



Code 97746I V06\_14

# DIGITAL LYNX PANEL

## BASIC PROGRAMMING MANUAL

This is the basic instruction manual for programming and starting up a LYNX series DIGITAL PANEL.

The DIGITAL panel may be configured remotely via the incorporated web server. This web server is accessed via the G. E. panel default IP address, which for block panels is: 10.200.100.0

For more details see the LYNX Panel's Web server manual cod. 97744 in [www.fermax.com](http://www.fermax.com).

To add users to the panel you need the Property Management Unit (Guard Unit) software.



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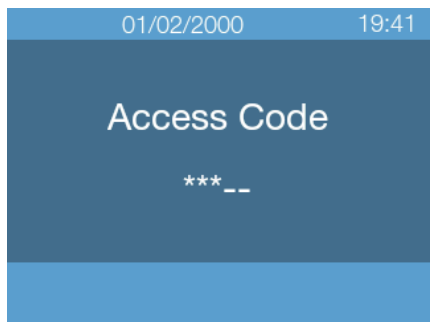
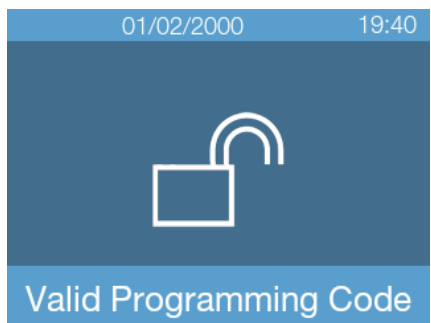
## PROGRAMMING ACCESS

Prior to programming any parameter on the LYNX PANEL, you must access its programming mode, for which you need the access codes. The first of these is always the same, even though the second may change within the programming.



### Procedure

1. From the user information screen press "0" on the keypad.
2. Enter the PROGRAMMING ACCESS CODE with the keypad **AB21AB**.  
An icon of the unblocked access appears.
3. Enter the INSTALLER CODE. By default, this code is **19025**.  
The different options of the CONFIGURATION MENU will appear.



CONFIGURATION MENU
1.Call Panel Settings
2.Audio Settings
3.Call Settings
4.Presentation
5.Access Control
6.Network

### Observations

- Entering the wrong ACCESS CODE 3 consecutive times blocks the system for 60 seconds.
- THE INSTALLER CODE may be changed by the Programmer. It is a numerical value of 5 digits. If changed, note the new CODE, since this must be used the next time programming is accessed.
- THE PROGRAMMING ACCESS CODE is by default 6 digits. If changing the code lengths in programming to 4 or 5 digits, as a result this code will change (AB21 and AB21A, respectively).
- If the panel has a proximity reader, you can also access programming by presenting an authorised card, which is registered through the same panel.
- If you have forgotten the INSTALLER CODE, follow the indicated instructions in the ANNEX of this manual to establish a new code.

# 1 PANEL CONFIGURATION-SETTINGS MENU

From this section you configure all panel parameters.

1.CALL PANEL SETTINGS	
1.Type	
2.Block#	
3.Panel#	
4.Panel Tag	
5.Alpha Keypad	
6.Reset Settings	

**Procedure**

1. From the CONFIGURATION MENU, press "1" on the numeric keypad to select **CALL PANEL SETTINGS**.
2. A list of available options appears concerning the call panel parameter settings, that are described in the following sections.
3. Select, via the numeric keypad, the desired option.

## 1.1 CALL PANEL SETTINGS-Type

This allows you to define whether this panel is part of a general entrance to a development or if an interior block panel.

1.TYPE	
◀ Block Entrance ▶	
Exit	B

**Procedure**

1. From the PANEL SETTINGS, press "1" on the numeric keypad to select **Type**.
2. Use the left or right keys to select the type of panel from the available options.
3. Press "B" to confirm.

**Available options**

- Block entrance
- General entrance

**Observations**

- Select "Block Entrance" if the panel belongs to an interior block or if part of an isolated block (not a development).
- Select "General entrance" if the panel belongs to a development's general entrance or if giving access to a group of blocks within the development.

## 1.2 CALL PANEL SETTINGS-Block#

This parameter is conditioned so that in the previous parameter you must select the type of panel option as "block entrance" otherwise select "general entrance," for which the procedure depends on each case.

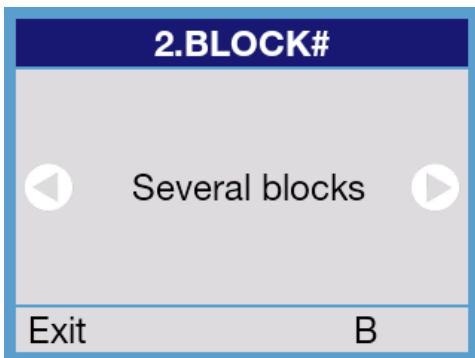
2.BLOCK#	
01	
Erase	A
Exit	B

**Procedure (for a "block entrance")**

1. From the PANEL SETTINGS menu, press "2" on the numeric keypad to select **Block#**.
2. Press "A" to delete the number indicated by default.
3. Use the numerical keypad to enter the new number
4. Press B to confirm and exit.

**Observations**

- The PANEL NUMBER must be between 00 and 99.



**Procedure (for a "general entrance")**

1. From the PANEL SETTINGS menu, press "2" on the numeric keypad to select **Block#**.
2. Use the left and right keys to select the type of panel from the available options.
3. Press "B" to confirm.

**Available options**

- The complete development
- Some blocks

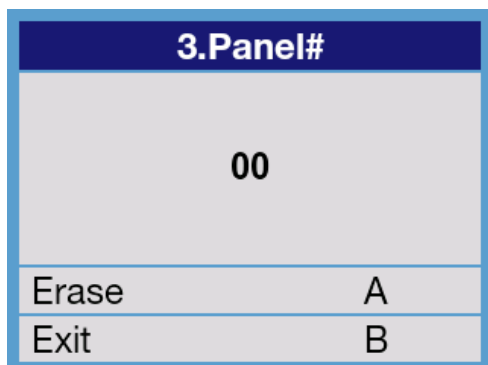
1.Type
2.Block#
3.Panel#
4.Panel Tag
5.Alpha Keypad
6.Available Blocks
7.Reset Settings

**Observations**

- If we have selected "several blocks", the 1.1.6 PANEL SETTINGS-available Blocks, is automatically enabled, from which we can determine for which specific blocks this panel must behave as a general entrance. See next page.
- Some options such as "call a lift" are only available on the panels configured as "block entrance." See the Property Management Unit manual for more details.

**1.3 CALL PANEL SETTINGS-Panel#**

Select, via this option, the PANEL NUMBER assigned to this panel, in accordance to the installation's global configuration.



**Procedure**

1. From the PANEL SETTINGS menu, press "3" on the numeric keypad to select **Panel#**.
2. Press "A" to delete the number indicated by default.
3. Use the numerical keypad to enter the new number
4. Press B to confirm and exit.

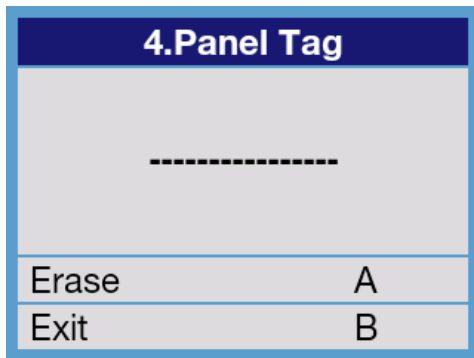
**Observations**

- The PANEL NUMBER must be between 00 and 99.
- To not repeat the same PANEL NUMBER on different installed panels within a same block or general entrance.

### 1.4 CALL PANEL SETTINGS-Panel Tag

This allows you to assign a name to this panel.

This name will appear on the monitors and the PMU, when called, as a reference.



**Procedure**

1. From the CALL PANEL SETTINGS menu, press "4" on the numeric keypad to select **Panel Tag**
2. Use the numerical key, like a dial pad, to enter the desired text.
3. Press "A" to delete a character (last one on the right) and "bell" to enter a space.
4. Press "B" to confirm and exit.

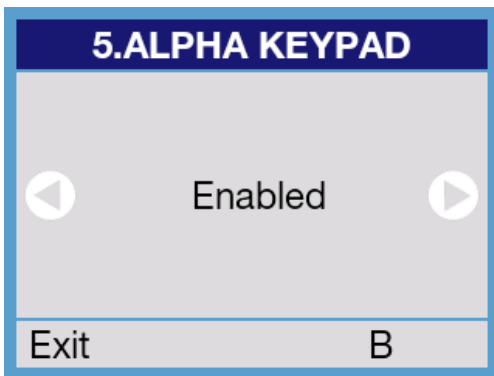
**Observations**

- In NOTES at the end of this manual, you can see which letter/s each number button is assigned to.
- You can enter up to 16 alphanumerical characters (indicated via underscore).
- At first, and for a few seconds, a banner appears describing the way to go from capital to lower case letters, that is, by pressing ->.

### 1.5 CALL PANEL SETTINGS-Alpha keypad

Via this option we can enable or disable the numeric keypad.

If this keypad is disabled, no direct calls may be made to names with letters and numbers (alphanumerical).



**Procedure**

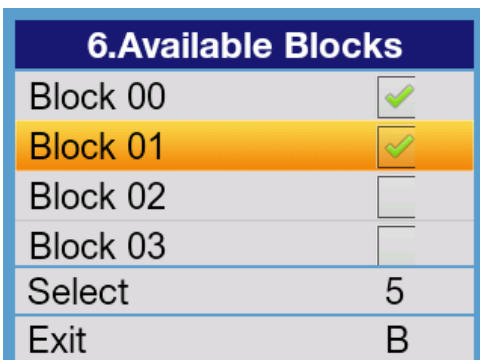
1. From the PANEL SETTINGS menu, press "5" on the numeric keypad to select **ALPHA KEYPAD**.
2. Use the left or right arrow keys to select the desired option.
3. Press B to confirm and exit.

**Options**

- Enabled
- Disabled

### 1.6 CALL PANEL SETTINGS-Available blocks

This option is only visible if you have selected "several blocks" in option 1.1.2 and it indicates what blocks this panel acts upon.

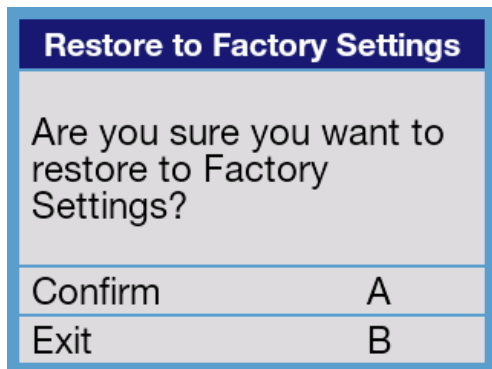


**Procedure**

1. From the PANEL SETTINGS menu, press "6" on the numeric keypad to select **Available Blocks**.
2. Use the left or right arrow keys to select the corresponding block.
3. Press 5 to select/unselect the block.
4. Press "B" to confirm and exit.

1.7 CALL PANEL SETTINGS-Erase settings

With this option you can reset the panel settings to their default settings and reprogram the basic parameters, via an auto-guide, corresponding to programming point 1.4 CONFIGURATION MENU-Presentation.



**Procedure**

1. From the PANEL SETTINGS menu, press "7" (or 6 if not using the "several blocks" option). On the keypad select **Reset settings**
2. Press "A" to confirm or "B", if you do not want to reset it now.
3. If you select "A" the panel will turn off, automatically restart after 30 to 60 seconds, while the FERMAX logo and home screen appears.



**Observations**

- During this start-up process the screen will display the firmware version installed and the MAC address.
- **Once the start-up has completed, the panel is set to its factory settings, that is, with IP 10.200.100.0 (General entrance and Panel 0).**



## 2 AUDIO CONFIGURATION-SETTINGS MENU

From this section you can set the parameters regarding audio levels, which depend on the acoustic characteristics of the site's installation.

2.AUDIO SETTINGS			
	-	+	L
Audio Up	1	3	4
Speech	4	6	4
Audio Down	7	9	4
Exit		B	

### Procedure

1. From the CONFIGURATION MENU, press "2" on the numeric keypad to select **Audio settings**.
2. Press the corresponding number on the alphanumerical keypad, of those indicated on the display, to decrease (-) or increase (+) the indicated audio level.
2. Once the desired levels are set, press "B" to confirm and return to the CONFIGURATION MENU.

### Observations

As reference, the set value will appear in column "L" (from 0 to 7) for each of the options.

## 3 CALL SETTINGS CONFIGURATION-SETTINGS MENU

In this section we select the call parameters, such as the ring tone that the panel makes upon calling a residence, the call filter application and the way in which we want the captured picture to be displayed.

3.CALL
1.Ring Tone
2.Retroview
3.Call Filter
4.Filter List

### Procedure

1. From the CONFIGURATION MENU, press "3" to access the **Call settings**.
2. Select, via the numeric keypad, the desired option.
3. Press "B" key to return to the CONFIGURATION MENU.

### Options

- Ring Tone
- Retroview
- Call Filter
- Filter list (only if the call filter has been enabled)

### 3.1 Ring Tone

With this option you can select the panel's confirmation tone, which will be heard to confirm that a call is being made.

1.RING TONE	
◀ Ringback.mp3 ▶	
Exit	B

### Procedure

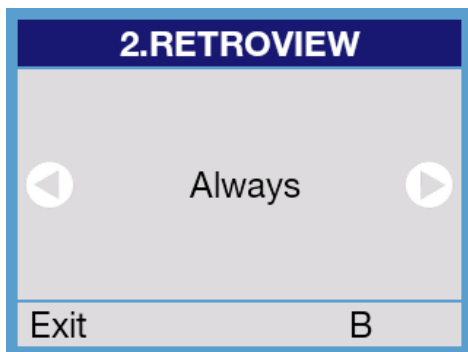
1. From the CALL SETTINGS menu, press "1" to access the **Ring tone** option.
2. Use the left and right keys to select the desired ring tone, which may be heard as you select it.
3. Press "B" to confirm and exit.

### Options

- You can select from 5 different ring tones: It is also possible to record 5 personalised ring tones. See the *LYNX Video Web Server manual (97744)* for more details.

### 3.2 Retroview

With this option you can configure the panel so that the picture taken by its camera appears on the display.



#### Procedure

1. From the CALL SETTINGS menu, press "2" to access the **Retroview** option.
2. Use the left and right arrow keys to select the required option.
3. Press "B" to confirm and exit.

#### Options

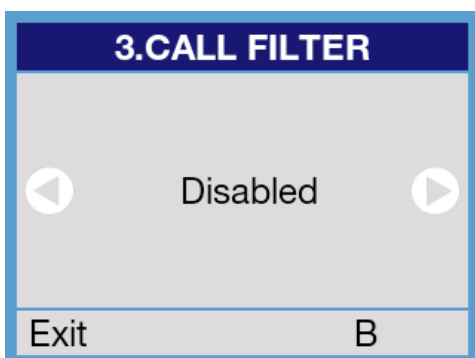
- Always
- Disabled
- Until answered

#### Observations

- If we select "until answered", the captured image disappears upon being answered by the residence.

### 3.3 Call Filter

With this option you activate a restriction on the users' list so that only the selected users from this list appear on the display.



#### Procedure

1. From the CALL SETTINGS menu, press "3" to access the **Call filter** option.
2. Use the left and right arrow keys to select the required option.
3. Press "B" to confirm and exit.

#### Options

- Enabled
- Disabled

### 3.4 Filter list

Via this option, it is only available if the function CALL FILTER is selected, and we can create and modify the list of filtered addresses.

4.Filter List	
House	000301
House	000208
House	000201
House	000108
Menu	A

#### Procedure

1. From the CONFIGURATION menu press «4» to access the **Filter list** option  
The units (apartments) in this list appear (if there is one, otherwise the list is empty)
2. Press «A» to show available options.

#### Options

- 1. Add unit
- 2. Delete unit (if one exists)
- 3. Change unit (if one exists)
- B. Save changes and exit.

Add unit

Use this function to indicate the units' data (apartments) that we want to appear on the panel display.

It allows you to include a maximum of 200 total registers out of 10,000 allowed by the system. If a call is made to a number out of this list, the message will be displayed with the message «non-existent number» and the call will be forwarded to the guard unit, if available, who will forward it to the corresponding residence.

1.Add Unit	
301---	
Erase	A
Exit	B

**Procedure**

1. From the Filter List menu, press «1» to access the **Add unit** option.
2. Use the numerical keypad to enter the apartment number to be added to the list.

**Options**

- A: Delete a digit
- B: Confirm and return to the filter list.

Delete or Change unit

Only available if the function CALL FILTER is selected, and we can create and modify the list of filtered addresses.

4.Filter List	
House	000208
House	000201
House	000108
Menu	A

**Procedure**

1. Use the left and right arrow keys to select the register to delete or change.
2. Press «A» to access the selection menu.
3. Press «2» or «3» depending on if you want to **Delete unit** or **Change unit**.

**Options**

- 1. Confirm
- 2. Cancel

After confirming, and depending on the procedure, the register will automatically be deleted, or it will be ready for the change. In this case proceed as indicated in the Add unit section.

**4 CONFIGURATION MENU-Presentation**

From this section we can set general appearance parameters and the way in which information is displayed.

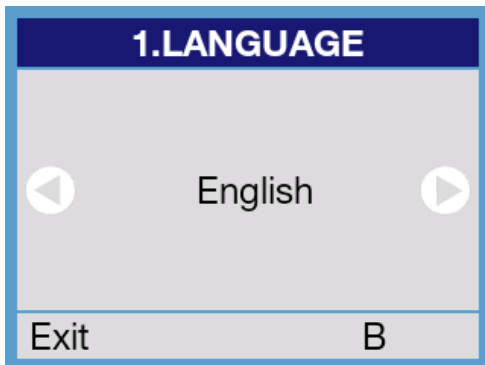
1.Language
2.TFT Activation
3.Agenda
4.Temperature
5.TFT settings
6.Date & Time
7.Additional Info

**Procedure**

1. From the CONFIGURATION MENU, press "4" on the numeric keypad to select **Presentation**.
2. A list of available options appears for the general Display settings.
3. Select, via the numeric keypad, the desired option.

## 4.1 Language

This allows you to select the panel's language, both in programming and as a user, besides the voice synthesis.



### Procedure

1. From the Presentation menu, press "1" on the numeric keypad to select **Language**.
2. Select the desired language with the left and right arrows from the available options.
3. Press "B" to confirm and exit.

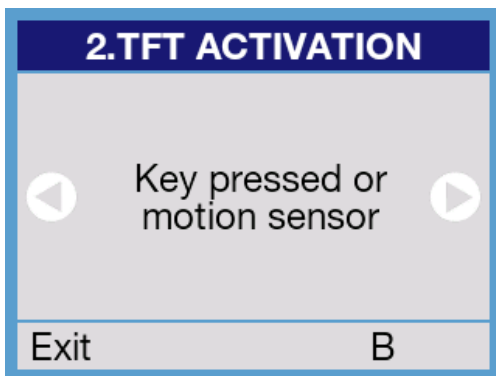
### Observations

- You can select from 32 different languages. For each case, it appears in the language with its corresponding typography. See the ANNEXES at the end of this manual.

## 4.2 ACTIVATE TFT

The LYNX panel has a presence sensor that automatically detects if a person is in front of the display.

Via this option we can enable or disable the detector.



### Procedure

1. From the Presentation menu, press "2" to access the selection of **activate TFT**.
2. Use the left and right arrow keys to select the required option.
3. Press "B" to confirm and exit.

### Options

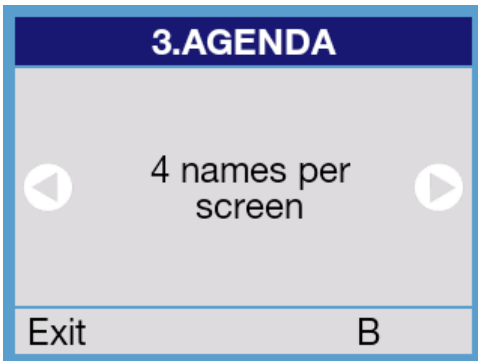
- Pressed key or movement sensor
- Always on
- Pressed Key

### Observations

- Select «Pressed key» if you want the display to light up only when a key is pressed. This option is useful in places of high transit, to avoid that the display is lit each time somebody passes by.
- Select «Pressed key or movement sensor» if you want the panel to light up in either case.

### 4.3 AGENDA

With this option we can indicate if when searching to make a call, the data from only 1 user is presented on the screen or 4 users at a time, one over the other.



**Procedure**

1. From the Presentation menu, press "3" on the numeric keypad to select **agenda**.
2. Use the left and right arrow keys to select the required option.
3. Press "B" to confirm and exit.

**Options**

- 4 names on the screen
- 1 name on the screen

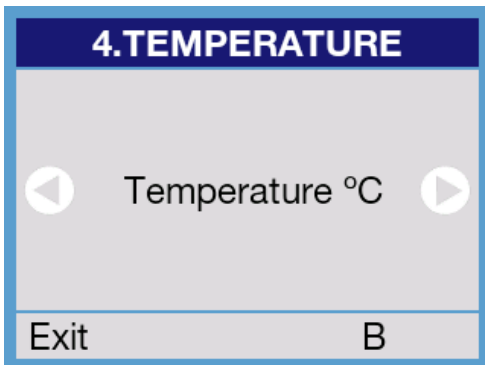
**Observations**

- If you select 4 names per screen, only the corresponding name field appears, while if you select 1 name per screen a second line of additional data is displayed, if they are enabled. If not, the residence's number is displayed.
- The users' names in the agenda are in alphabetical order.

### 4.4 TEMPERATURE

This option is not available in the current version of panels.

In the panels with this function, we can select the temperature in Celsius or Fahrenheit.



**Procedure**

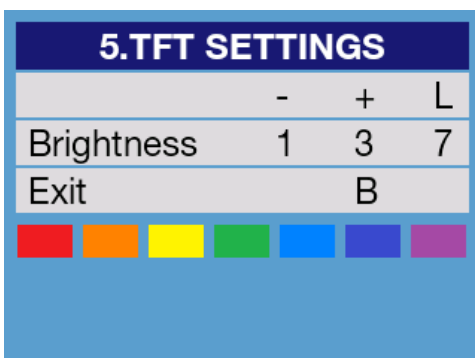
1. From the Presentation menu, press "4" on the numeric keypad to select **temperature**.
1. Use the left and right arrow keys to select the required option.
2. Press "B" to confirm and exit.

**Options**

- Temperature °C
- Temperature °F

### 4.5 TFT SETTINGS

With this option you can set the TFT screen display brightness



**Procedure**

1. From the Presentation menu, press "5" on the numeric keypad to select **TFT settings**.
2. Use "1" or "3" to decrease or increase the screen's brightness.
3. Press "B" to confirm and exit.

**Observations**

As reference, the current brightness value will appear in column "L" on a scale from 1 to 7.

The colour squares on the lower part of the screen help to set the best visual display.

### 4.6 Date and Time

Use this option to put the date/time incorporated in the street panel, along with the date's format. This data is continuously displayed on the screen, in user mode.

6.Date & Time	
1.Set Date	
2.Set Time	
3.Date Format	

#### Procedure

1. From the Presentation menu, press "6" to access the **date & time** section.
2. Select the set option via the keypad.

#### Options

1. To set the current date
2. To set the clock
3. To select the date format

#### 4.6.1 Establish date option

1.SET DATE	
Month	01
Day	02
Year	2000
Erase	A
Exit	B

#### Procedure

1. From the Date & time menu, press "1" to access the **Set date** section.
2. Use the left and right arrow keys to move down the different fields.
3. Use the numerical keypad to enter the current month, day and year.
4. Use the "A" key to delete and/or change some data.
5. Press "B" to confirm and exit.

#### 4.6.2 Set time option

2.SET TIME	
Hour	19
Minutes	46
Erase	A
Exit	B

#### Procedure

1. From the Date & time menu, press "2" to access the **Set time** section.
1. Use the left and right arrow keys to move down the different fields.
2. Use the numerical keypad to enter the current hour and minutes.
3. Use the "A" key to delete and/or change some data.
4. Press "B" to confirm and exit.

#### 4.6.3 Date format option

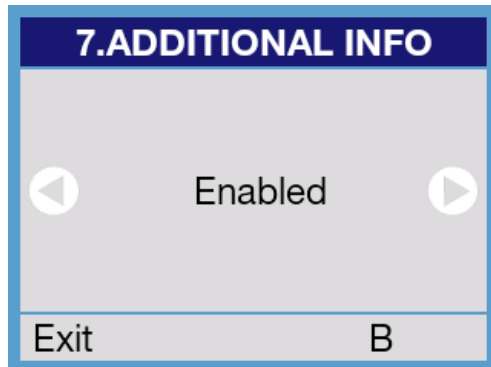
3.DATE FORMAT		
◀	MM/DD/YYYY	▶
Exit	B	

#### Procedure

1. From the Date & time menu, press "3" to access the **Date Format** section.
1. Use the left and right arrow keys to move down the different options.
2. When the desired option appears on the screen, press "B" to confirm and exit.

#### 4.7 Additional information

With this option we can indicate if we want the user's additional information to appear, when the display is in a user's mode.



#### Procedure

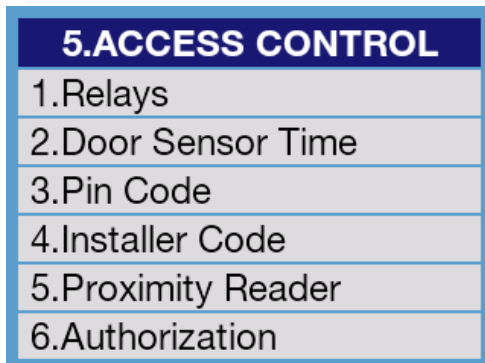
1. From the Presentation menu, press "7" to select **additional information**.
2. Use the left and right arrow keys to select the desired option.
3. Press "B" to confirm and exit.

#### Options

- Enabled
- Disabled

## 5 CONFIGURATION MENU-Access control

From this section you can set the parameters relative to the eventual Control Access functions associated to the panel.



#### Procedure

1. From the CONFIGURATION MENU, press "5" on the numeric keypad to select the **Access Control** menu.
2. A new menu of available options appears for the access control.
3. Select, via the numeric keypad, the desired option.

#### Observations

All of the elements that can be managed from this panel, along with the configuration are:

- Relays (both the internal ones included in the panel itself, and the external ones.
- Door Sensor.
- PIN code to open the door via the the keypad.
- Installation Code. Needed to access the programming of the panel's parameters.
- The way in which the proximity sensor associated to the panel behaves (automatic display light).
- Authorisation (Enabling the open door button positioned inside).

5.1 Relay

From this section we can set the parameters relative to the eventual functions of the Access Control (manage internal relays in the panel, or future external relays and/or lift control relay for lifts installed in the system).

1.Relay 1 time
2.Relay 1 tag
3.External relay 1
4.Relay 2 time
5.Relay 2 tag
6.External relay 2
7.Lift control relay

**Procedure**

1. From the ACCESS CONTROL menu, press "1" on the numeric keypad to select the **Relay** configuration menu.
2. A list of available options appears for the configuration of different relays.
3. Select, via the numeric keypad, the desired option.

**Observations**

Both the external and internal relays are simultaneously activated with the open door request, with this request being completed in the following cases:

- From any monitor, upon pressing the open door button (selectable relays 1/relays 2).
  - By presenting a valid proximity card to the panel. Relays 1 and/or 2, depending on configuration.
  - Via a valid PIN CODE entered via the the keypad. Relays 1 and/or 2, depending on configuration.
- If the button is pressed from the inside, if exists and enabled, only Relay 1 is activated.
  - The purpose of external relays is to provide extra safety, being able to open the door via a device installed in a place inaccessible from the outside, thus free from sabotage.
  - The control relay is activated in both cases, and is generally used to activate the lift's call button, whether for sending it to the bottom floor or to the user's floor. *See Lynx Property Management Unit (Guard Unit) for more details.*
- Your contacts may only be handled by the lift's maintenance personnel. **Only supported by panels configured as Block.**
- If some of the external relays or lift control is configured but does not exist or work properly, a small delay can be entered on the display and activation of the corresponding internal relay.

5.1.1 Relay time 1

Via this parameter we can program the time, in seconds, which we want to activate relay 1 when it is activated from one of the modes indicated in the previous point.

<b>1.Relay 1 time</b>	
05	
Erase	A
Exit	B

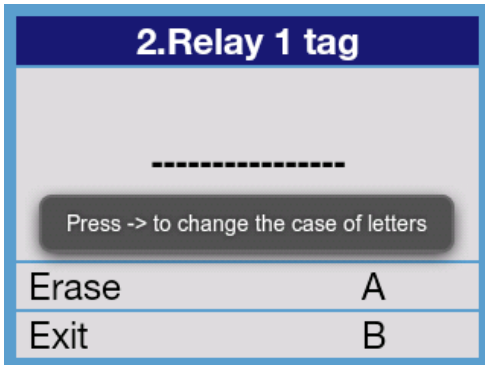
**Procedure**

1. From the Relay menu, press "1" on the numeric keypad to select **Relay 1 time**.
2. Press "A" to delete the number indicated by default.
3. Use the numerical keypad to enter the new number (between 01 and 99). 00 means disabled.
4. Press B to confirm and exit.



### 5.1.2 Relay tag 1

With this option you can enter the text to appear on the display while relay 1 is being activated.



**Procedure**

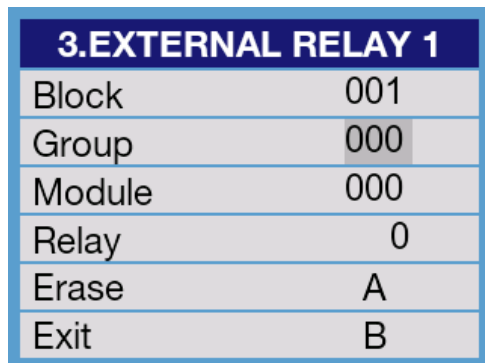
1. From the Relay menu, press "2" on the numeric keypad to select **Relay 1 tag**.
2. Use the numerical key, like a dial pad, to enter the desired text.
3. Press "A" to delete a character (last one on the right). Press "bell" to enter a space.
4. Press "B" to confirm and exit.

**Observations**

- In NOTES at the end of this manual, you can see which letter/s each number button is assigned to.
- You can enter up to 16 alphanumerical characters (indicated via underscore).
- At first, and for a few seconds, a banner appears describing the way to go from capital to lower case letters, that is, by pressing ->.

### 5.1.3 External relay 1

This option is used to define the configuration of External relay 1 parameters.



**Procedure**

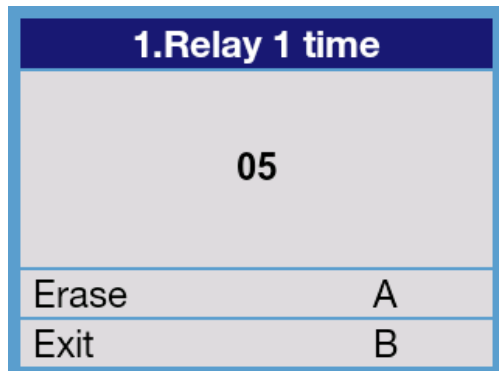
1. From the Relay MENU, press "3" on the keypad to select **External relay 1**.
2. Use the left and right arrow keys to move down the different fields.
3. Use the "A" key to delete and/or change some data.
4. Press "B" to confirm and exit.

**Observations**

- The relay will have a IP: 10.203.X.Y, where:  
 X=Block number  
 Y=Group
- The Module field will be a "slave" module from which we can activate a corresponding relay between 1 and 254. (255 = master module).
- The Relay will correspond to the relay number in the selected module:  
 0-9: slave  
 0-3 master

### 5.1.4. Relay time 2

Via this parameter we can program the time, in seconds, which we want to activate relay 2 when it is activated from one of the modes indicated in the previous point.

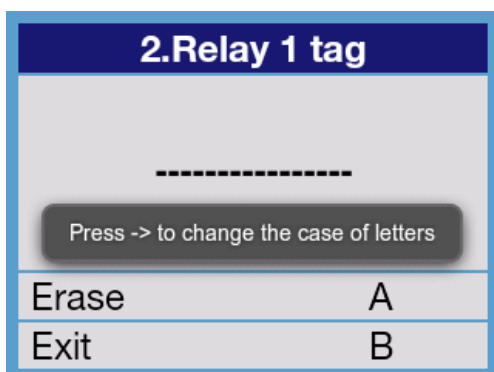


#### Procedure

1. From the Relay menu, press "4" on the numeric keypad to select **Relay 2 time**.
2. Press "A" to delete the number indicated by default.
3. Use the numerical keypad to enter the new number (between 00 and 99).
4. Press B to confirm and exit.

### 5.1.5 Relay tag 2

With this option you can enter the text to appear on the monitor to indicate relay 2.



#### Procedure

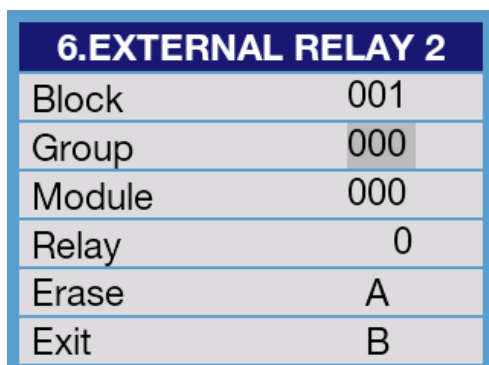
1. From the Relay menu, press "5" on the keypad to select **Relay 2 tag**.
2. Use the numerical key, like a dial pad, to enter the desired text.
3. Press "A" to delete a character (last one on the right). Press "bell" to enter a space.
4. Press "B" to confirm and exit.

#### Observations

- In APPENDIXES at the end of this manual, you can see which letter/s each number button is assigned to.
- You can enter up to 16 alphanumeric characters (indicated via underscore).
- At first, and for a few seconds, a banner appears describing the way to go from capital to lower case letters, that is, by pressing ->.

### 5.1.6 External relay 2

This option is used to define the configuration of the External relay 1 parameters. These 4 parameters (Block-Group-Module-Relay) must coincide with the 4 groups of the IP address assigned to the corresponding relay.



#### Procedure

1. From the Relay MENU, press "6" on the keypad to select **External relay 2**.
2. Use the left and right arrow keys to move down the different fields.
4. Use the "A" key to delete and/or change some data.
5. Press "B" to confirm and exit.

See the observations corresponding to External relay 1.

**5.1.7 Lift control relay**

This option is used to define the configuration of the relay to control the lift. See "Observations" in section 1.5.1.3 Internal Relay 1.

<b>7.LIFT CONTROL RELAY</b>	
Block	001
Group	000
Module	000
Relay	0
Erase	A
Exit	B

**Procedure**

1. From the Relay MENU, press "7" on the keypad to select **Lift control relay**.
2. Use the left and right arrow keys to move down the different fields.
3. Use the numerical keypad to enter the necessary data, in accordance to the associated relay's IP.
3. Use the "A" key to delete and/or change some data.
5. Press "B" to confirm and exit.

**Observations**

- The time during which the relay is activated is always 3 seconds, and its purpose is to activate the button sending the lift to the floor where the panel is.
- Only the panels configured as block entrance may manage the lift relay.

**5.2 Door Sensor**

If a sensor is installed to detect that the corresponding door to this panel has remained opened for more than the established time, or if forced open (the door has been opened without activating any of the relays 1).

After this time,(or immediately if the door has been forced) a signal is sent to the Guard Unit and/or residence monitors with access via this door. See *Lynx Property Management Unit (Guard Unit) for more details*.

<b>2.Door Sensor Time</b>	
000	
Erase	A
Exit	B

**Procedure**

1. From the MENU of **Access Control**, press "2" on the numeric keypad to select **Door Sensor Time**.
2. Press "A" to delete the number indicated by default.
3. Use the numerical keypad to enter the new number.
4. Press B to confirm and exit.

**Options**

- Any value between 001 and 999 (seconds).
- 000, if you do not wish to use this option.

**Observations**

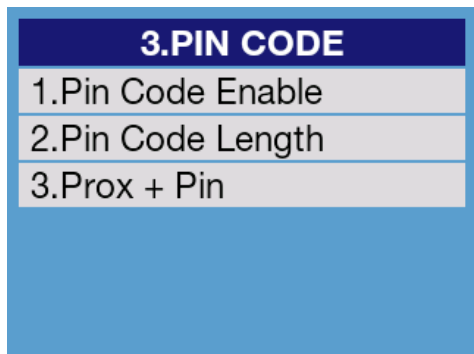
If the sensor is not installed and the contacts are left in an open circuit, this function is disabled automatically upon powering the panel. It is also enabled automatically if the sensor is installed later on.

5.3 PIN Code

Users of the building may open the entrance door by entering the personal PIN via the panel's keypad.

You can also change this PIN code by presenting a proximity card (if the panel has a reader).

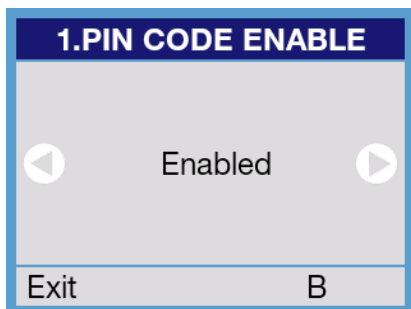
This code is assigned by the system administrator during the programming, but to use it you need to enable it following these steps.



**Procedure**

1. From the MENU of **Access Control**, press "3" on the numeric keypad to select **PIN code**.
2. Select the desired option (1 2 or 3).
3. Select the desired parameter and the corresponding option in each case.
4. Press "B" to confirm and exit.

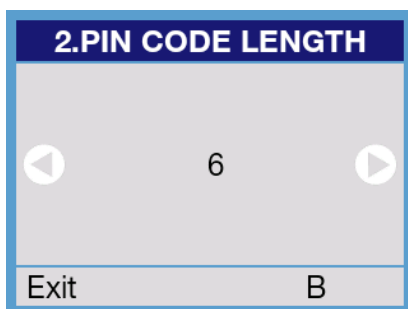
**Options**



Enable or disable the PIN code.

**Options**

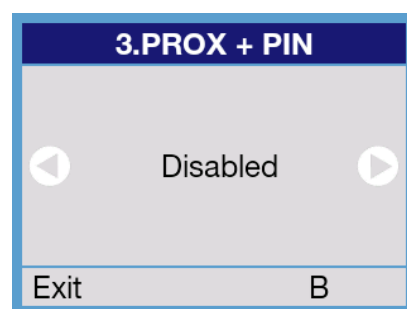
- Enabled
- Disabled



Define the PIN code length

**Options**

- 4, 5 or 6 digits



Enable or disable the combined use of PIN code + presentation of a proximity card.

**Options**

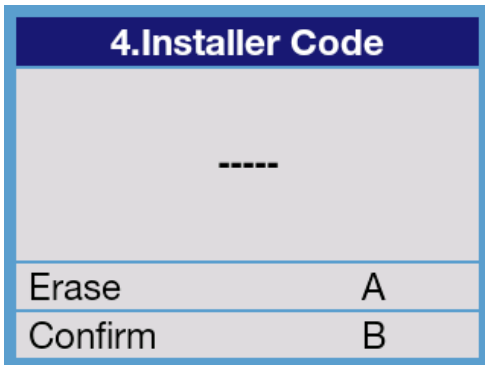
- Enabled
- Disabled

**Observations**

- The users must mark "0" before marking the PIN code.
- You can delete the digits marked with the left arrow key.
- Entering the wrong PIN CODE 5 consecutive times blocks the system for 1 minute.
- After entering the PIN code correctly and/or presenting the proximity reader, the corresponding relay is activated depending on the system programming. See *Lynx Property Management Unit manual*.
- If the option 1. ACTIVATE PIN is disabled, you can enter the number of residences «0» but can not open the door with the keypad. In this case you can access by pressing keys «5» and then «B».
- You can define some users to have access only via the PIN code, while others have it also with a proximity card. In this case we can enable it both with option 1. ACTIVATE PIN, and option 2. PROX.+ PIN.

**5.4 Installation Code**

This parameter allows you to change the access code to access the panel's programming.



**Procedure**

1. From the MENU of **Access Control**, press "4" on the numeric keypad to select **Installer Code**.
2. Press "A" to delete the number indicated by default.
3. Use the numerical keypad to enter the new number.
4. Press B to confirm and exit.

**Options**

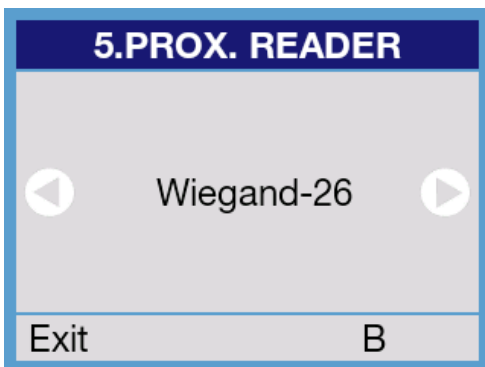
- Any numeric value between 0000 and 99999.

**Observations**

- If the panel has a proximity card reader, you can also access programming by presenting an authorised card. See the *Lynx Property Management Unit (Guard Unit) manual*.
- The default access code for programming is 19025.

**5.5 PROX. READER**

If the panel has a proximity card reader, with this parameter we can select which protocol it will use.



**Procedure**

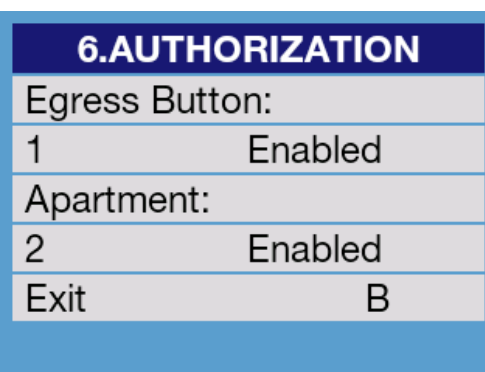
1. From the MENU of **Access Control**, press "5" on the numeric keypad to select **PROX READER**.
2. Choose the right option.
3. Press B to confirm and exit.

**Options**

- Data/Clock
- Wiegand -26
- Wiegand -32
- Wiegand -44

**5.6 AUTHORIZATION**

With this option we enable or disable the option of opening the entrance door, either with the outdoor button or the open-door button in the residence.

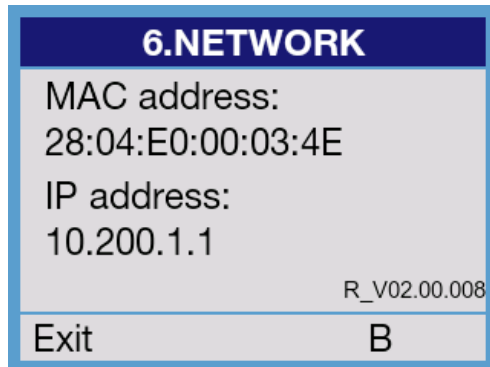


**Procedure**

1. From the MENU of **Access Control**, press "6" on the numeric keypad to select **AUTHORISATION**.
2. Or press "1" on the numeric keypad to enable or disable the opening of the door with the exit button.
2. Or press "2" on the keypad to enable or disable the opening of the door from the Apartment.
4. Press "B" to confirm and exit.

## 6 NETWORK

This parameter is only for informational purposes. It indicates the MAC and IP address on the panel.



### Procedure

1. From the Relay MENU, press "6" on the keypad to select **RED**.
4. Press B to exit and return to the MAIN MENU.

# APPENDIXES

- I. **Resetting the INSTALLER CODE**
- II. **Description of keypad keys**
- III. **Languages Available**

## I. Resetting the INSTALLER CODE

If the default installation code has been changed, and you do not remember or don't know which is the new code, it is possible to restore it to the default value:

1. Disconnect the panel's power supply and wait a few seconds.
2. Reconnect the power supply.
3. Once the panel has started, and in standby, enter the reset code: 0 + A708B9.
  - You have 1 minute in which to carry out this operation. After this time, the panel will no longer accept the reset code.
  - The display will indicate if the operation has been properly performed or if it has failed.

## II. Description of keypad keys

The numerical keypad also allows for entering the letters of the alphabet, via the successive pressing of the corresponding numerical key, with the following relations:

KEY	PRESS				
	1st	2nd	3rd	4th	5th
1	1				
2	A	B	C	2	
3	D	E	F	3	
4	G	H	I	4	
5	J	K	L	5	
6	M	N	O	6	
7	P	Q	R	S	7
8	T	U	V	8	
9	W	X	Y	Z	9
0	0				
A	FUNCTION RELATIVE TO THE PARAMETER TO PROGRAM				
B	FUNCTION RELATIVE TO THE PARAMETER TO PROGRAM				

If you want to enter a space, press the "BELL" key.



### III. Languages Available

The presentation of menus and messages in the display may be presented in any of the 31 languages. During the initial programming, and with the aim of facilitating the reading of the different language, the description of each of them is presented in the corresponding language and typography.

English	Melayu
中文	日本語
Español	Italiano
العربية	Indonesia
繁體中文	Íslenska
Tiếng Việt	Magyar
Türkçe	हिन्दी
Tagalog	עברית
ไทย	Français
Svenska	Suomi
Slovenčina	فارسی
Русский	Ελληνικά
Português	Deutsch
Polski	Dansk
Norsk	Čeština
Nederlands	