

urban FERMAX LINE

INSTALLER & PROGRAMMING MANUAL



URBAN LINE MDS DIGITAL Panel Installation and Programming Manual

This manual includes basic instructions for the installation, programming and activation of URBAN LINE MDS digital panels.

Code 970036I V04_19

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INDEX

GENERAL DESCRIPTION	6
1. UPPER SCREEN	6
2. LOWER SCREEN	7
PROGRAMMING ENTRY	
1. LOCAL MENU.....	9
1.1 PANEL CONFIGURATION	9
1.1.1 Panel address.....	9
1.1.2 Multi-Stair	9
1.2 DOOR OPEN TIME	10
1.3 CODES.....	10
1.3.1. Installer	10
1.3.2. Installer prox.	10
10.....	10
1.4 SCREEN ADJUSTMENT	11
1.4.1 Screen activation	11
1.4.2. Brightness.....	11
1.5 LANGUAGE	12
1.6 CALL FILTERING	12
1.6.1. Add	12
1.6.2 Agenda - delete	13
1.6.3 4/6 digits	13
1.6.4. Disable.....	13
1.7 READER	14
1.8 PROGRAM CENTRAL UNIT	14
1.9 GUEST CODE	15
1.10 ALPHANUMERIC CALL	16
1.11 MESSAGES CONFIG	17
1.11.1. Modify	17
1.11.2 Restore	18
1.12 RESET	19
1.12.1 Parameters	19
1.12.2 Call filtering.....	20
1.13 QUICK GUIDE LOCAL PANEL MENU	20
2 PANEL FUNCTIONS.....	21
2.1 Direct calls.....	21
2.2 Calls via agenda.....	21
2.3 Door opening.....	22
2.4 Door opening via Access Control	22
PIN code.....	22
Internal proximity card	22
External proximity card	22
Guest code	23
2.5 Calls to guard unit	23
3 OUTDOOR PANEL INSTALLATION	24

4 PANEL SETTINGS	26
4.1 Connectors	26
Disassembly	26
4.2 Technical Specifications	27
4.3 Default values.....	28
5 WIRING DIAGRAM	28
5.1 Connecting Panel to Central Unit or Digital 2 Access Switcher Ref. 2379	28
5.2 Door release connection	29
5.3 MDS table of sections and distances	29
5.3 MDS hoses.....	29
6 ANNEX	30
6.1 ANNEX I: Available languages (Menu 5 LANGUAGE)	30
6.2 ANNEX II: Voice synthesizer Coding and Languages Available.....	31
6.3 ANNEX III: Menu 8 PROGRAM CENTRAL UNIT.....	32
0. Language	33
1. Users	34
1.1 Append	34
1.3. Modify.....	35
1.2. Erase.....	35
1.4. Reset.....	35
1.5. Memory	35
1.5.1 Occupation	36
1.5.2 Compacting	36
1.5.3 Sorting.....	36
1.6 Apt 2/4 digits.....	36
1.7 Exit button	36
2. Decoders	37
2.1 Individual pgm.	37
2.2 Individual pgm.	37
2.3 Change Number.....	38
2.4.2 Pr. Sequential.....	39
2.4 Individual Telephone	39
2.4.1 Pr. Attended.....	39
2.5 Test Decoder	40
2.6 Call by relay	41
3. Messages	41
3.1. Modify.....	41
3.2. Erase.....	41
4. Configuration	42
4.1 Program code.....	42
4.2 Code Digits N.	42
4.3 Conversation T.	42
4.5 Clock	43
4.6 MDS-City.....	43
4.4 Minimum Time.....	43
4.8 Call Tone Ingt.	45
4.7 Lift Control.....	45
4.9 Several Raiser.....	45

- 5. Guard Unit46
 - 5.1 Actual Mode46
 - 5.2 Relay Activat.46
 - 5.3 Panic Remote.....47
 - 5.4 Conserj remoto.....47
 - 5.6 Queue full.....47
 - 5.7 Divert message47
 - 5.8 Alphanum. Dial47
- 6. Auto Inicio48
 - 6.1 Config.....48
 - 6.2 Users.....48
 - 6.3 Paramet.....48
- 7. FXL Network.....48
 - 7.1 Centrals.....49
 - 7.2 Telephones.....49
 - 7.3 Configuration.....49
 - 7.4 Date & Time49
 - 7.5 Multichannel.....50

GENERAL DESCRIPTION

The URBAN LINE panel with MDS Digital technology is designed with capacitive TFT touch screens based on graphic icons for more user-friendly, intuitive operation.

In general, navigation is performed via its icons, and menu selection by pressing on the screen or by pressing the corresponding number on the keyboard.

The panel has two screens: one upper, one lower.

1. UPPER SCREEN

The screen is split into 3 areas.

This layout is predefined and cannot be altered.

The dimensions and details of each area are fixed.



agenda

Area 1:

The first area is reserved for the date and time display (these details are set in the central unit).

Area 2:

The second area is the largest and is reserved for displaying information logos for the user, although it can also display small text and icons. You may modify these texts, *see menu 1.11 Config Messages*.

Area 3:

Displays a directory of neighbours, if users are registered in the central unit (Electronic Directory).

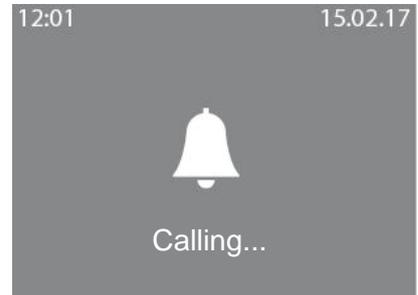
There are several predefined screens (logos). Some are shown below.



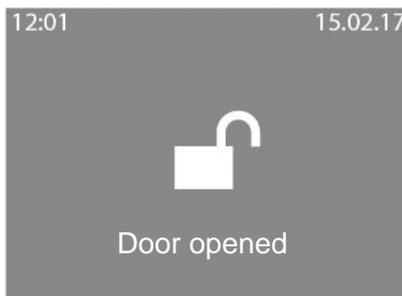
User information screen (bell)



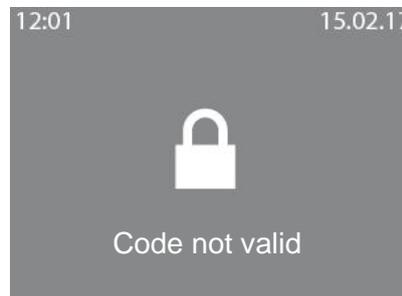
User information screen (bell)



call



door opened



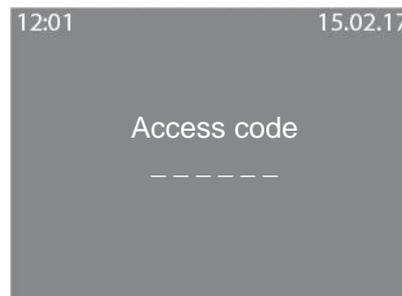
code not valid



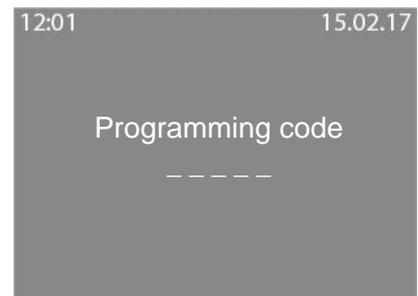
User directory



guest code



access code



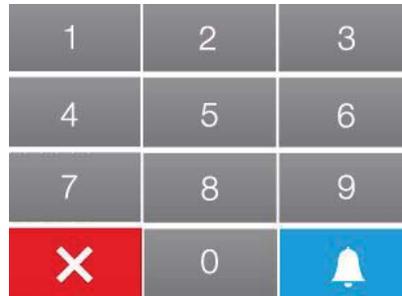
programming code

2. LOWER SCREEN

The lower screen displays the different keypads offered by the system. You can choose between a numeric or an alphanumeric keypad when making calls, if you wish.

Depending on the options screen you are on, you can make minor changes so that you have the necessary keys.

There is also a keypad to register users in the directory.



numeric keypads



alphanumeric keypads (with all letters selected, see menu 1.10 Alphanumeric call).

Directory keypad (register users)

ENTER PROGRAMMING MODE

Prior to programming any of the URBAN LINE MDS Digital panel parameters, it is necessary to access its programming mode, for which it is necessary to know the INSTALLER CODE, which can be changed from the programming mode itself.

The LOCAL MENU can be accessed from the Panel, or the MENU of the Central Unit

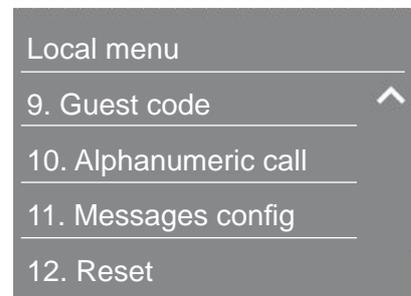
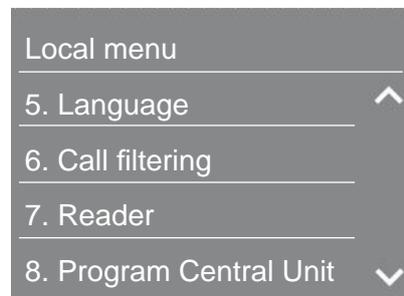
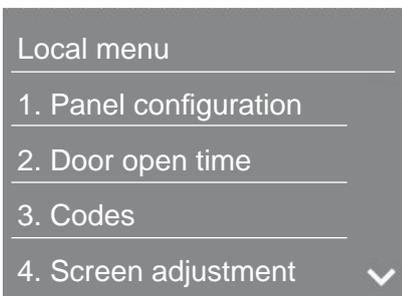
- LOCAL PANEL MENU: for configuring the various local parameters of the panel.
- Central Unit MENU: for configuring the various Central Unit options common to the system. *See ANNEX III, 8. Program Central Unit Menu, for more details.*



Operational

1. On the user information screen, press the key for more than 5 seconds.
2. Enter the INSTALLER CODE using the keypad. By default, this code is **19025**.

3. The CONFIGURATION MENU options will appear.

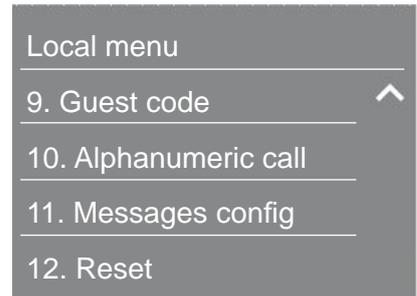
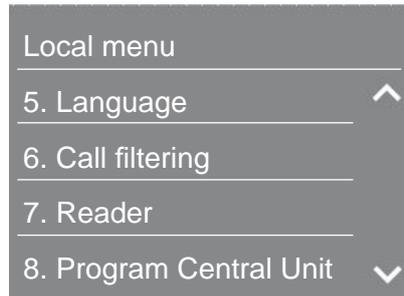
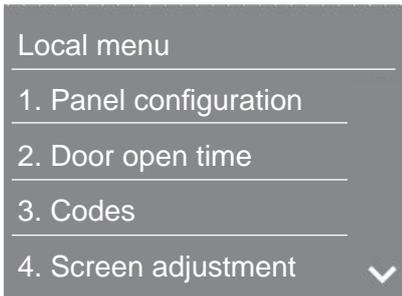


Observations

- THE INSTALLER CODE may be changed via programming. It must be a 5-digit number. If you change it, note down the new CODE, as you will have to use it the next time you need to access the programming mode. *See Menu 3. Codes, for more details.*
- As the panel has a proximity reader built in, it is also possible to access its programming by presenting an authorised card, which is registered from the same panel. *See Menu 3. Codes, for more details.*
- If the default panel language does not match yours, *see Menu 5. Language, to change it.*

1. LOCAL MENU

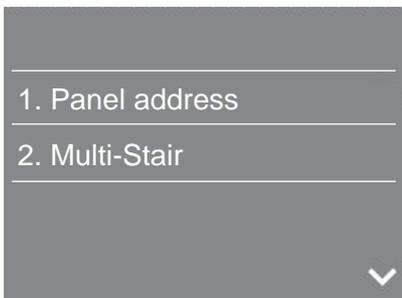
From this section we can configure all local parameters related to the panel, and it can be accessed through the *See ANNEX III, 8. Program Central Unit Menu, for more details.*, the programming options in the Central Unit.



Observations

- To access the various menus, you can press on the texts describing them, or press the number of the desired menu.
- For menus 1, 10, 11 and 12, pressing the 1 key displays a text box which remains on hold if a second digit is pressed.

1.1 PANEL CONFIGURATION

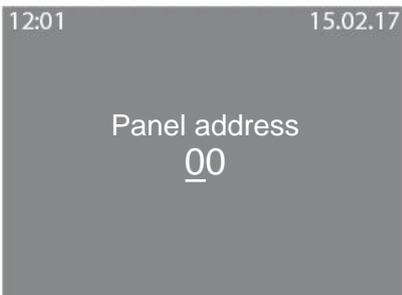


Operational

1. Select **1. Panel configuration** from the LOCAL MENU.
2. Select the desired option from those available.
3. The screen for the chosen option is displayed automatically.

Options:

- Panel address
- Multi-Stair



1.1.1 Panel address

To assign the address of the panel, it must match its button in the Central Unit or the changer card.

Operational

1. Enter the address of the panel using the numeric keypad. The selectable range is between 00 and 31 (default 00).
2. Press  to confirm.
3. A text box appears saying **Updated Restart**.
A complete reset of the MDS installation must be performed. The central unit must recognise the new panel address.



1.1.2 Multi-Stair

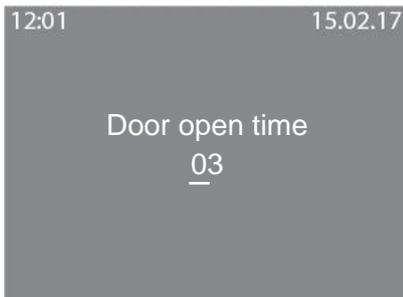
To activate / deactivate the Multi-Stair system function. This is disabled by default.

Operational

1. Multi-Stair displayed. Enable?
2. Press  to confirm or  to cancel and exit to the previous screen.
3. If it is confirmed, a text box appears saying **Updated Restart**.
A complete reset of the MDS installation must be performed. The central unit must recognise the new parameter.

1.2 DOOR OPEN TIME

To set the time, in seconds, that the door opener will be activated when opening.



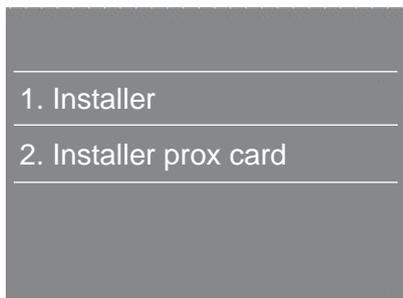
Operational

1. Select **2. Door open time.** from the LOCAL MENU.
2. Enter the the desired opening time using the numeric keypad. This can be between 1 and 99 seconds (the default is 03 seconds)
3. Press  to confirm.
4. A text box appears saying **Updated**, and the screen returns to the previous menu.

Observations

- The panel does not distinguish between opening times for hallways or dwellings, or opening time for dwellings or opening time by code / card, being the same for all of them.

1.3 CODES

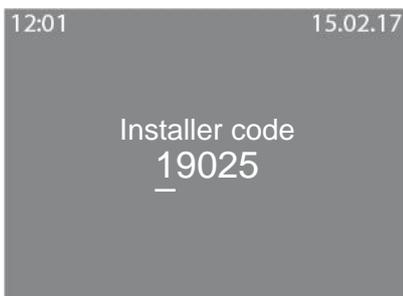


Operational

1. Select **3. Codes** from the LOCAL MENU.
2. Select the desired option from those available.
3. The screen for the chosen option is displayed automatically.

Options:

- Installer
- Installer prox. card

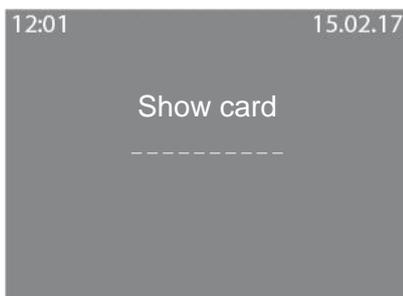


1.3.1 Installer

The installer code may be modified via the panel's **local configuration menu**. The code is shown, which by default is 19025.

Operational

1. Enter the the desired code using the numeric keypad. The selectable range is between 00000 and 99999 (5 digits).
2. Press  to confirm.
3. A text box appears saying **Updated**, and the screen returns to the previous menu.

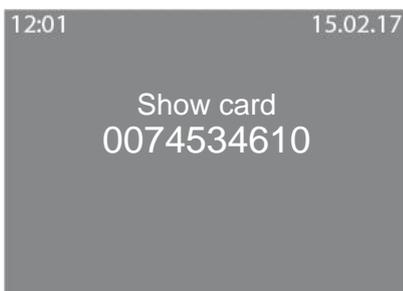


1.3.2 Installer prox card

This allows you to register a Master Card to also access the panel's **local configuration menu**.

Operational

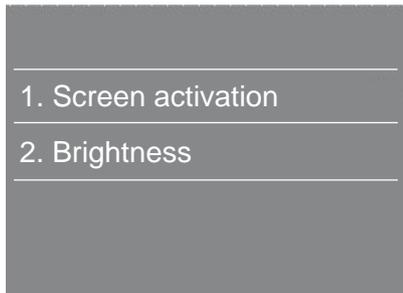
1. 'Show card' appears.
2. To add the card, you must hold it close to the proximity reader. When the card is presented by the reader, the card code is displayed.
3. Press  to confirm.
4. A text box appears saying **Updated**, and the screen returns to the previous menu.



Observations

- If you want to change the Master Card, the previous operation must be repeated, presenting the new card that you want to be the current Master Card, which will automatically erase the previous one (this operation is non-reversible).
- The card presented should not be a card that is already registered as a personal user card.
- To deregister a card, a parameter reset is required, [see Menu 12. Reset / 12. 1 Parameters, for more details](#).

1.4 SCREEN ADJUSTMENT

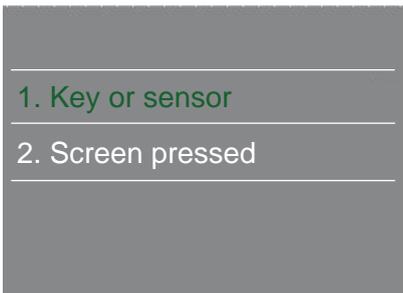


Operational

1. Select **4. Screen adjustment** from the LOCAL MENU.
2. Select the desired option from those available.
3. The screen for the chosen option is displayed automatically.

Options:

- Screen activation
- Brightness



1.4.1 Screen activation

The panel has a presence sensor that automatically detects if there is a person standing in front of the display. By means of this option you can enable or disable this detector.

The option that is selected on the panel will be shown in green text.

Operational

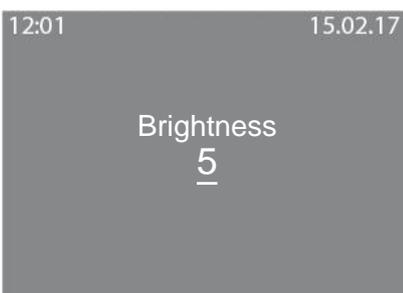
1. From option **4. Screen activation** you may select:
 - **1. Key or sensor:** The screen reduces its brightness at minimum level (regardless of its status) after 30 seconds of inactivity on the presence sensor, or if no key has been pressed.
 - **2. Screen pressed:** The screen only lights up when it is pressed.
2. Select the desired option from those available.
3. Press  to confirm.
4. A text box appears saying **Updated**, and the screen returns to the previous menu.

1.4.2 Brightness

Select the brightness level of the screen.

Operational

1. Enter the the desired brightness level using the numeric keypad. The selectable range is between 1 and 9 (default 5).
2. Press  to confirm.
3. A text box appears. **Updated**, and the screen returns to the previous menu.



1.5 LANGUAGE

The language may be selected via the panel's **local configuration menu**. The selected language will be shown in green text. *See available languages in ANNEX I.*

This language may be different from the one configured on the central unit, *see Menu 8. Program Central Unit, for more details.*



Operational

1. Select **5. Language.** from the LOCAL MENU.
2. Select the desired language, (default is Spanish).
3. Press  to confirm.
4. A text box appears saying **Updated**, and the screen returns to the previous menu.

1.6 CALL FILTERING

With this option, you can restrict calls to users stored in a panel's internal list. The panel will only make calls to dwellings that have previously been added to this list. If a call is made to a number not on this list, a "Restricted" message will appear on the display.

This option is disabled by default.



Operational

1. Select **6. Call filtering** from the LOCAL MENU.
2. You will see the text, "Call filtering. Enable?"
3. If you press  to activate the list, a screen with all the necessary options for the maintenance of this list of restricted calls is displayed:
 - 1. Add
 - 2. Agenda - delete
 - 3. 4/6 digits
 - 4. Disable
4. Select the desired option from those available.
5. Press  to confirm.
6. A text box appears saying **Updated**, and the screen returns to the previous menu.



1.6.1 Add

You can use this function to indicate which users (dwellings) want their data to appear on the panel display. You may add up to 1022 users.

Operational

1. From 6. CALL FILTERING MENU select **1. Add**.
2. By means of the arrows, all the users included in the Central Unit can be displayed.
If the Central Unit does not have any users in its directory, the message "Memory empty" will be displayed.
3. Select the user with the arrows and to store that user in the restricted list, press  to confirm.
4. A text box appears saying **Updated**, and you will be taken back to the screen displaying users included in the central unit.

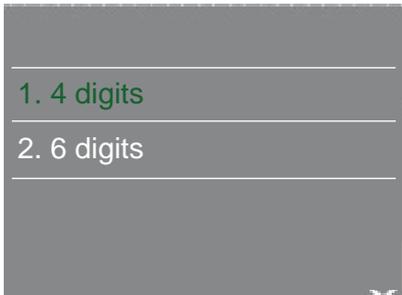


1.6.2 Agenda - delete

Use this function to query or delete restricted users. When you select this option, the panel will show the first user on the list.

Operational

1. From 6. CALL FILTERING MENU select **2. Agenda - delete**.
2. By means of the arrows, all the users included in the Restricted Call List can be displayed.
If all users are deleted from the Restricted Call List and the caller does not have any users, the message "Memory Empty" will be displayed and no dwelling can be called.
3. Select the user with the arrows to delete that user from the restricted list, pressing  to confirm.
4. A text box appears saying **Updated**, and you will be taken back to the screen displaying users included in the Restricted Call List



1.6.3 4/6 digits

To make the call of the users of the List of restricted calls with 4 or 6 digits.

The option that is selected on the panel will be shown in green text. The default option is 4 digits.

Operational

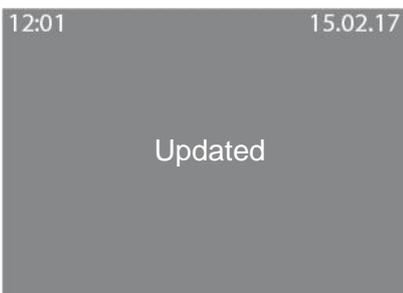
1. From 6. CALL FILTERING MENU select **Option 3. 4/6 digits**. You may select from the following options:
 - **1. 4 digits**
 - **2. 6 digits**
2. Select the desired option from those available.
3. Press  to confirm.
4. A text box appears saying **Updated**, and the screen returns to the previous menu.

1.6.4 Disable

To disable call restriction.

Operational

1. From 6. CALL FILTERING MENU select **Option 4. Disable**.
2. Press  to confirm.
3. A text box appears saying **Updated**, and the screen returns to the previous menu.



1.7 READER

Allows activation / deactivation of panel proximity reader reading. Reading is active by default.



Operational

1. Select **7. Reader** from the LOCAL MENU.
2. You will see the text 'Reader: Disable?'
3. Press  to confirm or  to cancel and exit to the previous screen.
4. If it is confirmed, a text box appears saying **Updated**, and the screen returns to the previous menu.

Observations

- If there is a registered master card, it will always be read regardless of the status of this function.

1.8 PROGRAM CENTRAL UNIT

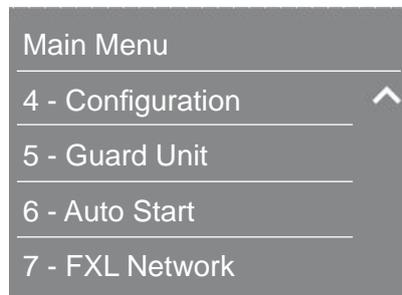
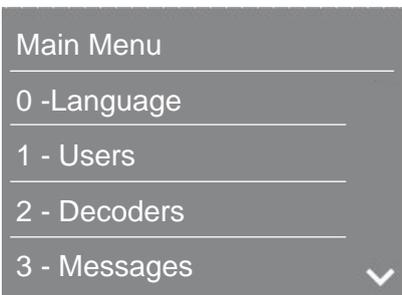
This option allows us to access the Central Unit options.

- Via **Installer Code**, by default **19025**. This code is the code stored in the central unit and not the one configured in the local menu of the panel. It allows access to ALL Central Unit options.



Operational

1. Select **8. Program Central Unit** from the LOCAL MENU.
2. The Installer Code (19025 by default) must be entered.
3. The Central Unit programming options are accessed.



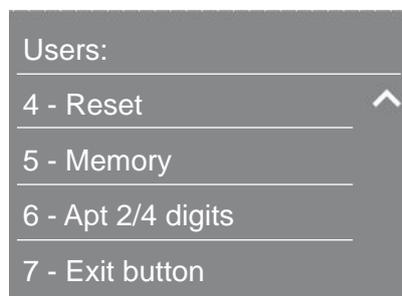
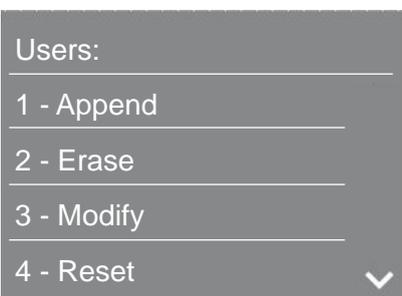
- **0. Language**
- **1. Users**
- **2. Decoders**
- **3. Messages**
- **4. Configuration**
- **5. Guard Unit**
- **6. Auto Start**
- **7. FXL Network**

- Via **Administrator Code**, by default **11077**. This only allows us to access the Central Unit User option. This code is also stored in the central unit.



Operational

1. Select **8. Program Central Unit** from the LOCAL MENU.
2. The Administrator Code (11077 by default) must be entered.
3. Only the Central Unit **Users** programming options are accessed directly, from which only the following options can be selected:



- **1. Append**
- **2. Erase**
- **3. Modify**
- **6. Apt 2/4 digits**
- **7. Exit button**

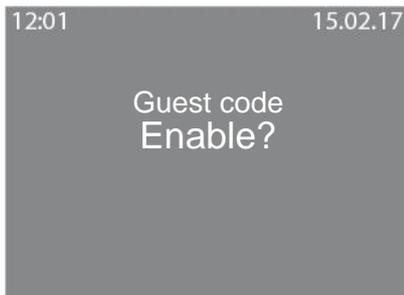
Observations

The various configuration options for the Central Unit *Menu 8. Program Central Unit*, will be explained further in *ANNEX III*.

1.9 GUEST CODE

Enables Activation / Deactivation of guest codes.

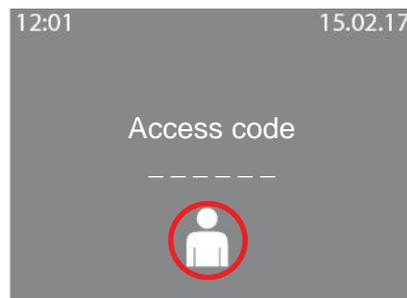
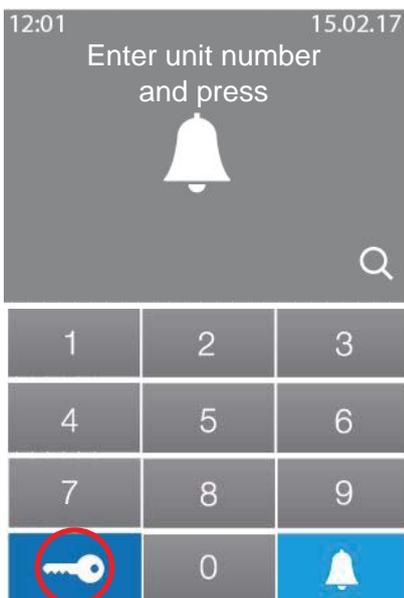
Code for visitors to gain access by dialling a keyboard code on the panel. This code is assigned to the visit by the owner of the apartment (the tenant) and is not validated on the panel, but on an external controller.



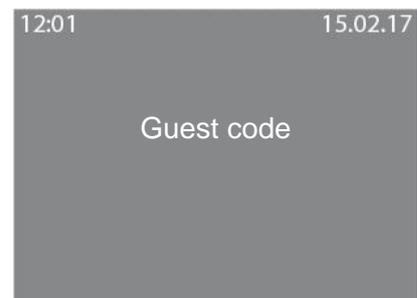
Operational

1. Select **9. Guest code** from the LOCAL MENU.
2. You will see the text 'Reader: Enable?'
3. Press  to confirm or  to cancel and exit to the previous screen.
4. If it is confirmed, a text box appears saying **Updated**, and the screen returns to the previous menu.

If the guest code is activated in the user information screen (main screen), the "guest code icon" is displayed when selecting the key to enter the code.



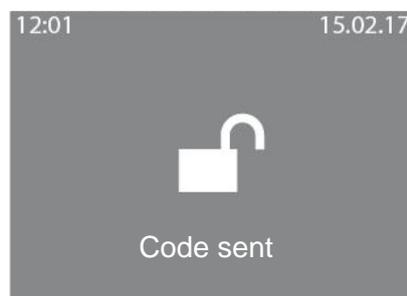
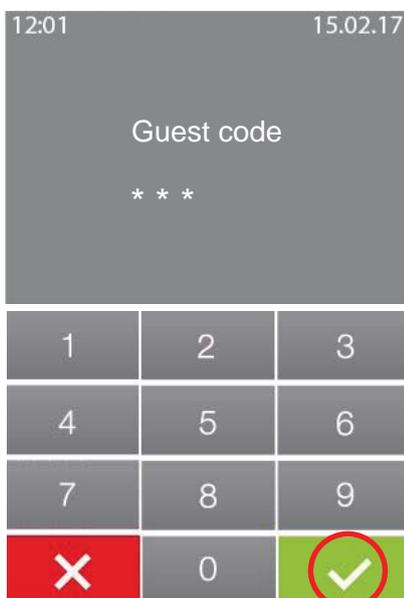
Press the Guest Code icon.



The screen is displayed so that you can enter the guest code, which must be a 1 to 5 digit numeric code.

Observations

- When you click on the guest code icon, the bell key on the numeric keypad automatically changes to the confirm key.



A message is displayed on the screen stating that the code has been sent.

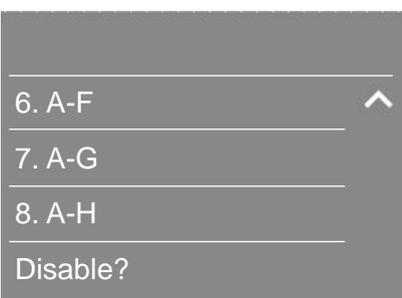
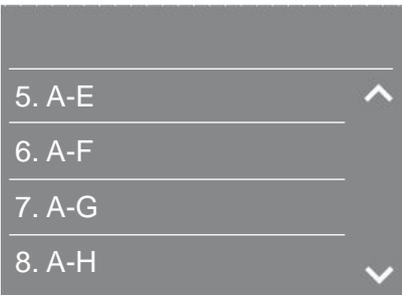
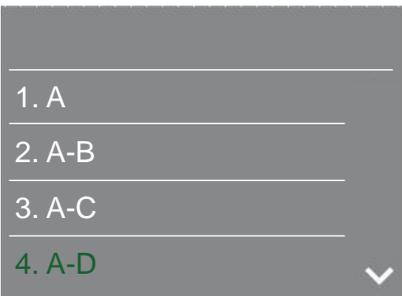
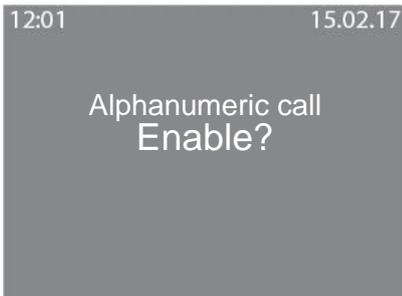
Enter the guest code + key, , (using the numeric keypad).

Observations

- This function requires a “controller module”. This is connected via the “READER” connector. *See chapter 4.1. Connectors*
- If the guest code is activated, an external card reader cannot be used since it uses the same connector to which the "controller module" should be connected.
- If the code is within the permitted range (between 0 and 65,535) said information will be sent in Wieland-26 format by the READER connector. If the code exceeds the range, an error screen is displayed.

1.10 ALPHANUMERIC CALL

Enables Activation / Deactivation of alphanumeric calls. This option is disabled by default. The option that is selected on the panel will be shown in green text. The default option is 4. A-D.



Operational

1. Select **10. Alphanumeric call** from the LOCAL MENU.
2. You will see the text. “Alphanumeric call: Enable?”
3. Press  to confirm or  to cancel and exit to the previous screen.
4. If you press  to activate the list, a screen with all the necessary options for the maintenance of this list of restricted calls is displayed:
 - 1. A
 - 2. A-B
 - 3. A-C
 - 4. A-D
 - 5. A-E
 - 6. A-F
 - 7. A-G
 - 8. A-H
 - Disable?
5. Select the desired option from those available.
6. Press  to confirm.
7. A text box appears saying **Updated**, and the screen returns to the previous menu.



Observations

- The keyboard generated will depend on the option chosen.
- Example keyboard Option **8. A-H**.
- To ensure the correct functioning of alphanumeric calls, said option must also be configured in the central unit, which can be done by activating *option 5 Guard Unit -> 8 Alphanum. Dial -> Block number<= 8*.
- The alphanumeric call is made by a combination of numbers and a letter. It is not possible introduce letters consecutively.

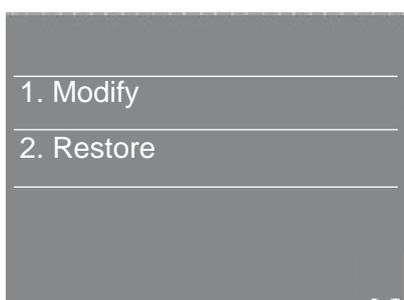
1.11 MESSAGES CONFIG

This allows you to modify the texts sent by the central unit and to replace them with other, customised ones. The central unit is currently available in 6 languages: Spanish, English, French, German, Portuguese, Turkish and Polish, but the panel does not know in which language the central unit is configured. In order to intercept the texts sent by the Central Unit and replace them with others, a language match is necessary. Table of language matches:

Local language configured (option 5)	Language configured in CU
Spanish	Spanish
English	English
French	French
Flemish	English
German	German
Catalan	English
Valencian	English
Portuguese	Portuguese
Basque	English
Galician	English
Greek	English
Polish	Polish
Czech	English
Slovak	English

Local language configured (option 5)	Language configured in CU
Turkish	Turkish
Chinese	English
Norwegian	English
Finnish	English
Swedish	English
Danish	English
Icelandic	English
Russian	English
Italian	English
Hindi	English
Hungarian	English
Hebrew	English
Croatian	English
Bulgarian	English

If, for example, you have the panel configured locally in Norwegian, the central unit will have to be configured in English to intercept these messages and replace them with the personalised texts.



Operational

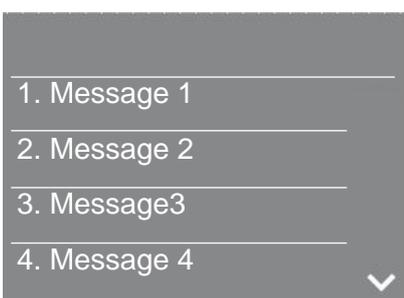
1. Select **11. Messages config.** from the LOCAL MENU.
2. Select the desired option from those available.
3. The screen for the chosen option is displayed automatically.

Options:

- 1. Modify
- 2. Restore

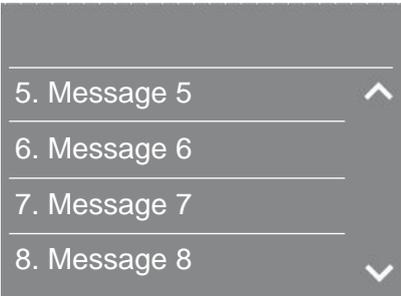
1.11.1 Modify

This option displays a list of all the messages that can be modified.

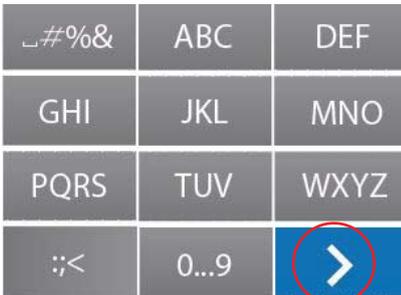


Operational

1. From 11. MESSAGE CONFIG MENU select **Option 1. Modify**, you may select and modify:
 - **1. Message 1:** Code not valid
 - **2. Message 2:** Door open
 - **3. Message 3:** WAIT A MOMENT Channel Busy



For example: **1. Message 1**

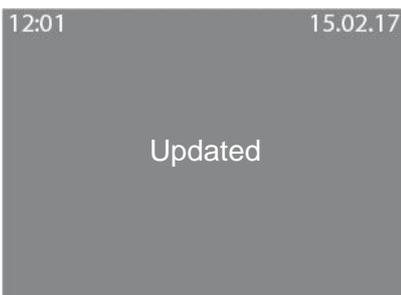


- **4. Message 4:** Calling...
- **5. Message 5:** Door Alarm
- **6. Message 6:** Call Number:
- **7. Message 7:** Programming Code
- **8. Message 8:** PRESS TO CALL
GUARD UNIT
- **9. Message 9:** in service

3. Exceptions: When you select a message, you will see an edit screen where the original message is displayed at the top and the modified message at the bottom. The cursor will indicate the editable character.
4. Once the message has been modified, press  to confirm.
5. A text box appears saying **Updated**, and the screen returns to the previous menu.

Observations

- Messages will always have a length of 16 characters and one or two rows, depending on the message selected.
- Customised texts will always appear in upper case.
- Using the  and  arrows, you can move left or right within a message.
- If the key  is pressed and the message has not been modified, it returns you to the previous menu without saving any changes.
- If we are using customer messages and a reset to default values of the panel is performed (1.12 RESET), you should reset also the messages of the local menu (1.11.2 Restore).



[1.11.2 Restore](#)

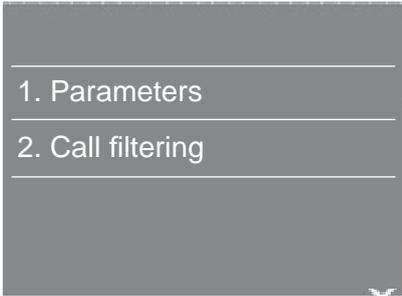
To delete ALL edited messages. Selecting this option DIRECTLY ERASES all edited messages WITHOUT REQUIRING CONFIRMATION.

Operational

1. From 11. MESSAGE CONFIG MENU select **Option 2. Restore**.
2. A text box appears saying **Updated**, and the screen returns to the previous menu.

1.12 RESET

Restores the various parameters of the panel to default values.

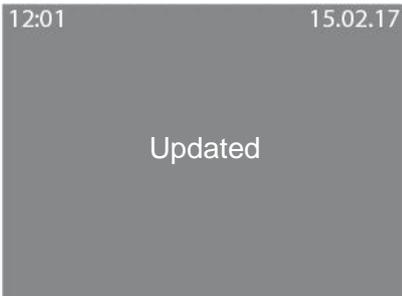


Operational

1. Select **12. Reset** from the LOCAL MENU.
2. Select the desired option from those available.
3. The screen for the chosen option is displayed automatically.

Options:

- 1. Parameters
- 2. Call filtering



1.12.1 Parameters

Restores the parameters of the panel to default values. Selecting this option DIRECTLY REINITIALISES all parameters WITHOUT REQUIRING CONFIRMATION.

Operational

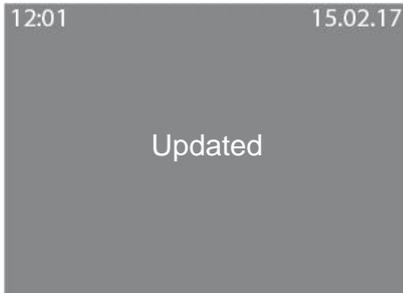
1. From 12. RESET MENU select **Option 1. Parameters**.
2. A text box appears saying **Updated**, and the screen returns to the previous menu.

Table

Local panel menu	Parameter	Default value
1.1	Panel address	00
1.2	Multi-Stair	Disabled
2	Door open time	03 (seconds)
3.1	Installer code	19025
3.2	Installer prox card	-----
4.1	Screen activation	Keyboard or sensor
4.2	Brightness	5
5	Language	Spanish
6.3	Call filtering - 4/6 digits	4 digits
7	Reader (panel)	Enabled
9	Guest code	Disabled
10	Alphanumeric call	Disabled
10.1	Alphanumeric call- option 4	A-D
11	Messages configuration	Default messages of the Central Unit

Observations

- It is advisable to perform a complete reset of the MDS installation, so that the central unit recognises the new parameters.



1.12.2 Call filtering

To delete only the list of restricted users. Selecting this option DIRECTLY DELETES the list WITHOUT REQUIRING CONFIRMATION.

Operational

1. From 12. RESET MENU select **Option 2. Call filtering.**
2. A text box appears saying **Updated**, and the screen returns to the previous menu.

1.13 LOCAL PANEL MENU QUICK GUIDE

1. Panel configuration

1. Panel address
2. Multi-Stair

2. Door open time

3. Codes

1. Installer
2. Installer prox card

4. Screen adjustment

1. Screen activation
 1. Key or sensor
 2. Screen pressed

2. Brightness

5. Language

6. Call filtering

1. Add
2. Agenda - delete
3. 4/6 digits
 1. 4 digits
 2. 6 digits

4. Disable

7. Reader

8. Program Central Unit (Annex III)

9. Guest code

10. Alphanumeric call

1. A
 2. A-B
 3. A-C
 4. A-D
 5. A-E
 6. A-F
 7. A-G
 8. A-H
- Disable?

11. Messages config

1. Modify

1. Message 1
2. Message 2
3. Message 3
4. Message 4
5. Message 5
6. Message 6
7. Message 7
8. Message 8
9. Message 9

2. Restore

12. Reset

1. Parameters
2. Call filtering

2 PANEL FUNCTIONS

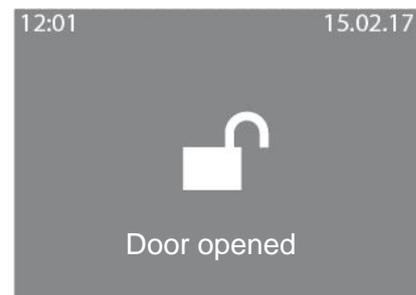
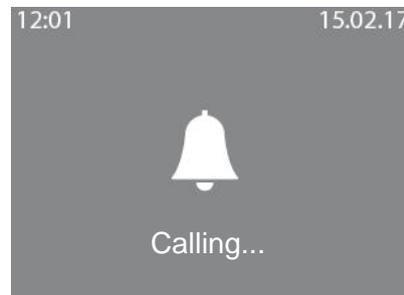
2.1 Direct calls

In the user information screen (main screen) the message "Enter unit number and press bell" is displayed.



Operational

1. Enter the dwelling number to call, pressing on the keyboard from 0 to 9 and bell.
If the alphanumeric keypad is enabled, then it is possible to enter digits or characters.
2. A call to the previously entered dwelling number is activated.
3. The display shows "Calling ...", for a period defined by the central unit. After that time has expired, you will be returned to the idle screen even if the communication is not finished.
4. The door is opened from the dwelling receiving the call.



Observations

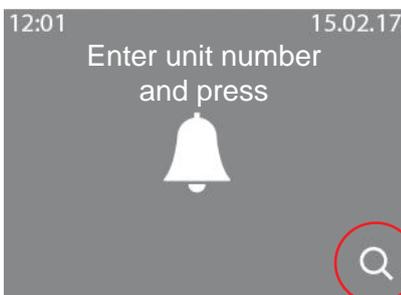
- Depending on the guard unit mode, the call can be routed there, instead of the dwelling that has been called.

2.2 Calls via directory

On the user information screen (main screen) the calendar search icon is displayed. By clicking on this icon you can see the first user of the directory. Using the < and > arrows, you can move left or right to view other users. If an arrow is held down, a continuous search of the list is performed.

Once the user is selected, the bell button can be pressed to make the call.

The directory can store up to 1022 users.

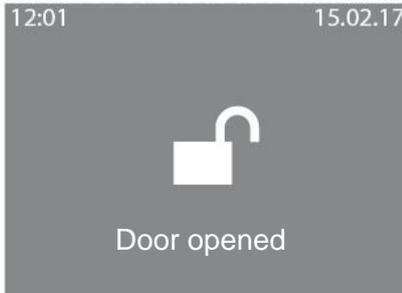


Observations

- If option **6. Call filtering is activated**, only those users on the local restricted call list will be shown. If there is no user added to the list, the message "memory empty" will be displayed and the idle status will be restored.

2.3 Door opening

If during the conversation the door is opened, the relay on the panel will open and the following message will be displayed on the screen:

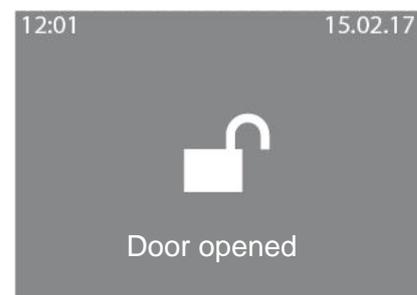
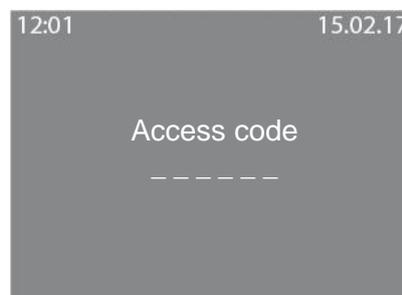
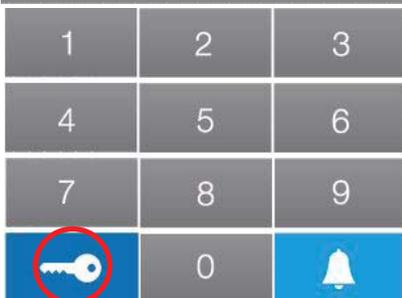


2.4 Door opening via Access Control

It is possible to open the door by means of an access control device.

PIN code:

Allows you to open the door by entering a key code.

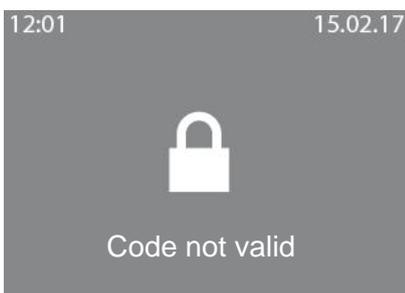


Operational

1. Click on the key  icon and the code entry screen will appear.
2. Use the keypad to enter the opening code; this may be 4, 5 or 6 digits. *See ANNEX III: Menu 8. Program Central Unit, for more details.*
3. If the code is valid, the door will open, as indicated with a message on the screen. If it is not valid, this will also be indicated on the screen.

Observations

- If an incorrect PIN code is entered five consecutive times, the panel will block the access control function for one minute.



Internal proximity card

The panel includes a built-in card reader located at the bottom of the panel, after printing.

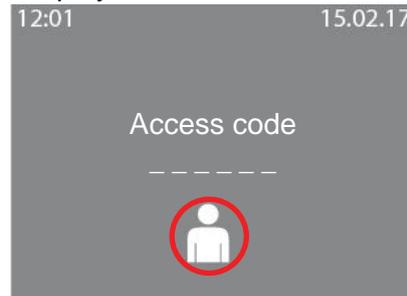
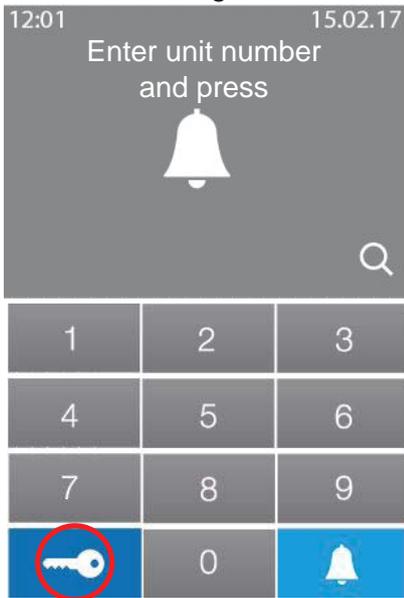
When a proximity card is presented to the reader, the panel checks if the code belongs to a user. If the code is valid, then the "Door Opened" screen is displayed and the door is opened. If the code is not valid, the "Code not valid" screen is displayed.

External proximity card

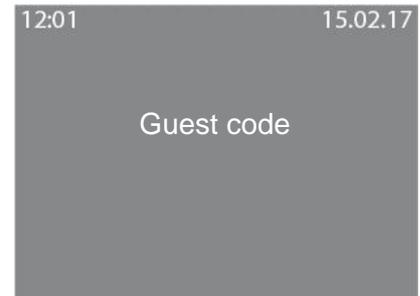
As well as from the integrated card reader, it is possible to connect an external reader to the panel. The operation is similar to the previous section.

Guest code

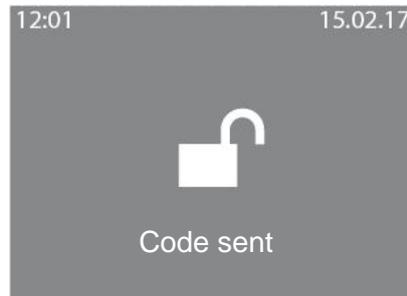
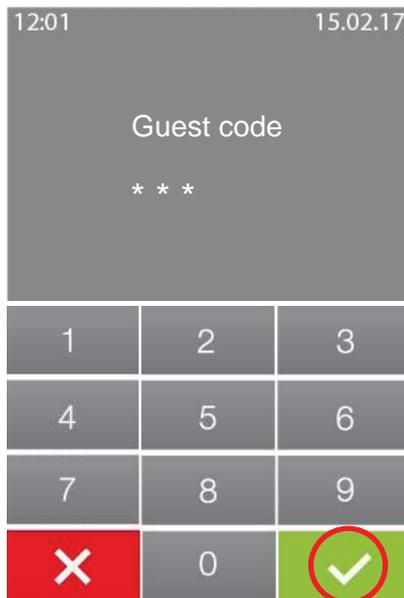
Code for visitors to gain access by dialling a keyboard code on the panel. This code must be provided in advance by the tenant of the dwelling. If this function is activated when the key to enter the code is selected, the guest code icon is displayed.



Press the Guest Code icon.



The screen is displayed so that you can enter the guest code, which must be a 1 to 5 digit numeric code.



A message is displayed on the screen stating that the code has been sent.

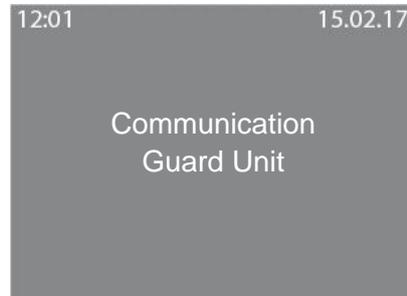
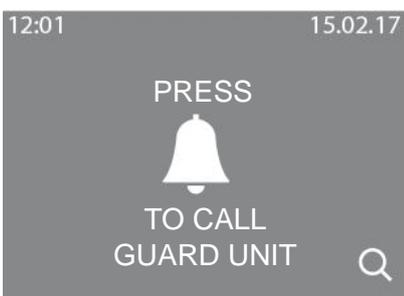
Enter the guest code + key,  (using the numeric keypad).

2.5 Calls to guard unit

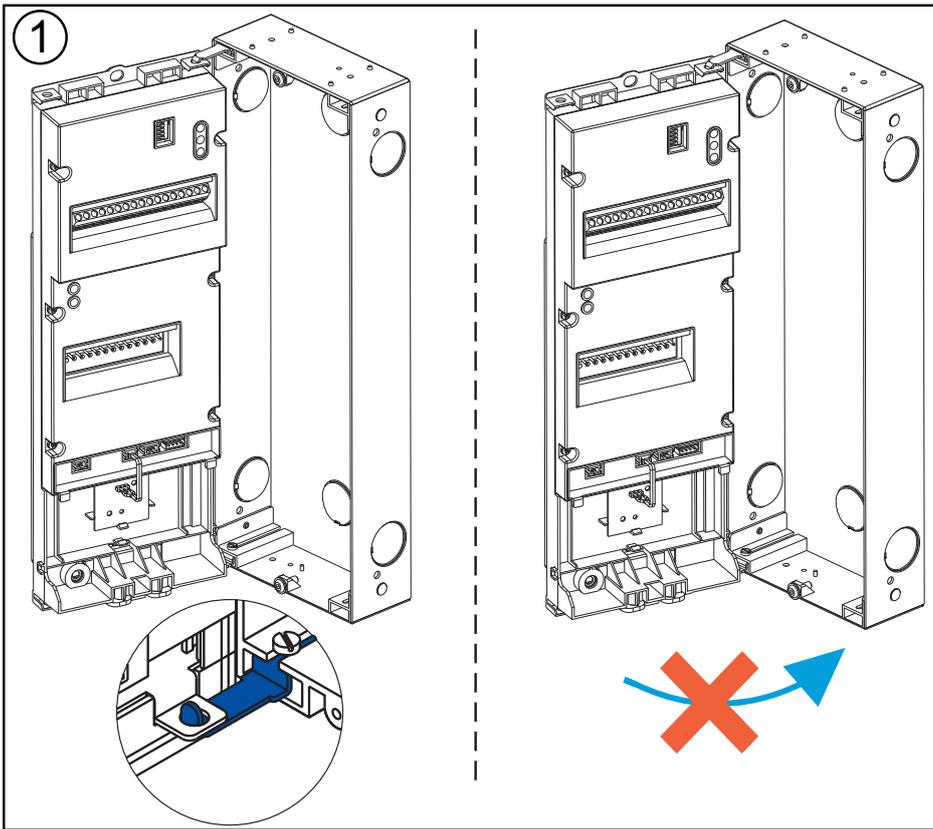
These will be done depending on the guard unit mode.

On the user information screen (main screen), the message "PRESS BELL TO CALL GUARD UNIT" is displayed.

When the guard unit is in communication with the outdoor panel, the message is displayed on the screen.



3 OUTDOOR PANEL INSTALLATION

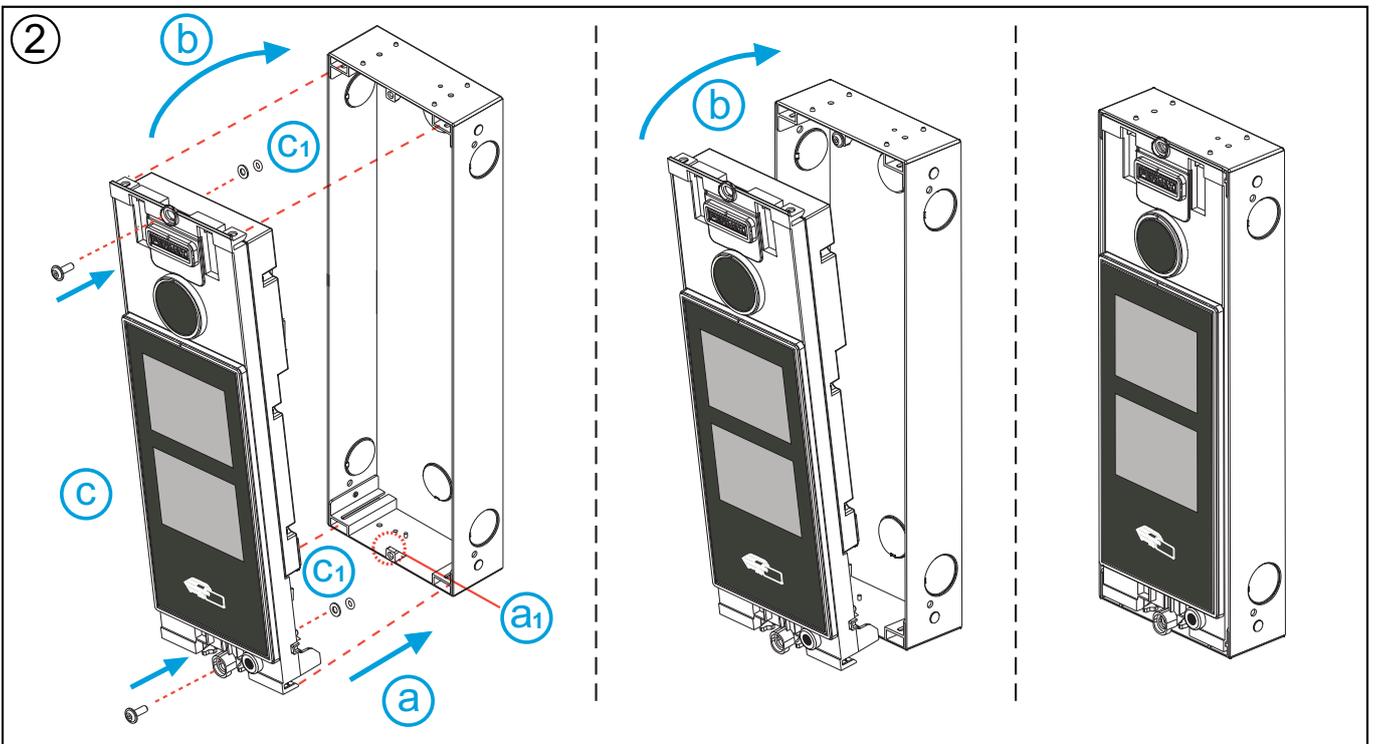


Hang the panel by means of the hinges supplied with the recess box, so that the cables can be fastened up inside the panel in a convenient, simple manner.

Once the wiring is finished, the panel must be lifted and the hinges must be inserted into the bottom, to effect the panel assembly as indicated in the diagrams for the following steps.

Never lock the panel in this position.

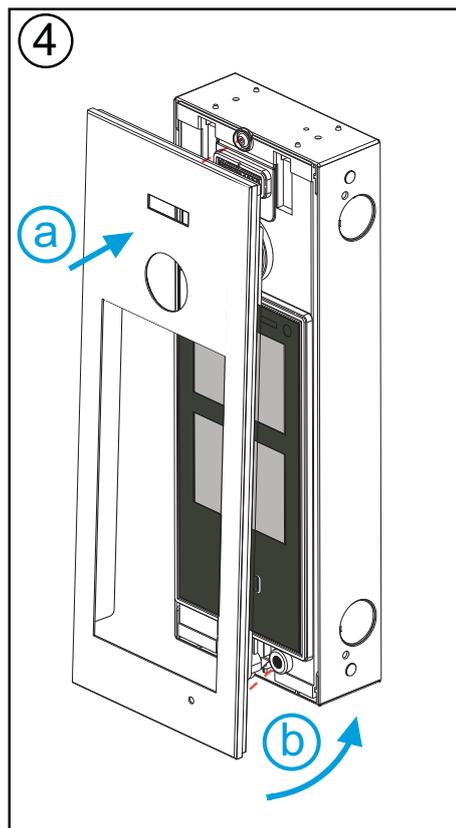
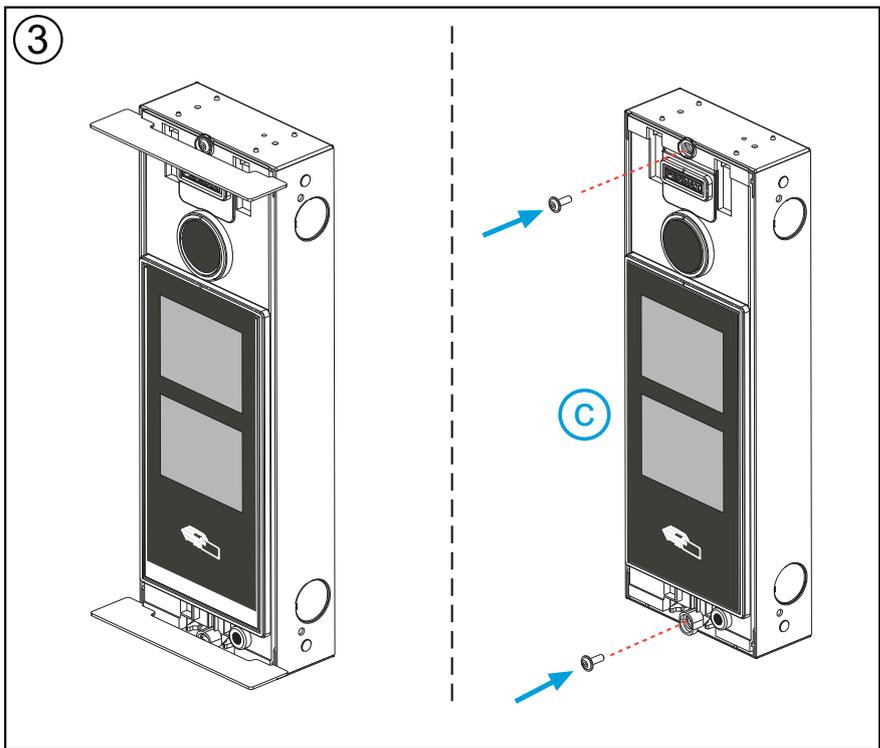
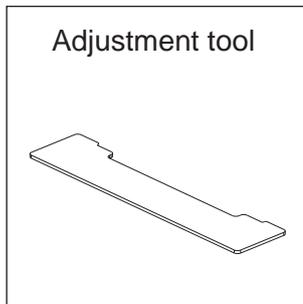
If the panel is not inserted with a certain inclination at the bottom, the spring incorporated in it may be released when it bumps into the piece of the box indicated in the diagram (a1).



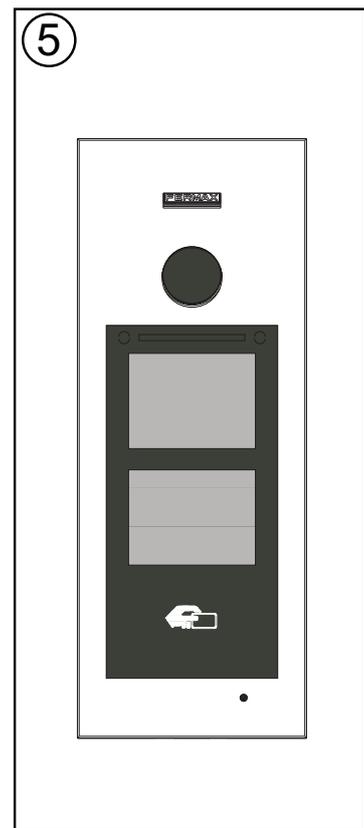
Check the separation of the panel from the installation wall using the adjustment tool, supporting the outer edges on the wall and the adjacent edges on the plane at each end of the panel as shown below. Tighten the screws to achieve the setting provided by the tool, for minimum clearance with the wall. Do not fully press the panel into the embedding box before tightening the screws to prevent the o-rings and washers from falling.

Add O-rings and washers if the panel should sink with respect to the reference edge upon slightly tightening any of the screws. Indicated in the diagram (c1).

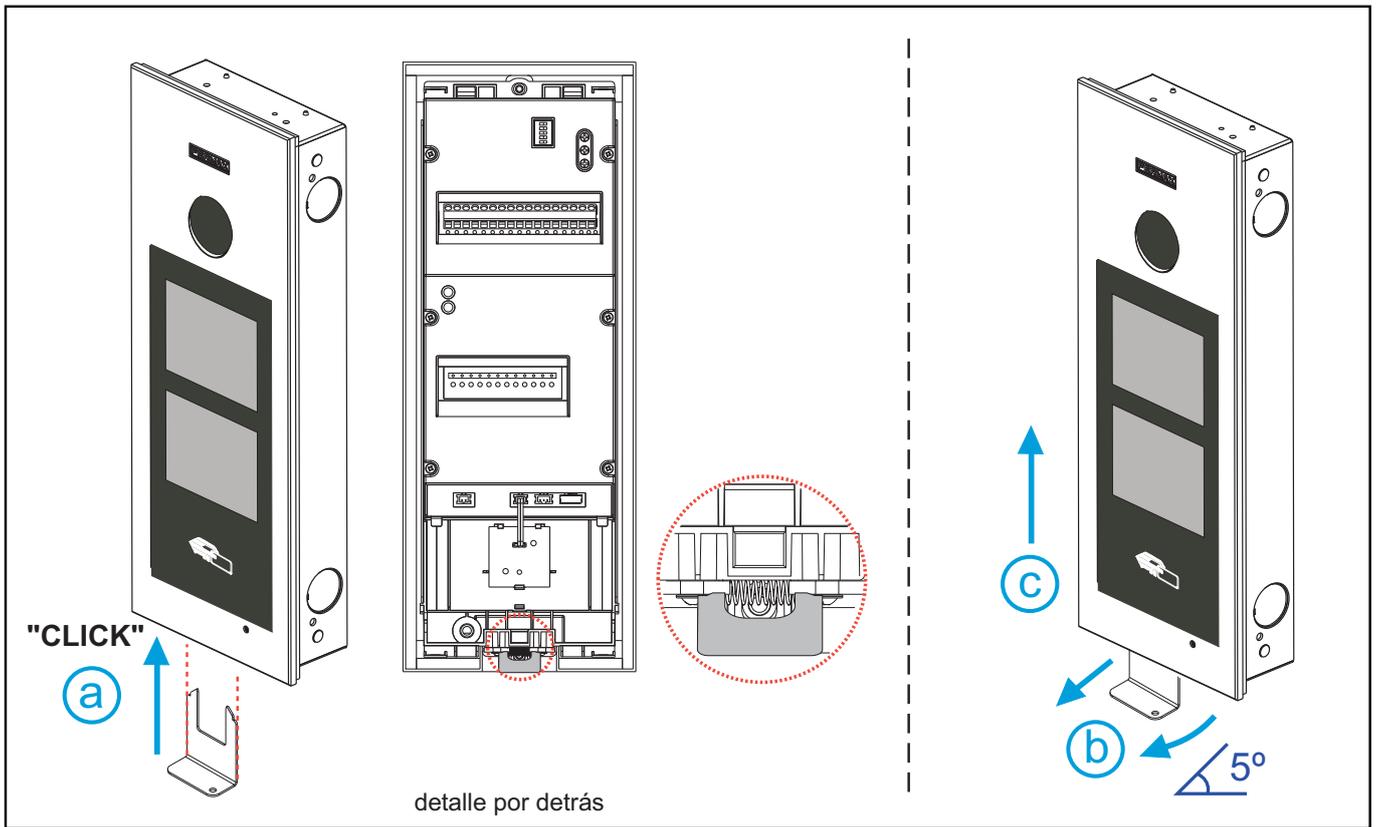
If any of the ends of the flush box should protrude from the wall and the adjustment cannot be achieved, remove the O-ring from that end.



Slide the front upwards while pressing at the upper end. When it reaches its final position, both the logo and the camera will be centred in their respective windows. Fold the front panel into a vertical position, pressing on its lower end to get the retention mechanism to lock it. You will hear the mechanism click.

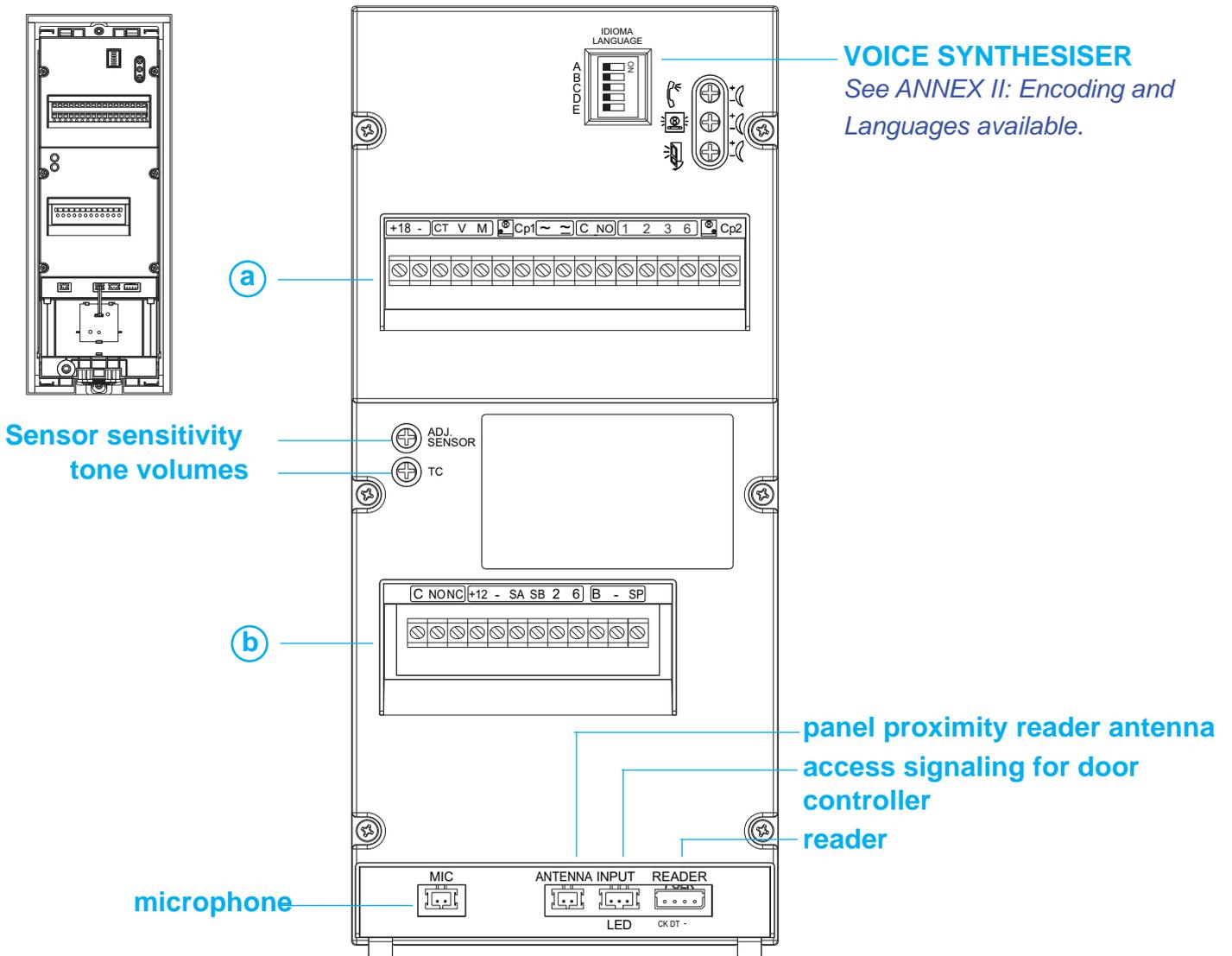


Disassembly



4 PANEL SETTINGS

4.1 Connectors



PANEL CONNECTORS:

a) Video terminals, (coaxial).

- * **V:** Live
- * **M:** Mesh
- * **CT:** Common telecamera
- * **+18, - :** 18 Vdc power supply.

b) Audio door-opener terminals:

+12, - : 12 Vdc power supply.

Sa, Sb: RS-485 data line.

2, 6: Audio line.

C, NO, NC: Relay contacts, 2A@30Vdc. *The time it remains active will be that which is configured in the local menu: 2. Opening time.*

B, -: Entryway button. *This function must be activated via the CU.*

SP, -: Door-open sensor. *This function must be activated via the CU.*

Other connectors:

READER: CK, DT, - :

You may connect any of the following:

- an external proximity reader (in addition to one already included in the panel), supporting the Wiegand-26 bit protocol.
- a controller module supporting the Wiegand-26 bit protocol, linked to enabled guest codes.

Observations

The [1.9 Guest codes](#) option allows you to enable or disable the guest code option. If the option is:

- * Disabled, the READER connector is configured as a Wiegand-26 data input to which an external reader can be connected, fulfilling the same functions as the reader integrated in the panel.
- * Enabled, the READER connector is configured as a Wiegand-26 data output, so if you have connected an external reader to that connector, it will no longer work.

INPUT: Access signaling for door controller.

ANTENNA: Panel proximity reader antenna.

MIC: Microphone

ADJ SENSOR: Presence sensor potentiometer sensitivity.

TC: Tone volume potentiometer.

4.2 Technical Specifications

Power supply	18 Vdc video bus 12 Vdc audio/data bus
Consumption	18 Vdc power supply * minimum: 5 mA. * maximum: 100 mA.
	12 Vdc power supply * minimum: 175 mA. * maximum: 400 mA. (without door opener)
Environmental Class:	Class IV Outdoor General
IP	44
IK	09
Volume adjustable in both directions	
Wide-angle camera	

RADIO FREQUENCY MODULE.

EC DECLARATION OF CONFORMITY:

FERMAX ELECTRÓNICA, S.A.U. declares that this product complies with the requirements in the RED 2014/53/EU Directive "Radio frequency equipment".

<https://www.fermax.com/intl/en/pro/documents/technical-documentation/DT-13-declarations-of-conformity.html>

Radio frequency module:

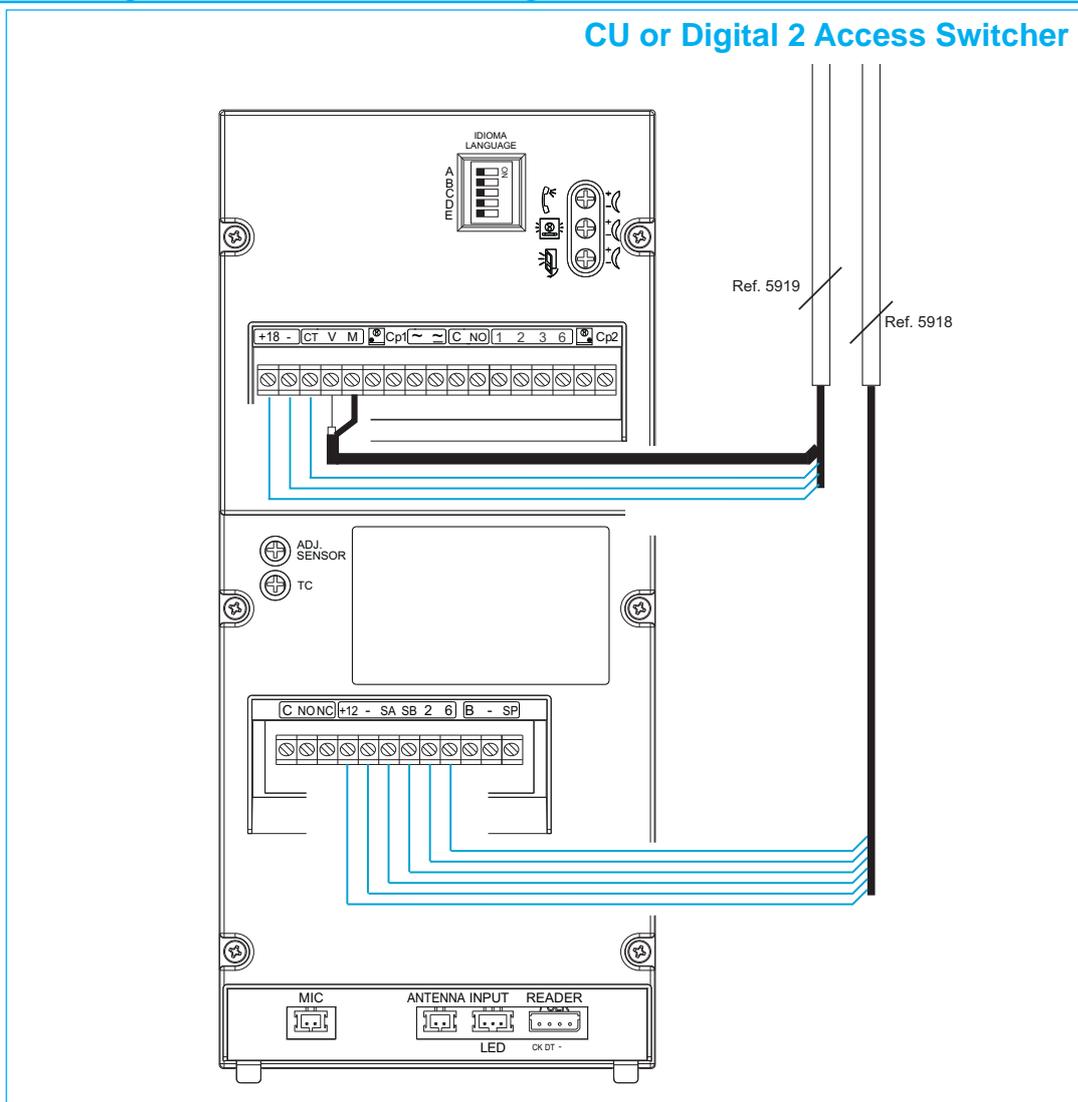
Frequency: 125kHz / Maximum Power: 573nW.

4.3 Default values

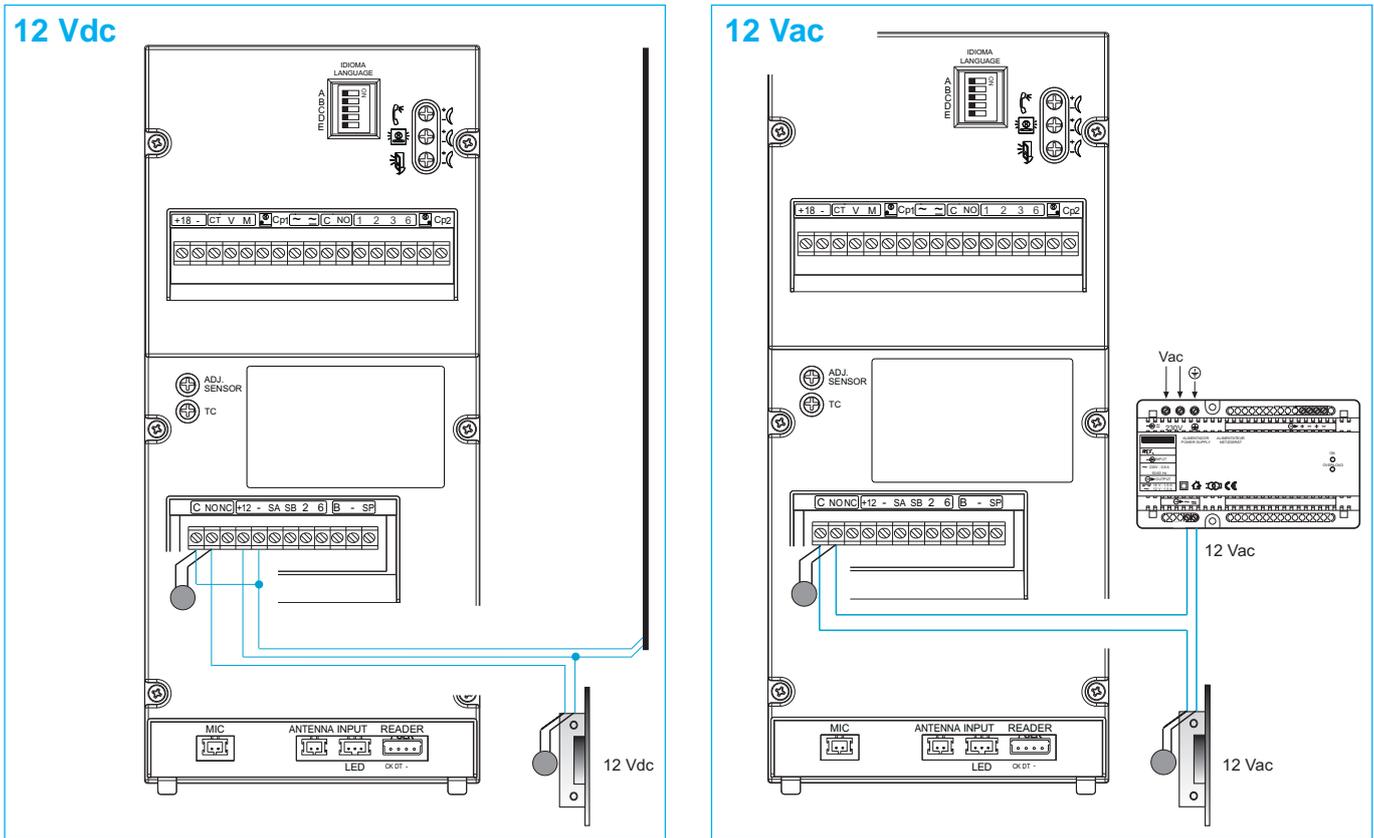
Description	Timing (seconds)
"Code not valid" screen	2
"Door opened" screen	2
"Access code" screen	14
"Programming code" screen	14
"Reset local menu code" screen	60
"Reset CU code" screen	60
Switch off screen	30
Return to idle from local programming menu	60

5 WIRING DIAGRAM

5.1 Connecting Panel to Central Unit or Digital 2 Access Switcher Ref. 2379



5.2 Door release connection



5.3 MDS table of sections and distances

Distance (in metres)	SECTION Audio Cables 4 cables - Twisted pair
Up to 300	4 x 1 mm ² - Twisted Pair 2 x 0.5 mm ²
300 to 500	4 x 1.5 mm ² - Twisted Pair 2 x 0.5 mm ²
500 to 1000	4 x 2.5 mm ² - Twisted Pair 2 x 0.5 mm ²
1000 to 1500	4 x 4 mm ² - Twisted Pair 2 x 0.5 mm ²

Observations

- The MDS Repeater Ref. 2339 must be used where distances exceed 1200 metres.
- The Video Signal Amplifier Ref. 4110 must be used where distances exceed 250 metres. One for each 250 metres.
- RG59 coaxial cable can be used in video entry systems extending up to 300 metres. For longer distances use the RG11.

5.3 MDS hoses

Fermax MDS cables, ref. 5918 and ref. 5919, are valid for distances up to 300 metres.

COLOUR	WIRE	SECTION	USED
Brown	+	1 mm ²	12 Vdc
Orange	-	1 mm ²	Audio common
White	Sa	0.5 mm ²	Data Transmission
Black	Sb	0.5 mm ²	Data Transmission
Red	2	1 mm ²	Audio apartment - outdoor panel
Blue	6	1 mm ²	Audio outdoor panel - apartment

COLOUR	WIRE	SECTION	USED
White	CT	1 mm ²	Camera activation
	Core		Video signal
	Shield		Shielded
Red	+	1 mm ²	Video Supply 18Vdc
Black	-	1 mm ²	

6 ANNEX

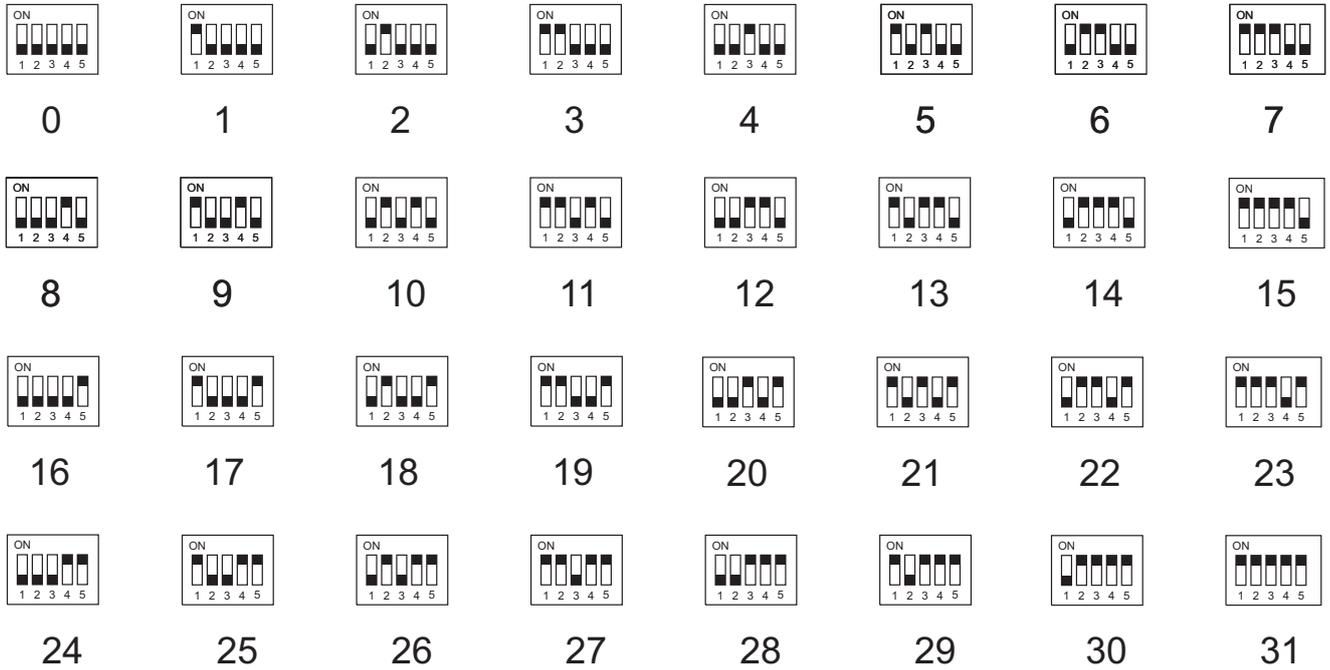
6.1 ANNEX I: Available languages (Menu 5 . LANGUAGE)

Language	
Spanish	Turkish
English	Chinese
French	Norwegian
Dutch / Flemish	Finnish
German	Swedish
Catalan	Danish
Valencian	Icelandic
Portuguese	Russian
Basque	Italian
Galician	Hindi
Greek	Hungarian
Polish	Hebrew
Czech	Croatian
Slovak	Bulgarian

6.2 ANNEX II: Voice synthesizer Coding and Languages Available



Dipswitch coding



Code	Language	Code	Language
0	Spanish	16	Chinese
1	English	17	Persian / Farsi
2	French	18	Arabic
3	Dutch / Flemish	19	Norwegian
4	German	20	Finnish
5	Catalan	21	Swedish
6	Valencian	22	Danish
7	Balearic	23	Icelandic
8	Portuguese	24	Russian
9	Basque	25	Italian
10	Galician	26	Hindi
11	Greek	27	Hungarian
12	Polish	28	Hebrew
13	Czech	29	
14	Slovak	30	Bell
15	Turkish	31	DISABLED

6.3 ANNEX III: Menu 8 PROGRAM CENTRAL UNIT**0 - Language****1 - Users****1 - Append****2 - Erase****3 - Modify****4 - Reset**

1 - Config

2 - Users

3 - Paramt

5 - Memory

1 - Occupation

2 - Compacting

3 - Sorting

6 - Apt 2/4 digits**7 - Exit button****2 - Decoders****1 - Individual pgm.****2 - Sequential pgm.****3 - Change Number****4 - Pr. Telephone**

1. Pr. Attended

2. Pr. Sequential

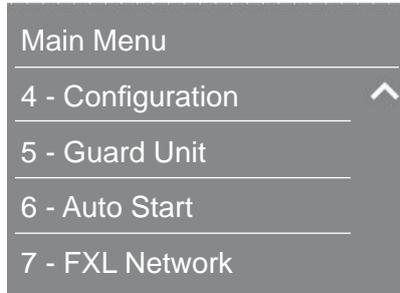
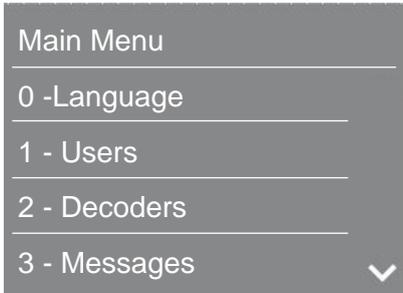
5 - Test Decoder**6 - Call by relay****3 - Messages****1 - Modify****2 - Erase****4 - Configuration****0 - Reset CU****1 - Program. Code****2 - Code Digits N.****3 - Conversation T.****4 - Minimum Time****5 - Clock****6 - MDS-City****7 - Lift Control****8 - Call Tone Ingt****9 - Several Raiser****5 - Guard Unit****1 - Actual Mode****2 - Relay Activat.****3 - Panic Remote****4 - Guard U. Remote****5 - Panic Relay****6 - Queue full****7 - Divert message****8 - Alphanum. Dial****6 - Auto Start****1 - Config****2 - Users****3 - Paramet.****7 - FXL Network****1 - Centrals****2 - Telephones****3 - Configuration****4 - Date & Time****5 - Multichannel**

Select **8** from the LOCAL MENU. **Program Central Unit**, which allows access to ALL Central Unit options.



Operational

1. Select **8. Program Central Unit** from the LOCAL MENU.
2. The Installer Code (19025 by default) must be entered.
3. The Central Unit programming options are accessed.



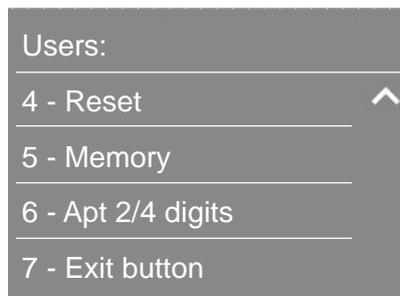
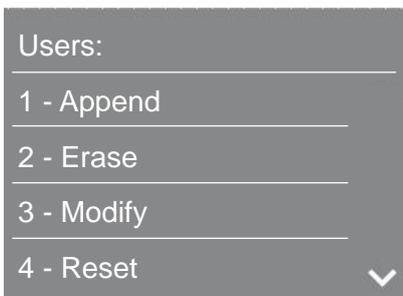
- **0. Language**
- **1. Users**
- **2. Decoders**
- **3. Messages**
- **4. Configuration**
- **5. Guard Unit**
- **6. Auto Start**
- **7. FXL Network**

- Via **Administrator Code**, by default **11077**. This only allows us to access the Central Unit User option. This code is also stored in the central unit.



Operational

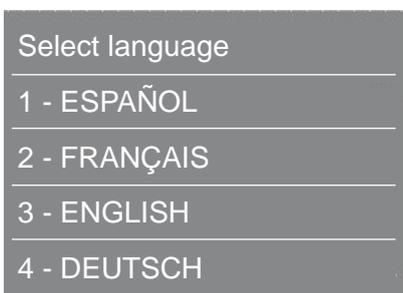
1. Select **8. Program Central Unit** from the LOCAL MENU.
2. The Administrator Code (11077 by default) must be entered.
3. Only the Central Unit **Users** programming options are accessed directly, from which only the following options can be selected:



- **1. Append**
- **2. Erase**
- **3. Modify**
- **6. Apt 2/4 digits**
- **7. Exit button**

0. Language

To select the language in which messages from the central unit will be displayed. By default, they appear in Spanish.



Languages available:

1. ESPAÑOL
2. FRANÇAIS
3. ENGLISH
4. DEUTSCH

1. Users

To program the relevant parameters for the users who will use the system.

Users:

- 1 - Append
- 2 - Erase
- 3 - Modify
- 4 - Reset

Users:

- 4 - Reset
- 5 - Memory
- 6 - Apt 2/4 digits
- 7 - Exit button

Available options:

1. Append
2. Erase
3. Modify
4. Reset
5. Memory
6. Apt 2/4 digits
7. Exit button

12:01 15.02.17

NAME

—

< >

1.1 - Append

Allows you to register new users, adding the necessary data to be recognised by the system. The fields to be completed are:

- NAME
- Fl.: FLOOR / Apt: APARTMENT
- USER CODE: numeric code or proximity card.

⌂#%&	ABC	DEF
GHI	JKL	MNO
PQRS	TUV	WXYZ
;<	0..9	>

12:01 15.02.17

RAFA NADAL

Fl.: _ Apt:

< >

12:01 15.02.17

User Code

Correct?

No

Yes

⌂#%&	ABC	DEF
GHI	JKL	MNO
PQRS	TUV	WXYZ
;<	0..9	>

1	2	3
4	5	6
7	8	9
✗	0	✓

1	2	3
4	5	6
7	8	9
✗	0	✓

Observations

- There are 16 characters available to enter the name or any other identifying data of each of the users. This name is the one that will appear on the display when a user presses the "agenda" icon.
- Customised texts will always appear in upper case.
- Using the < and > arrows, you can move left or right by user.
- The keypads will be adapted according to the information on the upper screen.
- To add the card, you must hold it close to the proximity reader. The code will be entered via the keypad.



1.2 Erase

Allows you to delete a user.

- FIND USER TO BE DELETED. Using the and arrows, you can move left or right in the list of users.
- CONFIRM DELETION. Press to confirm or to cancel and exit to the previous screen.



1.3 Modify

This option has two uses:

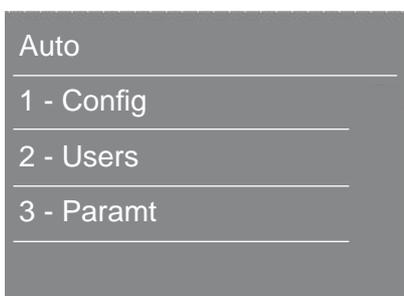
- a) Modify the details of any user.
- B) Recover a user detail flagged as missing. Users who were erased via option *1. Users/ 2. Erase*, also appear in this list, and can be recognised because the first character of the name has been replaced by "[".

- FIND USER TO BE MODIFIED / RECOVERED. Using the and arrows, you can move left or right in the list of users.
- SELECT TO MODIFY / RECOVER Press to select.

Modify the necessary name, floor, door or code data as explained in option *1. Users/ 1. Append*.

Recover. If you want to recover a gap, replace the character "[" with the first letter of the user name you wish to recover.

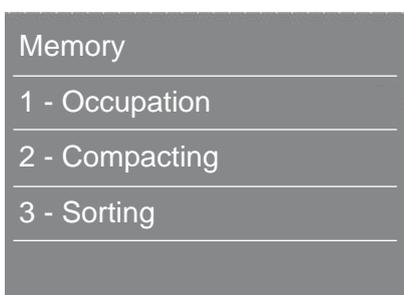
If you do not wish to modify or recover a user, press to cancel and exit to the previous screen.



1.4 Reset

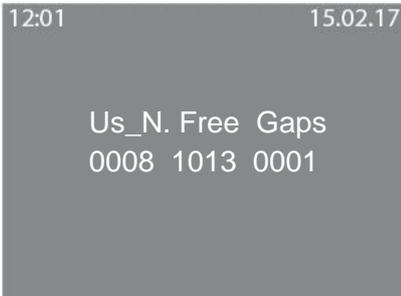
To selectively delete: the configuration, the user list or the parameters with the factory default values.

ALL THESE OPTIONS ARE IRREVERSIBLE, and once you have chosen any of them, the system will perform an auto-reset process.



1.5 Memory

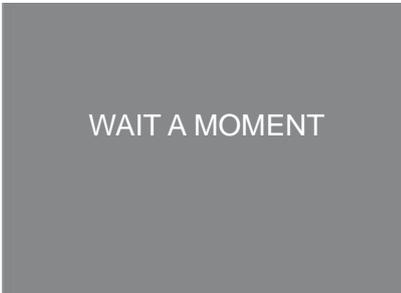
This option shows the status of the user memory, which also gives us the options to "compact" and "sort" the data contained in it.



1.5.1 Occupation

Displays information on user memory status.

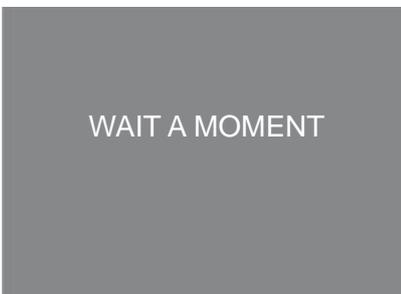
- Us_N. Indicates number of users registered on the system. Does not include deleted users (in the gap area).
- FREE. Indicates the number of users who can still be registered.
- GAP. Indicates the number of users that have been deleted, (unused gaps).



1.5.2 Compacting

Delete gaps, freeing up user memory space.

When this option is selected, the system remains busy for a few seconds, displaying a status message on the display.



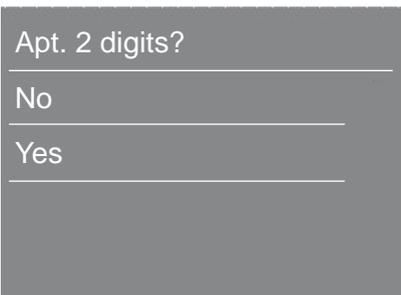
1.5.3 Sorting

Sort the list of users alphabetically.

When this option is selected, the system remains busy for a few seconds, displaying a status message on the display.

Observations

- When **ordering** the list of users, they are sorted alphabetically (only the first 511). **This operation is irreversible**, meaning that once it is done it will not be possible to sort them in any other way. If you wish to order more than 511 users, you will need to do it via a PC.



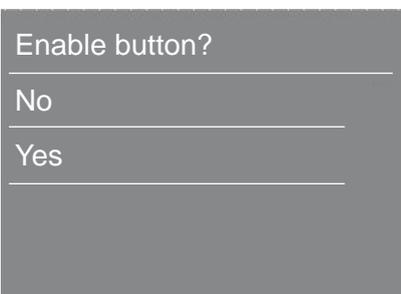
1.6 Apt 2/4 digits

To display 2 or 4 digits in the data displayed in the user list (directory).



Observations

- Even if this option is selected, 4 digits are used when registering or modifying a user's card.
- Not to be confused with the "Restricted Call List" in the panel's local menu.



1.7 Exit button

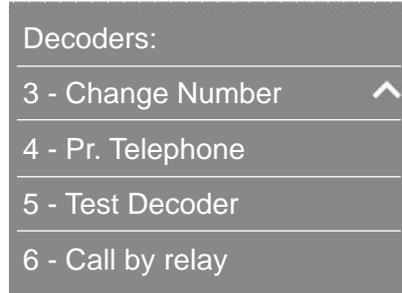
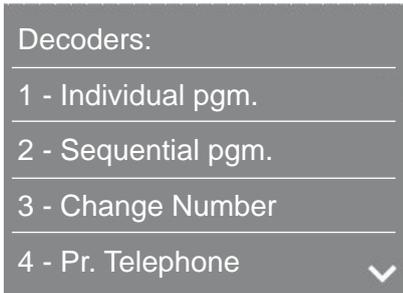
To enable the exit buttons on all outdoor panels.

If you wish to enable just one individual panel, it must be done via a PC.

For more details, see MDS Programming Manual via PC, code. 94882.

2. Decoders

To assign, modify or delete the code number of each of the outputs of the decoders connected to the system.



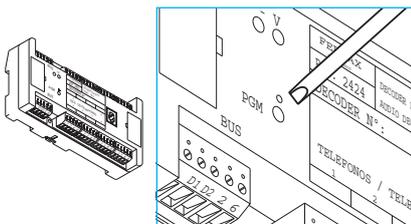
2.1 Individual pgm.

In audio decoders, sensors, relays and panels, you can program each output of the decoder individually. The same code should not be assigned to more than one output. You can leave some outputs unprogrammed, however, output 1 must always be programmed.

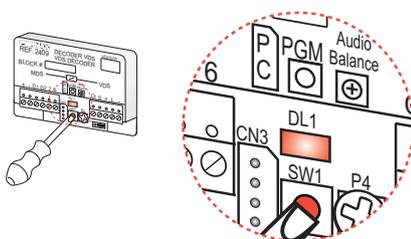
This type of programming is useful for programming non-correlative codes, or where there are decoder outputs that are not used.

In MDS / VDS decoders the programming is performed slightly differently, *for more details see 97651 and 97674 MDS/VDS Decoder Manuals ref. 2409.*

Audio, sensor, relay and panel decoders



MDS/VDS Decoder



- PRESS THE PROGRAMMING BUTTON ON THE DECODER.
- ENTER CODE NUMBERS:

- * Audio Decoders and Isodecoders: 4 digits.
- Sensor, Relay and Panel decoders: 3 digits.

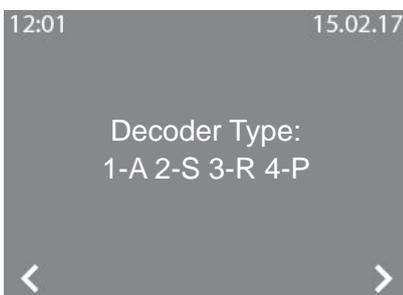
Keyboard correspondence:

- * : Insert F.
- * : Insert A
- * : Reset code to 0000.
- * : Confirmation.

- CONFIRM DATA ENTERED, pressing .
- FILL DECODER LABEL with programmed codes.

Observations

- If you try to program a code into another decoder, the system will not allow it, and will indicate "Already used".
- A decoder that has not yet been programmed will have all its outputs set to FFFF. The power supply LED will remain off. If the LED is programmed, it will flash.
- If you wish to "delete" a code, enter the code "FFFF" for audio decoders, or "FFF" for relay / sensor / panel decoders.



2.2 Sequential pgm.

To perform programming from the decoder in a sequential manner:

- INDICATE THE DECODER TYPE.
 1. Audio
 2. Sensors
 3. Relays
 4. Panels



- ENTER STARTING NUMBER and press .
The codes are assigned to all decoders (or to a group of them), correlatively, starting with the code number previously indicated.

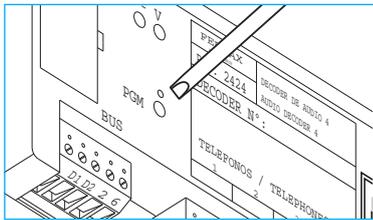


- PRESS THE PROGRAMMING BUTTON ON THE FIRST DECODER.
All outputs of this decoder will be programmed with correlative code numbers, starting with the one assigned as the initial code.

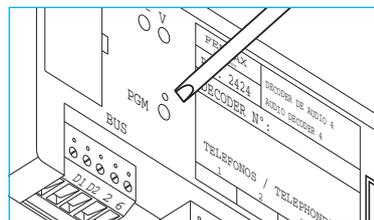


- PRESS THE PROGRAMMING BUTTON ON THE FOLLOWING DECODERS.
The system will ask you to press the programming button of the decoder that you wish to program with the code numbers following the last one that was recorded in the previous decoder. Repeat this operation for all the decoders in the group that you want to program, until the sequence is complete.

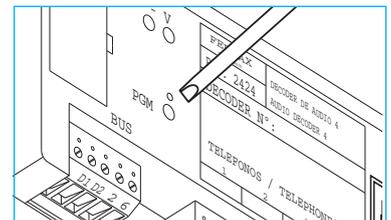
Once all decoders in the group are programmed, press or to exit to the previous screen.



Second decoder in group



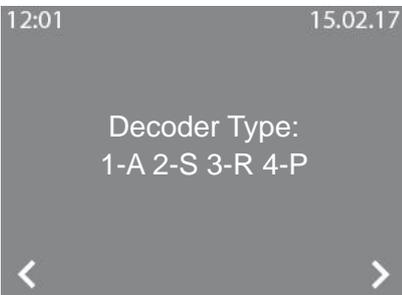
Third decoder in group



Last decoder in group

Observations

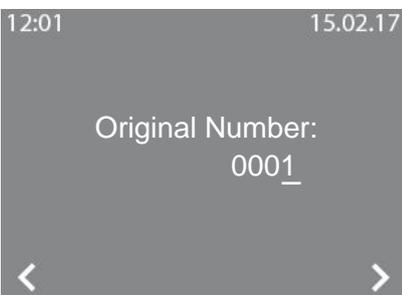
- All decoders that you wish to program sequentially must be of the same type. If a decoder of a different type is selected, the system may be blocked or operate incorrectly, (it will be necessary to reset it).



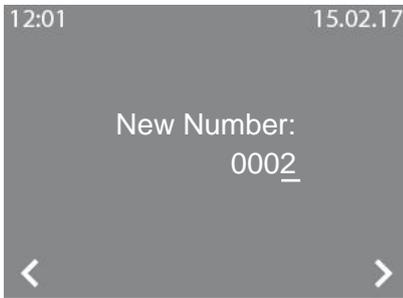
2.3 Change Number

To change a specific code programmed into a decoder.

- INDICATE THE DECODER TYPE.
 1. Audio
 2. Sensors
 3. Relays
 4. Panels



- ENTER CODE TO BE MODIFIED and press .

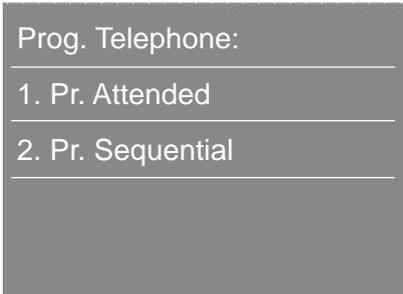


- ENTER NEW and press  .

Once the sequence is complete, the system will automatically return to the decoder menu.

Observations

- If the original code does not exist the system will state: "Code not valid". Similarly, if the new code already exists, the system will state: "Already used". In either case, you may press  or  to start over.



2.4 Prog. Telephone

To effect the programming of the decoders via telephones connected to them.

Programming can be done individually (attended) or sequentially.



2.4.1 Pr. Attended

Individual programming from the dwelling terminal.

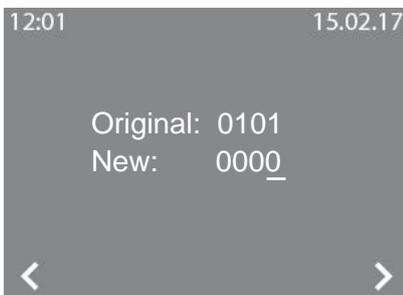
Although the system will ask you to press the door-opener button of the telephone you wish to program, it will depend on the housing terminal installed:

- MDS Decoder (terminal 4+n): **If** you push the door-opener button.
- MDS/VDS Decoder (VDS terminal): Press the programming input button or select the corresponding programming icon (on monitors with an OSD screen).

After performing the corresponding operation in the housing terminal, the display will indicate the code originally programmed (in the upper line) and allow you to enter the desired code (on the bottom line).

Using this option, a conversation can be held between the person at the outdoor panel and the one in the dwelling to indicate where the dwelling is located.

For more details see MDS Technical Book code. 94726 and MDS-VDS Technical Book code. 97002.

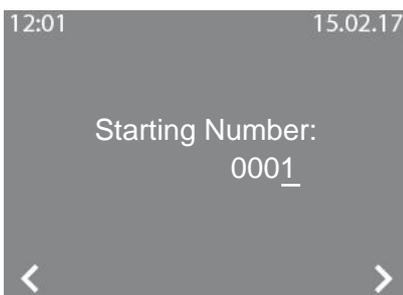


2.4.2 Pr. Sequential

Programming of consecutive dwelling terminals.

- ENTER STARTING NUMBER and press  .

The codes are assigned to dwelling terminals (or to a group of them), correlatively, starting with the code number previously indicated.





- PRESS THE PROGRAMMING BUTTON ON THE FIRST DWELLING TERMINAL.

Although the system will ask you to press the door-opener button of the telephone you to program, it will depend on the housing terminal installed:

- * MDS Decoder (terminal 4+n): If you push the door-opener button.
- * MDS/VDS Decoder (VDS terminal): Press the programming input button or select the corresponding programming icon (on monitors with an OSD screen).

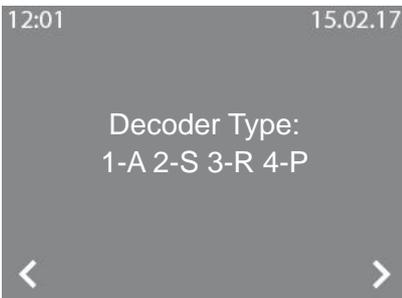


- PRESS THE PROGRAMMING BUTTON ON THE FOLLOWING DWELLING TERMINALS.

Repeat this operation for all the apartment terminals that you want to program, until the sequence is complete.

Once all decoders in the group are programmed, press  or  to exit to the previous screen.

For more details see MDS Technical Book code. 94726 and MDS-VDS Technical Book code. 97002.

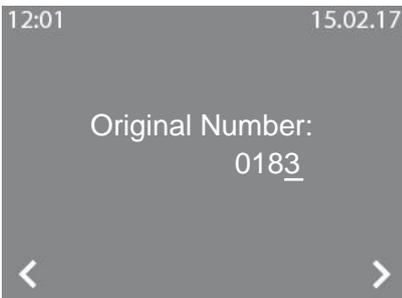


2.5 Test Decoder

This option is for information purposes only. It indicates the location of (and information about) the device connected to a decoder, which can be a telephone, relay, sensor or panel.

- INDICATE THE DECODER TYPE.

1. Audio
2. Sensors
3. Relays
4. Panels



- ENTER THE DEVICE CODE.

- INTERPRETATION OF THE INFORMATION.

(I) = Initial relay status
x = 0: status OFF
x = 1: status ON

Decoder type: Isodeco Audi
Code number programmed: 0005
4: V12 A Y
Decoder position number: 4
Decoder firmware version: V12
Audio channel activated: A Y

8 outputs: 3428
2: V20 A Y Tnnn
(Y)= Device status
H: telephone on hook
O: telephone off hook
E: sensor armed
A: sensor disarmed

Deco Relays 1058
5: V10 A Tnnn Ix
(T)= Sensor / relay timing
Sensors
000: instantaneous
1...127: delayed nnn seconds
129...255: delayed (nnn-128) minutes
Relays
000: not timed
1...255: activation time (nnn seconds)

Call by relay?

No

Yes

2.6 Call by relay

To configure relay calls.

This configuration is used in replacement installations, where it is necessary to keep existing telephones and cabling, without using audio decoders. The call signal is generated in the amplifier itself and is addressed to the corresponding housing by means of relay decoders.

Observations

- The telephone line of each telephone must be associated with a relay output. Each relay will then be programmed with a number between 000 and 999 that will correspond to the number to be assigned to the telephone.
- It is very important to program the additional call length with a value greater than 0 seconds (which is assigned by default).

3.Exceptions: Messages

To create, modify or cancel the information display message (building name, estate, etc.). This message appears sequentially, with the one appearing on the main screen.

Message:

1 - Modify

2 - Erase

12:01 15.02.17

CLERMONT
RESIDENCES _

< >

_#%&	ABC	DEF
GHI	JKL	MNO
PQRS	TUV	WXYZ
::<	0..9	>

3.1 Modify

To create or modify the message. There are 2 lines, 16 characters each, to enter the desired message.

- ENTER / CHANGE THE MESSAGE via the keyboard

CONFIRM THE MESSAGE. After completing the message, move the cursor to one end of the display using the arrows < and > and this will save the message to the system. You will see the message: PLEASE WAIT.

Are you sure?

No

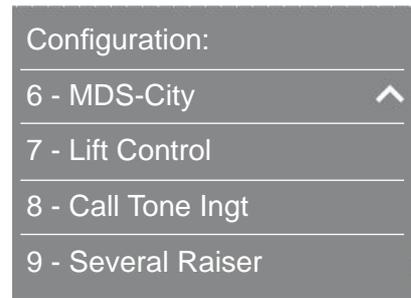
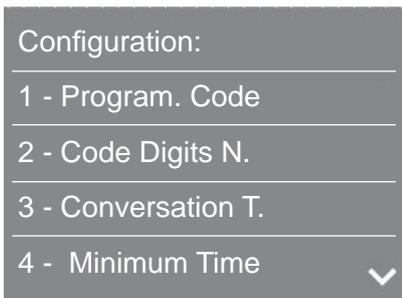
Yes

3.2 Erase

To erase the message from the display.

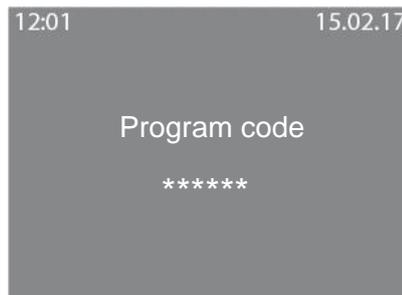
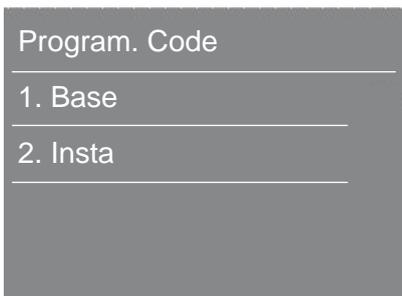
4. Configuration

This allows you to change some internal system parameters.



Observations

- It is advisable to perform a complete reset of the MDS installation, so that the central unit recognises the new parameters.



4.1 Program. Code

Allows you to change installer and administrator codes.

- 1. Base:** - Administrator Code, by default 11077. Allows access to option 1. **Users** directly, from which only the following options can be selected: 1. Append, 2. Erase, 3. Modify, 6. Apt. 2/4 digits and 7. Exit button.
- 2. Insta:** - Installer Code, by default 19025. Allows access to programming options.

Observations

- These codes are always 5 digits.

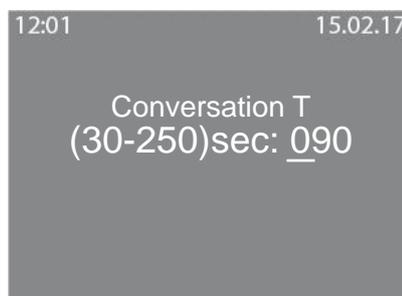


4.2 Code Digits N.

To assign the length (4, 5 or 6 digits) that the "User Codes" will have. By default, the length of the codes is 6 digits.

Observations

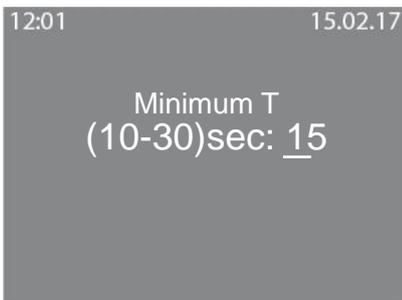
- If you change the length of codes from a value greater than a lower value, the programmed codes will remain valid, although only the first digits of each code will have to be used.
- If you change the length from a lower value to a greater value, the previously programmed codes are NOT valid.



4.3 T. Conversation T.

Allows you to set the maximum time for all conversations to a certain value between a minimum of 30 seconds and a maximum of 250 seconds.

Default value is 120 seconds.



4.4 T. Minimum Time

Allows you to choose the minimum conversation time.

During this time, it is guaranteed that a conversation cannot be interrupted, from the time the call starts. After this time, a call coming from another outdoor panel or guard unit will interrupt this conversation.

Default value is 15 seconds.

Observations

- During the 'minimum time' period, (when a panel or guard unit is using the conversation channel), the rest of the panels are blocked, with a message stating "channel busy" on the display.



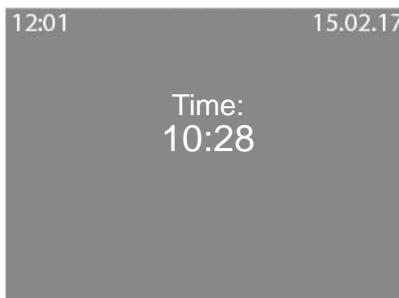
4.5 Clock

To adjust the date and time.

The date appears in the format dd / mm / yy (day, month, year), next to the acronym of the day of the week.

To change the data of the day of the week (Mo, Tu, We, Th, Fr, Sa, Su), use the arrows and , and, (they appear when the cursor is on the day).

Once you have entered the date information, press to switch to the time screen (24-hour format).



Observations

- When the data has been entered, the clock will start counting from the pre-set time and date and will automatically return to the previous screen.



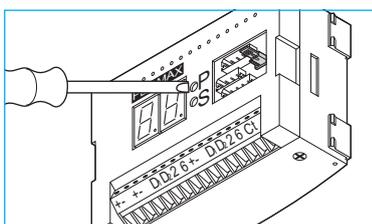
4.6 MDS-City

This option allows for the programming of the MDS-CITY panel parameters, in systems combined with MDS-DIGITAL.

An MDS-CITY panel incorporates a DIGITISER, which is the element where the panel parameters are programmed.

There are two types of digitisers, depending on the panel model. Cityline/Skyline or CityClassic, *for more details see code. 94078 Digitiser Mds CityClassic Panels ref. 2440 and code. 97709 Digitiser Mds CityClassic Panels ref. 7460.*

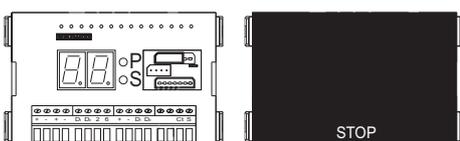
CITYCLASSIC Panel Digitiser



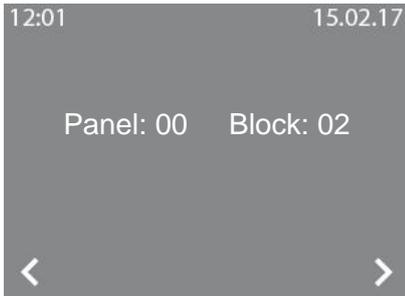
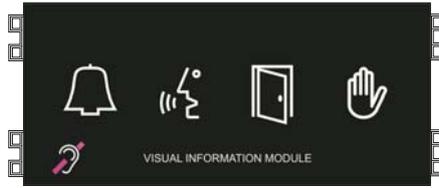
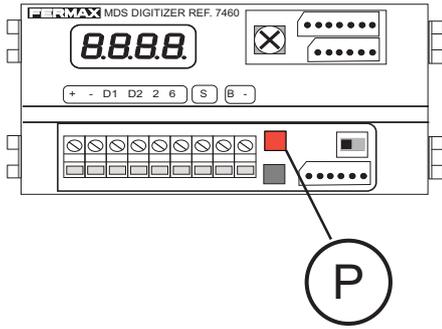
- PRESS THE PROGRAMMING BUTTON ON THE DIGITISER.

* P: CityClassic Panels.

* Red button P: Cityline and Skyline panels.



CITYLINE and SKYLINE Panel Digitiser



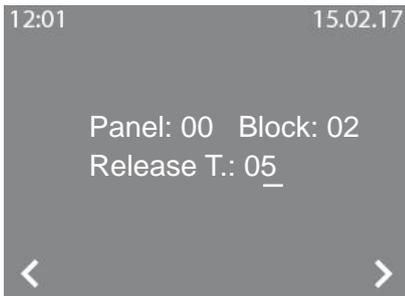
- ASSIGN BLOCK NUMBER AND PANEL NUMBER.

The block number is the block where the MDS CITY panel is installed.

The panel number is the number that we want to assign to the panel. You may leave it as "00" if there is only one.

Observations

- When the MDS decoders of each block are programmed, the first two digits must correspond to those of the block number that you have programmed in the MDS-CITY panel of that block. The last two digits will correspond to the "push button thread" of the Call Extension Module connected to the push-button that will be used to call the dwelling from the MDS-CITY panel.



- ENTER OPENING TIME (MDS-CITY panel).

To indicate the maximum time that the door opener should be activated, when operated from a dwelling.

Allows values between 01 and 09 seconds.



- INDICATE MINIMUM CONVERSATION TIME (MDS-CITY panel).

To indicate the minimum time for ensuring that a conversation between the MDS-CITY panel and a dwelling within the block cannot be interrupted, and a maximum time after which the call will be cut.

During the elapsed time between the minimum and maximum durations, the call will be cut if the audio channel is required by another call.

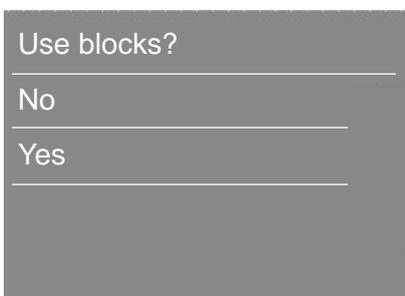
It allows for values between 00 and 03, according to the following meaning:

01: minimum 16 seconds, maximum 1 minute.

02: minimum 32 seconds, maximum 2 minute

03: Minimum 48 seconds, maximum 3 minutes

00: minimum 48 seconds. No maximum limit.



- USE OF BLOCKS

If a combined MDS-DIGITAL and MDS-CITY installation is being used, it must be confirmed.

6 digits Call?

No

Yes

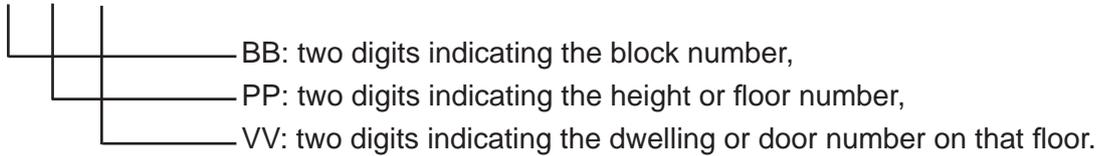
- USE OF 6 DIGITS CALL.

This option allows the use of 6-digit call codes using a single exchange.

The use of 6 digits in the call stems from the need to use an additional field for each user's information. In this way, you can identify each user via the block, floor (or height) and housing (or door) fields.

When this option is enabled, upon adding or modifying a user tab, you will be asked to fill in the "device" field, which corresponds to the effective call code.

BB PP VV



12:01 15.02.17

Visitor Time
(1..4 Min) : 00

4.7 Lift Control

This allows you to use the panel to modify the access timings allotted to both the visitors and the users to reach the lift, from the moment when the corresponding entry is activated.

The lift control of the MDS system allows you to enable the building's lifts, so that they can only access the floor or floors that each user has allowed. In the case of visitors, they will only be able to access the floor of the dwelling that has granted them access.

All lift control parameters must be programmed via the PC. [See MDS Programming via PC Manual, code. 94882.](#)

12:01 15.02.17

Tenant UTime
(5..20 sec) : 00

12:01 15.02.17

Extra sec (0-9):
0

4.8 Call Tone Ingt.

To indicate the extra time that the housing terminals should chime for when called. This time, in seconds, will be added to the default initial value of 1 second.

Several Raiser?

No

Yes

4.9 Several Raiser

Select a multi-stair system.

This mode of operation allows a central unit to be shared between several blocks, assigning certain decoders and certain accesses to each block so that from the access point of each block, it is only possible to make calls to the dwelling terminals connected to the decoders installed in that block.

Up to 10 blocks can be covered, with up to 3 access points in each block.

5. Guard Unit

Options related to Guard Unit operations.

Guard Unit

1 - Actual Mode

2 - Relay Activat.

3 - Panic  Remote

4 - Guard U. Remote 

Guard Unit

5 - Panic Relay 

6 - Queue full

7 - Divert message

8 - Alphanum. Dial

12:01 15.02.17

[- mixed

!! - Night

5.1 Actual Mode

Informative option that indicates the guard unit's current "mode of operation".

The operation mode of the guard units is a parameter stored in the central unit itself, that defines the way in which the guard units that connect to it will work.

Upper line: Standard guard unit operation mode.

Lower line: Panic guard unit operation mode.

For more details on Digital Guard Unit modes: Day, Mixed, Night, Master, Transfer, Master-Mixed, Master-Day, Transfer-Mixed, Transfer-Day modes, [see digital guard unit manual code. 94891.](#)

Relay Activation

No

Yes

Centre Number

+

Relay Number: _ _ _ _ _

+

"1" or "0"

+ right arrow 

5.2 Relay Activat.

Option to active any relay from the guard unit.

Operation:

Relay connected to the same CU as the guard unit:

- **Activate** relay
Relay number + 1 + right arrow .
- **Deactivate** relay
Relay number + 0 + right arrow .

Relay connected to a different CU from the guard unit:

- **Activate** relay:
Number CU + relay number (with all zeros) + 1 + right search arrow .
- **Deactivate** relay:
Number CU + relay number (with all zeros) + 0 + right search arrow .

Forward panic?

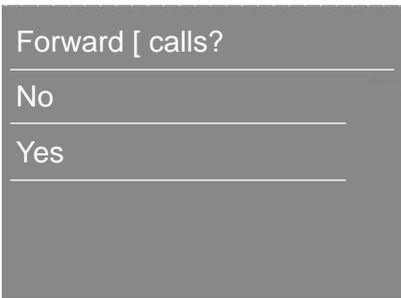
No

Yes

5.3 Panic  Remote

Selecting this option allows you to activate call forwarding for panic calls from panels.

The divert will also be performed when receiving calls from other exchanges in "transfer" mode.



5.4 Guard U. Remote

Selecting this option allows you to activate call forwarding for calls from dwellings to a guard unit. The divert will also be performed when receiving calls from other exchanges in "transfer" mode.



5.5 Panic Relay

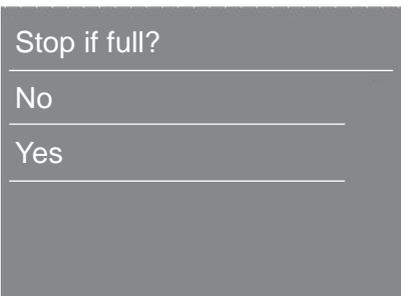
To keep the selected relay active during the period that panic calls are shown to the guard unit. Different relays can be activated in the same central unit that is connected to the guard unit. The possible alarm messages that can be associated with relays are the following:

- those sent by type 2 or 9 sensor decoders.
- access intrusions.
- open/wedged door alarm
- decoder failure.

For more details, see *MDS Programming Manual via PC, code. 94882.*

Keyboard correspondence:

- * : Insert F.
- * : Insert A
- * : Reset code to 0000.
- * : Confirmation.



5.6 Queue full

When this option is activated, if the queue of calls from dwellings should reach its maximum capacity of **20 calls**, no new calls will come through.

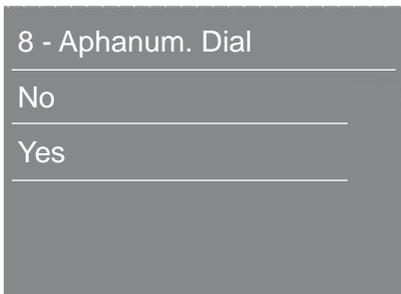
When a gap appears in the queue because the guard unit has answered a call from a dwelling or simply deleted it, new calls will start coming through again until the maximum occupancy is reached again.

Observations

- In the **default** mode, if the queue has 20 calls and new calls are received, the first ones received will be deleted and these will be left. The guard unit stores the last 20 calls. Repeat calls from the same point are counted only once.
- If the queued option is activated, an asterisk appears on the Guard Unit display next to the current guard unit mode.

5.7 Divert message

Function not available.



5.8 Alphanum. Dial

Allows alphanumerical calls.

This option must be activated in the CU, if it is activated in the local menu of the panel, *see chapter 1.10 Call Alfanum. for more details.*



- ALPHANUMERIC CALL IN MDS DIGITAL.

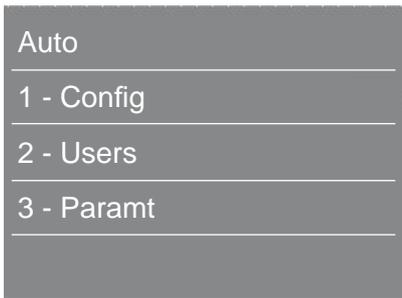
The Alphanumeric call code is a special dialling type to introduce letters in the call code (4 digits). The letters can be referred to blocks, apartments, ...

The central unit will allow to dial up to 10 different letters when performing the call. *In the Local menu of the panel the block numbers should be <= 8 (maximum 8 letters: A, B, C, D, E, F, G, H).*

6. Auto Start

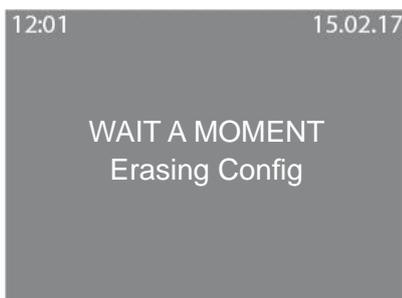
To selectively delete the settings, parameters or user list.

ALL THESE OPTIONS ARE IRREVERSIBLE, and once you have chosen any of them, the system will perform an auto-reset process.



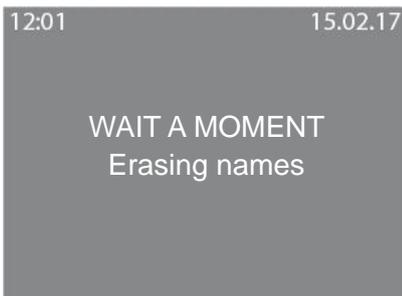
Observations

- It is advisable to perform a complete reset of the MDS installation, so that the central unit recognises the new parameters.



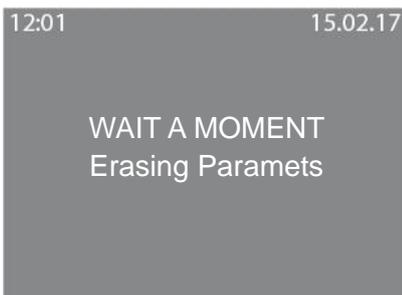
6.1 Config

To delete all the parameters programmed from a PC that are contained in the system memory: relay tables, accesses, directories, levels, holidays, lift control ... etc.



6.2 Users

To erase all the data contained in the CU user list.

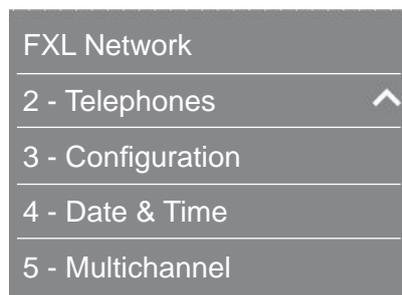
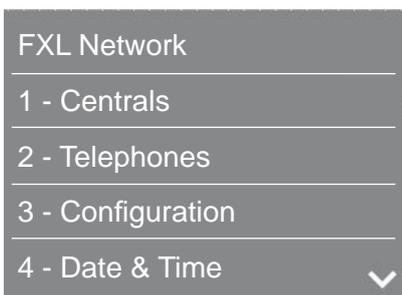


6.3 Paramet.

To erase all system parameters, keeping the list of users intact. The values of the factory parameters are essentially: Night mode, 6-digit keypad codes, no event log and default timings.

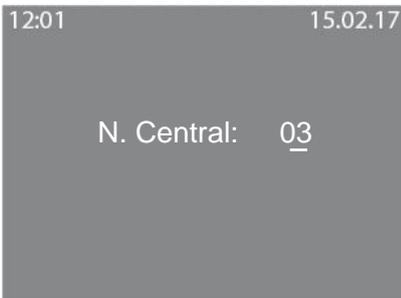
7. FXL Network

Informative option, and operative only in systems with several interconnected central units.



Observations

- In systems with interconnected central units (FXL network), there cannot be any coded as "0".



7.1 - Centrals

Allows you to "query" the state in which other central units on the system are programmed with their guard units.

- ENTER CENTRAL UNIT NUMBER (2 digits).

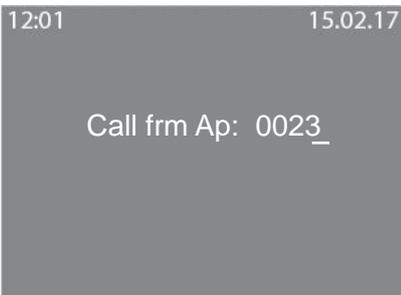


- INFORMATION DISPLAY.

Upper line: Standard guard unit operation mode.

Lower line: Panic guard unit operation mode.

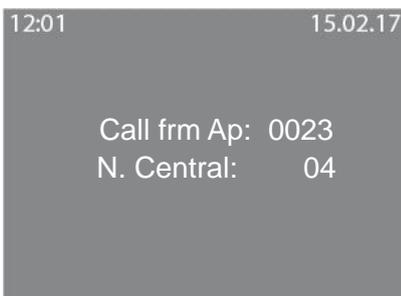
If there is no central unit programmed with the number entered, or communication between them fails, it will indicate: not available.



7.2 Telephones

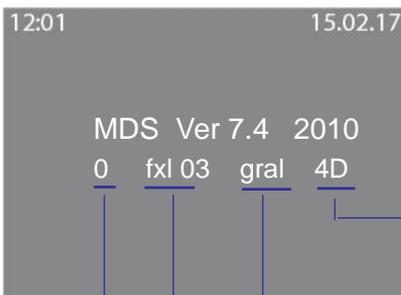
Locates in which central unit a specific telephone code is programmed.

- ENTER PHONE NUMBER AND CONFIRM  .



- INFORMATION DISPLAY.

If there is no central unit programmed with the number entered, it will indicate: not available.



7.3 Configuration

With this option, the screen will present software version information and the edition year on the upper line. The bottom line is detailed below:

Type of call (General Entry)

- Short: 4D

- Long: 6D

MEM: CU incorporates incident record memory.

Configuration:

- General Entry: gral

- DC: Digital Controller

Central unit number within the FXL network

Internal configuration of central unit

10/03/17 20:38

No

Yes

7.4 Date & Time

Allows you to copy the time and date programmed in the internal clock of the centre from which you are performing programming of the other central units connected to the FXL network, to update certain schedules (clock synchronisation, change of summer / winter time ..).

Confirm to copy it to the other central units.

Multichannel?

No

Yes

7.5 Multichannel

Special installations

FERMAX

Avd. Tres Cruces, 133
46017 Valencia
Spain