



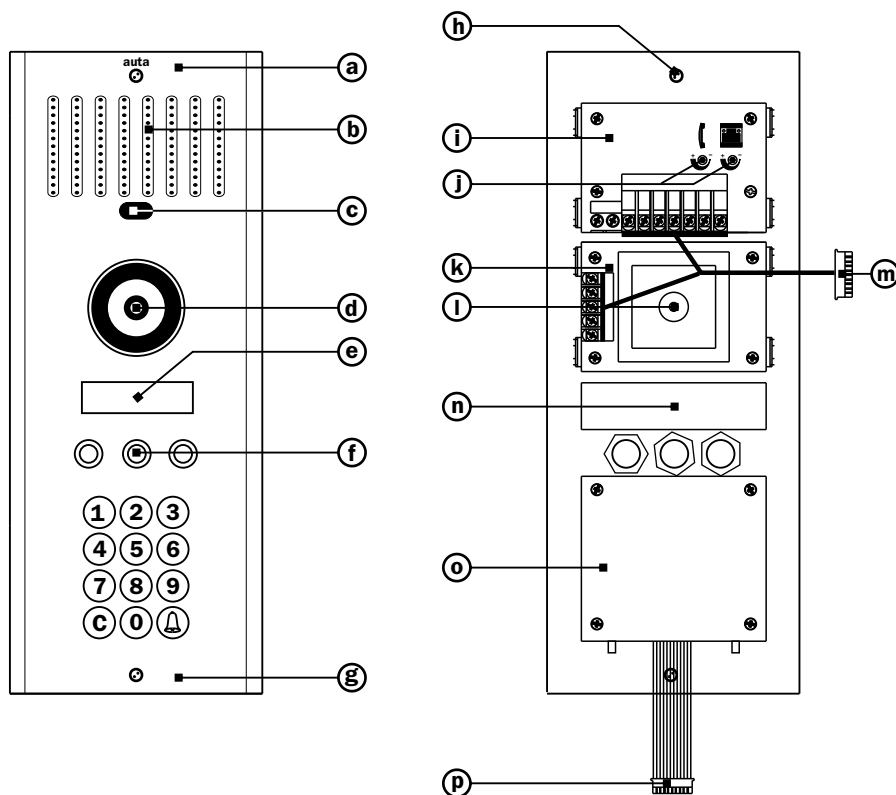
**PLACA DIRECTORIO**

---

**DIRECTORY PANEL**

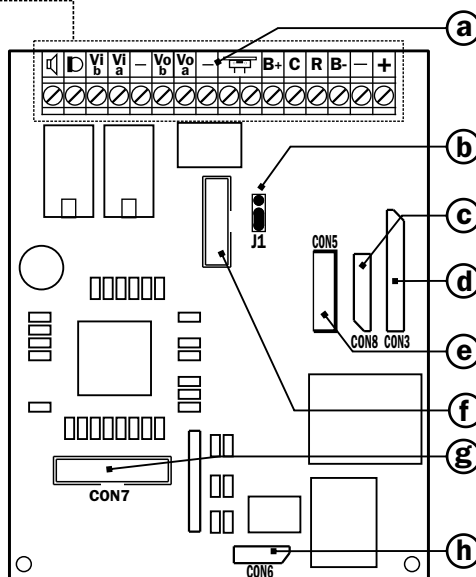
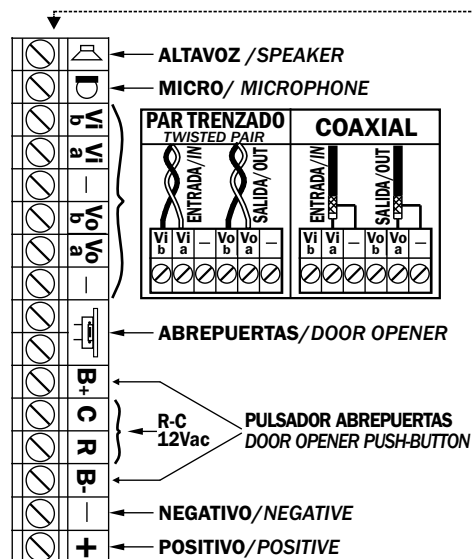
**decor whole range**

## PD DIGITAL FV S4 TECLADO/KEYBOARD



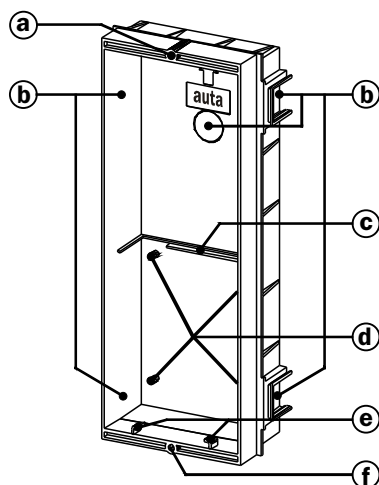
- a. Placa de acero inox.**  
Inox steel profile
- b. Rejilla del módulo de fonía.**  
Audio module grill
- c. Infrarojos**  
IrDa
- d. Telecámara**  
Camera module
- e. Pantalla LCD**  
LCD screen
- f. pulsadores de navegación.**  
Navigator keys
- h. Fijación superior a caja de empotrar.**  
Top fixing to the mounting box
- i. Módulo de fonía**  
Audio module
- j. Ajustes de volumen.**  
Volume adjustment
- k. Módulo de telecámara.**  
Camera module
- l. Ajuste de la orientación de telecámara.**  
Camera orientation adjustment
- m. Conector del módulo de fonía y telecámara.**  
Audio module and camera connector
- n. Módulo LCD.**  
LCD module
- o. Módulo del teclado**  
keyboard module
- p. Conector del módulo teclado-LCD.**  
LCD keyboard module connector

**MÓDULO DE CONTROL DIRECTORIO/MODULE OF CONTROL DIRECTORIO**



- a. Bornes de conexión.**  
Connection terminals
- b. Switch de configuración.**  
Configuration switch
- c. Conector cámara MV-D PT**  
camera Twisted pair connector
- d. Conector módulo de fonía y de telecámara.**  
Audio module and camera Connector
- e. Conector iluminación de placa.**  
Illumination of the panel connector (1)
- f. Conector para comprobación de monitor**  
Monitor testing plug
- g. Conector módulo teclado**  
keyboard module connector
- h. Conector puerto serie**  
serial port connector

**CAJA DE EMPOTRAR/MOUNTING BOX**



- a. Tuerca superior de fijación de placa.**  
Top fixing nut of the panel
- b. Zonas de rotura, pasa cables.**  
Wiring breaking zones
- c. Apoyo de circuito impreso.**  
Module of control support
- d. Torretas de fijación de circuito impreso.**  
Fixing little towers of module of control support
- e. Engarces del muelle de abatimiento.**  
Spring joints for panel taking down
- f. Tuerca inferior de fijación de placa.**  
Bottom fixing nut of the panel

Las dimensiones de las cajas de empotrar variarán según el modelo.

*The mounting box dimensions will vary depending on model.*

Nota: antes de fijar las cajas de empotrar recordar abrir las zonas de rotura necesarias para el cableado.

*Remark: Remind to open the breaking zones necessities for the wiring before the mounting boxes fixing.*

## PASO/STEP 1

### MONTAJE Y FIJACIÓN DE LAS CAJAS DE EMPOTRAR. MOUNTING BOXES ASSEMBLING AND FIXING.

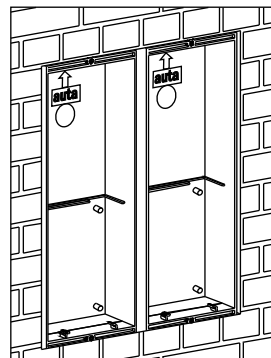
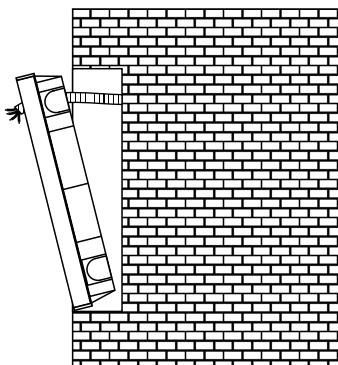
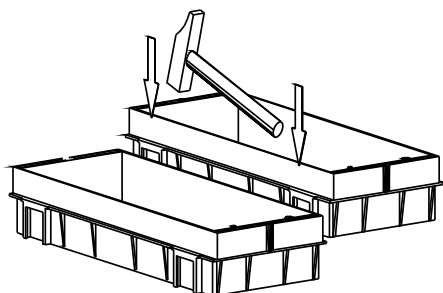
Montar las cajas de empotrar de forma que queden en el mismo plano. Se recomienda el uso de un martillo de goma.

Assemble the mounting boxes putting them at the same level. The rubber hammer use it's recommended.

Pasar los cables por los orificios practicados en las zonas de rotura, antes de fijar las cajas de empotrar.

Before the mounting boxes fixing, pass the cables through the holes made in the breaking zones.

Fijar las cajas de empotrar a la pared.  
Fix the mounting boxes to the wall.

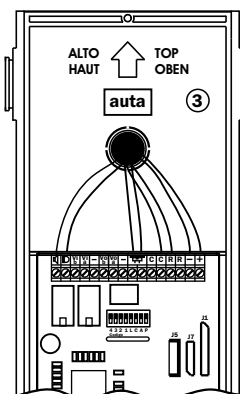


**Nota:** antes de ensamblar las cajas de empotrar, practicar los orificios necesarios en las zonas de rotura y utilizar las tapas de plástico autoadhesivas suministradas en la bolsa de accesorios, para cubrir los huecos de la zona de unión y evitar la entrada de yeso.

**Remark:** Make the necessities holes in the breaking zones before the mounting boxes assembling. Once the boxes assembled use the self-sticking cartoon covers, delivered in the accessory bag, to cover the joint zones hollows to avoid the plaster entrance.

## PASO/STEP 2

### FIJACIÓN DEL MÓDULO DE CONTROL EN LA CAJA DE EMPOTRAR Y CONEXIONADO. FIXING & CONNECTION OF THE MODULE OF CONTROL IN THE MOUNTING BOX.

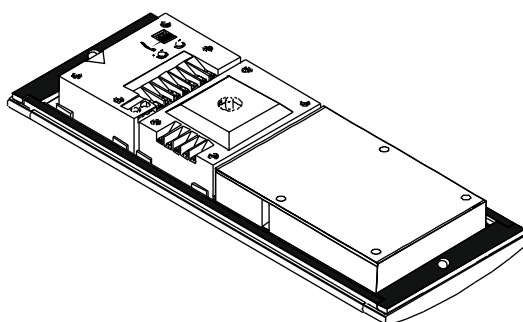
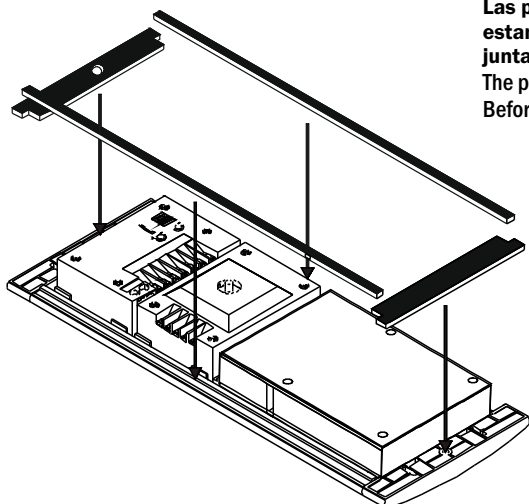


## PASO/STEP 3

### COLOCACIÓN DE LAS JUNTAS DE ESTANQUEIDAD DE PLACA. WATER TIGHTNESS SEAL COLLOCATION.

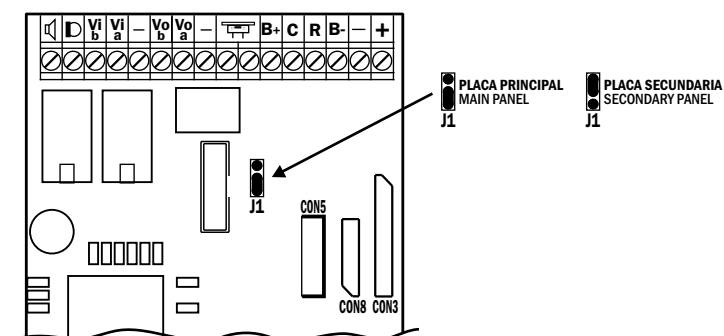
Las placas se sirven con una bolsa de accesorios donde se encuentran las juntas de estanqueidad. Antes de fijar la placa a la caja de empotrar se deben colocar dichas juntas tal y como se indica en la figura.

The panels are delivered with one accessories bag within are located the water tightness borders. Before fixing the panel to the mounting box they should be mounted as showed up in the drawing.



## PASO/STEP 4

### CONFIGURACIÓN DEL MÓDULO DE CONTROL TECLADO. THE KEYBOARD MODULE OF CONTROL CONFIGURATION.



#### 1 ACCESO / 1 ACCESS

**Configurar la placa como principal**

Codify the panel as main

#### MÚLTIPLES ACCESOS / MANY ACCESSES

**Configurar un placa (acceso principal) como principal, y el resto como secundarias**

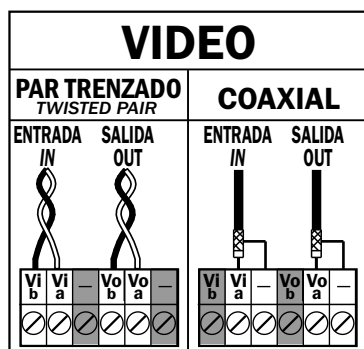
Codify main access as master and the rest as secondaries.

**Las placas de calle se servirán de fábrica como placas principales.**

The external panels will be delivered configured as main panel.

**PASO/STEP 5**

**CONEXIONADO DE LA PLACA DECOR DIGITAL TECLADO Y EL MÓDULO DE CONTROL.**  
DIGITAL DECOR PANEL KEYBOARD AND MODULE OF CONTROL CONNECTION



**Conectar los cables del tarjetero panorámico a los bornes R y C 12Vac del módulo de control.**

Connect the cardholder panoramic wires to the R and C terminals of the module of control

**Conectar el módulo fonía y (telecámara)\* en el conector J1**

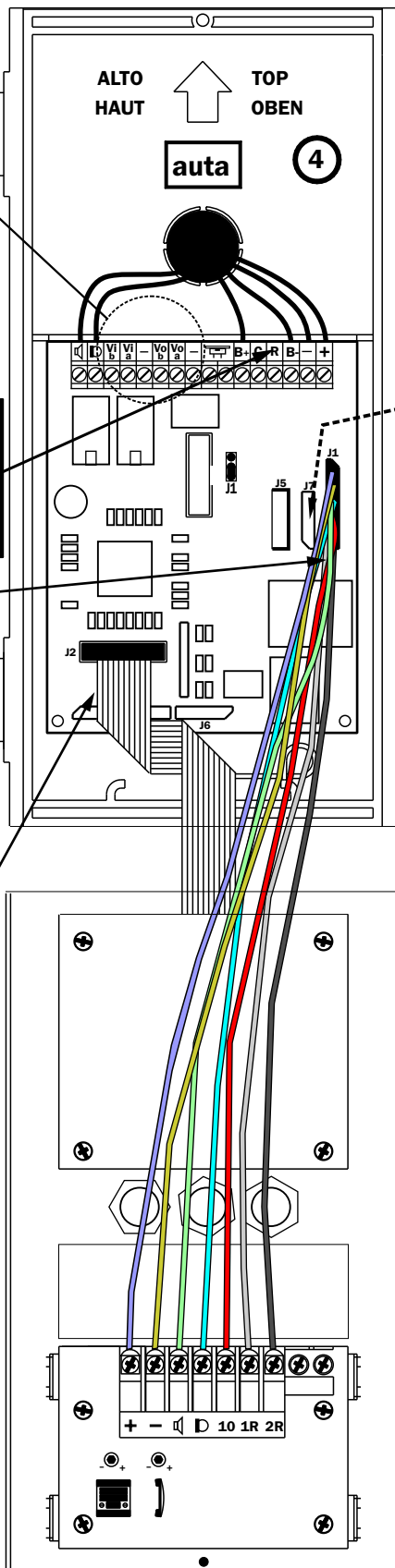
\* El conector es el mismo para PD digital F y PD digital FV

Connect the audio and camera\* module in the connector J1.

\* The connector is the same for PD digital F and PD digital FV

**Conectar el módulo teclado-LCD en el conector J2**

Connect the module LCD keyboard in the J2 connector



En caso de ser una instalación de video con par trenzado, sustituir el módulo de telecámara "MV-D" por el "MV-D Par Trenzado" y conectarlo a J7.

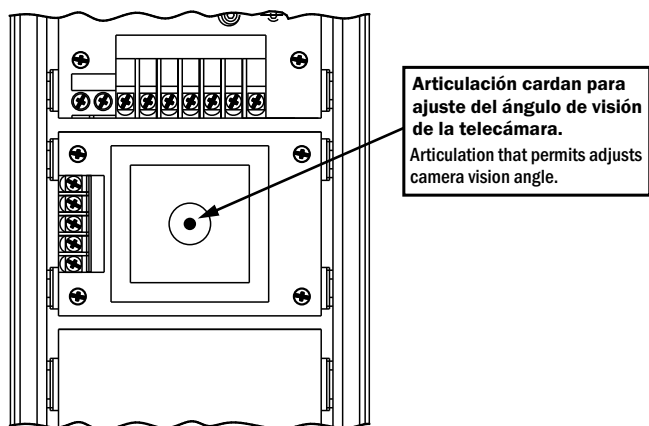
In video installations with twisted pair, change the camera module MVD by the "MV-D twisted pair" and connect it to J7.

## PASO/STEP 6

**AJUSTE DE LA POSICIÓN DE LA TELECÁMARA Y DEL VOLUMEN DE LA SEÑAL DE AUDIO.**  
ADJUST THE CAMERA POSITION AND THE AUDIO SIGNAL VOLUME.

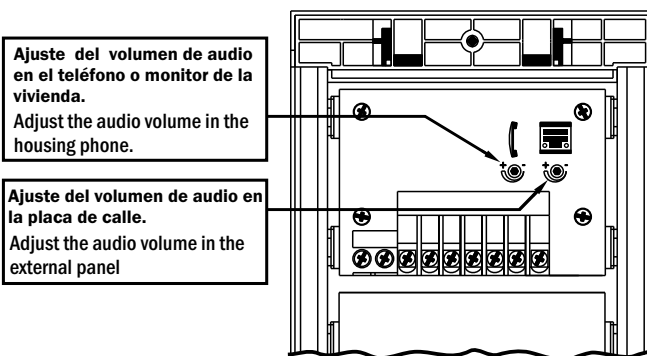
### PASO/STEP 6.1 (solo en caso de sistemas de videoportero) (Just in video door entry systems)

La cámara permite un desplazamiento del ángulo de visión de  $\pm 12^\circ$  en todas las direcciones para centrar la imagen en el monitor.  
The camera permits one correction of  $\pm 12$  degrees in all the directions.



### PASO/STEP 6.2

Mediante una prueba funcional, ajustar el volumen del audio de la placa de calle y del monitor o teléfono.  
Adjust the audio volume in the external panel and the housing phone.

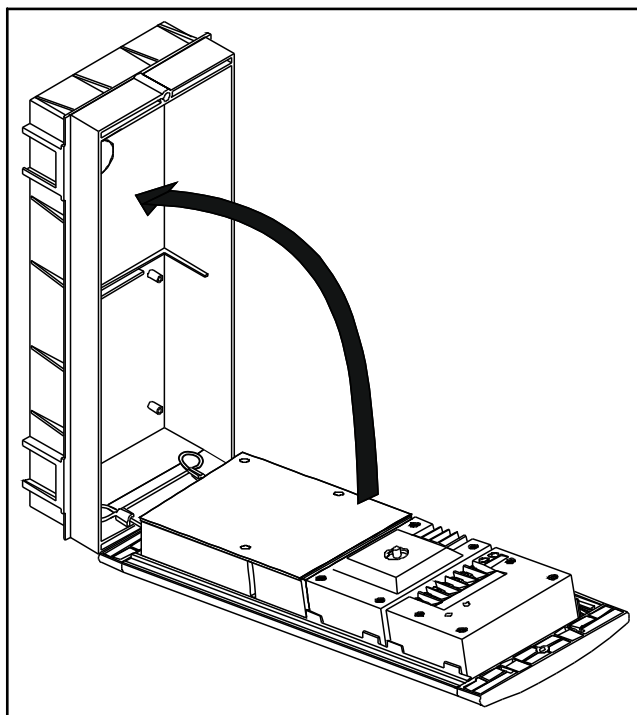


## PASO/STEP 7

**ABATIMIENTO DE LA PLACA SOBRE LA CAJA DE EMPOTRAR Y COLOCACIÓN DE LOS CABEZALES.**  
PANEL TAKING DOWN OVER THE MOUNTING BOX AND HEAD COLLOCATION.

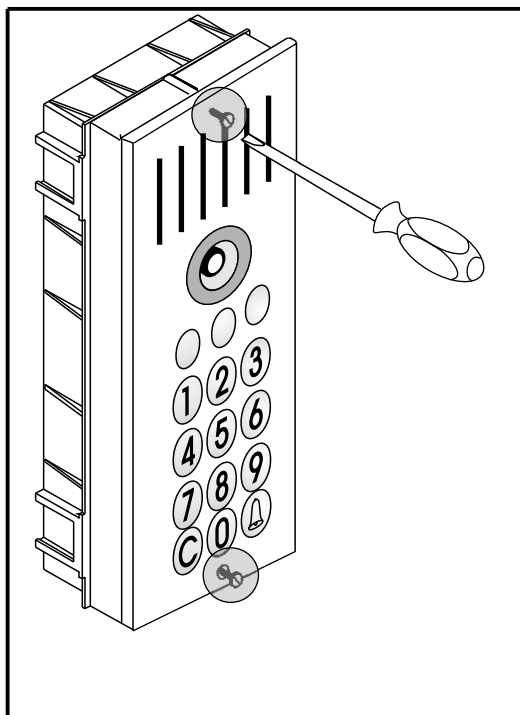
### PASO/STEP 7.1

Abatir la placa de calle hacia la caja de empotrar.  
Take down the external panel to the mounting box.








### PASO/STEP 7.2

Atornillar la placa de calle a la caja de empotrar y colocar los cabezales.  
Screw on the external panel to the mounting box and fit the heads.



## El Usuario

The user can perform the following actions:

- CALL TO A FLAT BY CODE:
  - Introduce a numeric code up to 9 digits and press  to perform the call.
- CALL TO A FLAT BY NAME SEARCH:
  - Search inside the Data base using the arrows ('←', '→') and, when the desired name is found, the **OK** or the  must be pressed to perform the call. Each time an arrow is pressed, the screen will display the *Name* of the neighbour, some *Flat Information* and the corresponding *Call Code*.
  - If the user keeps any arrow pressed during two seconds, the registers will move quickly through the screen.
  - If the Data Base contains marked registers<sup>1</sup>, pressing keys 1 and 3 the system will go forward or backwards among the marks.
- OPEN THE DOOR
  - If  key is pressed, the display changes to “\*\*\*\*\*”, waiting for an “Opening Code” up to 6 digits. If the code introduced is valid and  key is pressed again, the door will be opened.
- CALL TO SWITCHBOARD
  - If there is a Guard Porter Push-Button. Just press it.
  - It is also possible to call the guard porter pressing the key **0** and then . (See the parameter ‘SWITCHBOARD’ in the Configuration Menu for further information).
  - Finally, any invalid code will directly perform a call to the SwitchBoard (if it exists).


## User Screens

- When someone gets close to the panel, three messages alternating on the screen can be seen.

Main Screen 1

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| * | * |   |   |   |   | a | u | t | a |   |   |   | * | * |
|   | c | o | m | u | n | i | c | a | c | i | o | n | e | s |


Main Screen 2

|  |  |  |   |   |   |   |   |  |   |   |   |   |  |  |
|--|--|--|---|---|---|---|---|--|---|---|---|---|--|--|
|  |  |  | P | r | e | s | s |  | C   | o | d | e |  |  |
|  |  |  |   |   | a | n | d |  |  |   |   |   |  |  |

Main Screen 3


|  |   |   |   |   |   |   |  |   |  |   |   |   |   |    |
|--|---|---|---|---|---|---|--|---|--|---|---|---|---|----|
|  |   |   | F | i | n | d |  | a |  | n | a | m | e |    |
|  | w | i | t | h |   | ← |  | → |  | a | n | d |   | OK |

## CALL TO A FLAT USING UP TO 9-DIGITS CODES:


- To perform the call, (in example, a monitor responding to the code 555) the user must introduce the code and then press the **OK** button or the  key. Whether the code is in the Data base or not or if the telephone / monitor / SDL is available or it isn't, there exist different display messages:

Introduce code 555

|   |   |   |   |  |  |  |  |  |  |   |   |   |  |  |
|---|---|---|---|--|--|--|--|--|--|---|---|---|--|--|
| c | o | d | : |  |  |  |  |  |  | 5 | 5 | 5 |  |  |
|   |   |   |   |  |  |  |  |  |  |   |   |   |  |  |

**Press .** The code doesn't exist in the Data base. (A call to the SwitchBoard will be performed if it exists).


|  |  |  |  |   |   |   |  |   |   |   |   |   |  |  |
|--|--|--|--|---|---|---|--|---|---|---|---|---|--|--|
|  |  |  |  | N | O | T |  | F | O | U | N | D |  |  |
|  |  |  |  |   |   |   |  |   |   |   |   |   |  |  |

**Press .** The code exists, but there is no answer from the telephone. The 'Name' field is shown in this case.


|   |   |   |   |   |  |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|--|---|---|---|---|---|---|---|---|---|
| P | E | D | R | O |  |   |   |   |   |   |   |   |   |   |
|   |   | N | O | T |  | A | V | A | I | L | A | B | L | E |

<sup>1</sup> To insert marks in the panel DB, use the application Directory v2.0 that comes with the auta software CD.




**Pulsar** . The panel is external and the SDL does not answer.

|   |   |   |   |   |   |  |   |   |   |   |   |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|--|---|---|---|---|---|--|--|--|--|--|--|--|--|
| P | E | D | R | O |   |  |   |   |   |   |   |  |  |  |  |  |  |  |  |
|   |   |   |   | N | O |  | R | E | P | L | Y |  |  |  |  |  |  |  |  |

**Pulsar** . The system is busy by another panel or by the Switchboard.

|   |   |   |   |   |   |  |   |   |   |   |   |   |   |  |  |  |  |  |  |
|---|---|---|---|---|---|--|---|---|---|---|---|---|---|--|--|--|--|--|--|
| P | E | D | R | O |   |  |   |   |   |   |   |   |   |  |  |  |  |  |  |
|   |   | L | I | N | E |  | E | N | G | A | G | E | D |  |  |  |  |  |  |

**Press** . The code exists in the DB and the monitor is available


|   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|
| P | E | D | R | O |   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |
|   |   | < | < |   | C | A | L | L | I | N | G | > | > |  |  |  |  |  |  |

**The neighbour in the flat or the guard porter leaves the handset up.**

|   |   |   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  |   |
|---|---|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|--|---|
| P | E | D | R | O |   |   |   |   |   |   |  |  |  |  |  |  |  |  |   |
| < |   |   |   | T | A | L | K | I | N | G |  |  |  |  |  |  |  |  | > |

- At the end of the conversation, the system will make a beep and will return to the main screens 1, 2 and 3.

### CALL TO A FLAT USING THE NAVIGATION ARROWS (← v →):

- It is also possible to perform the calls from the panel, searching through the names stored in the data base of the Directory panel, with the left and the right arrows. Each time an arrow is pressed the system will show screens displaying some data of the neighbours in the building (the *Name*, some *Flat Information* and the corresponding *Call Code*). When the desired name is reached, the **OK** button or the  key should be pressed. See the following example:

**Press** ←, → **or OK**. The Name, Flan Info, and the Call Code are shown on the display.

|   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |  |  |  |
|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|--|--|--|--|
| A | N | T | O | N | I | O |  | L | O | P | E | Z |   |   |   |  |  |  |  |
| 1 | ° | P | t | a | 2 |   |  |   |   | 6 | 3 | 0 | 1 | 9 | 9 |  |  |  |  |


- The display messages will be the same as if we had called entering a ‘*Call Code*’.
- If the Data Base contained marked registers, when any arrow (or OK) is pressed, the following screen is shown:

**Press** ←, → **or OK**. Instructions to perform a quick search.

|   |   |   |   |   |   |   |  |   |   |   |   |   |   |   |   |  |  |  |  |
|---|---|---|---|---|---|---|--|---|---|---|---|---|---|---|---|--|--|--|--|
| P | r | e | s | s |   | l |  | o | r |   | 3 |   | f | o | r |  |  |  |  |
|   |   | q | u | i | c | k |  | s | e | a | r | c | h |   |   |  |  |  |  |

- At this point it is possible to go forward or backwards among the existing marks pressing **1** and **3**, or just navigate register by register with the arrows (←, →). Remember that if any arrow key is kept pressed during a pair of seconds, the navigation will go faster.

### The Installer

- A pair of programming codes will be provided to the Installer in order to give him access to two different menus: The **Configuration Menu** & The **Directory Menu**.
- By default, the code to enter to the Configuration Menu is ‘1’, and the code to get access to the Directory Menu is ‘9’. To Enter these codes we should first press **C**, and then  (**C+OK should not be pressed at the same time**). A line (“-----”) will appear asking for these codes. We can change these codes later in the Configuration Menu to any number up to 9 digits (**this is strongly recommended**).

### Configuration Menu (C+⏏+Configuration Menu Code ('1')+⏏)

- This menu has been created to set the following 7 Panel Parameters:
  - **OPENING CODE.** 4 different common “Opening Codes” up to 6 digits, to be assigned to the postman or to the doorman, but not usually to the neighbours of the building. By default these codes are **101010, 202020, 303030, and 404040**. **If these codes are all of them set with the value ‘0’, the common opening code function will be disabled.**
  - **OPENING TIME.** 2 different configurable “Opening Times”. The first one will be used when the user is outside the building<sup>2</sup> and the second one if the user is inside the building (pressing the hall-button inside the building. This opening time is usually longer). By default the **Time1=5 seconds** and the **Time2 = 8 s.** (Max Time for both = 9 seconds).
  - **PANEL NUMBER.** There are not dip-switches any more to set the panel number. Now it is configured with the keypad. By default, it will be set to **1**. The system allows to connect til 15 different panels. Be careful not to put the same panel number in multiple accesses installation.
  - **PANEL internal / external.** The Panel should be configured as ‘*external*’ if it performs the call through an SDL (connected to the X (external) line of the SDL), otherwise the Panel will be configured as ‘*internal*’. From the v2.0, the screen will also show the software version and an internal identification code.
  - **SELF STARTING.** The self-starting can be enabled or disabled in this menu.
  - **SWITCHBOARD.** This option should be enabled if the installation has a switchboard linked to the Directory panel. This means that any call code (even a non existing one) will make a call to the switchboard. If this option is configured as ‘**SWITCHBOARD: no**’ there is still the possibility to assign the call code ‘0’ to a telephone / monitor that will work as if it was a switchboard. The non existing codes introduced in the panel, will also be redirected to this telephone / monitor. If the installation needn’t switchboard functions, it is recommended to set ‘**SWITCHBOARD: no**’ and be sure not having any call code ‘0’ in the data base.<sup>3</sup>
  - **NEW ACCESS CODE.** It is strongly recommended to change the codes of the Configuration & Directory menus. Keep in mind that these codes were, by default, ‘1’ and ‘9’ respectively. To change them just enter the new code and confirm it with **OK**.
- To navigate through the parameters the ⏏ key should be used. To change through the different options inside each parameter use the arrows (‘←’, ‘→’) and the **OK** key to confirm the changes. Any numerical parameter can be changed directly with the numeric keypad, and confirmed with the **OK** (a beep should be heard). To exit this menu, simply press the **C** key once.

### Configuration Menu Screens

- When an authorized installer press **C** and then ⏏, the following screen appears waiting for a code:

Press C+⏏

|  |  |  |  |   |   |   |   |   |   |   |   |   |  |  |  |
|--|--|--|--|---|---|---|---|---|---|---|---|---|--|--|--|
|  |  |  |  | — | — | — | — | — | — | — | — | — |  |  |  |
|  |  |  |  |   |   |   |   |   |   |   |   |   |  |  |  |


<sup>2</sup> That is when we call to a flat and someone opens the door, also when we introduce our personal ‘Opening Code’ or a general ‘Opening Code’.

<sup>3</sup> If there is a guard porter button in the installation and it is pressed: If ‘**SWITCHBOARD: yes**’ it will make a call to the guard porter, if ‘**SWITCHBOARD: no**’ it will call the telephone / monitor with the ‘call code’ 0 only if it exists in the DB.




**Introduce the right code ('1').**

This code grants access to the *Configuration Menu*.

|  |  |  |  |  |  |  |  |  |  |  |  |   |  |  |  |
|--|--|--|--|--|--|--|--|--|--|--|--|---|--|--|--|
|  |  |  |  |  |  |  |  |  |  |  |  | * |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |   |  |  |  |

**Press** . The installer gets access to the first parameter of the Configuration Menu: The 'Common Opening Codes'.

|  |   |   |   |   |   |   |   |   |   |   |   |   |  |   |  |
|--|---|---|---|---|---|---|---|---|---|---|---|---|--|---|--|
|  | O | P | E | N | I | N | G |   | C | O | D | E |  | 1 |  |
|  |   |   |   |   | 1 | 0 | 1 | 0 | 1 | 0 |   |   |  |   |  |

- At this point, we can go forward to the next parameter (the 'Opening Time' parameter) pressing the  key, go through any of the 4 opening codes with the arrows (, ) or change them using the keypad and the **OK** button to confirm. As an example, the common opening code 2 (which is '202020'), will be changed to the code '222222'.

**From the screen above, press '→' once.** This operation changes the open. code 1 to the open. code 2.




|  |   |   |   |   |   |   |   |   |   |   |   |   |  |   |  |
|--|---|---|---|---|---|---|---|---|---|---|---|---|--|---|--|
|  | O | P | E | N | I | N | G |   | C | O | D | E |  | 2 |  |
|  |   |   |   |   | 2 | 0 | 2 | 0 | 2 | 0 |   |   |  |   |  |


**Introduce the new common opening code '222222'**

|  |   |   |   |   |   |   |   |   |   |   |   |   |  |   |  |
|--|---|---|---|---|---|---|---|---|---|---|---|---|--|---|--|
|  | O | P | E | N | I | N | G |   | C | O | D | E |  | 2 |  |
|  |   |   |   |   | 2 | 2 | 2 | 2 | 2 | 2 |   |   |  |   |  |


**Press OK to confirm.** A confirmation beep will be heard.

|  |   |   |   |   |   |   |   |   |   |   |   |   |  |   |  |
|--|---|---|---|---|---|---|---|---|---|---|---|---|--|---|--|
|  | O | P | E | N | I | N | G |   | C | O | D | E |  | 3 |  |
|  |   |   |   |   | 2 | 2 | 2 | 2 | 2 | 2 |   |   |  |   |  |


- At this point, if  key is pressed, the system will move on the parameter 'Opening Time'. As before, we will be able to change between the different options of the same parameter with the arrows, modify them with the keyboard (and **OK** to confirm) or go forward to the next parameter pressing  again. The following screens will appear as we press the  key in this menu.

**Press** . The door opening times can be configured here. Max = 9s.


|  |   |   |   |   |   |   |   |  |   |   |   |   |  |   |  |
|--|---|---|---|---|---|---|---|--|---|---|---|---|--|---|--|
|  | O | P | E | N | I | N | G |  | T | I | M | E |  | 1 |  |
|  |   |   |   |   |   |   | 5 |  | s | e | c |   |  |   |  |

**Press** . By default it will be the panel number 1. Max = 15.


|  |  |   |   |   |   |   |  |  |   |   |   |   |   |   |   |
|--|--|---|---|---|---|---|--|--|---|---|---|---|---|---|---|
|  |  | P | A | N | E | L |  |  | N | U | M | B | E | R | : |
|  |  |   |   |   |   |   |  |  | 1 |   |   |   |   |   |   |

**Press** . We change between 'external' or 'internal' panel, depending whether the panel is wired to the X line of an SDL or it isn't.

|   |   |   |   |   |   |  |  |  |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|--|--|--|---|---|---|---|---|---|---|---|
| P | A | N | E | L | : |  |  |  | i | n | t | e | r | n | a | l |
|   |   |   |   |   |   |  |  |  |   |   |   |   |   |   |   |   |

**Press** . The self-starting in the installation can be enabled or disabled here. Also the soft version is showed.

|  |   |   |   |   |   |   |   |   |   |   |   |   |  |   |   |   |
|--|---|---|---|---|---|---|---|---|---|---|---|---|--|---|---|---|
|  | S | E | L | F |   | S | T | A | R | T | : |   |  | y | e | s |
|  |   | v | 3 | . | 0 | - | 0 | 7 | 0 | 2 | 0 | 8 |  |   |   |   |

**Press** . If there is a switchboard in the installation, this parameter should be changed to 'yes'.

|  |   |   |   |   |   |   |   |   |   |   |   |   |  |  |   |   |
|--|---|---|---|---|---|---|---|---|---|---|---|---|--|--|---|---|
|  | S | W | I | T | C | H | B | O | A | R | D | : |  |  | n | o |
|  |   |   |   |   |   |   |   |   |   |   |   |   |  |  |   |   |

Press **⏏**. It is strongly recommended to enter a new access code for the *Configuration Menu*.

|   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|--|---|---|---|---|---|
| N | E | W |   | A | C | C | E | S | S |  | C | O | D | E |   |
| C | O | N | F | I | G | : |   |   |   |  |   |   |   |   | 1 |

Press **→**. The *Directory Menu* code should also be changed. (+ **OK** to accept the changes).






|   |   |   |   |   |   |   |   |   |   |  |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|--|---|---|---|---|---|
| N | E | W |   | A | C | C | E | S | S |  | C | O | D | E |   |
| D | I | R | E | C | T | : |   |   |   |  |   |   |   |   | 9 |

### Directory Menu (C+⏏+Directory Menu Code('9')+⏏)



- The Directory accepts up to 2000 registers (expandable to 16000). Each register in the installation has 6 fields:
  - Name.** Up to 16 alphanumeric characters.
  - Flat Info.** Up to 7 alphanumeric characters.
  - Call Code.** Accepts values form 0 to 999999<sup>4</sup>.
  - Opening Code.** Accepts values from 0 to 999999
  - Monitor/Phone.** This should be the same number that is configured in the dip-switch of the corresponding monitor (from 1 to 254).
  - Nº of SDL.** Equivalent to the parameter above but applied to the SDLs (1 to 254).
- So if we press **C+⏏+9+⏏**, the system prints a screen showing the user the following options: **Add:1, Erase:2, Display/Change:3**.
- Add:1.** If this option is chosen (pressing '1'), another screen will appear showing two more choices:
  - Manual:4.** Pressing '4', we get access to a template of a register, that shows us some values filled by default. **Name = J, Flat Info = -----, Call Code = 111111, m/t = 1, Open Code = 000000 and SDL = 1**. The *Name* and *Flat Info* fields can be changed with the arrows (**←** y **→**), and confirmed with the **OK** button<sup>5</sup>. The numeric keyboard and the **⏏** must be used with the rest of the fields. If the **C** key is pressed once, the register will definitely remain stored in the Data Base and, using the arrows, it is possible to watch its contents. If **C** is pressed another time the user will return to the Directory menu. This task may result quite hard to perform, so if it is necessary to fill the data base with a big amount of registers, it would be better to use the *Remote* option described bellow.
  - Auto: 5.** Pressing '5' we enter the automatic code generation mode. The system will ask the number of SDLs (only if the panel is *external*) that we have in our installation, the number of Floors per SDL, and the number of Flats for each Floor. When these questions are answered, the program will automatically generate registers with 6 digits codes for all the flats in the installation, using the first two digits for the SDL number, the next two for the Floor and the last two for the Flat. In example, the system will generate the code 020301 for the flat one in the third floor of the second SDL. The opening codes generated with this option will always be '0' (disabled), and must be edited manually with a number different from '0' if the user wants to enable them. Be aware of the fact that the codes created will be added upon the existing ones, and this could be a mess if the Data Base is not empty. That's why it is recommended to first delete the entire Data Base using the option '*Erase:2*'. Pressing **C** at any time the system will exit to the Directory Menu.

<sup>4</sup> Notice that you can enter your mobile number (up to 9 digits, although only the last 6 are significant), or Building-Floor-Flat in pair of digits. In example, 020301 would be the second building, third floor, flat one.

<sup>5</sup> It is possible to change between small and capital letters pressing the key '1', and also to change direction of the cursor movement forward or backwards with the key '3'.

- **Rx: 6.** If '6' is pressed, the system halts waiting for the RS232 transmission and shows the message '**Reception →**'. We can now use the PC to send a single register or a complete data base of registers. If everything worked correctly the screen will change to '**Reception → OK**' and a sound should be heard<sup>6</sup>. We exit the reception mode by pressing C. Pressing any other key; the screen will display the number of registers that have been received till that moment. To get more information refer to the manual of the **Directory v2.0** application that comes with the auta soft CD.
- **Tx: 7.** This option allows to transmit any register or the entire data base from the panel to other remote device (PC, PDA, Laptop, other panel, a switchboard, etc.). After pressing '7', the system asks whether to send all the registers. If  is pressed, the panel will start to transmit all the registers in the data base (the remote device must be set in '*reception mode*' in order to receive the registers), and if 0 is pressed it will be possible to navigate among the registers, select the one to send with **OK** and confirm the transmission with . Any other key pressed will return to the Directory Menu<sup>7</sup>. To get more information refer to the manual of the **Directory v2.0** application that comes with the auta soft CD.
- **Erase:2.** If '2' is pressed, the system asks whether to erase all the data base. With  all the registers will be deleted; any other key pressed will enter the '*Navigation*' mode. In this mode, it is possible to search through the data base for any register using the arrows ('←' y '→') and, once the desired register is found, it can be removed pressing the **OK** button. Before erase the register, the screen will ask '**are you sure?**' '**yes→** '. So pressing the  key the operation will be confirmed and the register removed. To exit this mode press the C key.
- **Display / Change:3.** Pressing '3' we enter again the '*Navigation*' mode, and we can look for the register we want to modify using the arrows ('←' y '→'). Once the desired register is reached, the **OK** button must be pressed; enabling the '*Edition*' mode (the cursor will start blinking). In this mode the register can be modified in the same way that is explained in the **Manual:4** option. Keep in mind that the system will only accept values from 1 to 254 for the SDL and monitor/telephone fields. To save the changes just press the C key once. The system will return to the 'Navigate' mode letting us get through the registers again in case we want to change another one<sup>8</sup>. At this point, if the C key is pressed again the system will return to the *Directory Menu* ('Add:1, Erase:2, Display/Change:3'). Finally, in the Directory Menu, we can exit to the main screen pressing C once more.

## Directory Menu Screens

- To gain access to the Directory Menu, the user must enter **C** +  followed by the code of this menu (by default, '9') + .

**Press C+**

[illegible]

**Enter the code '9'.** To grant access to the *Directory Menu*.

[illegible]

<sup>6</sup> It is also possible to send an advertising screen from the PC (**Directory v2.0** app) or PDA (**auto Bluetooth v1.0**). Refer to the manual of these applications for more details. The advertising screen will appear every time an action performed in the Directory panel ends.

<sup>7</sup> If the entire data base is transmitted, it is highly recommended to let completely finish the process, because the remote device remains waiting for a 'Connection End' from the panel.

<sup>8</sup> Notice that if the panel is configured as 'internal', the SDL field will not be shown in the 'Navigation' mode; nevertheless it will be shown in the 'Edition' mode so that we can change it if we want to.

Press **OK** or **↵**. Accepts the code and give access to the *Directory Menu* options.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|   | A | d | d | : | l |   |   | E | r | a | s | e | : | 2 |   |
| D | i | s | p | l | a | y | / | C | h | a | n | g | e | : | 3 |

### Add: 1

Press **1**. More options in the 'Add' menu.

|   |   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|--|--|---|---|---|---|---|---|
| M | a | n | u | a | l | : | 4 |  |  | A | u | t | o | : | 5 |
|   |   |   |   | R | x | : | 6 |  |  | T | x | : | 7 |   |   |

Press **4**. Shows the default pattern of a register.

|   |   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|--|--|---|---|---|---|---|---|
| J |   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |
| - | - | - | - | - | - | - | - |  |  | 1 | 1 | 1 | 1 | 1 | 1 |

- At this point, it is possible to change the Name with the arrows (**←**, **→**), confirm with **OK**, or change to another field of this register with **↵**. Let's give an example of how it works: We are going to fill the register with the following information: **Name** = Pedro, **Flat Info** = 1ºA, **Call Code** = 222, **m/t** = 1, **open.cod.** = 0 (disabled) and nº of **SDL** = 2. From the screen above, the steps to follow would be:

Use **←**, **→** and **OK** to write '**Pedro**'. Pressing '**1**' we can change between capital and small letters.

|   |   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|--|--|---|---|---|---|---|---|
|   | e | d | r | o |   |   |   |  |  |   |   |   |   |   |   |
| - | - | - | - | - | - | - | - |  |  | 1 | 1 | 1 | 1 | 1 | 1 |

Press **↵**. We jump from the field '**Name**' to the field '**Flat Info**'.

|   |   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|--|--|---|---|---|---|---|---|
| P | e | d | r | o |   |   |   |  |  |   |   |   |   |   |   |
|   | - | - | - | - | - | - | - |  |  | 1 | 1 | 1 | 1 | 1 | 1 |

Again using **←**, **→** & **OK** enter the text '**1ºA**'.

|   |   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|--|--|---|---|---|---|---|---|
| P | e | d | r | o |   |   |   |  |  |   |   |   |   |   |   |
| 1 | º | A |   | - | - | - | - |  |  | 1 | 1 | 1 | 1 | 1 | 1 |

Press **↵**. The system Changes from the field '**Flat Info**' to the field '**Call Code**'.

|   |   |   |   |   |   |   |   |  |  |   |   |   |   |   |  |
|---|---|---|---|---|---|---|---|--|--|---|---|---|---|---|--|
| P | e | d | r | o |   |   |   |  |  |   |   |   |   |   |  |
| 1 | º | A | - | - | - | - | - |  |  | 1 | 1 | 1 | 1 | 1 |  |

Use the keypad to enter **222**. The system will auto-fill with zeros on the left '000222'.

|   |   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|--|--|---|---|---|---|---|---|
| P | e | d | r | o |   |   |   |  |  |   |   |   |   |   |   |
| 1 | º | A | - | - | - | - | - |  |  | 0 | 0 | 0 | 2 | 2 | 2 |

Press **↵**. Changes from '**Call Code**' to '**m/t**'. This field is already set to '**1**'. No changes needed.


|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| m | / | t | = |   |   |   |   | S | D | L | = |   |   |   | 1 |
| o | p | e | n | . | c | o | d | . | = | 0 | 0 | 0 | 0 | 0 | 0 |

Press **↵**. Changes from the field '**m/t**' to '**SDL**'.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| m | / | t | = |   |   | 1 |   | S | D | L | = |   |   |   |   |
| o | p | e | n | . | c | o | d | . | = | 0 | 0 | 0 | 0 | 0 | 0 |

Use the keypad to change the value of **SDL** to **2**.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| m | / | t | = |   |   | 1 |   | S | D | L | = |   |   |   |   |
| o | p | e | n | . | c | o | d | . | = | 0 | 0 | 0 | 0 | 0 | 0 |

**Press** . Changes from 'm/t' to 'open.cod.'. This code is already 0.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|
| m | / | t | = |   | l |   |   | S | D | L | = |   |   | 2 |  |
| o | p | e | n | . | c | o | d | . | = | 0 | 0 | 0 | 0 | 0 |  |

**Press C.** Exits the 'Edition' mode (The cursor disappears).

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| m | / | t | = |   | l |   |   | S | D | L | = |   |   | 2 |   |
| o | p | e | n | . | c | o | d | . | = | 0 | 0 | 0 | 0 | 0 | 0 |

**Press C.** Pressing the C key again we return back to the *Directory Menu*.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|   | A | d | d | : | l |   |   | E | r | a | s | e | : | 2 |   |
| D | i | s | p | l | a | y | / | C | h | a | n | g | e | : | 3 |

- In addition to the option 'Manual: 4' inside the 'Add: 1' menu, there are the 'Auto: 5', 'Rx: 6' and 'Tx: 7' options. The functioning of the 'Auto: 5' option is explained bellow through an easy example. To get more details of the modes 'Rx: 6' and 'Tx: 7' refer to the manual of the **Directory v2.0** application that comes with the auta CD soft. Coming back to the 'Auto: 5' example, imagine we want to automatically generate all the registers for each flat in the installation of the Figure 1.

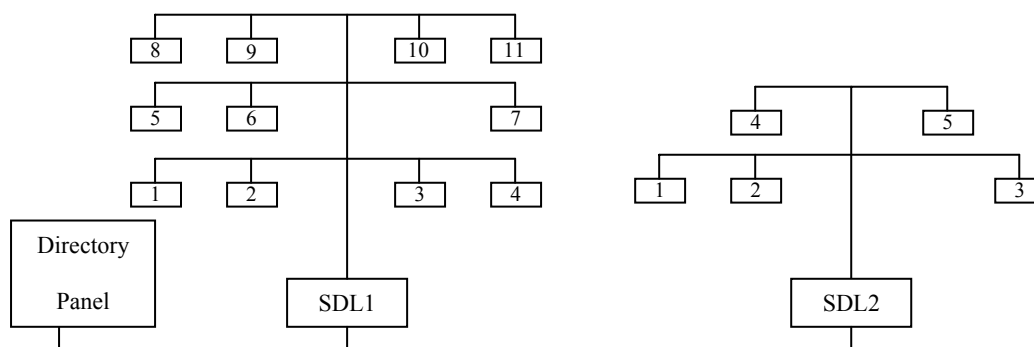



Figure 1


- First of all, the panel must be configured as 'external' in the Configuration Menu, because there are two SDLs in the installation connected to the Directory panel (X Line). Then, the 'Auto' mode should be enabled entering the Directory Menu and pressing first '1' ('Add: 1' option) and then '5' ('Auto: 5' option). The following screen will be shown:

**How many SDLs are connected to the Directory panel?** Use the keypad to introduce '2'.


|  |  |   |   |   |   |   |   |  |  |  |  |  |  |  |  |
|--|--|---|---|---|---|---|---|--|--|--|--|--|--|--|--|
|  |  |   |   |   |   |   |   |  |  |  |  |  |  |  |  |
|  |  | S | D | L | s | ? | : |  |  |  |  |  |  |  |  |

**Press 2.** We can cancel the introduced value pressing C, and accept it pressing .



|  |  |   |   |   |   |   |   |  |  |   |  |  |  |  |  |
|--|--|---|---|---|---|---|---|--|--|---|--|--|--|--|--|
|  |  |   |   |   |   |   |   |  |  |   |  |  |  |  |  |
|  |  | S | D | L | s | ? | : |  |  | 2 |  |  |  |  |  |

**Press** . Introduce the n° of floors that the SDL1 has: Press '3'.



|   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|
|   |   | S | D | L |   |   |   | 1 |  |  |  |  |  |  |  |
| F | L | O | O | R | s | ? | : |   |  |  |  |  |  |  |  |

**Press 3.** The value should be accepted with .



|   |   |   |   |   |   |   |   |   |  |   |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|--|---|--|--|--|--|--|
|   |   | S | D | L |   |   |   | 1 |  |   |  |  |  |  |  |
| F | L | O | O | R | s | ? | : |   |  | 3 |  |  |  |  |  |

**Press** . Number of Flats in the first floor of the SDL1. Press '4'+ .



|   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|--|--|--|--|
| F | L | O | O | R |   |   |   | 1 |  |  |  |  |  |  |  |  |  |  |  |
|   | F | L | A | T | s | ? | : |   |  |  |  |  |  |  |  |  |  |  |  |

**Press 4+.** Number of Flats in the second Floor of the SDL1. Press '3'+ .



|   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|--|--|--|--|
| F | L | O | O | R |   |   |   | 2 |  |  |  |  |  |  |  |  |  |  |  |
|   | F | L | A | T | s | ? | : |   |  |  |  |  |  |  |  |  |  |  |  |

**Press 3+.** N° of Flats in the third Floor of the SDL1. Press '4'+ .



|   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|--|--|--|--|
| F | L | O | O | R |   |   |   | 3 |  |  |  |  |  |  |  |  |  |  |  |
|   | F | L | A | T | s | ? | : |   |  |  |  |  |  |  |  |  |  |  |  |

**Press 4+.** Now that SDL1 is finished, the system asks for the n° of Floors in SDL2. Press '2'+ .


|   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|--|--|--|--|
|   |   | S | D | L |   |   |   | 2 |  |  |  |  |  |  |  |  |  |  |  |
| F | L | O | O | R | s | ? | : |   |  |  |  |  |  |  |  |  |  |  |  |

**Press 2+.** The first Floor of SDL2 has 3 Flats. '3'+  should be entered.

|   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|--|--|--|--|
| F | L | O | O | R |   |   |   | 1 |  |  |  |  |  |  |  |  |  |  |  |
|   | F | L | A | T | s | ? | : |   |  |  |  |  |  |  |  |  |  |  |  |

**Press 3+.** The second floor of SDL2 only has two flats. '2'+  should be pressed.


|   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|--|--|--|--|--|
| F | L | O | O | R |   |   |   | 2 |  |  |  |  |  |  |  |  |  |  |  |
|   | F | L | A | T | s | ? | : |   |  |  |  |  |  |  |  |  |  |  |  |


**Press 2+.** The automatic installation has finished. The system shows the message 'OK' and waits for any key pressed.


|  |  |  |  |  |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|---|---|--|--|--|--|--|--|--|--|--|--|--|
|  |  |  |  |  |  |  | O | K |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |   |   |  |  |  |  |  |  |  |  |  |  |  |

- We can exit the 'Auto' mode at any time pressing the C key, nevertheless, it is a good practice to review the Directory, in order to verify the registers added in the data base; and delete them if they are not needed. (Each time a 'flat number' is accepted, the system fills the data base with that amount of registers)<sup>9</sup>.
- To erase the registers, choose the option 'Erase: 2' from the Directory Menu as shown bellow.


## Erase: 2

**From the Directory Menu Press 2.** Delete all the data base pressing .

|  |  |   |   |   |   |   |   |   |   |   |   |   |   |  |  |  |  |  |  |
|--|--|---|---|---|---|---|---|---|---|---|---|---|---|--|--|--|--|--|--|
|  |  | D | e | l | e | t | e   |   | A | L | L | ? |   |  |  |  |  |  |  |
|  |  | y | e | s | → |   |  | , |   | n | o | → | C |  |  |  |  |  |  |

**Press .** The system shows a progress bar and indicates that it is erasing the partition 0.


|   |   |   |   |   |   |   |  |   |   |   |  |  |  |  |  |  |  |  |  |
|---|---|---|---|---|---|---|--|---|---|---|--|--|--|--|--|--|--|--|--|
| E | R | A | S | I | N | G |  | > | > | 0 |  |  |  |  |  |  |  |  |  |
|   |   |   |   |   |   |   |  |   |   |   |  |  |  |  |  |  |  |  |  |



**Press C instead of .** We can navigate through the data base using (←, →) and press OK when we find the register we want to erase.

|   |   |   |   |   |   |   |  |  |  |   |   |   |   |   |   |  |  |  |  |
|---|---|---|---|---|---|---|--|--|--|---|---|---|---|---|---|--|--|--|--|
| P | e | d | r | o |   |   |  |  |  |   |   |   |   |   |   |  |  |  |  |
| 1 | ° | A | - | - | - | - |  |  |  | 0 | 0 | 0 | 2 | 2 | 2 |  |  |  |  |

<sup>9</sup> If the number of flats is high, the system will expend a few seconds in the generation of the corresponding registers.



**Press OK.** The system is asking for a confirmation. If we press  the register will be erased.

|  |  |   |   |   |   |   |   |   |   |   |   |   |   |   |  |
|--|--|---|---|---|---|---|---|---|---|---|---|---|---|---|--|
|  |  | A | r | e |   | y | o | u |   | s   | u | r | e | ? |  |
|  |  |   |   |   | y | e | s | → |  |  |   |   |   |   |  |

**Press C.** After erasing the registers we wanted to, we can return to the *Directory Menu*.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |  |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|--|
|   |   | A | d | d | : | 1 |   |   | E | r | a | s | e | : | 2 |  |
| D | i | s | p | l | a | y | / | C | h | a | n | g | e | : | 3 |  |

- In the previous example, the codes that should have been generated are the following:

- **SDL1**

- FLOOR1

- $m/t = 1, SDL = 1, Open Code = 000000, Call Code = 010101$
    - $m/t = 2, SDL = 1, Open Code = 000000, Call Code = 010102$
    - $m/t = 3, SDL = 1, Open Code = 000000, Call Code = 010103$
    - $m/t = 4, SDL = 1, Open Code = 000000, Call Code = 010104$

- FLOOR2

- $m/t = 5, SDL = 1, Open Code = 000000, Call Code = 010201$
    - $m/t = 6, SDL = 1, Open Code = 000000, Call Code = 010202$
    - $m/t = 7, SDL = 1, Open Code = 000000, Call Code = 010203$

- FLOOR3

- $m/t = 8, SDL = 1, Open Code = 000000, Call Code = 010301$
    - $m/t = 9, SDL = 1, Open Code = 000000, Call Code = 010302$
    - $m/t = 10, SDL = 1, Open Code = 000000, Call Code = 010303$
    - $m/t = 11, SDL = 1, Open Code = 000000, Call Code = 010304$

- **SDL2**

- FLOOR1



- $m/t = 1, SDL = 2, Open Code = 000000, Call Code = 020101$
    - $m/t = 2, SDL = 2, Open Code = 000000, Call Code = 020102$
    - $m/t = 3, SDL = 2, Open Code = 000000, Call Code = 020103$

- FLOOR2

- $m/t = 4, SDL = 2, Open Code = 000000, Call Code = 020201$
    - $m/t = 5, SDL = 2, Open Code = 000000, Call Code = 020202^{10}$


- The fields 'Name' and 'Flat Info' will be the same for all the registers (they will be filled with blanks). As explained before, it is recommended to verify the codes stored in the data base, using the option 'Display/Change: 3' from the Directory Menu.

### Display / Change :3

**Press 3.** Shows the first register of the data base. We can see the other registers with  & .

|   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |  |
|---|---|---|---|---|---|---|--|--|---|---|---|---|---|---|--|
| P | e | d | r | o |   |   |  |  |   |   |   |   |   |   |  |
| 1 | ° | A | - | - | - | - |  |  | 0 | 0 | 0 | 2 | 2 | 2 |  |

**Press OK.** To edit the desired register in the same way that it was done in 'Manual:4'.

|   |   |   |   |   |   |   |  |  |   |   |   |   |   |   |  |
|---|---|---|---|---|---|---|--|--|---|---|---|---|---|---|--|
|  | e | d | r | o |   |   |  |  |   |   |   |   |   |   |  |
| 1   | ° | A | - | - | - | - |  |  | 0 | 0 | 0 | 2 | 2 | 2 |  |

<sup>10</sup> It is easy to guess that, in the 'Auto' mode, the values accepted for the number of SDLs, Floors and Flats will be from 1 to 99. The code generated for the 'Opening Code' is always '0' for security reasons. It is not safe to have too many codes that can open the door.

**Press C.** To save the register and exit from the ‘*Edition*’ mode to the ‘*Navigation*’ mode.

|   |   |   |   |   |   |   |  |  |  |   |   |   |   |   |   |
|---|---|---|---|---|---|---|--|--|--|---|---|---|---|---|---|
| P | e | d | r | o |   |   |  |  |  |   |   |   |   |   |   |
| 1 | ° | A | - | - | - | - |  |  |  | 0 | 0 | 0 | 2 | 2 | 2 |

**Press C.** Once we have modified all the registers we wanted to, we can return to the *Directory Menu*.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|   | A | d | d | : | l |   | E | r | a | s | e | : | 2 |   |   |
| D | i | s | p | l | a | y | / | C | h | a | n | g | e | : | 3 |

**Press C once more.** The system will go back to the *Main Screen*.

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| * | * |   |   |   |   | a | u | t | a |   |   |   |   | * | * |
|   | c | o | m | u | n | i | c | a | c | i | o | n | e | s |   |

## Bluetooth



- The Directory panels have the choice to include a Bluetooth Interface to load or transmit data remotely. To find out whether the interface is included in the panel or not, enter the Directory Menu (C+Ⓜ+9+Ⓜ). By default, the Bluetooth Interface is turned off (not visible to other bluetooth devices), but when the system enters the Directory Menu, it will turn on the Interface (visible to other Bluetooth devices), showing blue sparkles in the hole placed upon the camera, as can be seen in the picture.
- Either with a Bluetooth-USB antenna connected to a PC or a Laptop, or using a bluetooth compatible PDA, it is possible to load or transmit the data bases to and from the panel without taking any screw off. To learn how to do it, refer to the manual of the **Directory v2.0** PC application and the **auta Bluetooth v1.0** PDA application that come with the auta soft CD.



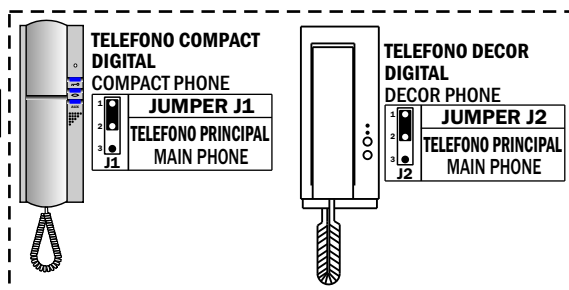
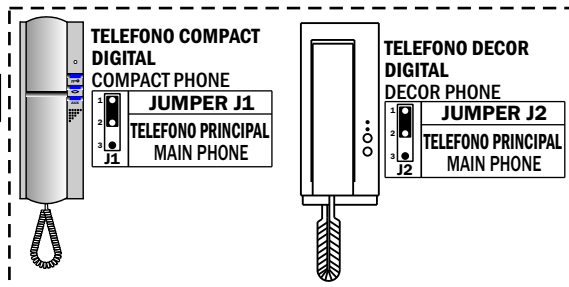
## Warning

- **The wiring of the Directory panel is the same as the DecorPlus panel, and it is compatible with the traditional Keyboard Panel except for the B+ and B– connections, which are used to connect a push-button to open the door from inside the building. Do not connect AC Voltage on these terminals.**

Esquema de la instalación - Installation Schema

| Secciones de hilos<br>Wiring sections   | Hasta 100 m.<br>Up to 100 m. | Hasta 200 m.<br>Up to 200 m. |
|---|------------------------------|------------------------------|
| (+), (-), R, C  | 1 mm <sup>2</sup>            | 2 mm <sup>2</sup>            |
|   | 0.5 mm <sup>2</sup>          | 1 mm <sup>2</sup>            |

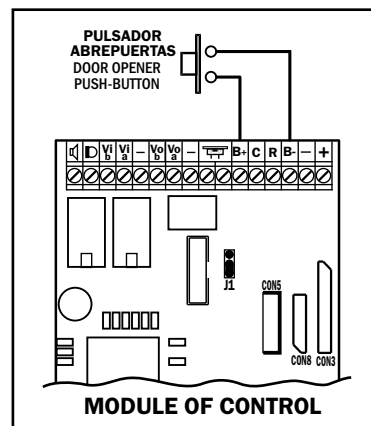
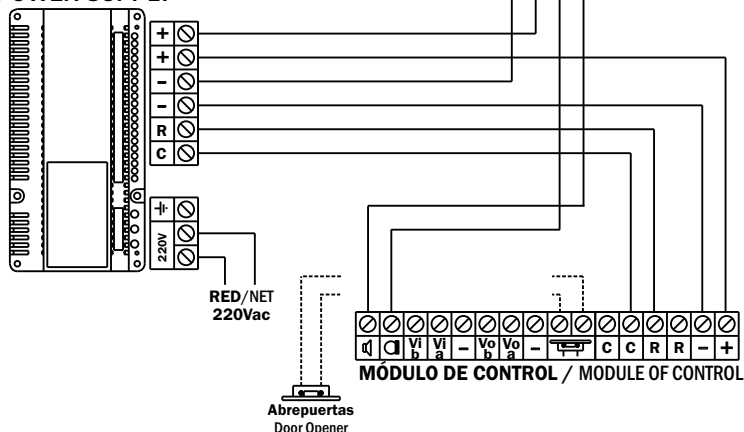
4 HILOS/WIRES




| ALIMENTADOR<br>POWER SUPPLY |                                    | TELÉFONO DECOR D.<br>DIGITAL DECOR PHONE | MONITOR DECOR D.<br>DIGITAL DECOR MONITOR |
|-----------------------------|------------------------------------|--|---|
| 715103                      | ATF-98                             | MAX. 20                                  | MAX. 10                                   |
| 715003                      | ALV DIGITAL                        | MAX. 40                                  | MAX. 20                                   |
| 715403<br>+<br>715503       | ALV DIGITAL 3.5A<br>+<br>ATF-12(*) | MAX. 80                                  | MAX. 40                                   |

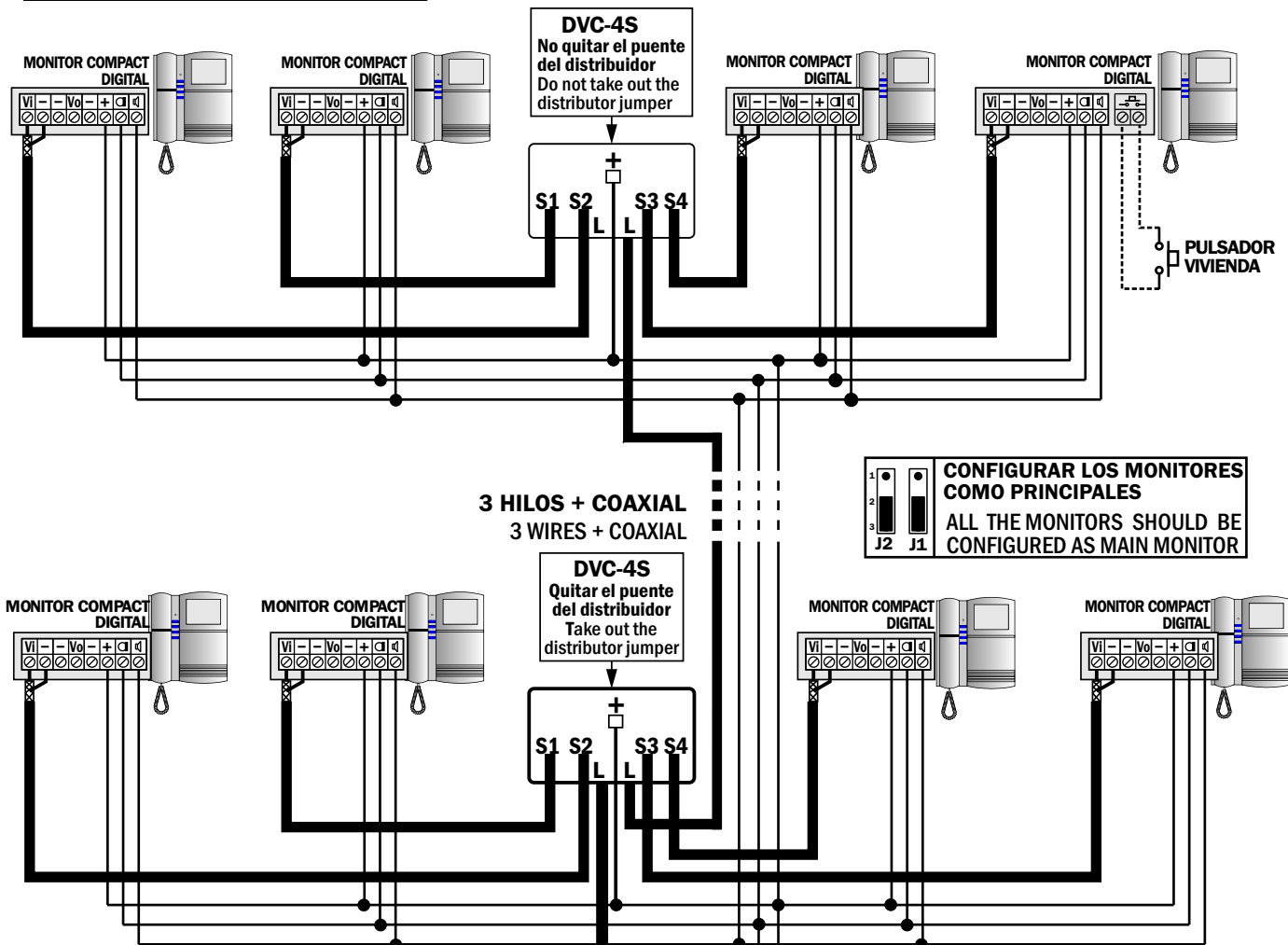
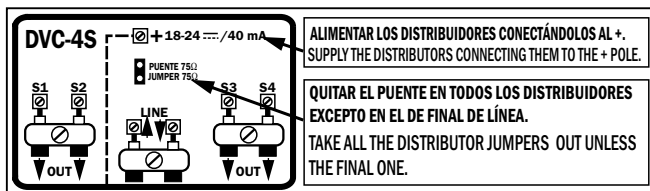
(\*)Para la alimentación de las lámparas de los tarjeteros y el abrepuertas  
To supply the cardholder's lamp & door opener

ALIMENTADOR  
POWER SUPPLY



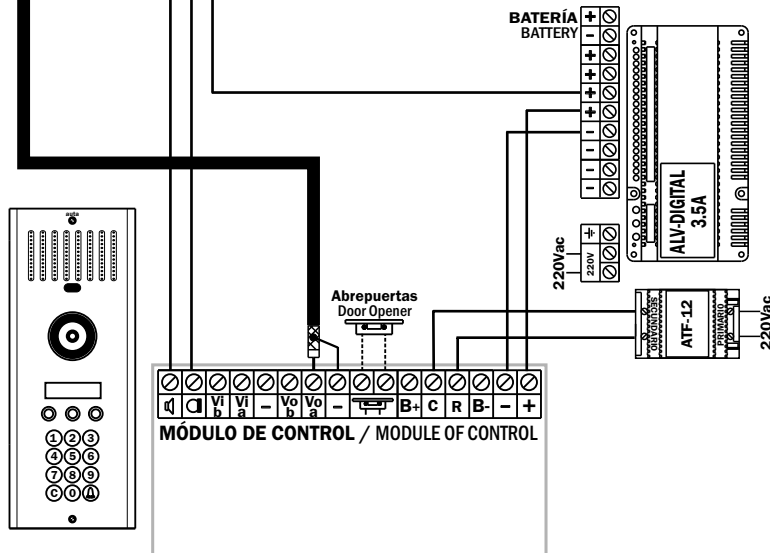
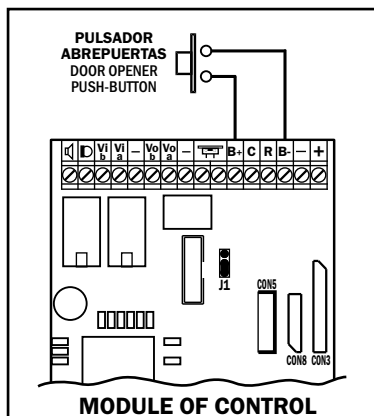
Monitores COMPACT digital con distribuidores por planta  
Digital COMPACT monitors with distributors per floor

| Secciones de hilos<br>Wiring sections   | Hasta 100 m.<br>Up to 100 m.   | Hasta 200 m.<br>Up to 200 m. |
|---|--------------------------------|------------------------------|
| (+), (-), R, C  | 1 mm <sup>2</sup>              | 2 mm <sup>2</sup>            |
|  | 0.5 mm <sup>2</sup>            | 1 mm <sup>2</sup>            |
| <b>Coaxial</b>  | <b>Tipo-Type RG-59 de 75 Ω</b> |                              |




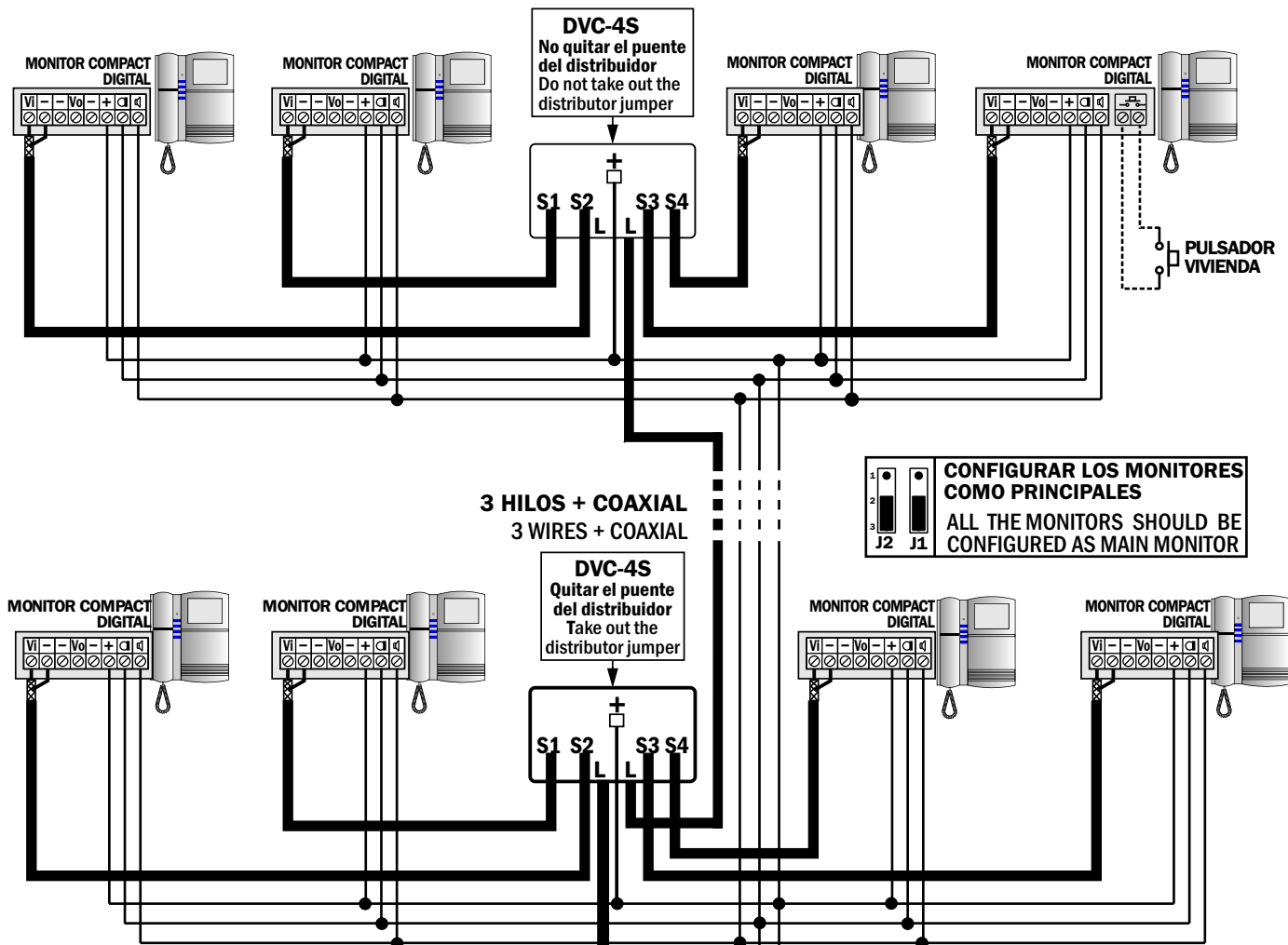
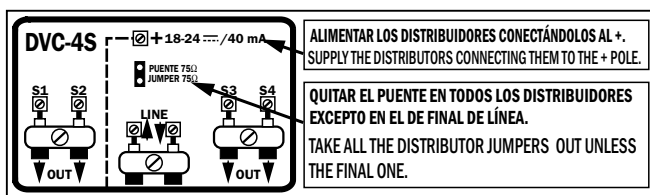
| ALIMENTADOR/POWER SUPPLY | TELÉFONO DECOR D.<br>DIGITAL DECOR PHONE | MONITOR DECOR D.<br>DIGITAL DECOR MONITOR |
|--------------------------|--|---|
| 715103                   | ATF-98                                   | MAX. 20                                   |
| 715403                   | ALV DIGITAL 3.5A                         | MAX. 80                                   |
| 715503                   | ATF-12(*)                                | MAX. 40                                   |

(\*) PARA LA ALIMENTACIÓN DE LAS LÁMPARAS DE LOS TARJETEROS Y EL ABREPUERTAS  
TO SUPPLY THE CARDHOLDER'S LAMP & DOOR OPENER



Monitores COMPACT digital con distribuidores por planta  
Digital COMPACT monitors with distributors per floor

| Secciones de hilos<br>Wiring sections   | Hasta 100 m.<br>Up to 100 m. | Hasta 200 m.<br>Up to 200 m. |
|---|------------------------------|------------------------------|
| (+), (-), R, C  | 1 mm <sup>2</sup>            | 2 mm <sup>2</sup>            |
|  | 0.5 mm <sup>2</sup>          | 1 mm <sup>2</sup>            |
| Coaxial   | Tipo-Type RG-59 de 75 Ω      |                              |



| ALIMENTADOR/POWER SUPPLY | TELÉFONO DECOR D.<br>DIGITAL DECOR PHONE | MONITOR DECOR D.<br>DIGITAL DECOR MONITOR |
|--------------------------|--|---|
| 715103                   | ATF-98                                   | MAX. 20                                   |
| 715403                   | ALV DIGITAL 3.5A                         | MAX. 80                                   |
| 715503                   | ATF-12(*)                                | MAX. 40                                   |

(\*) PARA LA ALIMENTACIÓN DE LAS LÁMPARAS DE LOS TARJETEROS Y EL ABREPUERTAS  
TO SUPPLY THE CARDHOLDER'S LAMP & DOOR OPENER

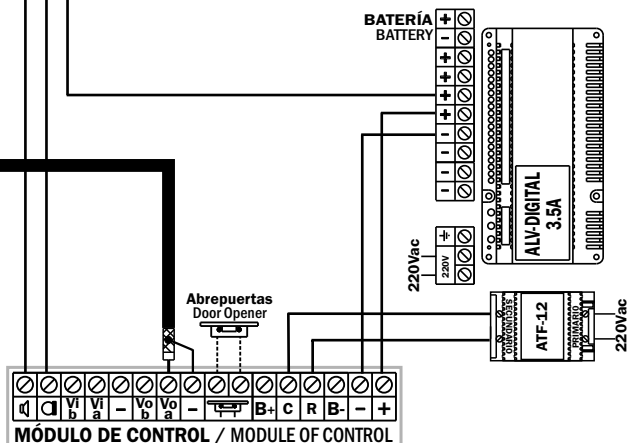
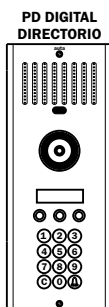
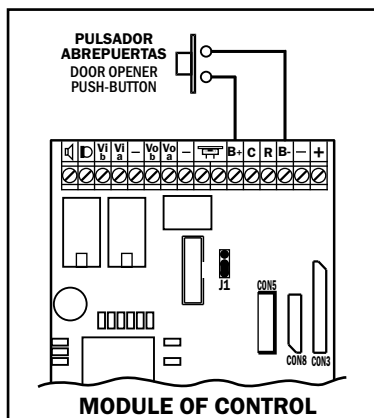
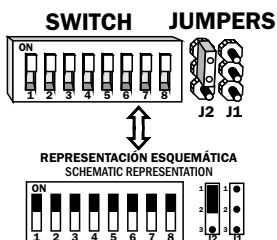


Tabla de códigos 1-254  
codess board 1-254



|         |         |         |         |         |         |         |         |         |         |         |         |
|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|---------|
| COD 1   | COD 2   | COD 3   | COD 4   | COD 5   | COD 6   | COD 7   | COD 8   | COD 9   | COD 10  | COD 11  | COD 12  |
| COD 13  | COD 14  | COD 15  | COD 16  | COD 17  | COD 18  | COD 19  | COD 20  | COD 21  | COD 22  | COD 23  | COD 24  |
| COD 25  | COD 26  | COD 27  | COD 28  | COD 29  | COD 30  | COD 31  | COD 32  | COD 33  | COD 34  | COD 35  | COD 36  |
| COD 37  | COD 38  | COD 39  | COD 40  | COD 41  | COD 42  | COD 43  | COD 44  | COD 45  | COD 46  | COD 47  | COD 48  |
| COD 49  | COD 50  | COD 51  | COD 52  | COD 53  | COD 54  | COD 55  | COD 56  | COD 57  | COD 58  | COD 59  | COD 60  |
| COD 61  | COD 62  | COD 63  | COD 64  | COD 65  | COD 66  | COD 67  | COD 68  | COD 69  | COD 70  | COD 71  | COD 72  |
| COD 73  | COD 74  | COD 75  | COD 76  | COD 77  | COD 78  | COD 79  | COD 80  | COD 81  | COD 82  | COD 83  | COD 84  |
| COD 85  | COD 86  | COD 87  | COD 88  | COD 89  | COD 90  | COD 91  | COD 92  | COD 93  | COD 94  | COD 95  | COD 96  |
| COD 97  | COD 98  | COD 99  | COD 100 | COD 101 | COD 102 | COD 103 | COD 104 | COD 105 | COD 106 | COD 107 | COD 108 |
| COD 109 | COD 110 | COD 111 | COD 112 | COD 113 | COD 114 | COD 115 | COD 116 | COD 117 | COD 118 | COD 119 | COD 120 |
| COD 121 | COD 122 | COD 123 | COD 124 | COD 125 | COD 126 | COD 127 | COD 128 | COD 129 | COD 130 | COD 131 | COD 132 |
| COD 133 | COD 134 | COD 135 | COD 136 | COD 137 | COD 138 | COD 139 | COD 140 | COD 141 | COD 142 | COD 143 | COD 144 |
| COD 145 | COD 146 | COD 147 | COD 148 | COD 149 | COD 150 | COD 151 | COD 152 | COD 153 | COD 154 | COD 155 | COD 156 |
| COD 157 | COD 158 | COD 159 | COD 160 | COD 161 | COD 162 | COD 163 | COD 164 | COD 165 | COD 166 | COD 167 | COD 168 |
| COD 169 | COD 170 | COD 171 | COD 172 | COD 173 | COD 174 | COD 175 | COD 176 | COD 177 | COD 178 | COD 179 | COD 180 |
| COD 181 | COD 182 | COD 183 | COD 184 | COD 185 | COD 186 | COD 187 | COD 188 | COD 189 | COD 190 | COD 191 | COD 192 |
| COD 193 | COD 194 | COD 195 | COD 196 | COD 197 | COD 198 | COD 199 | COD 200 | COD 201 | COD 202 | COD 203 | COD 204 |
| COD 205 | COD 206 | COD 207 | COD 208 | COD 209 | COD 210 | COD 211 | COD 212 | COD 213 | COD 214 | COD 215 | COD 216 |
| COD 217 | COD 218 | COD 219 | COD 220 | COD 221 | COD 222 | COD 223 | COD 224 | COD 225 | COD 226 | COD 227 | COD 228 |
| COD 229 | COD 230 | COD 231 | COD 232 | COD 233 | COD 234 | COD 235 | COD 236 | COD 237 | COD 238 | COD 239 | COD 240 |
| COD 241 | COD 242 | COD 243 | COD 244 | COD 245 | COD 246 | COD 247 | COD 248 | COD 249 | COD 250 | COD 251 | COD 252 |
| COD 253 | COD 254 |         |         |         |         |         |         |         |         |         |         |

