



SMILE LYNX MONITOR

MANUAL DE USUARIO USER'S MANUAL MANUEL D'UTILISATION BENUTZE
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INSTALLER'S MANUAL

ENGLISH

SMILE LYNX MONITOR

Code 97838I V10_15

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CONGRATULATIONS ON PURCHASING A QUALITY PRODUCT!

Fermax Electrónica develops and manufactures reputable equipment which fulfils the highest design and technology standards.

The Smile monitor is a technological device designed to maximise communication, security and comfort in the home.

This manual describes all of the functions available on the monitor. These functions may or may not be enabled, depending on installation requirements.

SMILE MONITOR

Introduction

The SMILE Monitor is an Internet Protocol-based monitor. This monitor is part of the LYNX system: TCP / IP PoE-based multi-channel data, audio and video. It communicates with a panel based on an IP video-door (the LYNX Audio and Video module) and with a PC-based Guard Unit (the Property Management Station, PMS).

The SMILE monitor is hands-free, with duplex audio, colour video with 7" touch screen and additional capacitive buttons for the most common functions.

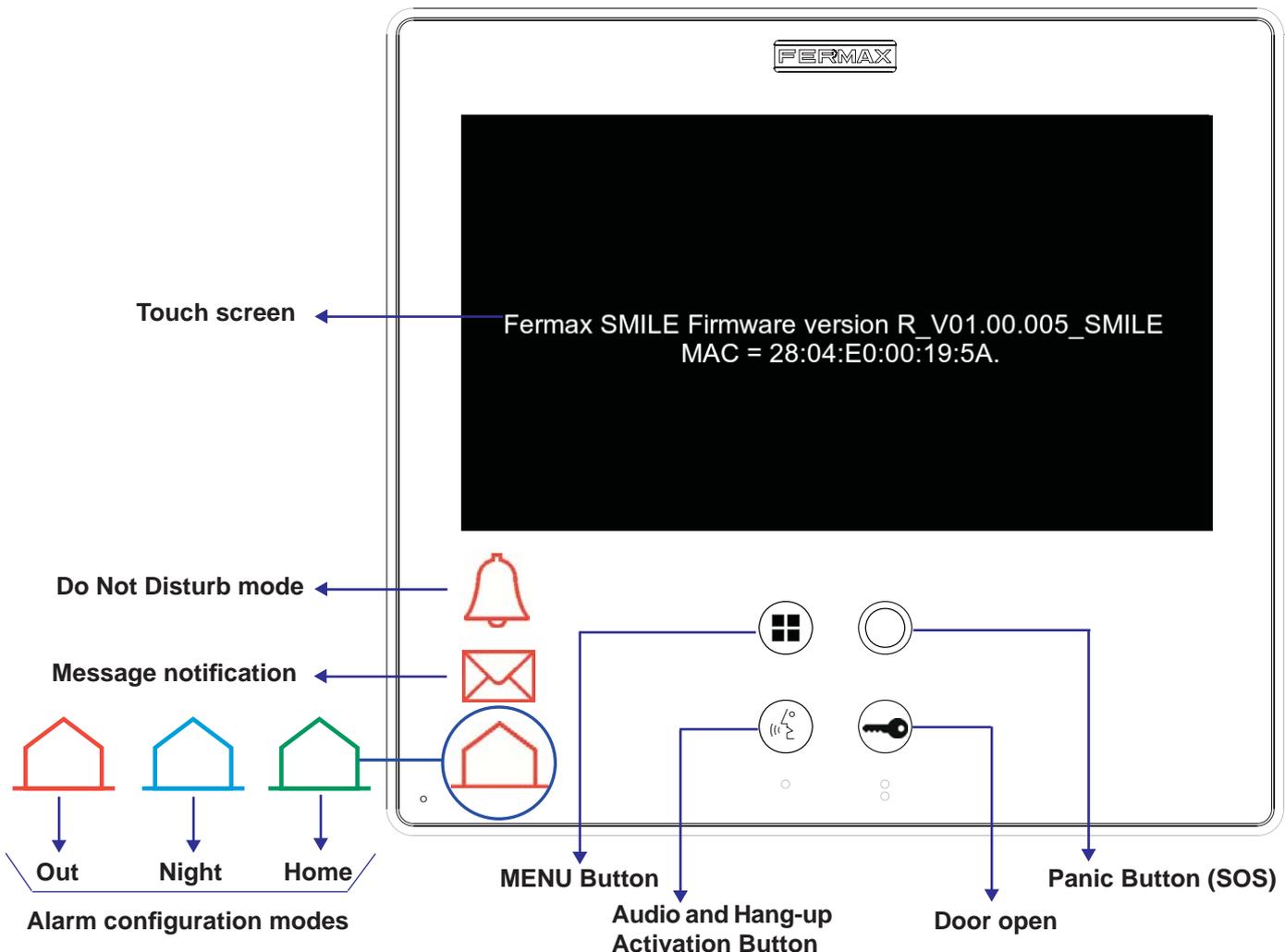
A technological monitor designed to maximise communication, security and comfort in the home. The monitor is wall-mounted using the SMILE LYNX Connector.

Description of Functional Features: Buttons and Icons

When switched on, the monitor starts up and displays the FERMAX logo, the firmware version and the MAC address. The start-up process takes less than 60 seconds and the monitor enters stand-by mode. The firmware version is also indicated in the Installer Settings screen.

The screen is switched off when the monitor is on stand-by. To access any of the basic functions, press the MENU button or touch the screen to activate and select the icon for the required function.

LED icons can be displayed at the front of the monitor frame. These icons are only visible when the LED is switched on.



Buttons

Description of functional features

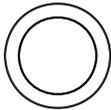


MENU Button.

- When the touch screen is on stand-by, the screen will switch on when MENU is pressed.
- When the touch screen is on, the screen will return to stand-by when MENU is pressed.
- When the user is browsing a sub-menu, the monitor returns to the main start screen when MENU is pressed.

Note:

- Also when the touch screen is in standby, upon pressing this the screen will light up.



Panic Button.

- Where a Property Management Unit (guard unit) is fitted, a panic call can be made by pressing the SOS button for 3 seconds.
- The panic call is a special all for the PMU configured for alarm reception, which is responsible for receiving this type of call.

Notes:

- This button blinks in the following cases:
 - When the monitor isn't online, two blinks per second.
 - When the panic call is enabled and there is a PMU configured to receive the alarms, (blinks every two seconds).
- In the remaining cases it is off.



Audio and Hang-up Activation Button.

- Upon receiving a call (the user has 30" seconds to answer before returning to standby. During this time the blue led audio button will blink to report a pending call to answer), press this button to talk to the visitor. The audio channel is opened from street to residence, (the blue led on the audio button lights up steadily to indicate that it is in a conversation with the street and anything said will be heard here), this works with handsfree mode.
- Press to complete the communication, (upon completion the blue led audio light turns off again).

The communication will automatically terminate after 90 seconds, or at any time by pressing this button.

Note:

- Audio and Hang-up operations for audio can also be done with the monitor's touch screen, see section: 1. CALLS.



Door-opener button.

- Pressing this button whilst communicating (video / audio + video) with the Entry Panel will activate the lock release.

Note:

- Lock release operations can also be done with the monitor's touch screen, see section: 1. CALLS.

Icons

Description



Do not disturb mode.

- Function to deactivate the monitor call sound.
- **Note:** This sound must be disabled so as not to receive the "beep" when a message is received. See section: 2.16 General Settings.



Message notification.

- When a new message is received, the message icon lights up on the monitor and an optional “beep” is heard (this sound can be disabled).
- This lit message icon can refer to a message, an audio note or a missed call. A text is displayed at the bottom of the screen to indicate the meaning of the notification.
- **Note:** *This sound must be disabled so as not to receive the “beep” when a message is received. See section: 2.16 General Settings.*



Current Alarm status: Out (red icon).

- This is the maximum security level regarding the arming of alarms.
- The arming of zones depends on the configuration made by the installer.



Current Alarm status: Night (blue icon).

- Intermediate security level regarding the arming of alarms.
- The arming of night zones depends on the configuration made by the installer.



Current Alarm status: Home (green icon).

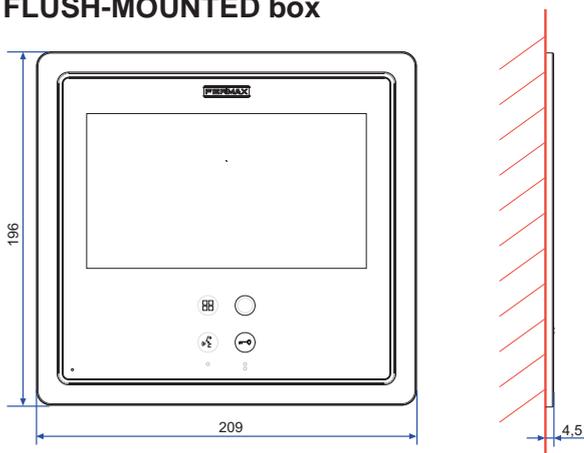
- This is the minimum security level at which only the technical alarms are generally armed, such as gas, smoke, water detectors, etc.

Notes:

- *The alarm only function is only available in the **Smile Lynx EXTRA Monitors.***
- *Switching to a status with lower alarm security requires a PIN code to validate an action. Switching to a higher status does not require this confirmation.*
- *For further details, see Section: 2.14 Alarms.*

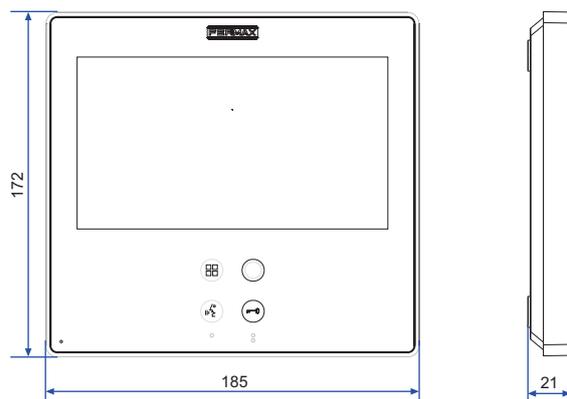
Monitor measurements (in mm)

FLUSH-MOUNTED box



Fermax built-in 7” monitor ref. 6551
(Height x Width x Depth.): 186 x 198 x 46 mm

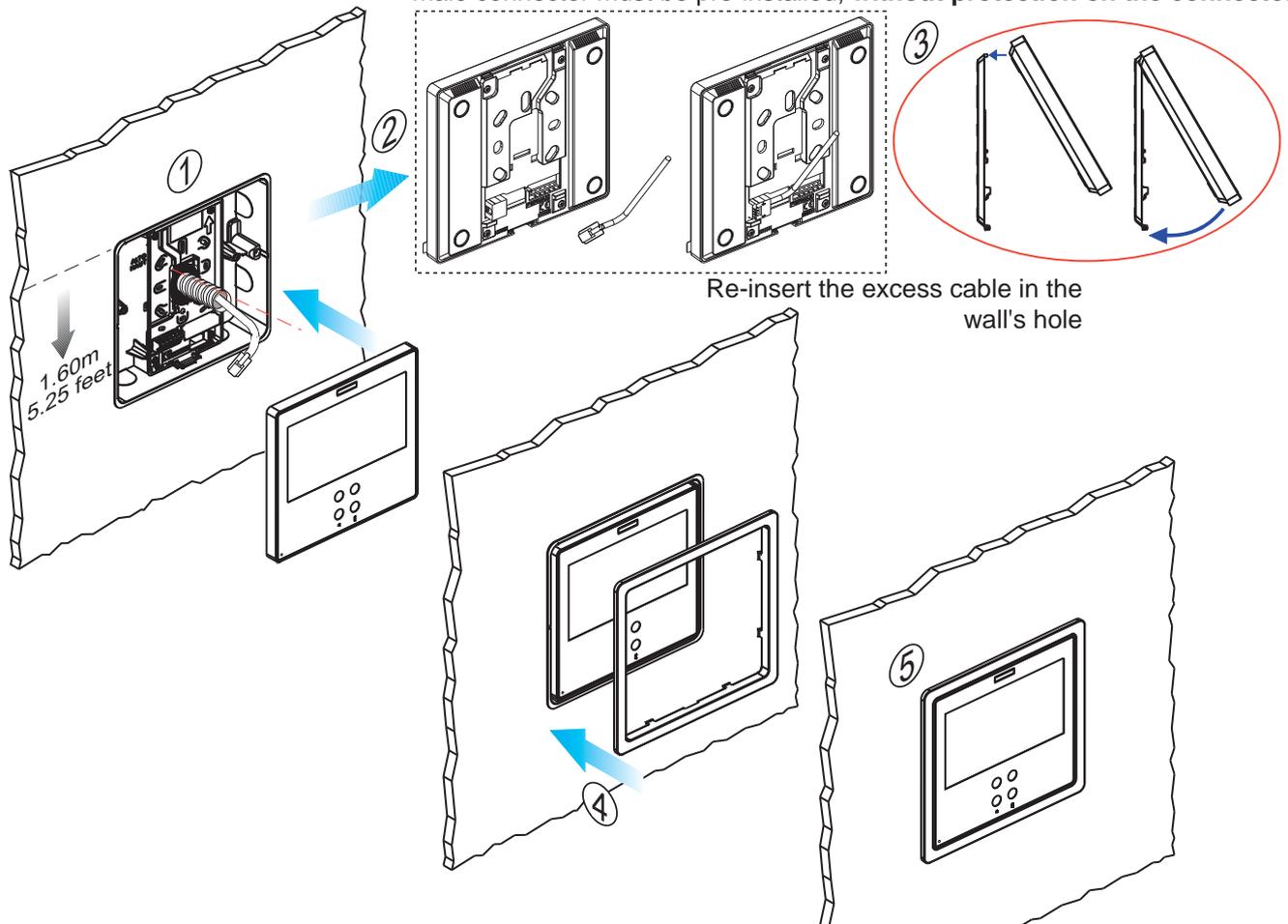
SURFACE box



Note:
Does not require a decorative frame. See installation.

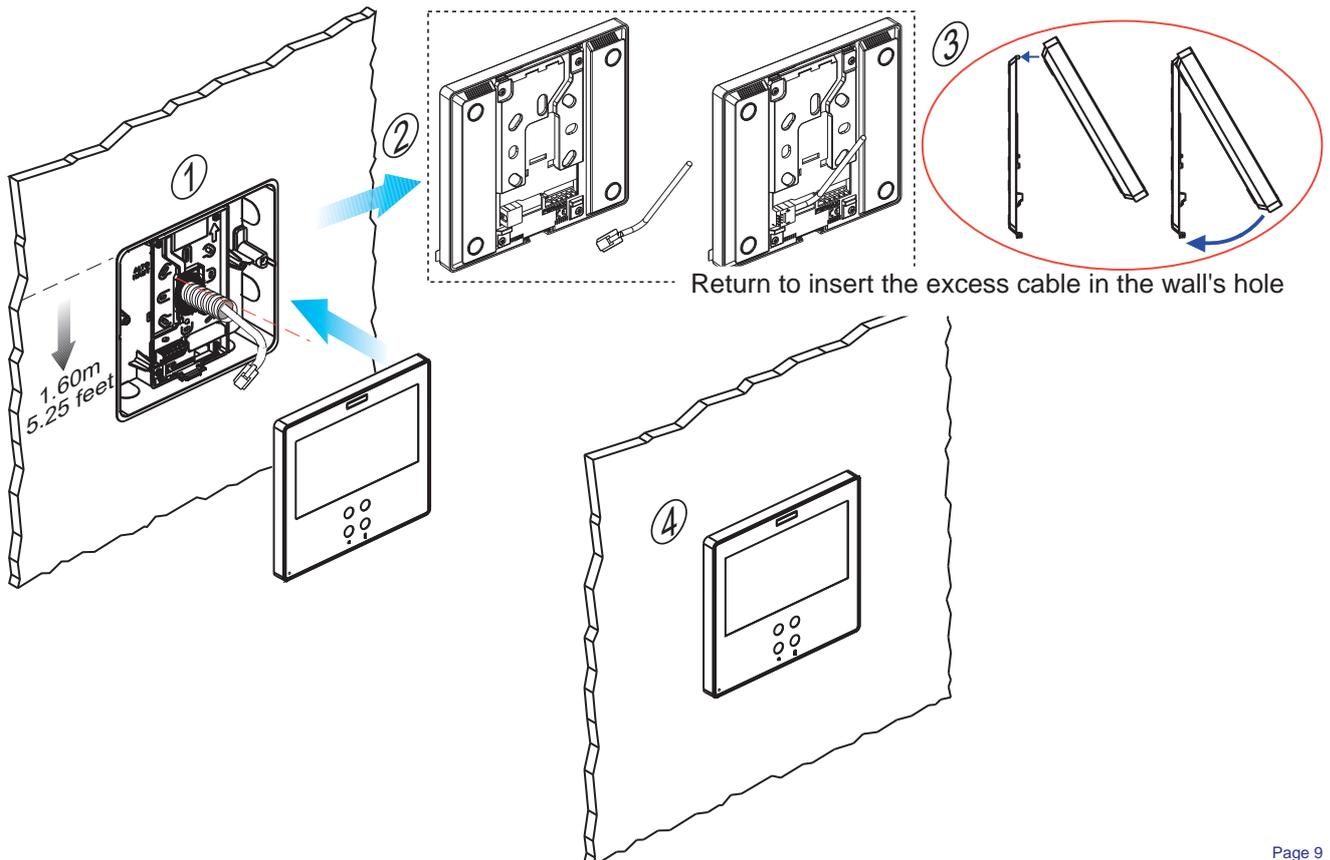
Installing the BUILT-IN Monitor

Connect the RJ-45 connector cable. The cable must come out at least 10 centimetres to enable the connection process. In both ends of the cable, a RJ45 male connector must be pre-installed, **without protection on the connector**.



Installing the SURFACE monitor

Connect the RJ-45 connector cable. The cable must come out at least 10 centimetres to enable the connection process. In both ends of the cable, a RJ45 male connector must be pre-installed, **without protection in the connector**.

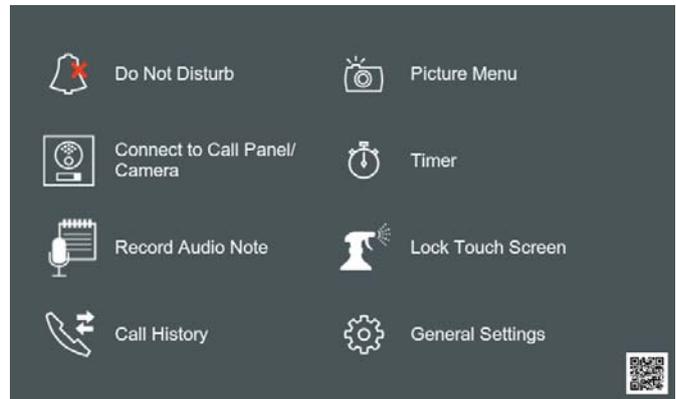
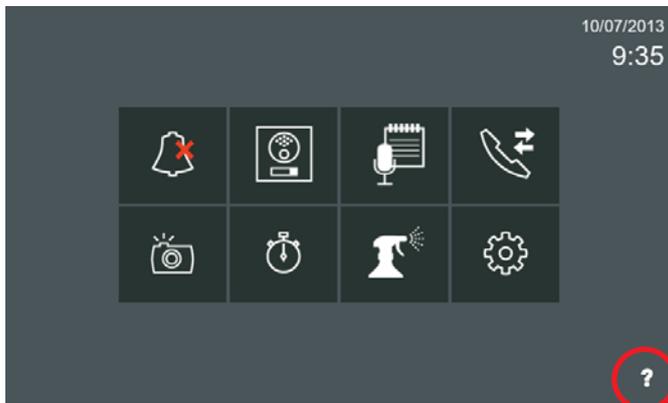


Screen design. Start Menu.

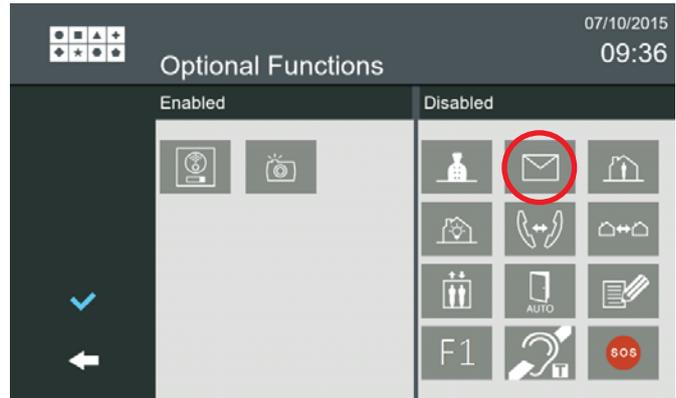
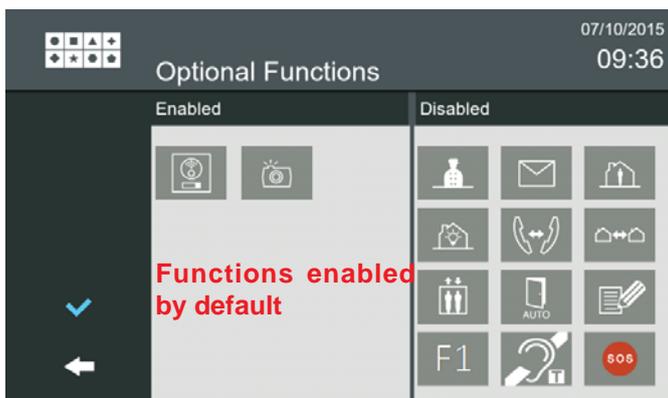
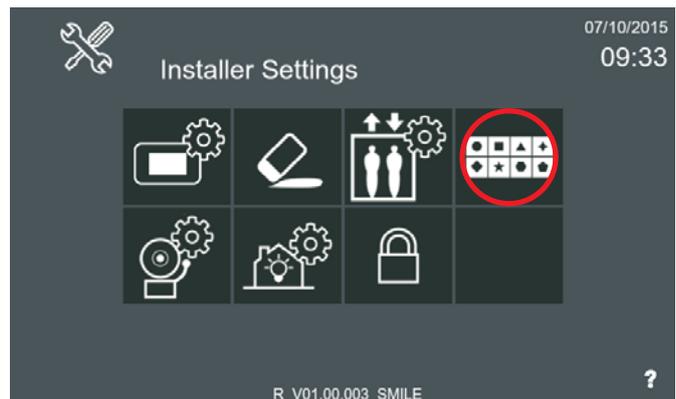
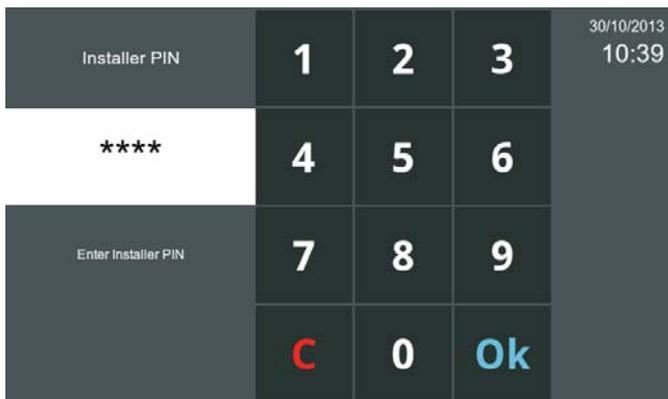
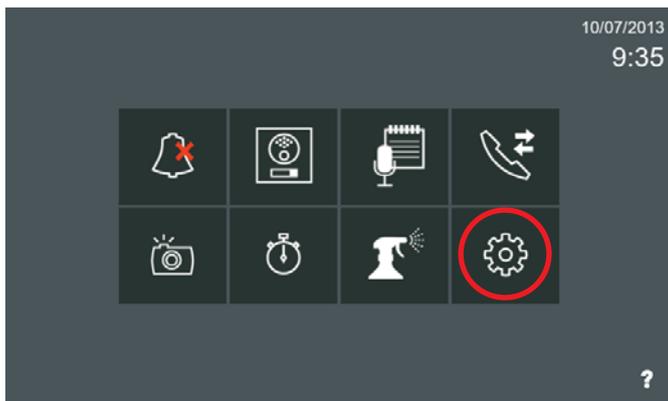
The number of icons on the touch screen may vary depending on the functions enabled in each specific installation. A maximum of 8 icons per screen are displayed.

The factory default icons are displayed on this screen.

There is a question mark on the screen that opens a screen that displays the icon and its meaning.



To activate the icons not available by default, enter **Optional Functions**. To do so, press **General Settings** to access the screen where the **Installation Settings** option is located (press), enter the **installer PIN** code, which by default is **4444** and press **OK** to access the screen where the **Optional Functions** option is located. Press a function to enable it. Press on the function again to disable it.

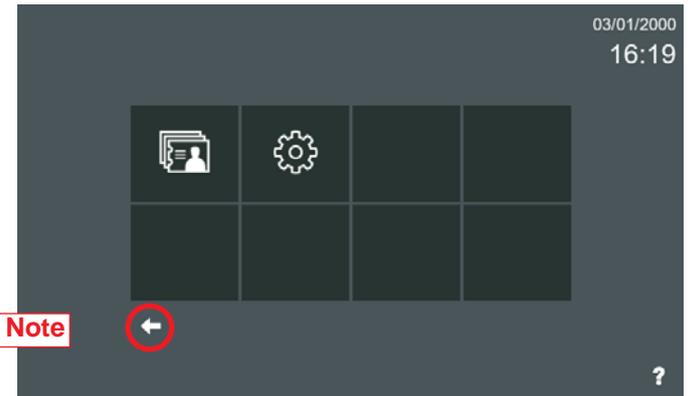
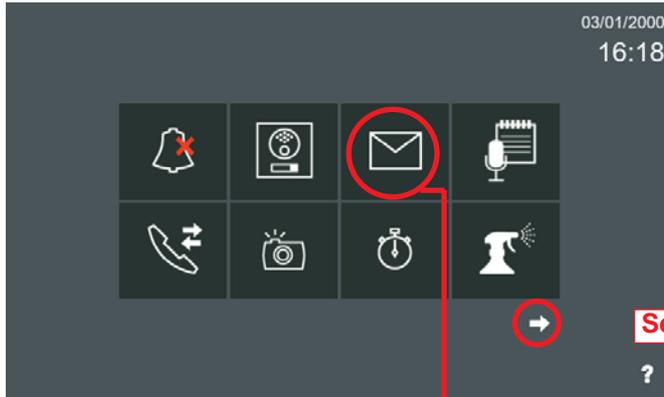
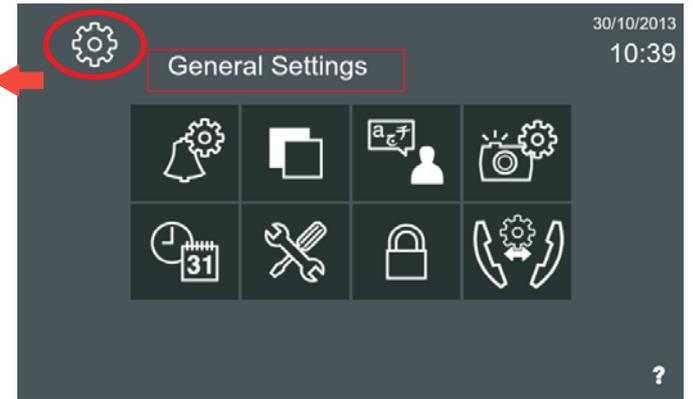




Press to enable the new function selected

Press to go back to the previous screen

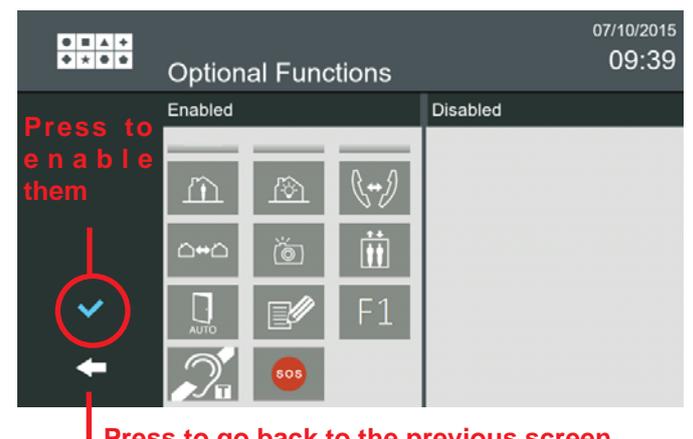
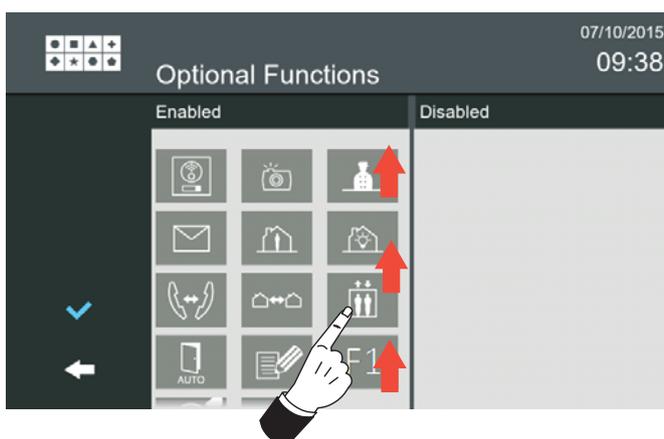
- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.



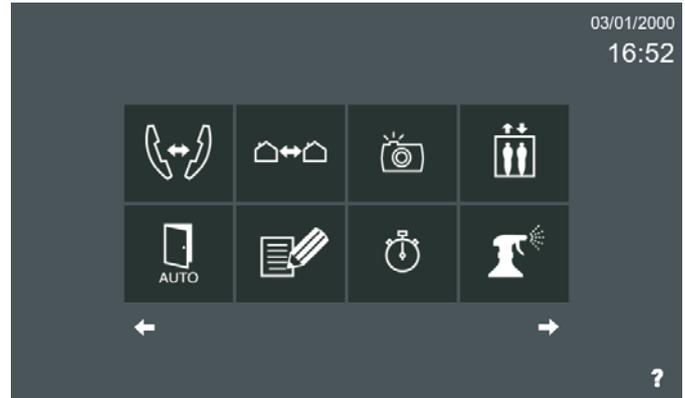
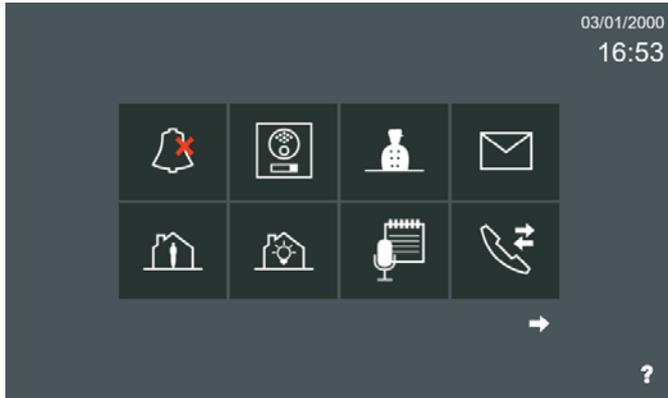
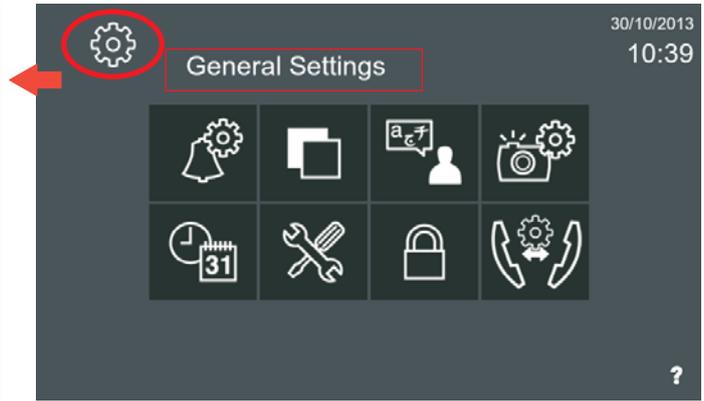
The new function selected is displayed on the Start screen

- **Note:** Given that a maximum of 8 icons are displayed per screen and another function has been added, new screens are displayed that slide horizontally by swiping to the right or to the left or by pressing the arrows at the bottom of the screen.

These are **all the existing functions** on the **monitor**. When enabled, the screens will be displayed as shown on the following page. The installer must select the icons to be available according to installation requirements. The description and function of these icons will be discussed in the different chapters of the manual. If the list is longer than the size of the window, it can be moved vertically.

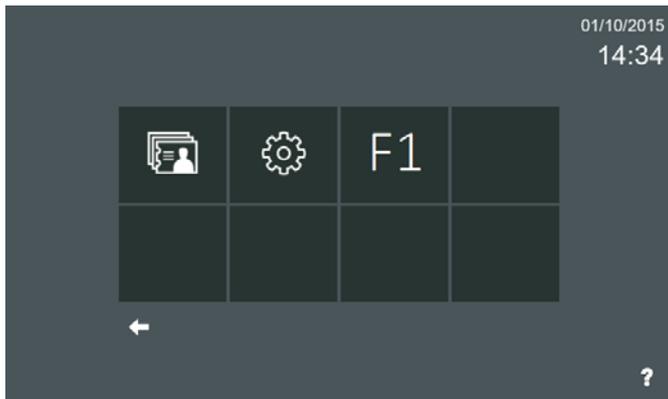


Press to go back to the previous screen

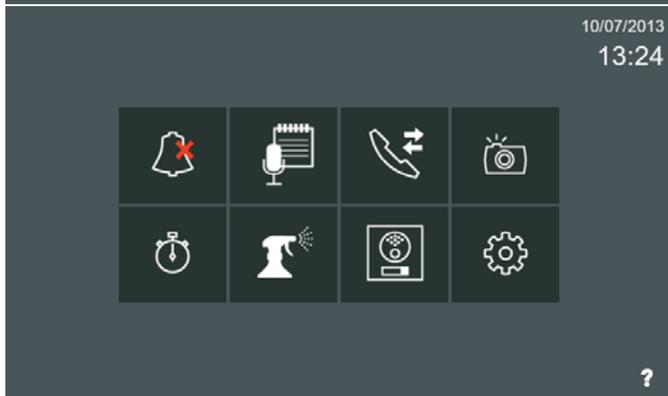
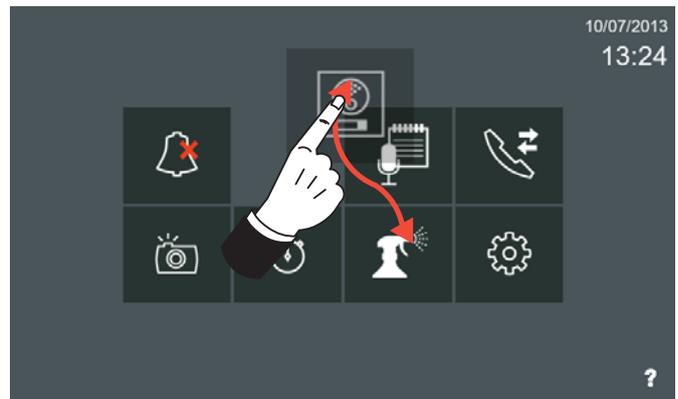
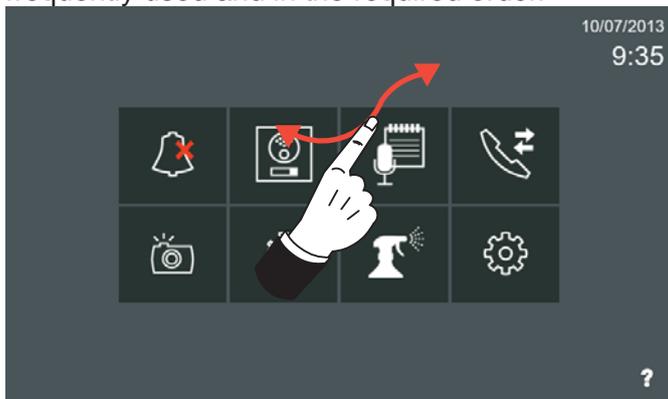


Notes:

- The position of the icons in the menu is defined by their priority and availability.



The icons can be dragged for a personalised configuration of the Start Menu with the functions most frequently used and in the required order.

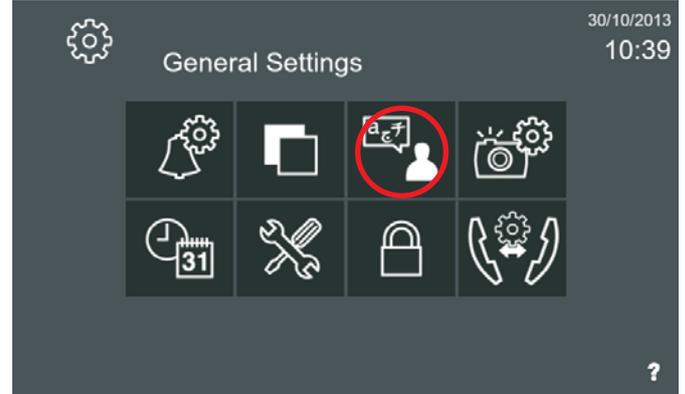
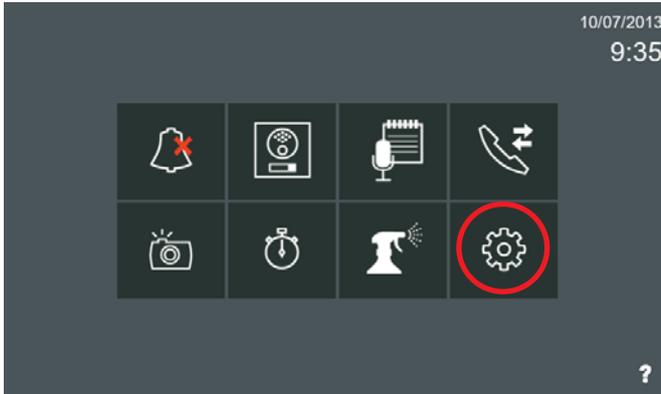




Language

Select the required language for the monitor. The factory default language is English.

To do so, press **General Settings** to access the screen where the **Language Settings** option is located.



- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

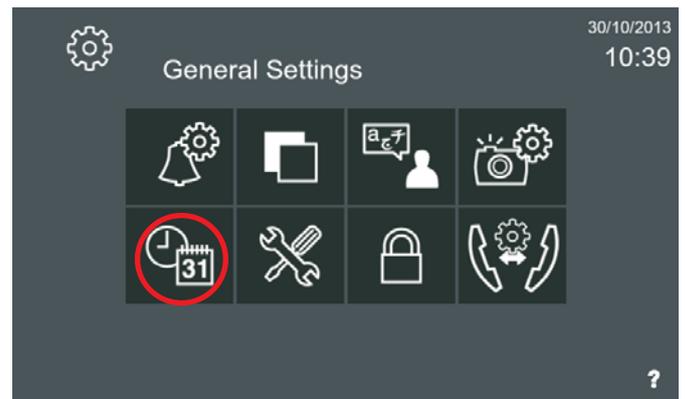
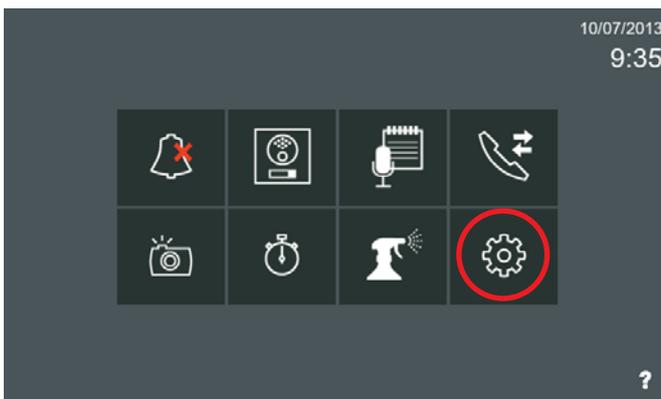
Once the language has been selected, press to validate



International Settings (date/time)

As well as being able to set/update the date and time, regional uses regarding date formats can also be adapted on the International Settings screen.

To do so, press **General Settings** to access the screen where the **International Settings** option is located.



Note:

- If the manual option is not selected, this data is updated via the NTP server (option not available).
- Remember to reset the date and time after a power outage, (manual mode).

Once the data has been entered, press to validate



Monitor address programming. Monitor Settings.

The factory default address of the monitor is 10.0.0.1.

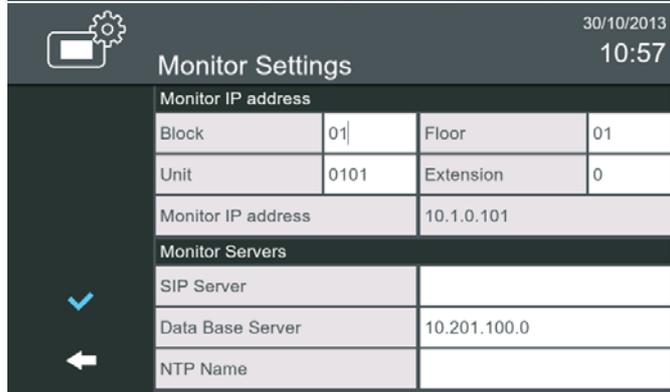
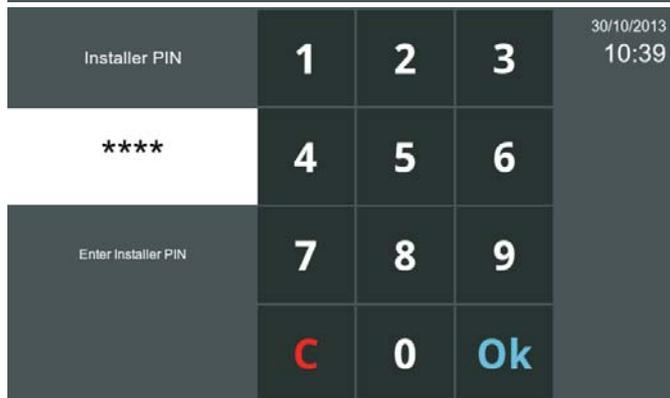
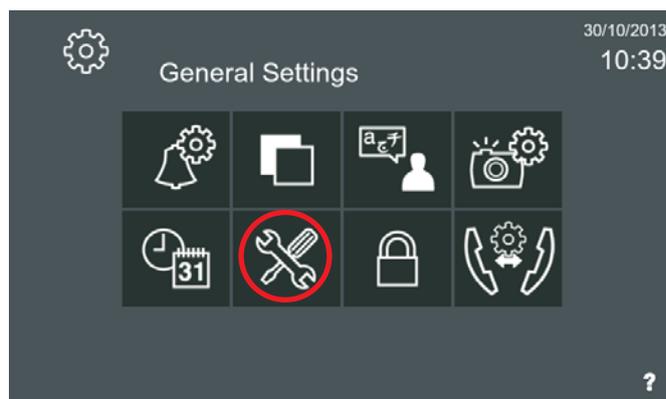
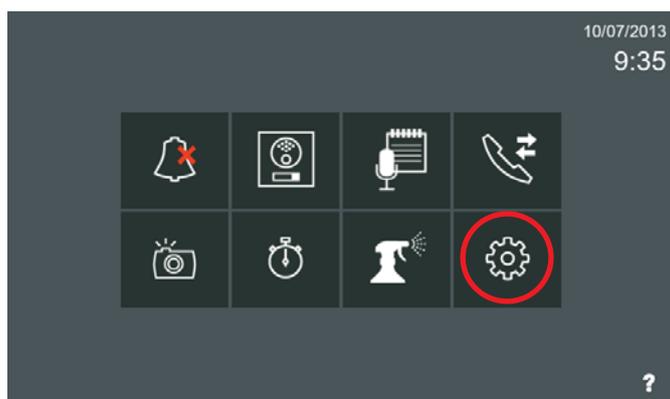
- Block: 2 digits (00..99) = block number.
- Floor: 2 digits (00..99)
- Unit number: 4 digits (0000..8191) = number of homes.
- Extension number: 1 digit (0..7) = number of monitors per home. **Note:** *There must always be a monitor with extension 0.*

This information will automatically generate the IP address of the monitor.

Note: *The default address must not be used in real installations, as it could generate IP address conflicts.*

- o SIP Server.
 - End-to-end (left blank by default).
 - SIP Server. Function not available.
- o Server database.
 - IP Address of the Database Server (Property Management Station configured during PC installation as database = Administrator PC).
- o NTP Server.
 - Not used if left blank.
 - IP address of the NTP server. Function not available.

To access **Monitor Settings**, press **General Settings** to access the screen where the **Installer Settings** option is located (press), enter the **Installer PIN** code, which by default is **4444** and press **OK** to access the screen where the **Monitor Settings** option is located.



- Note: *To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.*

1. CALLS

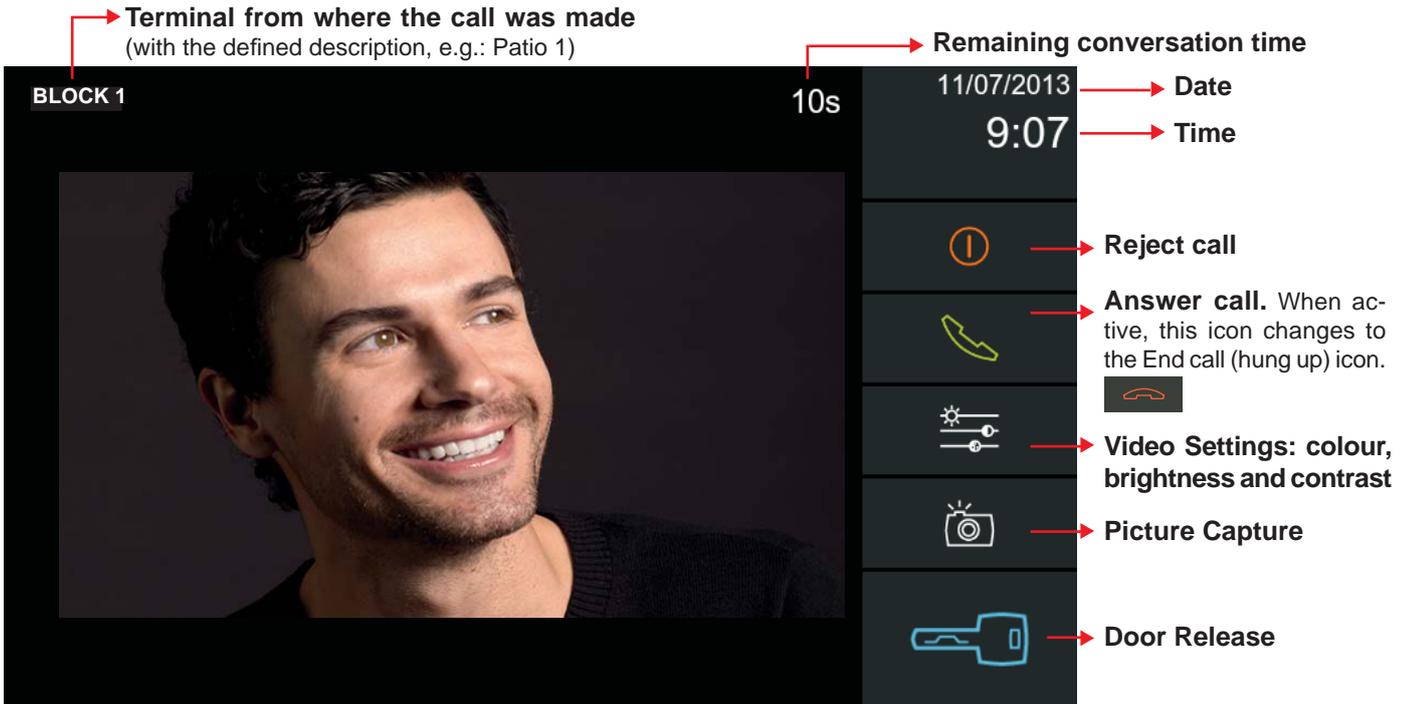
1.1 Receiving Calls

The monitor can receive calls from:

- Outdoor panels:
 - General Entries.
 - Panels from its block.
 - Panels associated to the home.
- Guard Units (Property Management unit = PMU).
- Another monitor installed in the same home.
- Another monitor in the same installation.

Conversation screen.

On receiving a call, the **Conversation Screen** will open automatically:



The information and icons displayed on the Conversation Screen vary according to the terminal from where the call was made.

	Terminal from where the call was made	Date and Time	Reject call	Answer call	Video Settings	Picture Capture	Door Release
Outdoor panel	✓	✓	✓	✓	✓	✓	✓*
PMU (Guard Unit)	✓	✓	✓	✓	✓	✓	✗
Monitor (same home)	✓	✓	✓	✓	✗	✗	✗
Monitor (another home)	✓	✓	✓	✓	✗	✗	✗

* See Note

- **Note:** If only one relay is defined for the panel, the door is opened by pressing the Key icon. If two relays are defined on the panel, a menu with the two options is displayed (e.g. main door and garage door) so that the user can select one. When the door is opened, the Key icon turns green for 1 second.

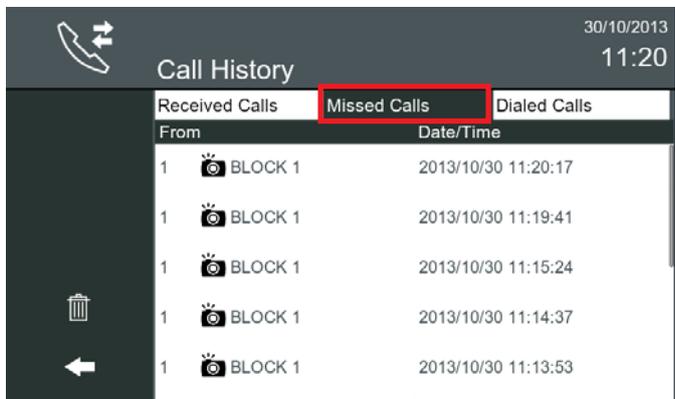
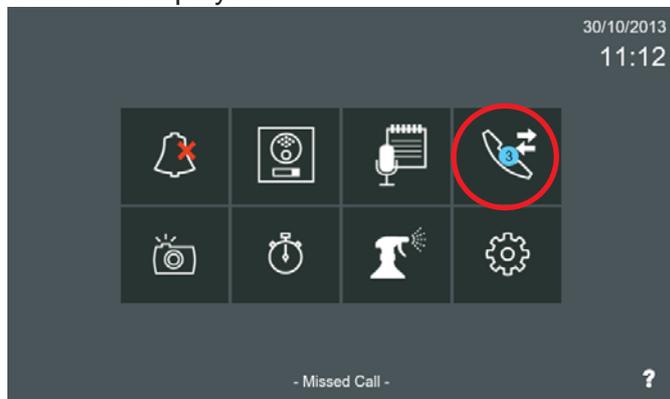
IMPORTANT: The SMILE monitor is a security device that allows for the visitor's identity to be ascertained. Allowing or rejecting access to visitors is completely the choice and responsibility of the resident.

Call not answered.

When the monitor receives a call, the video is displayed immediately (if video transmission is received) and, depending on the origin of the call, the ring tone selected on the monitor is played. The information on the origin of the call is displayed. If the call is not answered in 30", the monitor returns to stand-by mode, the call is recorded as a missed call and a "Home no. **busy**" message is displayed to the sender. For example: 101 busy.



If the Menu button or the screen is pressed and activated when the monitor is in stand-by, any **Missed Calls** are displayed.

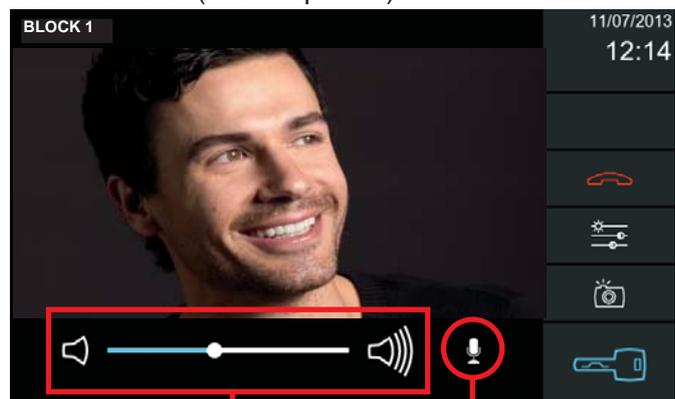


Answer call.

If the call is answered by pressing the icon: **Answer Call** (green telephone), the audio communication is connected and the audio controls are displayed: audio and mute setting.

With regards to the icons displayed on the screen:

- **Reject Call** is hidden
- **Answer Call** (green telephone), switches to **End Conversation** (red telephone).



audio setting

MUTE

The lowering of audio can be temporarily disconnected by pressing the **MUTE** icon to prevent an internal conversation from being heard from the outdoor panel.

The increased audio volume can be set using the **Audio Setting** bar.

Note: This control bar on the Audio Volume Setting and the MUTE icon are only available when audio is active.

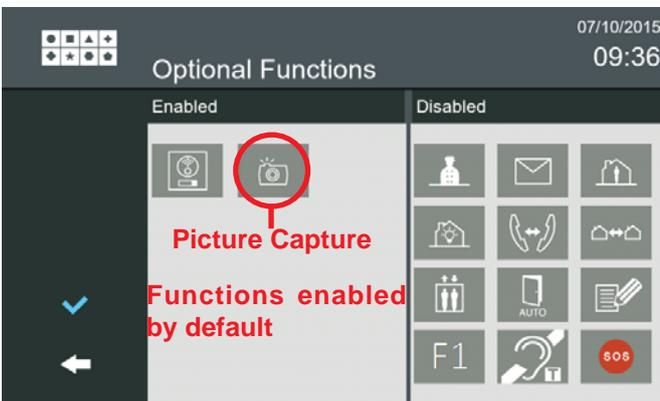
Video Settings.

The monitor allows for brightness, contrast and colour to be set by pressing the **Video Settings** icon.



Picture Capture.

Using the **Picture Capture** icon (camera), pictures can be taken **manually or automatically** (if it is activated).



This function is enabled by default. Make sure it has not been disabled.

Capture pictures manually by pressing the **Picture Capture** icon. Pictures can be saved while it is displayed on the Conversation Screen. The image is frozen for 1 second and a flash sound is played. During this time, the Picture icon turns green.



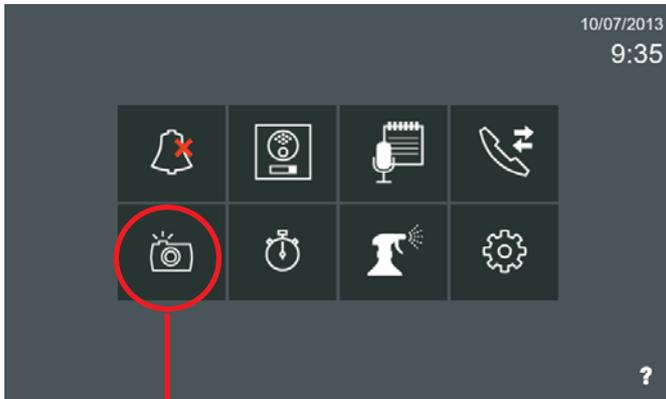
Notes:

- If the picture function is disabled and there is no video transmission, the camera icon is not displayed.
- During the conversation, all sound effects in the conversation window are muted. The camera shutter effect is not played when the audio connection is open.

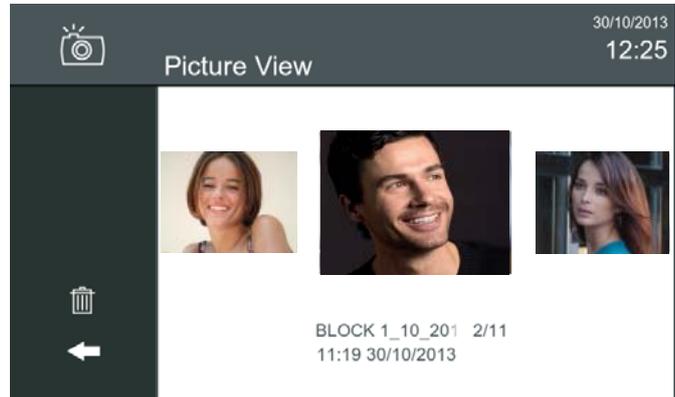
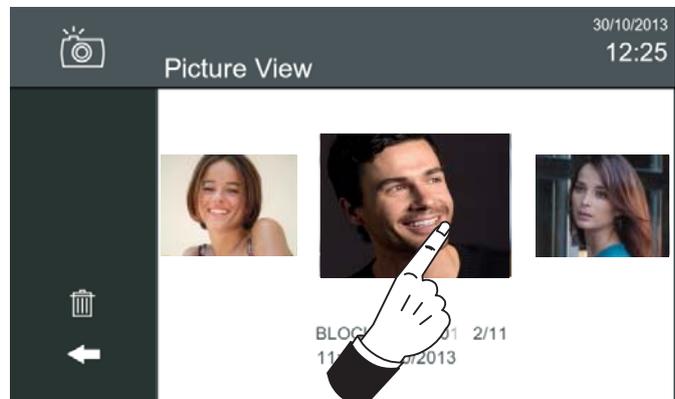
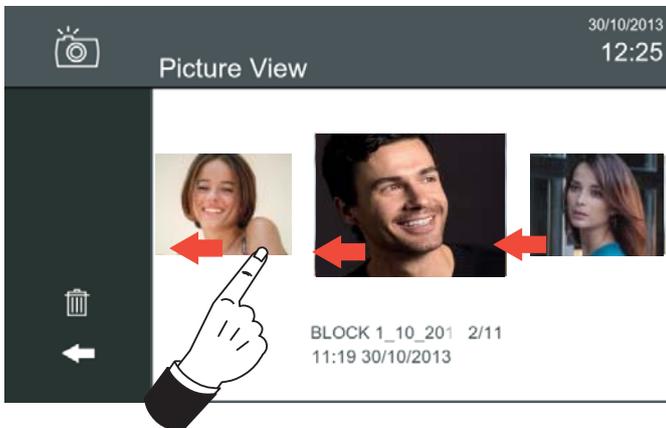
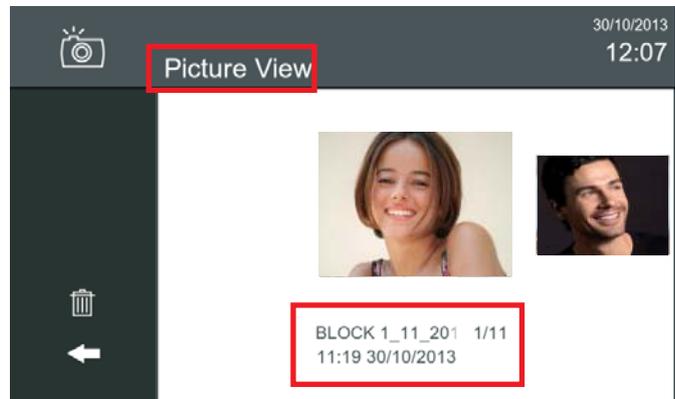
The picture includes the following information: Defined description of the **Terminal from where the call was made, the date and the time**. The picture is saved in the memory with a name based on the above information (e.g. <date> _ <time>, jpg). **The maximum capacity is 128 photographs**. If the memory is full and a call is received, the previous photo is deleted to save the new one.

To view the pictures captured, press the **Pictures** icon on the start screen. The **Picture View** screen allows for all pictures captured.

When the **Pictures** icon is pressed, the **Picture View** screen is accessed, which displays the most recent picture with the defined description of the **Terminal from where the call was made, the date and the time**. On sliding a finger from left to right, the most recent photos are displayed and, on sliding from right to left, the older photos are displayed (in sequence). If the picture is pressed once, it is displayed on full screen. By pressing the picture again, the user is taken back to the previous presentation.

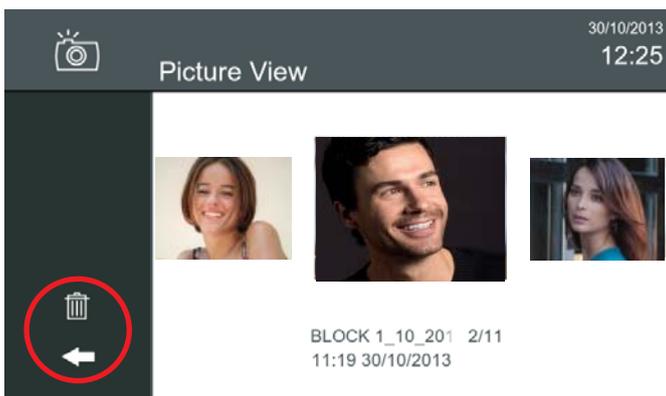


pictures

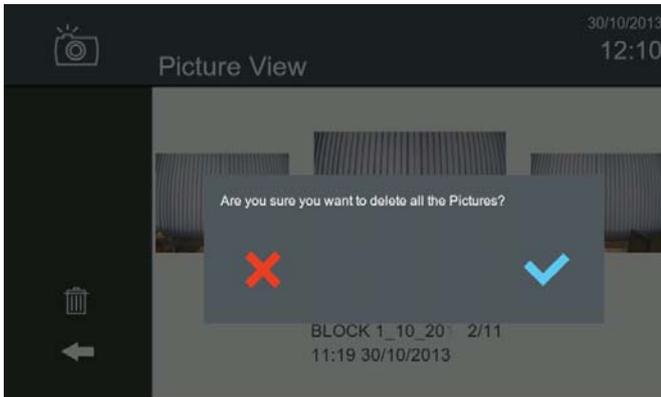
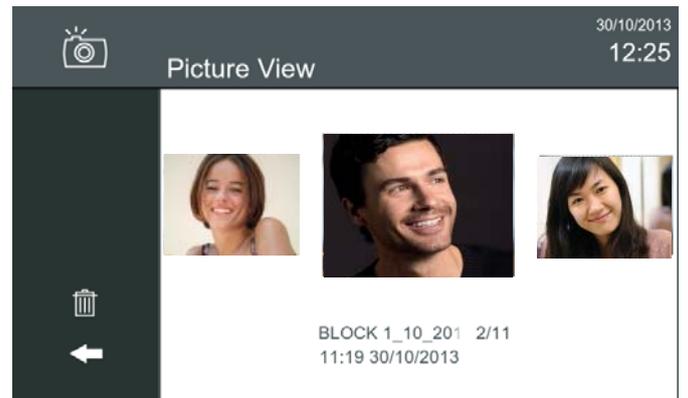
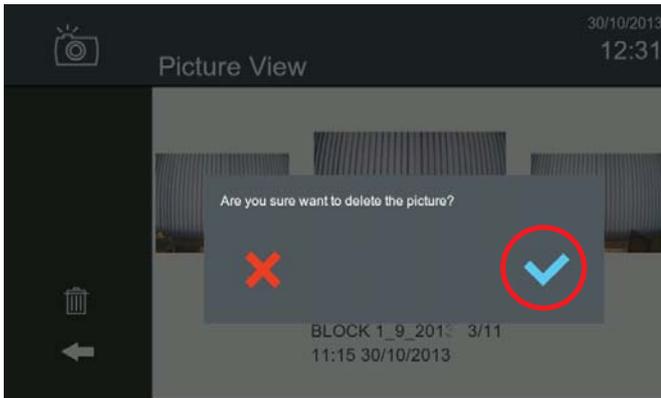
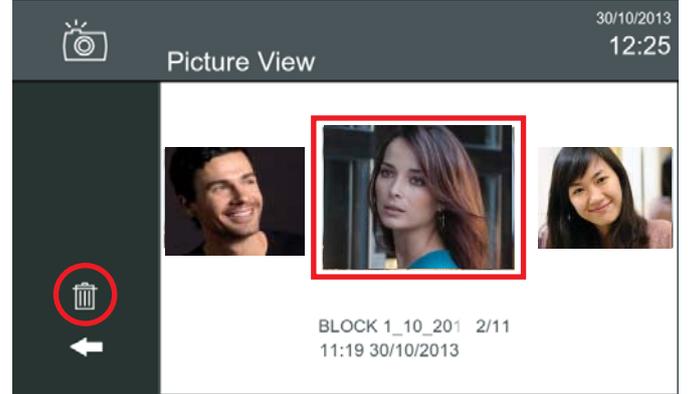
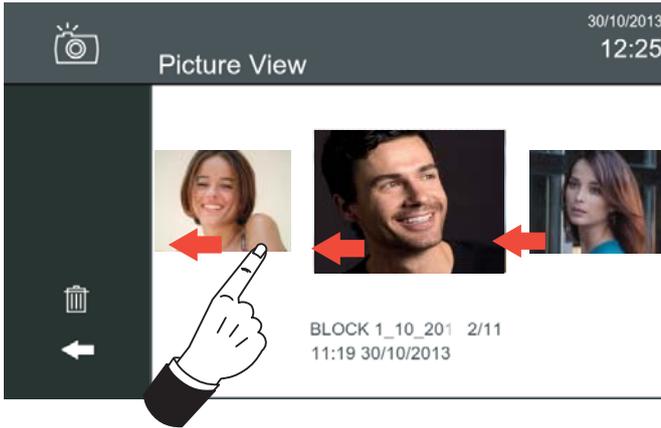


There are 2 buttons available on the **Picture View** screen:

- **Delete**: to delete pictures
- **Back** (arrow): to return to the Start Menu



To delete a picture, select the required picture and press the **Delete** (waste bin) button. Confirmation is required. The selected picture, which is the one displayed slightly larger than the rest, is deleted.



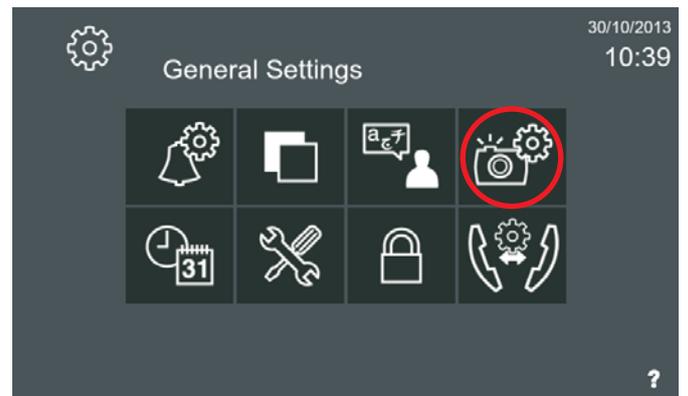
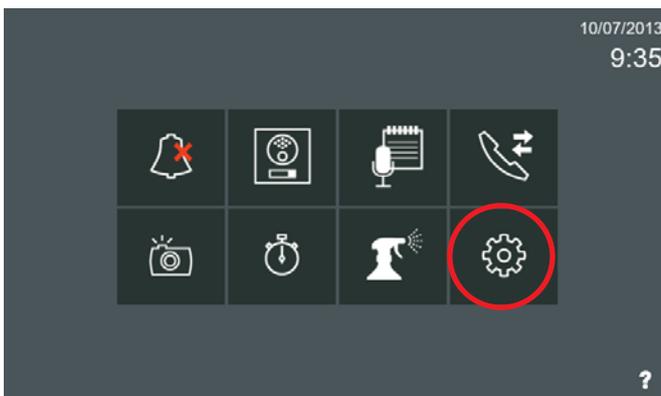
PICTURE RESET: To delete all existing pictures, press the **Delete** (waste bin) button for more than 1 second. Confirmation is required. These actions are not synchronised among the monitors in the same home.

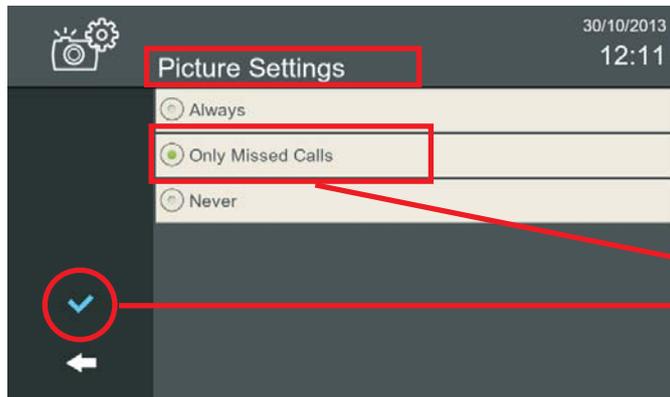
Automatic Picture Capture. The monitor is set by factory default with the Picture Capture option: **Missed calls only**. See section: 2.16 General Settings.

The automatic picture configuration options are:

- Always
- **Missed calls only** (by default, factory-configured)
- Never

To switch to another option other than the factory-configured setting, press **General Settings** to access the screen where the **Picture Settings** option is located.





- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

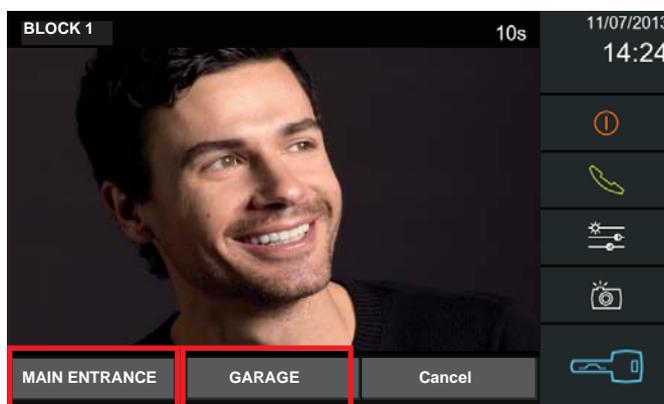
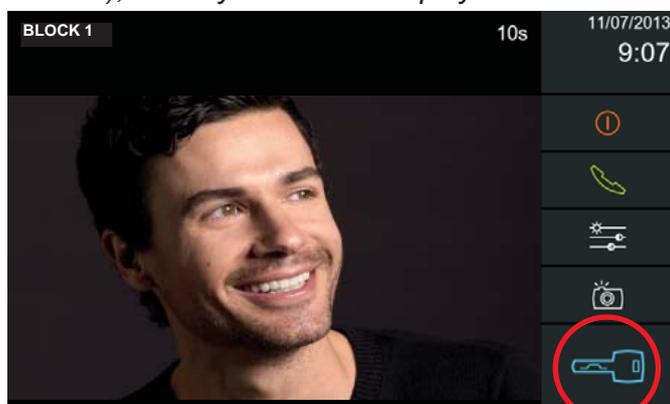
Option enabled by default

Once the required option has been selected, press to validate

Door Release.

The **Door Release** (key) icon is used to open the door. If only one relay is defined for the panel, the door is opened by pressing the Key icon. If two relays are defined on the panel, a menu with the two options is displayed (e.g. MAIN door and GARAGE door) so that the user can select one. When the door is opened, the Key icon turns green for 1 second.

Note: If there are no relays available (relays disabled, conversation with guard unit or conversation with monitor), the Key icon is not displayed.



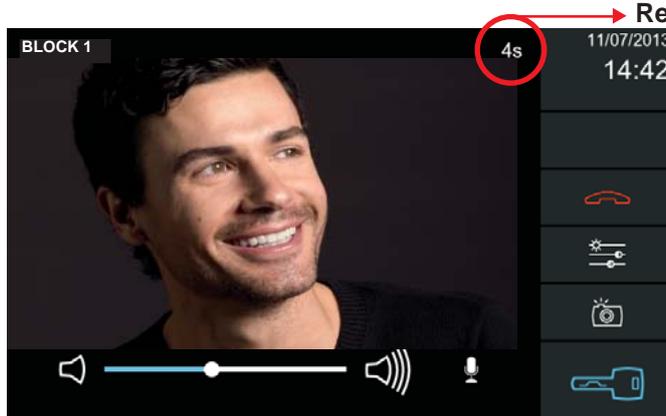
Select one of the two options by pressing it.



When opening, it turns green for 1 second and the selected door is released

Conversation.

The conversation is limited to 90". When the conversation time reaches 80 seconds, i.e. there are 10 seconds left before returning to stand-by mode, the countdown time is displayed in the upper right-hand corner of the screen to inform the user that the connection will end after the seconds indicated.



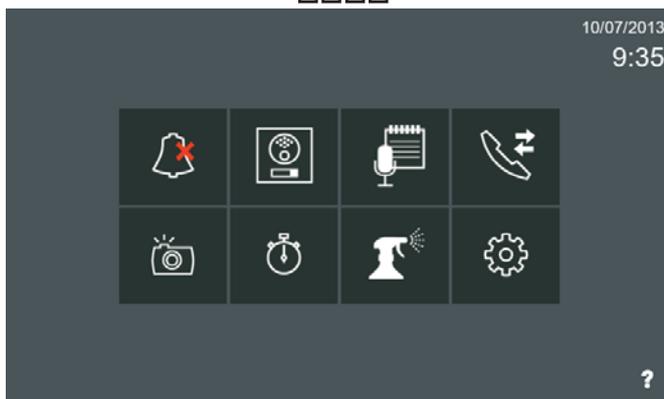
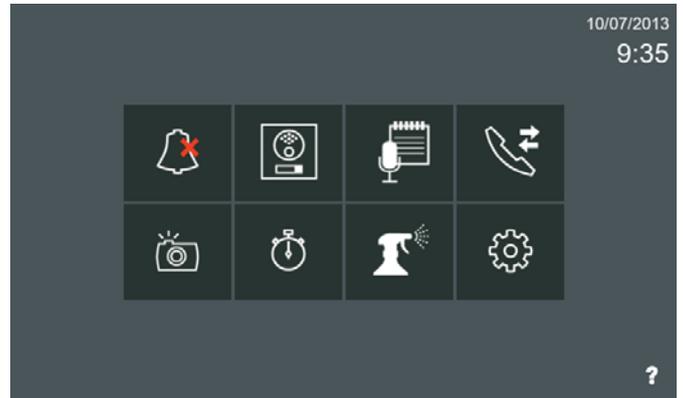
Remaining conversation time

Notes:

- During the conversation, all sound effects in the conversation window are muted. The “click” on the icons and the camera shutter effect are not played when the audio connection is open.
- If the **MENU button** is pressed during the conversation, the monitor will display the **Start Menu** while the current conversation remains active. The screen returns to the **Conversation Screen** by pressing the **MENU button** once again. To end the communication manually, press the **End Conversation** (red telephone) icon on the conversation screen.
- If no activity is detected after 30 seconds from the start screen, the monitor returns to stand-by.



menu 



Menu 

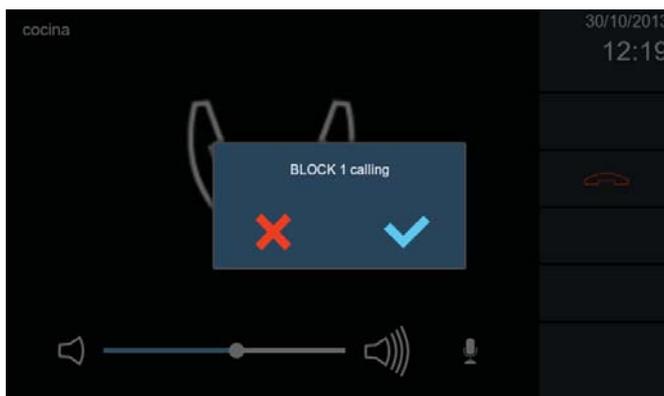


Receiving calls with several monitors in the home.

If there is more than one monitor in the home, all of the monitors ring and display the **Conversation Screen** with the incoming call. When one of them answers, the others stop ringing and return to stand-by.

Receiving calls with the monitor in a conversation.

If another call is received on the monitor while it is in a conversation, a message is displayed on the screen with the “Accept” and “Cancel” options. If the second call is rejected (“Cancel”), a message is displayed to the sender to indicate this status: “Home no. **busy**”. If the second call is accepted, the first call is ended at both ends and the second is connected.

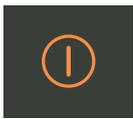


If the home has **several monitors** and one of them is in a conversation, any incoming calls received are notified on all available monitors (extensions), although only the monitor with the call in progress (the one holding the conversation) is authorised to accept or reject it.

If the monitor does not exist in the installation, the sender is displayed a message: “Home no. **does not exist**”. For example: 701 does not exist.

QUICK GUIDE: 1.1 Receiving Calls

On receiving a call, the **Conversation Screen** will open automatically. Icons that are displayed on it:



Reject Call. This icon is hidden when the call is answered (green telephone).



Answer Call (green telephone picked up). When active, this icon switches to the **End Conversation** (red telephone hung up) icon.



Any **Missed Calls** are displayed on the Calls log screen.



Audio Setting and **MUTE** bar.



Video Settings: Colour, brightness and contrast.



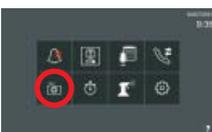
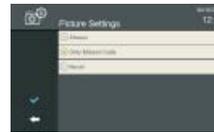
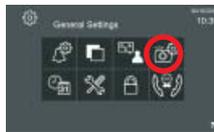
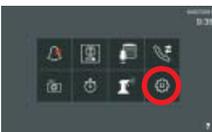
Picture Capture. Pictures can be taken **manually or automatically** (if it is activated).



Capture pictures manually by pressing the **Picture Capture** icon while in the conversation screen. The image is frozen for 1 second and a flash sound is played. During this time, the Picture Capture icon turns green.



Capture pictures automatically. The monitor is set by factory default with the Picture Capture option: **Missed calls only**.



View the pictures captured. Press the **Pictures** icon on the **Start screen** to access the **Picture View** screen, where the pictures can be viewed.

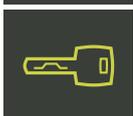


Delete the pictures captured. Select the picture and press the **Delete** (waste bin) icon.

Picture RESET. To delete all existing pictures, press the **Delete** (waste bin) button for more than 1 second. Confirmation is required.



Door Release (key). This icon is used to open the door. If only one relay is defined for the panel, the door is opened by pressing the Key icon. When the door is opened, the Key icon turns green for 1 second. If two relays are defined on the panel, a menu with the two options is displayed so that the user can select one.



1.2 Making Calls

Calls can be made to:

- Outdoor panels:
 - General Entries.
 - Panels from its block.
 - Panels associated to the home.
- Property Management Unit = PMU (Guard Units).
- Another monitor installed in the same home.
- Another monitor in the same installation.

The Information and icons displayed on the **Conversation Screen** of the monitor vary according to the terminal from where the call was made.

	Call to	Date and Time	Reject Call	Answer Call - Activate audio	Video Settings	Picture Capture	Door Release
Outdoor panel	✓	✓	✓	✓	✓	✓	✓*
PMU (Guard Unit)	✓	✓	✓	✓	✓	✓	✗
Monitor (same home)	✓	✓	✓	✓	✗	✗	✗
Monitor (another home)	✓	✓	✓	✓	✗	✗	✗

* See Note

- **Note:** If only one relay is defined for the panel, the door is opened by pressing the Key icon. If two relays are defined on the panel, a menu with the two options is displayed (e.g. main door and garage door) so that the user can select one. When the door is opened, the Key icon turns green for 1 second.

1.2.1 Call/connection to outdoor panel

When the panel icon is pressed in the **Start Menu** of the monitor, the **Name** of all the panels available is displayed (**Name:** the description defined on each one of them).

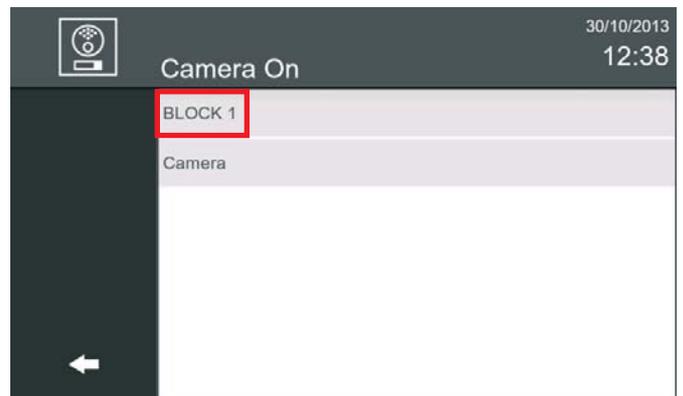
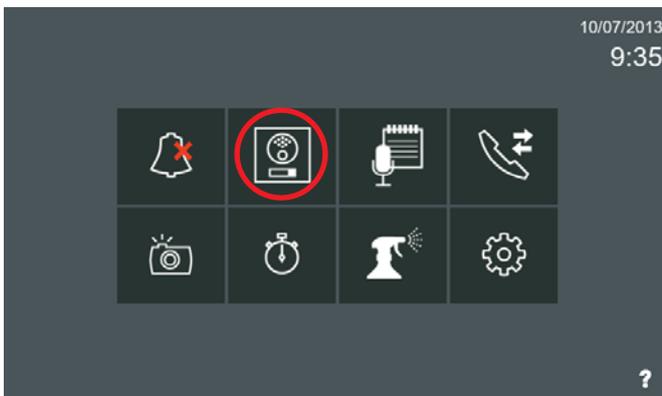
The panels available are those that can call this home.

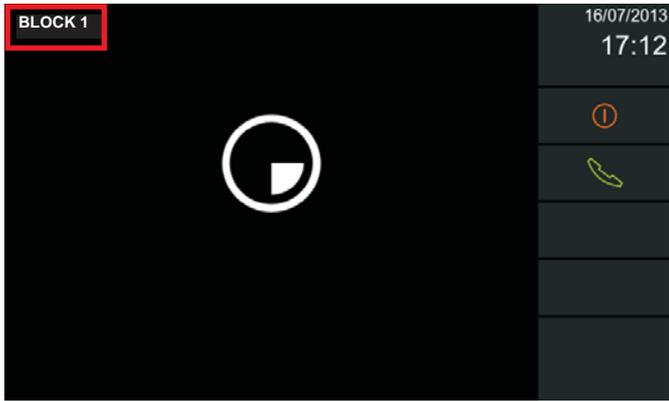
This screen displays:

- Private Home Entry Panels (1-line panels). **Note:** Excluding analogue panels.
- Block Entry Panels
- General Entry Panels
- Access is also possible to the IP cameras with the IP address in the range of the Private Home Entry Panels and the Block Entry Panels through this function, although this **function is not available for General Entry Panels.**

There is a scroll bar (downwards) to view all of the panels. This bar is displayed when there are too many panels to be displayed on one screen.

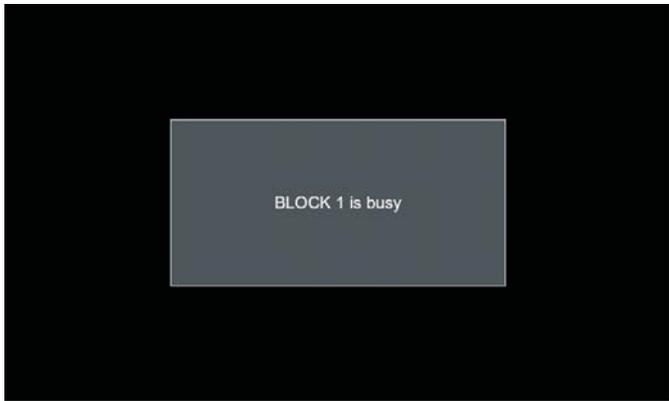
Users can select a panel and communicate with the panel, as seen in Point **1.1 Receiving Calls**. At first, only the video is connected. If required, users can connect the audio.



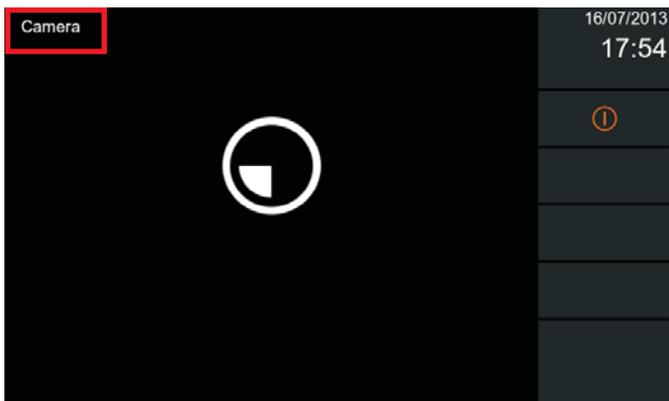
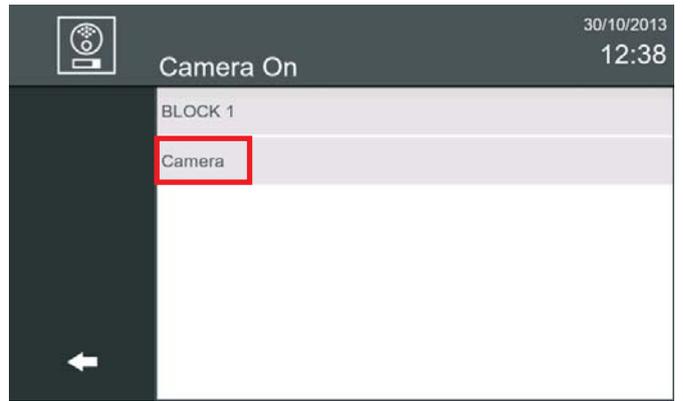
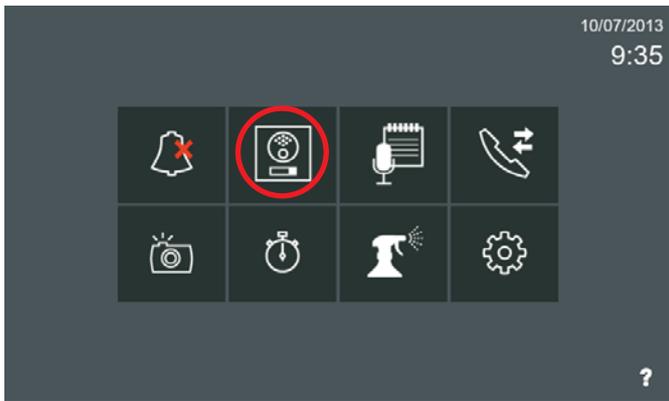


The functions are the same as those seen in Point 1.1 **Receiving Calls**. If required, users can connect the audio. The screen will return to stand-by mode by pressing the **Reject Call** icon or after waiting 30 seconds if the audio is not connected. The timer is set to 90 seconds if the audio is connected.

If a conversation is being held with the selected panel, a message is displayed to the sender to indicate this status: "busy".



If the user connects using the IP camera, the Key icon is not displayed because there are no relays for door release.



IP Camera Compatibility

The Smile monitor is compatible with IP cameras that meet these minimum requirements:

- ONVIF supported
- Codec: H.264.
- Format: VGA (640x480)

Check IP camera compatibility with the Technical Department.

The cameras are managed from the monitors in the same manner as the panels, as explained on the previous page. **They have the same IP address range as the panels**, the only difference being that there is no door controlled by it (there are no relays for door release and, therefore, the **Door Release:** key) icon is not displayed.

To use a standard IP camera with the Smile monitor, an IP address within the range of the Block Entry panels or Private Home Entry panels must be assigned. In the case of the former, the Block Entry panel, the camera can be used by all monitors in the block. In the case of the latter, the Private Home Entry panel, the camera can only be used by the monitors in that private home. **Cameras cannot be configured as General Entry.**

When the camera is not to be integrated into the LYNX system, an IP address outside the range of those used by the LYNX system or a block number not used in the installation can be assigned. For example: if the installation has 7 blocks, numbered from 1 to 7, the cameras would be configured with an address corresponding to block 99 so as not to be detected by the Vivo monitors.

Given that all cameras are connected to the same physical network, they can all be managed by a standard Digital Video Recording (DVR) network.

Notes:

- *The monitor detects the camera during start-up and once every hour. The camera must be switched on when the monitor is started up. If the camera is switched on after the monitor has started up, you must wait 1 hour for the monitor to update and detect it.*
- *The camera will be displayed in the list of panels by its IP address, although a name can be given to each camera using its corresponding tool (the name of the camera in the web server is not always compatible with ONVIF).*
- *The monitor has a timer set to 30 minutes to automatically disconnect from the IP cameras. This prevents system resources from being used, which could lead to instability.*
- *It is possible to connect multiple monitors simultaneously with the same IP camera.*

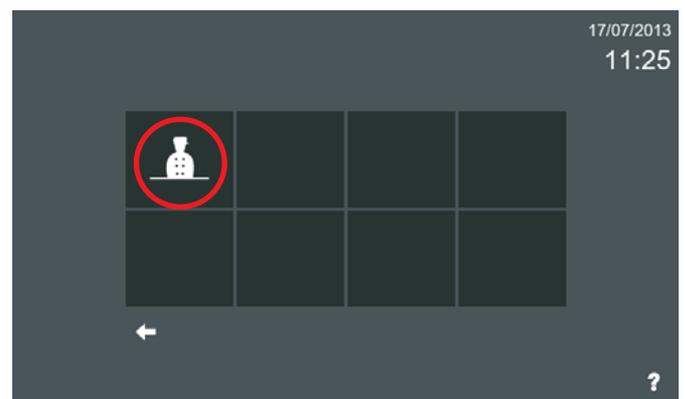
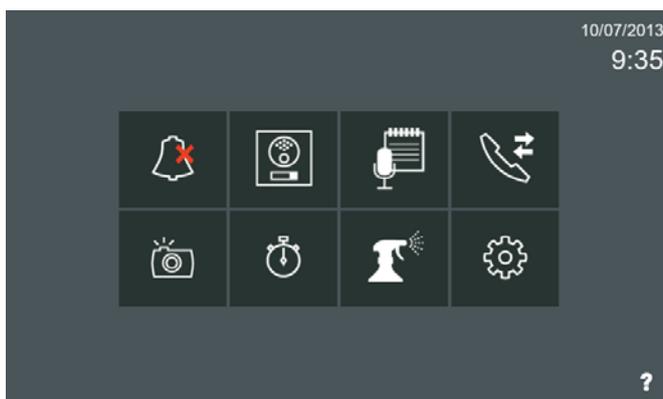
1.2.2 Calling the Property Management Unit PMU (Guard unit)

When the PMU icon is pressed in the **Start Menu** of the monitor, the **Name** of all the Property Management Units will be displayed, (**Name:** the description defined in each one of them).

Note: *The PMU icon must have been previously enabled by the installer.*

The guard units available are those that can call this home, if they are online and in a **Mode** other than OFF at the time of the call and belong to the same block, several blocks including the monitor block or general PMU.

There is a scroll bar (downwards) to view all of the PMU. This bar is displayed when there are too many to be displayed on one screen.





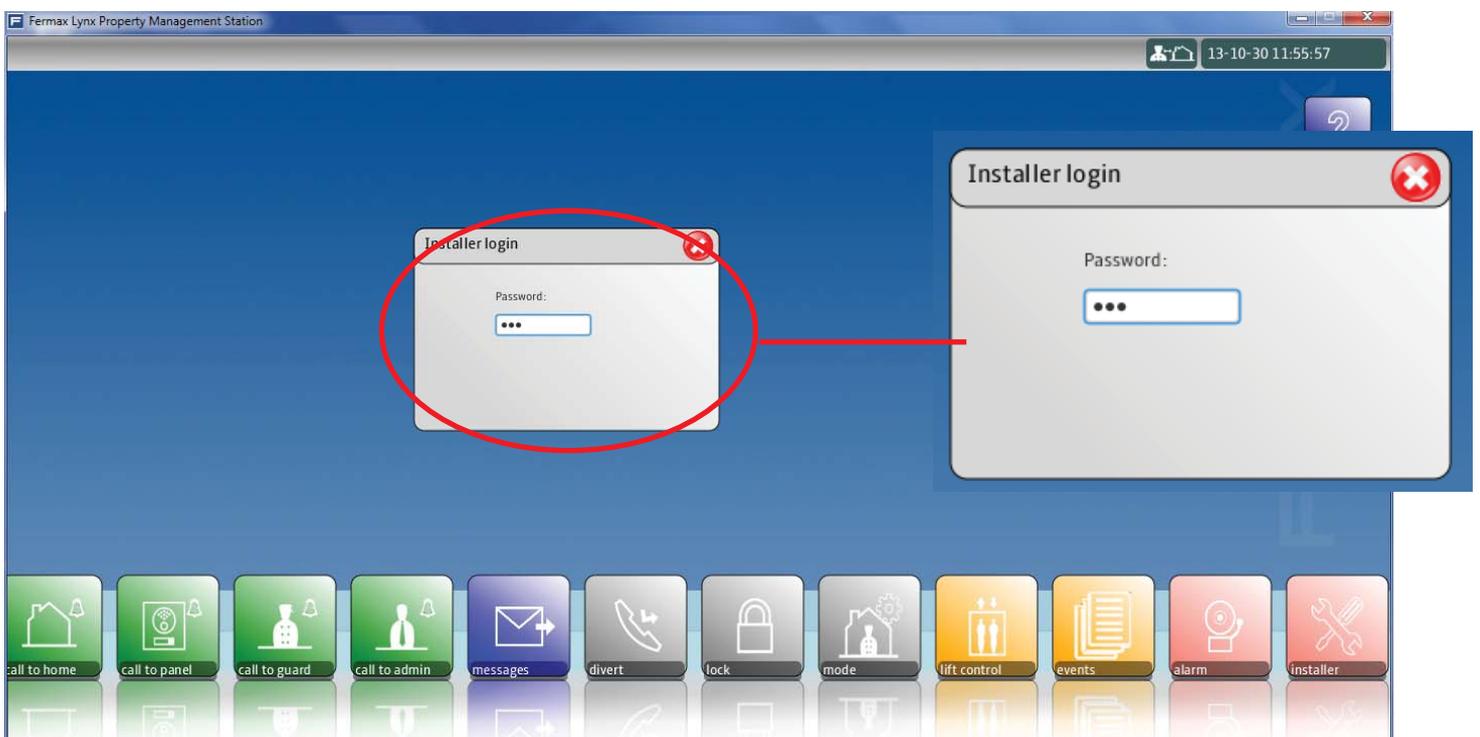
- **Note:** This PMU is displayed because it is online and in a mode other than OFF Mode. These parameters can be viewed on the PMU itself.

PMU Screens



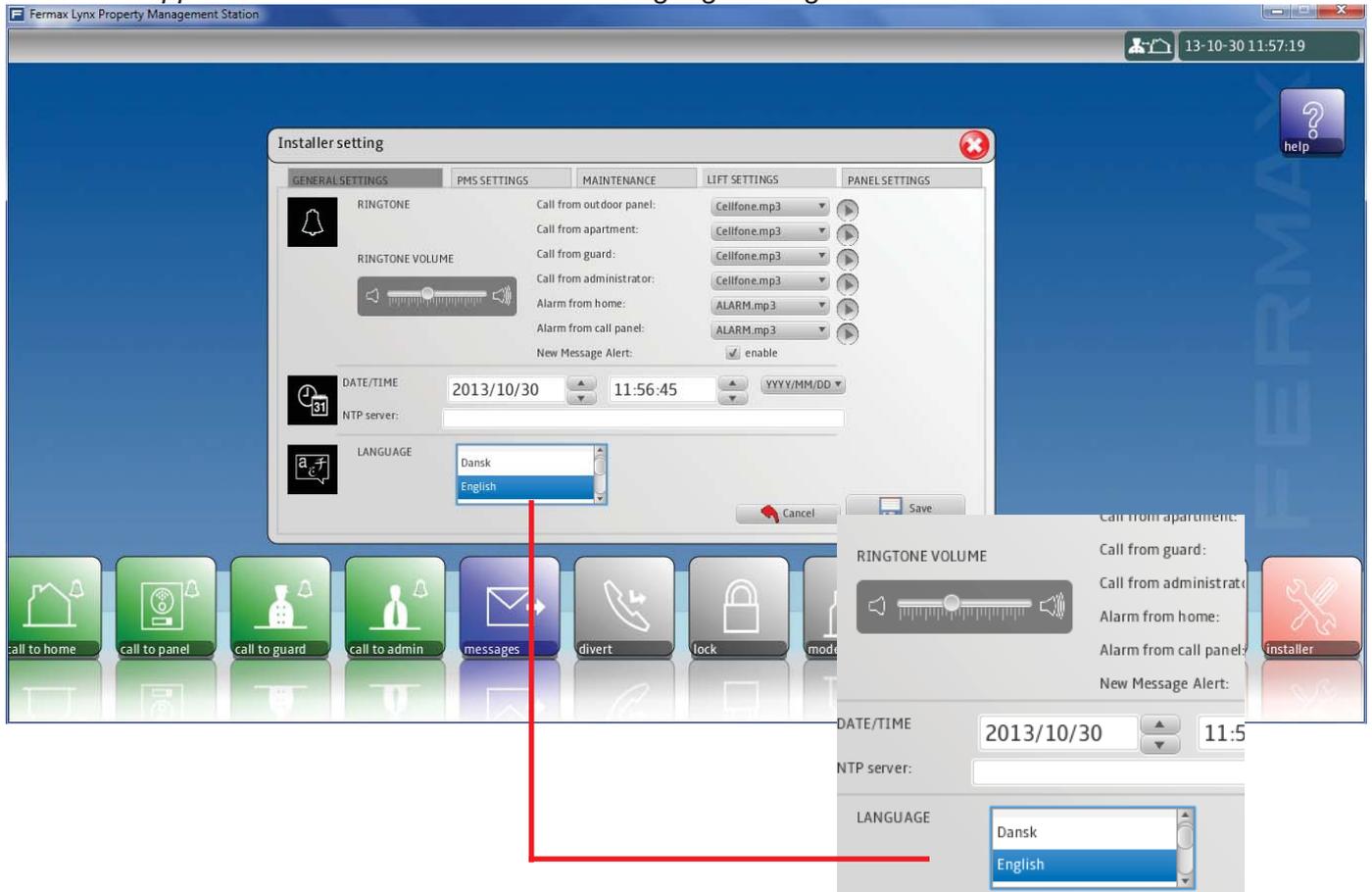
Select **Installer** to access the screens where the defined language, ring tone volume and PMU name are displayed.

The default code is 123. This code can be changed. See Property Management Unit for further details.

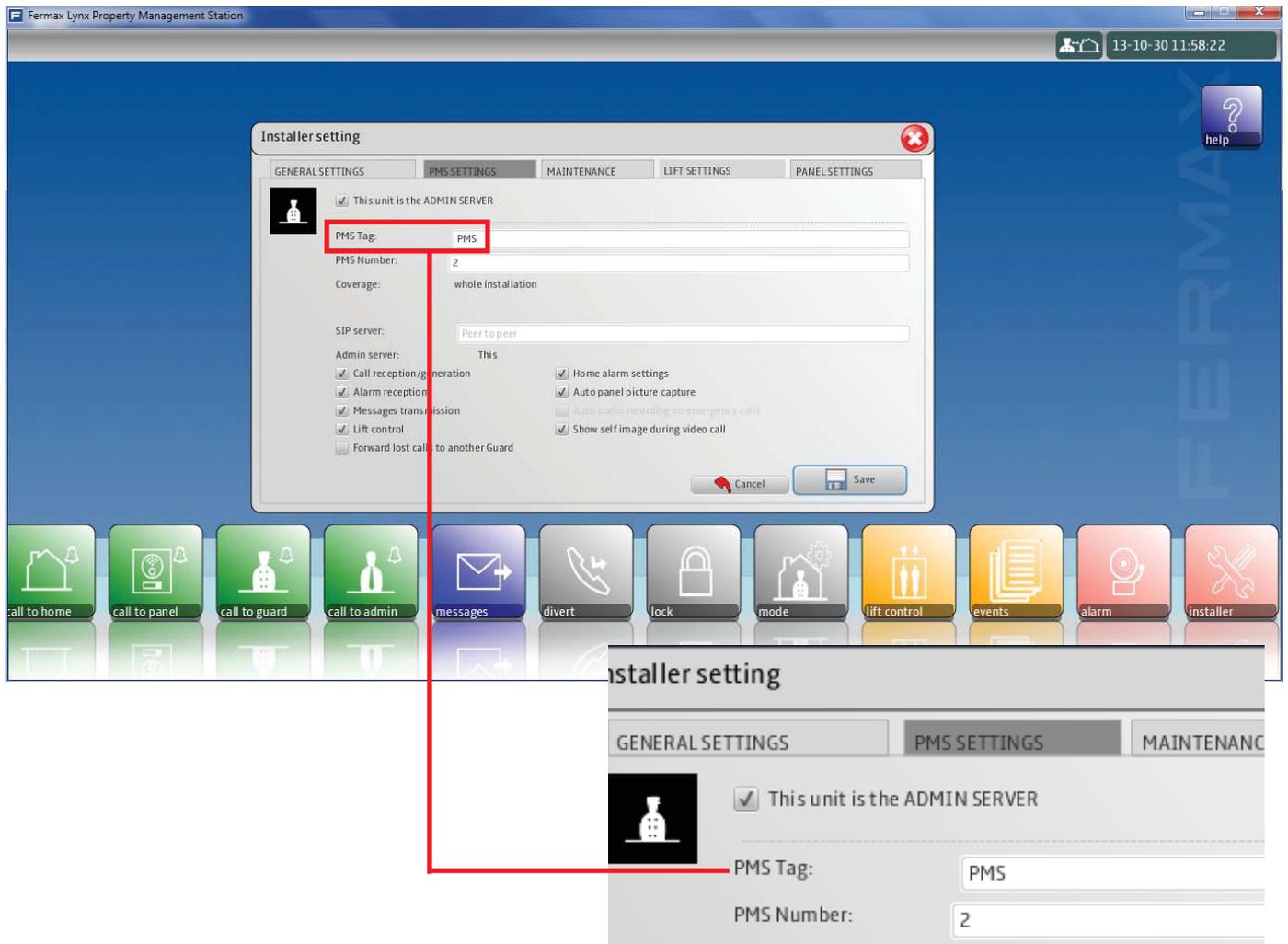


In GENERAL SETTINGS, the language and ring tone volume of the PMU are displayed.

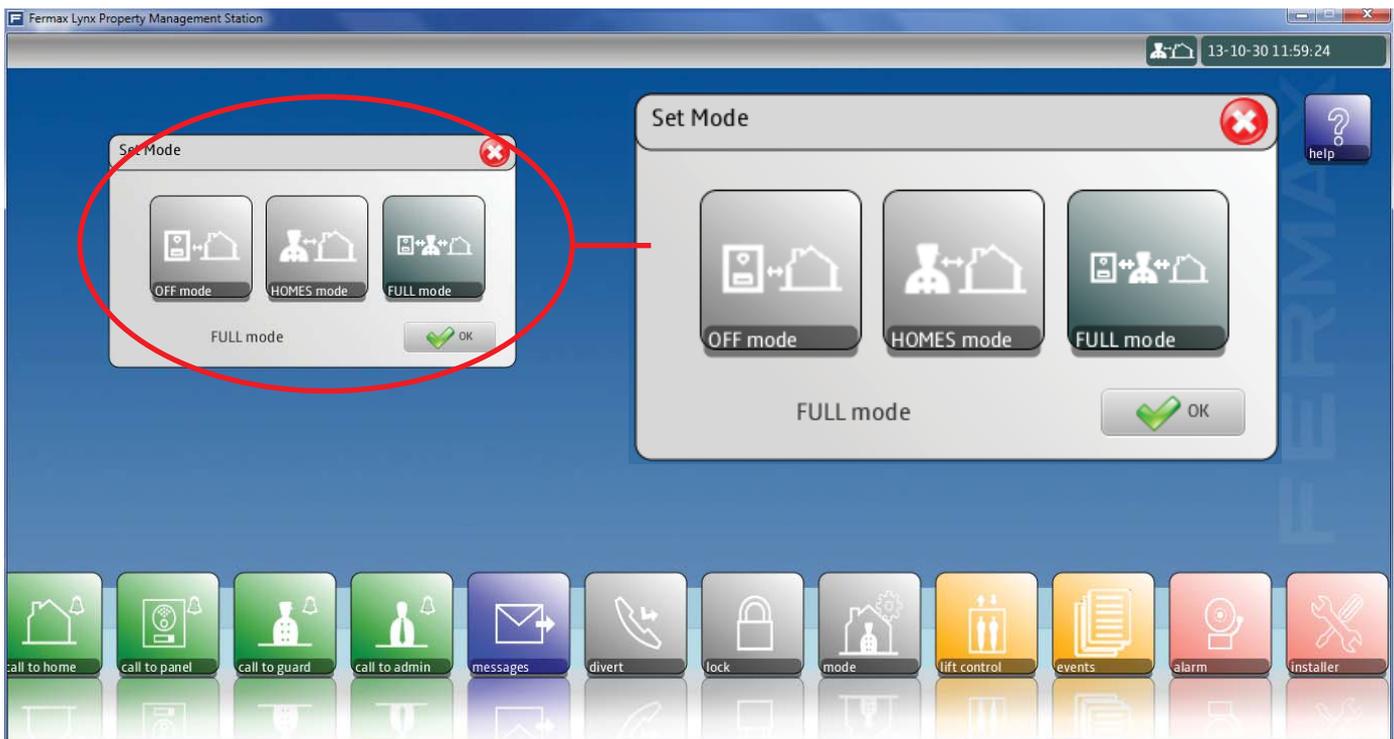
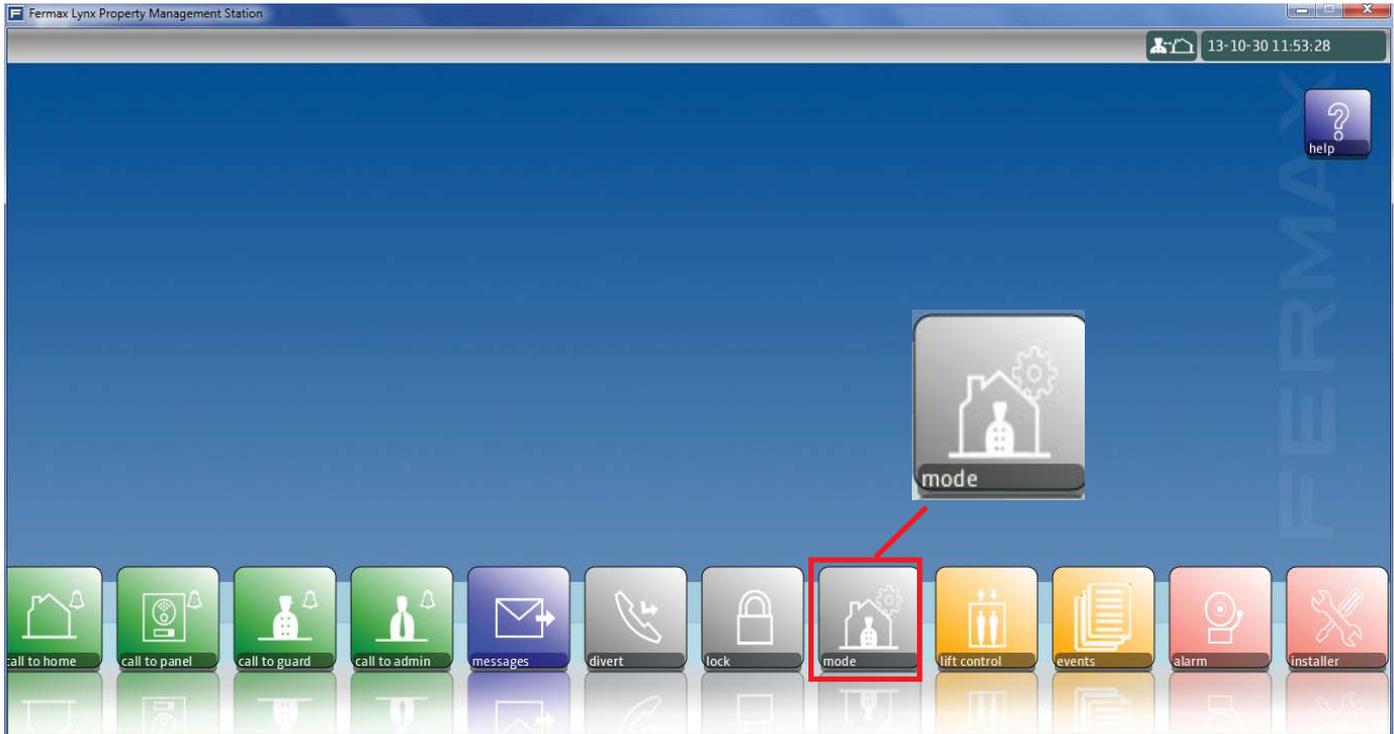
Note: The application must be restarted for the language change to be effective



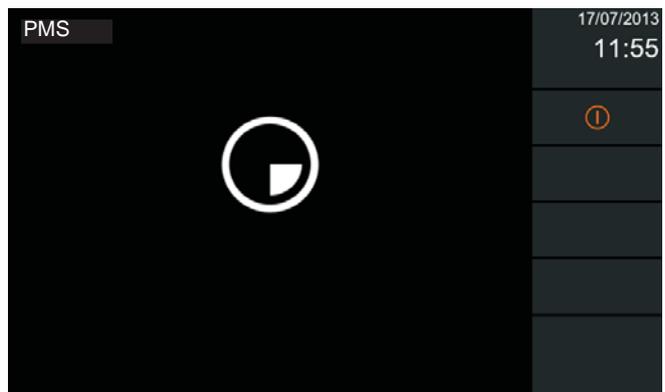
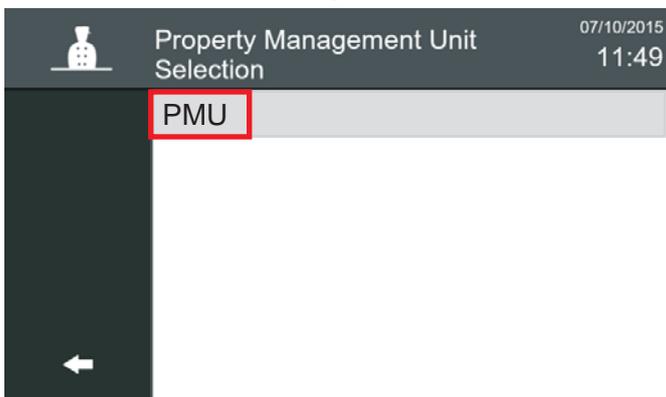
PMU SETTINGS displays the description (Name) selected for the PMU.



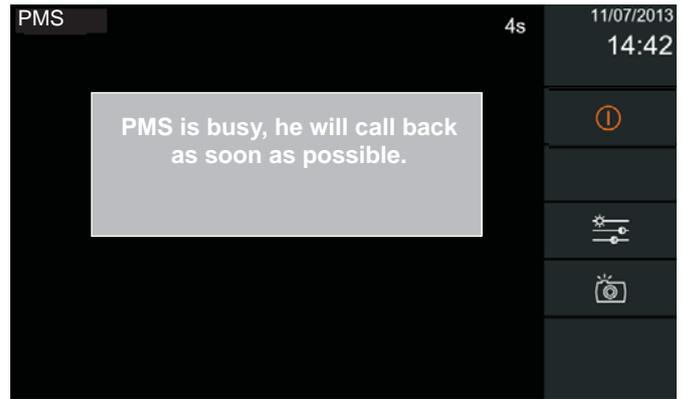
Select **Mode** to access the existing modes on the PMU. The mode for the PMU to be operative must be **Home Mode** or **Full Mode**.



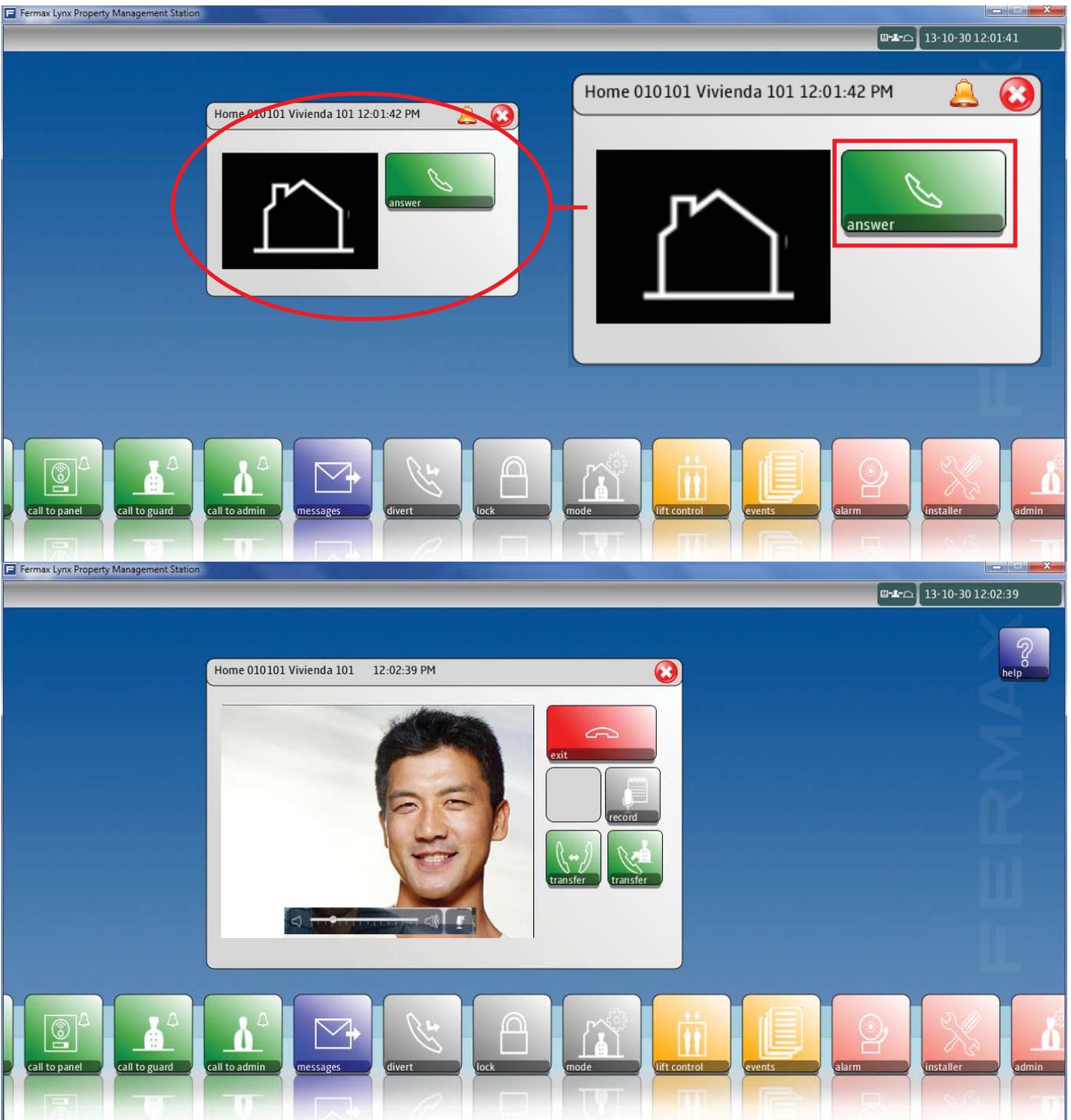
Users can select an PMU and a call is sent to it. The call ring tone is played. If the guard unit does not answer the call in 30", a message is displayed on the screen to indicate that the guard unit is not available but that it will be called again when it is free.



On making the call to the PMU, the monitor displays the operator (concierge) if the PC of a camera is available.



Once the connection has been made (**answer from PMU**), the monitor shows the operator (concierge) of the PMU - if the PC has a camera fitted - and a conversation can be held with him/her.





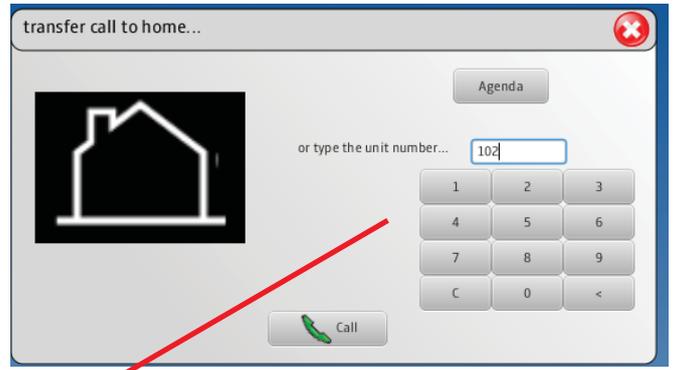
To end the conversation, press the End Conversation icon or the conversation will end after 90 seconds.

It is possible to call another home through the PMU. The owner calls the PMU and asks for inter-communication with another home, e.g. Home 102. The PMS calls Home 102 and, if the owner accepts the call, the concierge then transfers the initial call to Home 102.

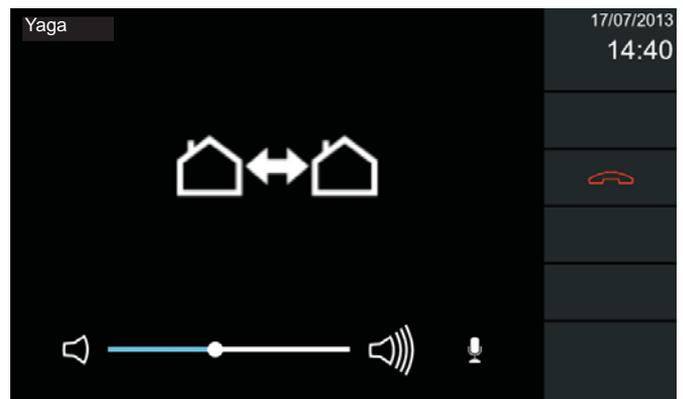
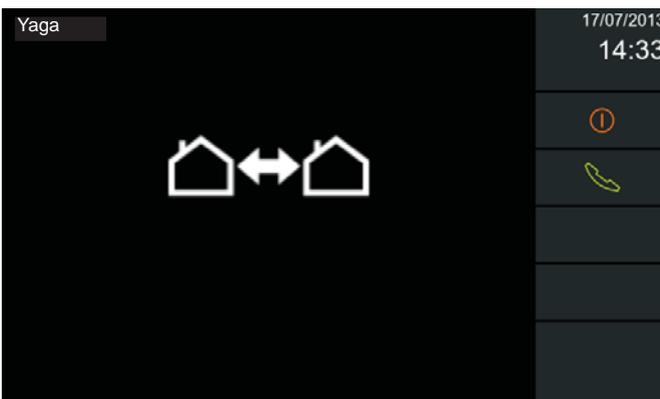
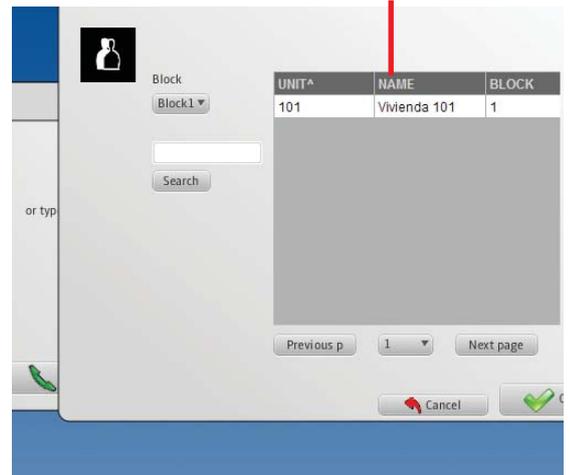


A screen is displayed where the home number can be entered or the Address Book of the home registered can be accessed

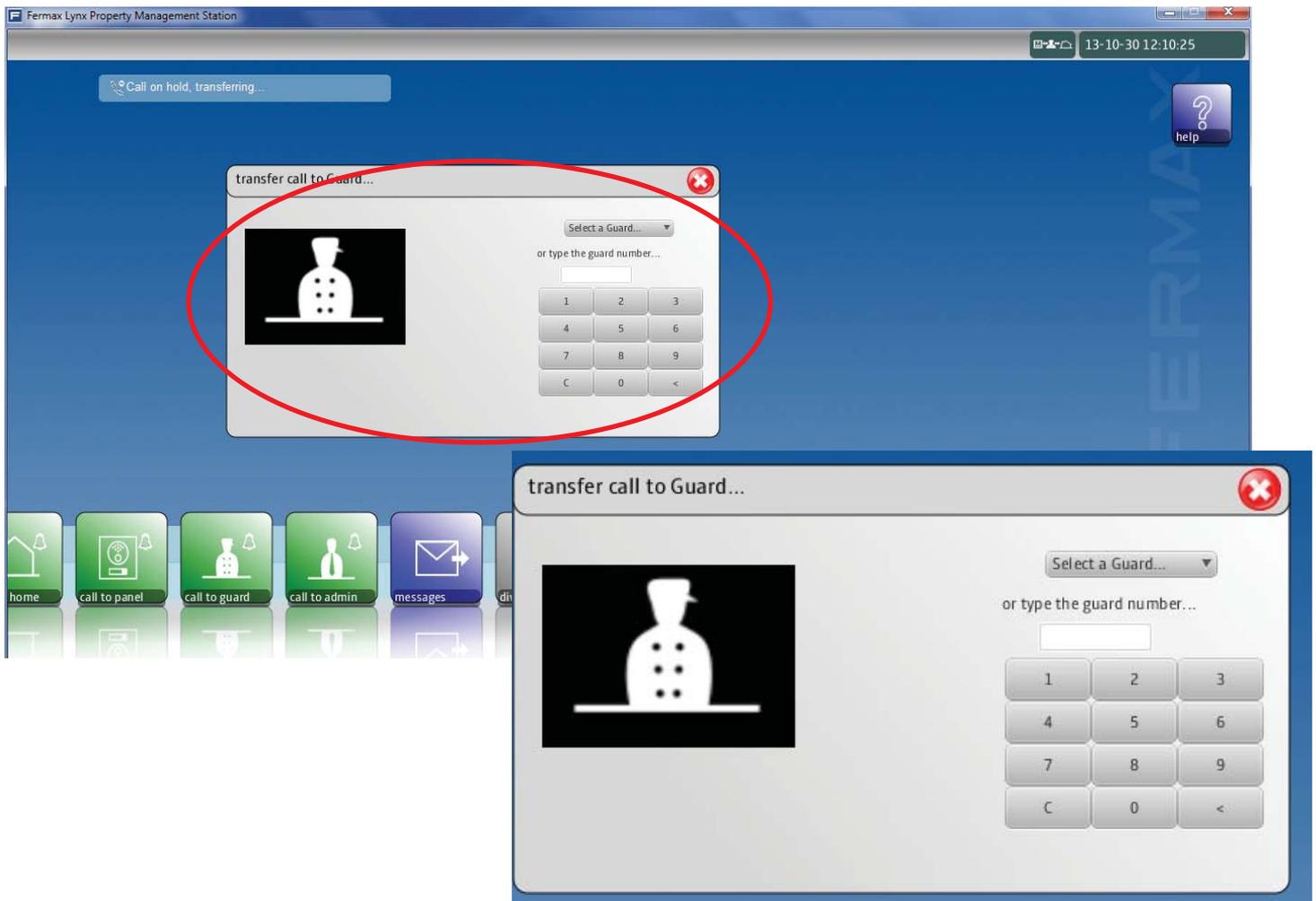




Enter **Home** number or search for the home using the **Address Book**



It is also possible to transfer the call to another PMU.



The conversation with the PMU is limited to 90 seconds.

1.2.3 Panic Call (SOS button)

The panic call is a special call for the Property Management Unit (PMU) responsible for receiving this type of call - the PMU ALARMS - and these calls take priority over all others.

Notes:

- For the SOS button to work, there must be a PMU ALARMS and this must be online. If not, there will be no answer when the SOS button is pressed.

The default user name and password for the PMU Alarms is:

User name: **alarm**

Password: **123**

- The "Alarm Reception" option of the PMU must be activated (ticked) in: Installer Settings/Alarm Reception.

- If the PMU is as described in the previous points (ALARM PMU), in the monitor we see the SOS button blinking (red).

- The PMU in Installer and Admin Mode can also receive SOS calls, but these are not normally used by concierges.

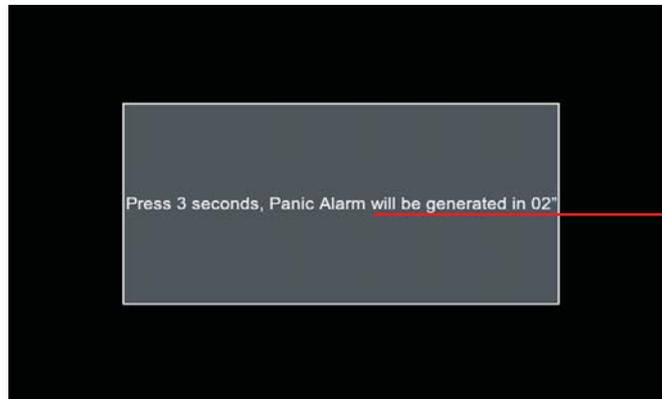
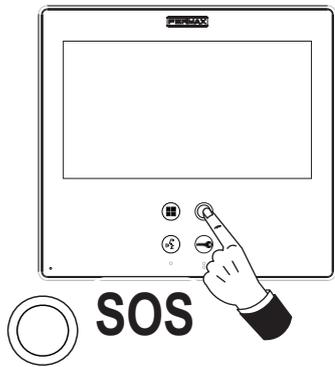


There are three ways of activating the panic call in the Guard Unit:

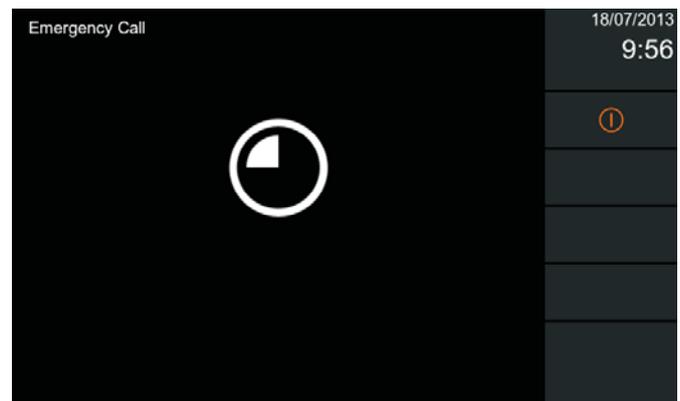
- 1. Pressing the SOS button for 3 seconds.** The monitor displays a message indicating that the panic call will be sent in 3 seconds (and the countdown will be displayed, i.e. the seconds remaining) and an alarm tone will be triggered.

Users must keep the panic button pressed down for 3 seconds for the panic call to be sent to the PMU Alarms.

If the panic call is sent to the PMU Alarms, a video and audio connection is established between the monitor and the PMU Alarms when the concierge answers the call.



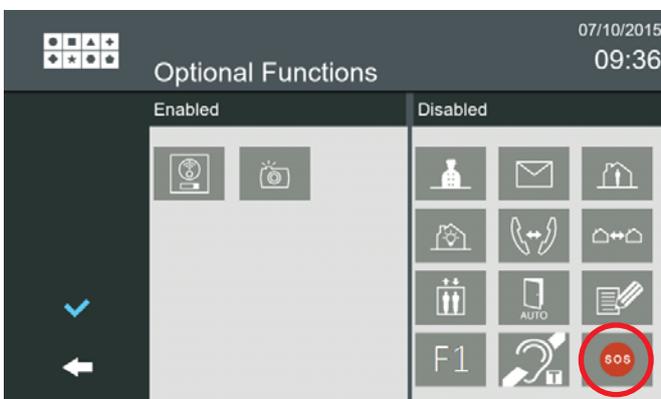
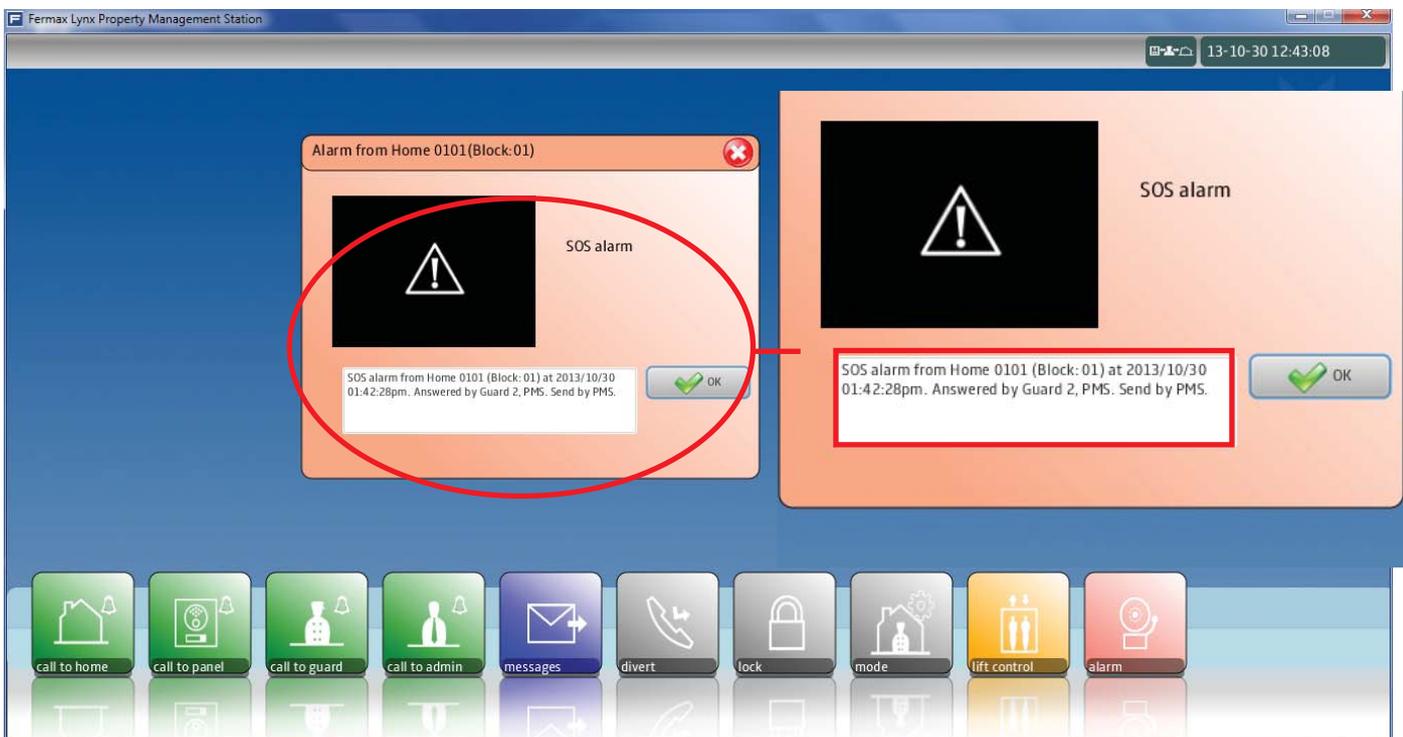
The time remaining is displayed: 02", 01"





To end the conversation, press the End Conversation icon or the conversation will end after 90 seconds.

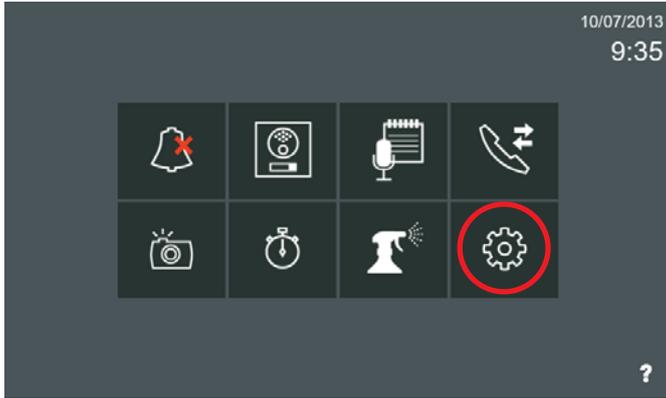
2. Pressing an external secondary SOS button (e.g. a button in the bathroom, in the bedroom, etc.) that is directly connected to the monitor (to the panic terminals: -, P/A). This is instant. The monitor only sends a panic message to the Guard Unit. The alarm tone is played for 1 minute on the monitor. A panic message is sent to the PMS Alarms and no video and audio connection is established between the monitor and the PMS Alarms because the owner is not in front of the monitor.



Note: In order for the external panic button to work, the SOS icon must be previously enabled by the installer. The P/A terminal is configured as input and detects the pressing of this button, when the SOS function is enabled. If not enabled, the terminal works as an output for the connection of a call extension or a light and bell activator.

2a) Silent panic alarm using the external secondary SOS button. When this button is pressed, the alarm tone is played for 1 minute on the monitor. To delete this tone, follow the steps indicated below. The monitor still sends the panic message to the PMS Alarms, but without playing the alarm tone on the monitor.

To do so, press **General Settings** to access the screen where the **Call Settings** option is located. (See Option 2.16 General Settings / 2.16.1 Call Settings).



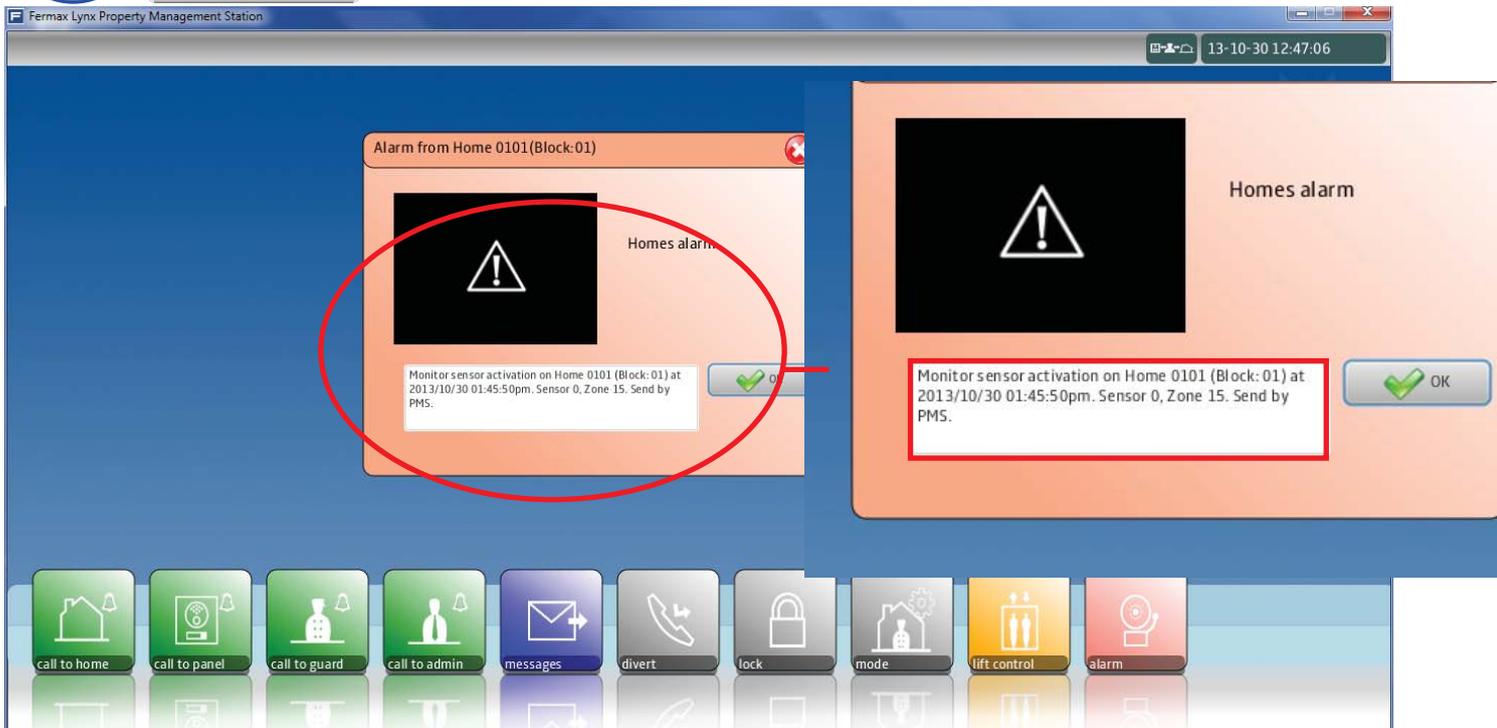
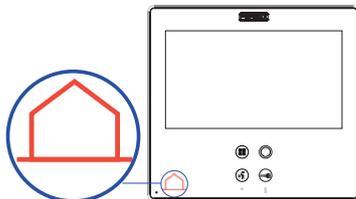
- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Once silent Panic Alarm has been selected, press to validate

3. Activating the alarm system. If an alarm is detected, an alarm message is sent to the PMU Alarms with information on the sensors triggering the alarm.

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

An alarm message is sent to the PMU Alarms and no video and audio connection is established between the monitor and the PMU Alarms because the owner is not in front of the monitor.



For further details, see Chapter 2.14 Alarms.

1.2.4 Inter-Communication: Calls between monitors

It is possible to call from one monitor to another. There are 2 types of calls:

- **Internal:** call from one monitor to another installed in the same home.
- **External:** call between homes, i.e. to another monitor in the same installation.

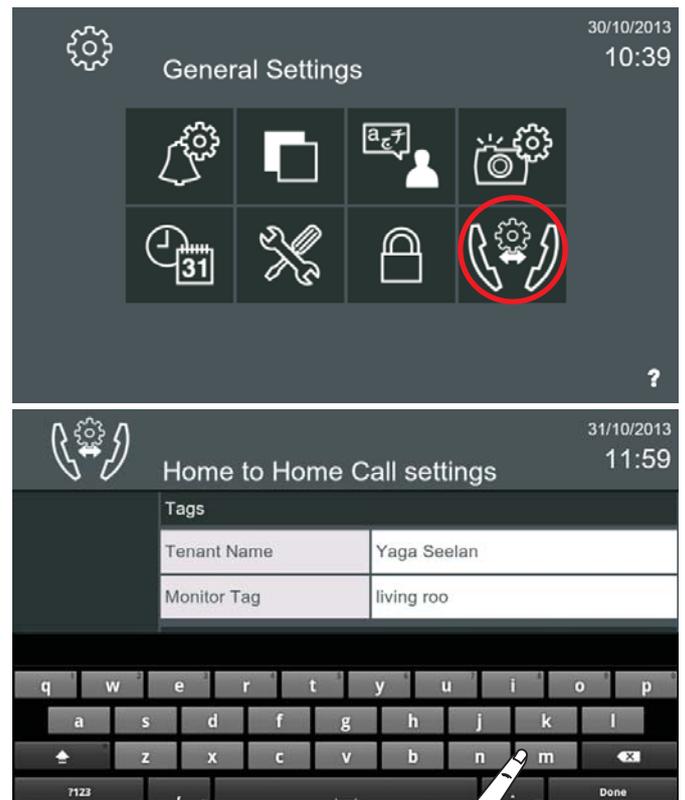
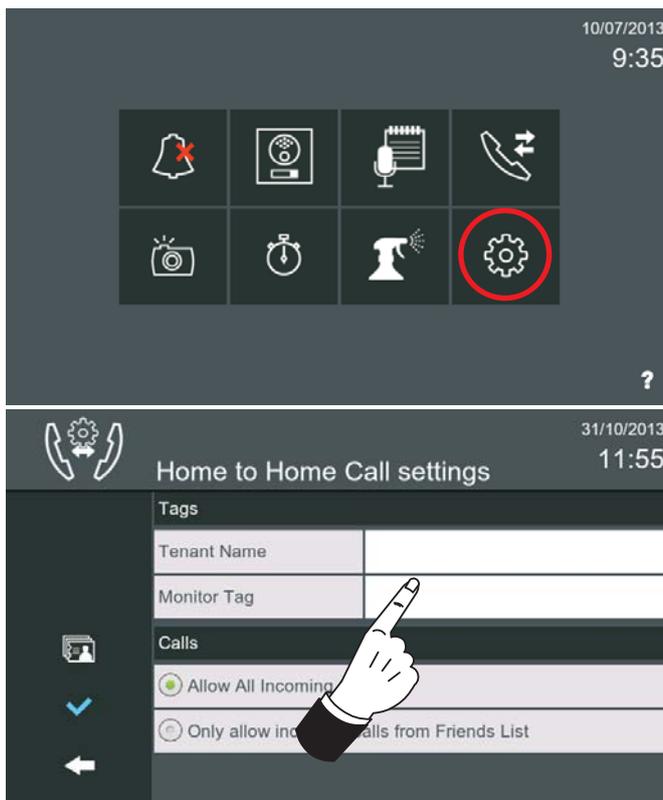
The monitors are identified by 2 labels:

- **Tenant Name:** This identifies the home (e.g. the Garcia family, name Marta Jover, etc.).

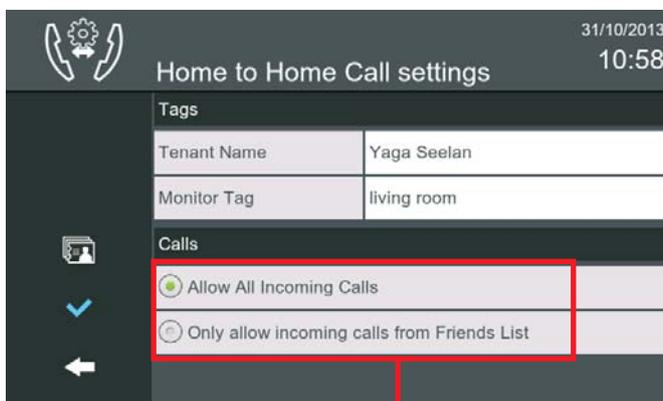
Note: All monitors in the same home must have the same **Name, Block and Unit**.

- **Monitor Tag:** This describes its location (i.e. dining room, kitchen, bedroom, etc.). Each monitor has a different tag. Given that up to 8 monitors can be installed in each home, the extension numbers are: 0...7.

To complete these labels: **Tenant Name** and **Monitor Tag**, go to **Home to Home Call Settings**. To do so, press **General settings** and then **Home to Home Call settings**.



When one of the labels is pressed, a cursor and a keyboard are displayed so that the data can be entered.



- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

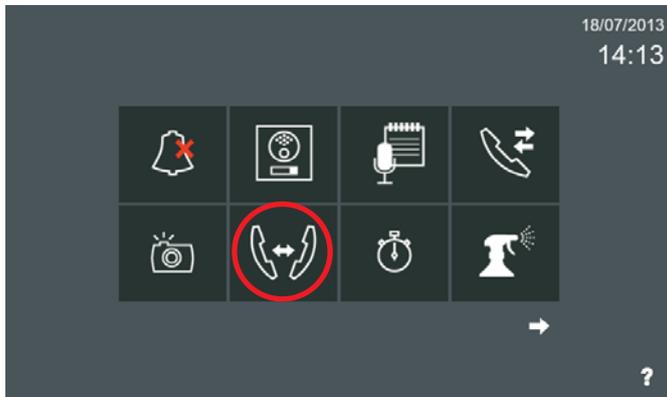
This screen also displays the following options:

- **Allow All Incoming Calls**
- **Only allow incoming calls from Friends List.** "See Chapter 1.2.4.2 External Call/Contacts List/Friendship Request".

1.2.4.1 Internal call: Call from one monitor to another installed in the same home.

To call another room in the same home, press the **Internal Call (Monitor selection)** icon in the **Start Menu** of the monitor. A list will be displayed that contains all the monitors available. Select the required monitor and the call is automatically sent.

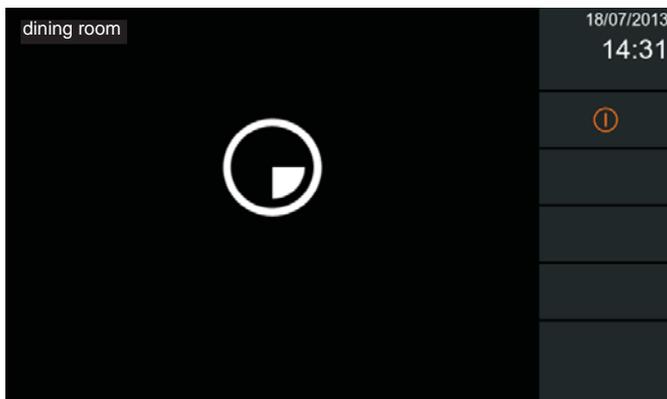
Note: The Internal Call icon must have been previously enabled by the installer.



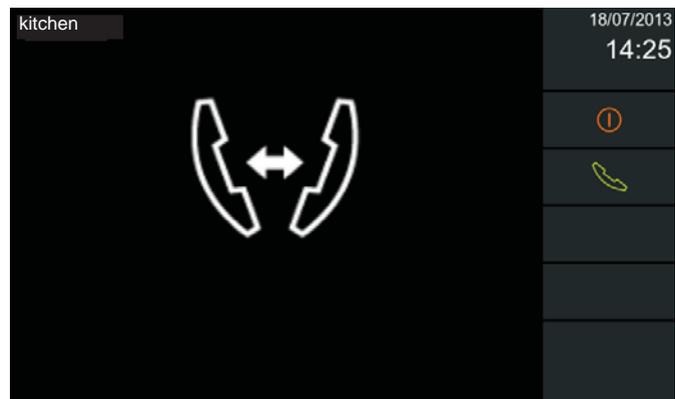
Press Internal Call (Monitor selection).



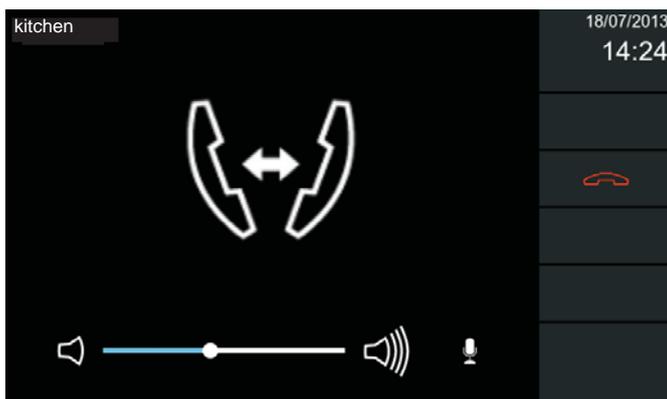
The monitors that can be called in that home are displayed. The call is made automatically if it is selected.



The call is being made from the kitchen monitor to the dining room monitor.



The display shows that a call from the kitchen monitor is incoming.



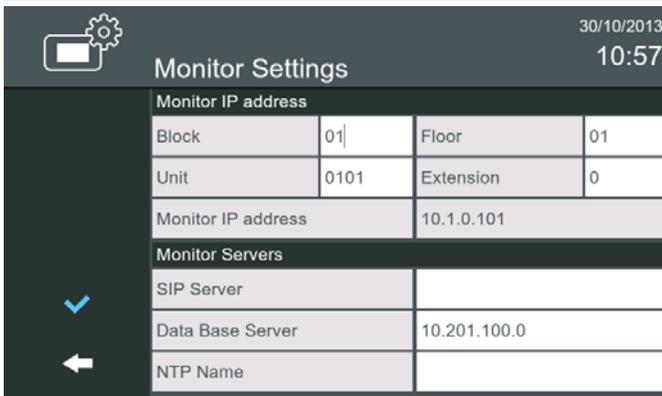
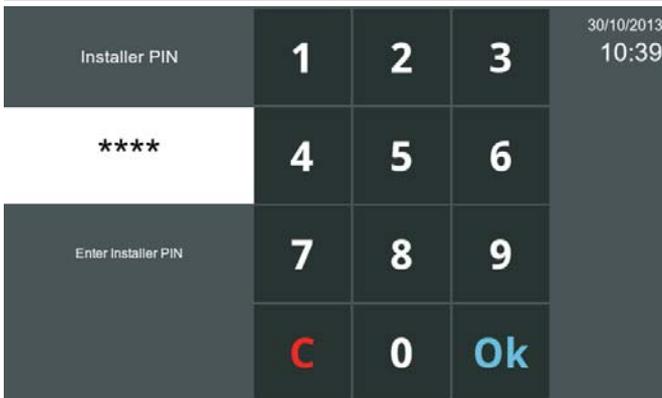
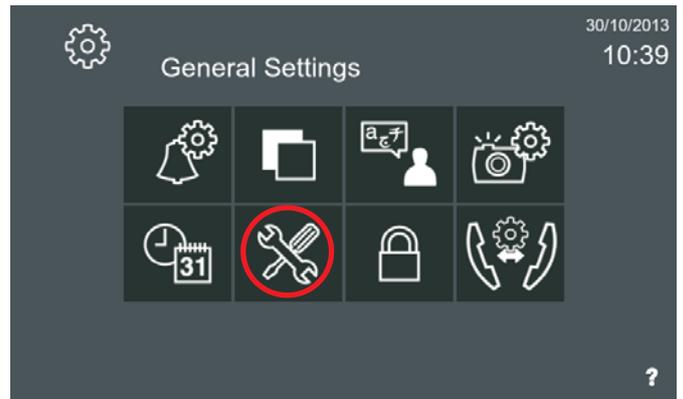
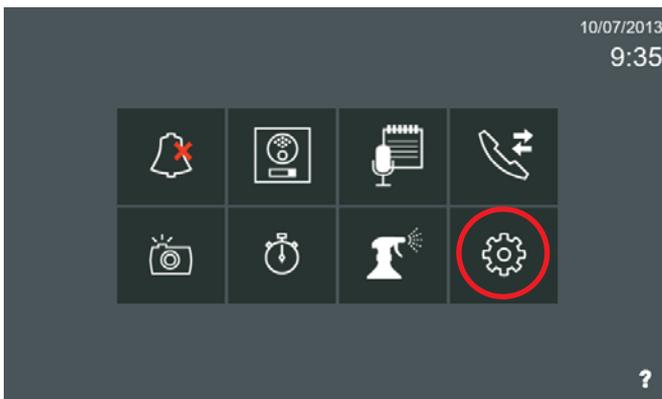
On accepting the call on the kitchen monitor, the **Internal Call** icon indicates that both monitors are in an internal communication (given that there is no video).

The maximum conversation time between the monitors is 300 seconds.

Notes:

- If there is only one monitor in the home, the list of monitors available will be empty. The installer is responsible for enabling or disabling this function.
- If there are several monitors in the same home, all monitors must have the same **Name, Block and Unit**. The **Monitor Tag** must be different. The **Name** and the **Monitor Tag** are explained on the previous page. The **Block Unit** and **Extension** must already be programmed by the installer. How to access **Monitor Settings** to view/program these parameters is indicated below.

To access **Monitor Settings**, press **General Settings** to access the screen where the **Installer Settings** option is located (press), enter the **Installer PIN** code, which by default is **4444** and press **OK** to access the screen where the **Monitor Settings** option is located.

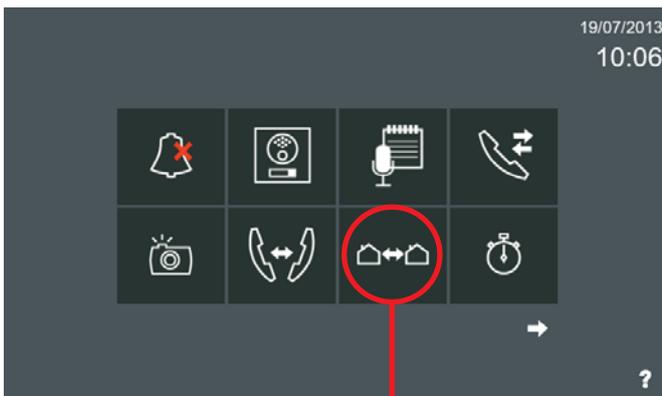


- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

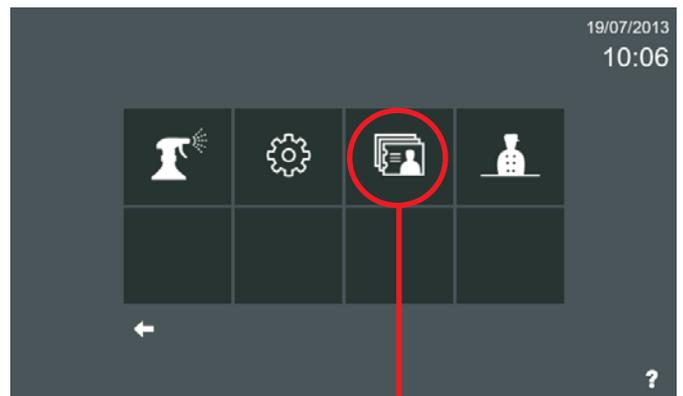
1.2.4.2 External Call: Call from one monitor to another monitor in the same installation.

The **External Call (Call from Home to Home)** function is disabled by default.

Note: The External Call icon must have been previously enabled by the installer. On enabling this icon, the Contacts List icon is also automatically enabled.

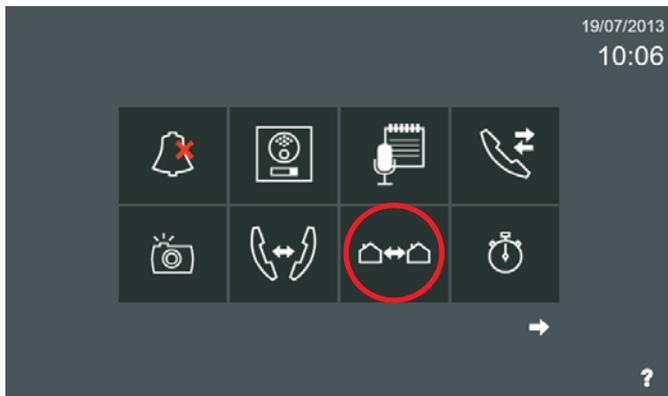


External Call (Call from Home to Home)

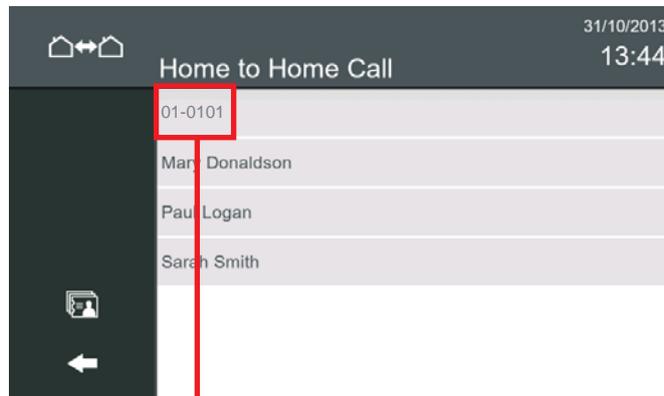


Contacts List

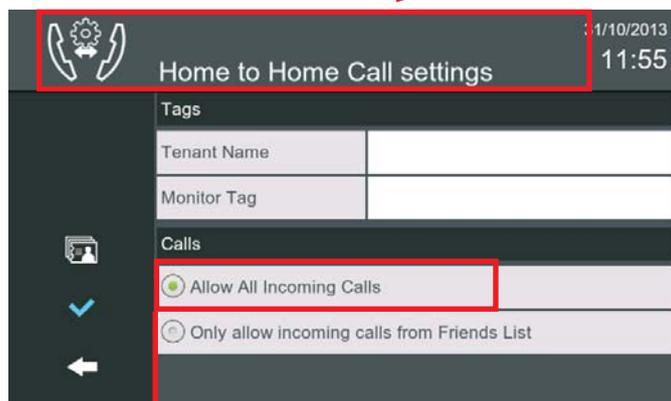
To call another home in the same installation, press the **External Call (Call from Home to Home)** icon in the **Start Menu** of the monitor. A list will be displayed that contains all the monitors available. Users select the monitor required and the call is sent automatically (if the following option is selected in **Home to Home Call Settings: Allow All Incoming Calls**, explained at the start of this chapter: *1.2.4 Inter-Communication: Calls between monitors*).



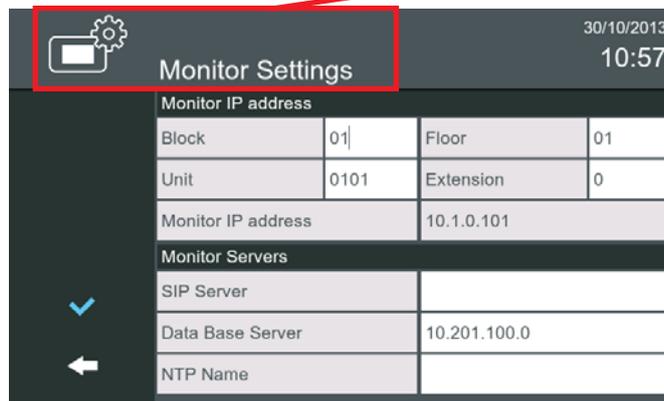
Press External Call (Home to Home Call)



On this screen, the monitors, if in **Home to Home Call Settings** the following has not been completed: **Tenant Name**, display the **Block No.** and **Unit** (monitor no.).



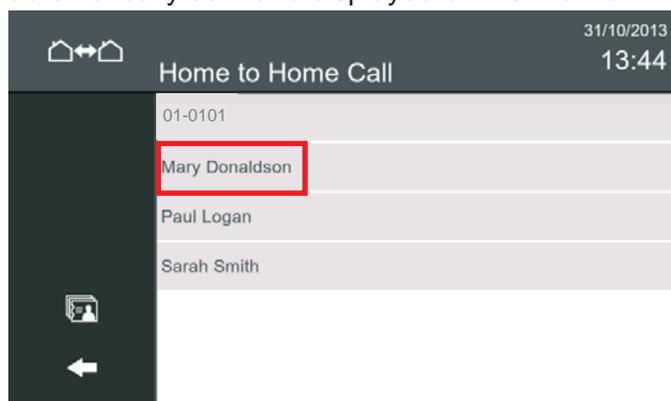
If the following has not been selected in Call Settings: **Allow All Incoming Calls**, calls are restricted to the Friends List (Friendship Request).



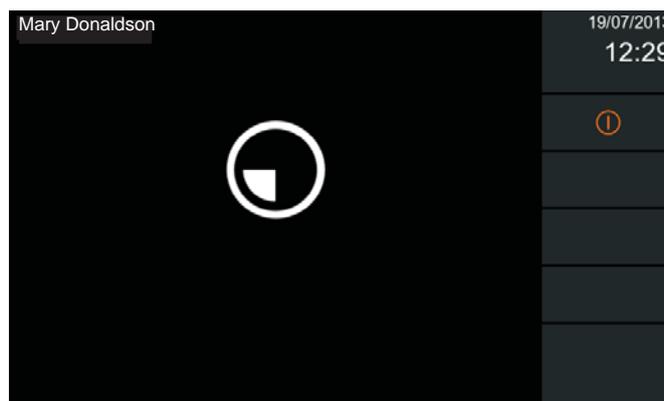
Note: If the following is selected: **Only allow incoming calls from Friends List**, a monitor cannot receive calls from other homes unless this is permitted by the user through the **Friendship Request**. The installer is responsible for activating or deactivating the External Call function and the user is responsible for handling the Contacts List through the friendship requests.

• Making an external call

To make an **external call (Home to Home Call)**, the user selects the required monitor and the call is automatically sent and displayed on the monitor:



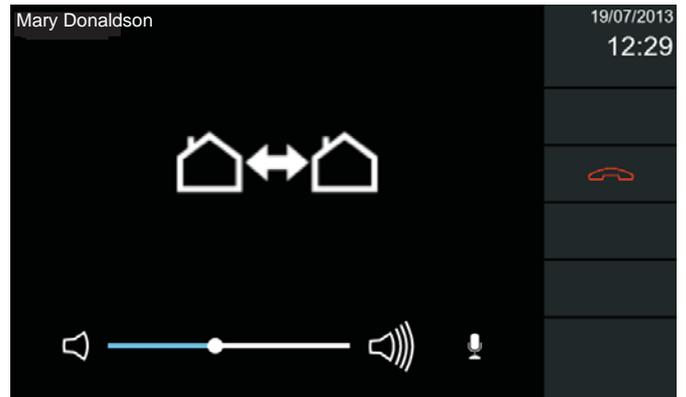
The monitors that can be called in the installation are displayed. The call is made automatically if one is selected.



The call is being made from the Mary Donaldson monitor (01-401) to the Yaga Seelan monitor (01-101).



The display on the Mary Donaldson monitor (01-401) shows that a call is incoming from the Yaga Seelan monitor (01-101).



On accepting the call, the Mary Donaldson monitor (01-401) displays the **External Call** icon to indicate that both monitors are communicating (given that there is no video).

The maximum conversation time between the monitors is 300 seconds.

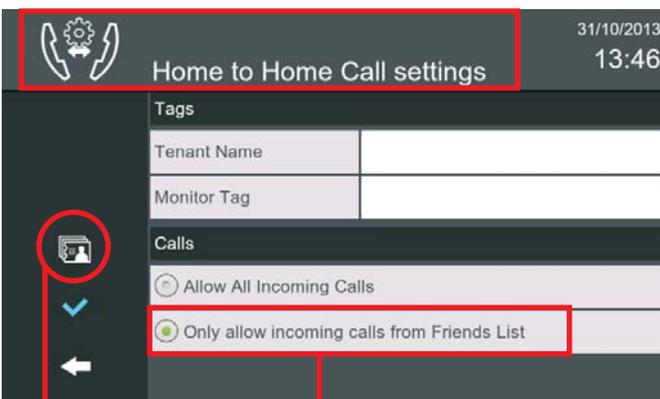
• **Friendship Request**

As explained previously, the monitor can handle two groups of contacts:

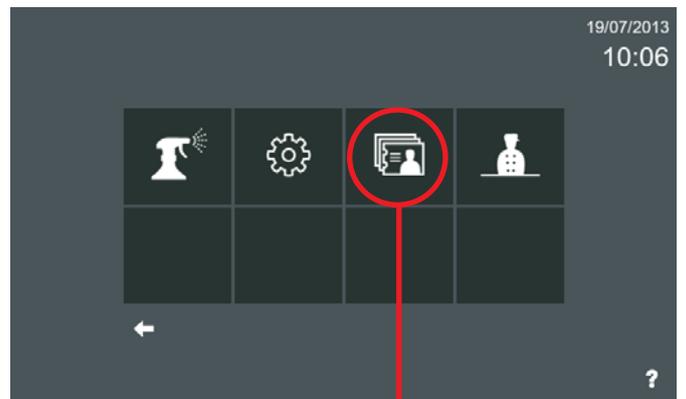
- **Allow All Incoming Calls.**
- **Only allow incoming calls from Friends List:** Calls are restricted to the **Friendship Request** through the **Contacts List**.

The **Contacts List** can be accessed from this screen or from the start screen. Initially, press the **Contacts List** icon to open this screen and the display will be empty.

The Smile Lynx monitor allows for calls between different homes, as explained. However, to ensure privacy the list of friendship requests can be generated to only accept calls from a list of friends. Press the **Friendship Request** icon to go to this screen.

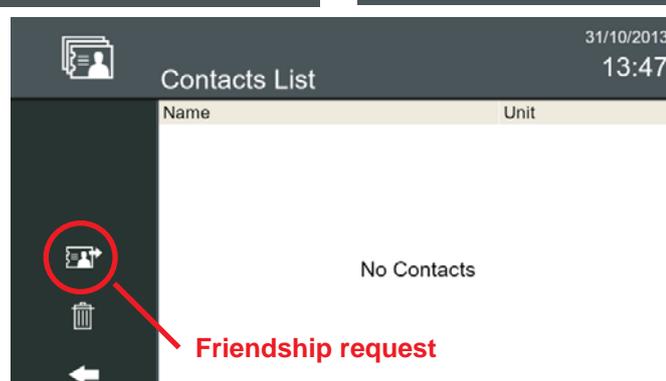


Contacts List



Contacts List

The following must be selected: **Only allow incoming calls from Friends List**

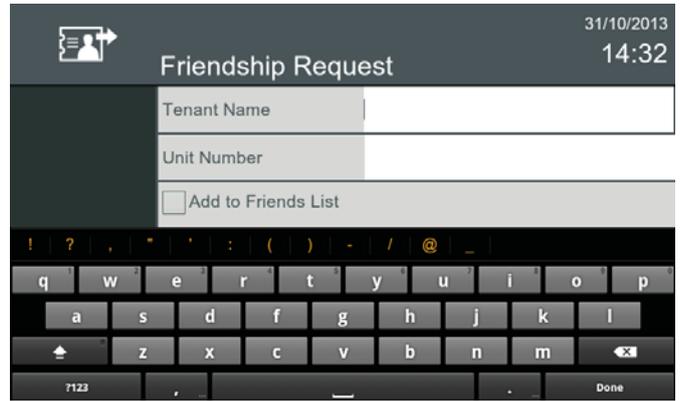


Friendship request

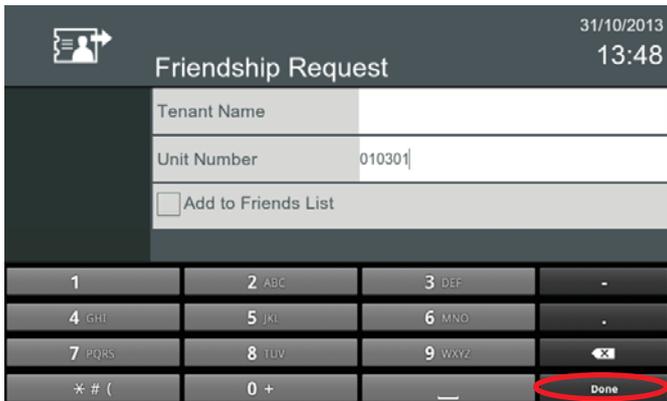


Friendship request

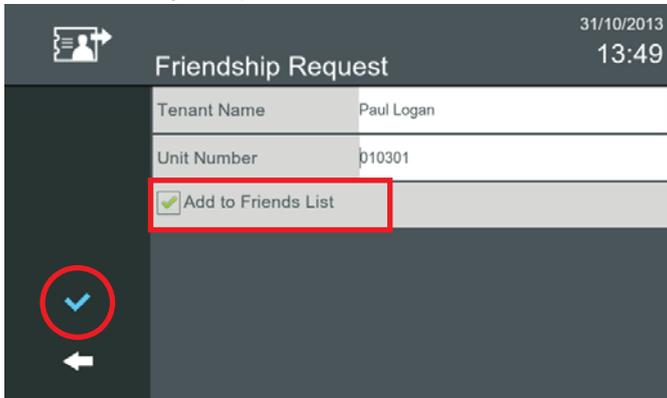
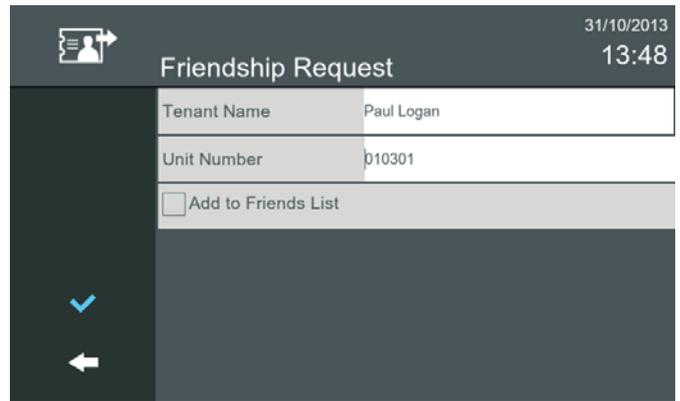
To call another home in the same installation, first send the **Friendship request** by pressing the icon.



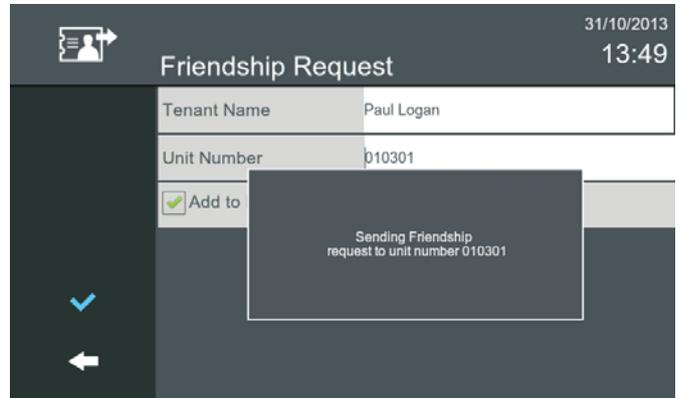
The window to complete this request is automatically displayed.



If the home number (Block-monitor no.) is entered, e.g.: 010301, the Tenant Name is automatically completed when **Ready** is pressed.

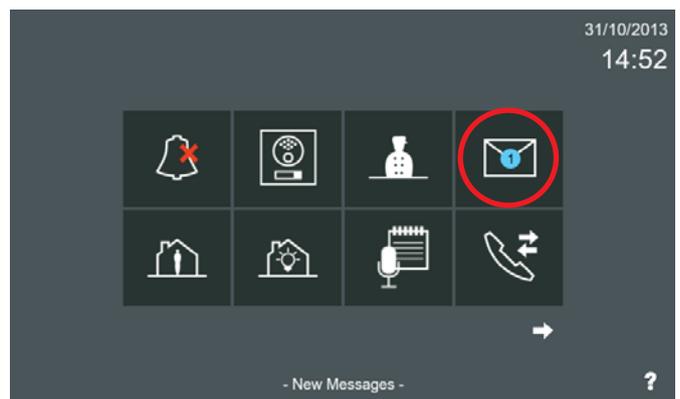
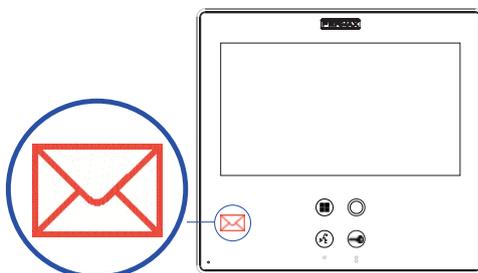


Select **Add to Friends List** and press confirm.



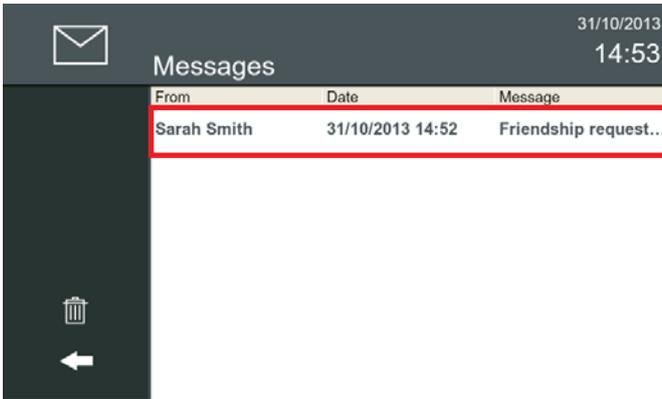
When confirmed, a text message is sent to the target home and a screen is displayed to indicate that the **friendship request** is being sent.

In the target home, when the message is received on the monitor, the message icon lights up and an optional "beep" is heard - though this sound can be disabled in the option: *2.16 General Settings / 2.16.1 Call settings / Beep for message received.*



The message can be seen in the target home. Press the **Messages** icon to view the message.

Note: The **Messages** function must have been previous enabled by the installer.



Press the message to select it.

Note: Friendship requests between the monitors are recorded in the general message list.



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



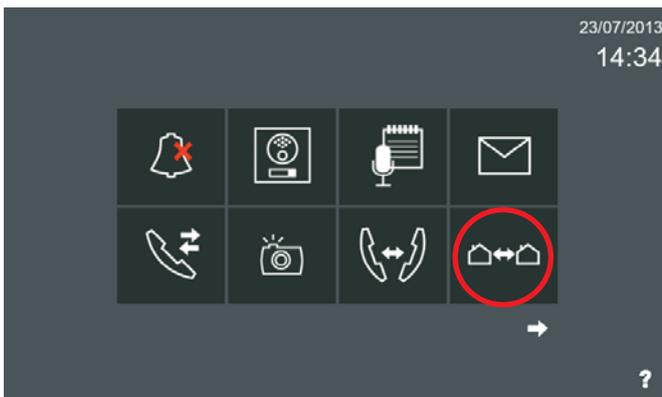
The message can be seen in the target home and the following options are permitted:

- **Accept.** When pressed, an acceptance message is sent to the source home in which the home label is displayed (if available). This home will be included in the list of accepted calls of the target home (on all of its monitors) and in the list of friends of the source home (all monitors).
- **Reject.** When pressed, a message is sent to the source home to indicate non-acceptance if the TFT in on.
- **Exit.** No response is sent.

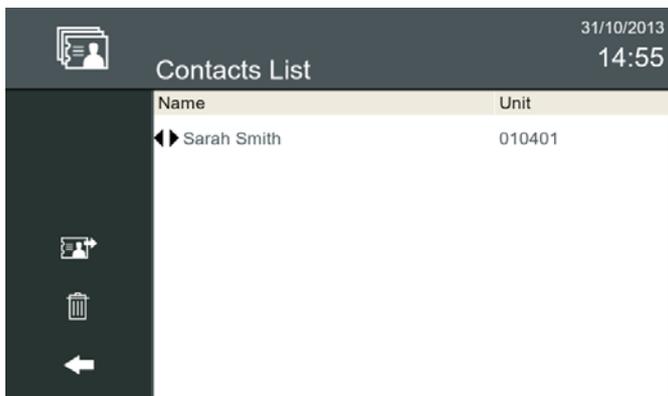


If accept is pressed, an acceptance message is sent to the source home in which the home label is displayed (if available).

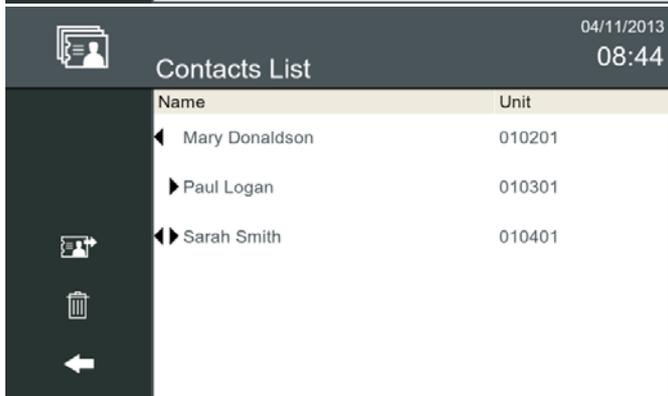
When the **External Calls** icon is pressed, the **Home to Home Call** screen is displayed, which contains the list of friends that can be called. Press the **Contacts List** icon to view the list containing all available friends.



Press the **Contacts List** icon to display the friendship requests accepted.

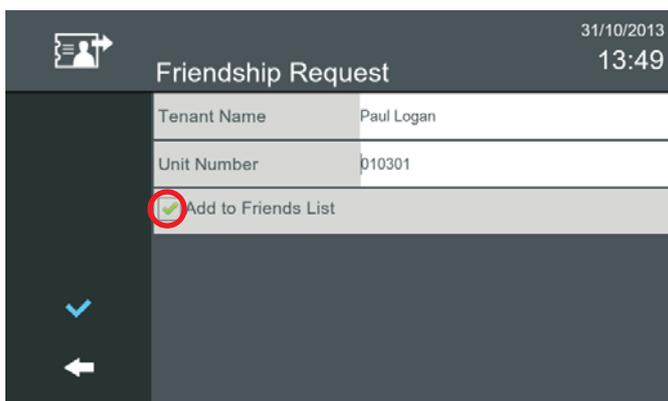


Friendship request accepted.

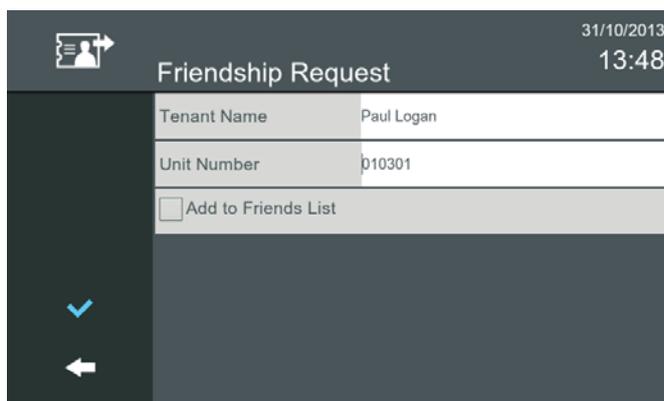


The Contacts List displays who can be called and who can call:

- ▶ (arrow pointing to the right), you are on their list, but they do not appear on your list and, therefore, you can receive calls from this contact.
- ◀ (arrow pointing to the left), they are on your list, but you do not appear on theirs and, therefore, you can call this contact.
- ◄▶ (both arrows) indicate that the contact belongs to the two lists and, therefore, the user can receive calls from the contact and make calls to the contact.



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



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

Notes:

- Where there are more friends than can fit on the screen, the list can be scrolled.
- Friendship requests between the monitors are recorded in the general message list.
- **In the event of varying friend configurations:** When a contact is deleted, that contact is not able to call despite the “**Allow All Incoming Calls**” option being selected. To avoid this problem, simply refresh this option by pressing the Accept button. This informs the system that this monitor accepts all incoming calls from the monitors in the installation.

To call another monitor, press the **External Calls** icon to display the **Home to Home Call** screen, which displays a list containing all the friends available. Select the required friend and the call is automatically sent. When the call is sent, a conversation is established as indicated in this chapter: 1.2.4.2 External Call: Call from one monitor to another monitor in the same installation / Making an External call.

QUICK GUIDE: 1.2 Making Calls

Calls can be made to:

- Outdoor panels:
 - General Entries.
 - Panels from its block.
 - Panels associated to the home.
- Property Management Station = PMS (Guard Units).
- Another monitor installed in the same home.
- Another monitor in the same installation.



1.2.1 Call to Outdoor Panel

This screen displays:

- Private Home Entry Panels (1-line panels).
- Block Entry Panels
- General Entry Panels
- Access to IP cameras.



Note: The panels available are those that can call this home.

Users can select a panel and communicate with the panel, as seen in Point 1.1 Receiving Calls. At first, only the video is connected. If required, users can connect the audio.



1.2.2 Calling the Property Management Station PMS (Guard unit)

This screen will display the **Name** of all the Property Management Stations (**name:** the description defined in each one of them).



The Guard Units available are those that can call this home, if they are online and in a **Mode** other than OFF at the time of the call.

Users can select an PMS and a call is sent to it. The call ring tone is played. Once the connection has been made (**answer from PMS**), the monitor shows the operator (concierge) of the PMS - if the PC has a camera fitted - and a conversation can be held with him/her.

SOS

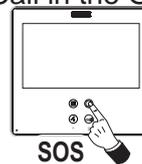
1.2.3 Panic Call (SOS button)

The Panic Call is a special call for the Property Management Station (PMS) responsible for receiving this type of call and the PMS must be configured as ALARMS. These calls take priority over all others.

Note: For the SOS button to work, there must be a PMS ALARMS and this must be online and in a **Mode** other than OFF at the time of the call. If not, there will not operate when the SOS button is pressed.

There are three ways of activating the Panic Call in the Guard Unit:

1. Pressing the **SOS button for 3 seconds.**



2. Pressing an external secondary SOS button (a button that is directly connected to the monitor (to panic terminals -, P/A). This is instant. The alarm tone is played for 1 minute on the monitor.

- 2a) **Silent Panic Alarm using the external secondary SOS button.** To delete the alarm tone on the monitor, go to **Call Settings** and select the **Silent Panic Alarm** option.



3. **Activating the alarm system.** If an alarm is detected, an alarm message is sent to the PMS ALARMS with information on the sensors triggering the alarm.



internal

1.2.4 Inter-Communication: Calls between monitors

It is possible to call from one monitor to another. There are 2 types of calls:

- **Internal:** call from one monitor to another installed in the same home.
- **External:** call between homes, i.e. to another monitor in the same installation.

The monitors are identified by 2 labels: **Tenant Name** and **Monitor Tag**, which are in **Home to Home Call Settings**. These must be accessed for this type of call in order to complete/view the data. It is also important to establish the IP address of the monitor, which identifies it in the LYNX network. To do this, go to **Monitor Settings**.



external

- **Home to Home Call Settings**

- Monitor Settings

by default: 4444

Monitor IP address			
Block	01	Floor	01
Unit	0101	Extension	0
Monitor IP address		10.1.0.101	



1.2.4.1 Internal Call: Call from one monitor to another installed in the same home.

To call another room in the same home, press the **Internal Call (Monitor selection)** icon. A list will be displayed that contains all the monitors available. Select the required monitor and the call is automatically sent.

Notes:

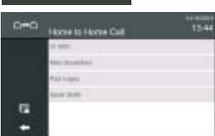
- All of the monitors in the same home must have:
 - o The **same Tenant Name, Block and Unit**
 - o and **different Extension and Monitor Tag.**
- **Monitor Settings** is where **Block, Unit and Extension** are located.
- **Home to Home Call Settings** is where **Tenant Name and Monitor Tag** are located.
- The maximum conversation time between the monitors is 300 seconds.



1.2.4.2 External Call: Call from one monitor to another monitor in the same installation.

To call another home in the same installation, press the **External Call (Home to Home Call)** icon. A list will be displayed that contains all the monitors available. Select the required monitor and the call is automatically sent.

Note: The maximum conversation time between the monitors is 300 seconds.



list of list

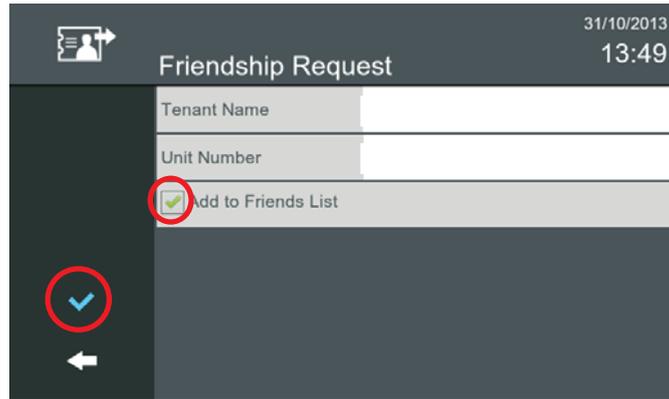
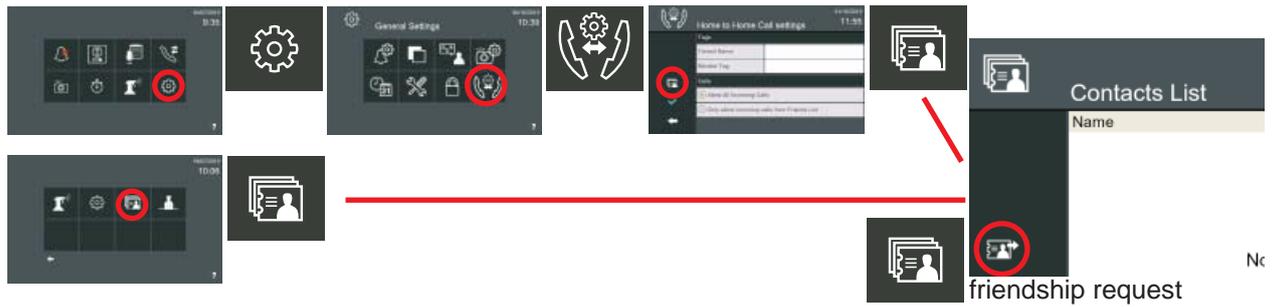


friendship request

The monitor can handle two groups of contacts:

- **Allow All Incoming Calls.**
- **Only allow incoming calls from Friends List:** Calls are restricted to the **Friendship Request** through the **Contacts List.**

To ensure privacy, the list of friendship requests can be generated to only accept calls from a Friends List. Press the **Friendship Request** icon to go to this screen.

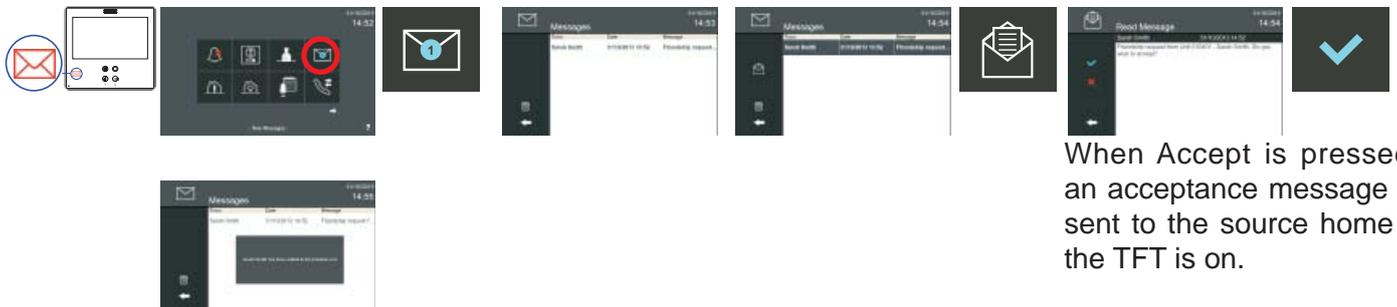


Complete the friendship request. Select **Add to Friends List** and press confirm. If this option is selected, this contact will be added to the Friends List and the request will be sent.

When confirmed, a text message is sent to the target home and a screen is displayed to indicate that the **friendship request** is being sent.

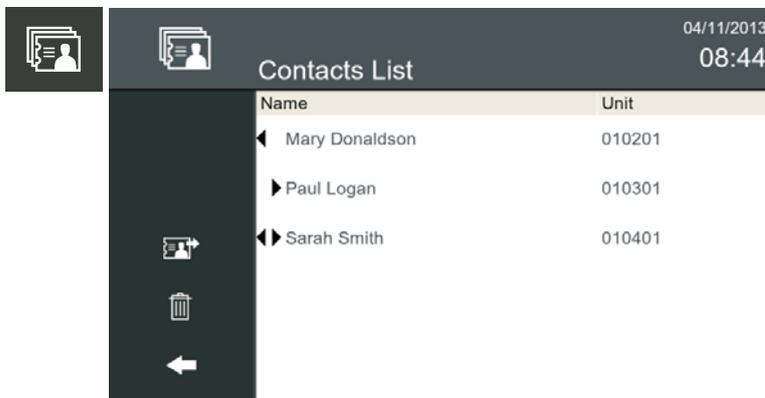


In the target home, when the message is received on the monitor, the message icon lights up and an optional “beep” is heard.



When Accept is pressed, an acceptance message is sent to the source home if the TFT is on.

Press the **Contacts List** icon to display the friendship requests made.

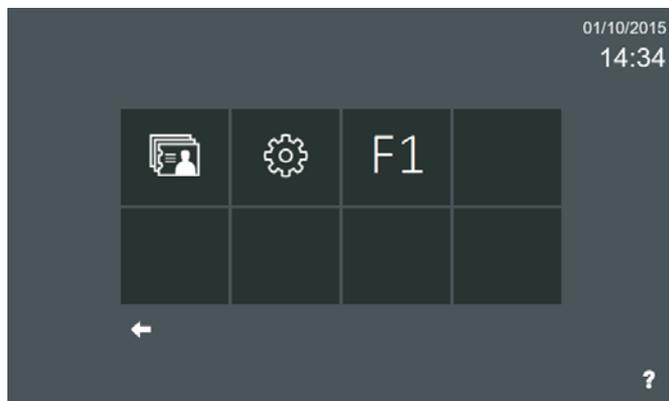
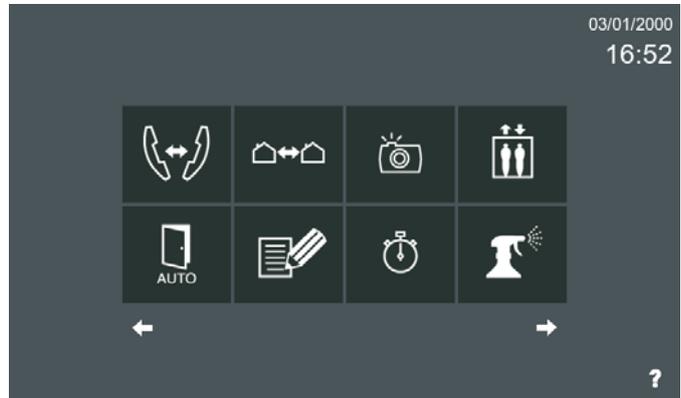
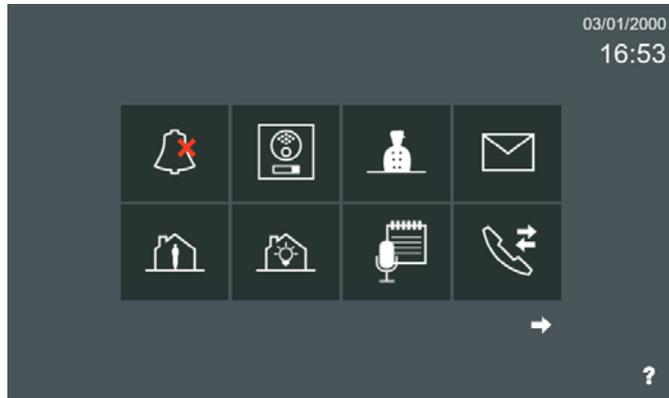


The Contacts List displays who can be called and who can call:

- ▶ (arrow pointing to the right), you are on their list, but they do not appear on your list and, therefore, you can receive calls from this contact.
- ◀ (arrow pointing to the left), they are on your list, but you do not appear on theirs and, therefore, you can call this contact.
- ◀▶ (both arrows) indicate that the contact belongs to the two lists and, therefore, the user can receive calls from the contact or make calls to the contact.

2. DESCRIPTION AND FUNCTIONS of START SCREEN ICONS

These are **all the** existing **functions** on the **monitor**. Some are enabled by default and others must be enabled, as explained in: **Screen design. Start Menu**. With all of the functions enabled, the Start Menu screens will be displayed as shown below. The installer must select the icons to be available according to installation requirements. The description and function of these icons will be discussed in the different chapters of the manual.



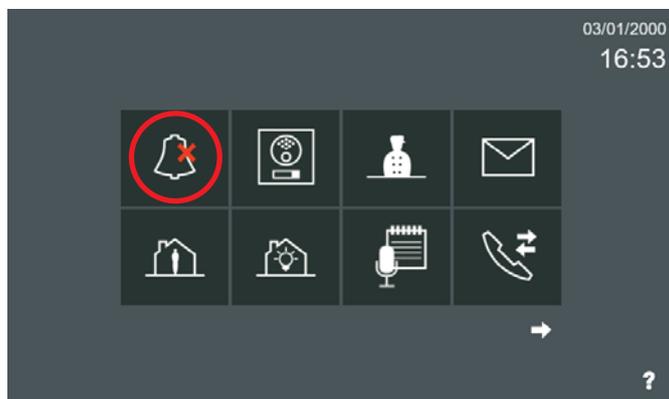
Note: If icons are added by external apps, these are positioned afterwards.

2.1 DO NOT DISTURB MODE

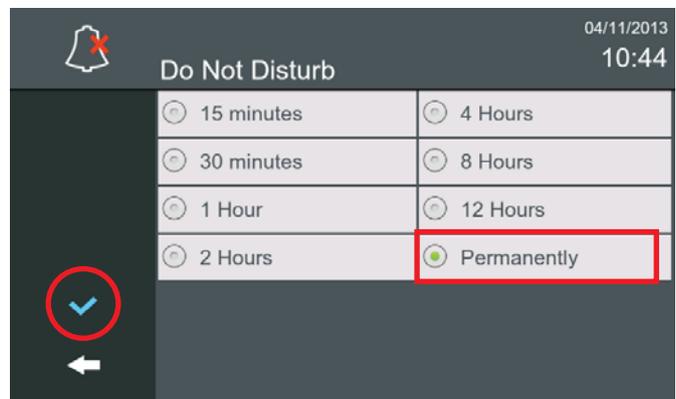


Function to deactivate the call ring tone.

This mode can be selected using the **Do Not Disturb** icon. In this mode, when a call is received, the call ring tone is not generated and only video is activated. It is possible to activate this mode for a period of time or permanently. When Do Not Disturb mode is enabled, the **Do Not Disturb LED** is lit and the **Do Not Disturb** icon changes to indicate that the mode is activated.

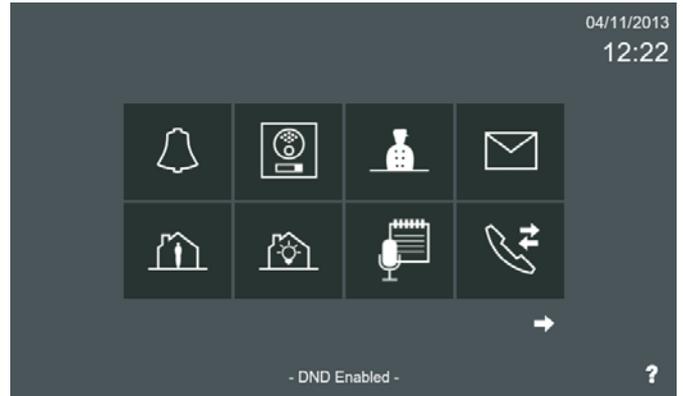
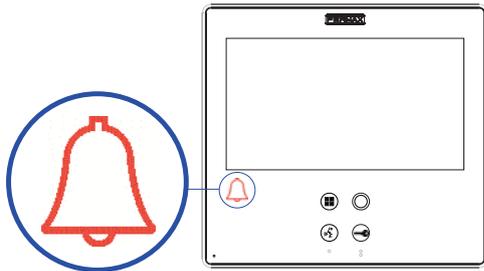


Press the **Do Not Disturb mode** icon.

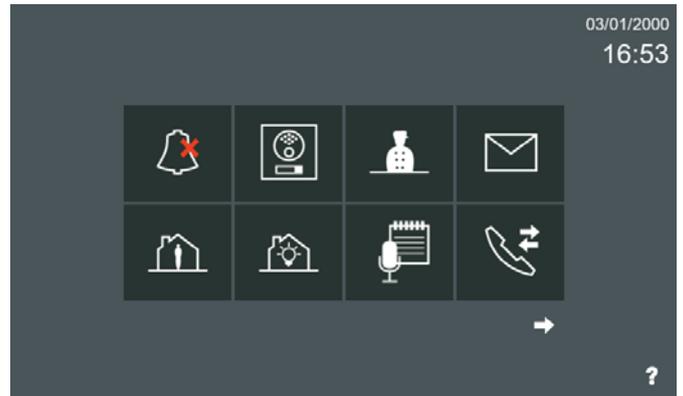
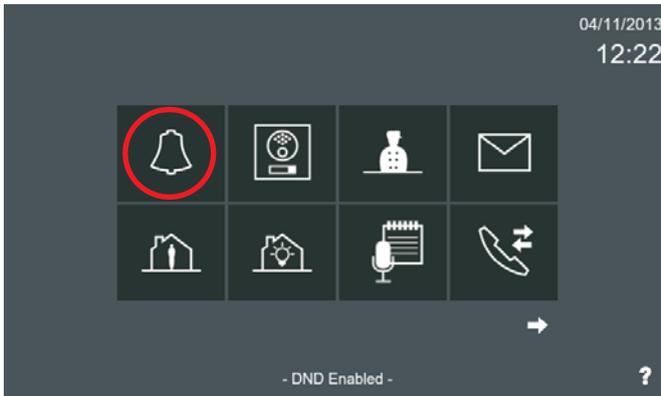


The **Do Not Disturb** screen displays the possible periods of time available. **Permanent** is selected by default. If this period of time is selected, press confirm. If not, select the required period and press confirm.

Once confirm has been pressed, Do Not Disturb mode is enabled, the **Do Not Disturb LED** is lit and the **Do Not Disturb** icon on the start screen changes to indicate that the mode is activated.



This mode is reset after the programmed period has expired or when the **Do Not Disturb** icon on the start screen is pressed. On disabling the mode, the **Do Not Disturb LED** also switches off.



Notes:

- If Do Not Disturb mode is enabled and the monitor is reset or switched off (no power), it is disabled.
- The message reception tone is not deactivated when Do Not Disturb mode is enabled. This tone can be disabled in the option: 2.16 General Settings / 2.16.1 Call Settings / Beep for message received.

2.2 OUTDOOR PANEL



Function to make calls/connection to outdoor panels and IP cameras.

When the Panel icon is pressed, the **Name** of all the panels available is displayed (**Name:** the description defined in each one of them). *Explained in Chapter: 1.2.1 Call/connection to outdoor panel.*

2.3 PROPERTY MANAGEMENT STATION PMS (Guard Unit)



Function for making calls to the Property Management Station or Stations PMS (Guard Unit)

When the PMS icon is pressed, the **Name** of all Property Management Stations is displayed (**Name:** the description defined in each one of them).

Explained in Chapter: 1.2.2 Calling the Property Management Station PMS (Guard Unit).

2.4 INTERNAL CALL (Monitor selection): Call from one monitor to another installed in the same home



Function to call from one monitor to another installed in the same home.

To call another room in the same home, press the **Internal Call (Monitor selection)** icon. A list will be displayed that contains all the monitors available. Select the required monitor and the call is automatically sent.

Explained in Chapter: 1.2.4 Inter-Communication: Calls between monitors / 1.2.4.1 Internal Call: Call from one monitor to another installed in the same home.

2.5 EXTERNAL CALL (Home to Home Call): Call from one monitor to another monitor in the same installation



Function to call from one monitor to another installed in the same installation.

To call another home in the same installation, press the **External Call (Call from home to home)** icon in the **Start Menu** of the monitor. A list will be displayed that contains all the monitors available. Select the required monitor and the call is automatically sent

Explained in Chapter: 1.2.4 Inter-Communication: Calls between monitors / 1.2.4.2 External Call: Call from one monitor to another monitor in the same installation.

2.6 CONTACTS LIST - FRIENDSHIP REQUEST



contacts list

The **Contacts List** screen displays a list containing all of the monitors available. Select the required monitor and the call is automatically sent.

The monitor can handle two groups of contacts:

- **Allow All Incoming Calls.**
- **Only allow incoming calls from Friends List:** Calls are restricted to the **Friendship Request** through the **Contacts List**.



friendship request

The Smile Lynx monitor allows for calls between different homes, although to ensure privacy the list of friendship requests can be generated to only accept calls from a list of friends only.

Note: *This function is synchronised with all of the monitors in a given unit.*

Explained in Chapter: 1.2.4 Inter-Communication: Calls between monitors / 1.2.4.2 External Call: Call from one monitor to another monitor in the same installation / Friendship Request.

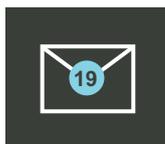
2.7 MESSAGES

The monitor can send and receive messages from the Property Management Stations PMS (Guard Units) and from other monitors. There are different icons for each function: the **Receive Messages** icon and the **Send Messages** icon.

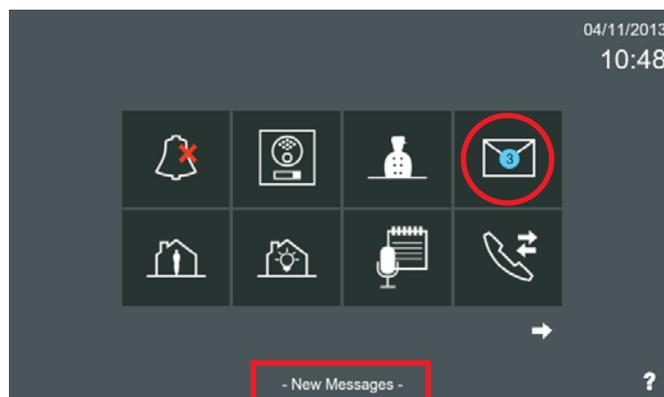
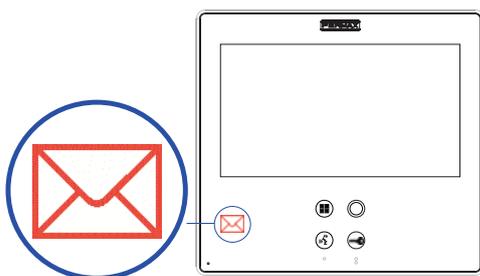


2.7.1 Receiving Messages.

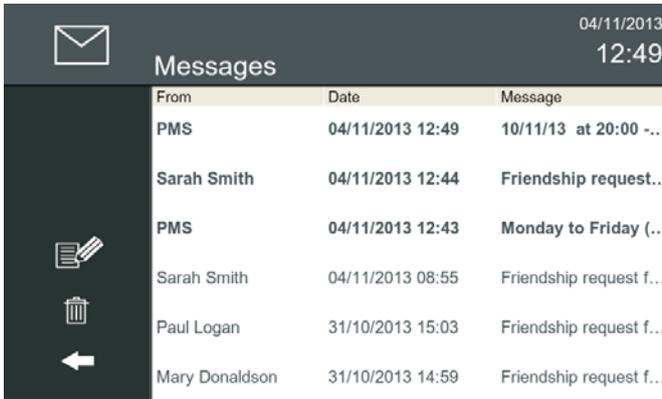
The monitor can receive text messages from the Property Management Stations PMS (Guard Units) and other monitors. **Note:** *This function is synchronised with all of the monitors in a given unit.* When a new message is received on the monitor, the user is informed in three different ways:



1. The Message LED is lit and a message tone is heard. This tone can be disabled in the option: *2.16 General Settings / 2.16.1 Call Settings / Beep for message received.*
2. The Message icon changes to indicate that new messages have been received and displays a blue circle with the number of new incoming messages.
3. The status bar will also inform the user of new messages.



Access the Message Menu through the **Receive Messages** icon using the options to read and delete them. **Once inside the Message Menu, the blue circle will turn white.** Once all of the messages have been read, the blue and the white circle disappear and the **Receive Messages** icon will return to its original appearance.



Press the **Receive Messages** icon to go to the **Messages** screen.

The messages are displayed in chronological order, from the latest received (top) to the oldest (bottom). If the list is too long for the size of the screen, it can be scrolled.

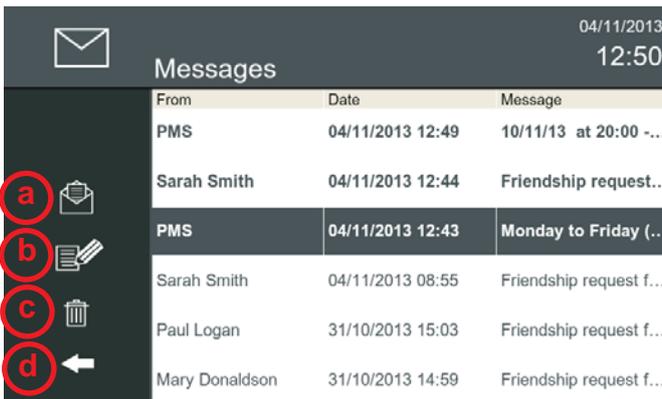
Unread messages are displayed in bold. Read messages are displayed in normal text.

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

The list containing the messages received is displayed with the following information:

From / Date and time / First few words of the message.

On selecting the message, 4 options are accessible through 4 icons:



- **a) Read message:** The contents of the message are displayed.

- **b) New message:** This enables users to write a new message.

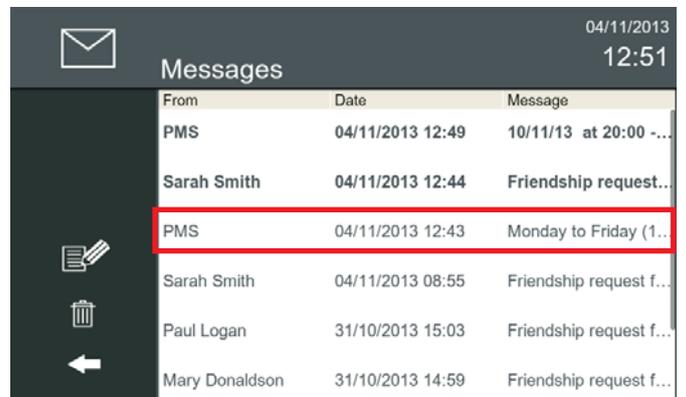
- **c) Delete message:** This deletes the selected message. Several messages can be selected at the same time. The selected messages can be deleted using the **Delete Message** icon.

c.1) Delete ALL messages: If the messages are not selected, keep the **Delete Message** icon pressed down to delete all of the messages (confirmation is required).

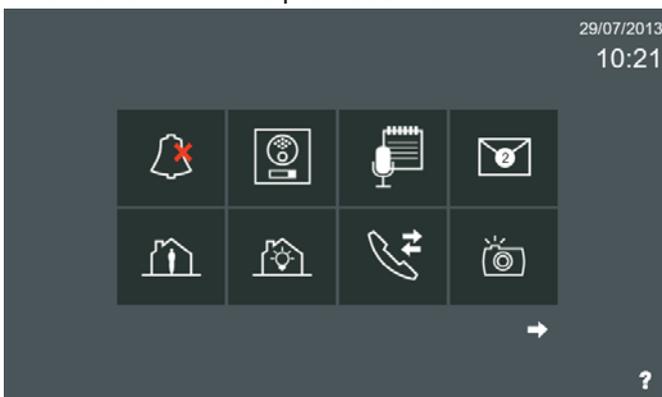
- **d) Back:** To return to the previous menu.



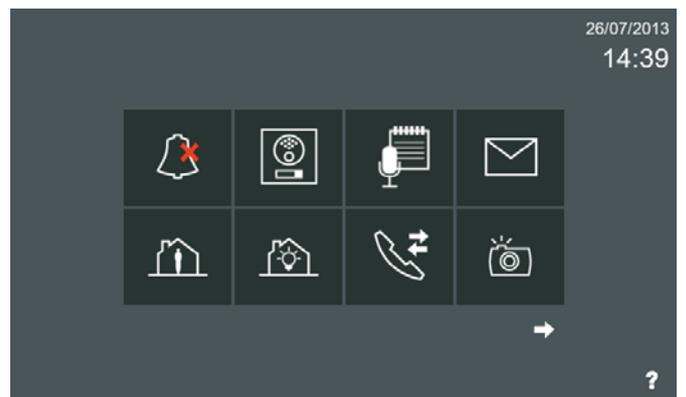
Select **Read Message** to view the contents of the message. Once the message has been read, press **Back** to return to the previous menu.



The message is displayed as read, as it is no longer in bold.



Once inside the Message Menu, the blue circle will turn white, this time to indicate the number of unread messages.



Once all of the messages have been read, the blue and the white circle disappear and the **Receive Messages** icon will return to its original appearance.

Notes:

- Due to the maximum capacity of the messages, if the number of saved messages reaches the maximum and a new message is received, the oldest message will be deleted so that the new one can be recorded.
- If there is more than one monitor in the home, the actions performed on one will affect the others (message deleted on them all, mark as read, etc.), i.e. the message list is synchronised on all of the monitors in the same home.

The Message Menu can be accessed through the **Receive Messages** icon, as explained on the previous pages, if, in **Privacy Settings**, the following is not selected in **PIN required: Reading messages**.

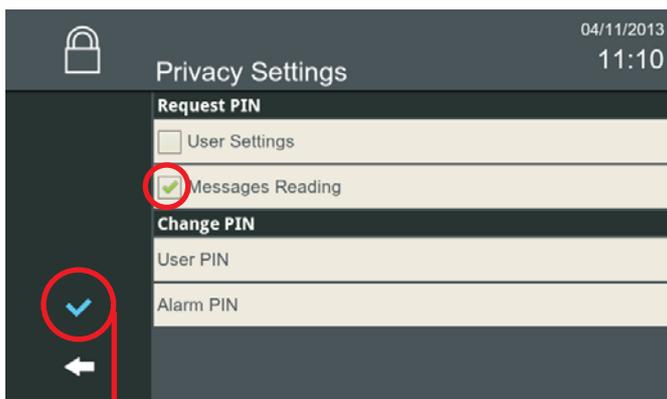
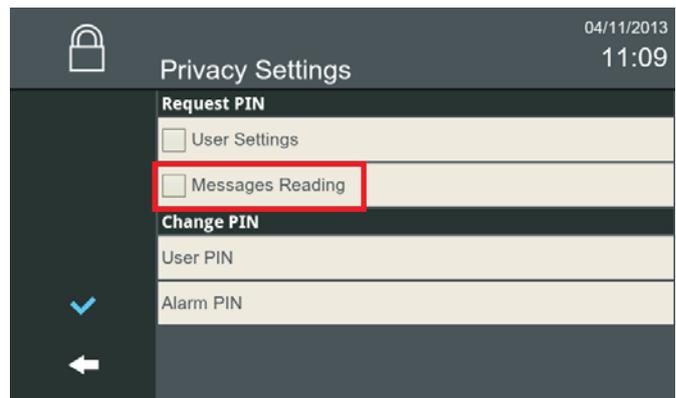
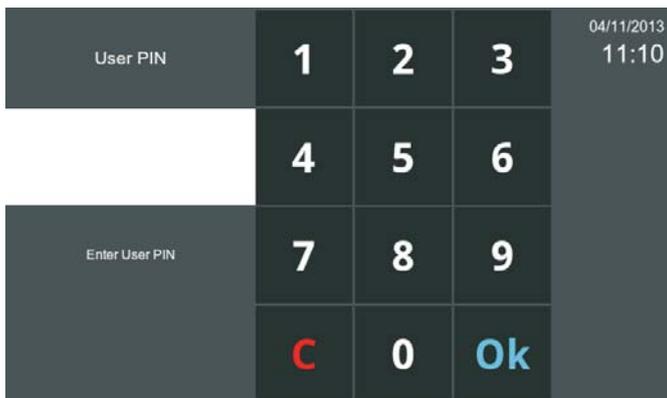
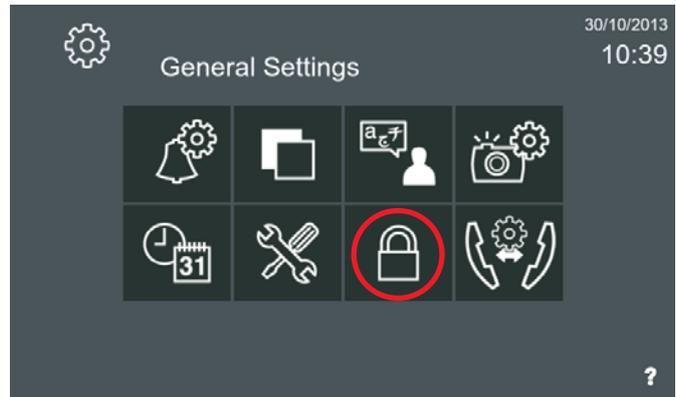
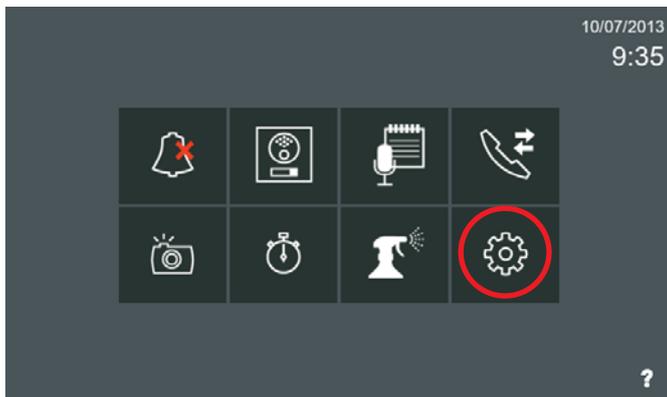


Privacy Settings.

A PIN code (password) can be used to protect some of the characteristics of the monitor for privacy purposes or other reasons.

The Smile Lynx monitor can be configured to request a PIN code to access the messages in the in-tray and/or to access the user configuration menu. See *Chapter: 2.16.6 Privacy Settings* (for further details).

The **default** factory **password** of the monitor for **Privacy Settings** is **1234**. For security reasons, this should be replaced as soon as possible with another 4-digit number.

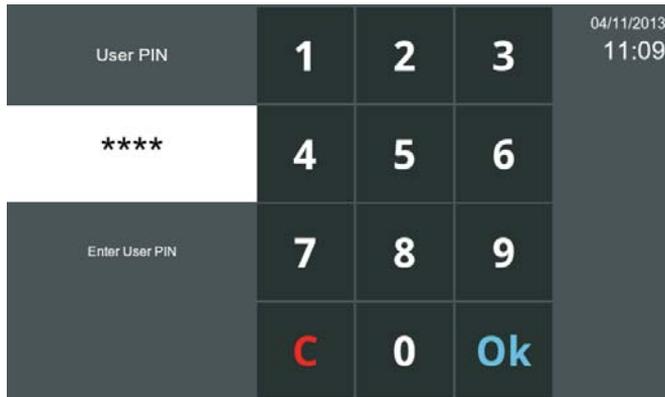
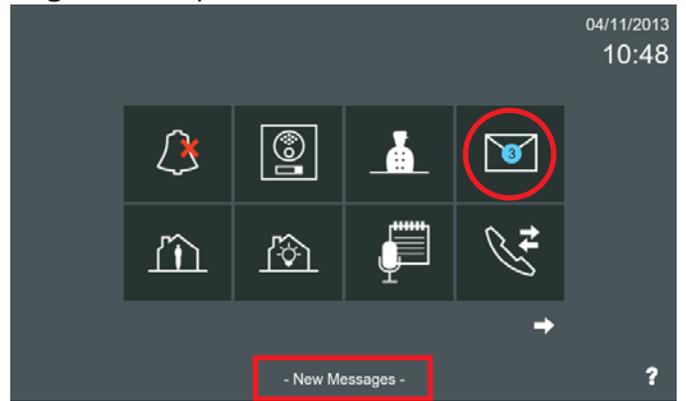
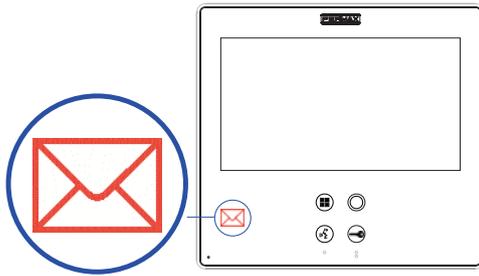


It is disabled by default.

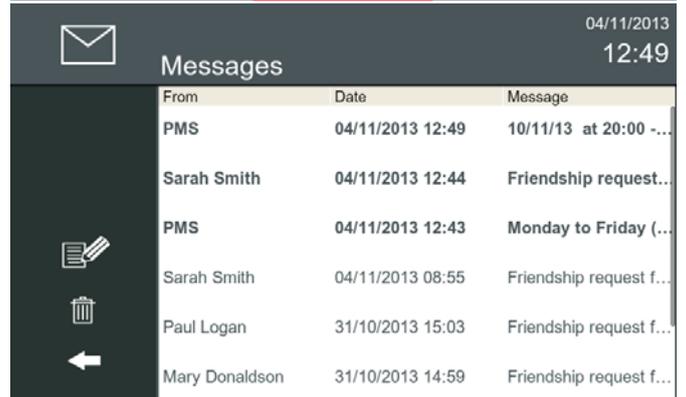
- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Press confirm to enable the new function selected

If, in **Privacy Settings**, the following is selected in **PIN required: Reading Messages**, the PIN code request screen will open automatically when the **Receive Messages** icon is pressed.



The default password is: 1234. After entering it, the message screen is accessed.



Proceed with the messages as explained in: **2.7.1 Receiving Messages.**



2.7.2 Sending Messages.

The monitor can send text messages to the Property Management Stations PMS (Guard unit) and to other monitors in the Contacts List (**Friendship Request**).

See Chapter: **1.2.4.2 External Call: Call from one monitor to another monitor in the same installation / Friendship Request.**

Description of the fields available on the **Send Message** screen

For: Select recipient from the drop-down list

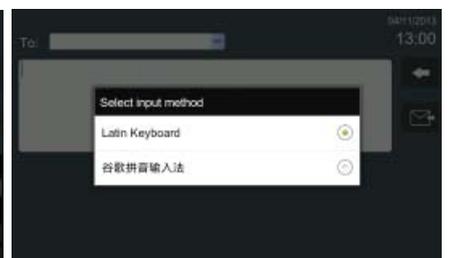
Press the screen to place the cursor

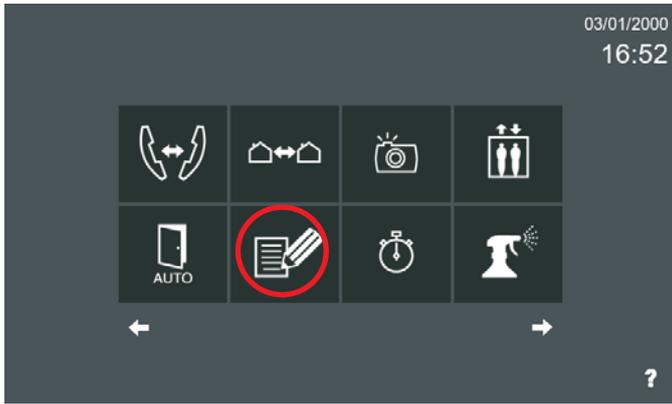


Back

Send message

Keep the screen pressed down to change the language input method

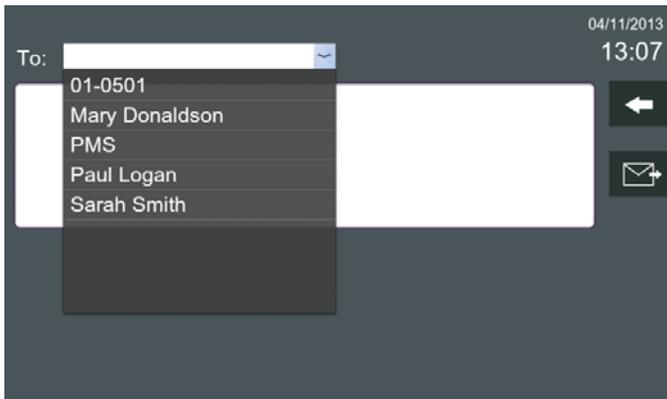




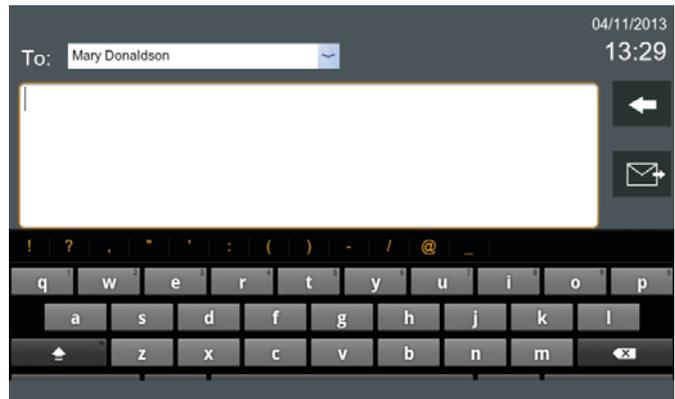
Press the **Send Message** icon and the **Send Message** screen opens automatically.



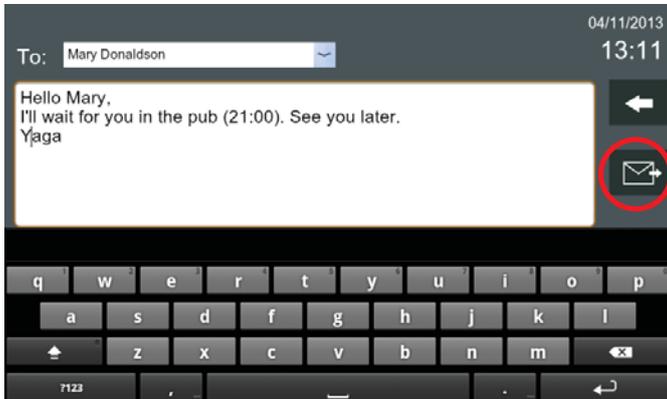
The **Send Message** screen displays all of the fields for drafting and sending the message.



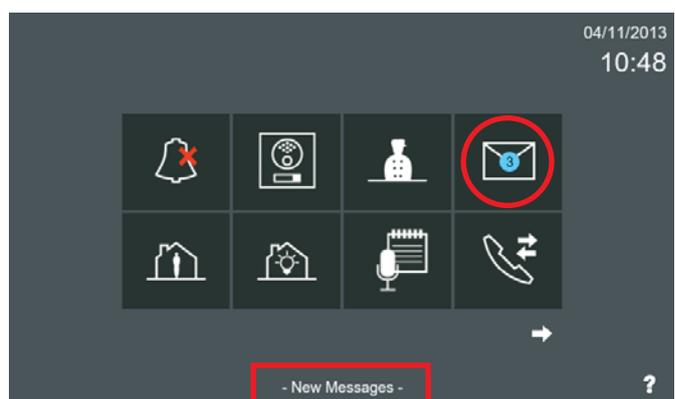
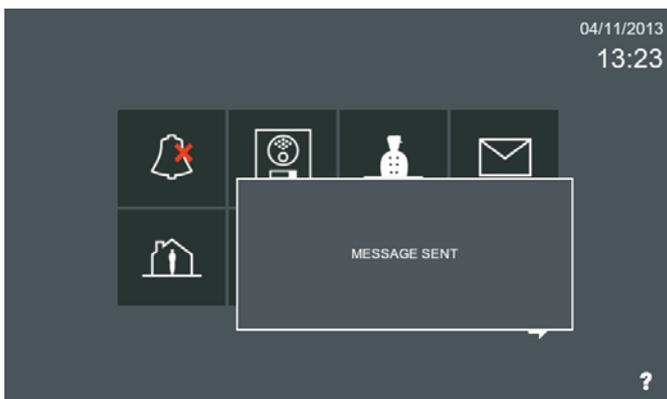
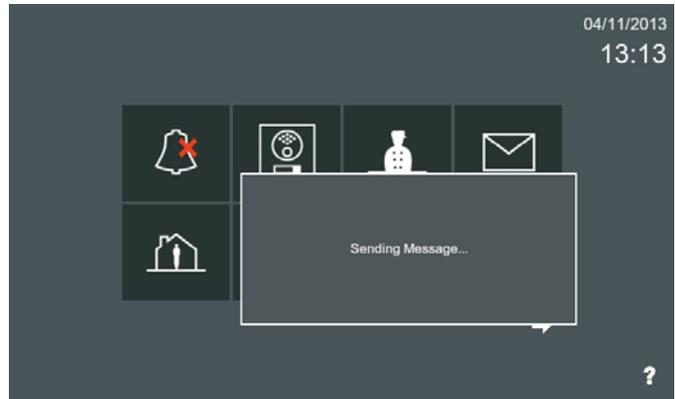
Select the recipient (For).



Once the recipient has been selected, draft the message, (pressing previously on the screen).



Once the recipient has been selected (For) and the message drafted, press the **Send** icon.



The selected monitor has received the message. See Chapter: **2.7.1 Receiving Messages** (for further details).

Notes:

- The maximum length per message is 128 characters.
- Once the message has been sent there are several options:
 - If the message is correctly received, "Message sent" is displayed. The recipient unit will include the message in the list.
 - If the message is rejected (not on the Friendship Request List), "Message rejected" is displayed.
 - If the unit selected does not exist, the message displayed is: "Unit does not exist". (Unit = Monitor).

2.8 AUDIO NOTES



The **Audio Notes** function allows for audio messages to be left for other people living in the same home. Audio Notes are audio messages that can be recorded on the monitor to be played at a later time.

Users are informed of audio notes in three different ways:



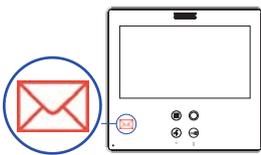
1. The Audio Notes icon without displaying any number indicates that there are no audio notes recorded on the monitor.
2. The Audio Notes icon changes to indicate that audio notes have been recorded on the monitor. It displays a blue circle with the number of notes recorded and the message LED lights up.



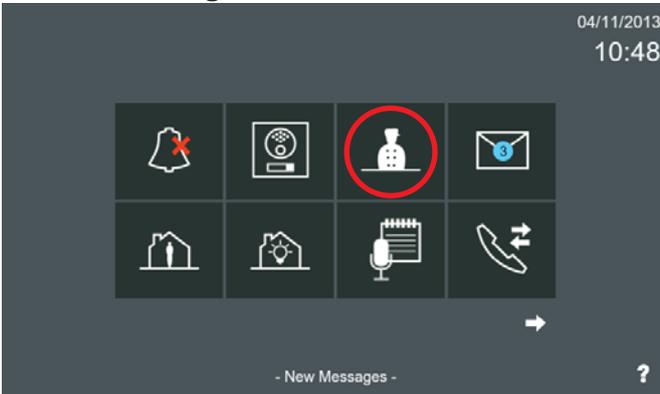
3. Once inside the **Audio Note** screen, press the **Audio Notes** icon and the blue circle will turn white, this time to indicate the number of unread messages.

Notes:

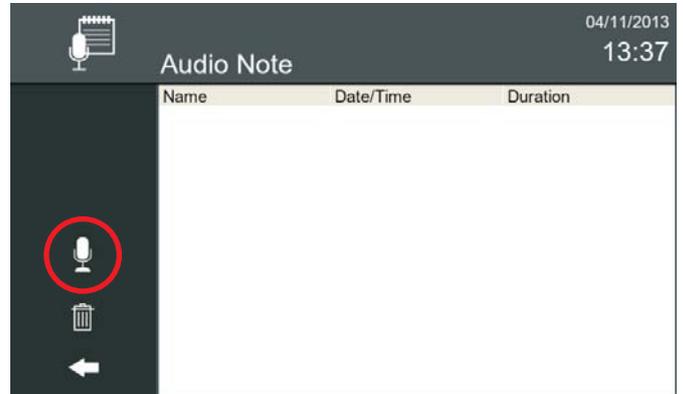
- Once all of the audio notes have been heard, the blue and the white circle disappear and the **Audio Notes** icon will return to its original appearance.
- The message LED switches off when the Audio Notes screen is accessed. Although the new notes have not been heard, the LED will have switched off on leaving this screen.



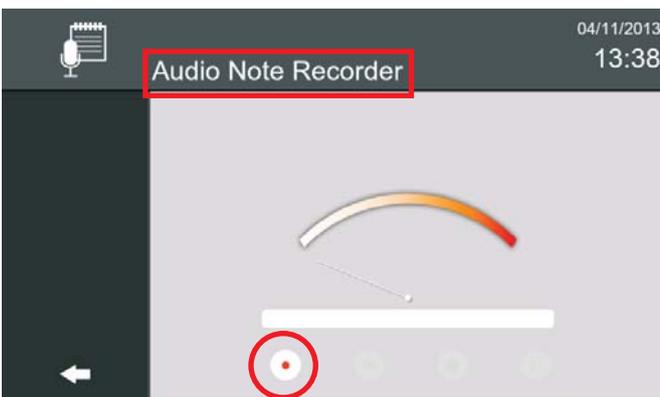
2.8.1 Recording an Audio Note.



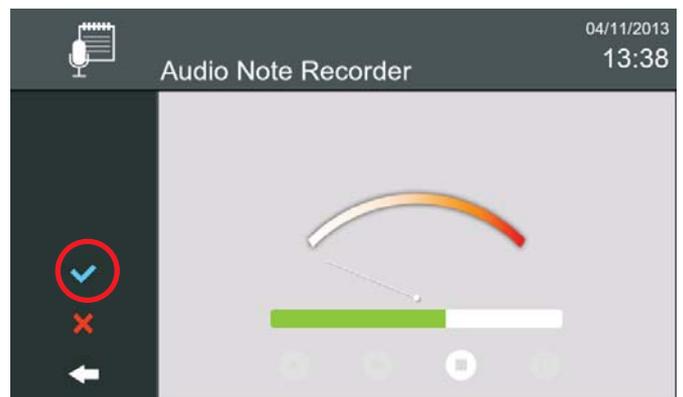
Access the **Audio Note** screen by pressing the **Audio Notes** icon.



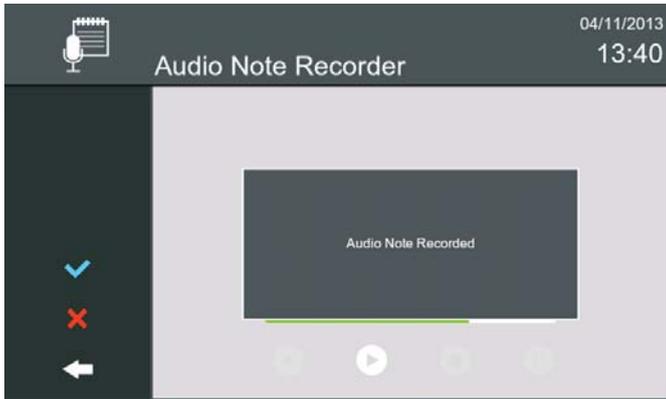
Press the icon displayed to access the **Recorder** screen where the audio note can be recorded.



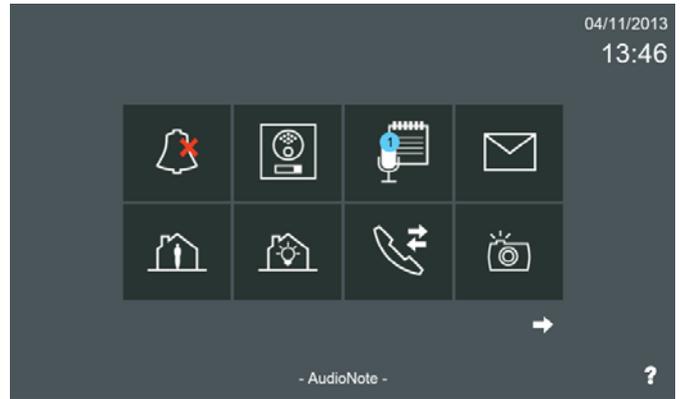
Press the icon displayed to start recording the audio note.



Press the icon displayed (Accept) to stop recording the audio note. The maximum recording per audio note is 30 seconds long. The Cancel option is also on this screen.

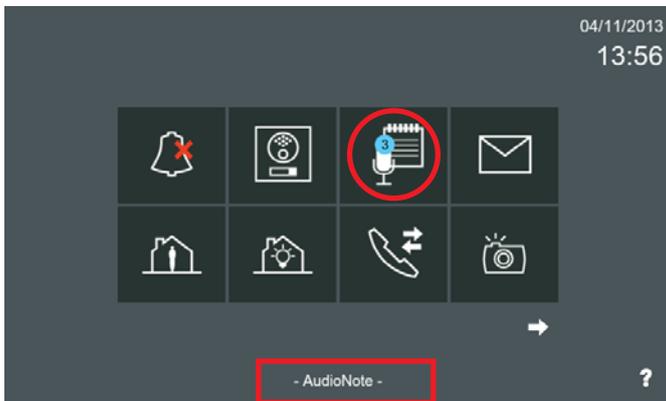


A message is displayed to indicate that the audio note has been recorded.

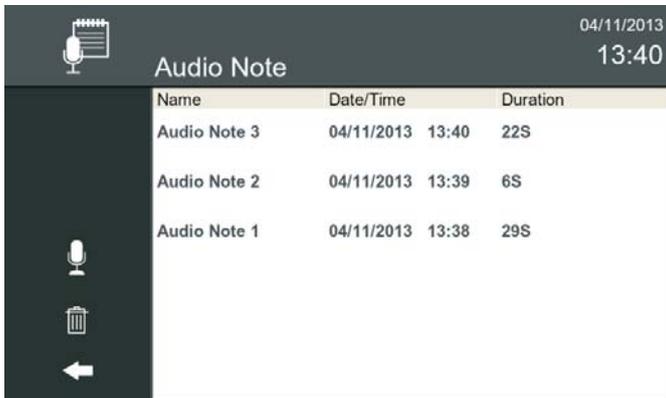


The Audio Notes icon changes to indicate that the audio note has been recorded on the monitor and displays a blue circle with the number.

2.8.2 Playing Audio Notes.



The Audio Notes icon changes to indicate that audio notes have been recorded on the monitor and displays a blue circle with the number of notes recorded.



Press the **Audio Notes** icon to access the **Audio Note** screen.

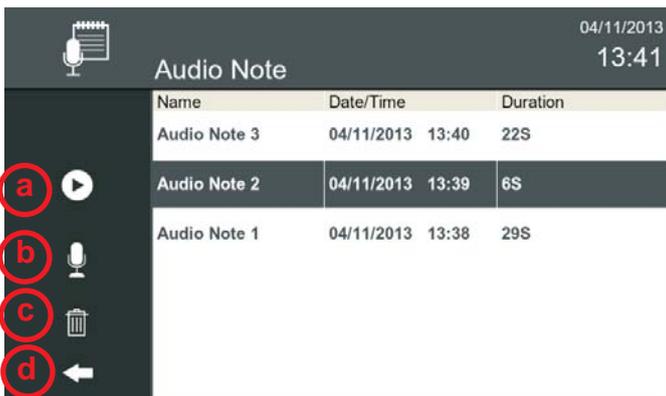
Audio notes are displayed in chronological order, from the latest received (top) to the oldest (bottom). If the list is too long for the size of the screen, it can be scrolled.

Unheard audio notes are displayed in bold. Heard audio notes are displayed in normal text.

An audio note can be selected by clicking on it or it can be opened by double clicking on it.

The list containing the audio notes received is displayed with the following information:

Name / Date and Time / Duration

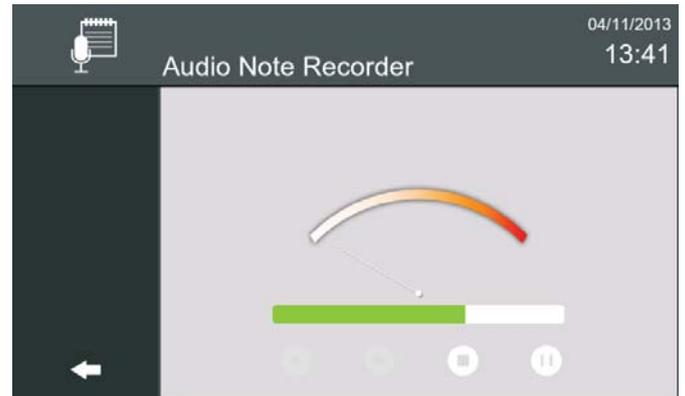
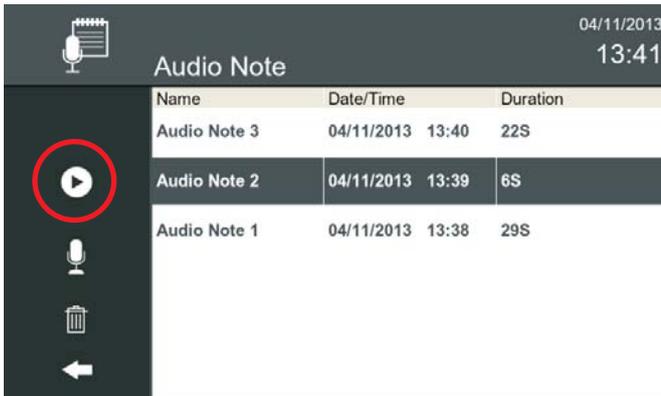


On selecting the audio note, 4 options are accessible through 4 icons:

- a) **Play Audio Note.**
- b) **New Audio Note.**
- c) **Delete Audio Note**
- d) **Back**

- a) Play Audio Note.

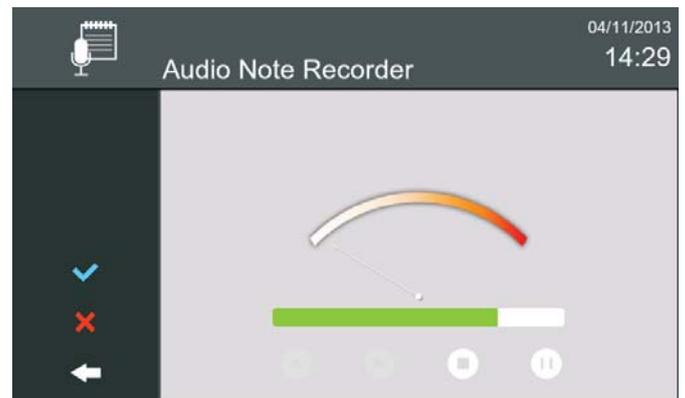
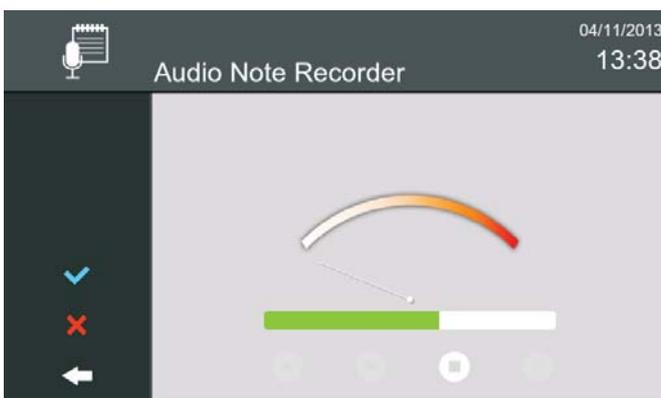
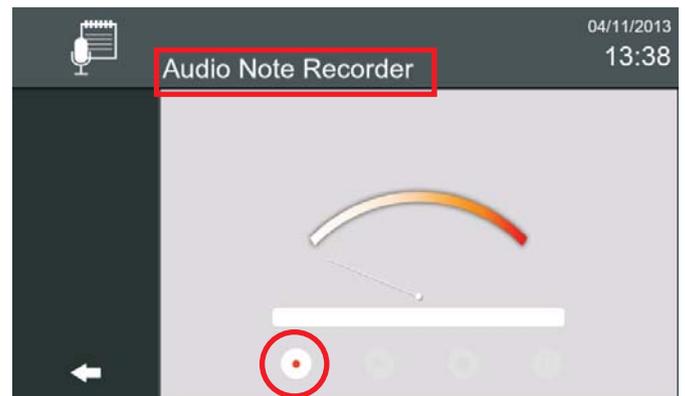
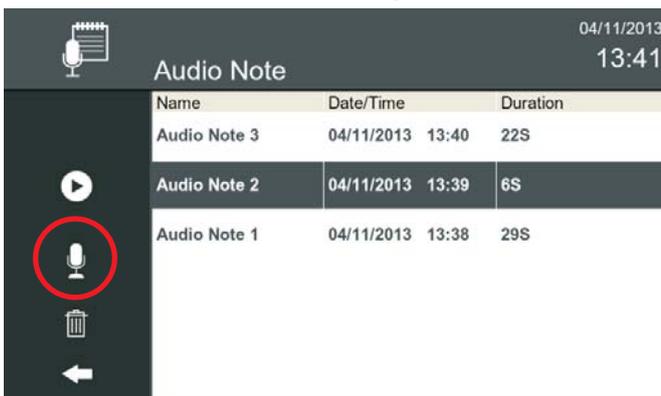
- Play: The selected audio note is played. A progress bar is displayed.
- Pause: This pauses the audio note being played.
- Back: This returns to the Audio Notes Menu.



- b) New Audio Note.

- Record: This starts recording the audio note using the internal microphone. A scroll bar is displayed to indicate the maximum recording time.
- Stop: This stops recording the audio note.
- Play: This plays the recorded audio note.
- Confirm: This saves the audio note and returns to the previous menu.
- Back: This returns to the Audio Notes Menu without saving.

See Chapter: **2.8.1 Recording an Audio Note.**



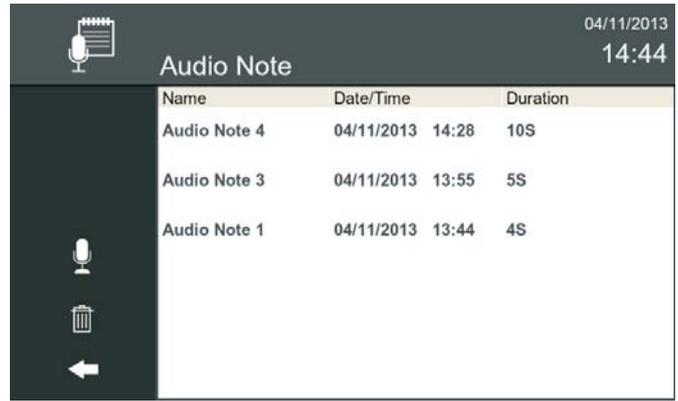
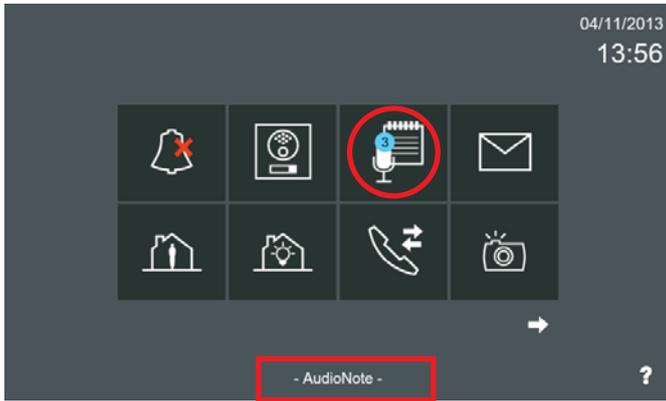
Notes:

- The maximum length per audio note is 30 seconds.
- The maximum recording of all audio notes is 300 seconds.

- c) Delete Audio Note: This deletes the selected audio note. Several audio notes can be selected at the same time. The selected messages can be deleted using the **Delete** (waste bin) icon.

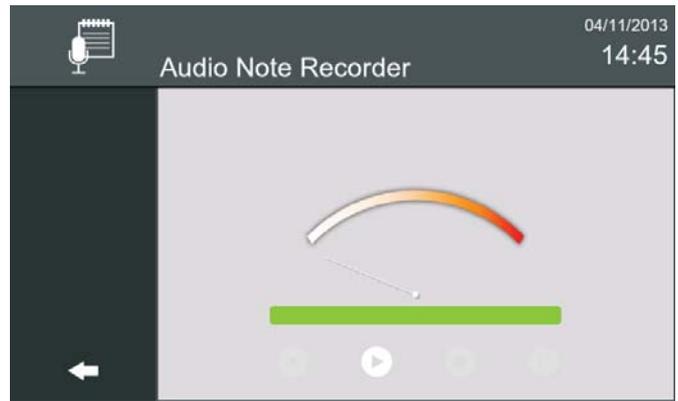
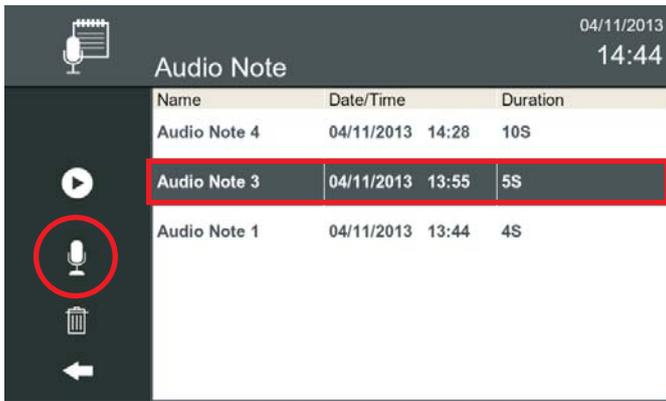
c.1) Delete ALL audio notes: If the audio notes are not selected, keep the **Delete** (waste bin) icon pressed down to delete all of the audio notes (confirmation is required).

- d) Back: To return to the previous menu.



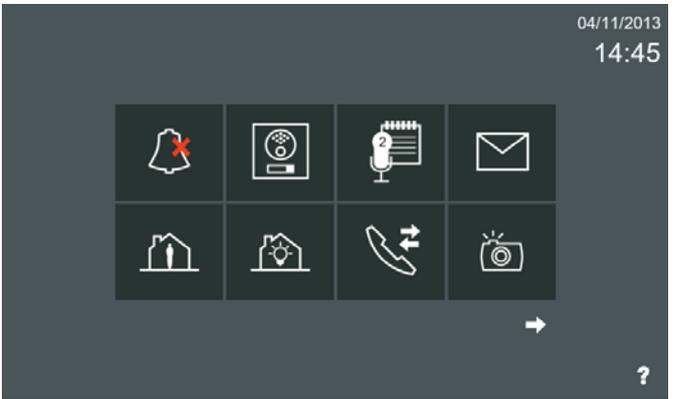
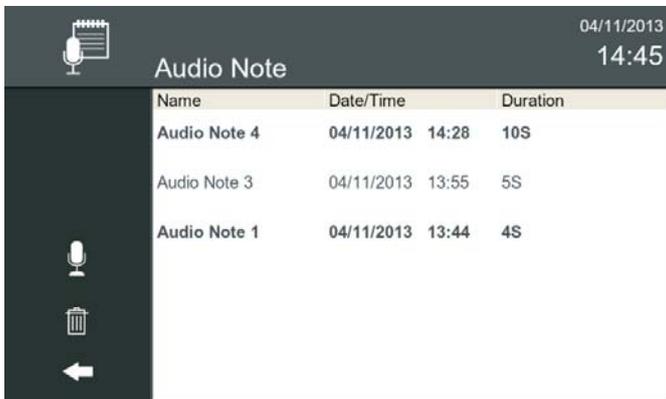
The **Audio Notes** icon changes to indicate that audio notes have been recorded on the monitor and displays a blue circle with the number of notes recorded.

Access the **Audio Note** screen by pressing the **audio Notes** icon.



Select an **Audio Note** to play its contents by pressing the icon displayed.

Once the contents have been played, press the Back icon to return to the **Audio Note** screen.

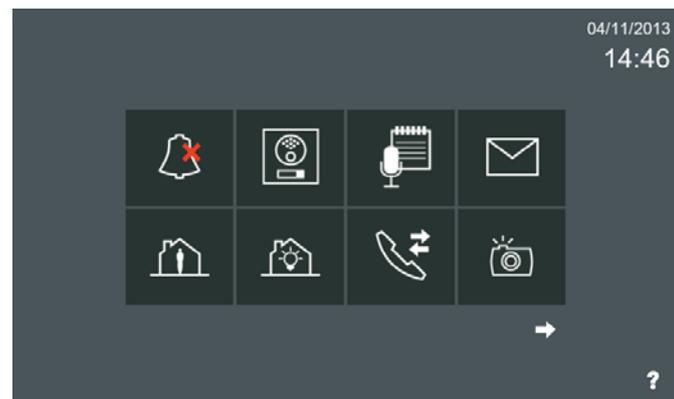


The audio note is displayed as played, as it is no longer in bold.

Once inside the Audio Notes Menu, the blue and white circle disappear and the **Audio Notes** icon will return to its original appearance.

Note:

- If there is more than one monitor in the home, the actions performed on one of them does not affect the others, as audio notes are local to each monitor.



Once all of the audio notes have been heard, the blue and white circle disappear and the **Audio Notes** icon will return to its original appearance.

2.9 CALLS REGISTER



Function to view the Call History.

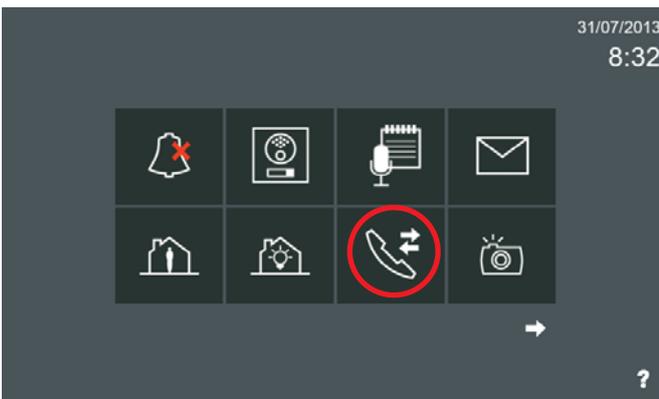
This function enables users to open a list containing all calls. The lists are available on three different tabs:

- a) Dialed calls.
- b) Received calls.
- c) Missed calls.

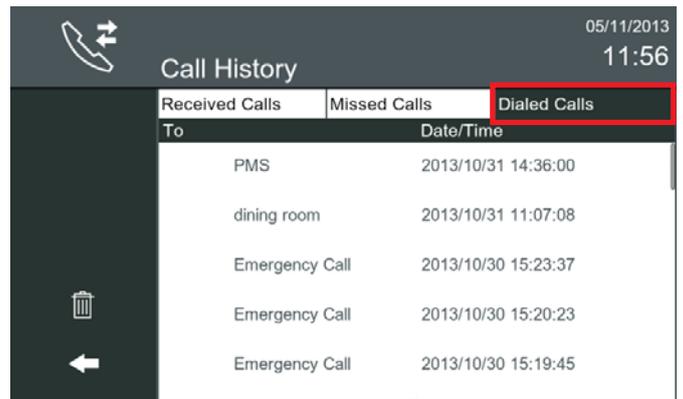


To view the calls register, press the **Calls Register** icon on the start screen. This accesses the **Call History** screen, which is divided into the three aforementioned tabs. The tabs are selected by pressing on their name. Each tab displays the calls in a sorted list, with the most recent at the top. The information displayed is: **From or For / Date/Time**

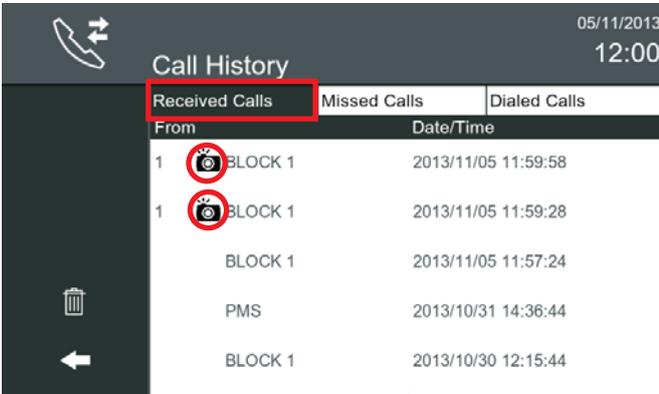
2.9.1 Dialed Calls and Received Calls Register



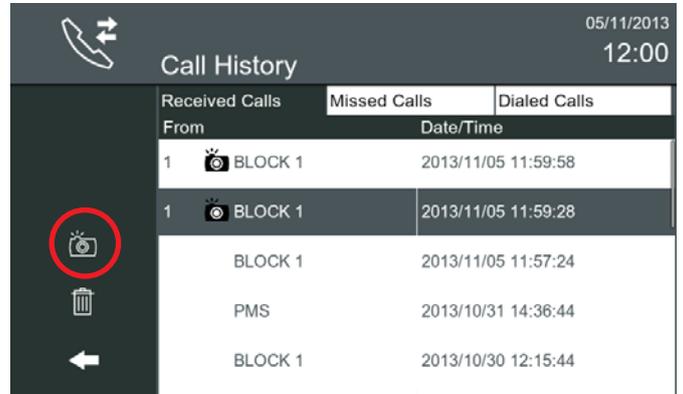
Press the **Calls Register** icon to access the **Call History** screen.



Press the **Dialed Calls** tab to view all calls made.

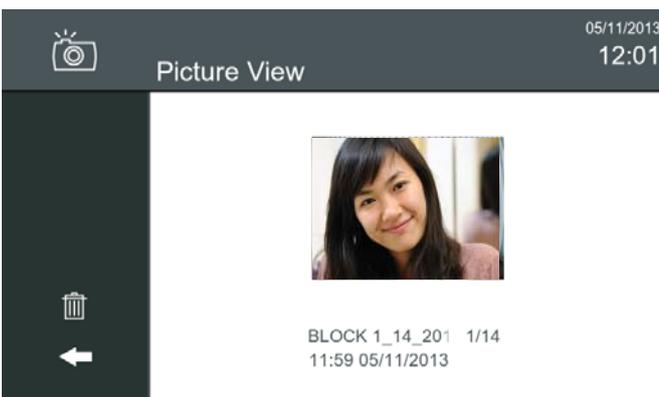


Press the **Received Calls** tab to view all calls received. If a photo has been taken during a call, a Picture icon is added to the element on the list.



When the selected element on the list includes a Picture icon, the camera button will be available on the left-hand bar.

- There are another two buttons as well as the Picture icon:
- Delete: This deletes the selected call.
 - Delete ALL: If the calls are not selected, a long press on the delete icon (trash bin), deletes all calls (requires confirmation).
 - Back: This returns to the Start Menu.



If users press the Picture icon, the image viewing window (screen: **Picture View**) will open showing the picture linked to the call. If there is more than one picture, the Picture View window will display the first photograph taken.

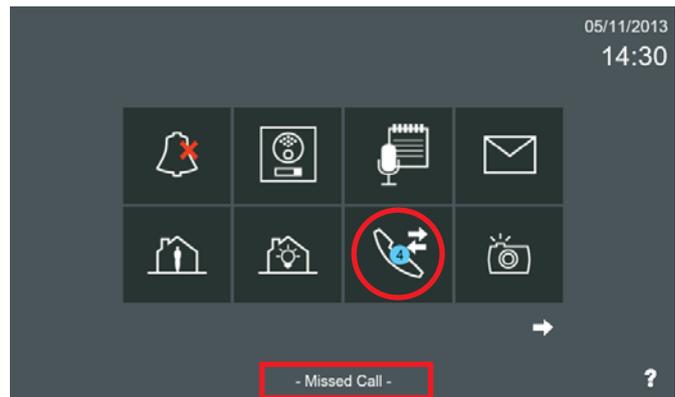
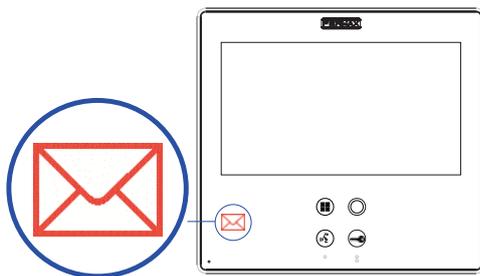
2.9.2 Missed Calls Register

The **Calls Register** on the start screen has two different options:

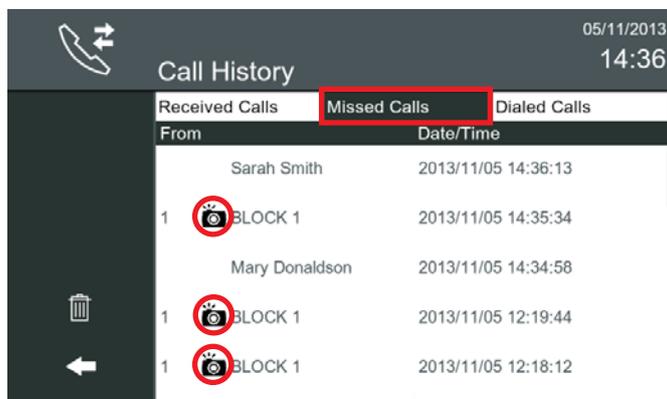
- **List of calls.** When no number is displayed on the **Calls Register** icon, this indicates that there are no new missed calls.
- **New list of calls.** The **Calls Register** icon changes to indicate that there are new missed calls and displays a blue circle with the number of new missed calls received.

A **Missed Call** is indicated in three different ways:

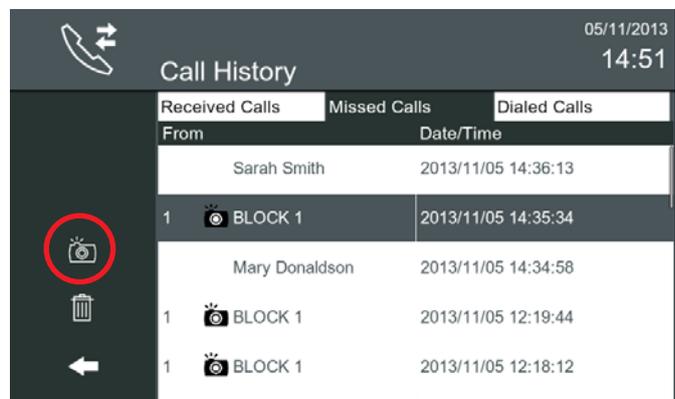
- The Message icon lights up on the monitor
- The **Calls Register** icon changes in the Start Menu displays a blue circle with the number of new missed calls received.
- The status bar indicates that a new missed call has been registered.



Press the **Calls Register** icon to access the **Call History** screen.



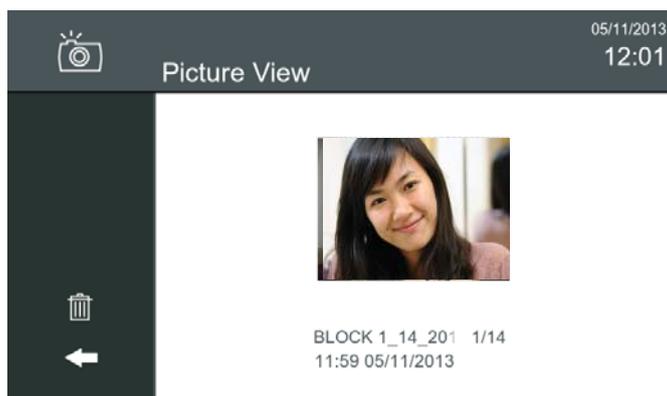
Press the **Missed Calls** tab to view the calls missed. If a photo has been taken during a call, a Picture icon is added to the element on the list.



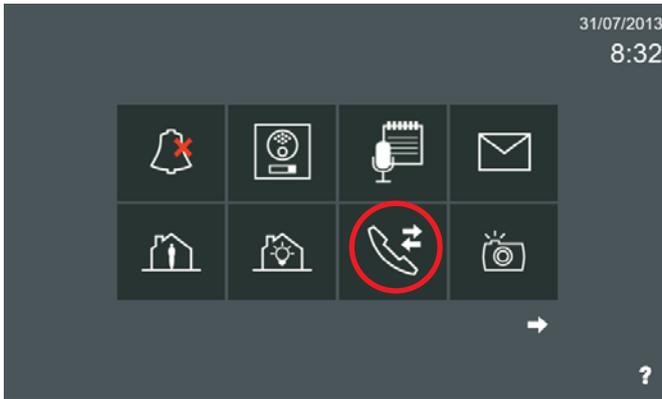
When the selected element on the list includes a Picture icon, the camera button will be available on the left-hand bar.

There are another two buttons as well as the Picture icon:

- **Delete:** This deletes the selected call.
 - **Delete ALL:** If the calls are not selected, a long press on the delete icon (trash bin), deletes all calls (requires confirmation).
- **Back:** This returns to the Start Menu.



If users press the Picture icon, the image viewing window (screen: **Picture View**) will open showing the picture linked to the call. If there is more than one picture, the Picture View window will display the first photograph taken.



Once the **Call History** screen has been opened, the blue circle disappears and the **Calls Register** returns to its original appearance.

2.10 PICTURE VIEW



Function to view all of the picture captures made.

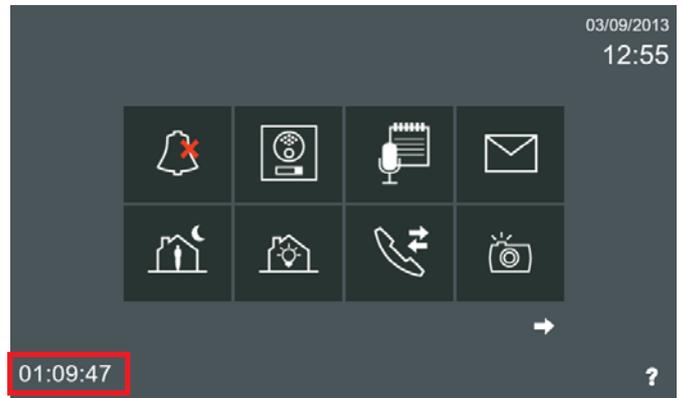
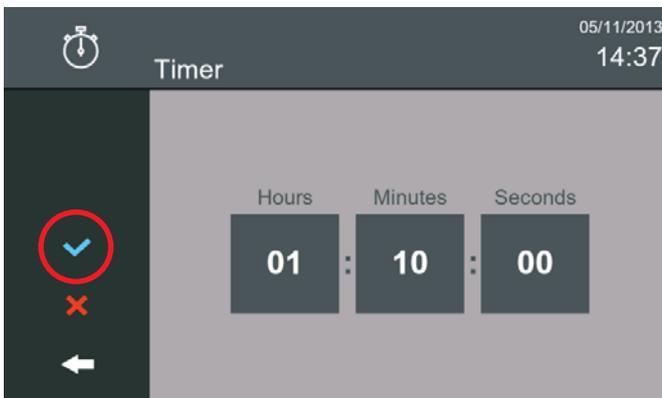
To view the pictures captured, press the **Pictures** icon on the start screen. The **Picture View** screen allows for all pictures captured from the Conversation Screen during calls to be viewed (see *Chapter: 1. CALLS / 1.1 Receiving Calls*) and those captured directly from the panel if the Missed Calls Capture option is selected (see *Chapter: 2.16.4. Video Settings*).

2.11 TIMER



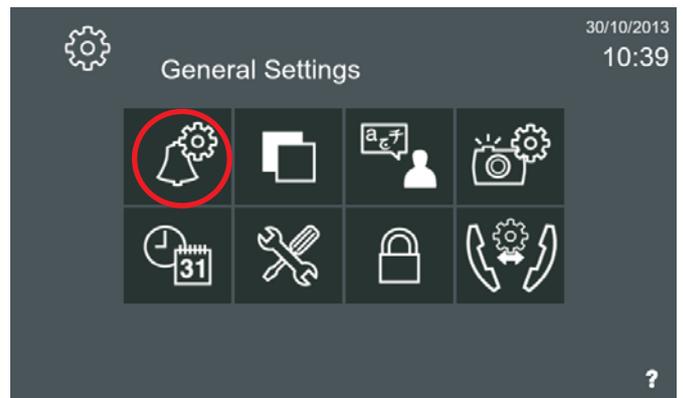
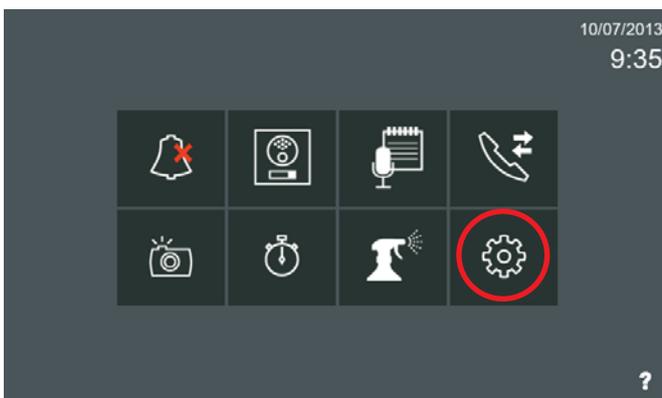
The **Timer** function is used to configure a countdown alarm that will indicate when the time reaches 0.

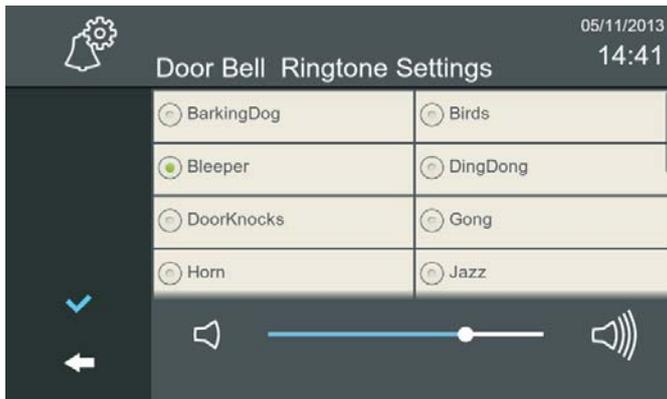
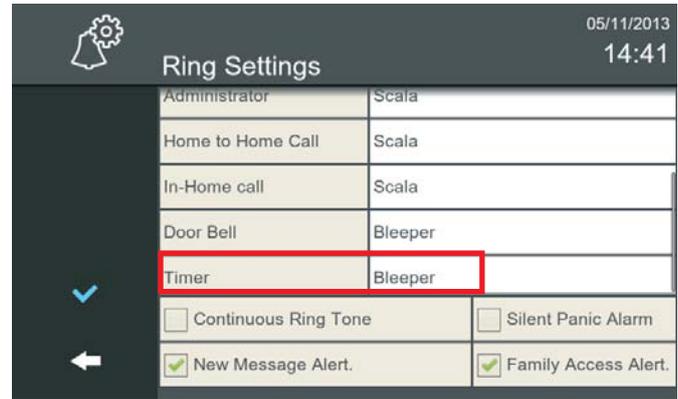
On selecting the Timer icon, a screen is displayed with a counter to select hours, minutes and seconds. It is set by default to: 00:00:00. The required value can be selected by sliding a finger downwards or upwards on each unit. The timer can be set, like a countdown alarm, for a maximum time of 99 hours, 59 minutes, 59 seconds, and a minimum time of 1 second.



Select the value of the period of time required for the alarm and press Confirm. When Confirm is pressed, the countdown begins and the monitor will return to the Start Menu (the remaining time will be displayed at the bottom left of the screen). Press Cancel to exit the Start Menu without activating the timer. When the counter reaches 00:00:00, the selected tone is played. The countdown alarm can be cancelled by pressing the Timer icon and selecting the Cancel option.

Note: The timer alarm tone can be selected. To do so, press **General Settings** to access the screen where the **Ring Settings / Timer / Ring Settings Timer** option is located.



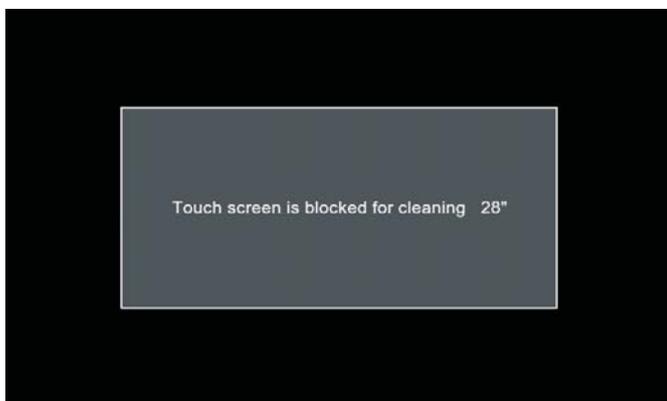


2.12 SCREEN CLEANING



The **Screen Cleaning** function renders the touch screen and the capacitive buttons useless for 30 seconds. During this time, no action is permitted using the touch interface and the user can clean the screen.

A countdown is displayed on the screen to indicate the time remaining.



Notes:

- If a call is received during the cleaning time, the monitor is automatically unlocked.
- Use a soft, lint-free cloth for cleaning. Abrasive cloths, towels, paper towels and similar can damage the Smile Lynx monitor screen. Avoid any liquid and dampness on the openings. Do not use aerosols, solvents or abrasives. Do not spray cleaning products directly.

2.13 HOME AUTOMATION

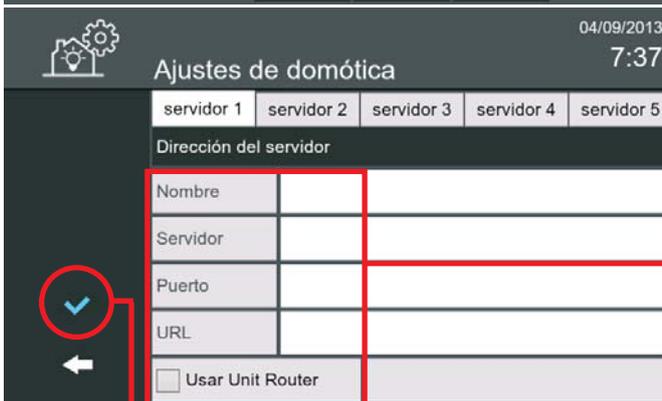
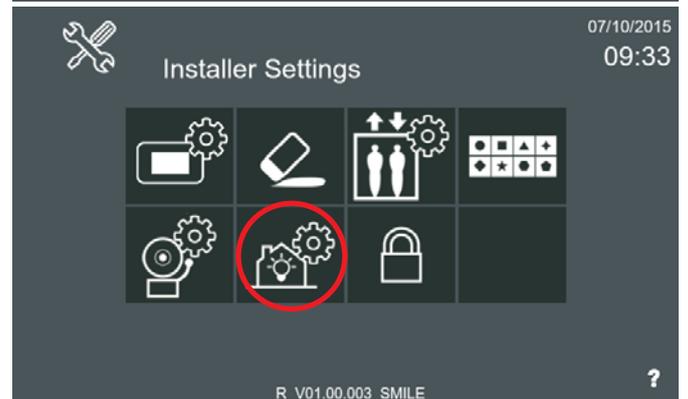
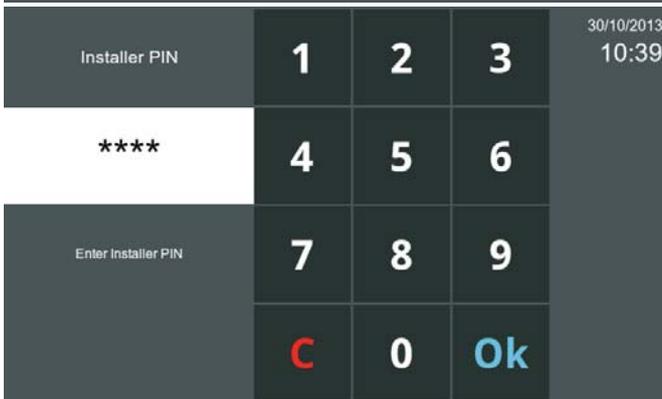
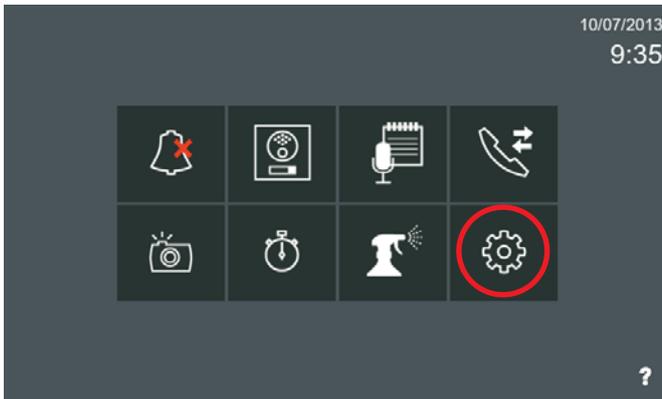


The **Home Automation** function on the monitor can managed a home automation system in a transparent way, i.e. the monitor screen displays the information provided by another central automation unit via a web browser.

On selecting the Home Automation icon, a web browser opens and automatically goes to the IP address of the web server incorporated into the Home Automation controller. The **Menu** button closes the browser and returns to the **Start Menu**.

Up to 5 different servers can be pre-configured (by the installer). If more than 1 is configured, the Home Automation icon provides a list (tags) so that users can select the one required.

To do so, press **General Settings** to access the screen where the **Installation Settings** option is located (press), enter the **installer PIN** code, which by default is **4444** and press **OK** to access the screen where the **Home Automation Settings** option is located. This is where the different web servers incorporated into any Home Automation controllers in the home are located.



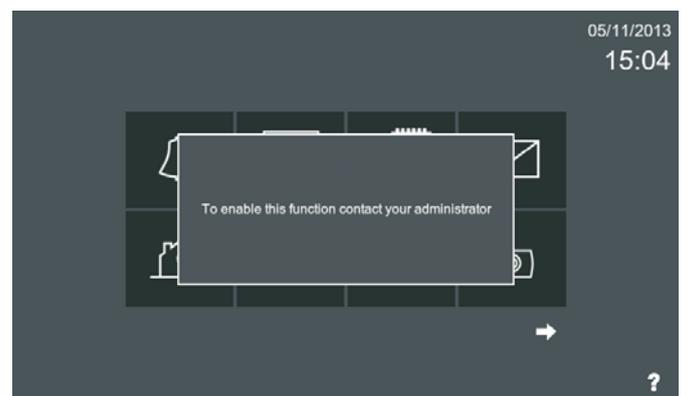
Once the data has been entered, press to validate

- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Parameters in Home Automation Settings:

- **Name.** Name of the application.
- **Server.** IP address of the server.
- **Port.** Optional (if required). Port number.
- **URL.** Web address of the server.
For example: <http://www.fermax.com>
- **Unit Router.** Select this option if the Home Automation server is in another LAN. A ROUTER is required in the home that is configured with that address. An IP address will automatically be generated, depending on the unit being used.

On selecting the **Home Automation** icon, the web browser opens that the installer has previously configured using the steps explained above. If this function is not programmed, a message is displayed to indicate that the installer must be contacted.



Note: Other Home Automation functions are also possible using third-party apps. See Chapter: **Third-party Apps**. See chapter: **3. Configuring with the web server (Sections: System management / Update / Install Application)**.

2.14 ALARMS *(La función de alarmas sólo está disponible en los Monitores Smile Lynx EXTRA).*



OUT mode

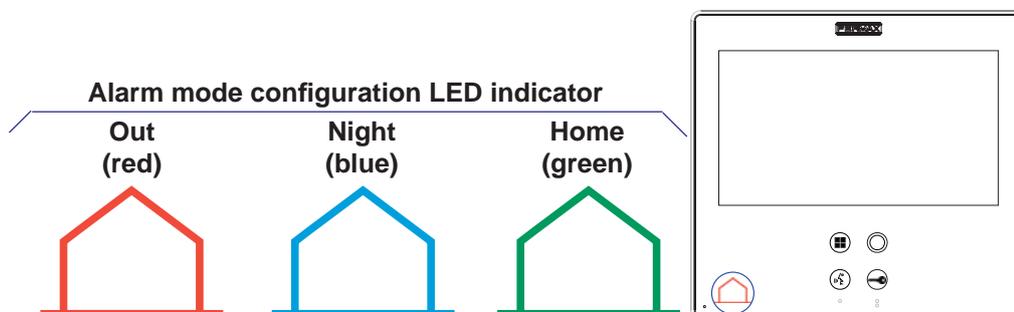


HOME mode



NIGHT mode

The Smile Lynx monitor can manage a Fermax proprietary alarm through a Sensor Module. The monitor can communicate with and configure the Sensor Module and change the alarm mode to different statuses. The screen displays the current status of the alarm system via an LED and an icon in the Start Menu. When the Sensor Module receives an alarm activation from one of its sensors, this is transmitted to the monitor and the monitor triggers the alarm and communicates with the Property Management Station (Guard Unit) Alarm if necessary.

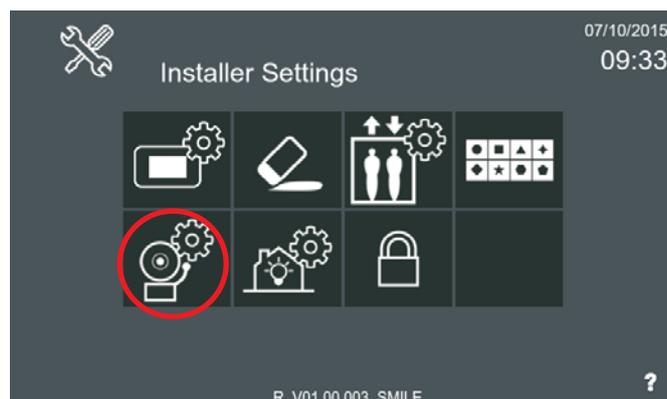
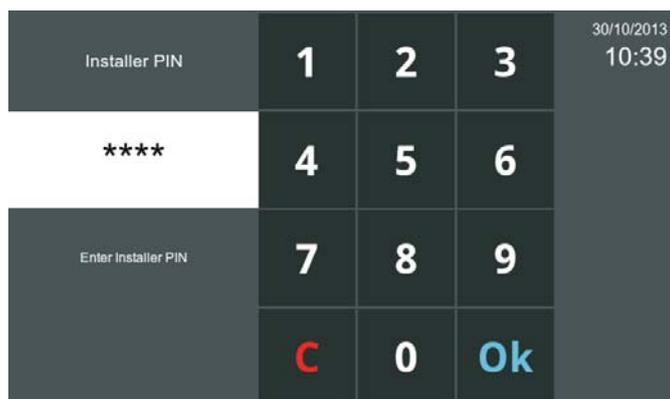
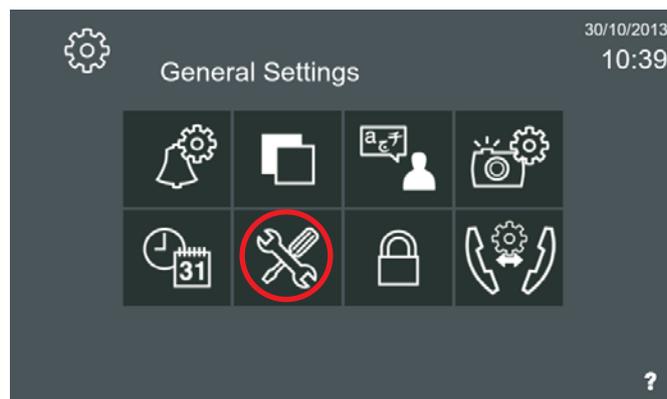
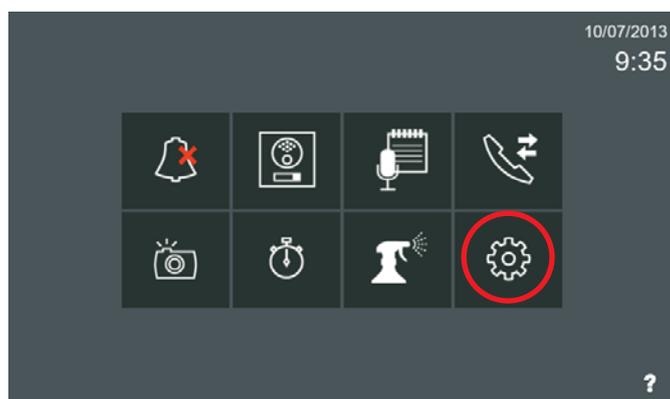


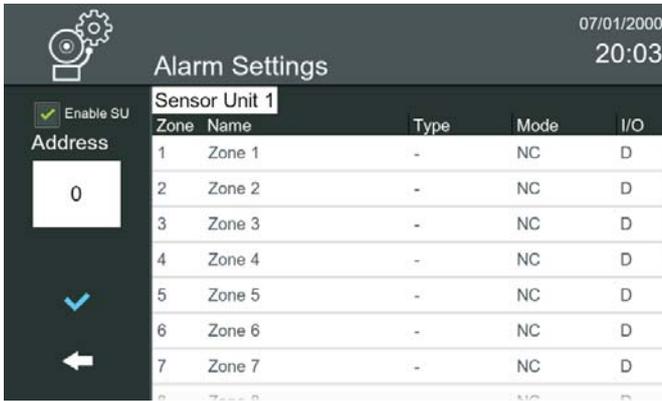
2.14.1 Alarm Management

The Smile Lynx monitor can manage a Fermax proprietary alarm through its Sensor Module. This Sensor Module allows for the management of up to 16 zones. This module can also be managed in parallel using D16 keypads and, therefore, the visual status of the Sensor Module can be monitored by both units.

The monitor communicates with the Sensor Module over a proprietary protocol via an RS-485 interface. A maximum of one Sensor Module can be managed.

To do so, press **General Settings** to access the screen where the **Installation Settings** option is located (press), enter the **installer PIN** code, which by default is **4444** and press **OK** to access the screen where the **Alarm Settings** option is located. This is where the different Sensor Modules and their parameters can be configured.

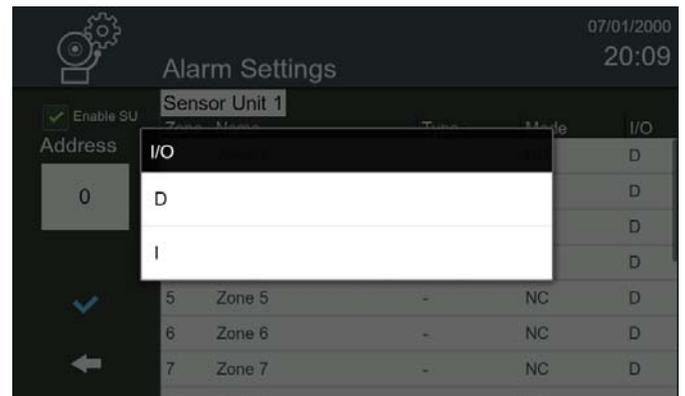
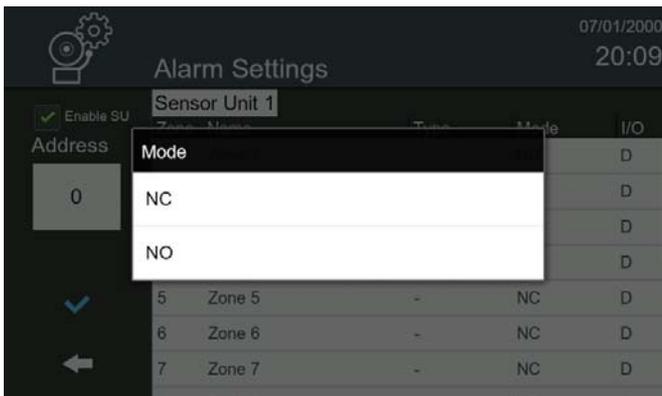
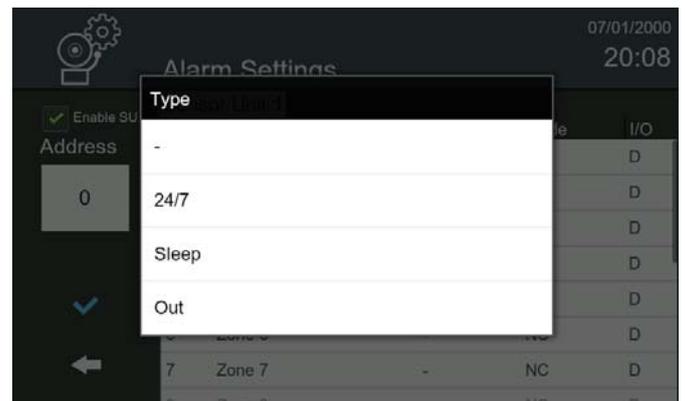
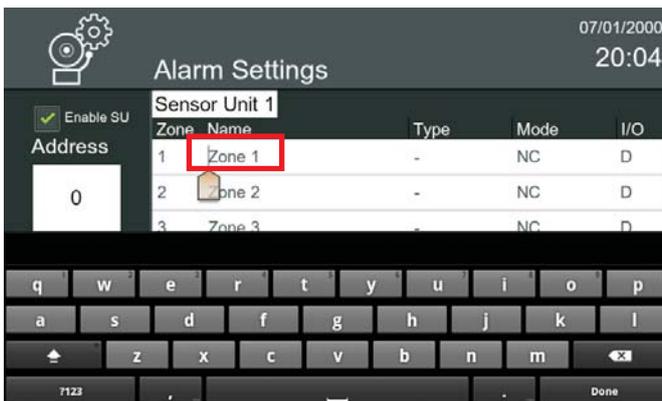


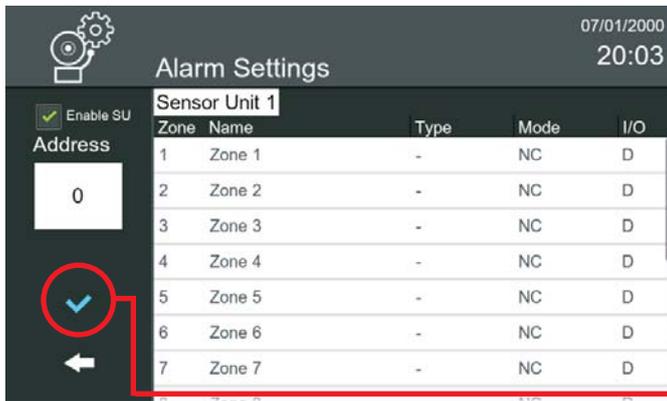


- Parameters in Alarm Settings: It is possible to configure the following parameters in the Sensor Module:
- **Address.** Address of the Sensor Module 0.
 - **Zone.** A Sensor Module allows for the management of up to 16 zones. A maximum of one Sensor Module can be managed.
 - **Name.** Description of name of the zone (maximum 16 characters).
 - **Type.** Type of zone:
 - * 24/7 zone: 24 hours, 7 days a week. Sensors that are always armed, such as smoke, gas, water, etc.
 - * Night Zone. Perimeter control sensors and/or movement sensors.
 - * Out Zone. All types of sensor.
 - **Mode.** Operating mode of the Zone: NO (Normally Open) / NC (Normally Closed). The first eight zones will be NC (Normally Closed) and the other 8 zones can be configured as required, either NC or NO (as of zone 9).
 - **I/O.** Zone activation mode: I (Immediate) / D (Delayed).

- Note:** The alarm system can be configured in 3 modes:
- **Home:** Only the 24/7 zones are armed.
 - **Night:** The 24/7 zones and the Night zones are armed.
 - **Out:** All zones are armed.

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



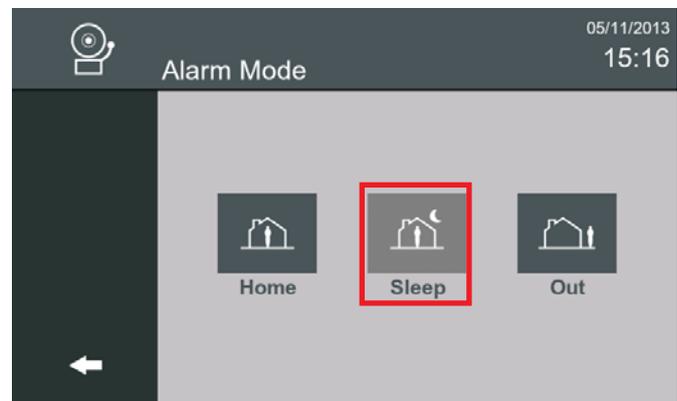
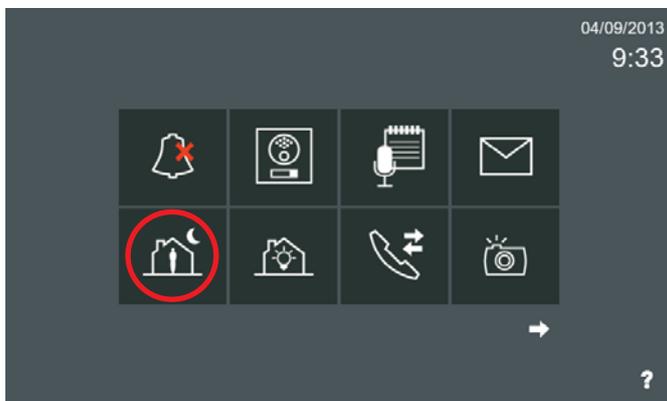


- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Once the parameters have been entered, press to validate. **Note:** Function synchronised on all monitors of the unit.

2.14.2 Alarm Modes (Functions)

Press the **Alarm Mode** icon in the Start Menu to go to the Alarm Mode Screen to change the alarm status. The Alarm icon displays the current status in the Start Menu and the corresponding alarm LED.



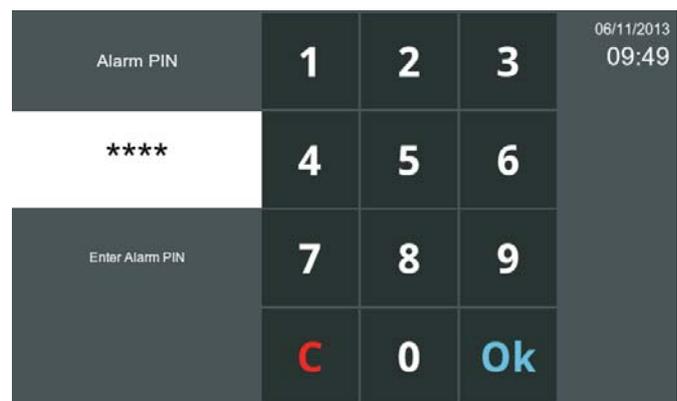
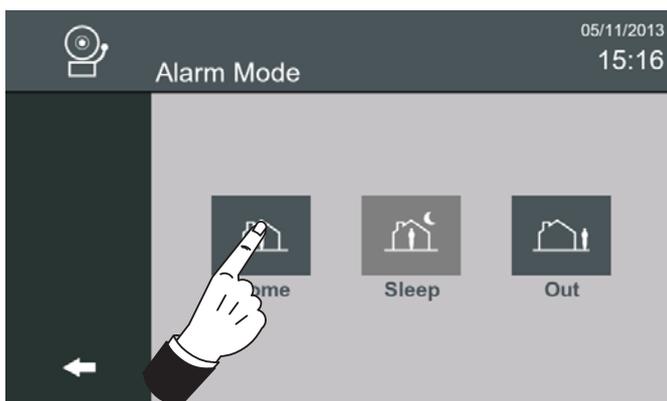
To change the mode, press the required alarm icon. The following modes can be selected:

- **HOME.** Changes to Home mode. All sensors are disabled, except for those in the 24/7 zones that are armed.
- **NIGHT.** Changes to Night mode. All sensors in the 24/7 zones and the Night zones are armed
- **OUT.** Changes to Out mode. All sensors are enabled (all zones are armed: 24/7, Night and Out).

When changing to a lower security mode (e.g. from OUT to HOME or from NIGHT to HOME), the **alarm PIN** code is requested that, by default, is **0000** before pressing **OK**. This should be changed for security reasons. If the security mode is higher, no PIN code is requested.

Notes:

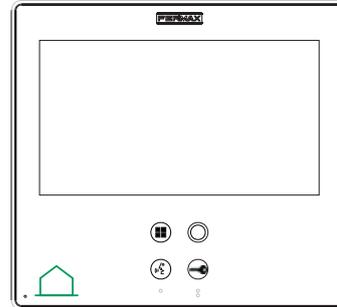
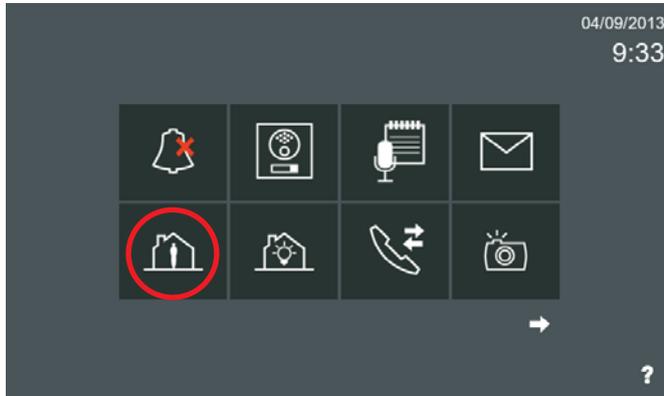
- If, when changing the mode, there are no zones activated, the monitor will arm in the corresponding mode. If there is currently a zone active, the monitor will indicate as such and display it on the screen. If any of the active zones are immediate, the monitor will not allow any mode changes.
- If an incorrect PIN code is entered 5 consecutive times, an alarm message is sent to the Property Management Station (Guard Unit) Alarm.



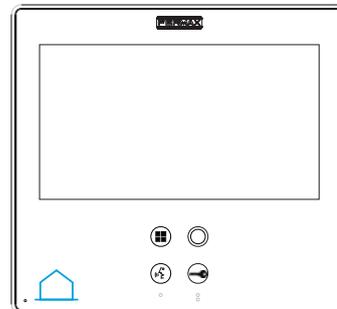
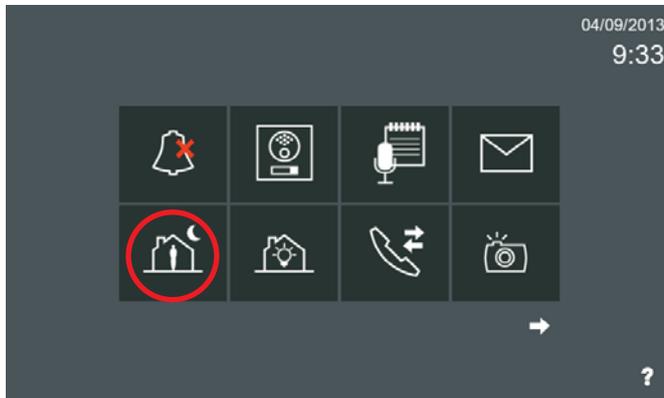
The corresponding alarm LED indicates the current status. The monitor regularly checks the alarm status and activates the corresponding LED (HOME, OUT, NIGHT).

Note:

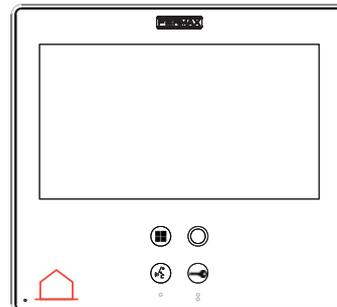
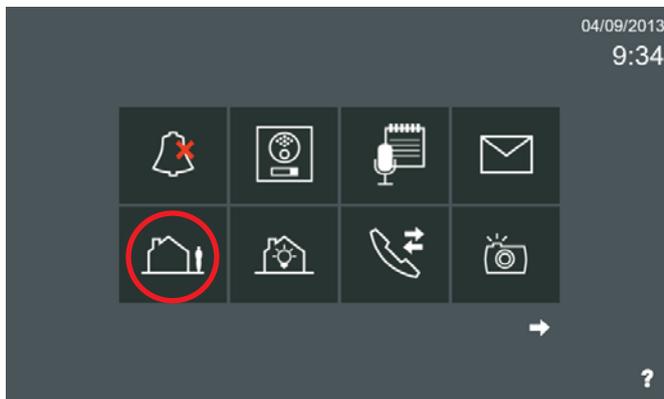
- If no Sensor Module is detected or configured, the alarm LED will not light up.
- Should communications fail between the Sensor Module and the monitor, the PMS is informed and the corresponding LED on the monitor will switch off.



HOME mode
(green)



NIGHT mode
(blue)



OUT mode
(red)



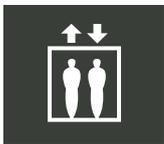
Notes:

- In zones with delayed activation mode, when the security level is increased the system waits 100 seconds before arming. For example: After changing from Home mode to Out mode, the door can be opened in order to leave the home without the alarm being triggered for 100 seconds.
- Pre-Alarm Notification. After receiving a pre-alarm command from the Sensor Module, the monitor displays a keypad to enter the alarm PIN and deactivate the alarm before it is triggered. When a sensor is activated, the system offers a pre-alarm time of 40 seconds before sending the alarm. For example: On entering the home with the alarm mode set to Out, the system will wait 40 seconds for the alarm mode to be changed to Home or Night before sending the alarm.

When an alarm is activated, notification is sent to the corresponding Property Management Station (Guard Unit) Alarm. On receiving an alarm, the Smile Lynx monitor sends it to the Property Management Station Alarm with the following information: Home number, Sensor Module Address, Zone number and Zone Name (if defined). The monitor will also generate an alarm tone for 300 seconds.



2.15 LIFT CONTROL



The specific functions for Lift Control will be determined by the installation and configuration provided by the installer. For security reasons, use of the lift by visitors and residents (tenants) may require some kind of restriction in a system. The restriction level defined for residents is different to that defined for visitors: visitors can only access the floor corresponding to the home that opened the door to them, whereas residents can access their own floor and, optionally, other ones (e.g. garage, gym, club, etc.), which would be the floors defined in the “Group of Lifts”.

Lift Control from the Monitor.

On pressing the **Lift Control** icon, the lift is sent to the floor where the user lives (for a pre-set period of time). Up to 3 relays can be activated when this icon is pressed (depends on the installation/configuration provided by the installer). The relay must be in the same Block as the Monitor.

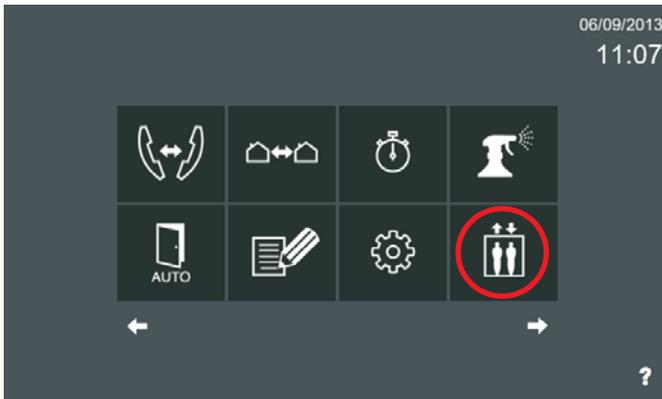
Lift Control from the Outdoor Panel for Visitors.

For security reasons, lift control will limit the destination of the lift for visitors who can only access the floor corresponding to the home that opened the door to them (for a pre-set period of time).

For example: If a visitor calls Home 1402 located on Floor 14 from the Outdoor Panel and its Tenant opens the door, the lift will only allow access to Floor 14.

Lift Control from Access Control Reader

Lift control can also be configured through Access Control for residents (Tenants) so that, when one of them shows their user device to the Outdoor Panel (proximity modules, fingerprint, radio-frequency or alphanumeric code), the system activates the corresponding relay on the Panel and the relays that enable the corresponding button for their Floor and any additional floors to which this person has access. After a pre-set period of time, the buttons are once again disabled.



Press the **Lift Control** icon to activate up to 3 relays (depends on the installation/configuration provided by the installer). The relay must be in the same Block as the Monitor. This relay will normally be used to send the lift to the corresponding floor.



The monitor screen indicates that the action has been carried out.

Setting Lift Parameters.

The Lift parameters are set from the Property Management Station.



From the **Installer** Menu go to: **Lift Settings.**

The default user name and password for the Installer PMS are:

- User name: **Installer**
- Password: **123**

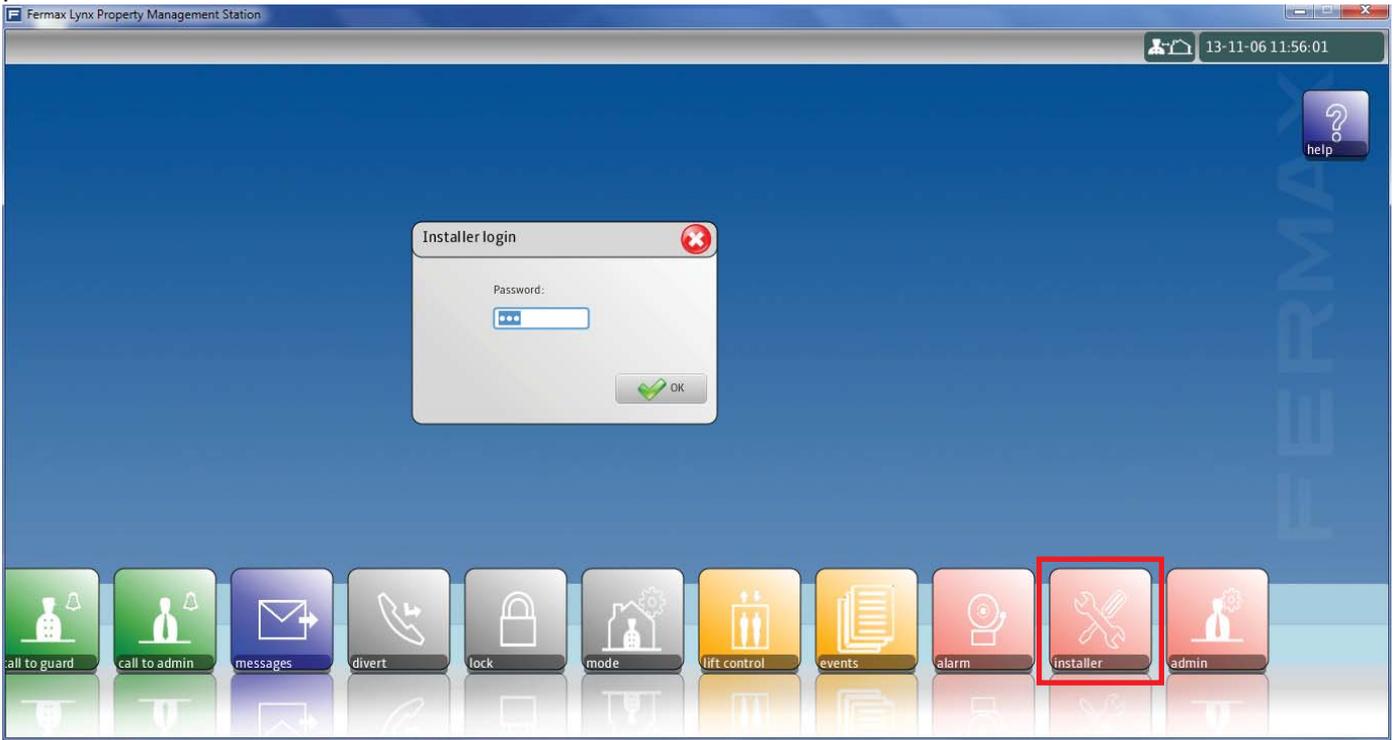
From the **Administrator or Installer** Menu go to:

- **Lifts**
- **Address Book**

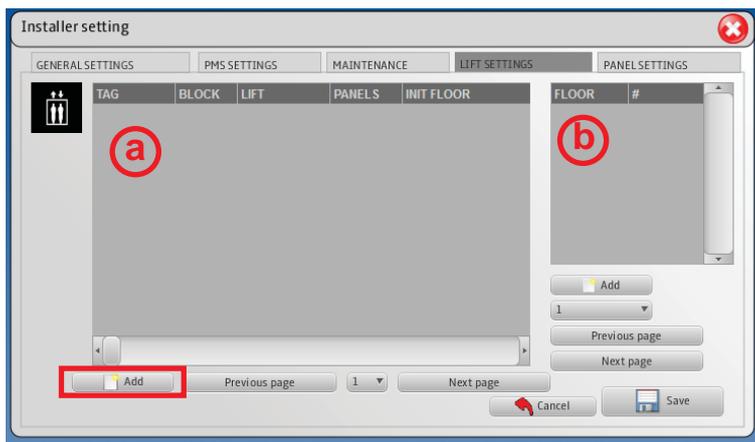
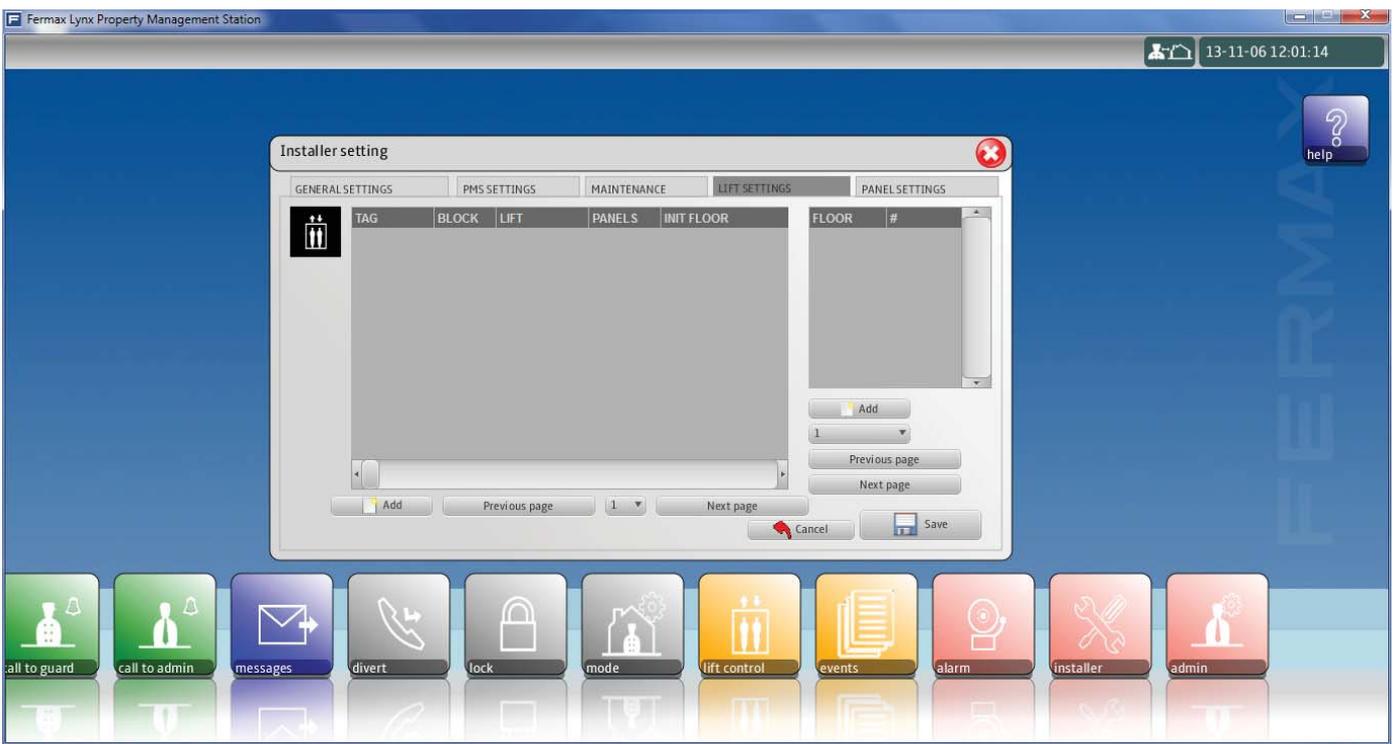
The default user name and password for the Administrator PMS is:

- User name: **admin**
- Password: **123**

Lift Settings. This allows for the existing lifts in the installation to be defined and associated to the accesses possible to the Lift Control.



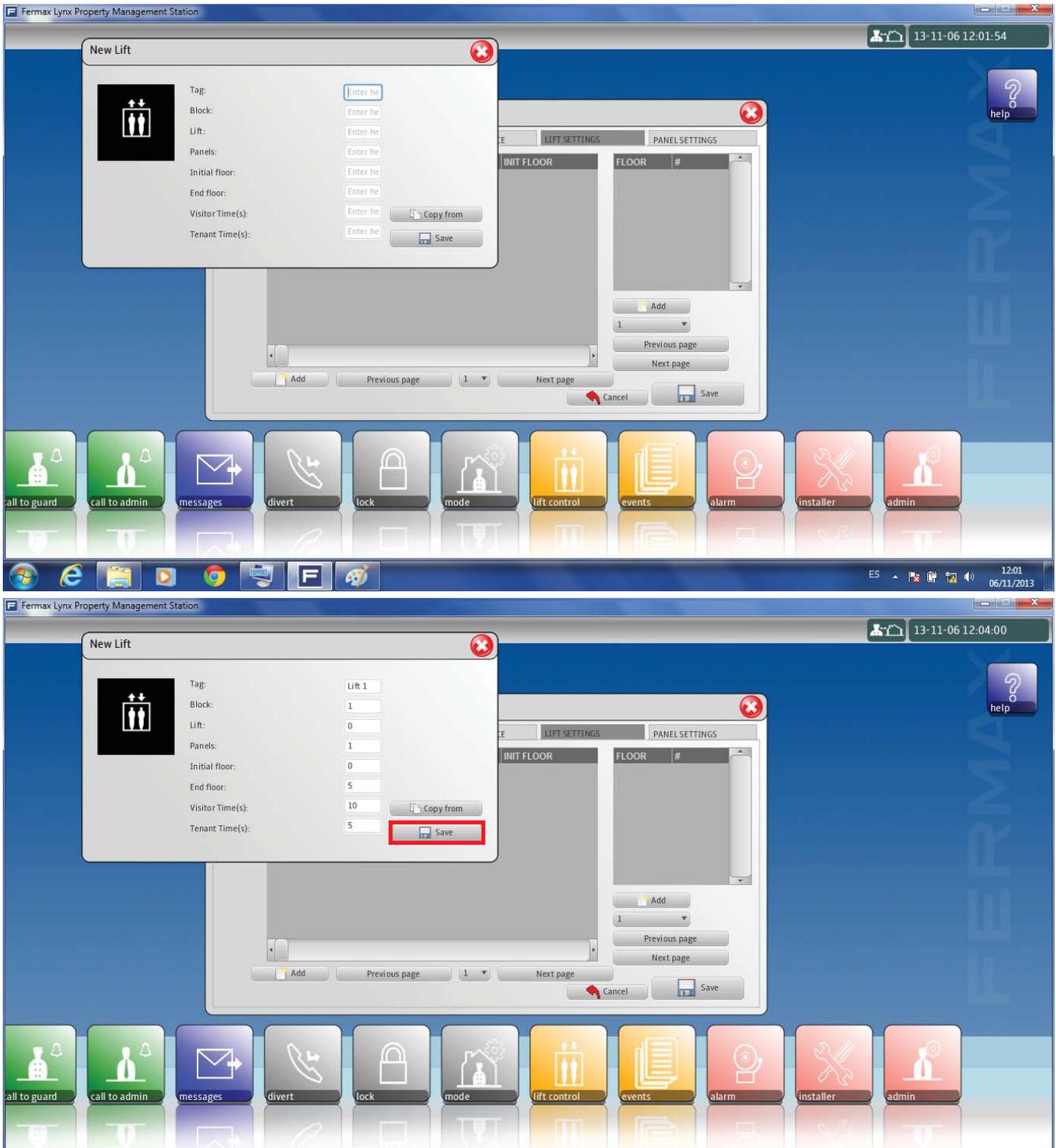
From the **Installer** Menu go to: **Lift Settings**.



Lift Settings - Table a. Press **Add** to open a screen where the data for control of a new lift must be entered.

The parameters in Lift Settings are:

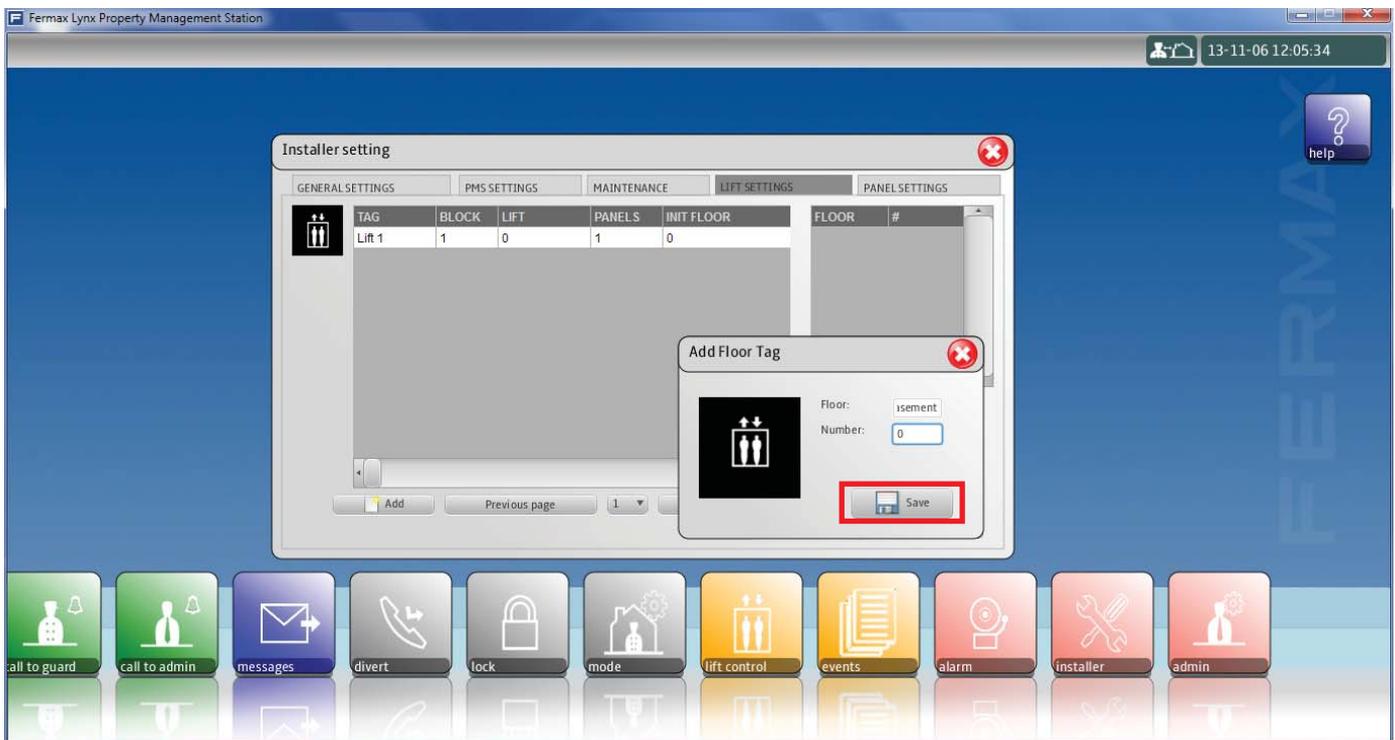
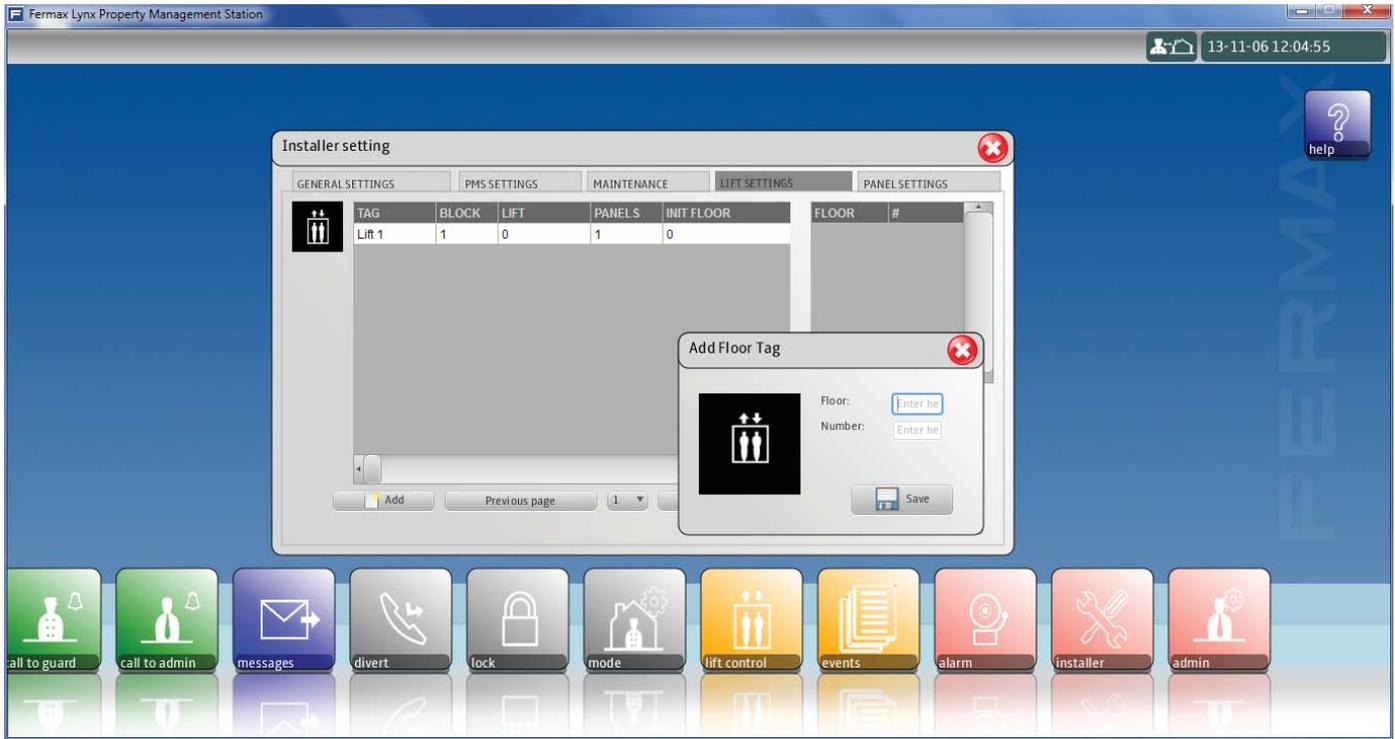
- **Tag.** Lift description.
- **Block.** Block where the lift is located.
- **Lift.** Master relay module number corresponding to this lift.
- **Panels.** Number of the panel or panels of this block that allow access to that lift. Example: 1, 2, 3.
- **Start Floor.** Starting floor of the lift's run.
- **End Floor.** Ending floor of the lift's run.
- **Visitor's time.** This is the time that visitors have to reach the lift from the moment any tenant opens the door at the access allowing entry.
- **Tenant's time.** This is the time that residents have to reach the lift from the moment the corresponding access is activated.



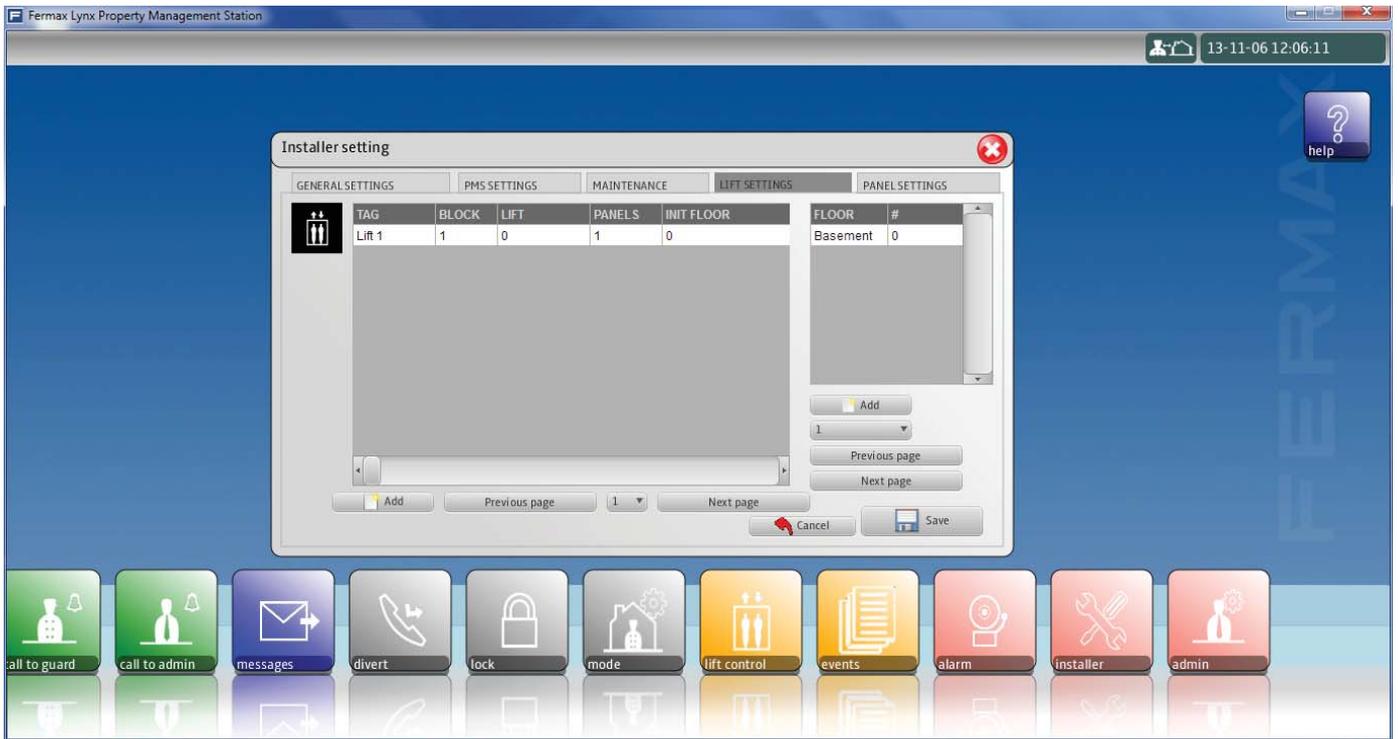
Once all of the parameters are defined, press **Save**.

Lift Settings - Table b. Press **Add** to open a screen where the floors to be represented with text instead of numbers are defined, for example: «BASEMENT», «GARAGE», etc.

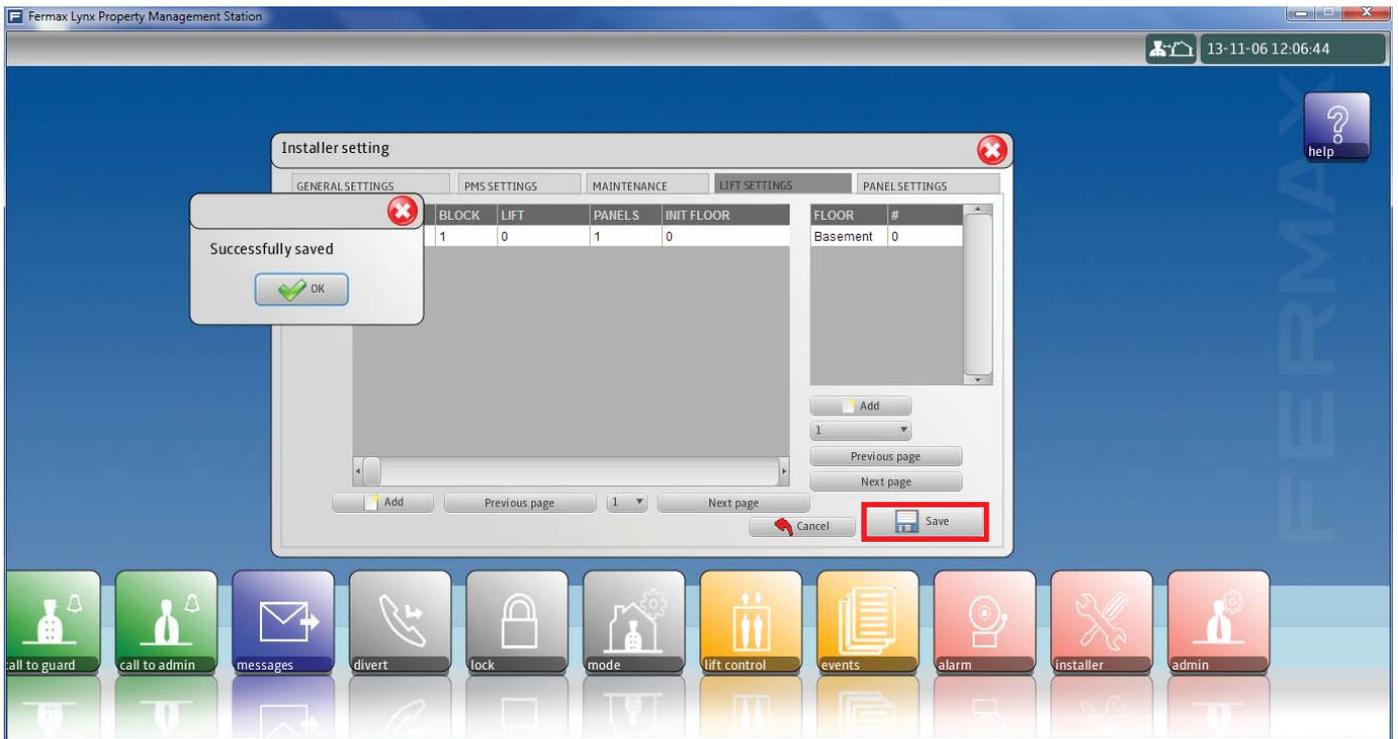
- **FLOOR:** these are the characters represented in the FLOOR box in the USERS table (Address Book).
- **Number:** this is the number related to the FLOOR characters.



Once all of the parameters are defined, press Save.

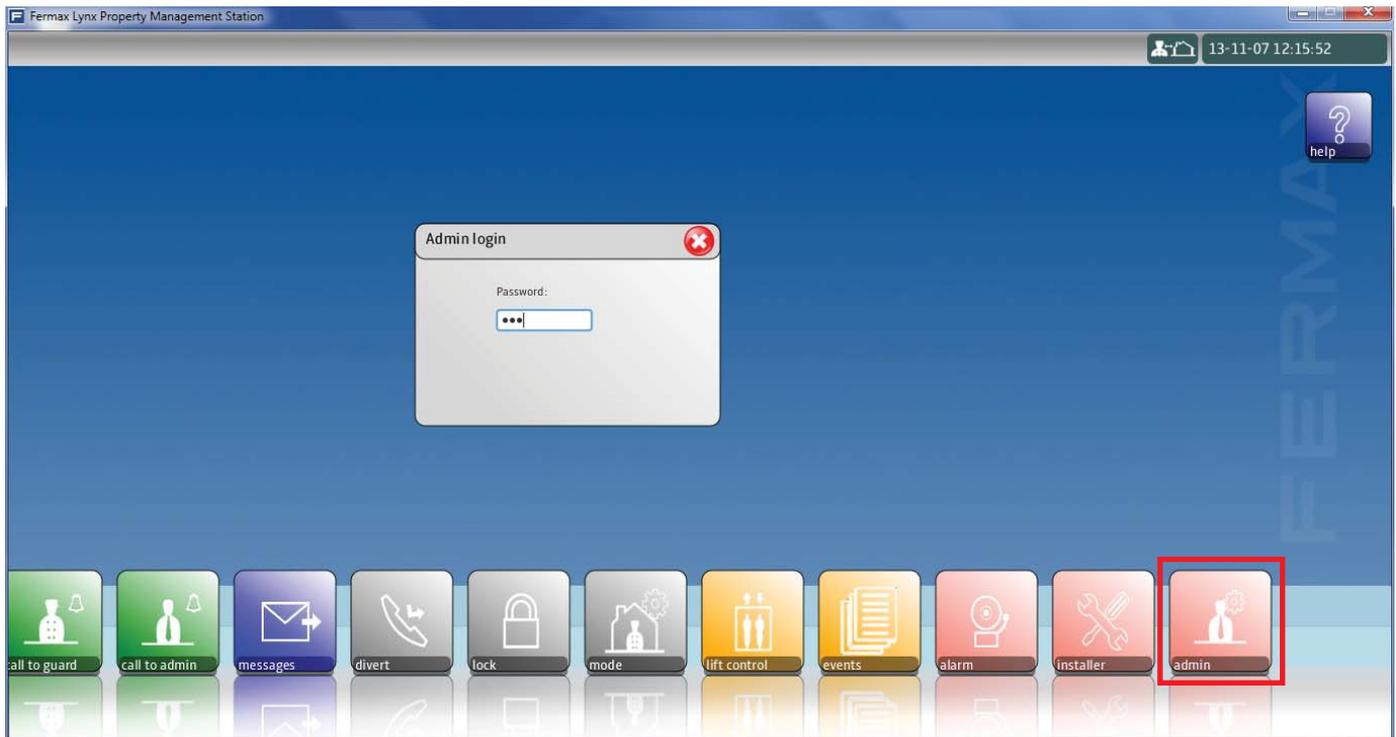


Once all of the parameters are defined, press Save. When Save is pressed, all of the configuration is saved in the different system units: Panels, Monitors, etc.



From the **Administrator** Menu go to:

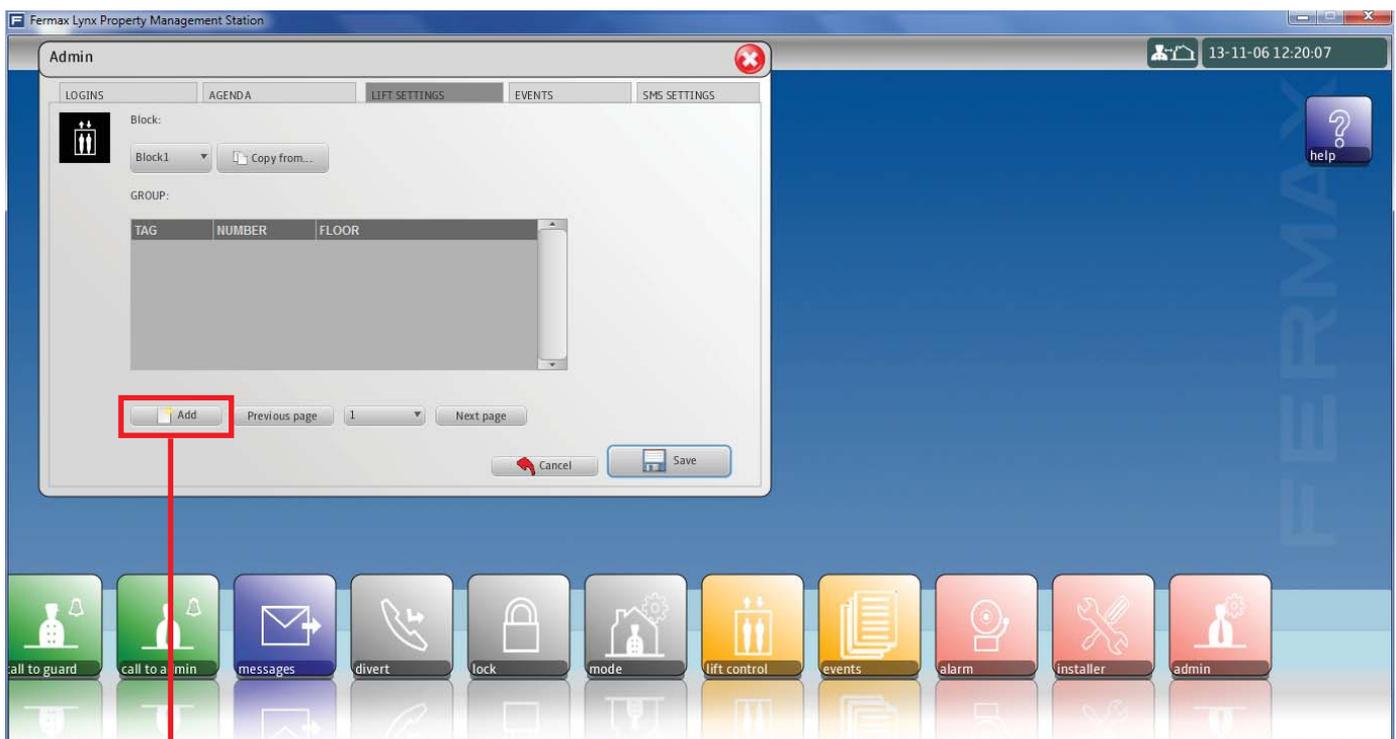
- **Lifts**
- **Address Book**



Lifts. This table defines the floors that users can access using the lift. Each user is automatically assigned the relay corresponding to his/her floor (depending on the Address Book) and a certain Group (optional) to allow access to the floors defined in it as well as his/her own. Press **Add** to open a screen where the data to generate these groups must be entered.

The parameters in Lifts are:

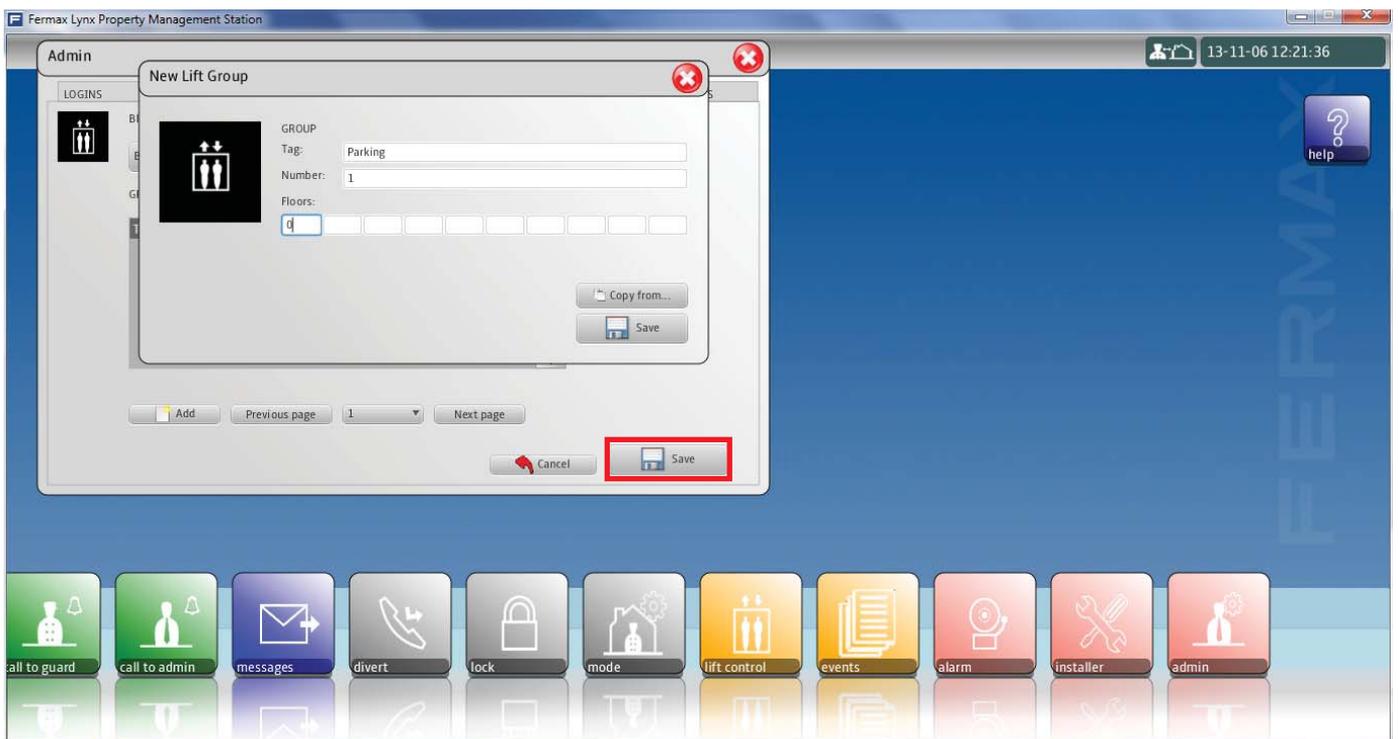
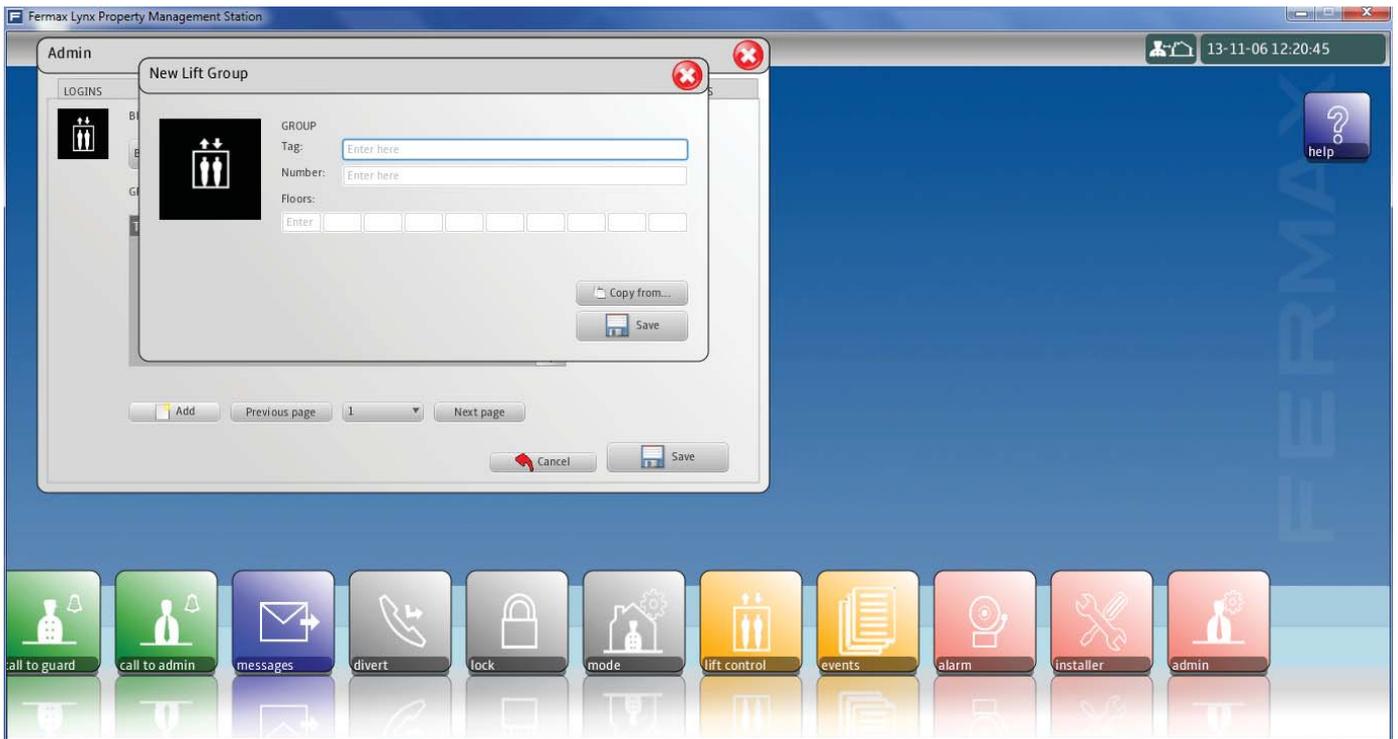
- **Tag.** Group description.
- **Number.** Number identifying the Group.
- **Floor.** Floors defined for this Group. Floors that the tenant can access if that Group is assigned in Address Book. Individual floors or a range of floors can be entered.



Press Add

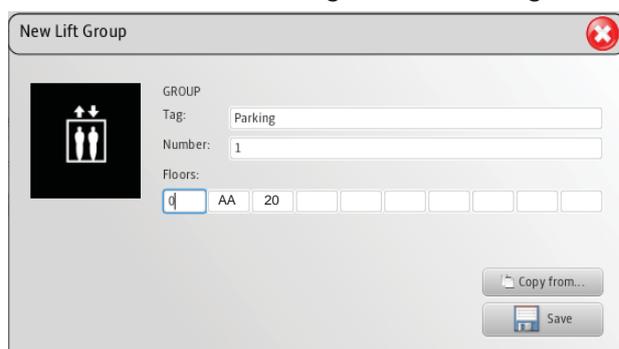
Press **Add** to open a screen where the parameters in Lifts are defined.

Enter the parameters.



Once all of the parameters are defined, press Save.

Note: Use the characters **AA** to indicate ranges of floors, e.g.: 0 AA 20 means relays from 0 to 20.

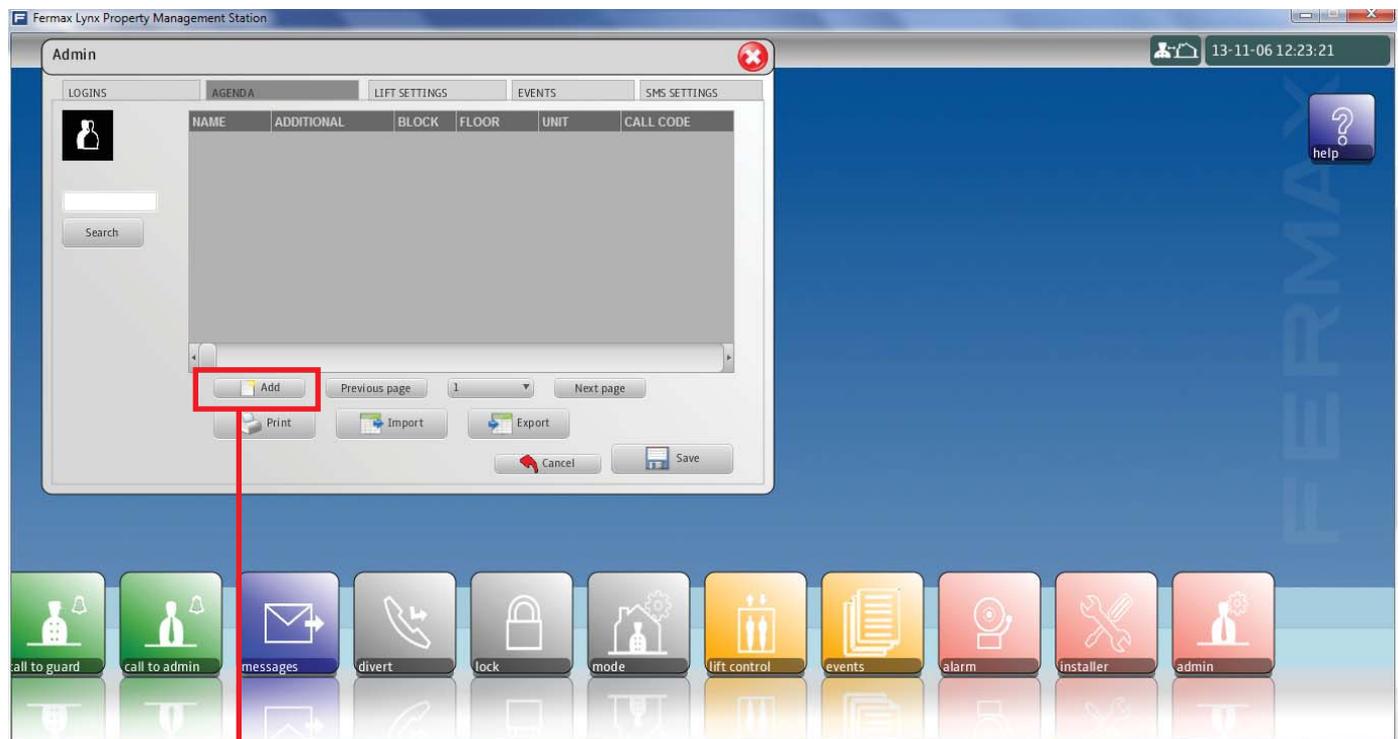


Address Book. This table defines the parameters for Tenants. Depending on these parameters and following the programming of Lift Control, tenants can perform the functions defined in Lift Control.

- **Lift Control from the monitor.**
- **Lift Control from the Outdoor Panel for visitors.**
- **Lift Control from Access Control Reader.**

Press **Add** to open a screen where the data to allow for these functions to be operative must be entered. The parameters in Address Book are:

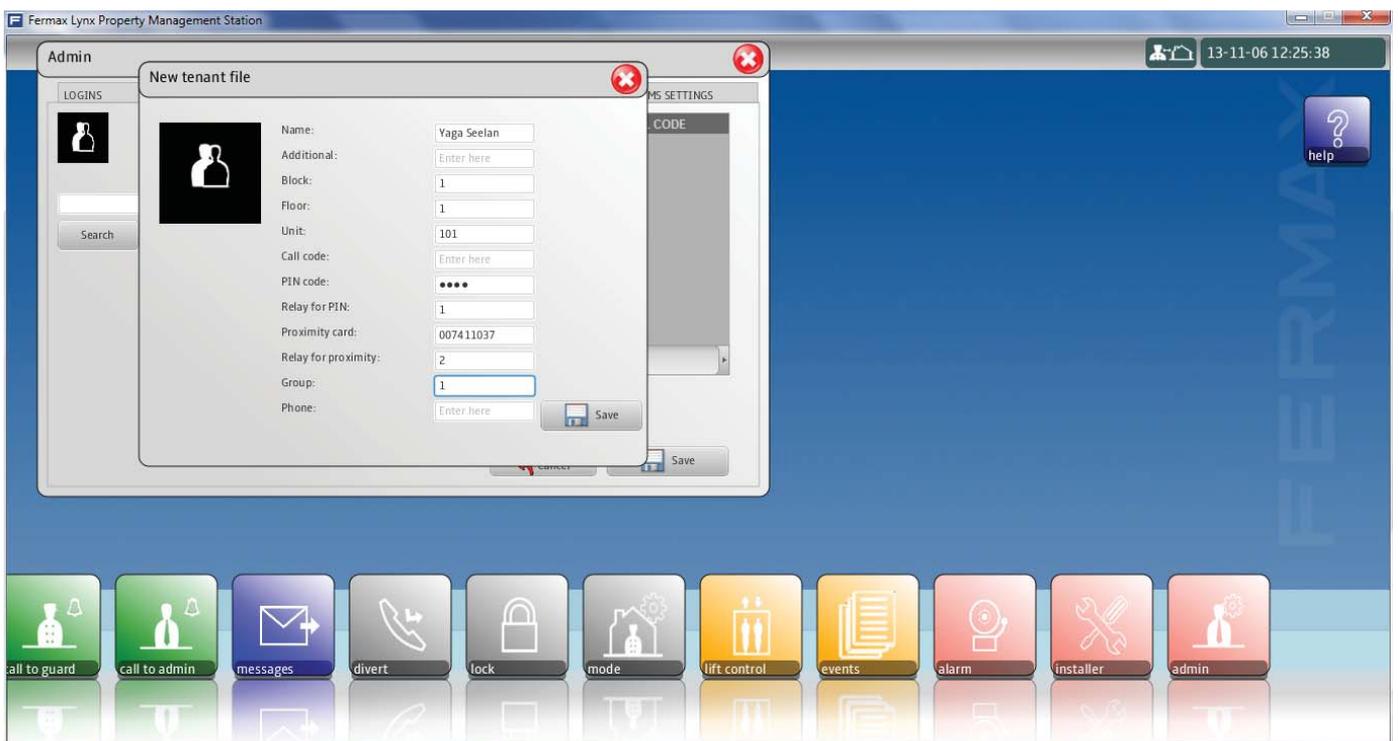
- **Name.** Tenant's name.
- **Additional.** Additional information. This information will be displayed on the Outdoor Panel in the following manner:
 - * As additional information for each user, if the option of displaying users one by one on the display has been selected on the panel.
 - * As a Door Release message, replacing the default message if the option has been selected on the panel.
- **Block.** Block where the lift is located.
- **Floor.** Floor where the home (monitor) is located.
- **Unit.** Home (monitor) number
- **Call code.** Call code (this can be left empty).
- **Relay for PIN.** Relay that is activated when the PIN code associated to that user is entered on the panel.
- **Proximity card.** Tenant's card.
- **Proximity relay.** Relay that is activated when the proximity card is passed over the panel associated to that user. In Relay 1, relay 1 is activated. In Relay 2 relay 2 is activated and in Relay 3 relays 1 and 2 are activated.
- **Group.** A certain group, to enable users to access the floors defined in it as well as their own.
- **Telephone no.** Tenant's telephone number. For text message notifications, only if the PC is fitted with a GSM module.



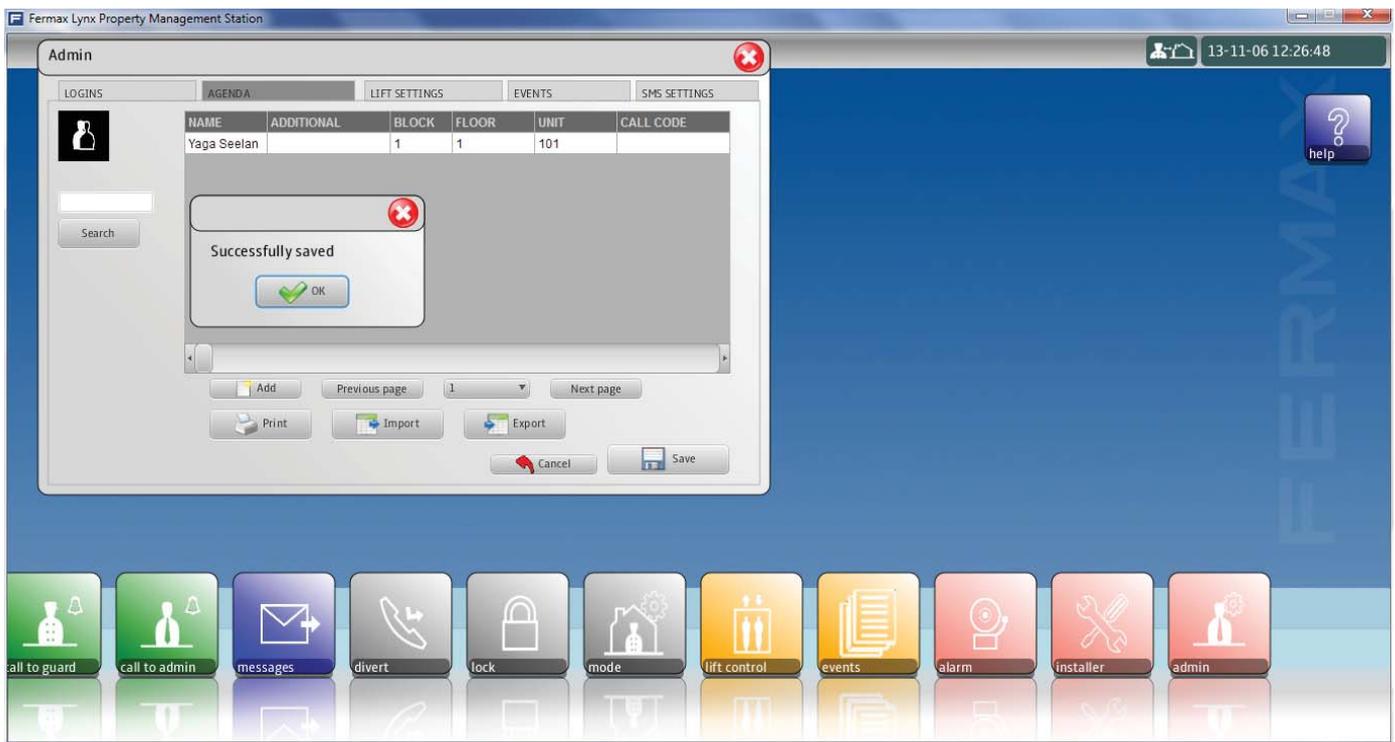
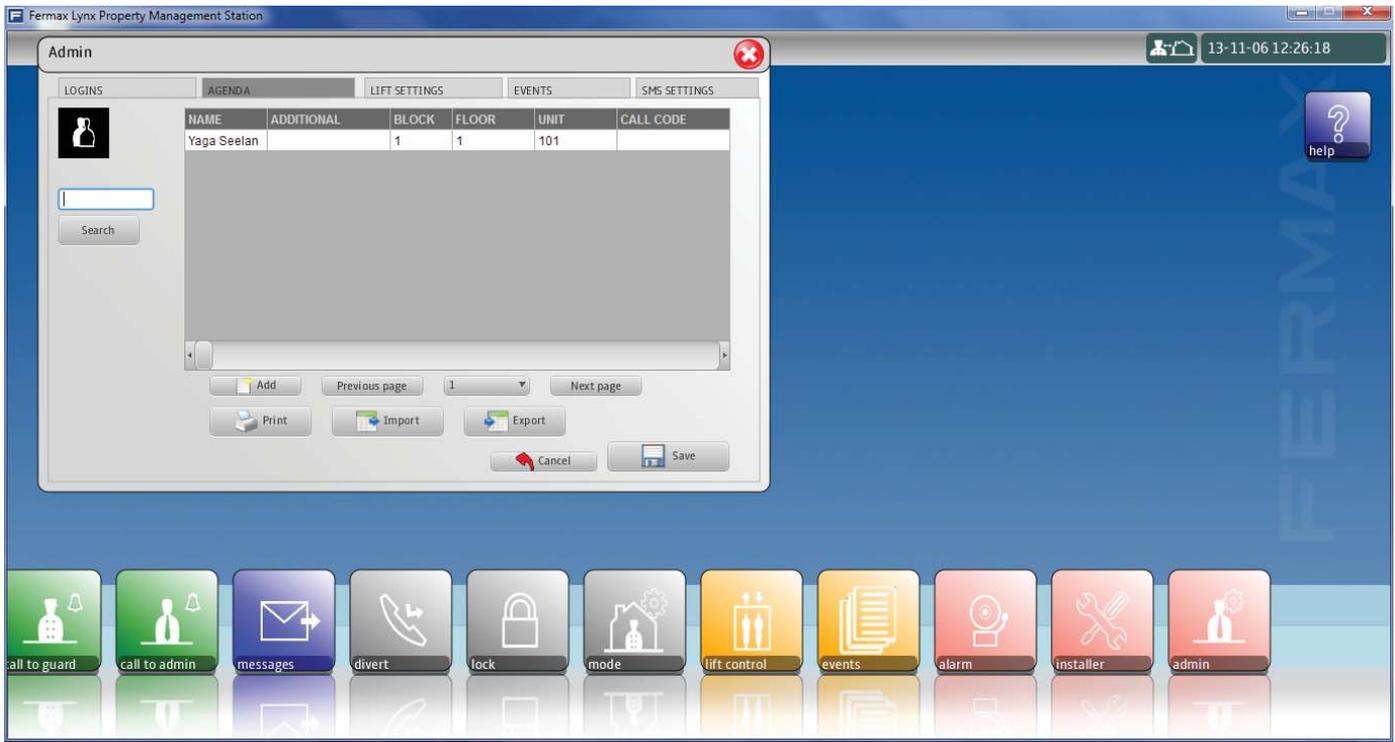
Press Add

Press **Add** to open a screen where the parameters in Address Book are defined.

Enter the parameters.



Once all of the parameters are defined, press Save.



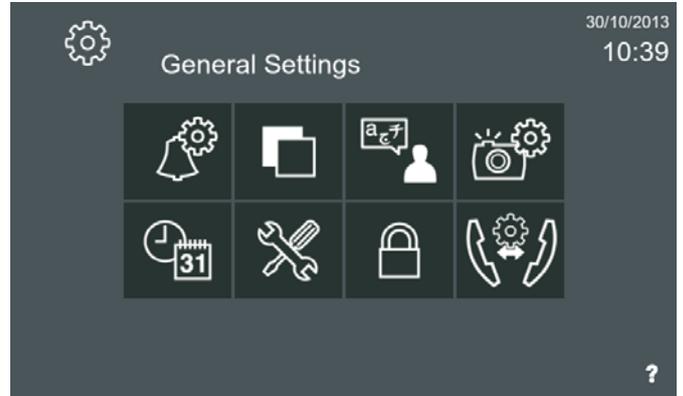
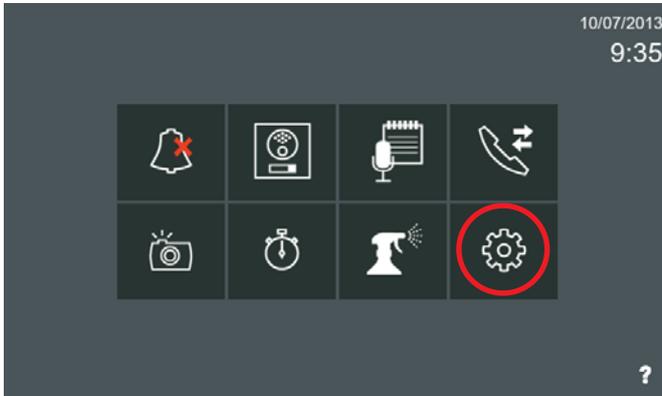
Once all of the parameters are defined, press Save. When Save is pressed, all of the configuration is saved in the different system units: Panels, Monitors, etc.

2.16 GENERAL SETTINGS

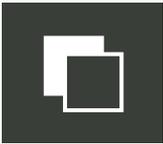


Function to make different settings to the monitor. Press the **General Settings** icon to access a screen containing different icons for this configuration. These settings can also be made/ personalised by the user.

Note: Access to the **General Settings** menu can be restricted using a PIN code. By default it is not restricted. See **2.16.6 Privacy Settings**.



2.16.1 CALL SETTINGS



2.16.2 BACKGROUND SETTINGS



2.16.3 LANGUAGE SETTINGS



2.16.4 PICTURE SETTINGS



2.16.5 INTERNATIONAL SETTINGS



2.16.6 PRIVACY SETTINGS



2.16.7 HOME TO HOME CALL SETTINGS



2.16.8 INSTALLATION SETTINGS. Press the **Installation Settings** icon and use the installer PIN code to access a screen containing different icons for these settings.



2.16.8.1 Monitor Settings



2.16.8.2 Deleting all settings



2.16.8.3 Lift Control Settings



2.16.8.4 Optional Functions



2.16.8.5 Alarm Settings



2.16.8.6 Home Automation Settings



2.16.8.7 Installer Privacy Settings

Description and functions of the icons on the **General Settings** screen

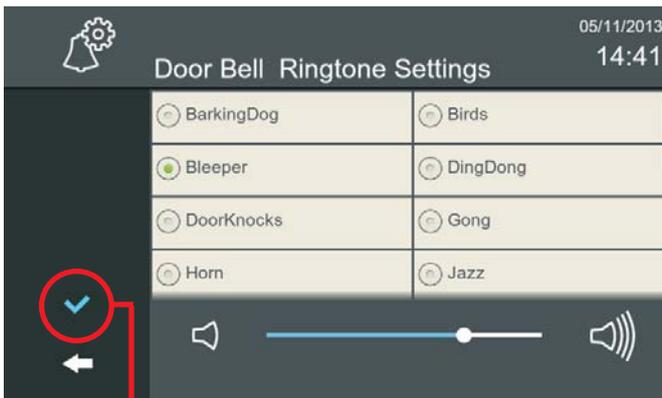


2.16.1 CALL SETTINGS

The **Call Settings** function enables you to:

- Select a call ring tone for each type of call and its volume:
 - Call from **Outdoor Panel**.
 - Call from **Private Panel** (private home).
 - Call from Property Management Station **Guard Unit**.
 - Call from Property Management Station **Administrator**.
 - **Home to Home Call** (from home to home).
 - **Internal Call** (monitors in the same home).
 - **Door Bell**.
 - **Timer** (alarm). (See *Option 2.11 Timer*).
- Select the **Continuous Call Ring tone**:
 - If this option is selected, the ring tone is played for 30 seconds.
 - If this option is not selected, the specific ring tone is played just once.
- Select to hear a tone when receiving:
 - Message Received. **Beep per message received**.
 - Door Release by a member of the family. **Beep per family access**. The door can be released using an identifier associated to the user in the Access Control integrated into the system. This option can be selected so that the monitor issues a tone when the door is released (*a fixed tone*).
 - **Silent Panic Alarm using the external secondary SOS button**. When this button is pressed, the alarm tone is played for 1 minute on the monitor. To delete this tone, select the **Silent Panic Alarm** option. The monitor still sends the panic message to the PMS Alarms, but without playing the alarm tone on the monitor. (See *Option: 1.2 Making Calls / 1.2.3 Panic Call (SOS button) / 2. Pressing an external secondary SOS button / Silent Panic Alarm through external secondary SOS button*).

For example, the Timer Alarm tone can be selected. To do so, search for Timer and press the tone.



The **Timer** screen opens and the current tone and its volume are heard. This screen displays the tones available and the volume setting bar. Select the one required and set the volume.

- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Once selected, press to validate



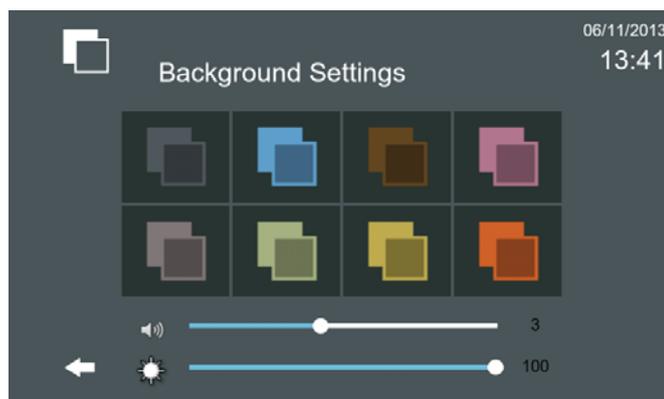
Once the parameters have been selected, press to validate

2.16.2 BACKGROUND SETTINGS



The **Background Settings** function enables you to:

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





2.16.3 LANGUAGE SETTINGS

The **Language Settings** function enables you to select the required language for the monitor. The factory default language is English.



- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Once the language has been selected, press to validate

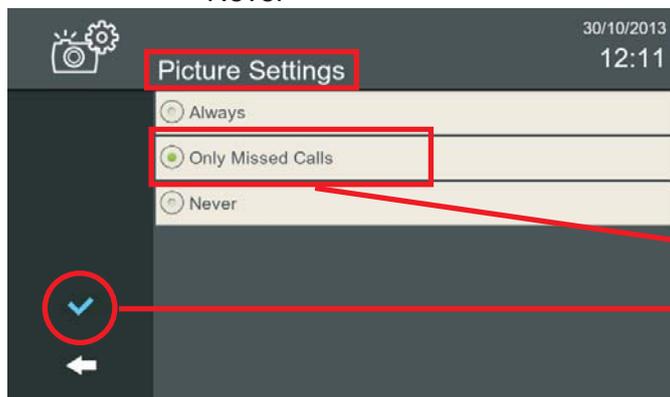


2.16.4 PICTURE SETTINGS

The **Picture Settings** function enables you to automatically capture pictures of each call. The parameter programmed by default is for the monitor to capture pictures for missed calls: **Missed calls only**.

The automatic picture configuration options are:

- Always
- **Missed calls only** (by default, factory-configured)
- Never



Option enabled by default

Once the required option has been selected, press to validate

Warning: Check the legal requirements for data protection and privacy regarding the taking and saving of pictures in the public domain.



2.16.5 INTERNATIONAL SETTINGS

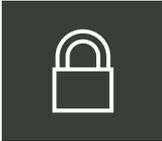
The **International Settings** function allows for the date and time to be set/updated and for adaptation to regional uses regarding date formats.



Note:

- If the manual option is not selected, this data is updated via the NTP server (option not available).
- Remember to reset the date and time after a power outage, (manual mode).

Once the data has been entered, press to validate



2.16.6 PRIVACY SETTINGS

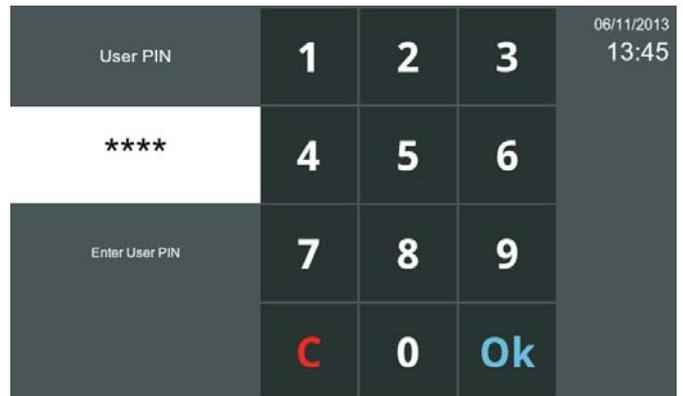
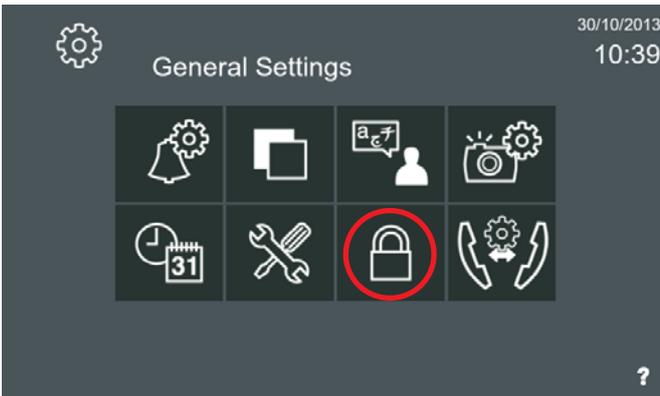
The **Privacy Settings** function allows for some of the characteristics of the monitor to be protected by a PIN code (password) for privacy purposes or other reasons.

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

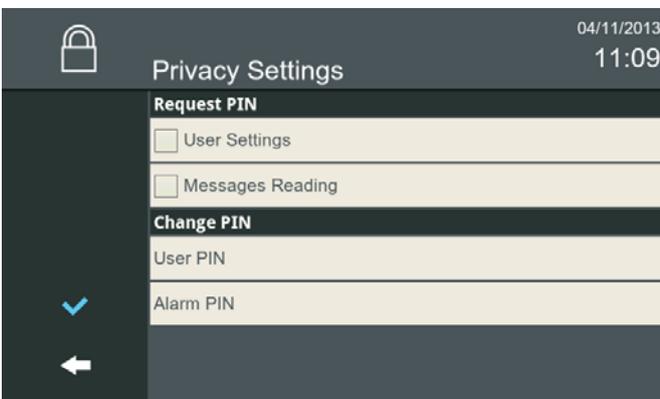
- Access the user configuration menu and/or
- Access the in-tray messages

This screen can also be used to change the codes programmed by default on the monitor:

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



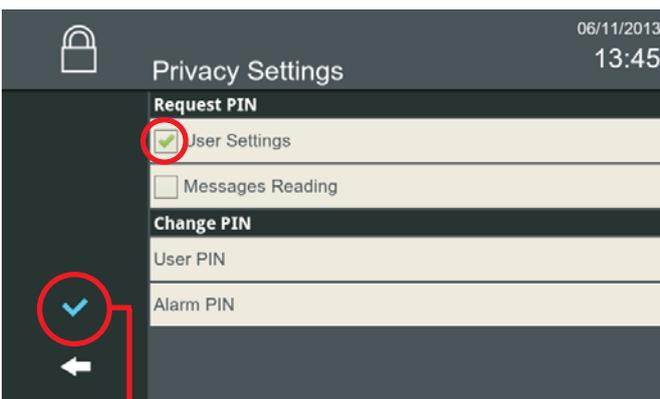
On pressing the **Privacy Settings** icon, enter the **PIN** code that, by default, is **1234** and press **OK** to access the screen where the Privacy Settings options are located. Press a function to enable it. Press on the function again to disable it.



2.16.6.1 PIN Required

a) User Settings

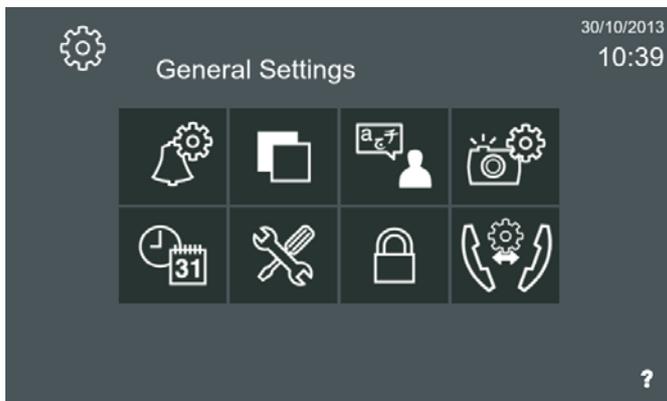
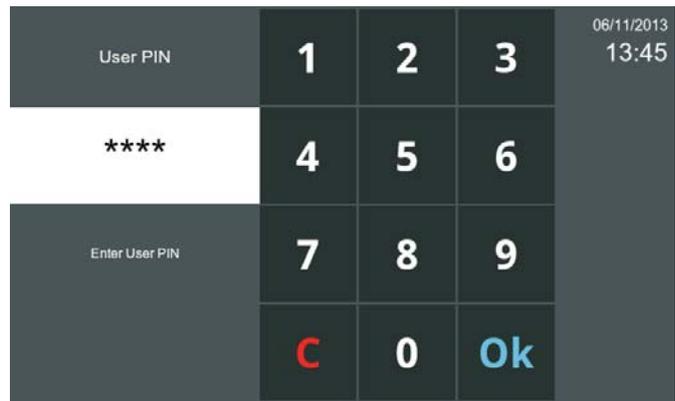
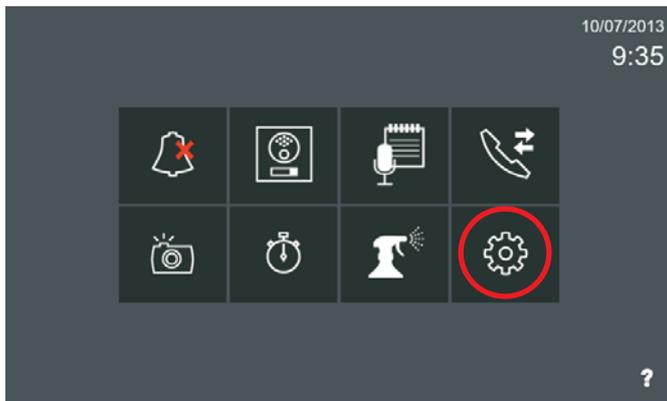
Press the **User Settings** function to enable it.



Once the option has been selected, press to validate

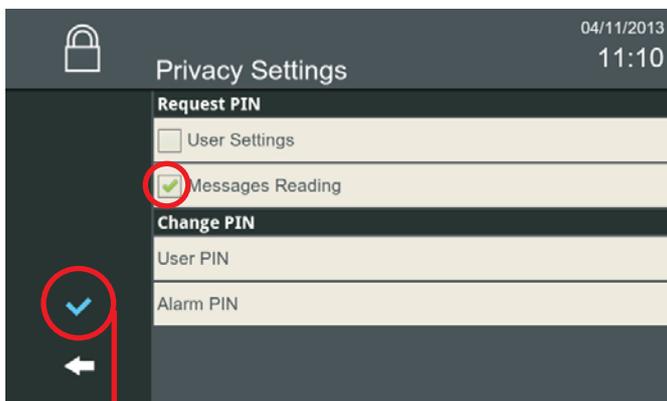
- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

With the **User Settings** option selected, press the **General Settings** icon in the Start Menu and enter the **PIN** code that, by default, is **1234** (if it has not been changed) and press **OK** to access the screen where the icons corresponding to the different monitor settings are located.



b) Reading messages

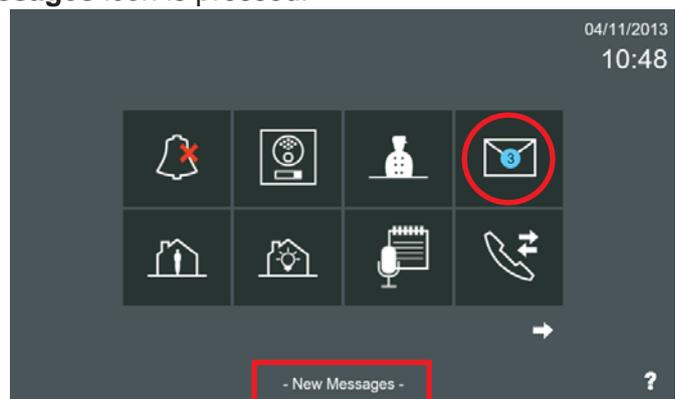
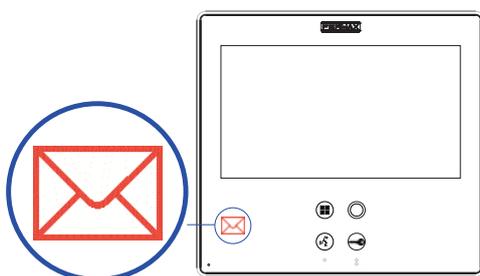
Press the **Reading Messages** function to enable it.

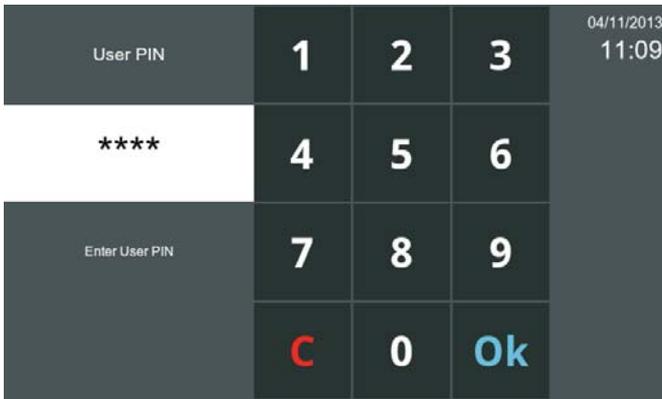


Press confirm to enable the new function selected

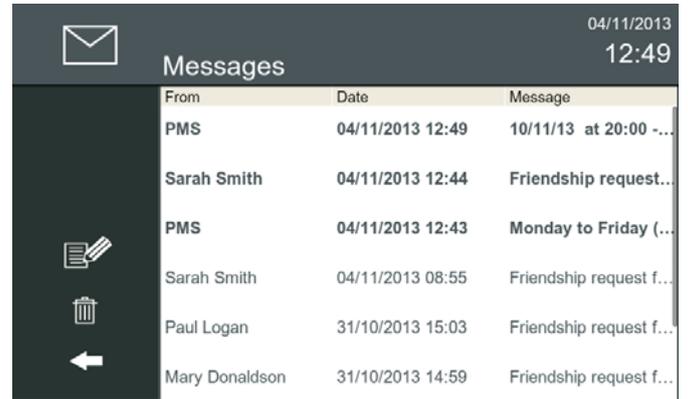
- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

If, in **Privacy Settings**, the following is selected in **PIN required: Reading Messages**, the PIN code request screen will open automatically when the **Receive Messages** icon is pressed.





The default password is: 1234. After entering it, the message screen is accessed.

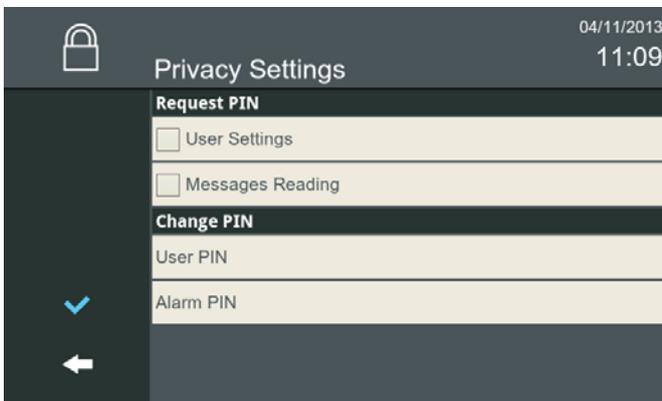


Proceed with the messages as explained in: **2.7.1 Receiving Messages.**

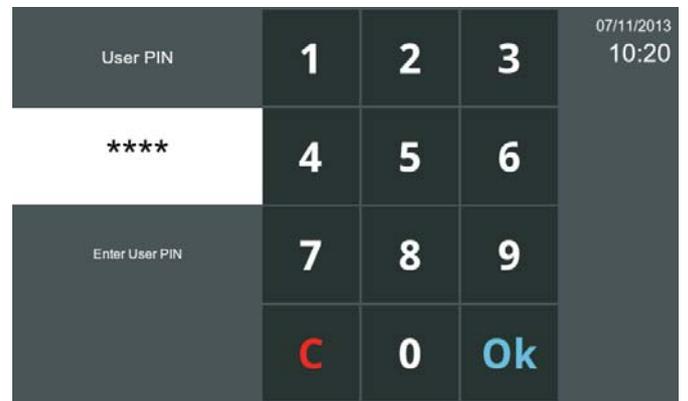
2.16.6.2 Changing PIN

a) User PIN

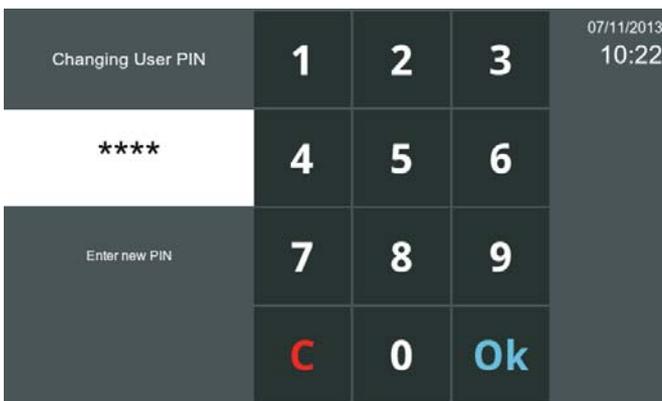
To change the user PIN. The default user PIN: **1234.**



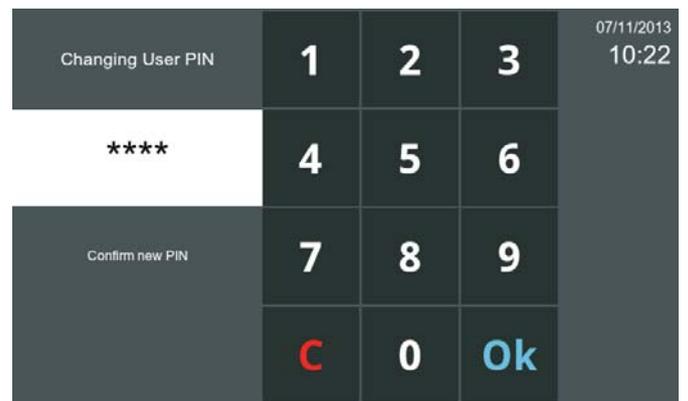
Press the **User PIN** parameter to select it.



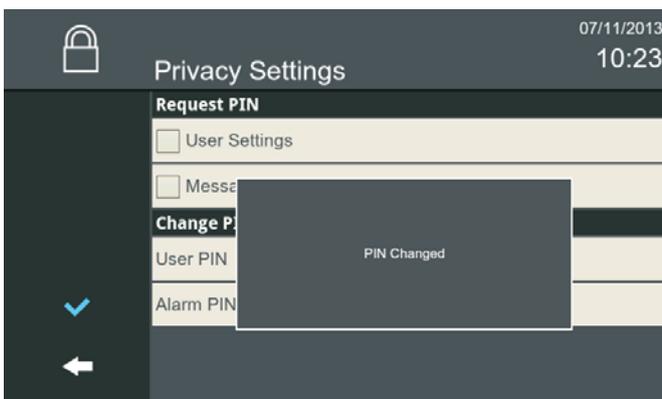
A screen opens and requests the current user PIN (1234 by default). Once entered, press OK.



A screen opens where the current user PIN can be changed (4 digits). Once entered, press OK.

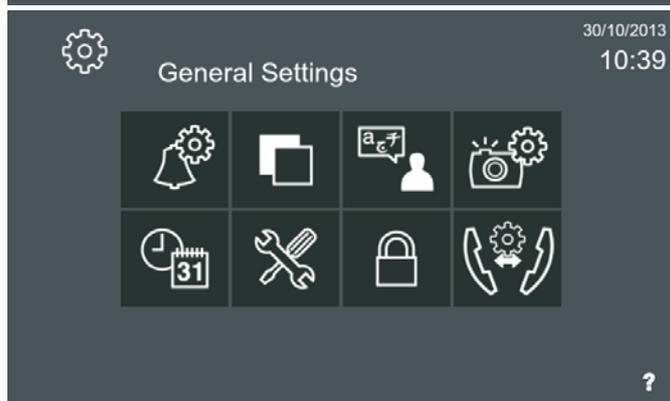
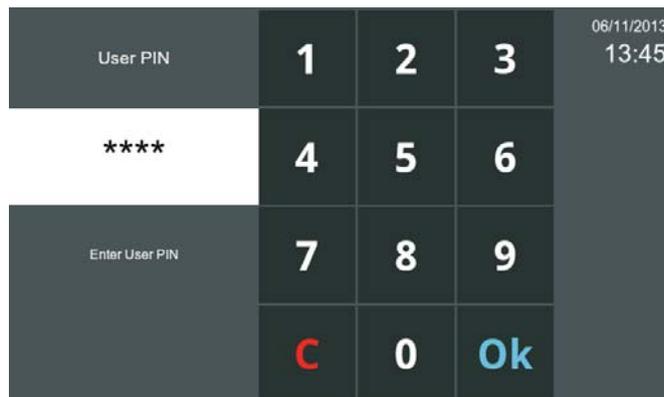
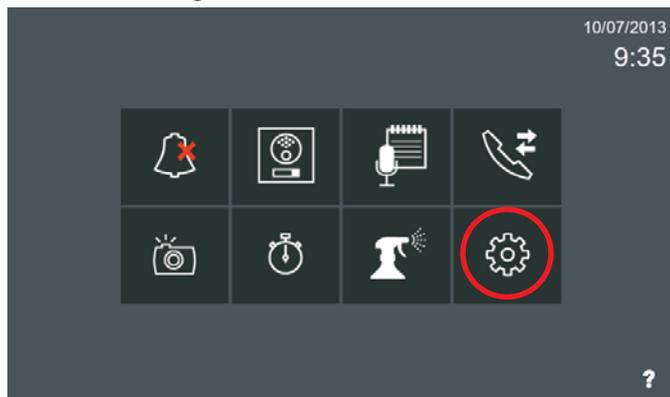


A screen opens to confirm the new user PIN. Once entered, press OK.



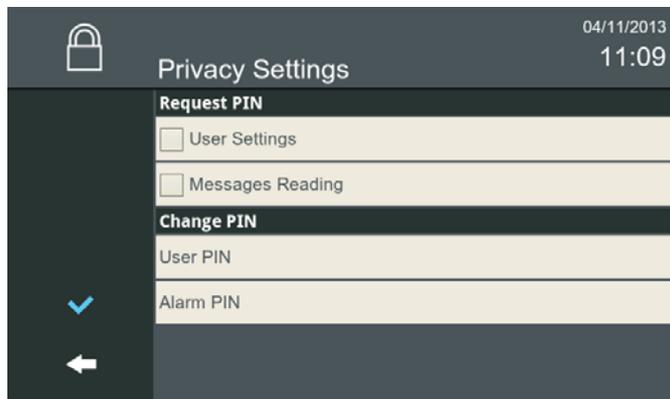
A screen is displayed to indicate that the user PIN has been changed.

Once the **User PIN** code has been changed, press on the **General Settings** icon in the Start Menu and enter the NEW **PIN** code and press **OK** to access the screen where the icons corresponding to the different Monitor Settings are located.

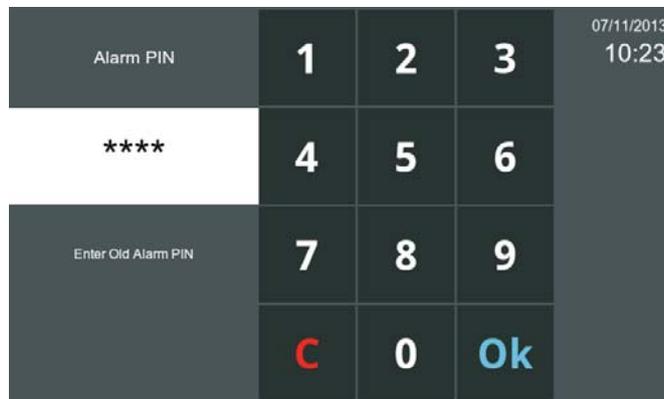


b) Alarm PIN

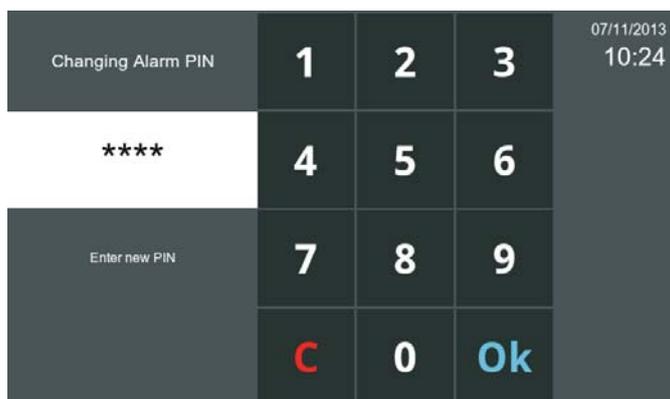
To change the alarm PIN. The default alarm PIN: **0000**.



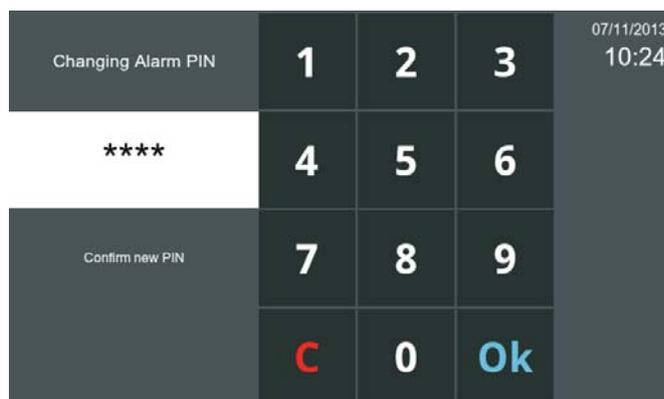
Press the **Alarm PIN** parameter to select it.



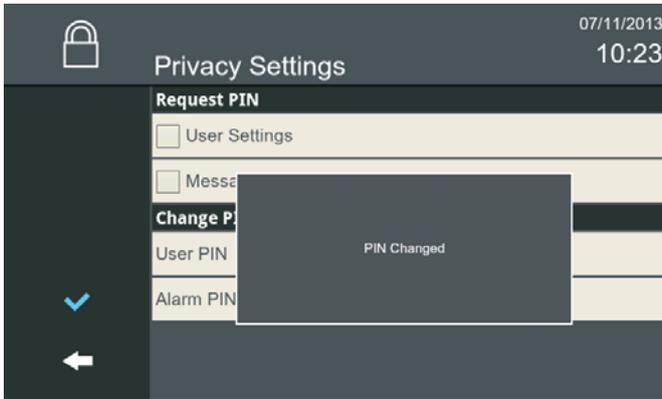
A screen opens and requests the current alarm PIN (0000 by default). Once entered, press OK.



A screen opens where the current Alarm PIN can be changed (4 digits). Once entered, press OK.

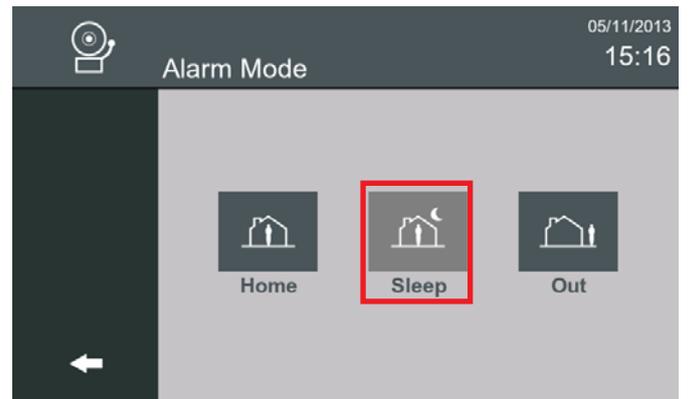
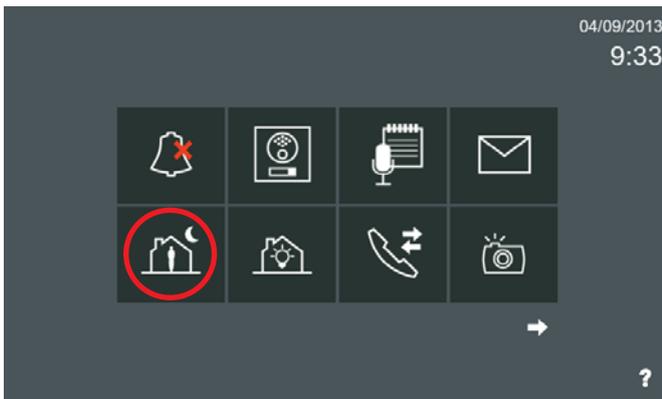


A screen opens to confirm the new Alarm PIN. Once entered, press OK.

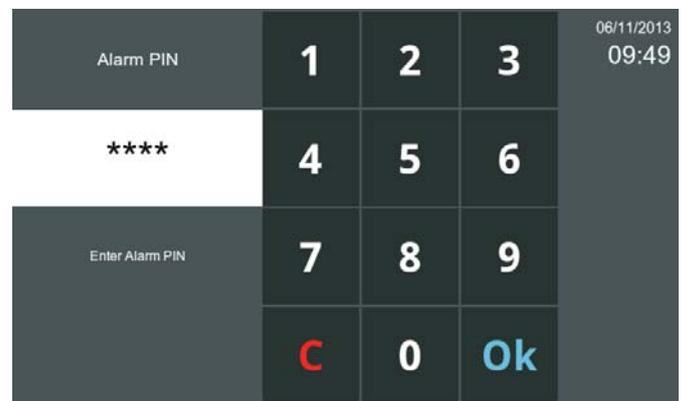
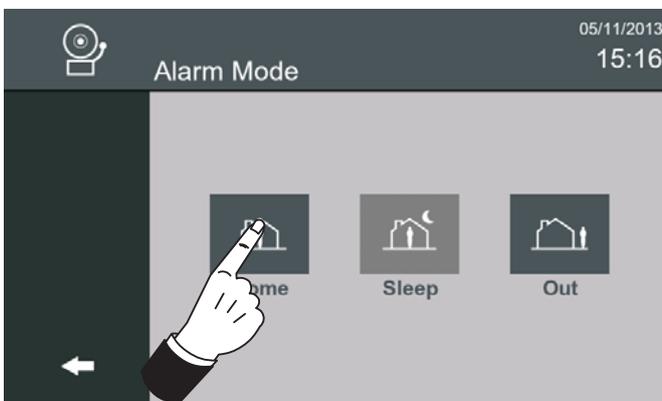


A screen is displayed to indicate that the alarm PIN has been changed.

Once the **Alarm PIN** code has been changed, press the **Alarm Mode** icon in the Start Menu to access the Alarm Mode screen and change the alarm status. (See Chapter 2.14.2 Alarm Modes (Functions)).



To change the status, press the required alarm icon: **HOME**, **NIGHT** or **OUT**. When changing to a lower security mode (e.g. from **OUT** to **HOME** or from **NIGHT** to **HOME**), the **Alarm PIN** code is requested and the **NEW PIN** code should be entered before pressing **OK**. If the security mode is higher, no PIN code is requested.



2.16.7 HOME TO HOME CALL SETTINGS

The **Home to Home Call Settings** function opens a screen where the Monitor Tags can be completed:

- **Tenant Name**
- **Monitor Label.**

This screen also displays the following options:

- **Allow All Incoming Calls**
- **Only allow incoming calls from Friends List.** See Chapter: 1.2.4.2 External Call/Contacts List/Friendship Request.

For further general details on this option, see Chapter 1.2.4 Inter-Communication: Calls between monitors.

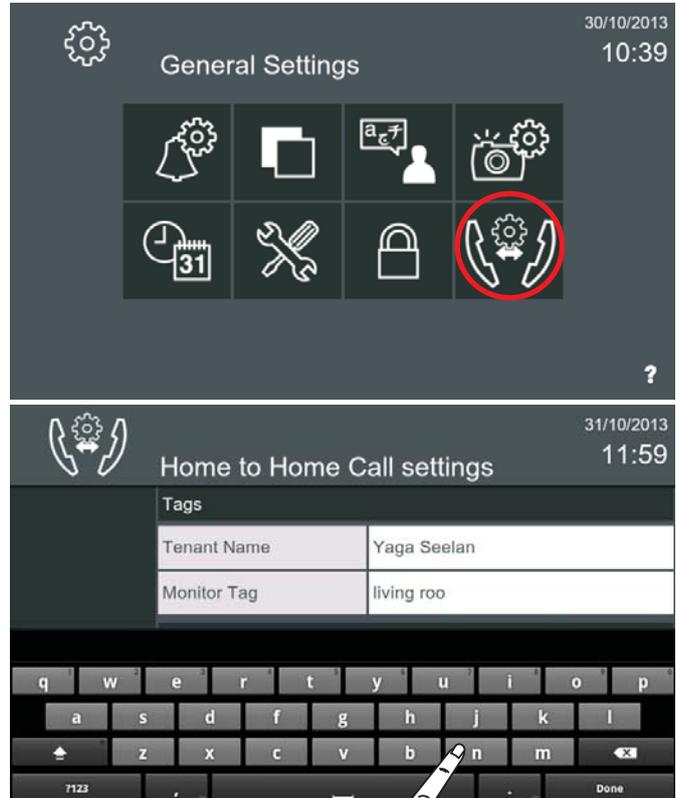
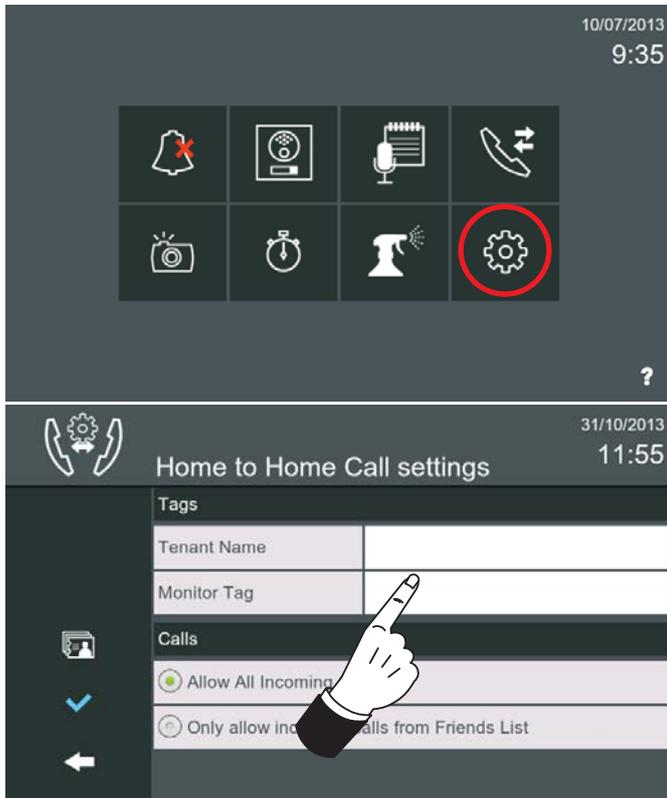
It is possible to call from one monitor to another. There are 2 types of calls:

- **Internal:** call from one monitor to another installed in the same home.
- **External:** call between homes, i.e. to another monitor in the same installation.

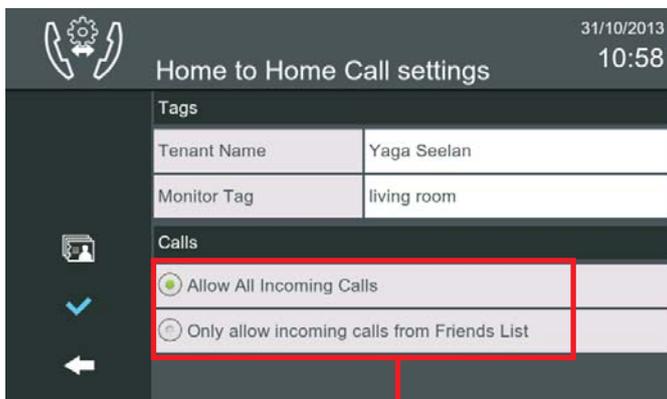
The monitors are identified by 2 labels:

- **Tenant Name:** This identifies the home (e.g. the Garcia family, name Marta Jover, etc.).
Note: All monitors in the same home must have the same Name, Block and Unit.
- **Monitor Tag:** This describes its location (i.e. dining room, kitchen, bedroom, etc.). Each monitor has a different tag. Given that up to 8 monitors can be installed in each home, the extension numbers are: 0...7.

To complete these labels: **Tenant Name** and **Monitor Tag**, go to **Home to Home Call Settings**. To do so, press **General Settings** and then **Home to Home Call Settings**.



When one of the labels is pressed, a cursor and a keyboard are displayed so that the data can be entered.



This screen also displays the following options:

- **Allow All Incoming Calls**
- **Only allow incoming calls from Friends List.** See Chapter: 1.2.4.2 External Call/Contacts List/ Friendship Request.

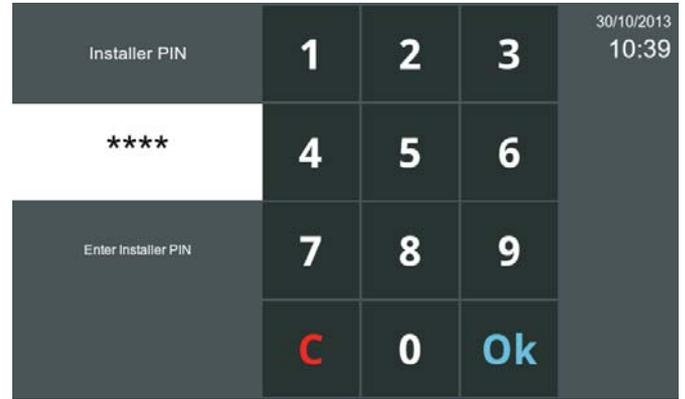
- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.



2.16.8 INSTALLATION SETTINGS. Press the **Installation Settings** icon and use the Installer PIN code to access a screen containing different icons for these settings.

Note: The Installation Settings function is PIN-protected, so that it can only be used by qualified personnel.

Press the **Installer Settings** option and enter the **Installer PIN** code that, by default, is **4444** and press **OK** to access the screen containing the different icons to configure monitor operations and the rest of the installation.



2.16.8.1 Monitor Settings

The factory default address of the monitor is 10.0.0.1.

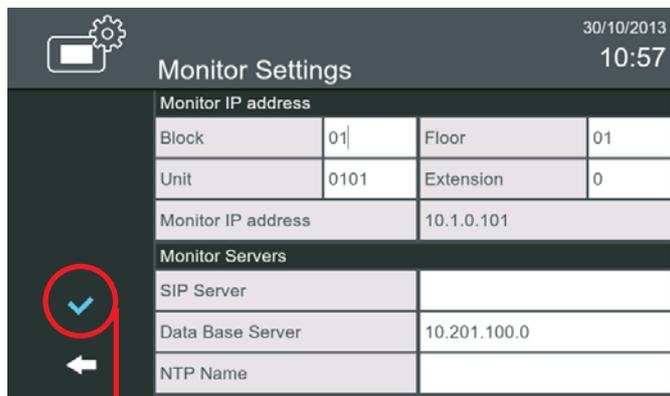
- Block: 2 digits (00..99) = block number.
- Floor: 2 digits (00..99)
- Unit number: 4 digits (0000..8191) = number of homes.
- Extension number: 1 digit (0..7) = number of monitors per home. **Note:** There must always be a monitor with extension 0.

This information will automatically generate the IP address of the monitor.

Note: The default address must not be used in real installations, as it could generate IP address conflicts.

- o SIP Server.
 - End-to-end (left blank by default).
 - SIP Server. Function not available.
- o Server database.
 - IP Address of the Database Server (Property Management Station configured during PC installation as database = Server PC).
- o NTP Server.
 - Not used if left blank.
 - IP address of the NTP server. Function not available.

To access **Monitor Settings**, press **General Settings** to access the screen where the **Installer Settings** option is located (press), enter the **Installer PIN** code, which by default is **4444** and press **OK** to access the screen where the **Monitor Settings** option is located.



- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Press Confirm to save all parameters defined

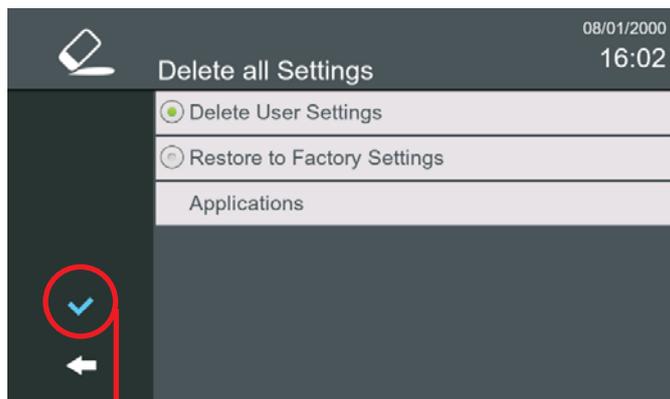


2.16.8.2 Deleting all Settings

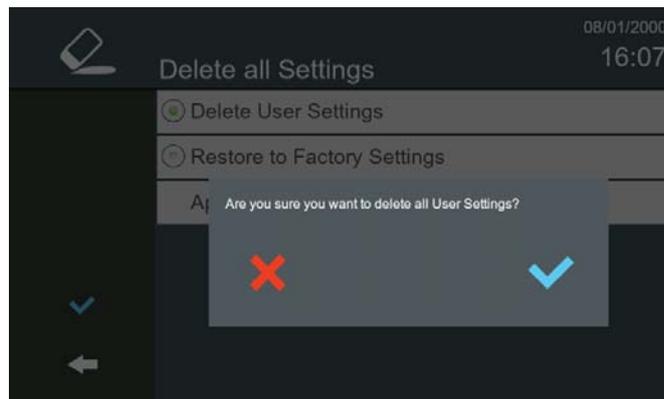
The **Delete all Settings** function enables you to:

- **Delete User Settings:** when this option is selected, it deletes only the data related to the user, such as Ring Settings, Friendship Request List, Pictures, Tags, etc.
- **Restore Factory Settings:** when this option is selected, the monitor is restored to the factory configuration. The monitor's IP is deleted and it returns to the factory IP 10.0.0.1.
- **Applications:** In order to eliminate an application, drag and drop from the Applications screen / Installed to the trash bin or select the application and press the trash bin icon.

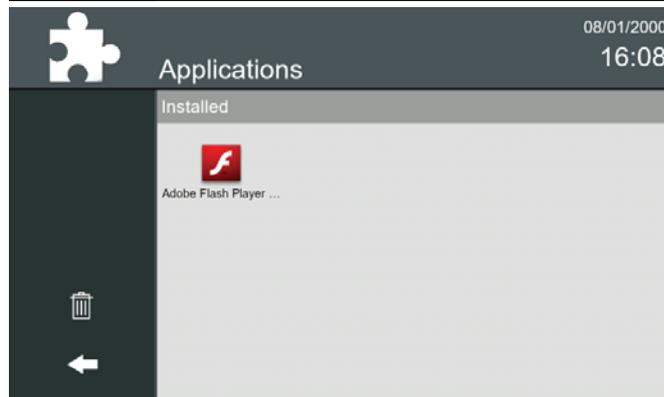
Note: Given that the delete operation is irreversible, a warning message is displayed when the previous screen is confirmed to indicate the operation to be performed and requesting confirmation once again for it to be carried out. This warning message is displayed in any option selected:



Press Confirm to save the option selected



Note: Upon pressing on applications, you access the installed Applications screen, in order to be able to delete the application.



2.16.8.3 Lift Control Settings

The **Lift Control Settings** function allows for the relays that activate when the **Lift Control** icon is pressed to be programmed. Up to 3 Relays can be activated when this icon is pressed (depends on the installation/configuration provided by the installer). The Relay must be in the same Block as the monitor.

For further details, see Chapter 2.15 Lift Control.

The following fields are required for Relay configuration: Group, Module and Relay.

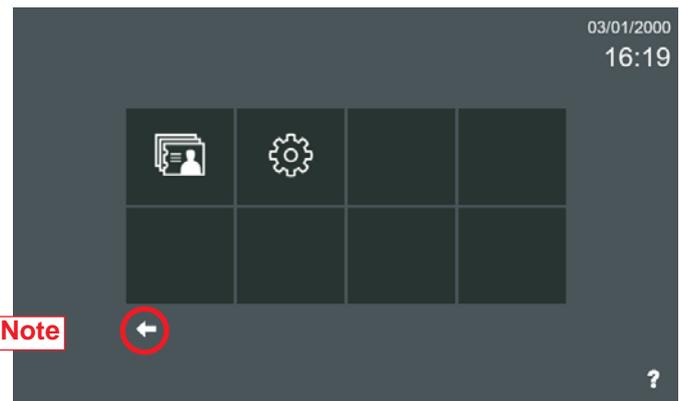
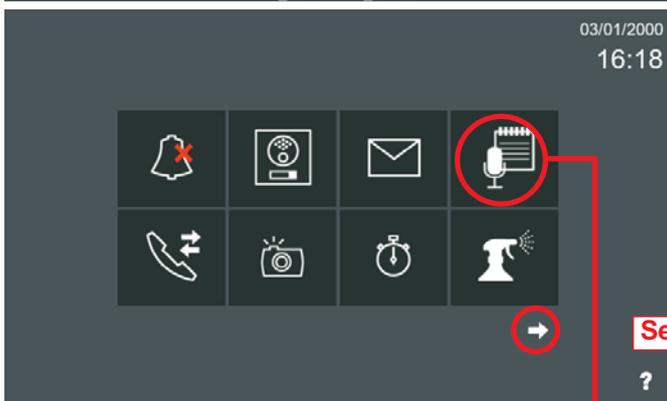
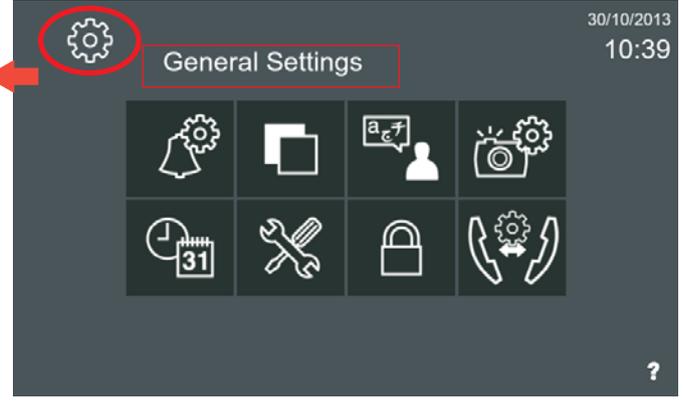
- Group: The Group is associated to the lift.
- Module: Relay module (slave).
- Relay: Relay number (physical output of the module relay).

- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.



Press to enable the new function selected

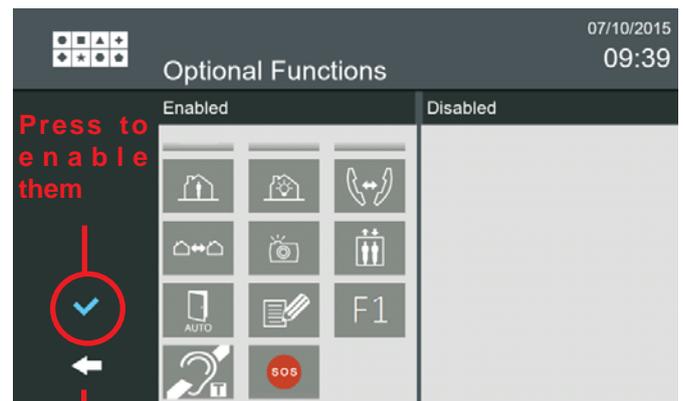
Press to go back to the previous screen



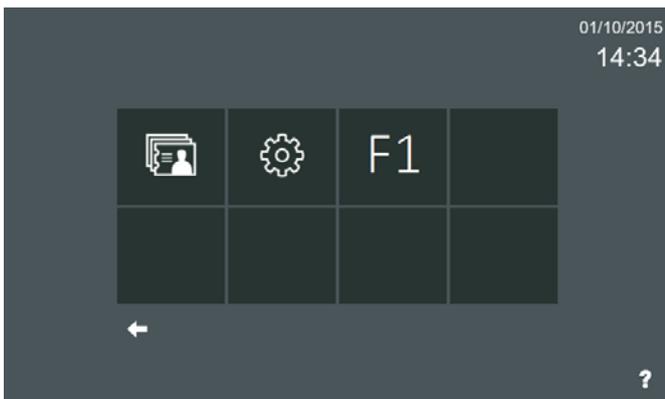
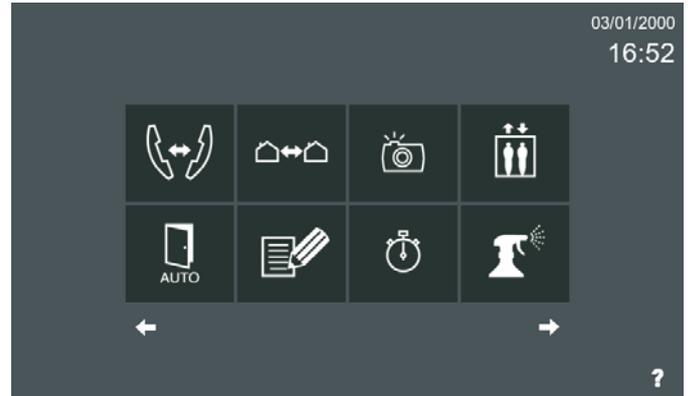
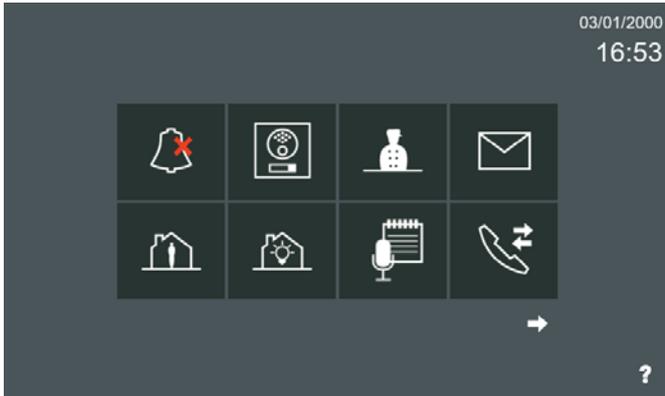
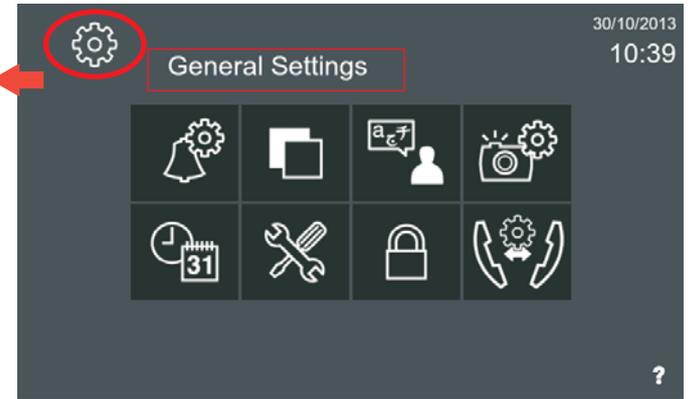
The new function selected is displayed on the Start screen

- **Note:** Given that a maximum of 8 icons are displayed per screen and another function has been added, new screens are displayed that slide horizontally by swiping to the right or to the left or by pressing the arrows at the bottom of the screen.

These are **all the existing functions** on the **monitor**. When enabled, the screens will be displayed as shown on the following page. The installer must select the icons to be available according to installation requirements. The description and functions of these icons have been discussed in the relevant chapters of the manual. If the list is longer than the size of the window, it can be moved vertically.



Press to go back to the previous screen



Note:

- The **Pictures** (camera) icon is available by default, except if this function is disabled. Pictures can be captured manually when the monitor is communicating with the Outdoor Panel and automatic capture during each call is enabled by default. To disable this function, take the steps explained previously.

2.16.8.5 Alarm Settings

(The alarm only function is only available in the **Smile Lynx EXTRA Monitors**).



The **Alarm Settings** function allows for the Sensor Module and their parameters to be configured.

The Smile Lynx monitor can manage a Fermax proprietary alarm through its Sensor Module. This Sensor Module allows for the management of up to 16 zones.

The monitor communicates with the Sensor Module over a proprietary protocol via an RS-485 interface.

For further details, see Chapter 2.14.1 Alarm Management.

Zone	Name	Type	Mode	I/O
1	Zone 1	-	NC	D
2	Zone 2	-	NC	D
3	Zone 3	-	NC	D
4	Zone 4	-	NC	D
5	Zone 5	-	NC	D
6	Zone 6	-	NC	D
7	Zone 7	-	NC	D

Zone	Name	Type	Mode	I/O
10	Zone 10	-	NC	D
11	Zone 11	-	NC	D
12	Zone 12	-	NC	D
13	Zone 13	-	NC	D
14	Zone 14	-	NC	D
15	Zone 15	-	NC	D
16	Zone 16	-	NC	D

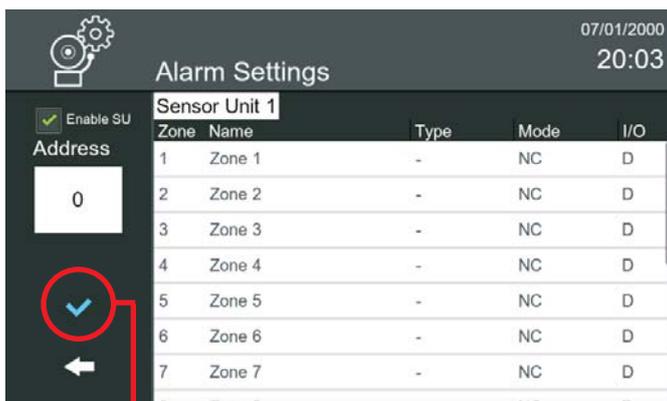
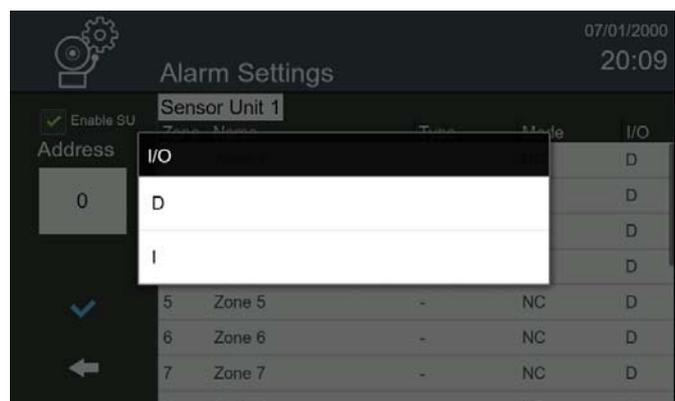
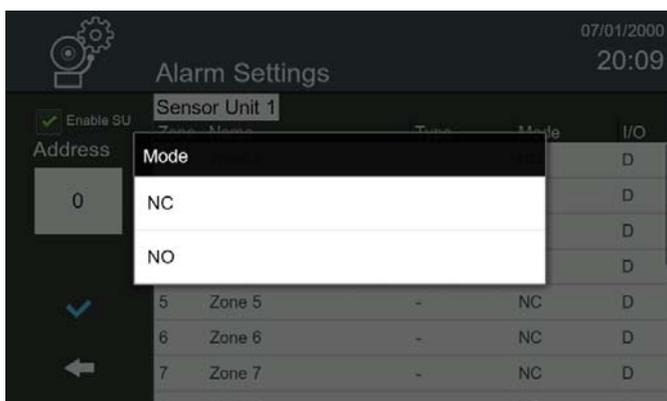
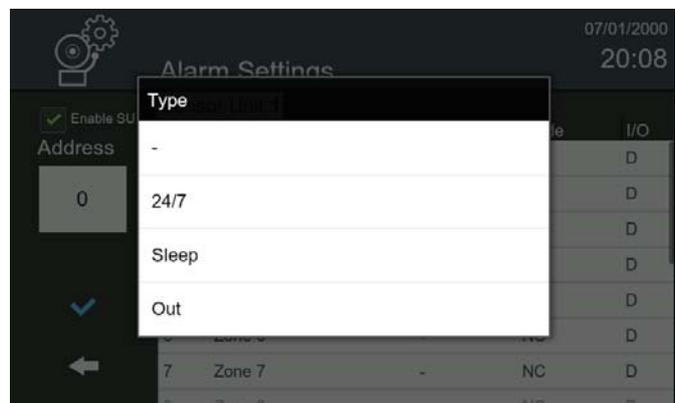
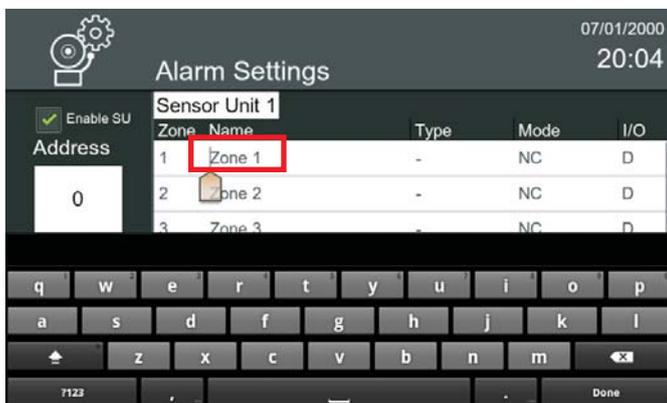
Parameters in Alarm Settings: It is possible to configure the following parameters in the Sensor Module:

- **Address.** Address of the Sensor Module 0.
- **Zone.** A Sensor Module allows for the management of up to 16 zones. A maximum of one Sensor Module can be managed.
- **Name.** Description of name of the zone (maximum 16 characters).
- **Type.** Type of zone:
 - * 24/7 zone: 24 hours, 7 days a week. Sensors that are always armed, such as smoke, gas, water, etc.
 - * Night Zone. Perimeter control sensors and/or movement sensors.
 - * Out Zone. All types of sensor.
- **Mode.** Operating mode of the Zone: NO (Normally Open) / NC (normally Closed). The first eight zones will be NC (Normally Closed) and the other 8 zones can be configured as required, either NC or NO (as of zone 9).
- **I/O.** Zone activation mode: I (Immediate) / D (Delayed).

Note: The alarm system can be configured in 3 modes:

- **Home:** Only the 24/7 zones are armed.
- **Night:** The 24/7 zones and the Night zones are armed.
- **Out:** All zones are armed.

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



- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - by pressing the MENU button or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Once the parameters have been entered, press to validate



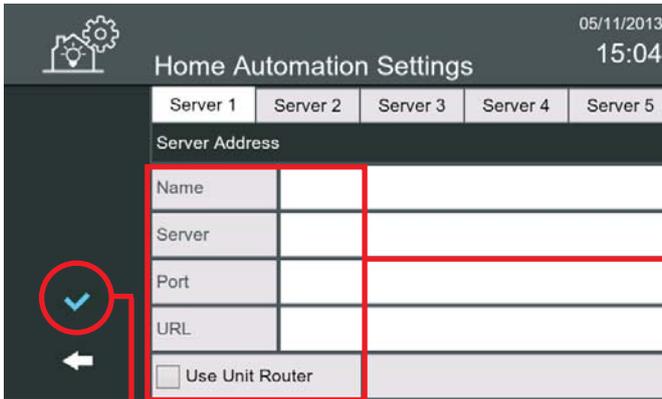
2.16.8.6 Home Automation Settings

The **Home Automation Settings** function allows for the different web servers incorporated into any automation controllers in the home to be configured.

The **Home Automation** function on the monitor can managed a home automation system in a transparent way, i.e. the monitor screen displays the information provided by another central automation unit via a web browser.

Up to 5 different servers can be pre-configured (by the installer). If more than 1 is configured, the Home Automation icon provides a list (tags) so that users can select the one required.

For further details, see Chapter 2.13 Home Automation.

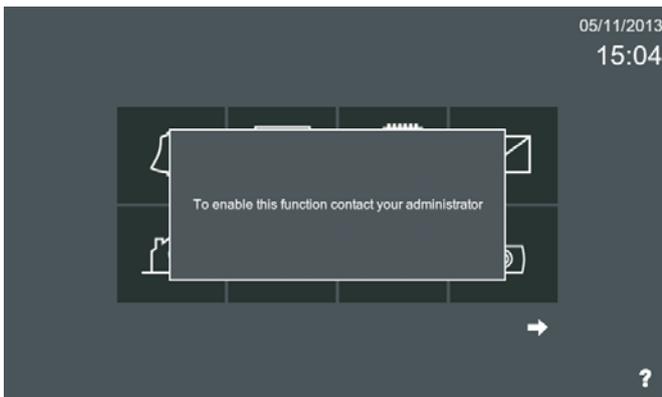


Once the data has been entered, press to validate

- **Note:** To go back to the Start Menu, press the intuitive icons displayed on the monitor - such as arrows or icons corresponding to the current screen - or after a period of time, as the monitor returns to stand-by (screen off) after 30 seconds.

Parameters in Home Automation Settings:

- **Name.** Name of the application.
- **Server.** IP address of the server.
- **Port.** Optional (if required). Port number.
- **URL.** Web address of the server.
For example: `http://www.fermax.com`
- **Unit Router.** Select this option if the Home Automation server is in another LAN. A ROUTER is required in the home that is configured with that address. An IP address will automatically be generated, depending on the unit being used.



On selecting the **Home Automation** icon, the web browser opens that the installer has previously configured using the steps explained above. If this function is not programmed, a message is displayed to indicate that the installer must be contacted.

Note: Other Home Automation functions are also possible using third-party apps. See Chapter: **Third-Party Apps**. See chapter: **3. Configuring with the web server (Sections: System management / Update / Install Application)**.



2.16.8.7 Privacy Settings

The **Privacy Settings** function allows for the codes programmed by default on the monitor to be changed.

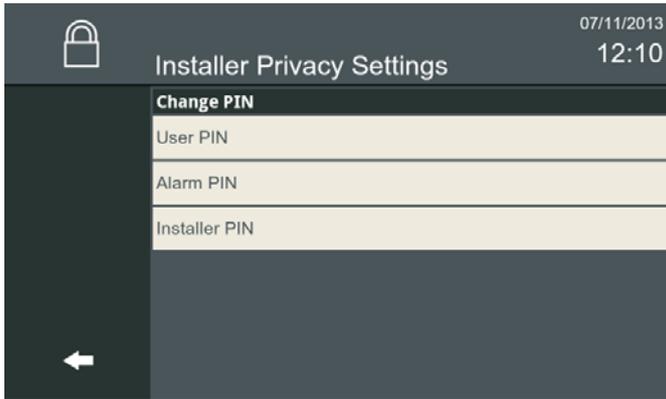
- User PIN (by default: 1234)
- Alarm PIN (by default: 0000)
- Installer PIN (by default: 4444)

Note: For security reasons, these passwords should be replaced as soon as possible and personalised with another 4-digit number.

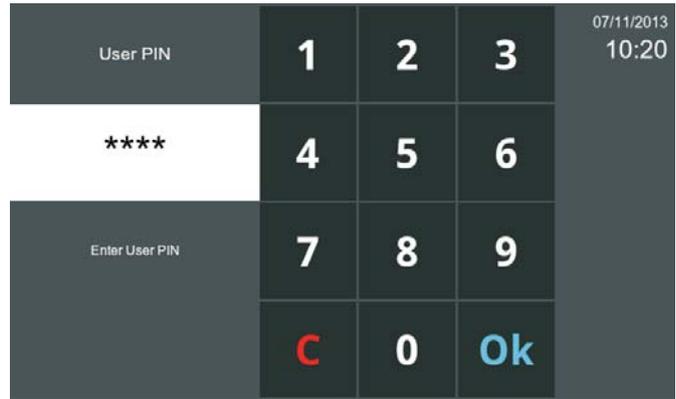
It is therefore possible to **change**:

a) User PIN

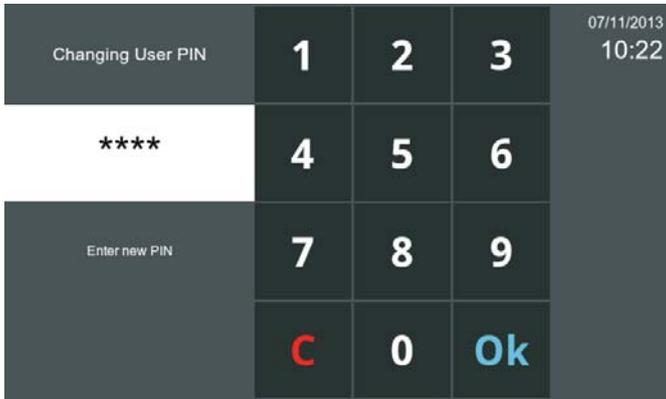
To change the User PIN. The default User PIN: **1234**.



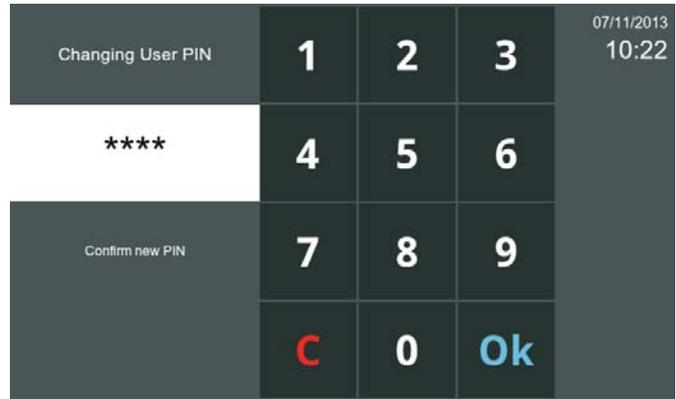
Press the **User PIN** parameter to select it.



A screen opens and requests the current User PIN (1234 by default). Once entered, press OK.



A screen opens where the current User PIN can be changed (4 digits). Once entered, press OK.



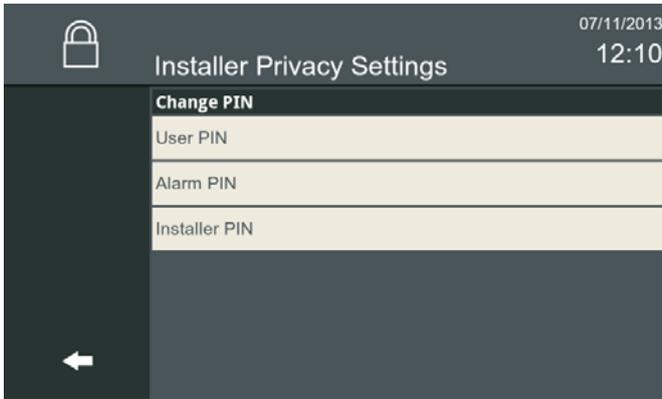
A screen opens to confirm the new User PIN. Once entered, press OK.



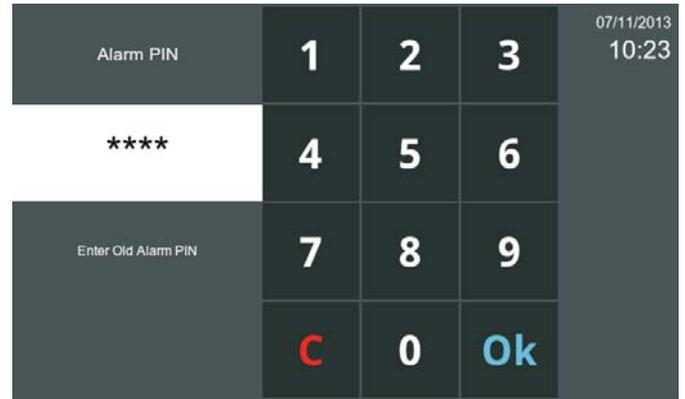
A screen is displayed to indicate that the User PIN has been changed

b) Alarm PIN

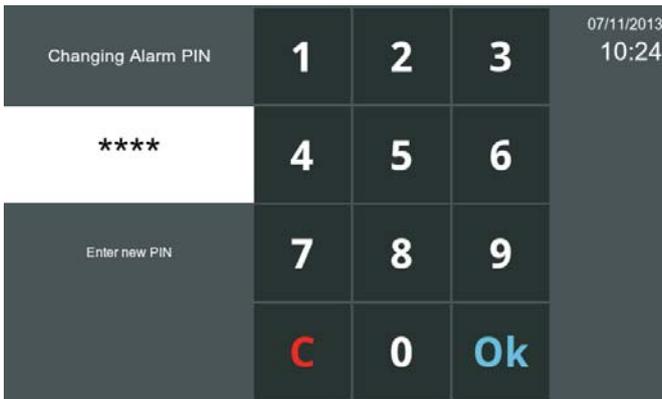
To change the Alarm PIN. The default Alarm PIN: **0000**.



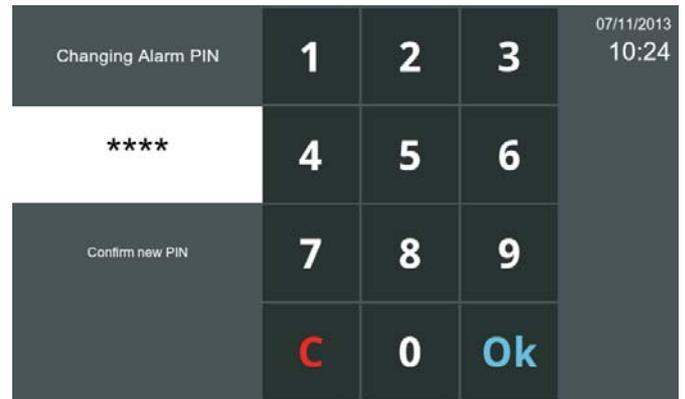
Press the **Alarm PIN** parameter to select it.



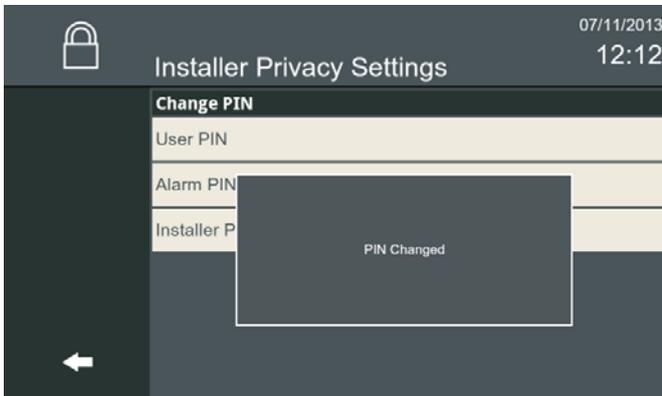
A screen opens and requests the current Alarm PIN (0000 by default). Once entered, press OK.



A screen opens where the current Alarm PIN can be changed (4 digits). Once entered, press OK.



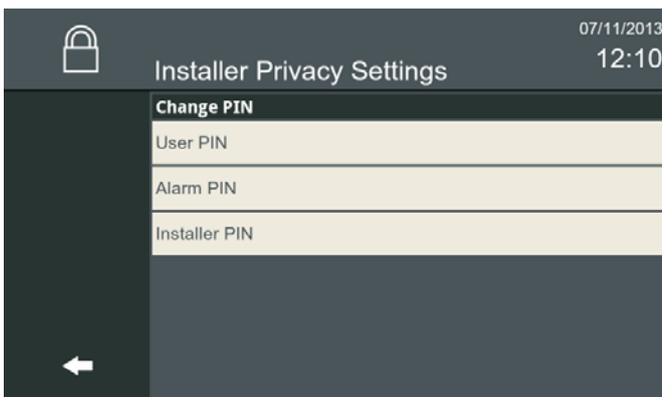
A screen opens to confirm the new Alarm PIN. Once entered, press OK.



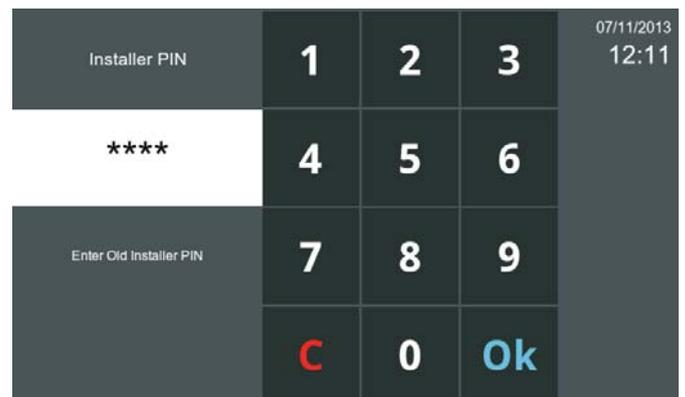
A screen is displayed to indicate that the Alarm PIN has been changed

c) Installer PIN

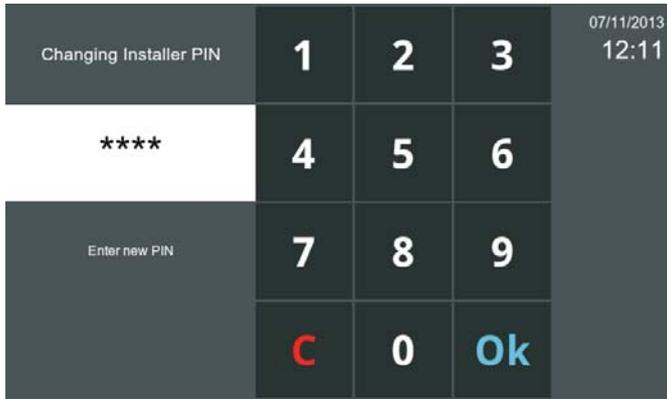
To change the Installer PIN. The default Installer PIN: **4444**.



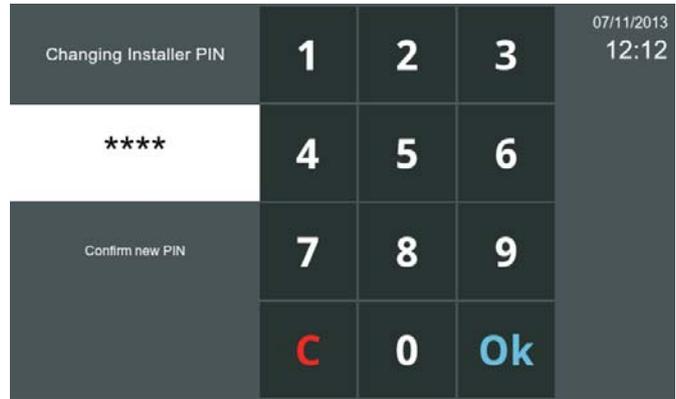
Press the **Installer PIN** parameter to select it.



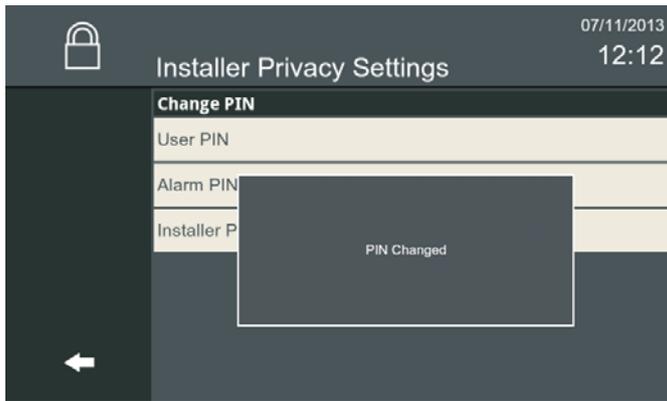
A screen opens and requests the current Installer PIN (4444 by default). Once entered, press OK.



A screen opens where the current Installer PIN can be changed (4 digits). Once entered, press OK.



A screen opens to confirm the new Installer PIN. Once entered, press OK.



A screen is displayed to indicate that the Installer PIN has been changed

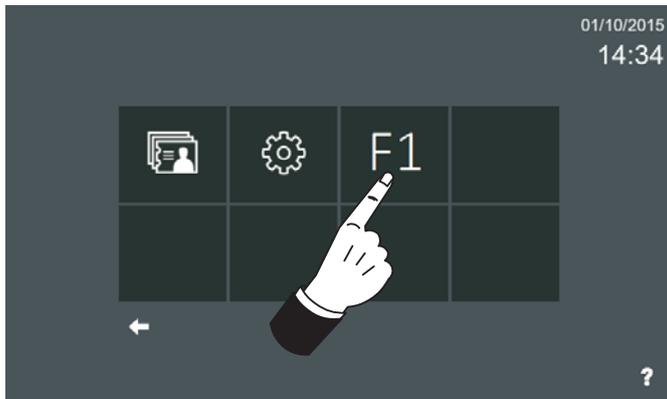
2.17 F1 FUNCTION



LThe F1 functions as an output and sends a negative. In order for it to work, the F1 icon must be previously enabled by the installer.

If the F1 function is enabled, the F1/T and + terminals are configured as output and detect the pressing of the F1 icon on the monitor's screen, viewed upon pressing a confirmation screen in a few seconds. *To enable the function see: 2.16.8.4 Optional Functions.*

Note: *If not enabled, the terminal works as an input for the connection of a button and functions as a door bell.*

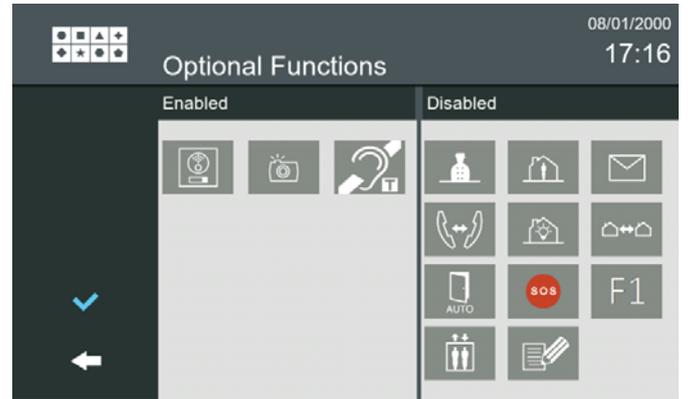
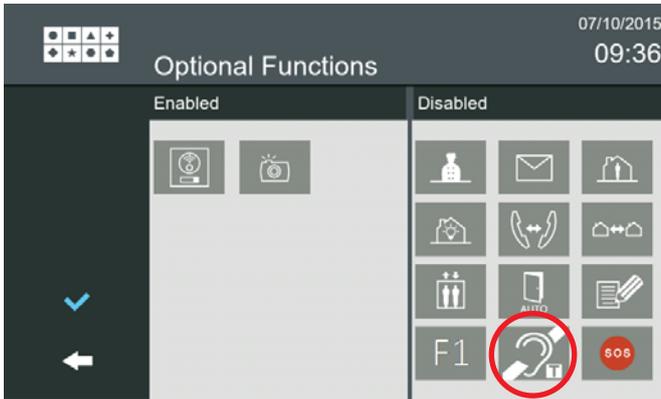


2.18 INDUCTION LOOP, (only models with induction loop)



A function for the loop to interact with hearing devices for the hearing impaired. For the monitor's loop (models with induction loop), the Induction loop icon must be previously enabled by the installer. *To enable the function see: 2.16.8.4 Optional Functions.*

- **Note:** *For hearing devices with manual selection modes, these should be configured in Digital Mode.*



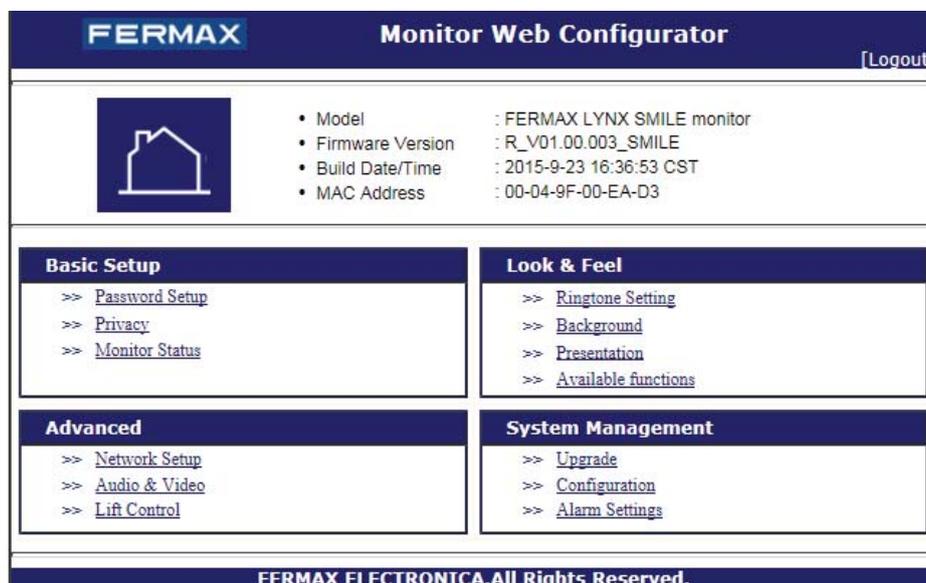
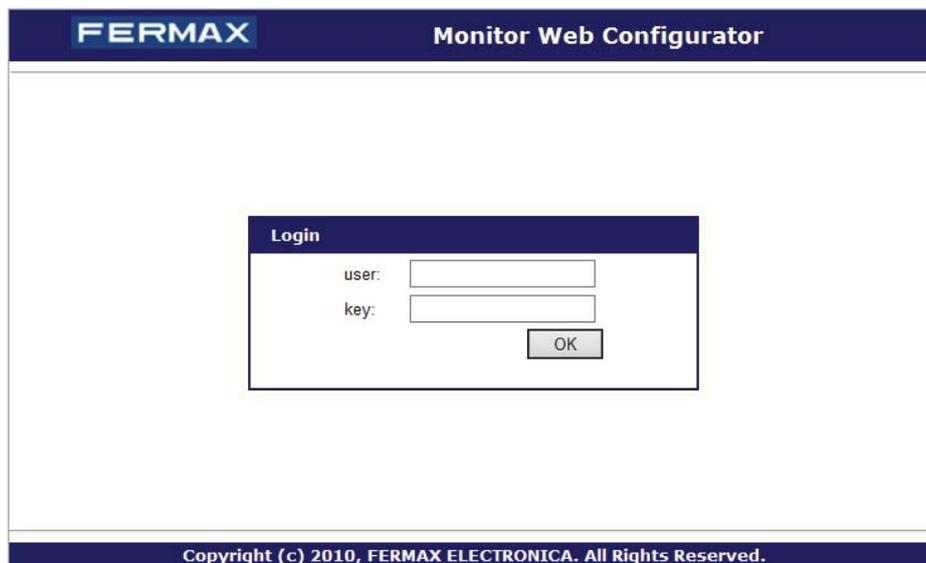
3. Configuration from the web server

The Monitor has a web server incorporated that allows for configuration changes. This web server is accessed via the IP address of the monitor. The factory-default IP address of the monitor is 10.0.0.1 (Block # 0, Unit # 1), although the monitor will most likely already have its corresponding IP address for the installation assigned, which will have been provided using the **Monitor Settings** option.

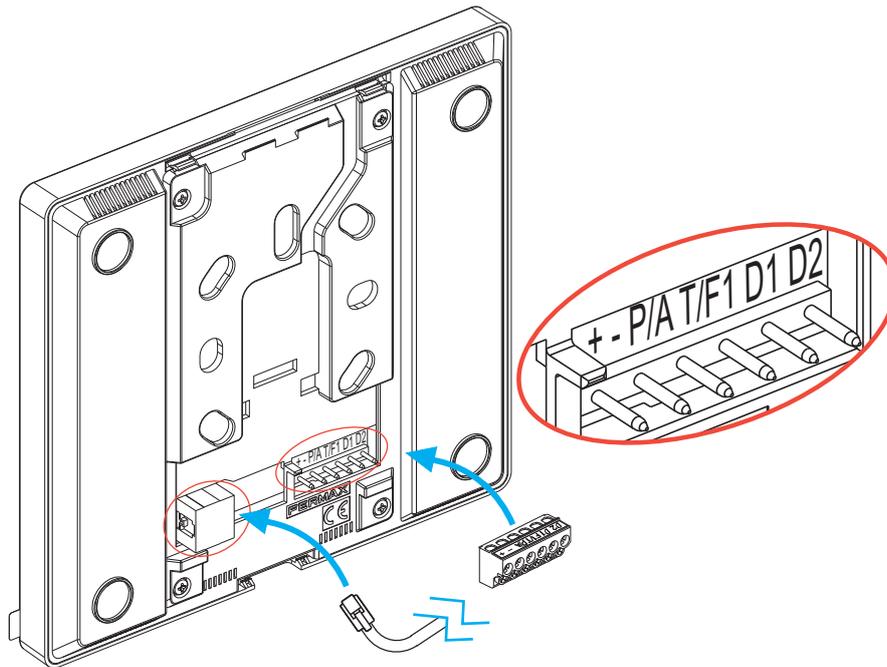
For further details, see Chapter 2.16.8.1 Monitor Settings.

The browser is opened using the configured IP address of the monitor. A screen opens to request a user name and a password:

- **Default User Name:** admin
- **Default Password:** admin



4. Connectors



Connections:

- **RJ-45** 10/100 Base - T Ethernet, power via the socket. RJ-45.
- **+, -**: 12 Vdc Power, (if not using a PoE switch).
- **P/A**: With this terminal you can select between 2 types of different and exclusive functions, connecting to an external emergency button or the chance of connecting a call extension or a light and bell activator.
 - **P/A, -**: To connect to an secondary external SOS emergency button (dry contract). See: **1.2.3 Emergency call (SOS button) / 2. Pressing an external secondary SOS button.**
 -
 - **P/A, -**: To connect a call extension ref. 2040 or a light and bell activator ref. 2438, (activated upon a call).
- **T/F1**: With this terminal you can select between 2 types of different, exclusive functions, connecting a button for the doorbell or F1 function that sends a negative.
 - **T/F1**: In order to connect a button for the doorbell.
 - Note:** *When the doorbell is pressed, the selected melody for this call is played. The monitor's screen is not activated. If the doorbell is pressed during a conversation, the melody is not heard, but a message appears on the screen.*
 -
 - **T/F1, +**: The F1 functions as an output and sends a negative. In order for it to work, the F1 icon must be previously enabled by the installer. See: **2.17 F1 FUNCTION.**
- **D1, D2**: RS-485 serial port to communicate with another future system.

5. Technical Specifications

- Operating temperature: -5°C to +40°C.
- Relative humidity: 5-95%, no condensation.

Consumption (with external 12 Vdc source):

- **Start-up process** (up to 3' after powering up): 430mA.
- **Standby**: 225 mA.
- **Call**: 805 mA, (Fermax1 melody at maximum).
- **Conversation** (video + audio): 630 mA.

Monitor Capacity and Parameters (default values between brackets []):

- Maximum number of monitors per home: 8.
- Maximum number of homes per Block: 8.192.
- PIN codes:
 - User. 1 code. [Not used] / [1234]. Used to access the user configuration or messages. Can be modified.
 - Alarm user. 1 code. [0000]. Used to change the alarm status Can be modified.
 - Installer. 1 code. [4444]. Used to access the installer configuration parameters. Can be modified.
- Conversation channels: Maximum 1 per home.
- Conversation time: 90 seconds.
- Call ring tones: 22.
 - 20 pre-set ADPCM, wav o mp3 melodies.
 - 2 to upload by users from SD card or web server (wav or mp3).
- Maximum call ring tone time: 30 seconds.
- Images Memo: 128 (QVGA 640x480 resolution).
- Text messages: 128. 128 characters in length.
- Audio Notes: Maximum recording time 300 seconds.
- IP Address: calculated automatically from the home block number and extension.

Labels

- Tenant Name: 16 characters.
- Monitor Tag: 16 characters.
- Maximum times:
 - On: 30 seconds. The start-up process takes 60 seconds before complete functionality.
 - Video connection after call reception: 2 seconds.
 - Video connection after automatic on: 2 seconds.
 - Audio and video delay (from panel to monitor): 0.2 seconds.
 - Audio and video de-synchronisation: 0.05 seconds.
 - Relay activation delay 0.5 seconds.



Audio and Video Door Entry Systems
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