· Inner Call

User can call other apartments by pressing â button. To start the Inner call, first you need to setup a dial number on the monitor.

• How to setup the dial number on the monitor?

Keep pressing \(\text{\text{button until you hear a long beep.} \)
Start setting 2 digit dial number.

 \mathcal{E} button refers to first digit $1\sim9$.

button refers to 0 / confirm.

Eg. Set the dial number to 09.

press ⊕ (Long beep) – press ⊕ – press € 9 times – press ⊕.

Set the dial number to 10.

press ⊕ (Long beep) – press €1 time – press ⊕ – press ⊕ Set the dial number to 12

press ⚠ (Long beep) - press @1 times - press ₾ press @ 2 times - press ₾.

• How to change the ring tone?

Keep pressing & button until you hear a long beep, current ring tone will be displayed.

There are 6 ring to nes to choose from, press \(\text{\text{\text{button}}} \) to choose the ring tone you want.

Press & button a gain to save and exit.

5. User Codes (Monitor bit codes) Setup

Every room station must have an **ID**, set through the bit codes(list right)

Bit-1 to Bit-5 are used to configure the room **ID**.

Bit-6 is the line-terminal switch, set the LAST monitor to **ON**, otherwise set **OFF**.

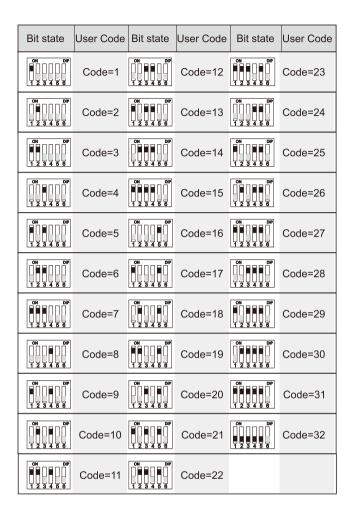
You can have a Max of 4 monitors per button/code.







Monitor at the end of the line



6. Specification Setup

Power supply: DC 24V (supplied by adaptor)
Power consumption: Standby 15mA, working 350mA
Wiring 2 wires, non-polarity

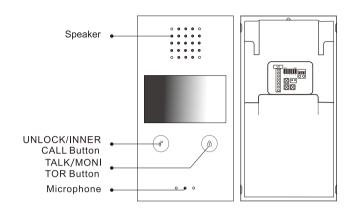
-4-

VIDEO DOOR PHONE

USER MANUAL

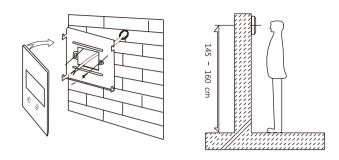
Please read this manual carefully before using the product.

1. Parts and Functions



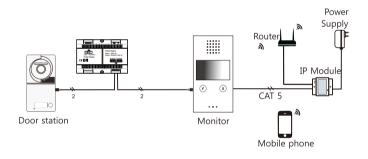
USB USB USB BUS terminal Picture brightness Picture color Speaker volume Picture sign port Picture brightness Picture color Speaker volume

2. Monitor Mounting



- 1. Using the screws to fix the mounting bracket on the wall.
- 2. Connecting the system correctly, then hang the monitor on the mounting bracket firmly.

3. Basic Wringing (With IP module)



4. Operation Instructions

Answering a door call

Press CALL button on door station, the monitor rings, the visitor can be seen on the monitor screen. If nobody answers the call, the screen will automatically turn off in 30 seconds.

To answer an incoming call, press \mathscr{E} to answer, calls last for 60 seconds - Press \mathscr{E} again to end the conversation. If the system connects with two or more monitors, answering any monitor, the others will turn off automatically.

If there is an extra camera, during and incoming call, keep ρ pressing switch to see the view of extra camera.

· Door Release

During the conversation with the visitor, press \(\frac{1}{2}\) button to unlock the door.

Monitoring

Keep pressing &button while in standby mode you will be able to see the view of outdoor station camera. Keep pressing & button to switch between door station and extra camera. (firstly you should have finish setting door station camera and extra camera, see bellow).

How to set door station camera and extra camera?

Keep pressing \mathscr{C} and $\mathring{\Box}$ button until you hear a long beep. Start setting state of multiple door station and extra camera. Press \mathscr{C} as many times as the quantity of specific code of door state.

For example:

There are 3 door stations, 2 door station with extra camera, specific code of door state is 8.

Keep pressing \mathscr{C} and $\widehat{\Box}$ (Long beep) – press \mathscr{C} 8 time-press $\widehat{\Box}$

There are 1 door stations,0 door station with extra camera, specific code of door state is 1.

Keep pressing \mathscr{C} and $\widehat{\square}$ (Long beep) – press \mathscr{C} 1time-press $\widehat{\square}$.

The form of the special code of the door state is as follows:

Door state	Specifi code	Door state	Specific code
1 Door 0 Cam	Code=1	3 Door 2 Cam	Code=8
1 Door 1 Cam	Code=2	3 Door 3 Cam	Code=9
2 Door 0 Cam	Code=3	4 Door 0 Cam	Code=10
2 Door 1 Cam	Code=4	4 Door 1 Cam	Code=11
2 Door 2 Cam	Code=5	4 Door 2 Cam	Code=12
3 Door 0 Cam	Code=6	4 Door 3 Cam	Code=13
3 Door 1 Cam	Code=7	4 Door 4 Cam	Code=14
	Code=7		Code=14