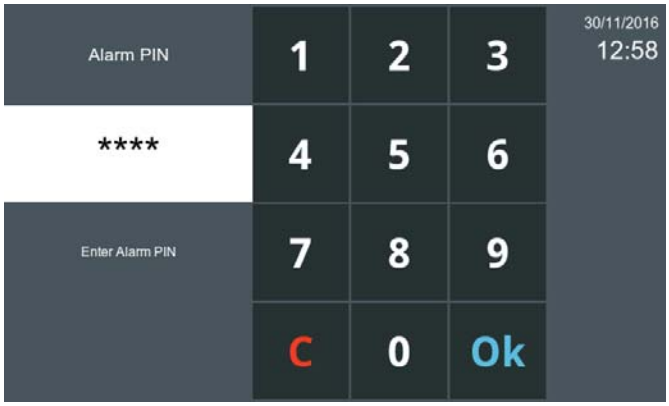
**OUT.** Change to Outside mode. All sensors are enabled, (All areas are armed: 24/7, Night and Outside).

When you step down to a lower-level security mode (for example: from OUTSIDE to HOME or from NIGHT to HOME), the **alarm PIN** code will be requested, which by default is **0000**, and you will then need to press **OK**. For security reasons, we recommend changing it. If the security level is higher, no PIN will be requested.

***Notes:***

- *If you change the mode while no areas are activated, the monitor will arm in the corresponding mode. If any area is active at that time, the monitor will warn you and display it on the screen. Should any of the active areas be instantaneous, the monitor will not allow the mode to be changed.*
- *If an incorrect PIN code is entered 5 consecutive times, an alarm message will be sent to the Property Alarm Management Unit (Concierge).*

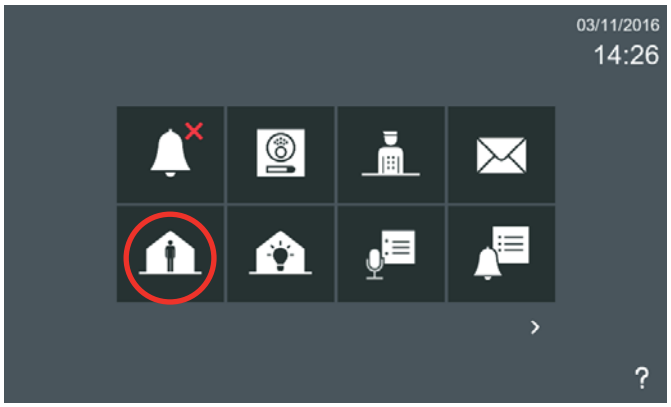


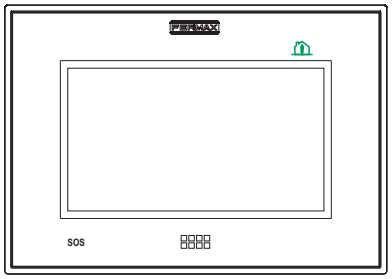




The corresponding alarm LED shows the current status. The monitor periodically checks the alarm status and activates the corresponding LED (HOUSE, OUTSIDE, NIGHT).

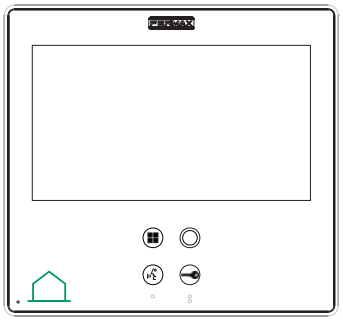
***Notes:***

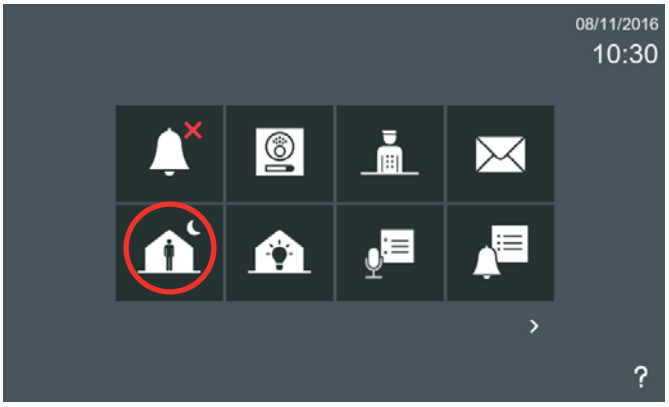
- *If no Sensor Module is detected or configured, the alarm LED will not light up.*
- *If communication between the Sensor Module and the monitor fails, it is reported to the PMU and the corresponding LED icon on the monitor goes out.*

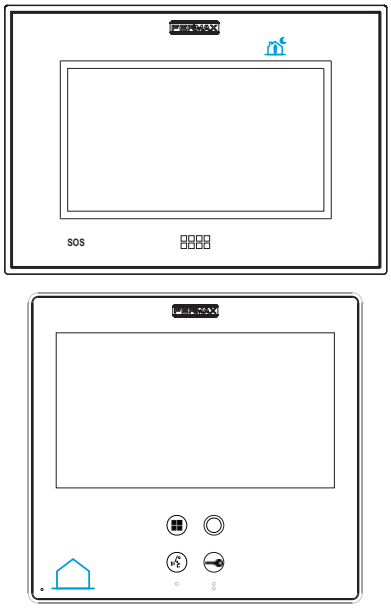


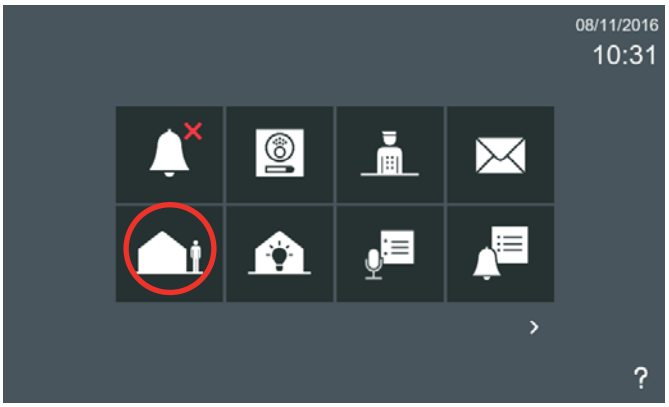

HOME mode.
(green)

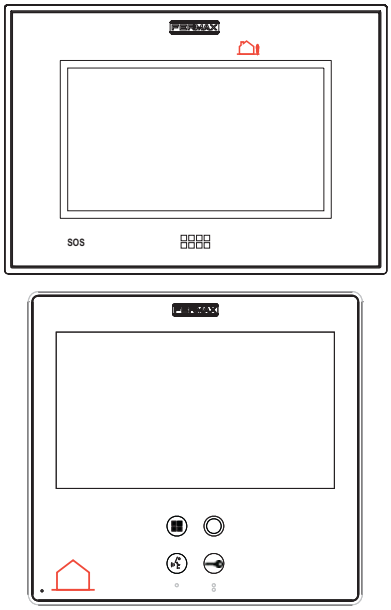





SLEEP mode.
(blue)




OUT mode.
(red)

***Notes:***

- *In areas where Delayed Activation Mode applies, the system will offer a 100-second delay before arming when the safety level is increased. For example: After switching from Home mode to Out mode, 100 seconds will pass during which the door can be opened in order to leave the house without triggering the alarm.*
- *<u>Pre-Alarm Warning</u>. The monitor, after receiving a pre-alarm command from the Sensor Unit Module, displays a keypad allowing you to enter the alarm PIN and deactivate the alarm before it is triggered. When a sensor is activated, the system offers a 40-second pre-alarm period before sending the alarm. For example: After you enter the house, if the alarm mode is set to Off, the system will wait for 40 seconds until the alarm mode is changed to Home or Sleep before sending the alarm.*

When an alarm is triggered, a notification is sent to the corresponding Property Alarm Management Unit (Concierge). The monitor, upon receipt of an alarm, forwards it to the Property Alarm Management Unit, with the following details: The house number, the sensor module address, the area number and the area name (if defined). The monitor will also generate an alarm tone for 300 seconds.

## Sabotage detection system (tamper alarm)

The Vivo monitor has a tamper detection connector. If someone tries to disconnect it, the monitor will generate an alarm sound and send an alarm report to the Property Alarm Management Unit.

Any sabotage action should be detected and communicated to the Property Alarm Management Unit (Concierge). The integrity of the connection between the Sensor Module and the monitor, and between the monitor and the Property Alarm Management Unit, must be guaranteed.

The integrity of the monitor is guaranteed by the tamper detection.

Communication between the monitor and the Sensor Module is checked periodically. The monitor continuously checks the status of the Sensor Module and in the event of failure, the monitor will inform the Property Management Unit of a tamper alarm.

Communication between the Property Management Unit and the monitor is monitored periodically, on the system monitors where the alarm is enabled. If communication should fail, an alarm message will be displayed in the Property Management Unit.

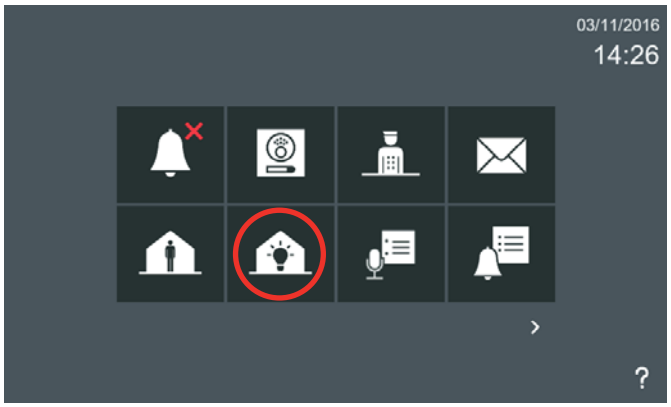
***Note:***

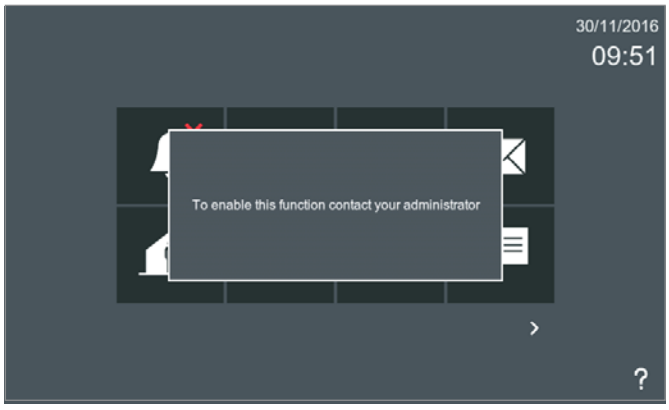
*-The Smile monitor does not have a tamper detection connector.*

## 3.2.6 Default functions + Optional functions enabled. **HOME AUTOMATION**

When the **automation** icon is selected, the web browser that the installer previously pre-configured following the previously explained steps is opened. *See chapter 3.1.9.6 Home Automation settings*

If this function has not been programmed, a message will appear warning that the installer should be contacted.



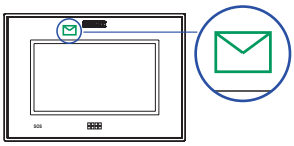
## 3.2.7 Default functions + Optional functions enabled. **AUDIO NOTES**

The **audio notes** feature allows the option to leave audio messages for other people living in the same house. Audio notes are audio messages that can be recorded on the monitor for later playback.

When there are new audio notes to be heard, the user is informed in three different ways:

1. The audio notes icon indicates that there are no audio notes recorded on the monitor, without displaying any numbers.
2. The audio notes icon changes to show that audio notes have been recorded on the monitor, a blue circle showing the number of notes recorded appears, and the message LED lights up.

3. Once the user has entered the **Audio Note** screen by pressing the **audio notes** icon, the blue circle will turn white, this time showing the number of unread messages.



***Notes:***

*- If the user has listened to all the audio notes, the blue / white circle will disappear and the* **Audio Note** *icon will return to its original appearance.*

*- The message LED will go out when the audio notes screen is accessed. The LED will go out when you exit the screen, even if the new messages have not been read.*

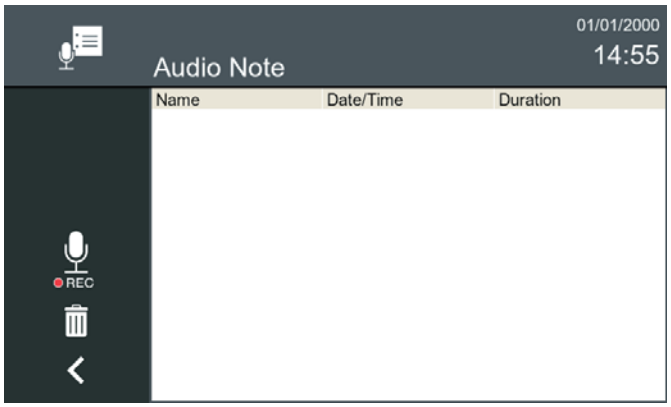
## a) Record audio note

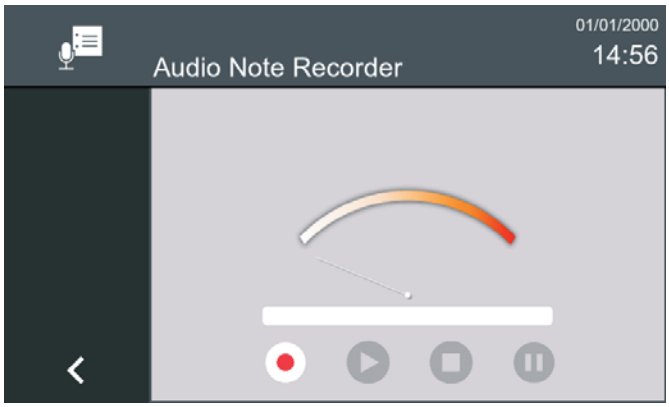
Press the **REC** icon to access the **Recorder** screen.

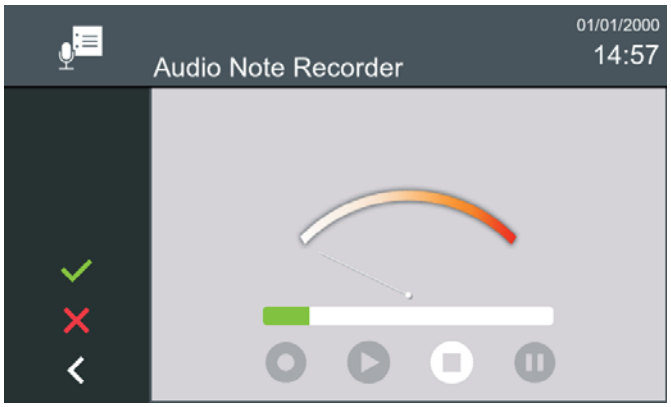
Press the **record** icon to start recording the audio note.

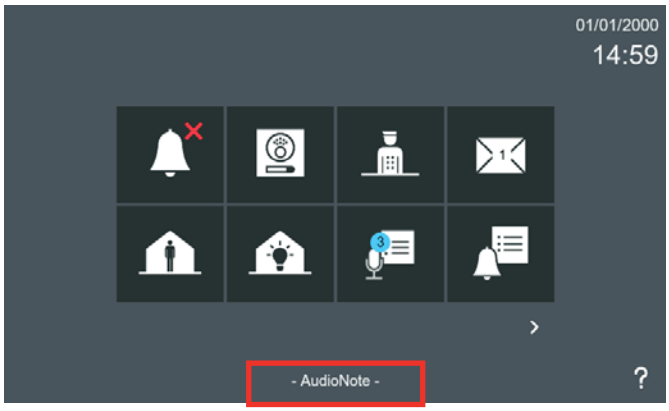
Press the **accept** icon to finalise the recording of the audio note. The maximum recording duration is 30 seconds. This screen also shows a cancellation option. A message will be displayed indicating that the audio note has been recorded.

The Audio Notes icon changes to show that the audio note has been recorded on the monitor, and a blue circle showing the number appears.




## b) Playing back audio notes

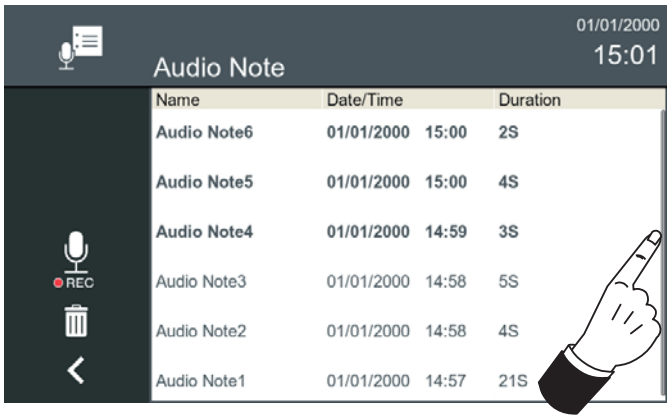
The **Audio Notes** screen is accessed by clicking the **Audio Notes** icon.

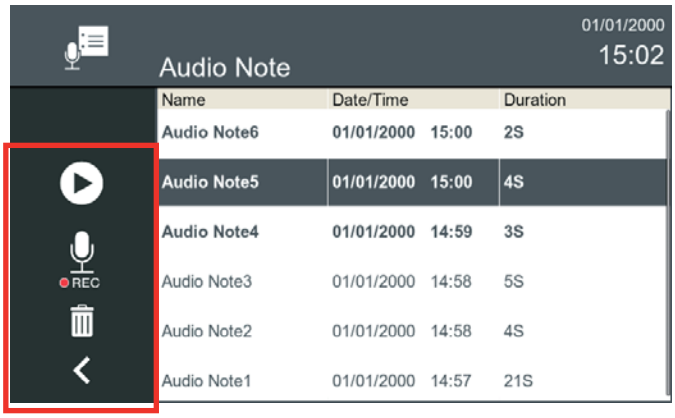
Audio notes are displayed in chronological order, from the last received (up) to the oldest (below). If the list is longer than the screen size, the option to scroll vertically will be offered.

Unread audio notes will be shown in bold. Read audio notes will be shown in standard text.

A note can be selected by clicking on it, or it can also be opened by double-clicking. The list of received audio notes will be displayed with the following information: **Name / Date and time / Duration**

When an audio note is selected, 4 icons will appear offering the following options: **Play audio note, Record new audio note, Delete audio note, Return.**



*Notes:*

- ***Delete audio note*** *(recycle bin), erases the selected audio note. Multiple audio notes may be selected.*
- *You may if you wish* ***erase ALL audio notes,*** *without selecting a note; a sustained press on the* ***delete*** *(recycle bin) icon will erase all audio notes (confirmation is required).*
- *If there is more than one monitor in the apartment, actions taken on one of them will not affect the others, since audio notes are local to each monitor.*
- *The maximum recording duration for all audio notes is 300 seconds.*

## 3.2.8 Default functions + Optional functions enabled. CALL HISTORY

This function allows you to view the call history.

This feature allows the user to open a list of all calls. The lists are available under three different tabs:

**a) Dialed Calls.**

**b) Received Calls.**

**c) Missed calls**

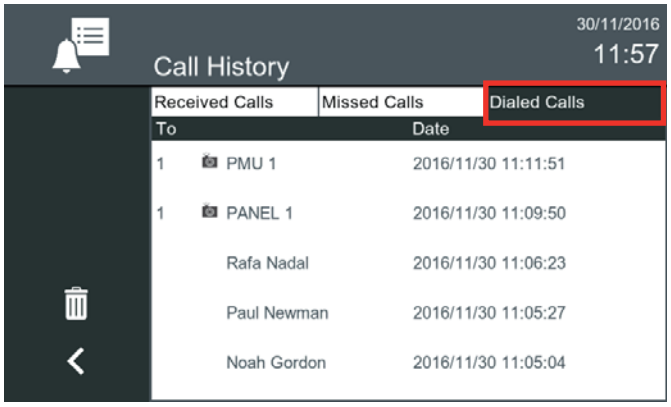
To view the call register, press the **call log** icon on the start screen. The **Call History** screen is displayed, subdivided into the three tabs as described above. Each tab may be selected by clicking on its name. Each tab displays the calls in an ordered list, with the most recent one at the top. If the call shows a camera icon, this indicates that there is an associated image that can be viewed.

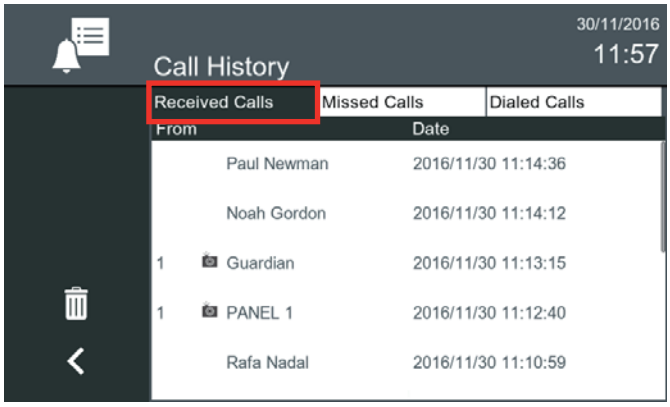
### a) Dialed Calls- b) Received Calls

The **Call History** screen is accessed by clicking the **Call Log** icon.

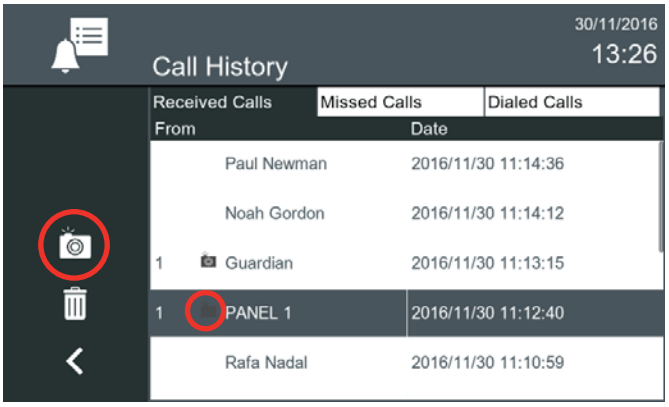
Pressing the **Dialed Calls** tab will cause these to be displayed.

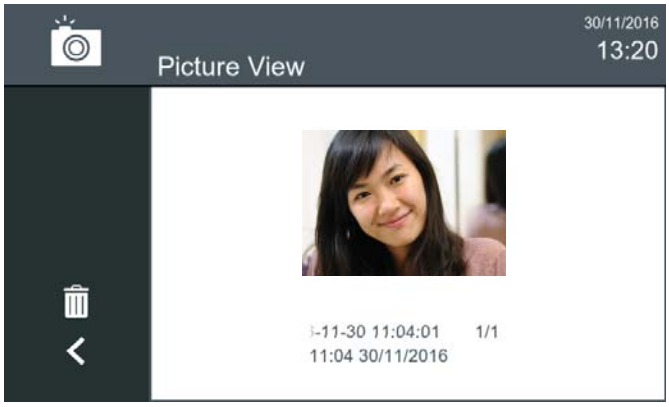
Pressing the **Received Calls** tab will cause these to be displayed.




When the item in the selected list shows a camera icon, the camera button will be available in the left-hand bar.




If the user presses the camera icon, the View Picture screen opens, showing the image associated with the call *(3.2.12 Image Visualisation)*. Should there be more than one image, the viewing window will show the first photograph taken.

### c) Missed calls

The **call log** icon on the home screen may display two different options:

**List of calls.** If the **call log** icon does not display a number, this indicates that no new missed calls have been received.

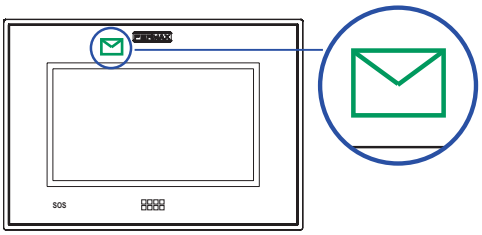
**New list of calls.** The **call log** icon will change to show that there are new missed calls, displaying a blue circle with the number of new missed calls received.

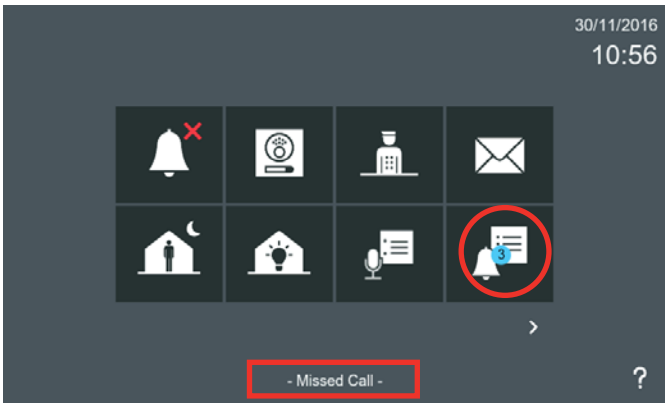
Users are notified of missed calls in three different ways:

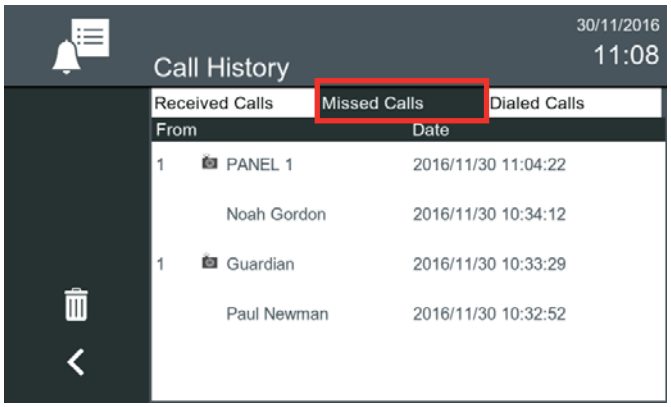
The message icon lights up on the monitor.

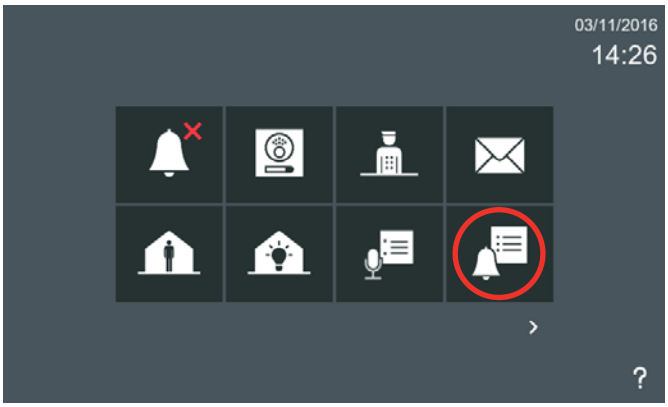
The **call log** icon on the start menu will display a blue circle with the number of new missed calls received.

The status bar will show that a new missed call has been logged.




Once the user has entered the **Call History** screen, the blue circle will disappear and the **call log** icon will revert to its original appearance.

## 3.2.9 Default functions + Optional functions enabled. **INTERNAL CALLS**

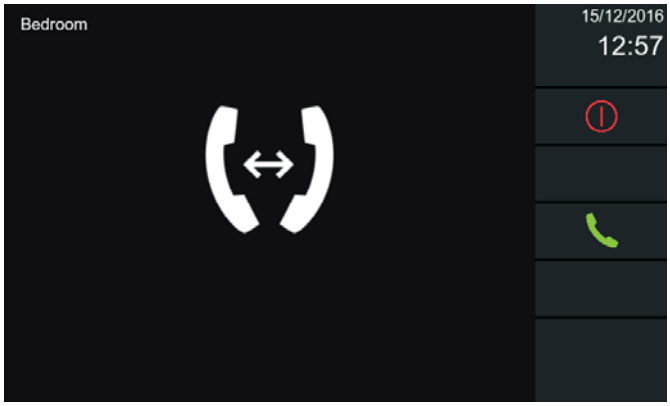
This function allows you to make a call from your monitor to any other monitor in the same property.

Pressing the **internal call** icon **(Monitor Selection)** will display a list of all available monitors. Select the desired monitor and the call is sent automatically.

When you accept the call (on the receiving monitor), the internal call icon (no video) is displayed on both monitors.

The maximum talk time allowed between monitors is 300 seconds.

*See section: 3.1.7 Home-to-home call settings*



## 3.2.10 Default functions + Optional functions enabled. EXTERNAL CALLS

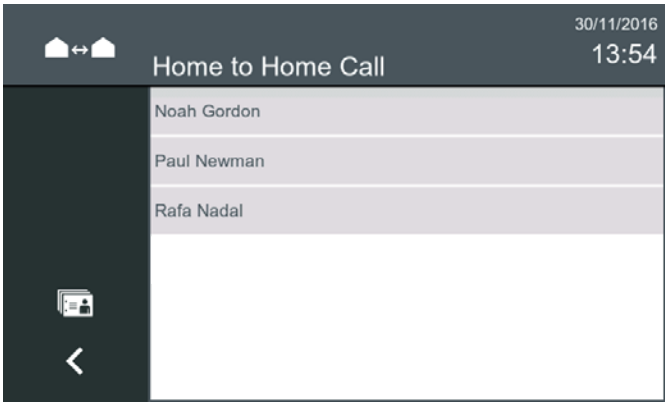
This function allows you to make a call from a monitor to any other monitor on the same installation.

Pressing the **external call** icon **(Home-to-Home call)** will display a list of all available monitors. Select the desired monitor and the call is sent automatically.

When you accept the call (on the receiving monitor), the internal call icon (no video) is displayed on both monitors.

The maximum talk time allowed between monitors is 300 seconds.

*See sections: 3.1.7 Home-to-home call settings and 3.2.18 Contact list - Friend request.*



## 3.2.11 Default functions + Optional functions enabled. IP CAMERAS

This function allows you to turn on an IP camera automatically.

When the **IP Cameras** icon is clicked, a **name** (list) of all available IP cameras will be displayed. Select the desired camera to display the image.

The maximum viewing time is 30 minutes.

## 3.2.12 Default functions + Optional functions enabled. **PICTURE VIEW**

This function allows you to view all captured images.

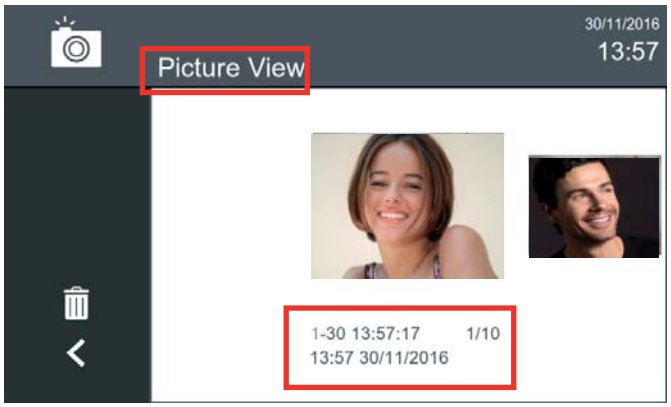
To see images that have been captured, press the **images** icon on the home screen.

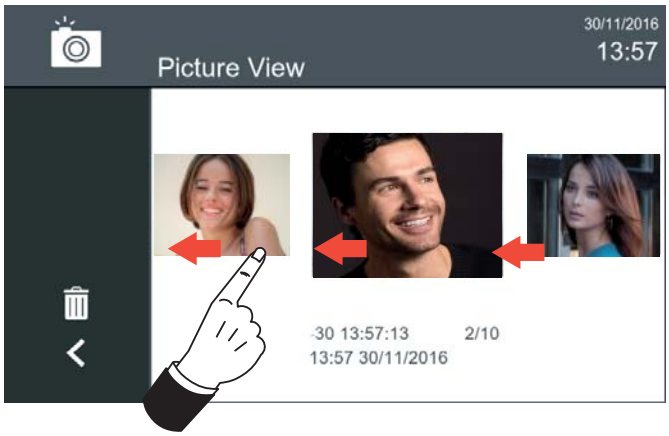
The most recent image is displayed, along with the pre-defined description of the **Terminal from which the call was made, the date and the time.** Scrolling from left to right will display the most recent photos (sequentially).

If the image is pressed once, it will be displayed in full-screen mode. Clicking on the image again will take the user back to the previous presentation.

To **delete** an image, select the desired image and press the **delete** button (recycle bin); confirmation will be required. The selected image (which will be displayed a little larger than the rest) will be deleted.

**IMAGE RESET.** To **erase all existing images**, hold down the **delete** (recycle bin) button for more than 1 second. Confirmation will be required. These actions are not synchronised across monitors in the same house.



## 3.2.13 Default functions + Optional functions enabled. **LIFT CONTROL**

When the **lift control** icon is pressed on the start menu, the lift is sent to the floor where the user lives (for a predefined period of time). Up to 3 relays can be activated when this icon is pressed (depending on the installation / configuration determined by the installer, parameters defined under the *option 3.1.9.3 Lift control settings)*. The relay must be in the same block as the monitor. The monitor displays the action undertaken on the screen.

## 3.2.14 Default functions + Optional functions enabled. **DOORMATIC**

According to configuration.

## 3.2.15 Default functions + Optional functions enabled. **SEND MESSAGES**

This function allows you to send messages.

The monitor can send text messages to the PMU Property Management Units and other monitors (found in the contact list, see chapter *3.2.18 Contact list - Friendship request).*

Description of existing fields in the **send message** screen:

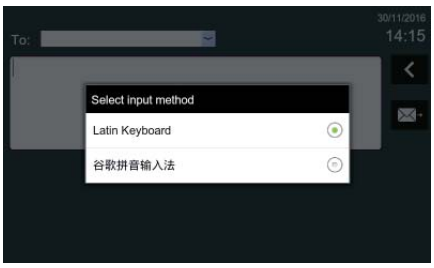
**For:** Select the intended recipient from the drop-down list shown.

Press the screen to position the cursor.

**Return**

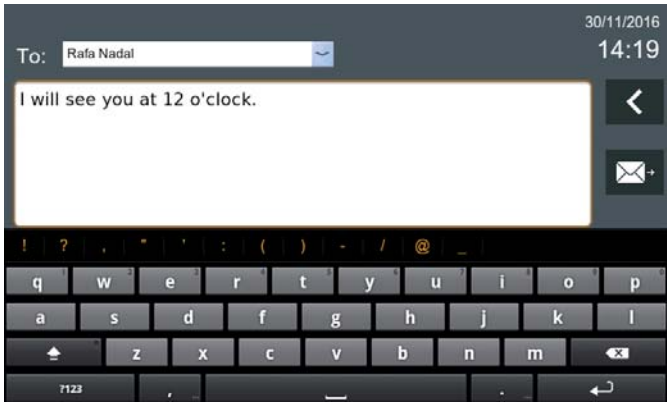
**Send message**

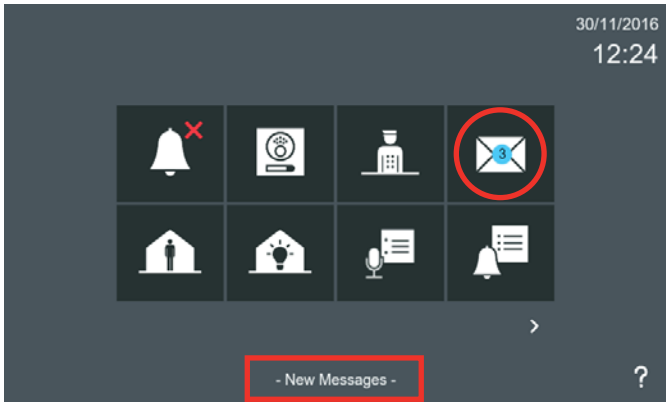
Press the screen and hold to change the language input method.




On the **send message** screen, all the necessary fields are displayed to compose the message and send it. Once the recipient has been selected (For) and the message has been written, the **send** icon can be clicked.

The selected monitor will receive the message. *See chapter: 3.2.4 Receive messages*




***Notes:***

- *Due to the message capacity limit, if the number of saved messages reaches the maximum and a new message arrives, the oldest message will be deleted in order to allow the new message to be recorded.*
- *If there is more than one monitor in the house, actions taken on one of them will affect the others (e.g. Deleting all messages, marking them as read, etc, ...), i.e. the message list is synchronised across all monitors in the same property.*
- *The user will have access to the messages menu through the* **receive messages** *icon, as explained in the previous pages, if* **PIN Required** *is not selected in* ***3.1.6 (User) Privacy Settings.*** ***Reading messages.***

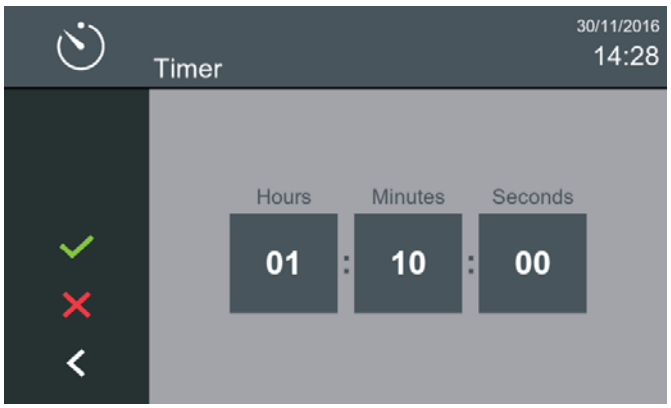
## 3.2.16 Default functions + Optional functions enabled. TIMER

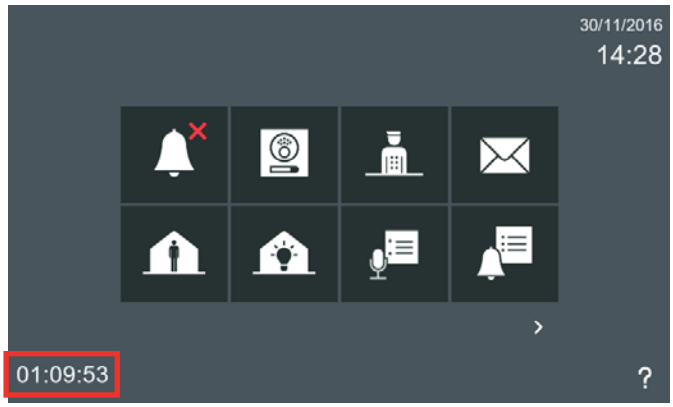
With the **timer** function, the user can set a countdown alarm that will issue a warning when the time reaches 0.

When the timer icon is selected, a screen with a counter is displayed allowing you to select hours, minutes and seconds, the default time is: 00:00:00. By sliding a finger down or up on each number, you can select the desired value. The timer can be set, like a countdown alarm, for a maximum time of 99 hours, 59 minutes, 59 seconds down to a minimum of 1 second.

Pressing confirm starts the countdown and returns to the start menu (the remaining time will be displayed in the lower left of the screen).

When the counter reaches 00:00:00, the selected sound will be played. It is possible to cancel the countdown alarm by pressing the timer icon and selecting the cancel option.



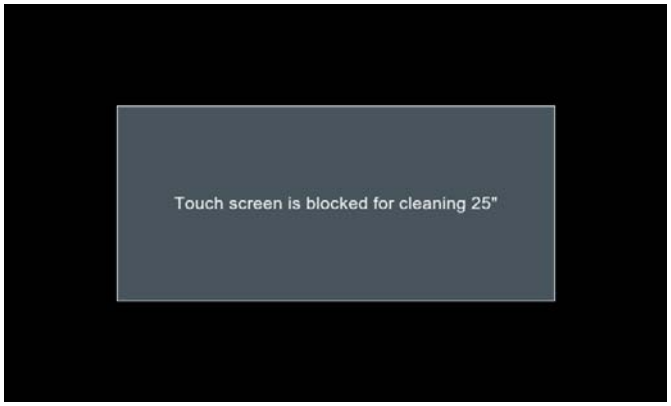

***Note:***

- *The timer alarm tone can be selected. This may be done by selecting* ***General Settings*** *and accessing the screen where the 3.1.1 Call Settings option is located.*

## 3.2.17 Default functions + Optional functions enabled. SCREEN CLEANING

The **screen cleaning** feature will disable the touch screen and capacitive buttons for 30 seconds. During this time no action is recognised from the touch interface, giving the user time to clean the screen.

A countdown indicating the remaining time will be displayed on the screen.




***Notes:***

*- Should a call come through during the cleaning period, the monitor will unlock itself automatically.*

*- Use only a soft, lint-free cloth for cleaning. Abrasive cloths, towels, paper towels and similar products may cause damage to the monitor screen. Avoid getting any liquid and moisture in the openings. Do not use aerosols, solvents or abrasives. Do not spray cleaning agents on directly.*

contact list

## 3.2.18 Default functions + Optional functions enabled. **CONTACT LIST - FRIENDSHIP REQUEST**

A list of all available monitors will be displayed on the **Contact List** screen. When the user selects the desired monitor, the call is sent automatically.

The monitor can manage two groups of contacts:

friend request

**Allow all incoming calls**

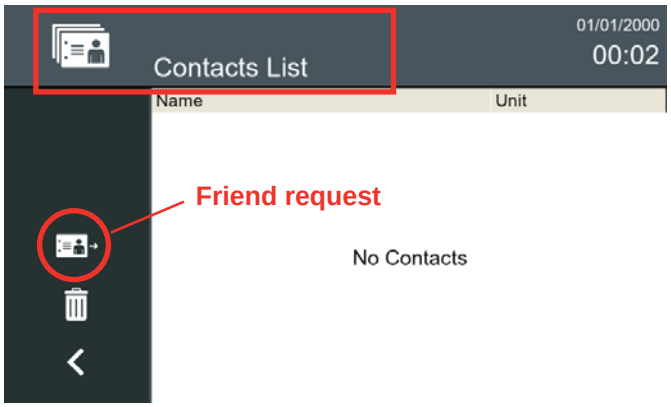
**Only allow calls from friends** Calls can be restricted to **Friendship Requests** via the **Contact List.**

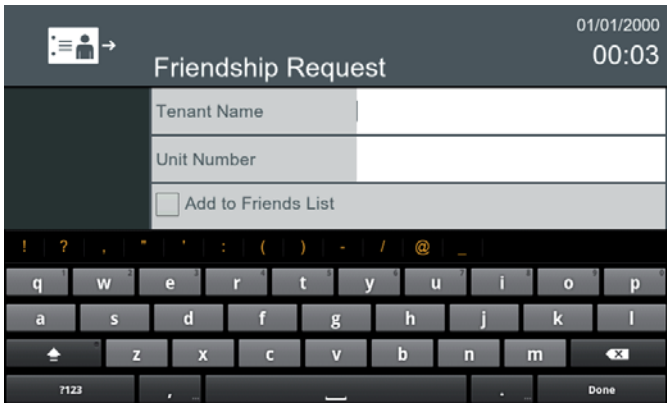
*See chapter 3.1.7 Home-to-home call settings.*

The monitor allows calls between different homes, however to preserve privacy, you can generate a **list of friendship requests,** to accept calls only from a list of friends.

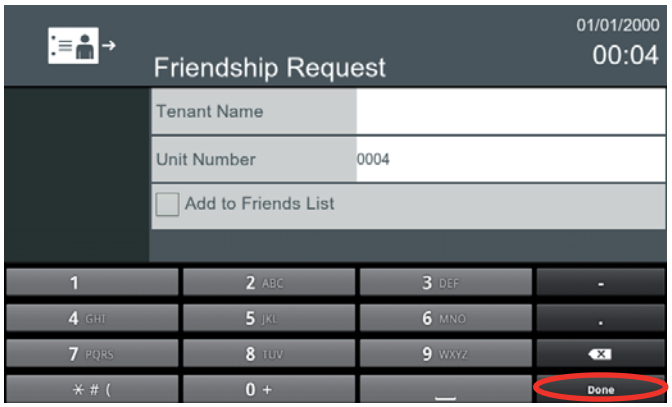
***Note:***

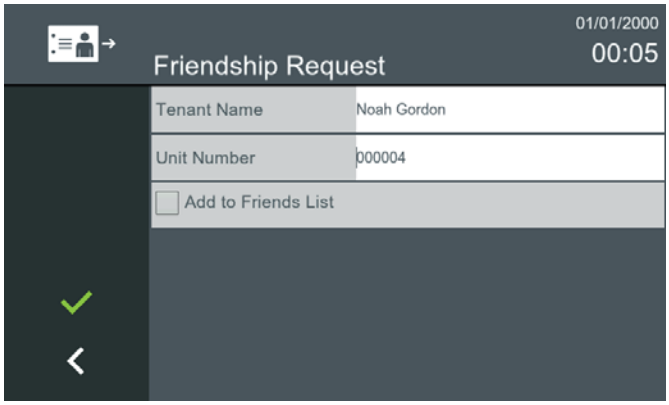
*- This function is synchronised across all monitors belonging to the same unit.*



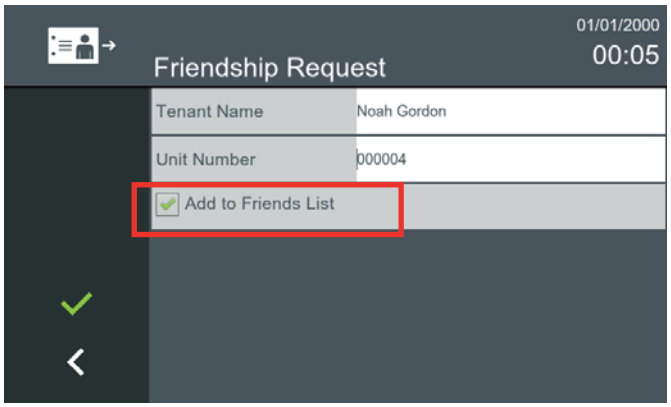

When a user wants to call another home on the same circuit, a **Friendship Request** must first be sent by clicking the icon. A window for filling out this request is displayed automatically.



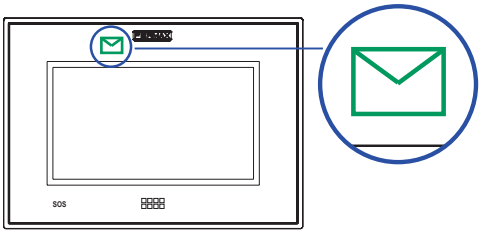

If you enter the house number (Block-no. Monitor), for example: 000004, upon pressing "**Ready**" the name of the tenant will be filled in automatically.

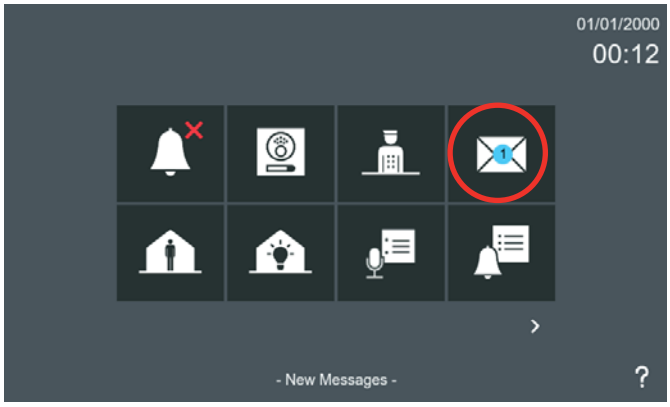
Select **Add to Friends List** and press confirm.




***Note:***
*- Once confirmed, a text message is sent to the destination home, and a screen appears indicating that the* ***friendship request*** *is being sent.*

When the message is received at the destination home, the message icon on the monitor lights up and a "beep" is heard (this sound is optional and can be disabled): *3.1.1 Call Settings*





Press on the message to select it.

***Note:***
*- Friendship requests between monitors are recorded in the general messages list.*

Once the message is selected, press **Read Message.**

The message will be visible at the destination home, and the following options will be available:

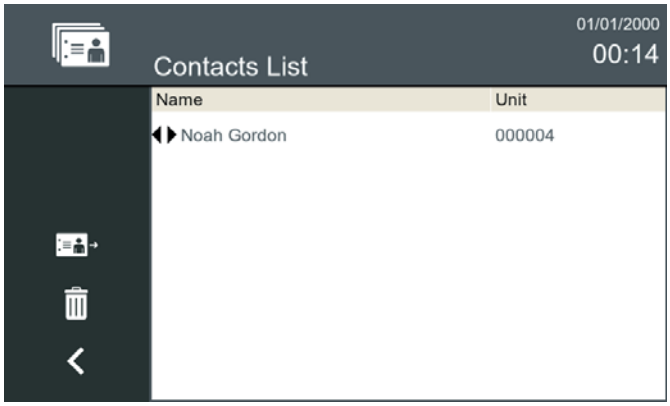
**Accept.** When pressed, a friend request acceptance confirmation message is sent to the originating home, which shows the housing label (if available). This home will be included in the accept calls list of the destination home (in all the monitors that have this) and in the friends list of the originating home (all the monitors).

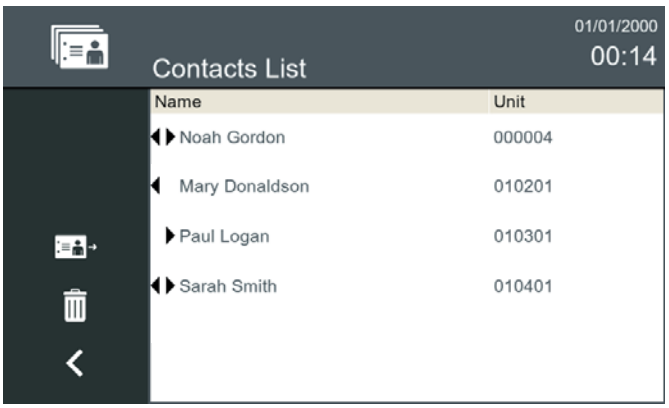
**Send a message.**

**Reject.** When pressed, a message is sent to the originating home confirming the refusal (*provided the TFT is on*).

**Exit.** No response will be sent.

If you click accept, an acceptance message is sent to the originating home and if the **Contact List** option is opened, the destination tag will display the housing label (if available).




***Note:***

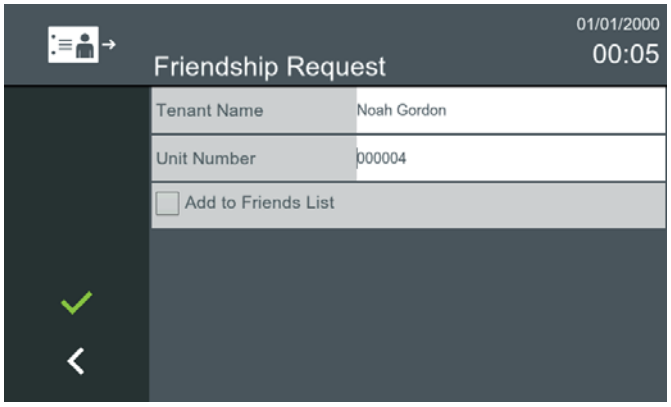
*- If one of the contacts in the friends list is not reachable (if, for example, their monitor has been disconnected) the entry is still shown in the list, but in light grey and italics to indicate that you cannot call them.*

The contact list shows who you can call, and who can call you:

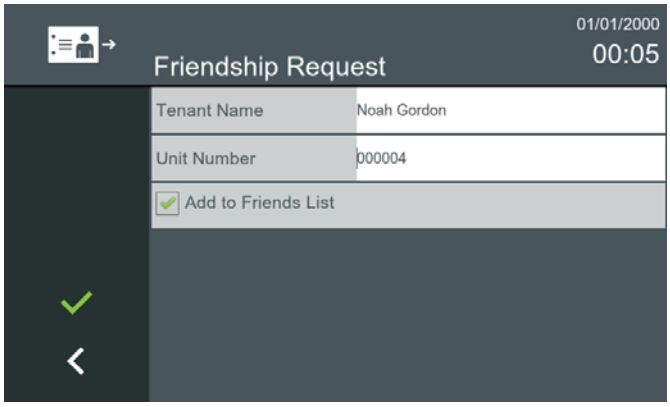
▶ (Arrow pointing to the right), appear in their list, but they do not appear in yours so you can receive calls from that contact.

◀ (Arrow pointing to the left), appear in your list, but you do not appear in theirs so you can receive calls from that contact.

◀▶(Two arrows) indicate that the contact belongs to both lists, so that the user can receive calls from the contact or make calls to the contact.




If **Add to Friends List** is selected in the Request, the contact displays two arrows, meaning that the user can receive calls from that contact or make calls to that contact.




If **Add to Friends List** is NOT selected in the Friendship Request, the contact displays an arrow pointing to the right or to the left, depending on the monitor, and therefore the user can perform the corresponding operation as explained above.

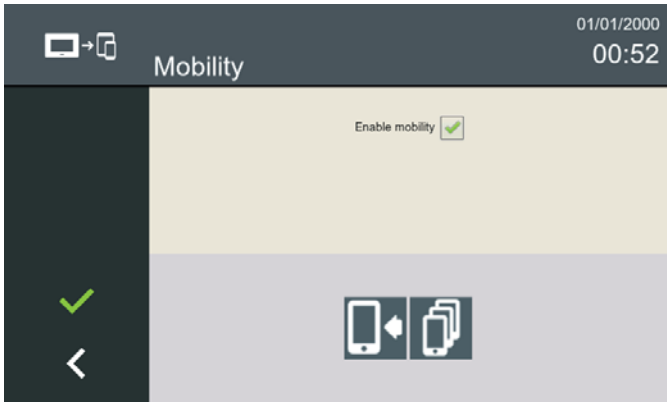
vivo

smile

## 3.2.19 Default functions + Optional functions enabled. **MOBILITY**

This function allows you to link the monitor to multiple mobile devices.

When the **mobility** function is selected, the following screen will appear:




This screen shows the function in the title (in this case, it concerns mobility) and there is also a check box to **enable mobility** in the current unit. If the user selects this option, Call Divert is activated and from that moment on, any linked mobile telephones will receive call notifications. If the option is not selected, Call Divert will not be activated.

***Note:***
*- Both actions, whether activating or deactivating the mobility feature, will take about 5 minutes to take effect once the user requests them.*

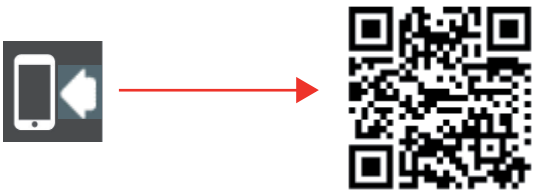
There are also two other buttons, with the following functionality:

## a) Link mobile device

Lets you link a mobile device to the current unit.

Linking a new mobile device to the current unit requires the installation and activation of the Lynxed Mobile app on the device intended to be linked.

First, once the user has enabled mobility for the unit, the complete process starts with the selection of the **"Link device"** button:



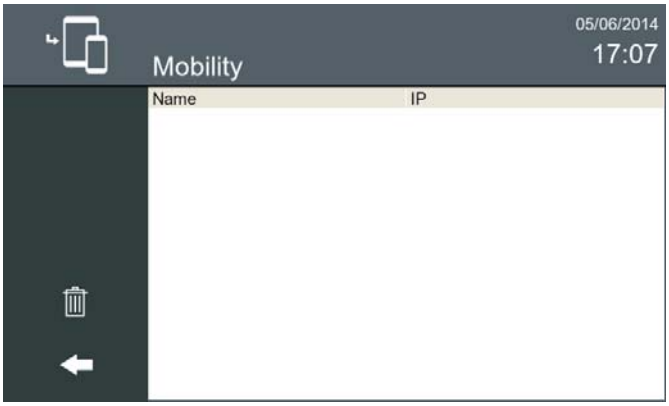
A **QR code** will appear on the VIVO monitor screen, ready to be detected by the Lynx Mobile application.

***Note:***
*- Consult the manual Code. 970021 Property Management Unit Manual (concierge) for more details on LYNXED app settings.*

## B) List of mobile devices

This is the list of linked devices.

Displays a list of the currently linked devices associated with the current unit.



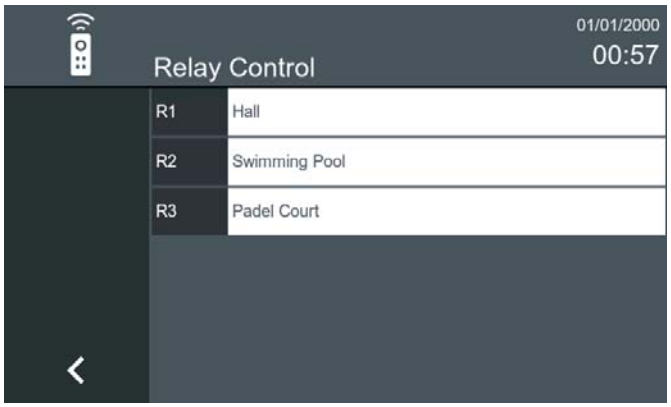

During the device linking process, some of the entries shown on the list will appear alongside the text **"Waiting for mobile info".** These entries will be updated with the assigned device names when they are ready for connection.

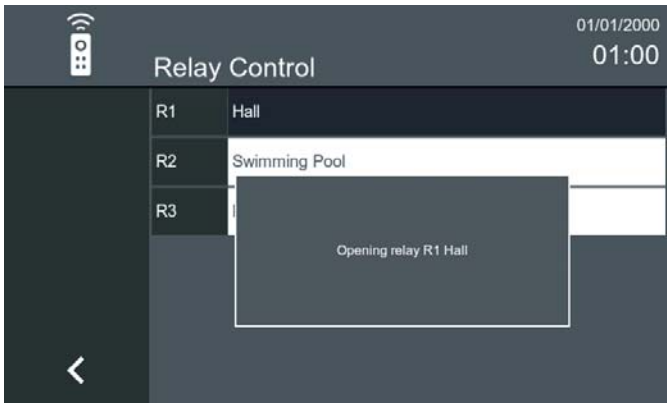
***Note:***
*- If the devices do not respond, these data will be automatically deleted after 20 minutes.*

## 3.2.20 Default functions + Optional functions enabled. **RELAY CONTROL**

This function will allow you to activate any relay from the list for 3 seconds.

This option displays a list with the relay identifier and the relay name. The user can activate a relay for **3 seconds** by clicking on the corresponding row in the list. The list only shows the relays configured under the *3.1.9.10 Relay control* option.




## 3.2.21 Default functions + Optional functions enabled. **F1**

Function only available on SMILE MONITORS.

The F1 function works as an output and sends a negative output.

If the F1 function is enabled, the terminal F1 / T and + is set to output and detects the F1 icon on the monitor screen, displaying a confirmation screen for a couple of seconds. To enable the function, see the *3.1.9.4 Optional Functions* option to see the operation.

***Note:***
*- If it is not enabled, the terminal functions as an input to connect a pushbutton and doorbell functionality.*

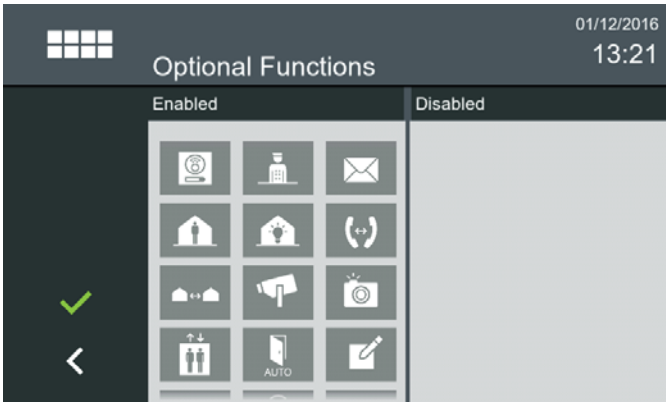
## 3.2.22 Default functions + Optional functions enabled. **INDUCTION LOOP**

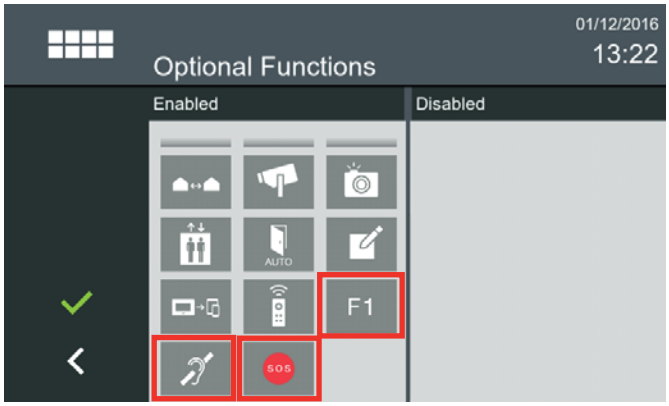
Function available only on SMILE monitors with induction loop,

This function allows the induction loop to work with devices worn by people with hearing disabilities.

For the monitor loop to function (induction loop models), the Induction Loop icon must have been pre-enabled by the installer. To enable the function, see the *3.1.9.4 Optional Functions* option. *On SMILE monitors, this screen is slightly different due to the functions available on this model which are not present on the VIVO and VIVO+ models.*

***Note:***
*- For hearing aid with manual mode selection, the Digital Mode must be set.*



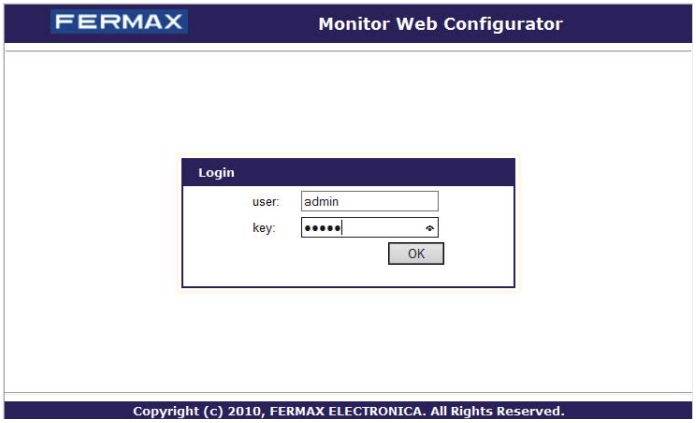

# 4 CONFIGURING THE MONITOR FROM THE WEB SERVER

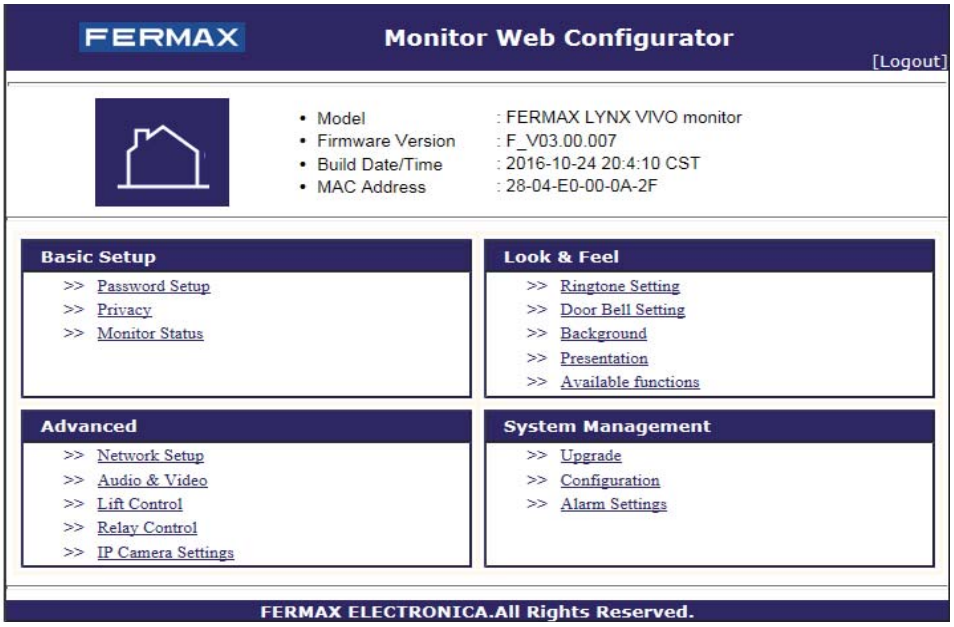
The monitor has an integrated web server, allowing for configuration changes. This web server is accessed via the monitor's IP address. The monitor's IP address should by factory default be 10.0.0.1 (Block # 0, Unit # 1), but the monitor will surely already have a corresponding installation IP address, which will have been assigned under the *3.1.9.1 Monitor settings* option.

*For more details of the various settings, see chapter 3.1 General Settings.*

The browser opens with the configured IP address of the monitor. A screen opens requesting a username and password:

- **User** by default: **admin**
- **Password** by default: **admin**



# 5 CALLS

## 5.1 RECEIVING CALLS

The monitor can receive calls from:

- Outdoor panels
  - General Entrances
  - Panels within its block
  - Panels associated with the same home
- Concierges (Property Management Unit = PMU)
- Another monitor installed in the same home/apartment.
- Another monitor on the same installation.

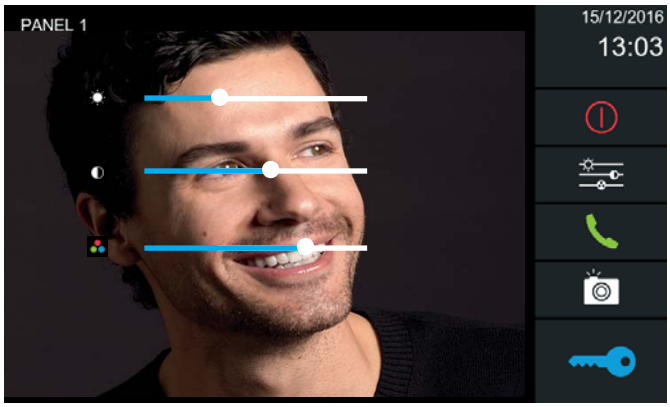
Conversation screen.

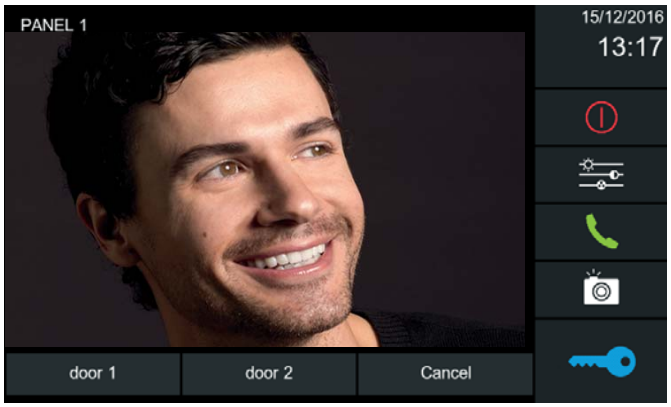
When a call is received, the **conversation screen** will open automatically.

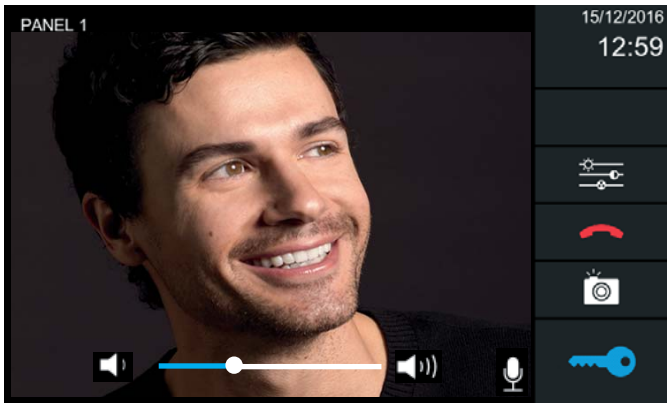
The information and icons appearing on the conversation screen may vary, depending on the terminal from which the call was made and the function being applied.

***Important note:***

*- The monitor is a security device that allows a user to determine the identity of a visitor. Granting or refusing access to visitors is entirely the choice and responsibility of the resident.*



When you receive a call, you have 30 seconds to answer before the device returns to idle.

If the audio channel is opened, the communication will end automatically after 90 seconds or when the end call button is pressed.

**Reject call**

**Answer call.** This icon, when activated, changes to the end of conversation icon (hung-up).

**End call**

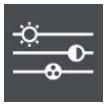
**Door release.** If only one relay is defined for the panel, the door may be opened by pressing the key icon. If there are two relays defined on the panel, a menu appears asking the user to select one of them.

**Picture capture (manual).** Images can be saved from this screen. The image freezes for 1 second and a camera flash sound effect is played. During this time, the image icon turns green. The camera flash sound effect does not play if the audio connection is open. Up to 128 pictures may be taken. If the memory is full and a call is received, old photos will be deleted to save new ones.

For further details see sections: *3.2.12 Images visualisation* and *3.1.4 Picture settings.*

**Audio settings.** The rising audio volume can be adjusted with the setting bar. This volume adjustment bar is only available when the audio is active.

**MUTE.** This lets you temporarily turn off the audio (i.e. mute it), to prevent an indoor conversation from being overheard on the outdoor panel. This icon is available only when the audio is active and the conversation mode is set to hands-free.



**Video settings**

**Colour**

**Brightness**

**Contrast**

**"Push to Talk" audio mode.** This mode works by pressing the corresponding button to speak, and releasing it to listen.

For further details see *chapter*: *3.1.8 "Push to talk" audio mode.*

***Important note:***

*1) Communication with panel or PMU. While the "Push to talk" audio mode is active, if you press the button you are in control of the channel and the other user cannot interrupt you.*

*2) Communication with another monitor. Only the monitor initiating the call can use the "Push to talk" audio mode, to avoid conflicts and communication problems.*

Information and icons that are displayed, depending upon the terminal from which the call was made:

| | Terminal initiating the call | Date and Time | Reject call | Answer call | Video settings | video capture | Door release |
|---|---|---|---|---|---|---|---|
| **OUTDOOR PANEL** | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| **PMU (Concierge)** | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ |
| **Monitor** (same apartment) | ✓ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ |
| **Monitor** (another apartment) | ✓ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ |

***Notes:***

- ***Receiving calls with several monitors in the house.*** *If there is more than one monitor in the house, all the monitors will sound and display the* **conversation screen** *with the incoming call. When one of them responds, the others will stop ringing and return to idle.*
- ***Receiving calls with several monitors in the house and one being involved in a conversation.*** *If a call is received, the incoming call is announced on all available monitors (extensions), but only the monitor with the call in progress (the one holding the conversation) is authorised to accept or reject it. If the second call is accepted, the first is terminated at both ends, and is connected to the second.*

## 5.2 MAKE CALLS

The monitor can make calls to:

- Outdoor panels
  - General Entrances
  - Panels within its block
  - Panels associated with the same home
- Concierges (Property Management Unit = PMU)
- Another monitor installed in the same dwelling.
- Another monitor on the same circuit.

Conversation screen.

When a call is received, the **conversation screen** will open automatically.

The information and icons appearing on the conversation screen may vary, depending on the terminal from which the call was made and the function being applied.

### a) Call/connection outdoor panel

*See chapter 3.2.2 Camera Activates.*

### b) IP camera connection

*See chapter 3.2.11 IP Cameras.*

### c) Call the Property Management Unit - PMU (concierge)

*See chapter 3.2.3 Call property management unit (PMU)*

internal

external

## d) Intercommunication: Calls between monitors

Calls may be made from one monitor to another. There are 2 types of calls:

- **Internal:** when you make a call from your monitor to any other monitor in the same property.
- **External:** when you make a call between properties, i.e. to any monitor on the same circuit.

*See chapter3.2.9 Internal calls*

*See chapter3.2.10 External calls.*

SOS
vivo

smile

## d) Panic calls (SOS button)

A panic call is a special call to the Property Management Unit (PMU) that is in charge of receiving this type of calls; PMU alarms and these calls have priority over all others

In order for the SOS button to work, an ALARM PMU must exist and it must be on the network, otherwise there will be no response when the SOS button is pressed. On the SMILE monitor, the SOS button will flash (red).

***Important notes:***

*- The default Alarm PMU username and password are:*

** user:* ***alarm***

** password:* ***123***

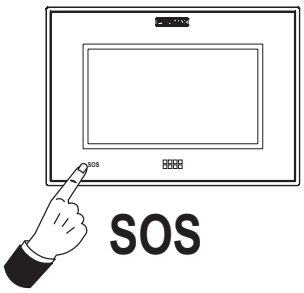
*- For more details see 970021 Property Management Unit Manual - PMU.*

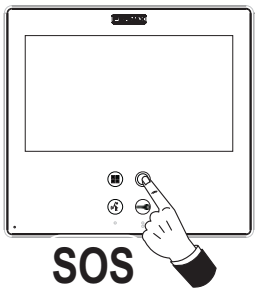
There are three ways to activate a panic call to the concierge:

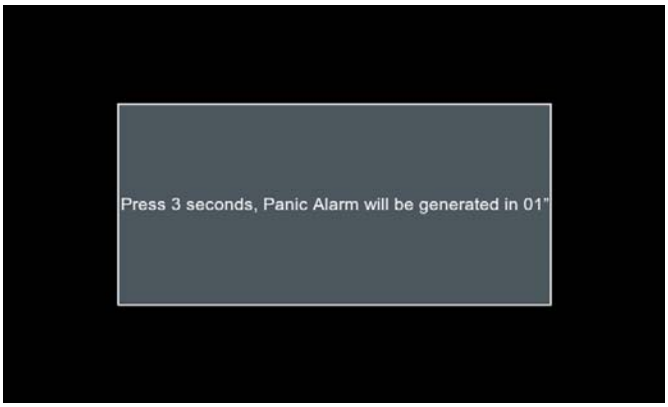
1. **Press the SOS button for 3 seconds.** The monitor displays a message indicating that the panic call will be sent in 3 seconds (and will display the countdown, i.e. the seconds remaining), in addition to an alarm tone.

   The user must hold down the panic button for 3 seconds, to ensure that the panic call is sent to the Alarm PMU.

   If the panic call is sent to the Alarm PMU, when the concierge responds to the call, a video and audio communication between the monitor and the Alarm PMU is established.

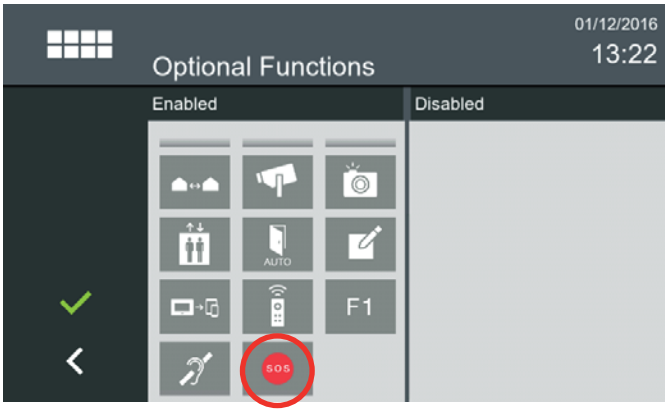



2. **Pressing an external SOS secondary pushbutton** (i.e. a button in the bathroom, in the bedroom ...) that is connected directly to the monitor (to the panic terminals: -, P/A). This is instantaneous. The monitor only sends a panic message to the Concierge. The alarm sound plays for 1 minute on the monitor.

   A panic message is sent to the Alarm PMU, but no video or audio communication between the monitor and the Alarm PMU is established, as the owner will not be in front of the monitor.




***Note regarding SMILE monitors:***

*- For the external panic button to work, the SOS icon must have been enabled by the installer in Optional Functions. See chapter 3.1.9.4 Optional Functions.*

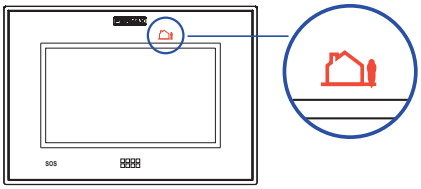
*- The P / A terminal is configured as an input and detects the push of the pushbutton when the SOS function is enabled. If it is not enabled, the terminal functions as an output for the connection of a call extension or a light / doorbell activator.*

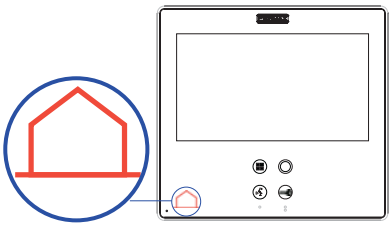
**2a) Silent panic alarm via secondary external SOS button.** When this pushbutton is pressed, the alarm sound plays for 1 minute on the monitor. This sound may be turned off, for instructions please see *3.1.1 Call settings (Silent panic alarm)*. The monitor will still send the panic message to the Alarm PMU, but without playing the alarm sound on the monitor.

**3. Activation of the alarm system.** If an alarm is detected, an alarm message is sent to the Alarm PMU, with information detailing which sensors have activated the alarm.

***Note:*** *An alarm tone will always be played on the monitor. It may be cancelled by entering the alarm PIN, which by default is 0000.*

A panic message is sent to the Alarm PMU, but no video or audio communication between the monitor and the Alarm PMU is established, as the owner will not be in front of the monitor.





Information and icons that are displayed, depending upon the terminal from which the call was made:

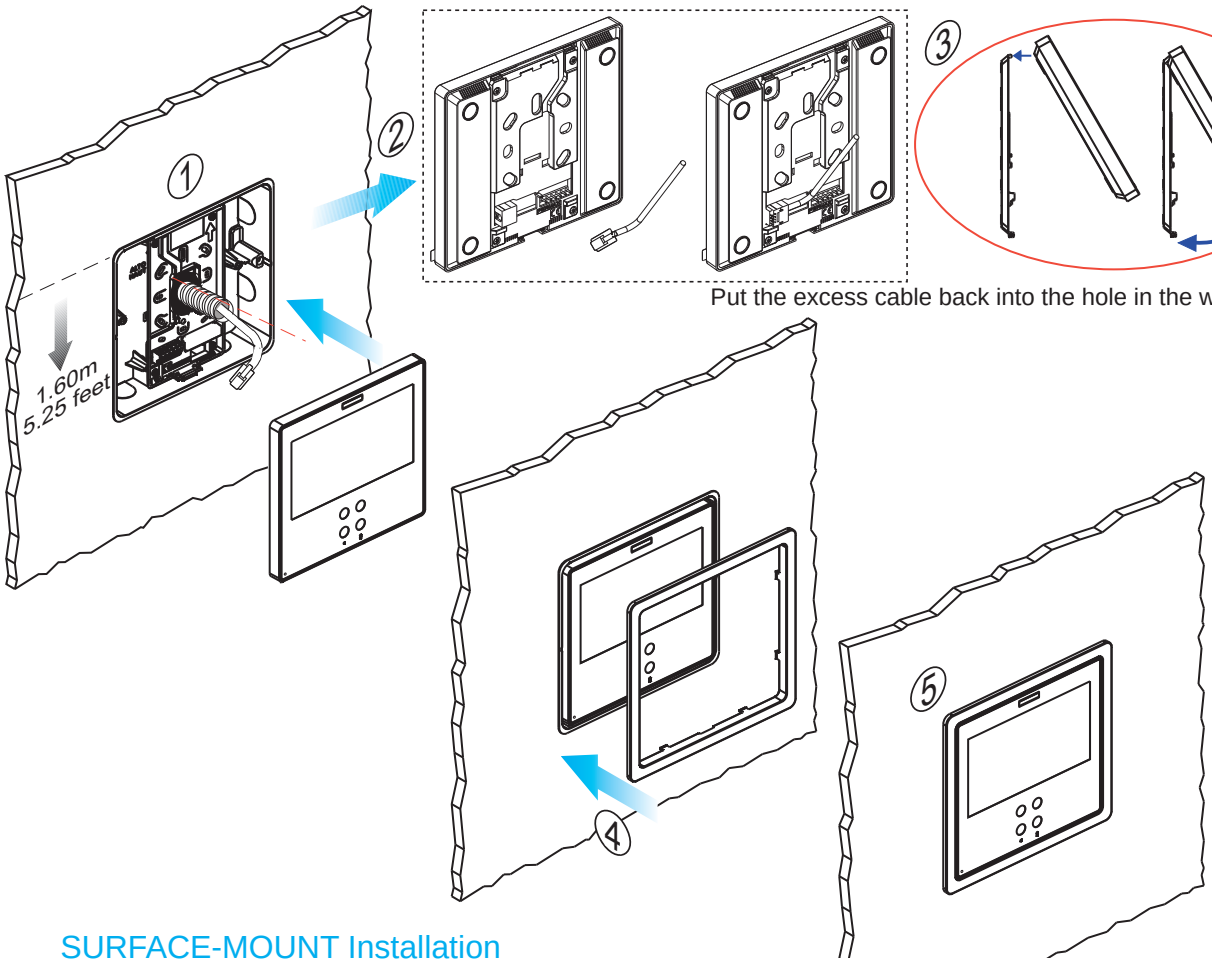
| | Call to | Date and Time | Reject call | Answer call - Activate audio | Video settings | Video capture | Door release |
|---|---|---|---|---|---|---|---|
| **Outdoor panel** | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| **PMU (Concierge)** | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✗ |
| **Monitor** (same apartment) | ✓ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ |
| **Monitor** (another apartment) | ✓ | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ |

# 6 INSTALLATION - MONITOR DIMENSIONS

## 6.1 SMILE MONITOR

### FLUSH-MOUNT Installation

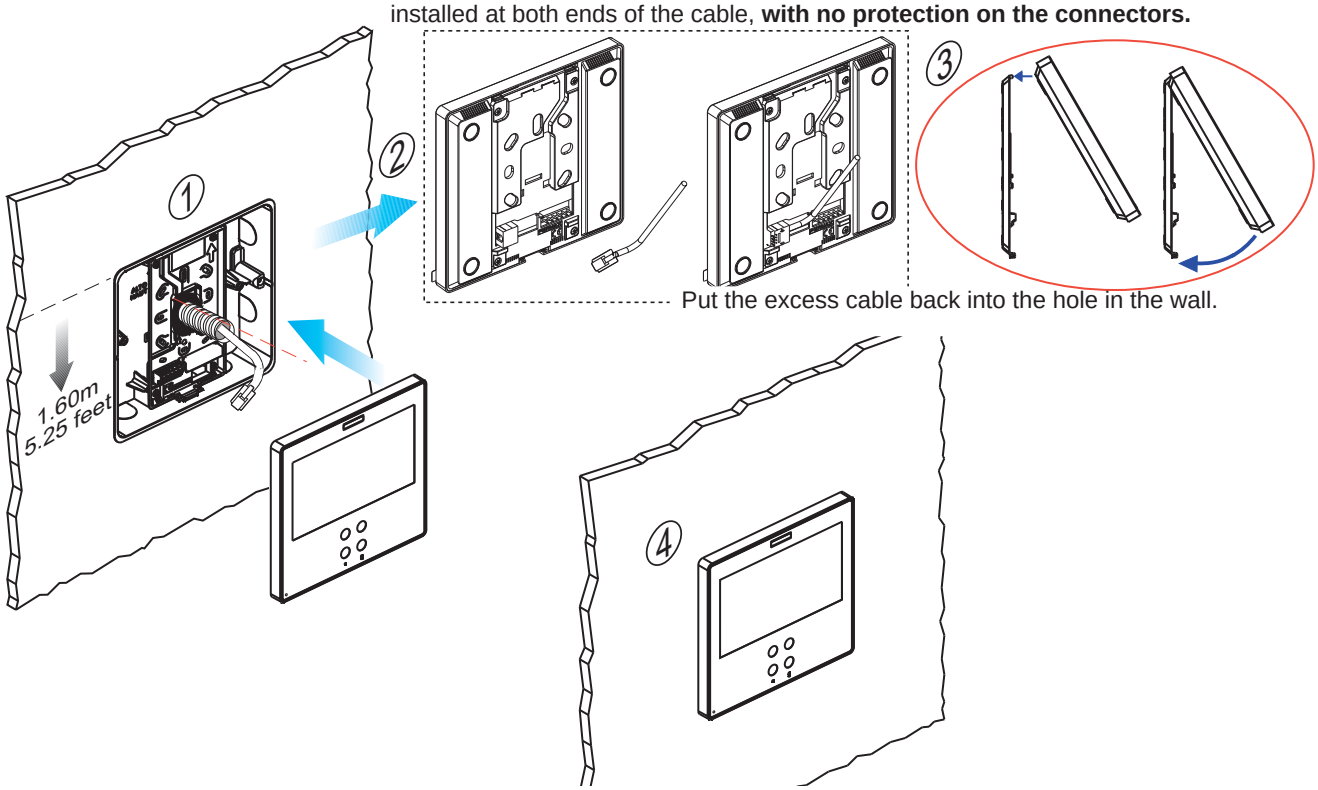
Connect the cable to the RJ-45 connector. The cable should protrude by at least 10 centimetres, to facilitate the connection process. Male RJ45 connectors must be pre-installed at both ends of the cable, **with no protection on the connectors.**




Put the excess cable back into the hole in the wall.

### SURFACE-MOUNT Installation

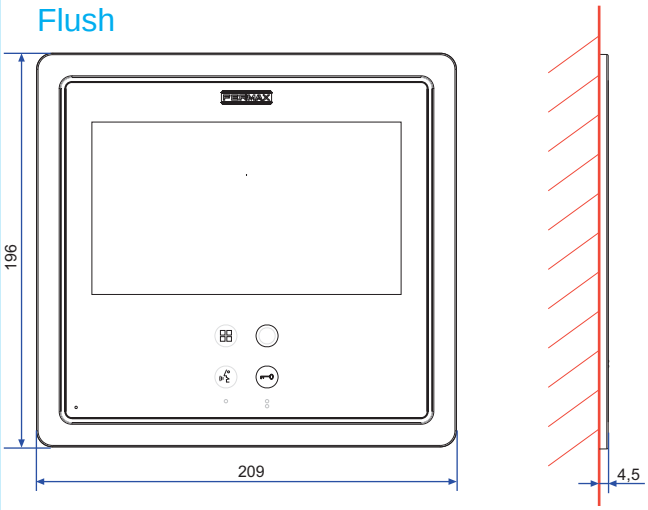
Connect the cable to the RJ-45 connector. The cable should protrude by at least 10 centimetres, to facilitate the connection process. Male RJ45 connectors must be pre-installed at both ends of the cable, **with no protection on the connectors.**




Put the excess cable back into the hole in the wall.

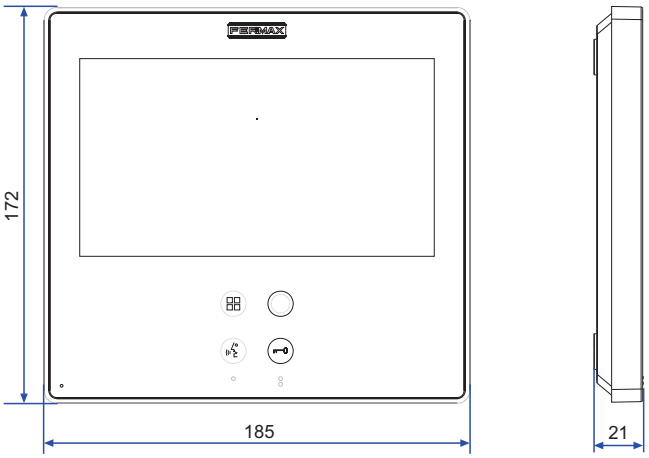
## DIMENSIONS

### Flush



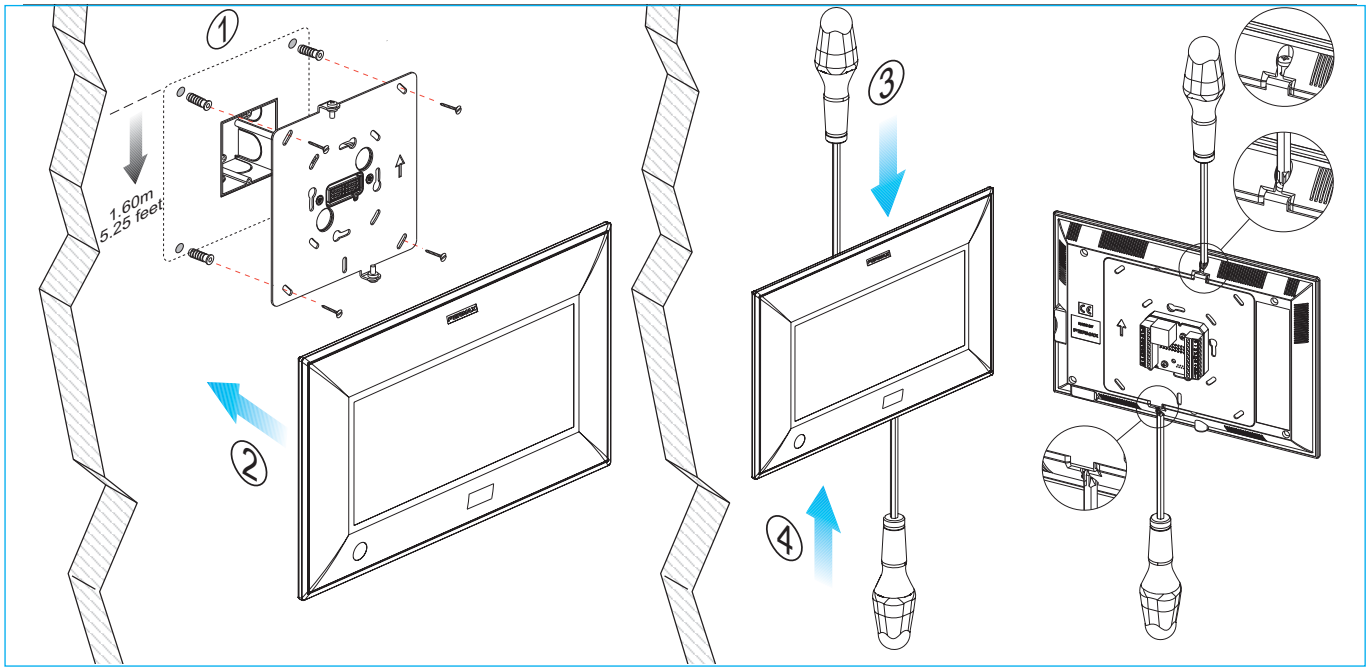

*Dimensions of Fermax flush box, ref. 6551:*
*186 x 198 x 46 mm (Height x Width x Depth)*

### Surface



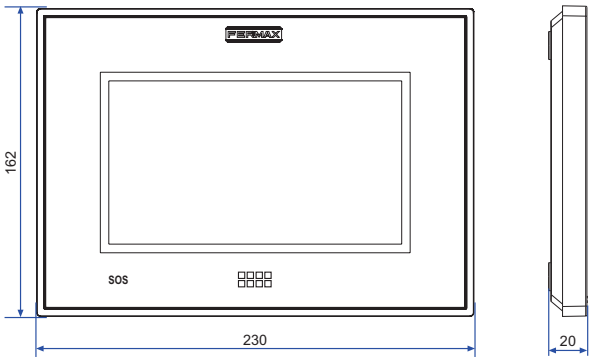

***Note:***
*- Does not require a bezel, (see installation).*

## 6.2 VIVO/VIVO+ MONITOR

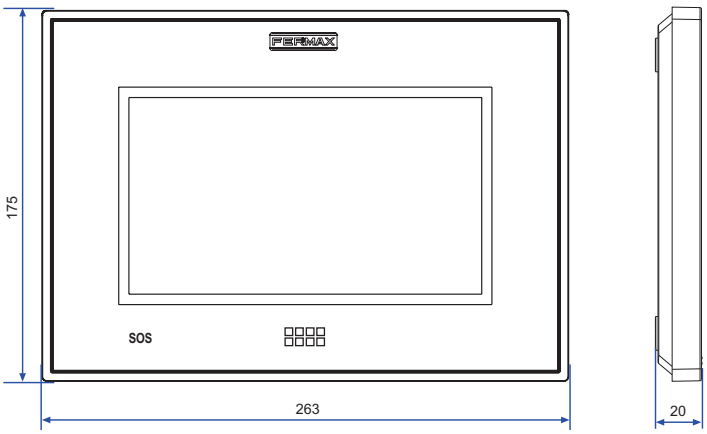



## DIMENSIONS

### Vivo



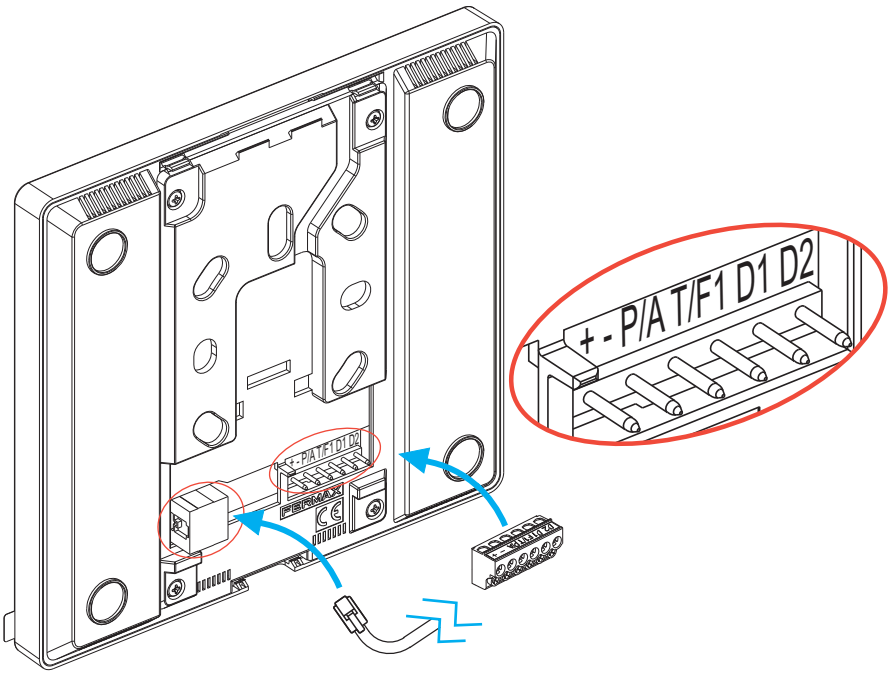

### Vivo+



# 7 CONNECTORS - TECHNICAL SPECIFICATIONS

## 7.1 SMILE MONITOR.

### a) Connectors




Connections:

**RJ-45** 10/100 Base -T Ethernet, powered by mains socket RJ-45.

**+, - :** 12 Vdc power supply, (if PoE switch is not used).

**P/A:** Using this terminal, you can choose between 2 different, mutually exclusive operations: connection of an external panic button or the option to connect a call extension or a light / doorbell activator.

- **P/A, -:** To connect a secondary external SOS panic button (dry contact).
  *See: 5. CALLS / Panic Call (SOS button) / Pressing an external SOS secondary button.*

or

- **P/A, -:** To connect an Electric Call Extension (ref. 2040) or a Light/Buzzer Activator (ref. 2438), (which would be activated by the call).

**T/F1:** Using this terminal, you can choose between 2 different, mutually exclusive operations: connecting a pushbutton for the doorbell or an F1 function that sends a negative output.

- **T/F1, -:** To connect a button for the doorbell.

  ***Note:***

  *- When the doorbell is pressed, the melody selected for this call will be played. The monitor screen will not activate. If the doorbell is pressed during the conversation, the melody is not heard, but a message is displayed on the screen.*

or

- **T/F1, +:** The F1 function works as an output and sends a negative output. For this to work in this way, the F1 icon must have been pre-enabled by the installer. *See: 3.2.21 F1.*

**D1, D2:** RS-485 serial port to communicate with other future systems.

## b) Technical Specifications

- Operating temperature -5ºC to +40ºC.
- Relative humidity: 5-95%, without condensation.

**Consumption** (with external 12 Vdc supply):

- **Boot-Up Process** (up to 3 seconds after power is switched on): 430mA.
- **Idle:** 225 mA.
- **Call:** 805 mA, (Fermax1 melody at maximum).
- **Conversation** (video + audio)**:** 630 mA.

**Monitor Capacity and Parameters,** (default values in brackets [ ]):

- Maximum number of monitors per dwelling: 8.
- Maximum number of dwellings per block: 8,192.
- PIN codes:
  - User. 1 code. [Not used] / [1234]. Used to access user settings or messages. This may be modified.
  - User alarm. 1 code. [0000]. Used to change the Alarm PIN. This may be modified.
  - Installer. 1 code. [4444]. Used to access installer configuration parameters.

This may be modified.

- Conversation channels: Maximum of 1 per apartment.
- Conversation time: 90 seconds.
- Call ring tones 22.
  - 20 predefined ADPCM, .wav or .mp3 melodies.
  - 2 may be downloaded by users from the web server (.wav or .mp3).
- Call ring tone maximum time 30 seconds.
- Image memory 128 (QVGA 640x480 resolution).
- Text messages: 128. 128 character length.
- Audio Notes: Maximum recording time 300 seconds.
- IP address: automatically calculated based on the apartment block number and extension.

**Labels**

- Tenant name: 16 characters
- Monitor label: 16 characters
- Maximum times:
  - Switch-on: 30 seconds. The system will boot up to full functionality within 60 seconds.
  - Video connection after call reception: 2 seconds.
  - Video connection after auto switch-on: 2 seconds.
  - Audio and video delay (from panel to monitor): 0.2 seconds.
  - Audio / video desynchronisation: 0.05 seconds.
  - Relay activation delay 0.5 seconds.

**Issues to keep in mind before performing an FW update:**

- Ensure that the new version of FW is compatible with all other devices on the installation.
- Update the remaining monitors / panels to the same FW version.
- If you return to a previous version of the FW, it is very likely that the parameters of the current device configuration will be lost. To avoid this, a backup must be made before upgrading.

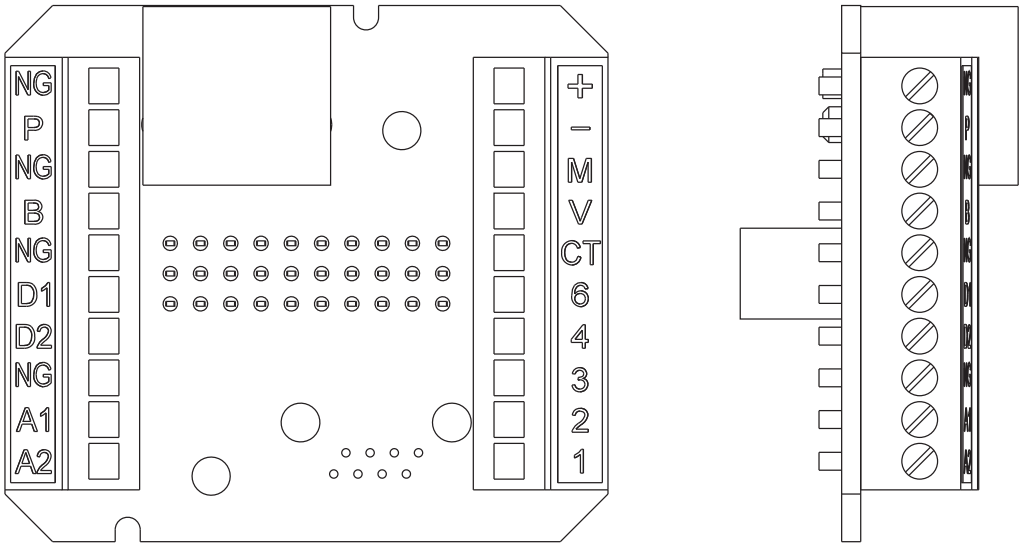
## 7.2 VIVO/VIVO+ MONITOR.

### a) Connectors

**Monitor connections.**

- 30 pins to connect to monitor connector.
- Mini USB (internal) for the firmware (at startup).
- SD card slot.

**Monitor connector.**




Connections:

**RJ-45** 10/100 Base -T Ethernet, powered by mains socket RJ-45.

**NG, P:** To connect a secondary external SOS panic button (dry contact).

**NG, B:** To connect a button for the doorbell.

***Note:***

*- When the doorbell is pressed, the melody selected for this call will be played. The monitor screen will not activate. If the doorbell is pressed during the conversation, the melody is not heard, but a message is displayed on the screen.*

**D1, D2:** RS-485 serial port to communicate with other future systems.

**A1, A2:** RS-485 serial port to communicate with the alarm system.

**+, - :** 12 Vdc power supply, (if Class 0 PoE switch is not used).

**12 Vdc consumption:**

**VIVO Monitor** (7” TFT screen)

* Standby: 310mA.
* Maximum: 700mA.

**VIVO PLUS Monitor** (10” TFT screen)

* Standby: 310mA.
* Maximum: 850mA.

- **1, 2, 3, 4, 6, V, M, Ct:** To connect an analogue panel (4 + n).

***Notes:***

*- Calls can also be received from an analogue video panel in the house (4 + N single line). In this case, the analogue panel is connected to the pins reserved for this connection. The process of receiving the call is the same as normal, with the following limitations:*

*- If there is more than one monitor in the house, only the monitor that is directly connected can receive the call.*

*- Only one relay can be opened.*

*-Auto switch-on on the monitor (Camera ON) may not be performed, only the video is activated when the call is made from the panel.*

## b) Technical Specifications

- Operating temperature 5ºC to +40ºC / 41ºF to +104ºF.
- Relative humidity: 5-90%, without condensation.

**Monitor Capacity and Parameters,** (default values in brackets []):

- Maximum number of monitors per dwelling: 8.
- Maximum number of dwellings per block: 8,192.
- PIN codes:
  - User. 1 code. [Not used] / [1234]. Used to access user settings or messages. This may be modified.
  - User alarm. 1 code. [0000]. Used to change the Alarm PIN. This may be modified.
  - Installer. 1 code. [4444]. Used to access installer configuration parameters.

This may be modified.

- Conversation channels: Maximum of 1 per apartment.
- Conversation time: 90 seconds.
- Call ring tones 22.
  - 20 predefined ADPCM, .wav or .mp3 melodies.
  - 2 may be downloaded by users from the SD card or web server (.wav or .mp3).
- Call ring tone maximum time: 30 seconds.
- Image memory: 128 (QVGA 640x480 resolution ).
- Text messages: 128. 128 character length.
- Audio Notes: Maximum recording time 300 seconds.
- IP address: automatically calculated based on the apartment block number and extension.

**Labels**

- Tenant name: 16 characters
- Monitor label: 16 characters
- Maximum times:
  - Switch-on: 30 seconds. The system will boot up to full functionality within 60 seconds.
  - Video connection after call reception: 2 seconds.
  - Video connection after auto switch-on: 2 seconds.
  - Audio and video delay (from panel to monitor): 0.2 seconds.
  - Audio / video desynchronisation: 0.05 seconds.
  - Relay activation delay 0.5 seconds.