

# TELACCES 1D

# **TELACCES 1D**

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# **1 - BASIC USER OPERATION**

TELACCES 1D can be connected on an operator Telephone Line or on an internal line of a Pabx. Both case need DTMF dialling. If TELACCES 1D is connected to a PABX system, it can telephone both internal extension numbers and external telephone numbers.

## **1.1 - TELACCES 1D – Calling a Resident from the Panel using the scrolling-display**

TELACCES 1D can manage up to 120 Residents including or not 5 Services (like Doctor, Police,...).

Select the name of the Resident to call by pressing ↑ ↓ and then pressing on the « Bell » key.

Pushing again the “Bell” key will stop the call in progress.

It is possible to record 5 Residents’ names. So when displaying this names on the Door Panel screen, the names will be heard in the loudspeaker (very convenient for blind-people).

When answering the call, the Resident can open the door by pressing “0” (default setting) on his handset.

Call progress is heard at the panel (default setting)

Correspondent/Resident answering the telephone hears “Call from Door Panel”. TELACCES automatically reverts to standby mode at the end of a communication or call sequence.

## **1.2 - TELACCES 1D – Calling a Resident from the Panel using Call-Buttons**

Up to 4 Call-Buttons can be installed on TELACCES 1D; 4 telephone numbers can be automatically called with the 1<sup>st</sup> Call-Button and 2 phone-numbers for the other Call-Buttons.

Pressing a Call-Button whilst a call is in progress cancels the call.

### ***Example:***

*Press Call-Button N°1.*

TELACCES will call 1<sup>st</sup> telephone number programmed (main telephone number). If call is not answered or correspondent busy, TELACCES will automatically call 2<sup>nd</sup> telephone number programmed. If no answer/busy, TELACCES will automatically call 3<sup>rd</sup> telephone number etc.

### **Note:**

One call-button can be used for information. When pushing this Call-Button, an helping message will be heard in the loudspeaker.

## **1.3 - TELACCES 1D – Calling a Resident from the Panel using Speed Dialling**

Residents can also been called by Speed Dialling Numbers.

### ***Example 2:***

Visitor wants to call Flat N°109:

Enter 109 on the panel to call Flat/House N°109.

By entering 109, TELACCES will call the telephone number(s) of Flat N°109.

## **1.4 - TELACCES 1D – Calling a Resident from the Panel using his Telephone Number**

Press the Call-Button to obtain a dial tone. Then enter the full telephone number of the Correspondent/Resident onto the keypad. Wait for the Correspondent/Resident to answer.

Pressing the Call-Button again cancels the call.

Correspondent/Resident answering the telephone hears “Call from Door Panel”.

Only telephone numbers already programmed into the TELACCES panel can be direct dialled ie. the telephone numbers associated with the Speed Dial prefixes 001.

Note: Speed Dial is, of course, still available when Direct Dialling is enabled.

### **1.5 - TELACCES 1D – Opening the Door from the Handset called**

Any handset answering a call from the panel can activate Relay N°1 to open the door/gate, but only whilst it is in communication with the panel. To activate Relay N°1, the person answering the call must press the 0 button on the telephone handset.

Note 1: The code to enter onto the handset to activate Relay N°1 is programmable and can be any 1 or 2 digit number. You may wish, for example, to have 99 as the code to activate Relay N°1.

Note 2: Exactly the same applies for Relay N°2 which might be used to (A) Open a 2<sup>nd</sup> entrance, perhaps a pedestrian gate (B) Turn on CCTV camera (C) Turn off a perimeter beam etc.

### **1.6. TELACCES 1D – Opening the Door from the Keypad in the Panel or from access-badges**

The keypad code to activate Relay N°1 to open the door/gate can be any number from 1 – 6 digits in length. It can be only one code for all the residents or 1 024 different codes. It must, however, always be preceded by the # button and entered within 5 seconds.

#### **Example:**

If the Keypad Code = 12345, you must enter: #12345 on the keypad to activate Relay N°1.

Note: Exactly the same applies for Relay N°2.

*In replacement of access-codes, badges can be used to open the door.*

### **1.7. TELACCES 1B/1C – Dialling In from Remote Handset**

Any DTMF (touch tone) telephone handset can call a TELACCES panel simply by dialling (1) The telephone number of its telephone line (2) The extension number if it is connected to a PABX extension socket.

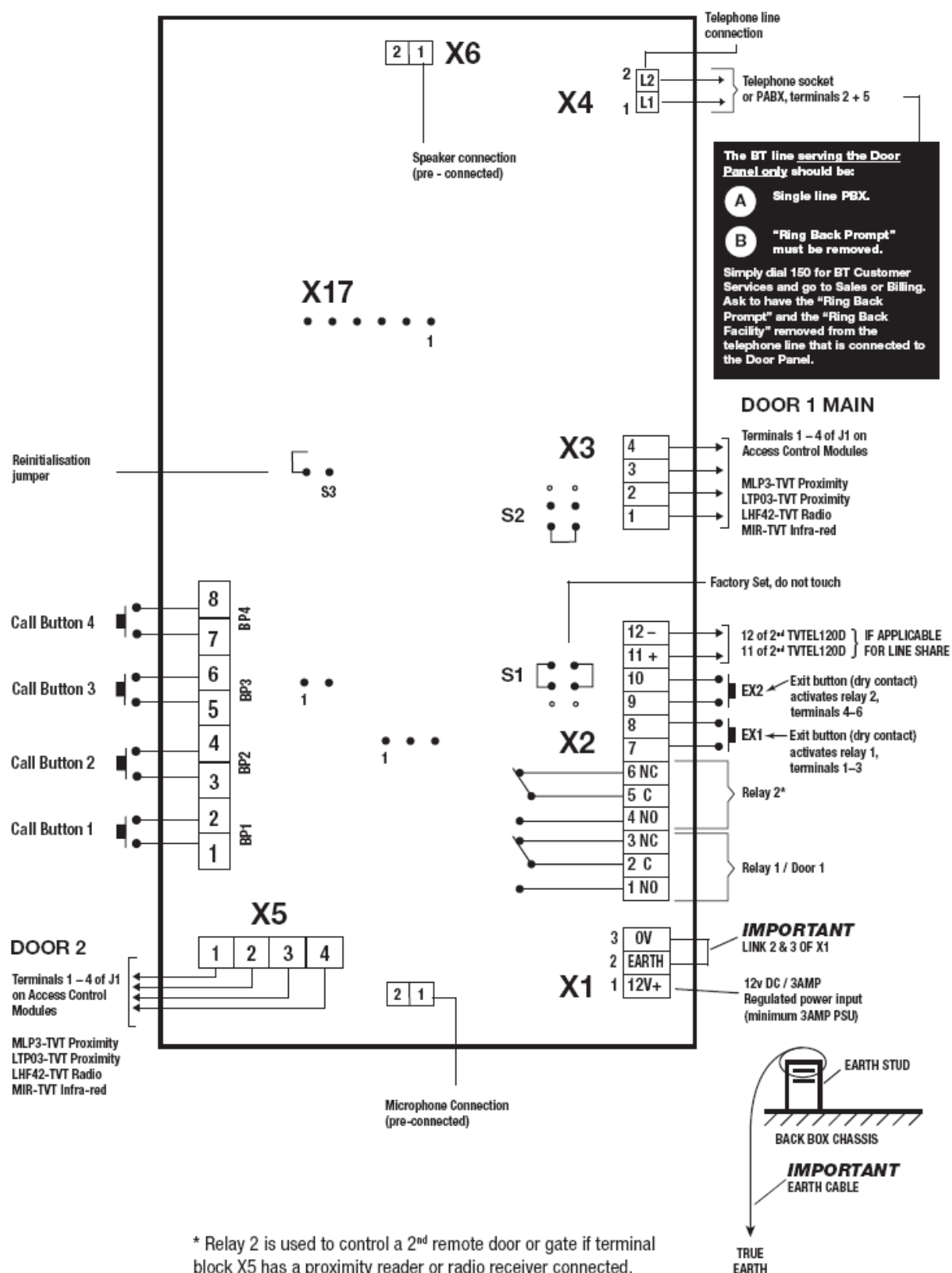
The panel does not ring and answers the call automatically.

Intervention mode immediately on Call-Up can be default set to either:

(1) Full Communication (2) Discrete.

Note: TELACCES can be set to ring to signal an incoming call. The call is answered manually by pressing the call-button on the panel (see Function 61).

## 2- WIRING



### **3- TECHNICAL DATA**

<b>Connections:</b>	(1) Publix switch on analogue line (a/b) or (2) PABX extension of the internal telecommunications network of a company. Socket to be analogue type (2 wire non digital) or digital with analogue simulation.
<b>Telephones:</b>	(1) Standard analogue DTMF “Touch Tone” (2) Mobile telephone (3) Cordless telephone
<b>REN Loading:</b>	=1 Maximum REN on any PSTN line = 4. If any 3rd party equipment connected in parallel, for example: burglar alarm, facsimile machine etc. REN loading limit must not be exceeded.
<b>Power Supply:</b>	12V DC +/- 10%
<b>Power Consumption:</b>	Maximum 350mA
<b>CE Norms:</b>	EN60950 EN55022 Edition 98 Class B EN55024 Edition 98 Class B
<b>Telecommunications Norms:</b>	CTR21 (European Rules)
<b>Operating Temperature:</b>	-35°C to + 50°C non-condensing
<b>Number of Relays:</b>	2
<b>Relay Timers:</b>	Relay 1 = 1- 99 secs Relay 2 = 1- 99 secs
<b>Relay Contact Ratings:</b>	Relay 1 = 2 Amps at 12V DC 1 Amp at 24V DC Relay 2 = 2 Amps at 12V DC 1 Amp at 24V DC
<b>Request to Exit:</b>	2 (N.O. contacts)
<b>Programming:</b>	remotely by PC equipped with Windows® and an analog modem (56 K).
<b>System Capacity:</b>	Up to 120 Residents with 2 call-numbers per Resident.
<b>Keypad entry codes:</b>	one per Resident
<b>Keypad code length:</b>	1 - 6 digits
<b>Call-Buttons</b>	Option
<b>Access badges</b>	Option
<b>Time zones</b>	2
<b>Non - Volatile memory</b>	Yes
<b>Material</b>	Flush mounting box zinc plated and front panel in brushed with anti - vandal stainless steel security screws. (Vessel for surface mounting in option)

## **4 – DEFAULT PARAMETERS « Factory Settings »**

**Relay N°1 activated by:**  
**Telephone handset code** 0  
**Keypad code** 12345  
**Operational time (seconds)** 5

**Relay N°2 activated by:**  
**Telephone handset code** 2  
**Keypad code** 67890  
**Operational time (seconds)** 5

**Period Types** OFF

**Communication time** 1 minute

**Handset rings for (seconds)** 30

**Panel rings for (seconds)** 0

**Audio messages** On (where applicable)

**Ring tones** Country settings

**Busy tones** Country settings



**TELACCES 1D**  
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# 1 - SOFTWARE

## 1.1 – Software Installation on PC

The Software Installation is delivered on the CD Rom.

If Auto-run doesn't work, see the file:\Lisez-moi.txt on the CD Rom.

A modem 56 K is required.

## 1.2 – Opening Software Program

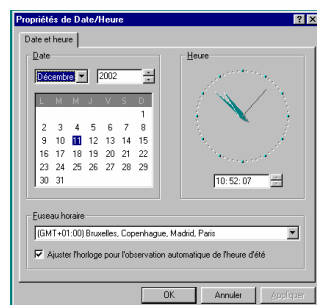
When the software is installed on the computer, click on the icon **Erreur ! Des objets ne peuvent pas être créés à partir des codes de champs de mise en forme.** on the desktop.

The following screen appears.

There are 3no types of User. Use arrow to select between them.  
**SUPERVISOR:** Full access reserved to Distribution Company.  
**INSTALLATION COMPANY:**  
Default Password: ask to Distribution Company.  
Access Rights = Full functions except some features reserved to Supervisor..  
**MANAGING AGENT:**  
default Password = GERA  
Access rights : restricted to Residents functions.



Click on **Modification** to correct the time and date. Enter the correct date and time. The day is automatically entered by the program. Click on **Apply** when finished.



Click on **OK** when finished to enter into the program.

Note: Passwords can, of course, be changed – see options on General Screen.

## ***2 – NEW INSTALLATION, OPENING AN INSTALLATION***

### ***2.1- New installation***

General Screen:



The following screen appears.



The screen « New Installation » appears.

*Tick this box to have the **Program** generate a name for the **Installation** based on its street n° and address..*

New Installation

Type:\*

Name of Installation:\*  ☐ Program to generate name

Phone Number:\*

Serial N°:\*

Passcode:\*  Installation Date: 14/03/2008

Street N°:

Address:

Postcode:

City:

Site Name:

Builder:

☐ Prog > 1  
☐ Link  
☐ MC

OK Cancel

Select the panel type.

Enter the required information.

*Select the right model of panel*

New Installation

Type:\* Télaccès 1D

Name of Installation:\* FLOWER BUILDING ☐ Program to generate name

Phone Number:\* 123456789

Serial N°:\* 49 081234 Capacity: 120

Passcode:\* 2000 Installation Date: 14/03/2008

Street N°: 56

Address: BRIDGE STREET

Postcode: 456123

City: TOWN CITY

Site Name: FLOWER

Builder: ANDREW LTD

☐ Prog > 1  
☐ Link  
☐ MC

OK Cancel

The Serial Number is written on a sticker located on the PCB of the panel. Example: UK032501.

*The Serial No is printed on a white label located on the PCB of the panel.*

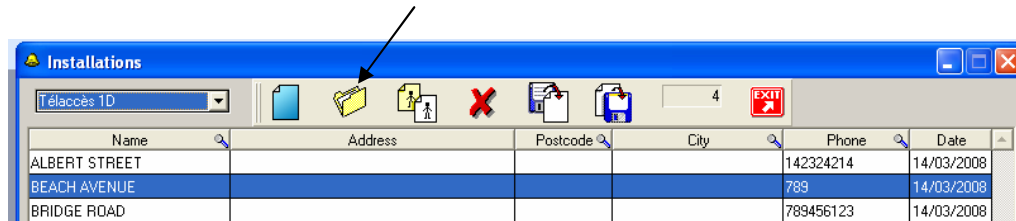
*Default Password is 2000*

With all the information entered, click on **OK**.

## 2.2- Opening an Installation

The *Installations* screen displays a listing of all *Installations*.

To select a particular *Installation* simply double click on it. Alternatively, highlight it and click on *Open*. Use the scroll bar to move up and down the listing.



The *Details of Installation* screen opens and displays the details of the relevant *Installation*.

Parameters Residents Access Control Screens Messages Software Loading Installation Print Exit ?

Name of Installation: ALBERT STREET Type: Télaccès 1D Passcode: 2000 Capacity: 120

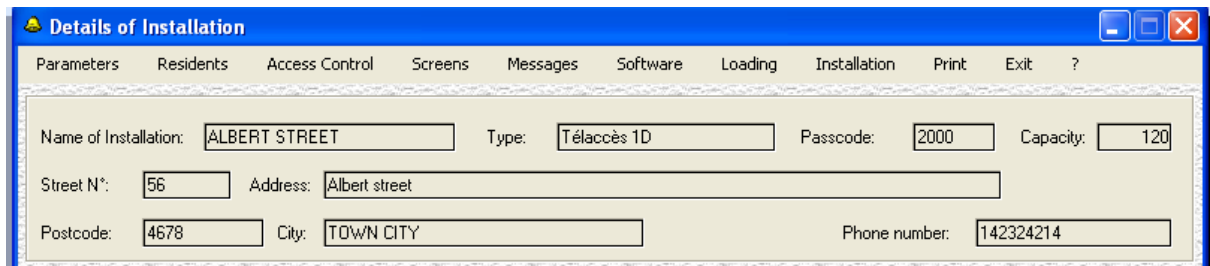
Street N°: 56 Address: Albert street

Postcode: 4678 City: TOWN CITY Phone number: 142324214

You now have access to the title bar menus.



## 2.3 Configuration of Installation

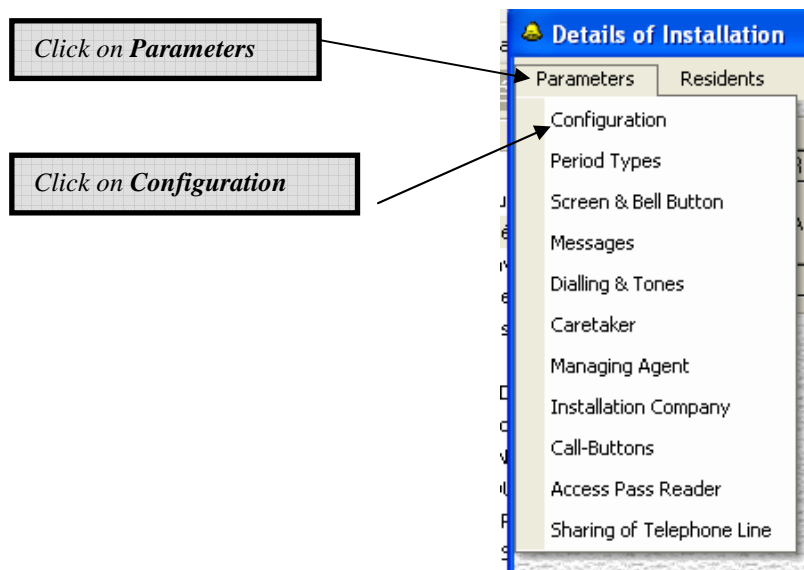


The screenshot shows a window titled "Details of Installation" with a menu bar containing: Parameters, Residents, Access Control, Screens, Messages, Software, Loading, Installation, Print, Exit, and ?. The main area contains several input fields:

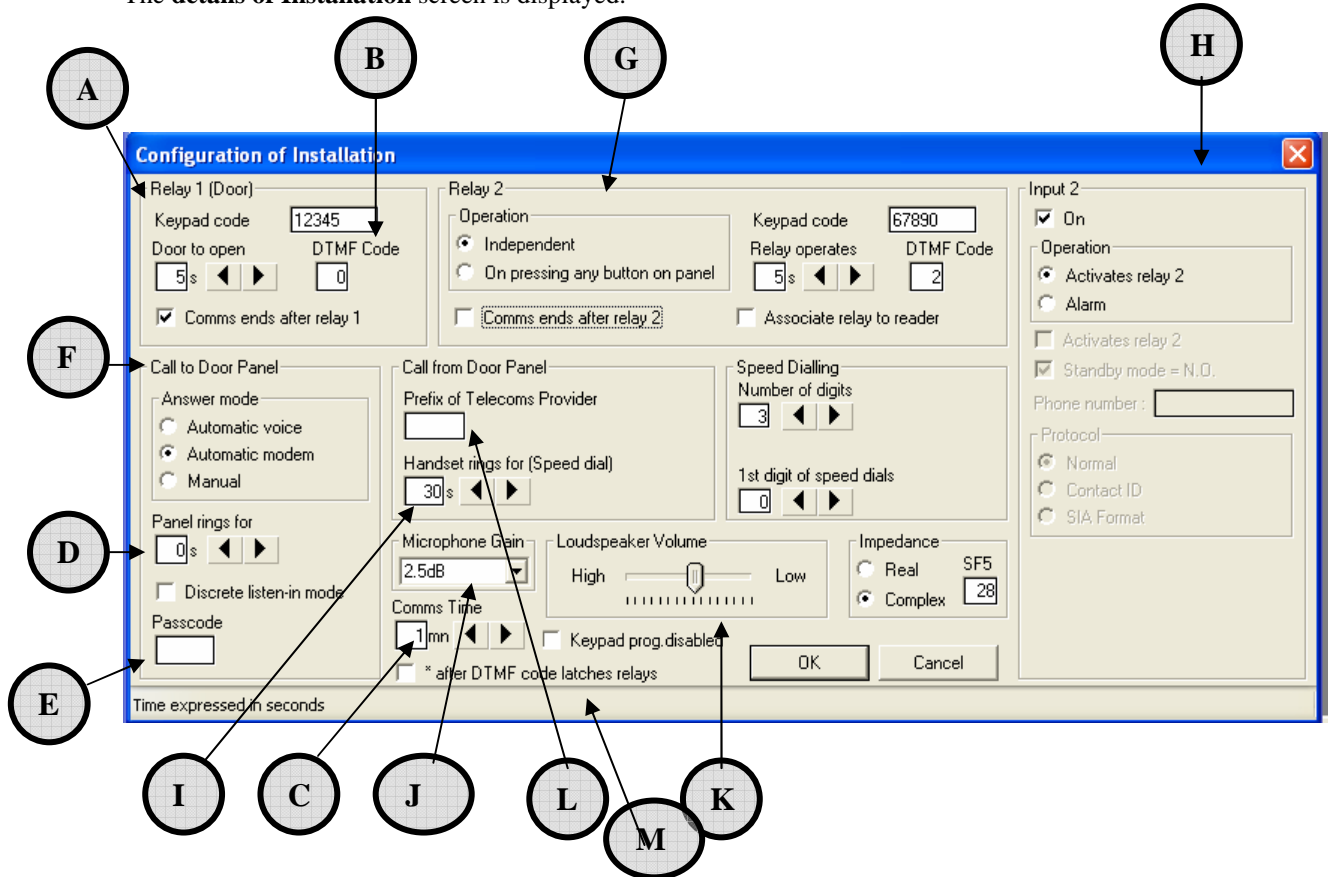
Name of Installation:	ALBERT STREET	Type:	Télaccès 1D	Passcode:	2000	Capacity:	120
Street N°:	56	Address:	Albert street				
Postcode:	4678	City:	TOWN CITY		Phone number:	142324214	

At the top of the screen, there are a number of options available for this *Installation*.

Click on *Parameters*. A drop-down box is displayed.



The **details of Installation** screen is displayed.

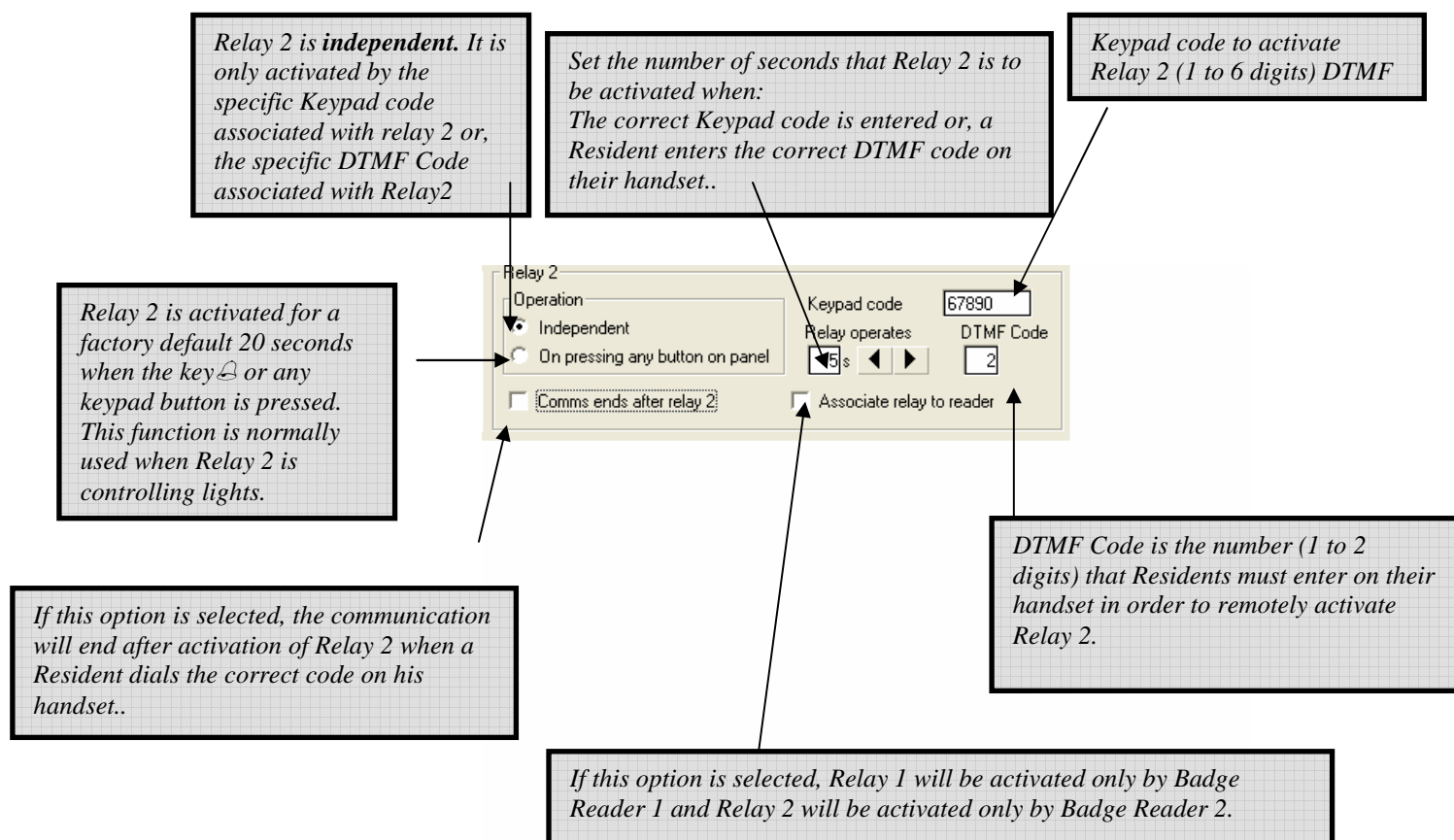


- A** **Relay 1** is normally used to activate a door or gate. Set up the number of seconds that the door is to unlock for when: either a correct keypad code is entered or, a Resident enters the correct DTMF code on their handset.
- B** **DTMF** code is the numbers (1 to 2 digits) that Residents must enter on their handset in order to remotely open the door.
- C** Communication time can be set from 10 to 300 seconds and apply to both : Calls to the Door Panel and Calls from the Door Panel. The line will be automatically cut if the preset maximum communication time is reached.
- D** Panel rings for is the length of time the panel is to ring before it answers the incoming call.
- E** Call to Door Panel is a feature allowing a Resident to telephone the panel (provided the Telephone Number and Passcode are known) from their standard DTMF telephone to listen only or to listen and communicate with the panel. For security reasons, a Passcode must be set.
- F** **Answer Mode:** 3 modes are available for the Panel to answer when receiving a call:
  - Automatic voice: when calling the panel it is possible to listen or to communicate with the panel,
  - Automatic Modem: this mode is required when programming by a remote computer,
  - Manual: when receiving a call, it is necessary to push the call-button on the panel to communicate with the panel.
- G** See Section 2.4.1

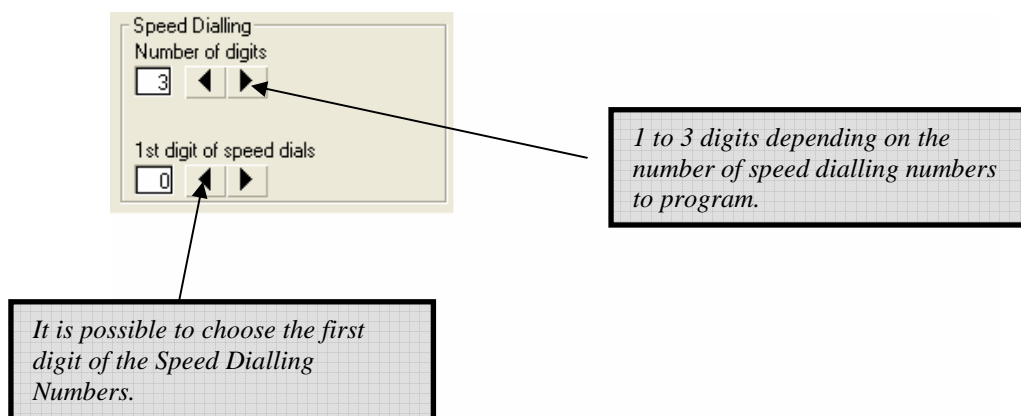
- H** **Input 2** (terminals 9 + 10 of CN2) can be set to activate Relay 2 (default setting) or as an alarm-input.
- I** Set the length of time in seconds that the telephone called is to ring before the Panel abandons the call or calls the 2<sup>nd</sup> telephone number.
- J** Adjust **Microphone Volume** ie audio level, from the panel to the handset. This is not a real-time adjustment.
- K** Adjust Loudspeaker Volume at the panel from the handset called. This is not a a real-time adjustment.
- L** If using a specific telecoms provider, enter their unique prefix here (maximum 4 digits).
- M** Relays stay activated at the end of the communication till a keypad-code is entered or a valid badge is read.

### 2.3.1- Relay 2

There are 2no Operation modes for Relay 2

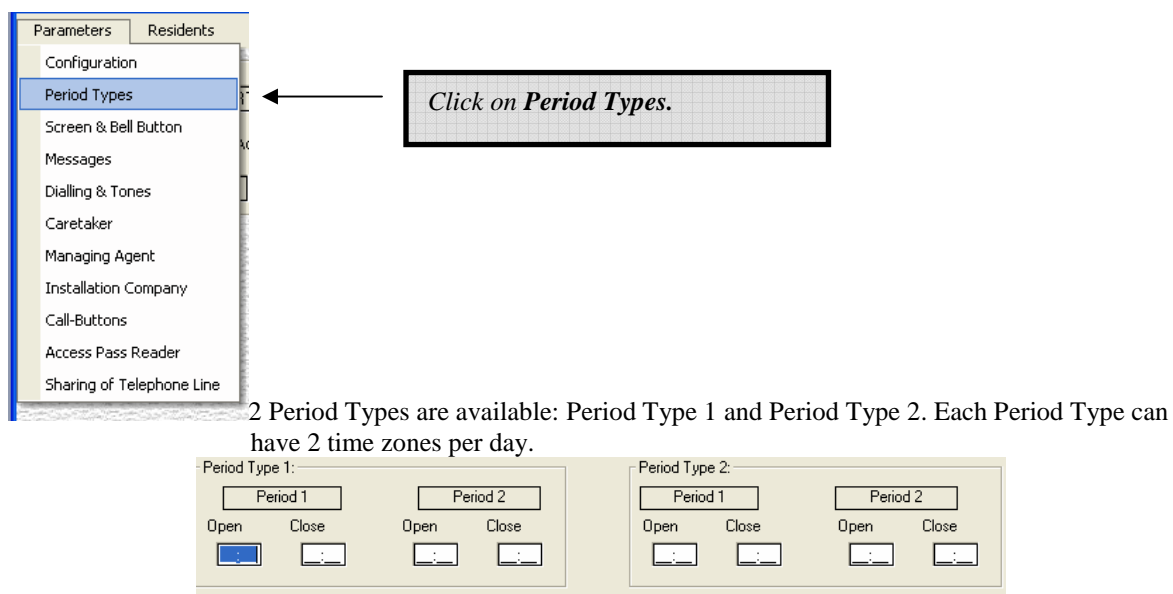


### 2.3.2- Speed Dialling Size



## 2.4- Period Types

Period Types are used to further refine and customise the Panel.



The main **Period Types** screen opens.

Active Periods are those times within the Open and Close of Period 1 and Period 2. Keys with arrows on the panel can be used to choose the Resident. When pressing the key the panel calls the resident selected.

For security reasons, if a specific Holiday period applies for example Christmas, August, ... enter the dates here.

Bank or other National Holiday dates should be entered here..

Relay 1 is permanently activated during open time of Period Type 1. During this time the panel displays "Free Access".

Only one option of the two can be selected at a time. Both Keypad codes programmed in the screen « Parameters » will be active during active periods.

Device is in night mode during (1) Week-end (2) Holidays (3) Bank Holidays (4) Times outside Periods 1 + 2.

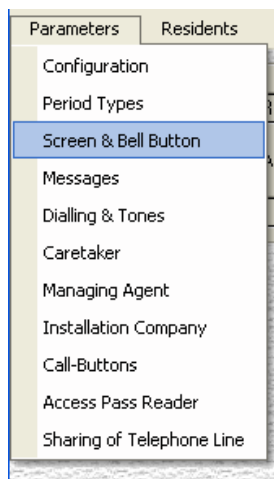
Holiday and Bank Holidays dates are, obviously, out of hours i.e. not within the Active Period.

To save, remember to click **OK** when all of the information for this screen has been entered.

Each Resident or Service can be associated to Period Type. This Period Type is not displayed on the Panel so that can't be known by Visitors.

By pressing the key on the panel, the selected Resident will be called only if it is currently an Active Period. If it is not an Active Period, the panel will not call the selected Resident. The panel will display « Out of Time » and the voice message "Your correspondent cannot be reached at this time, please try again later" will be heard by Visitors.

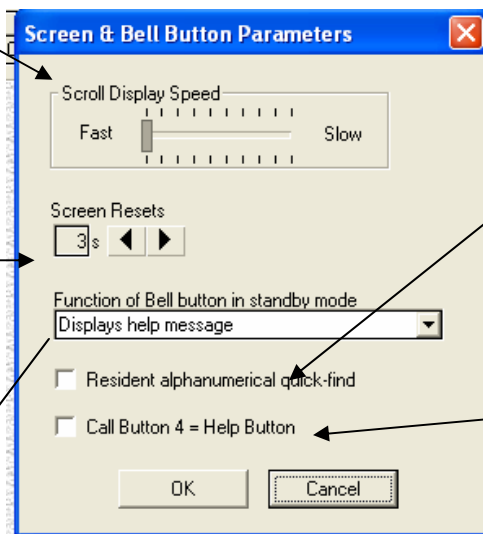
## 2.5- Screens



*Click on **Parameters** then **Screen and Bell Button***

*The screen is the display on the door panel.*

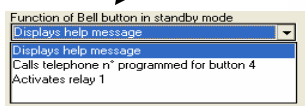
***Scroll Display Speed** sets the speed at which the names displayed pass through the display when using the **↑↓** buttons on the panel.*



***Screen Resets** in the number of seconds a screen will be displayed before the display switches back to the default screen.*

*If you check this box pressing button 5 on the keypad will open the scroll display of names from J's onwards, 8 from the T's onwards etc.  
Note: Enter " before all Keypad entry codes from now on.*

*Call-button # 4 can be used as **info button**. When pushing this call-button, the voice-message n° 16 can be heard.*

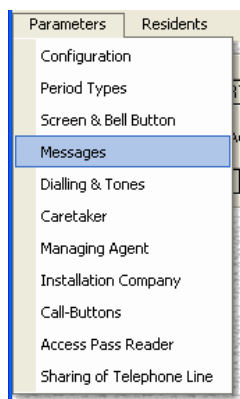


*On stand-by, the key **Ⓛ** can have 3 functions:*

- *display of a help message,*
- *launches a call using the call-number programmed on call-button # 4*
- *activation of Relay 1 during time programmed in "Parameters Configuration".*

To save, remember to click **OK**.

## 2.6- Messages



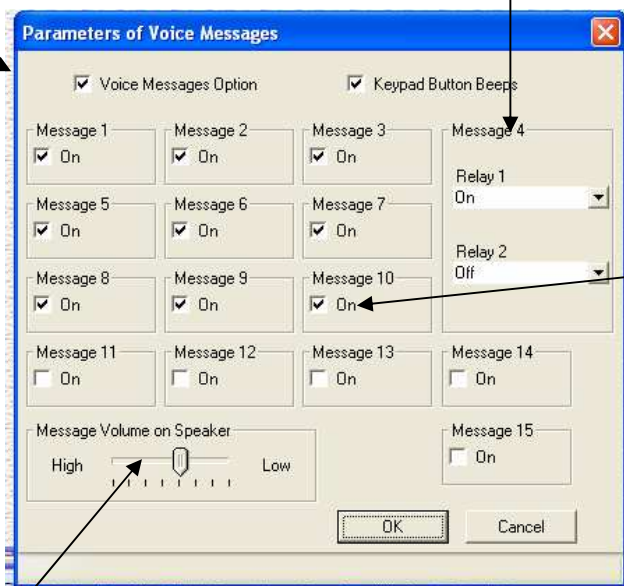
*Click on Messages*

The display on the Door Panel is default set to provide the visitor with the appropriate visual information message at the appropriate time. For example: "Please enter" would be displayed on the screen.

This screen allows you to select whether or not the use audio information messages in conjunction with the visual information messages. The norm is, of course, to use both types of messages together.

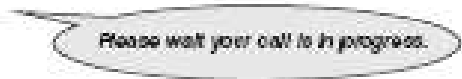
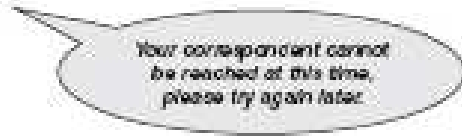



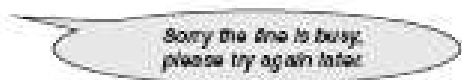






*Messages 1 to 10 are the audio messages used for call processing information. It is possible to activate or deactivate each message.*

*Message 4 can be activated with relay 1 or Relay 2.*



*Messages 11 to 15 are used for Resident's names. When the name is displayed on the Door Panel screen, the associated message is heard on the loudspeaker.*

*These are the volume controls for the audio information messages and beeps only. This feature is very useful when the Door Panel is located for example next to a busy and noisy main road.  
Note: it does not affect the communication level between the Resident and the Visitor.*

Audio Message No		Event Type
1		Each time a call is made.
2		Visitor presses the  button to call a Resident at a time which is outside of Periods 1 & 2 ie OUT OF HOURS as set for the Group/Period Type associated with this Resident. This Resident does not want to be disturbed after hours.
3		Visitor has entered an incorrect telephone number on the panel.
4		A correct keypad code has been entered on the panel or Resident has activated the door from handset.
5		Resident is engaged on the telephone ie the line is occupied.
6		There is no answer from the 1st telephone number called and, if applicable, no answer from the 2nd telephone number.
7		An incorrect keypad code has been entered on the panel.
8		Spare
9		Resident's status is Protected, therefore, when visitors press the  to call, the panel asks them to enter the Resident's telephone number.
10		Message heard by Resident on the telephone handset when answering call from door panel.

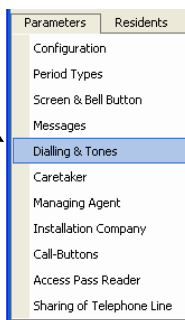
#### Special Messages for disabled people :

11 to 15	<b><i>"Names of Residents"</i></b>	The name is heard on the loudspeaker when displayed on the Door Panel screen.
16	<b><i>"Press arrows keys to select the Resident and then press the bell key"</i></b>	This message is heard when the push-button « I » is pressed.



## 2.7- Tones

Click on  
**Dialling & Tones**

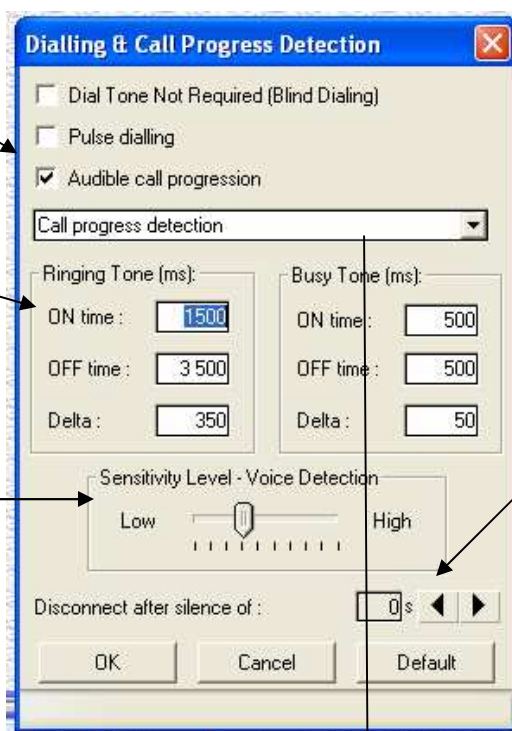


When this box is checked, Visitor can hear tones during the call-processing.

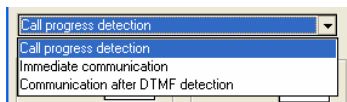
If the Door Panel is connected directly into a Pabx system, check the relevant technical information for the Pabx model and amend settings, if applicable.

The higher the sensitivity setting, the quicker the system detects that the Resident has answered the phone. In situations where there is lots of "noise on the line" it is advisable to reduce the sensitivity level setting.

3 modes of communication establishment are available.

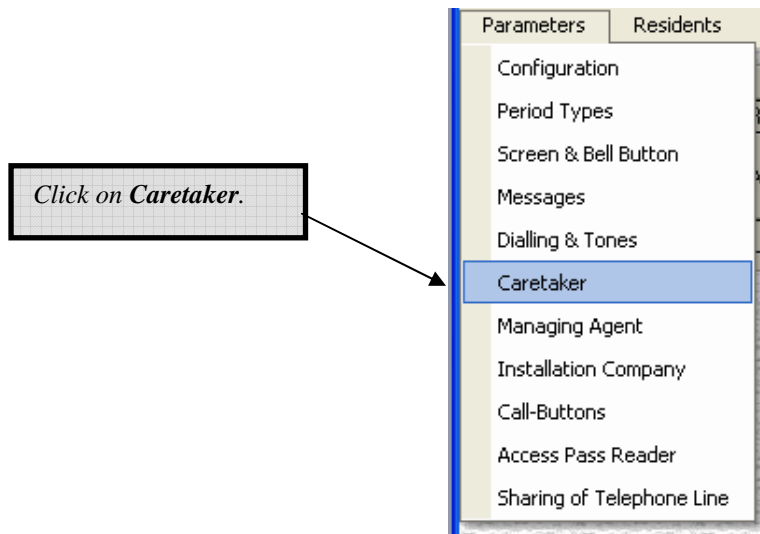


Set the number of silence seconds allowed before disconnection – if nobody talks, the telephone line will be automatically disconnected.



Click on **OK** when finished.

## 2.8- Caretaker



Enter the relevant information for the Caretaker.

**Caretaker**

Caretaker's Name: MARTIN

Street N°: 56

Address: Albert street

Postcode: 4678

City: TOWN CITY

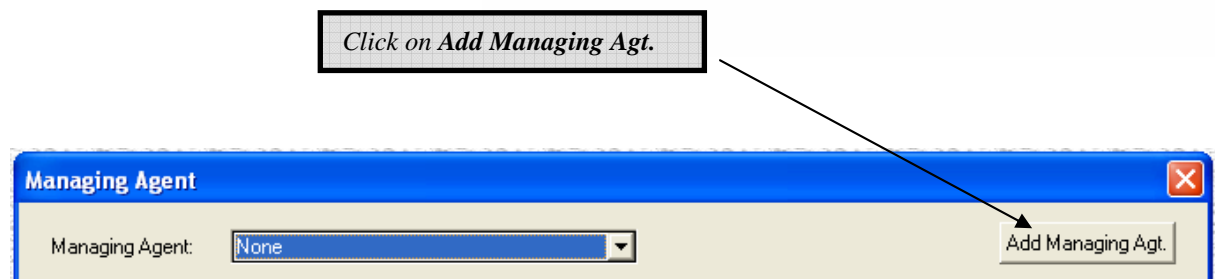
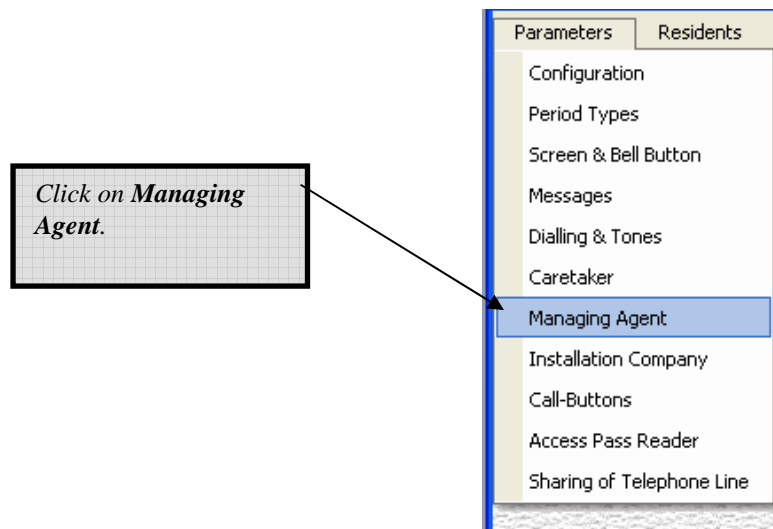
Phone number: 123456789

Fax number:

OK Cancel

Click on **OK** when finished.

## 2.9- Managing Agent



Enter the relevant information for the **Managing Agent**.

Click on *Persons*.

**Add Managing Agent**

Name:  Keypad:

Street N°:

Address:

Postcode:

City:

Phone number:

Fax number:

Persons OK Cancel

Click on *New*.

**Contacts at SMITH**

Name	Phone N°

New Open Delete Close

456

Enter the details for all the relevant contact persons at this Managing Agent.

**Person Details**

Name:  OK

Phone number:  Cancel

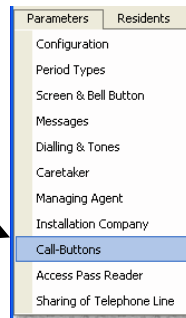
Click on OK when finished. The new contact will be added to the list of existing contact persons.

## 2.10- Installation Company

The Installation Company tab functions in exactly the same way and with the exact same sub-screens as the Managing Agent tab. Repeat the exact same processes described earlier.

## 2.11- Call Buttons

Click on **Call-Buttons**.



The 'Call-Buttons' dialog box is shown. It has a title bar with a close button. Inside, there is a table with two columns: 'Button' and 'Code'. The 'Number of Buttons' is set to 4, with left and right arrow buttons next to it. The table contains the following data:

Button	Code
1	2001
2	2002
3	2003
4	2004

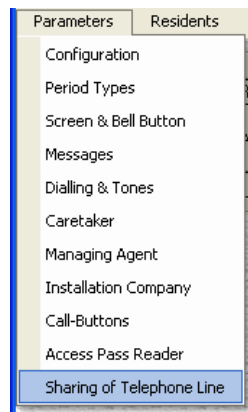
A tooltip labeled 'Programming code' is pointing to the 'Code' column. At the bottom of the dialog are 'OK' and 'Cancel' buttons.

Up to 4no **Call-buttons** can be included on the Door Panel.

Click OK when finished.

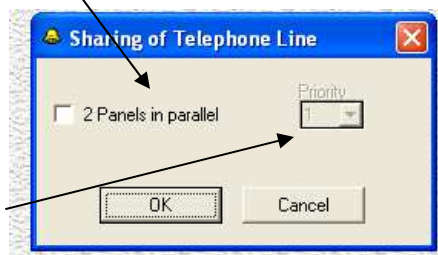
## 2.12- Sharing of Telephone Line

Click on *Sharing of Telephone Line*



Two Door Panels can share the same Telephone Line.  
Check box to validate this feature.

Set each Door Panel a Priority Level ie. Which panel answers an incoming call 1<sup>st</sup> and 2<sup>nd</sup>.  
La priorité 1 répondra en 1<sup>er</sup> à un appel.



### **2.12.1 Wiring:**

To share the same Telephone Line, the two Door panels must be connected together:

- Connect point 11 terminal X2 (Port +) from the 1st panel to point 11 terminal X2 (Port +) of the 2<sup>nd</sup> panel.
- Connect point 12 terminal X2 (Port -) from the 1st panel to point 12 terminal X2 (Port -) of the 2<sup>nd</sup> panel.

### **2.12.2 Programming:**

Create a new installation for the 1st panel.

Enter parameters and residents.

In screen « Parameters », check box « Sharing of Telephone Line » and select “Priority 1”.

Duplicate this installation to the 2<sup>nd</sup> panel.

Change the serial number and the Password for this 2<sup>nd</sup> panel.

**IMPORTANT! The Password of the 2<sup>nd</sup> panel must be different from the Password of the 1st panel.**

In screen « Parameters » of the 2<sup>nd</sup> panel, check box « Sharing of Telephone Line » and select “Priority 2”.

Connect the 1st panel on the Telephone Line and upload parameters and residents.

Remove the 1st panel from the Telephone Line when uploaded.

Connect the 2<sup>nd</sup> panel on the Telephone Line and upload parameters and residents.

Connect now the 1st panel when 2<sup>nd</sup> panel has been successfully uploaded.

### **2.12.3 Basic Using:**

To program the 2 Door Panels sharing the same Telephone Line, call first the 1st panel, upload it.

Call the 2<sup>nd</sup> panel in the following 30 minutes and upload the 2<sup>nd</sup> panel.

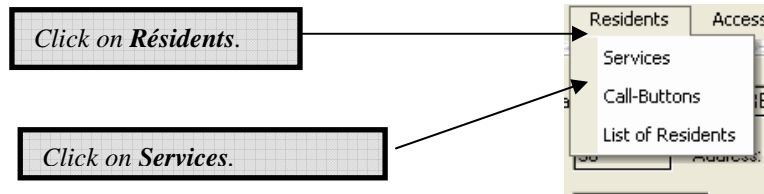
If calling after 30 minutes, the 1<sup>st</sup> panel will answer again.

When one of the two panels is calling a Resident, the other panel displays « Programming , please wait » and can not call a Resident at this time. Keypad-codes can be used.

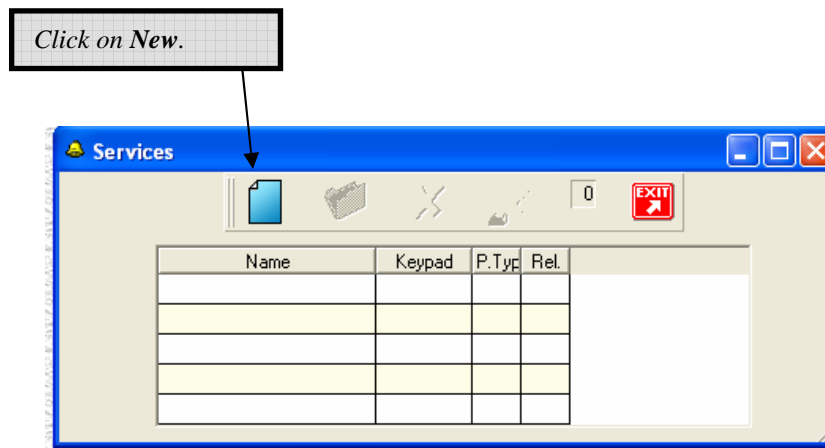
### 3- RESIDENTS

#### 3.1- Services

To program the **Services**,



The following screen appears.



It is possible to enter **5 Services**.



**Important Services - Contact Details**

Name:\* Electricity

Keypad: 456

Access Pass N°: 123456789

K. Code period: 1

A. Passes period: 2

☒ Activates relay 1 ☐ Activates relay 2

OK Cancel Help

\* = required field

*It is possible to have different Period Types for keypad-code and passes.*

Services are not displayed on the Door Panel screen.

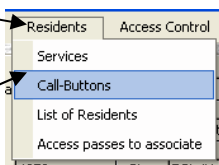
Click **OK** when finished.

### 3.2- Call-Buttons

To program the **Call-Buttons**

*Click on Résidents.*

*Click on Call-Buttons.*



The following screen appears:

Click on the **Call-Button** to program.

Button	Off	Phone N° 1	Rings for	Phone N° 2	Rings for	Name of Resident	Bldg	Floor	Flat
1	<input type="checkbox"/>	460	30	9	30				
2	<input type="checkbox"/>	460	30	9	30				
3	<input type="checkbox"/>	460	30	9	30				
4	<input type="checkbox"/>	460	30	9	30				

The following screen appears.

**Button 1**

Phone number 1:   s

Phone number 2:   s

Phone number 3:   s

Phone number 4:   s

Direct Dialling:  ☐ Off

Cancelling a Call:  Period Type:

Function of Call button:

Information not stored in panel:

Name:

Building:

Floor:

Flat:

OK Cancel

Can stop the call in progress when pressing a second time on the call-button.

Ringing time for each call-number.

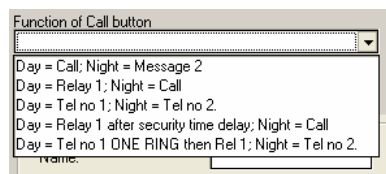
Check box to deactivate the call-number

To choose the Period Type for that Call-Button.

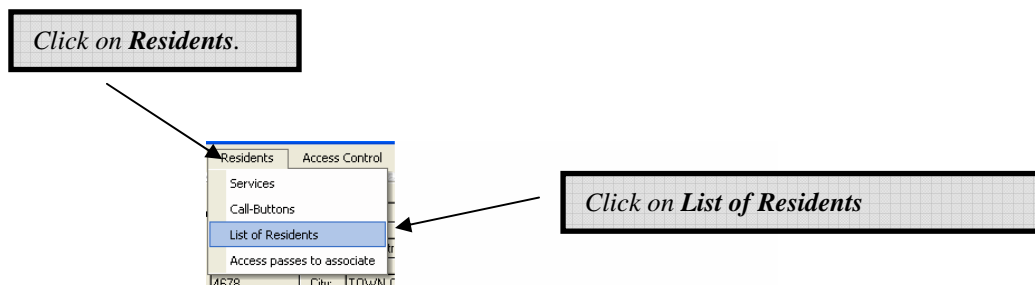
First Call-Button can call 4 different phone numbers. 2<sup>nd</sup> to 4<sup>th</sup> Call-Buttons can only call 2 phone-numbers.

If the Period Type is programmed to « None », call will be processing when pushing the call-button.

If a Period Type is programmed (Group 1 or 2) Call-Button can have a few different features.



### 3.3- Residents with telephone call-number and access badge



Universal Keypad Code

Keypad Code:  OK Cancel

Click on **Universal Keypad Code** and then enter the Access Code. After clicking on OK, all the Residents will have this same Code.

N° of Residents.

Residents with telephone and access control

2

Name of Res	Bldg	Floor	Flat	Phone N° 1	Phone N° 2	Speed	P.Type	Prot.	Hide	Msg.	Keypad	P.Type	A. Pass N°	P.Type	Rel.
CHOPIN				123456	987654	001					456		123456789456		1
MOZART				44556611	77889945	002					789		789456123568		1
						003									1
						004									1

**Protected:** if yes selected, the visitor cannot call the Resident by pressing the key . Instead the panel displays and plays the message advising the visitor to « Please dial your correspondent's telephone number». In this way, Residents can be protected from nuisance calls.

**Hidden:** if yes selected, no details whatsoever regarding this Resident will be displayed on the screen of the door-panel.

For the **Period Types** see Period Types Section.

Residents with telephone and access control

2

Name of Res	Bldg	Floor	Flat	Phone N° 1	Phone N° 2	Speed	P.Type	Prot.	Hide	Msg.	Keypad	P.Type	A. Pass N°	P.Type	Rel.
CHOPIN				123456	987654	001	1				456		123456789456		1
MOZART				44556611	77889945	002	2				789		789456123568		1
						003									1

Open a new Resident.

The following screen appears :

**Hidden:** if yes selected, no details whatsoever regarding this Resident will be displayed on the screen of the door-panel.

**Protected:** if yes selected, the visitor cannot call the Resident by pressing the key . Instead the panel displays and plays the message advising the visitor to « Please dial your correspondent's telephone number ». In this way, Residents can be protected from nuisance calls.

For the **Period Types** see Period Types Section..

Used to give to this Resident a badge chosen in the available list.

When this option is selected, choose a message from the 5 messages. Do not forget to select this message in « Parameters of Voice Messages ».

When finished, click on **OK**.

To allocate a badge to a Resident, two methods are available:

- Enter the badge number in « Access Pass n° » in Resident's details,
- Select a pre-programmed badge n° in the list by clicking on "Associate" in Resident's details.

The following screen appears.



*Choose the badge n° in the list, then click on OK to allocate it to a Resident.. The badge n° is so deleted from the list.*

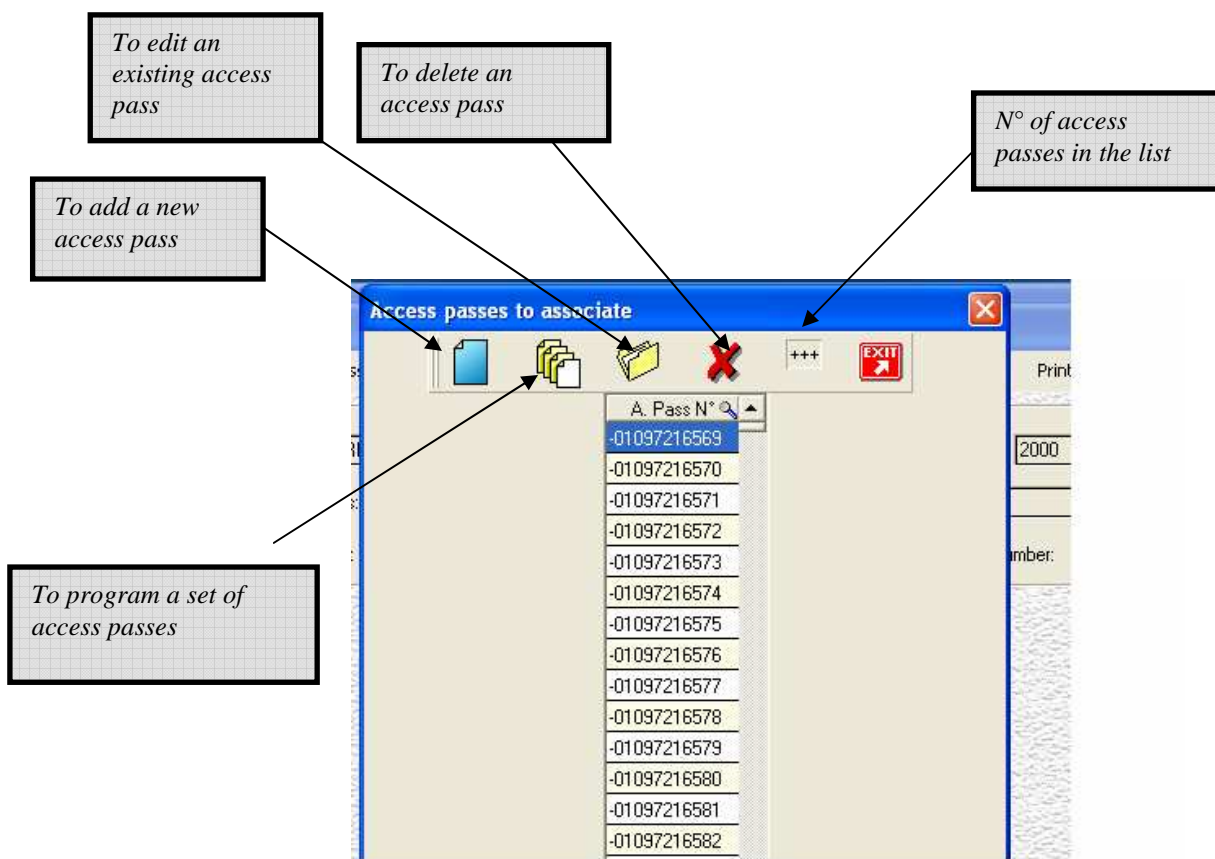
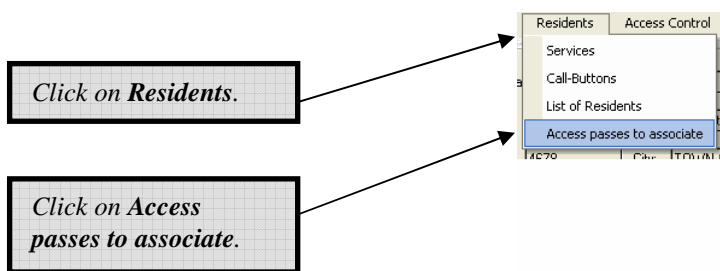
Here is an example of a Resident's details file.

*This speed number allows calling the Resident more quickly.*

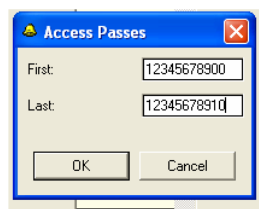
*1st Period type manages the calls;  
2<sup>nd</sup> and 3<sup>rd</sup> period types manage the access control (badges & keypad codes).*

*This options allow to select which relay will be activated by keypad codes, badges, ...  
It is possible to activate Relay n°1, n°2 or both of them.*

### 3.4- List of the access passes to associate



When adding a set of access passes, the following screen appears:



Access Passes

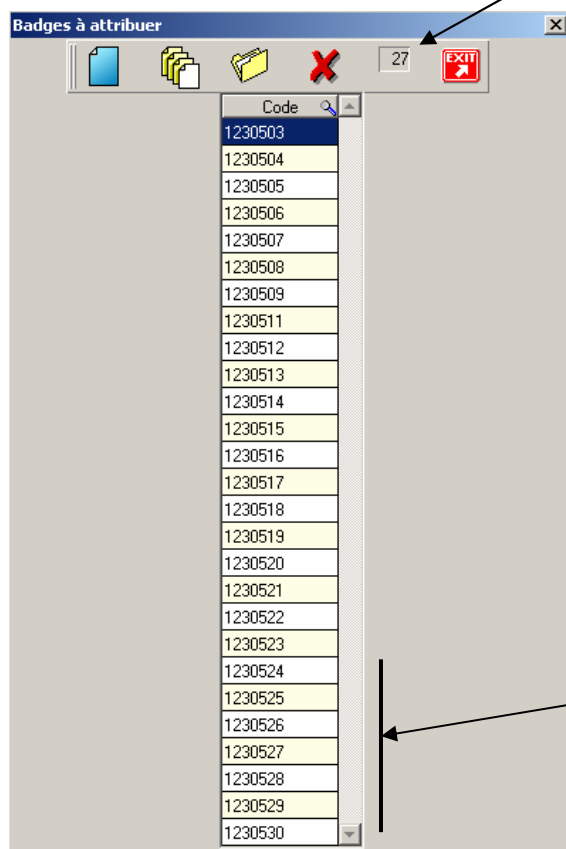
First: 12345678900

Last: 12345678910

OK Cancel

*Enter the first and the last n° of the access passes.*

When finished press on **OK**,



Badges à attribuer

Code

1230503
1230504
1230505
1230506
1230507
1230508
1230509
1230511
1230512
1230513
1230514
1230515
1230516
1230517
1230518
1230519
1230520
1230521
1230522
1230523
1230524
1230525
1230526
1230527
1230528
1230529
1230530

*N° of access passes is updated.*

*The new n° of access passes are added to the list.*

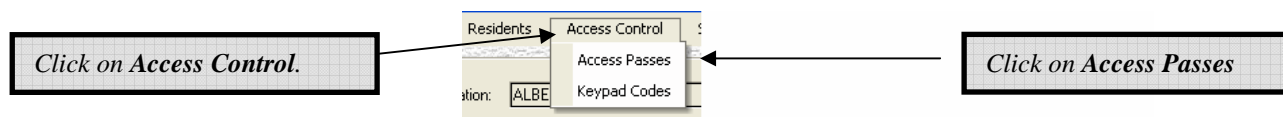


## 4- Extra Access Passes and Keypads Codes

There are one access pass and one keypad code per Resident.

It is also possible to have extra access passes and extra keypad codes not associated to any Resident.

### 4.1- Extra Access Passes

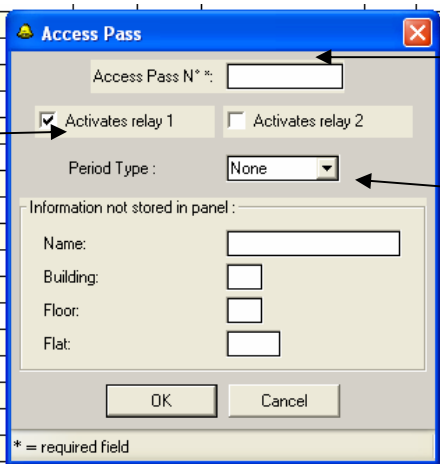


The following screen appears :

The screenshot shows the 'Access Pass' window. It features a toolbar with icons for adding, editing, and deleting passes, and a numeric keypad. Below the toolbar is a table with columns: 'A. Pass N°', 'Relay', 'P.Type', 'Name of Resident', 'Bldg', and 'Floor'. Five callout boxes provide instructions for using the interface:

- To add a new access pass**: Points to the 'Add' icon (a blue folder) in the toolbar.
- To program a set of access passes**: Points to the 'Bulk Add' icon (a stack of folders) in the toolbar.
- To edit an existing access pass**: Points to the 'Edit' icon (a folder with a pencil) in the toolbar.
- N° of extra Access Passes**: Points to the numeric keypad showing '0'.
- To delete an access pass**: Points to the 'Delete' icon (a folder with a red X) in the toolbar.

To add only one extra Access Pass, click on **NEW**.



The **Access Pass** dialog box contains the following fields and controls:

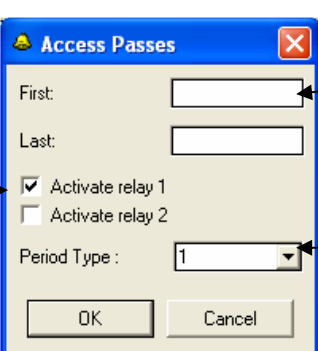
- Access Pass N° \***: A text input field for the pass number.
- Activates relay 1**: A checked checkbox.
- Activates relay 2**: An unchecked checkbox.
- Period Type**: A dropdown menu currently set to **None**.
- Information not stored in panel**: A section containing **Name**, **Building**, **Floor**, and **Flat** text input fields.
- OK** and **Cancel** buttons at the bottom.
- \* = required field**: A note at the bottom left.

Annotations with arrows pointing to the fields:

- Choose Relay 1 or Relay 2 or both to be activated for this access pass.* (points to the relay checkboxes)
- Enter the n° of the access pass.* (points to the Access Pass N° field)
- Choose the Period Type for that access pass.* (points to the Period Type dropdown)

When finished, click on **OK**.

To add a set of access passes, click on the 2<sup>nd</sup> icon.



The **Access Passes** dialog box contains the following fields and controls:

- First** and **Last**: Text input fields for the first and last numbers of the pass range.
- Activate relay 1**: A checked checkbox.
- Activate relay 2**: An unchecked checkbox.
- Period Type**: A dropdown menu currently set to **1**.
- OK** and **Cancel** buttons at the bottom.

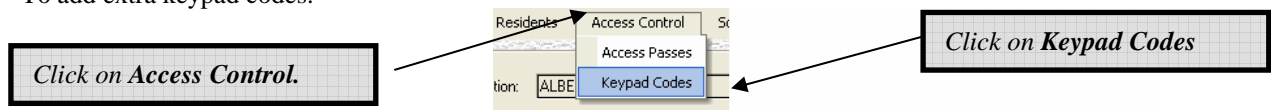
Annotations with arrows pointing to the fields:

- Choose Relay 1 or Relay 2 or both to be activated for this access pass.* (points to the relay checkboxes)
- Enter the first and the last n° of the access passes.* (points to the First and Last fields)
- Choose the Period Type for that access pass.* (points to the Period Type dropdown)

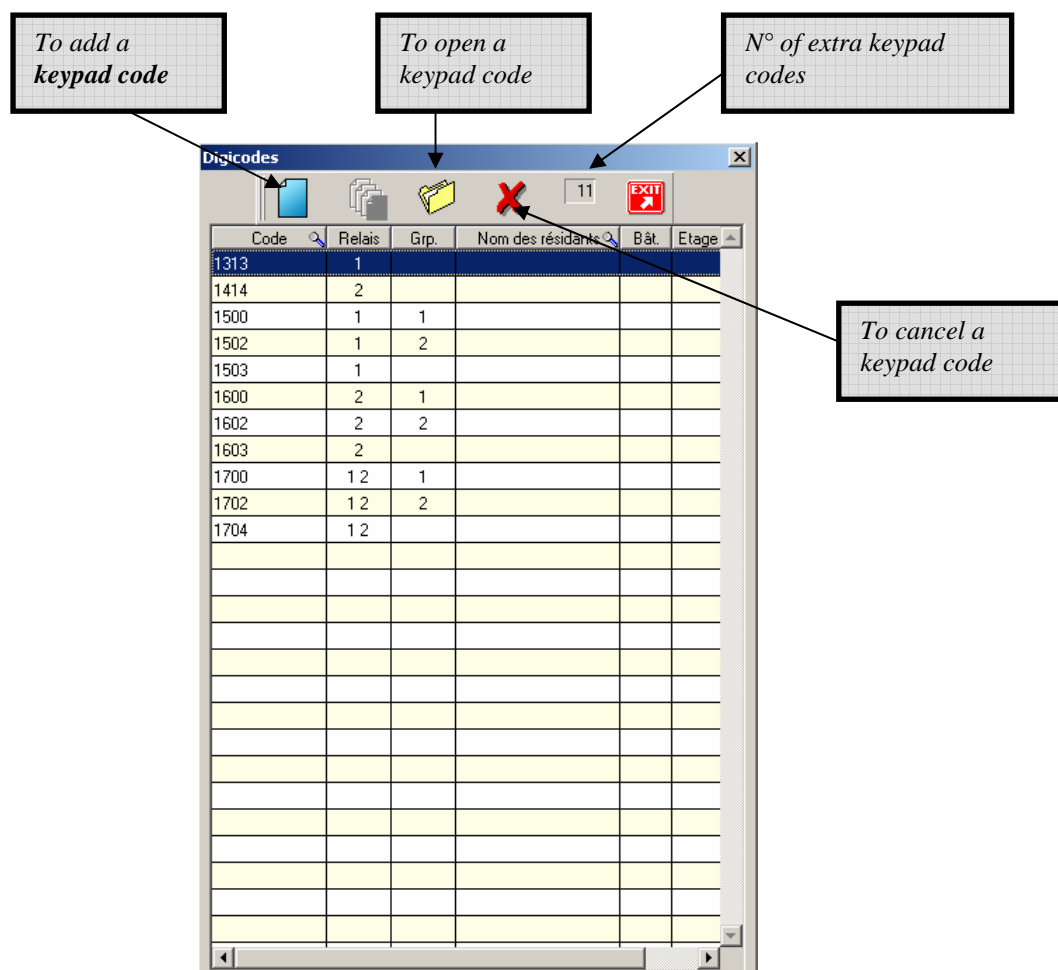
When finished, click on **OK**.

#### 4.2- Extra Keypad Codes

To add extra keypad codes:



The following screen appears :



To add an extra keypad code, click on New:

The screenshot shows the 'Digicodes' window with the following fields and callouts:

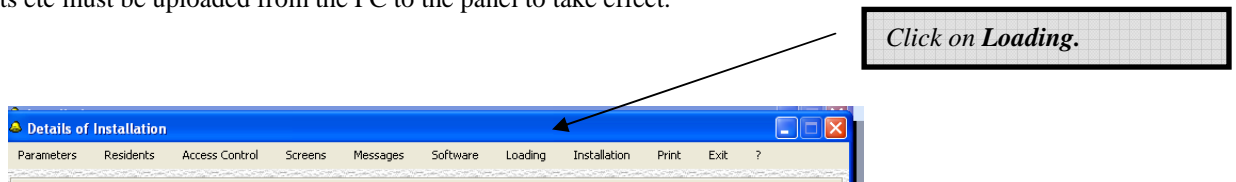
- Code\*:** A text input field with a callout: *Enter the keypad code*.
- Active contact 1:** A checked checkbox with a callout: *Choose Relay 1 or Relay 2 or both to be activated for this keypad code.*
- Active contact 2:** An unchecked checkbox.
- Groupe horaire:** A dropdown menu showing 'Aucun' with a callout: *Choose the Period Type for that keypad code.*
- Informations non sauvegardées dans la platine:** A section containing:
  - Nom:** A text input field.
  - Bâtiment:** A text input field.
  - Etage:** A text input field.
  - Appartement:** A text input field.
- Buttons:** 'OK' and 'Annuler' at the bottom.
- Footer:** *\* = champ obligatoire*

When finished, click on **OK**.

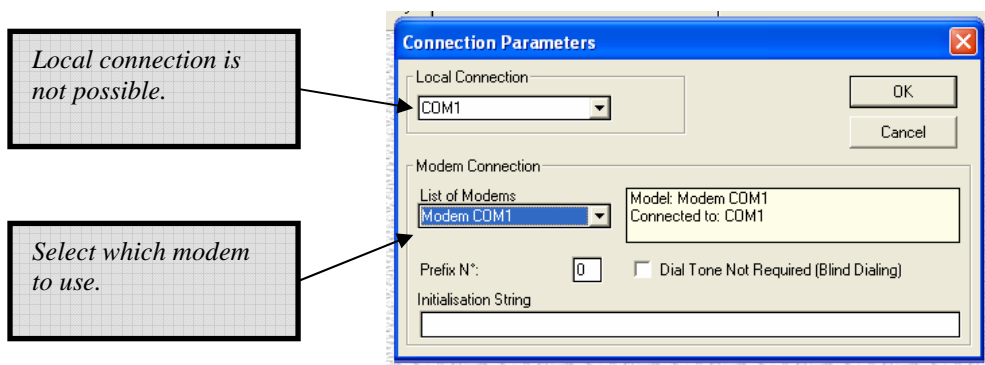
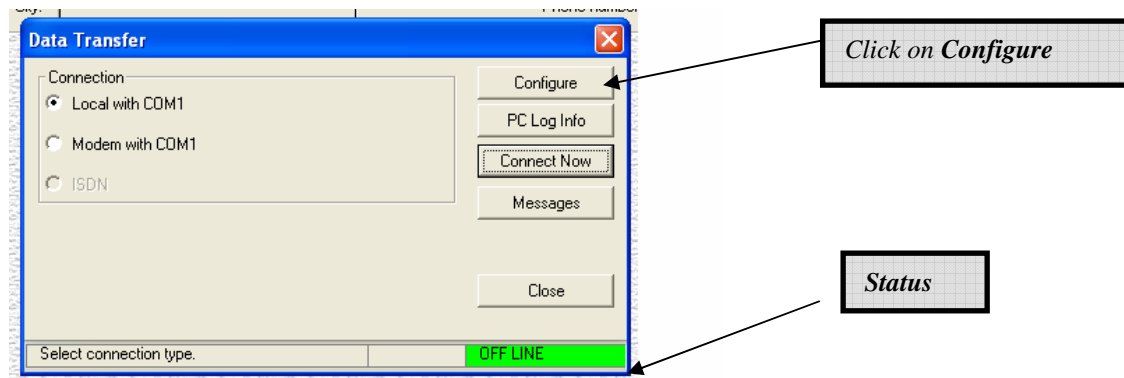
## 5- PROGRAMMING PANEL

### 5.1- To program the Panel

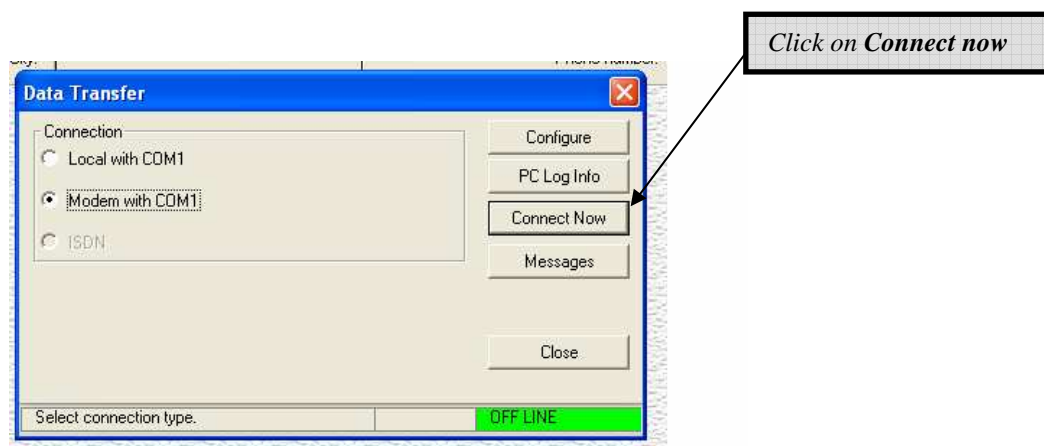
All programming changes effected at the PC, for example : Parameter, modifications, additions or deletions of Residents etc must be uploaded from the PC to the panel to take effect.



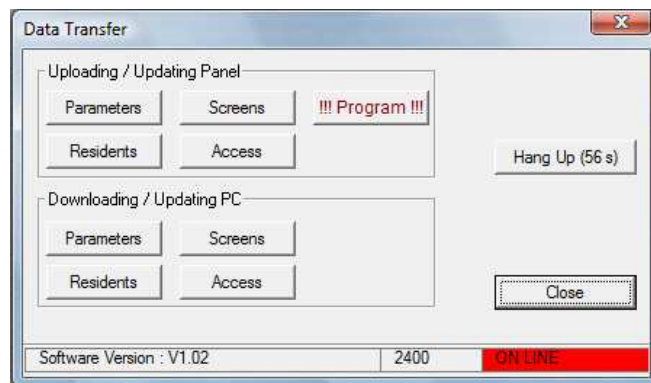
The following screen appears:



When finished, click on **OK**.



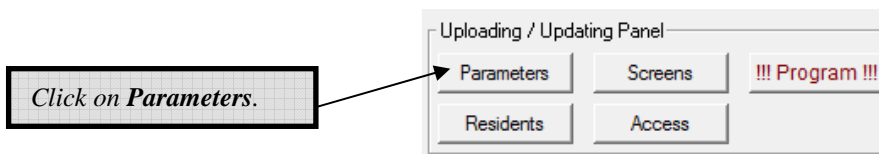
The Data Transfer screen opens. Status = ON LINE.



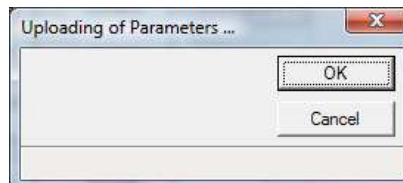
*Status*

## 5.2- Export / Upload

All programming is effected at a PC or Laptop. This programming has to be sent (uploaded) to the Panel for it to take effect.



All the Parameters currently stored onto the PC will be send to the Panel.



During the upload, the Windows file transfer indicates progress.



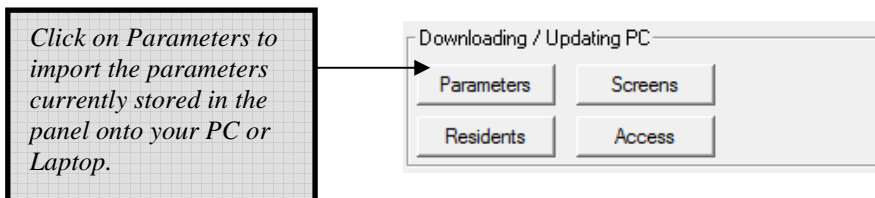
Uploads are always acknowledged by the Panel whether successful or not.



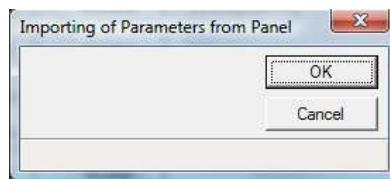
Exactly the same procedure would be followed for Residents, Screens, Access and Program.

### 5.3- Import / Download

To make sure your PC or Laptop has the latest data simply download the relevant files from the panel i.e.update your PC with the data that is in the panel. Then make your changes, for example, adding a Resident. Finish by uploading the new updated file(s) to the panel.



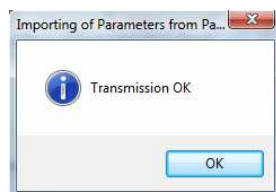
Every setting and configuration programmed relating to Parameters will be downloaded onto your PC or Laptop.



During the download, the Windows file transfer indicates progress.

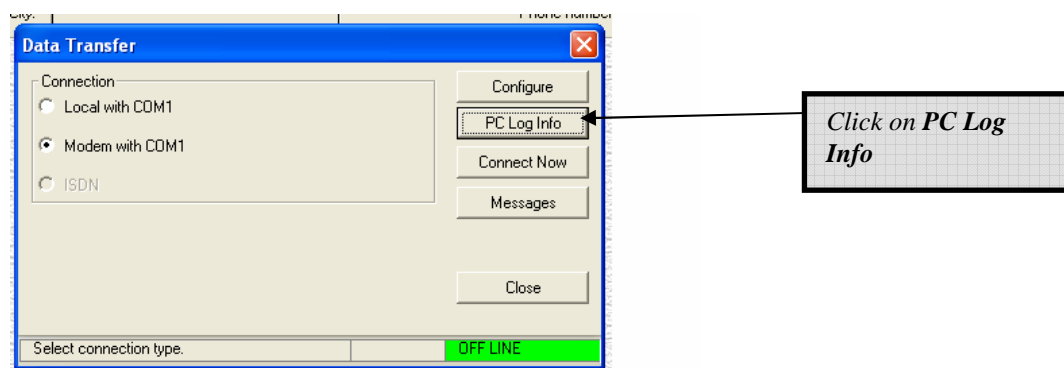


Download are always acknowledged by the Panel whether successful or not.

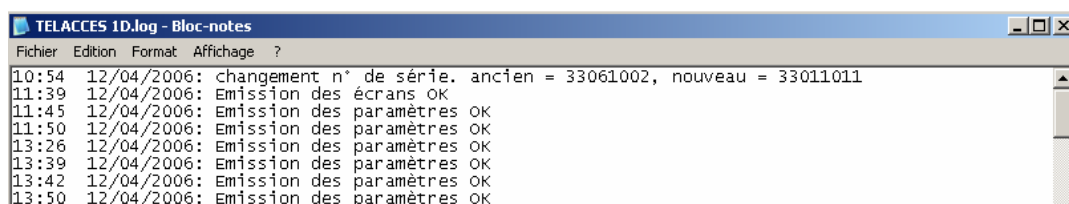


Exactly the same procedure would be followed for Residents, Screens, Access and Program.

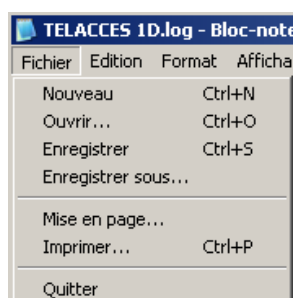
The Panel saves all information relevant data transfers (uploading, downloading). To list this information, click on PC Log Info.



A listing appears of all update actions.



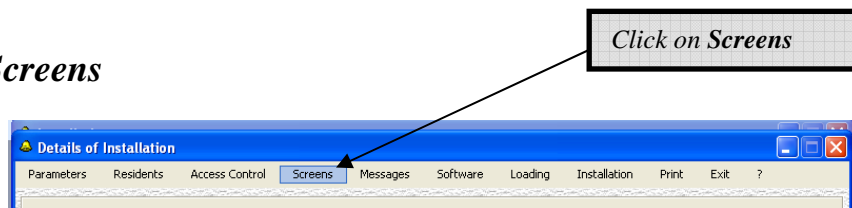
Simply use the features available under Microsoft® Notepad to manipulate the information to your requirements i.e. Save, Print ...



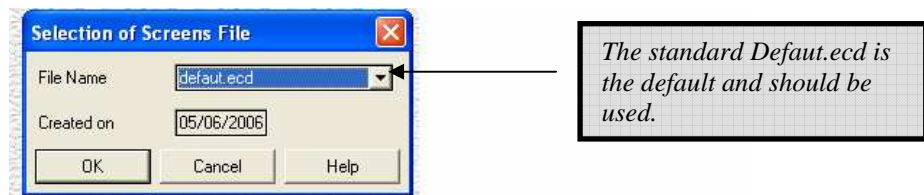


## 6- SCREENS, MESSAGES, SOFTWARE, PRINTINGS

### 6.1- Screens



The following screen appears.



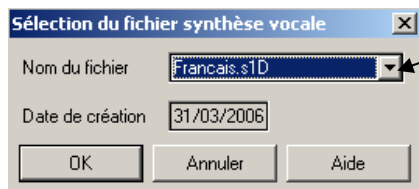
*The standard Defaut.ecd is the default and should be used.*

It is possible to create a customised screen file for a particular installation. Save that file under a different name.

Click on the arrow and then choose the selected file. Click on OK when finished.

You will need to upload the customised screen file to the Panel for it to take effect.

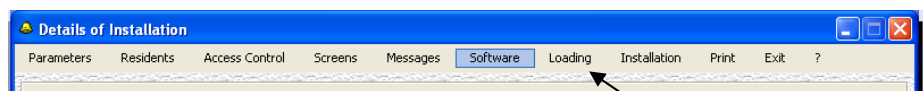
## 6.2- Audio Messages



*In that window  
appears the standard  
file.*

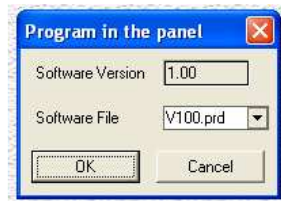
Click on **OK** when finished.

## 6.3- Software



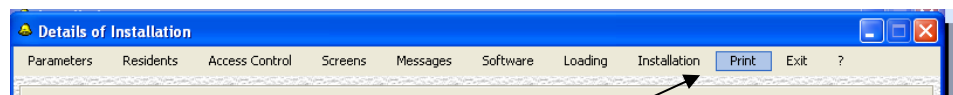
*Click on Software.*

The following screen appears.



This function is mainly used to update Installations with the latest software releases.  
Click on Ok when finished.

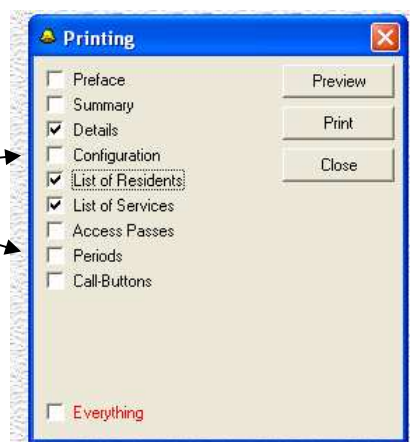
## 6.4- Printing



*Cliquer sur Print.*

The printing screen appears.

*Select the report printouts by clicking with your mouse to insert ✓ where relevant.*



To move from one page to the next, press the ESCAPE button.

*A few sample screens :*

## SYSTEM INFORMATION

### Télaccès 1D

GEGA 2

GEGA ELECTRONIQUE  
 1 rue Saint Eloi, 71300 Montceau-les-Mines  
 Tel: +33 (0)3 85 67 40 00 email: support@gega-electronique.fr  
 Fax: +33 (0)3 85 66 00 28 Web: www.gega-electronique.fr

### DETAILS OF INSTALLATION

GEGA 2

Phone n°: 123456789

Caretaker:

Name	Phone N°
------	----------

Comments:

Installation Date	20/04/2007
Serial n°	33123456
Version	1.00
Type	Télaccès 1D
Max Capacity	120
Link	No
Prog > 1	No
Maintenance Contract	No

Installation Company:

Name	Phone n°
Contact	Phone n°

Managing Agent:

Name	Phone n°
Contact	Phone n°

15/04/2008

### PERIODS

Week-end:

Start	End
None	None

Holiday:

Start	End
___/___/___	___/___/___

Bank Holiday:

1	7
2	8
3	9
4	10
5	11
6	12

Period Type 1:

Period 1				Period 2			
Start	End	Start	End	Start	End	Start	End
___/___/___	___/___/___	___/___/___	___/___/___	___/___/___	___/___/___	___/___/___	___/___/___

Period Type 2:

Period 1				Period 2			
Start	End	Start	End	Start	End	Start	End
___/___/___	___/___/___	___/___/___	___/___/___	___/___/___	___/___/___	___/___/___	___/___/___

## CONFIGURATION

<b>Relay N°1:</b> Operates for 5 s DTMF Code 0 Keypad 12345	<b>Relay N°2:</b> Operating mode Independent Operates for 5 s DTMF code 2 Keypad 67890	<b>Miscellaneous:</b> Communication Time 1 r No comms after door open signal Yes Loudspeaker Volume 8 Microphone Volume 2.5 dE Keypad prog. forbidden No Keypad to beep Yes Last update of residents _/_ Last download of residents _/_ Readers independent of each other No Function of Bell button in standby mode Help Call button 4 = Help button No																																				
<b>Input N°2:</b> On Yes Operation Activates relay 2	<b>Call to Door Panel:</b> Answer Automatic modem Panel rings for 0 s Discrete communication No																																					
<b>Periods:</b> Config screen Kpad code P.Type None Free Access No	<b>Call from Door Panel:</b> Pulse dialling No Prefix of Telecoms Provider Audible call progression Yes																																					
<b>Voice Messages &amp; Beep:</b> <table style="width: 100%; border-collapse: collapse;"> <tr> <td>File</td> <td>Francais.so1</td> <td>Vol. Level</td> <td>4</td> </tr> <tr> <td>Message 1</td> <td>On</td> <td>Message 5</td> <td>On</td> </tr> <tr> <td>Message 2</td> <td>On</td> <td>Message 6</td> <td>On</td> </tr> <tr> <td>Message 3</td> <td>On</td> <td>Message 7</td> <td>On</td> </tr> <tr> <td>Message 4</td> <td>On</td> <td>Message 8</td> <td>On</td> </tr> <tr> <td>Message 10</td> <td>On</td> <td>Message 9</td> <td>On</td> </tr> <tr> <td>Message 11</td> <td>Off</td> <td>Message 12</td> <td>Off</td> </tr> <tr> <td>Message 13</td> <td>Off</td> <td>Message 14</td> <td>Off</td> </tr> <tr> <td>Message 15</td> <td>Off</td> <td></td> <td></td> </tr> </table>			File	Francais.so1	Vol. Level	4	Message 1	On	Message 5	On	Message 2	On	Message 6	On	Message 3	On	Message 7	On	Message 4	On	Message 8	On	Message 10	On	Message 9	On	Message 11	Off	Message 12	Off	Message 13	Off	Message 14	Off	Message 15	Off		
File	Francais.so1	Vol. Level	4																																			
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Message 3	On	Message 7	On																																			
Message 4	On	Message 8	On																																			
Message 10	On	Message 9	On																																			
Message 11	Off	Message 12	Off																																			
Message 13	Off	Message 14	Off																																			
Message 15	Off																																					
<b>Screens:</b>																																						
<b>Speed dialling:</b> Number of digits of speed dial n° 3 2 phone numbers Yes Handset rings for 30 s																																						
<b>Tones:</b> <table style="width: 100%; border-collapse: collapse;"> <tr> <td></td> <td>ON</td> <td>OFF</td> <td>+/-</td> </tr> <tr> <td>Ring:</td> <td>1 500</td> <td>3 500</td> <td>350</td> </tr> <tr> <td>Busy:</td> <td>500</td> <td>500</td> <td>50</td> </tr> </table>				ON	OFF	+/-	Ring:	1 500	3 500	350	Busy:	500	500	50																								
	ON	OFF	+/-																																			
Ring:	1 500	3 500	350																																			
Busy:	500	500	50																																			

## RESIDANTS

01/06/2006

Nom	Et	Etage	Appart	Téléphone 1	Téléphone 2	Abonné	Grp	Protégé	Invisible	Mes	Digicode	Grp	Etage	Grp	Relais
BEETHOVEN	A	4	410	038567 4001	038567 4002	001	1	Noi	Noi		12309	2			1
CHOPIN	A	2	200	038567 4009		002		O 41	Noi		987 4	1			1
GRANADOS	B	3	32	038567 4050	038567 4051	003		Noi	Noi		654321				1
MOZART	D	8	802	038567 4080	038567 4082	004	2	Noi	Noi		9966	1			1-2
VERDI	E	5	59	038567 4080	038567 4051	005	1	Noi	Noi		65438	1			1

Nombre de lignes : 5

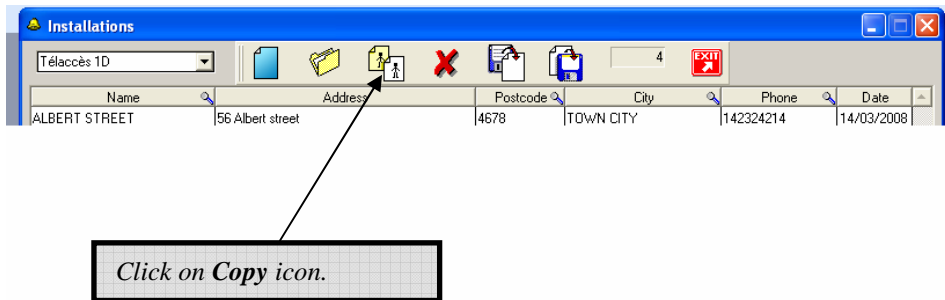
TELACCES 1D

1 / 1

## 7- MANAGING INSTALLATIONS

### 7.1- Copying

It is possible to manage any number of Installations whether they are all at 1no address « site », spread throughout the country.



The Copy Installation screen opens with the details of the Installation that you have chosen to copy.

The 'Copy Installation' dialog box contains the following fields and options:

- Type: Télaccès 1D
- Name of Installation: ALBERT STREET
- Phone Number: 142324214
- Serial N°: 33 456789
- Capacity: 120
- Passcode: 2000
- Installation Date: 14/03/2008
- Street N°: 56
- Address: Albert street
- Postcode: 4678
- City: TOWN CITY
- Site Name: ALBERT
- Builder: HOUSE Ltd
- Options: ☐ Prog > 1, ☐ Link, ☐ MC
- Buttons: OK, Cancel
- Footer: Select the panel type.

Change the details to those relating to the new installation.

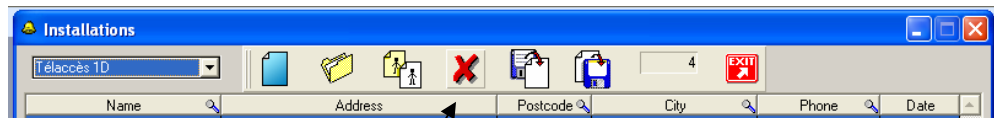
The Details of Installation screen opens and displays the details of the second Installation which is the copy of the first installation.

The 'Description de l'installation' window shows the following details for the second installation:

- Nom de l'installation: TELACCES 1D - 2
- Type: Télaccès 1D
- Mot de passe: 2000
- Capacité: 120
- N° de rue: 2
- Adresse: RUE DES CHATAIGNIERS
- Code postal: 71300
- Ville: MONTCEAU-LES-MINES
- N° de téléphone: 420

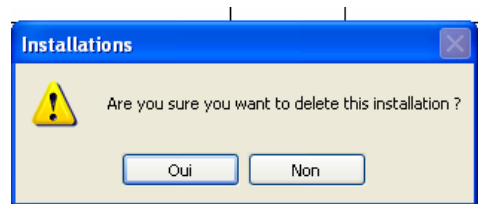
## 7.2- Deleting Installations

To delete an existing installation, go to the Installations screen.

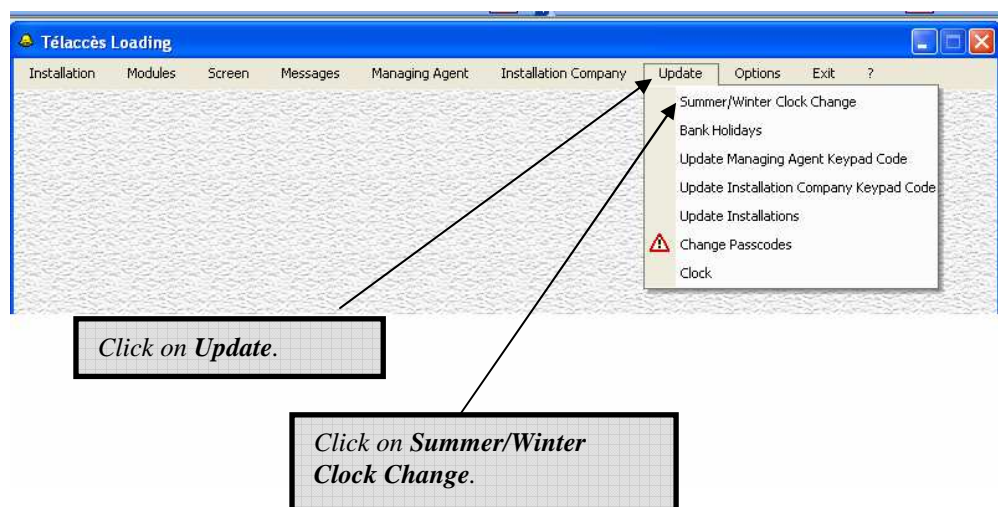


Click on *Delete* icon

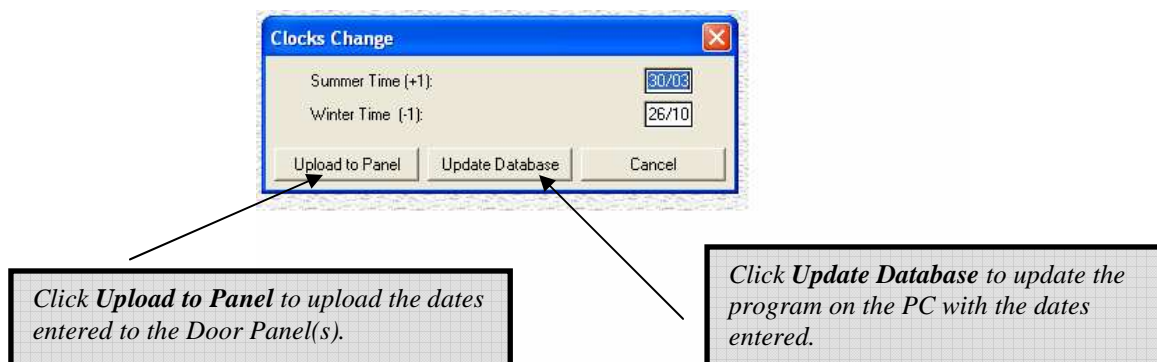
You will be prompted to make sure that you do not inadvertently delete an Installation.



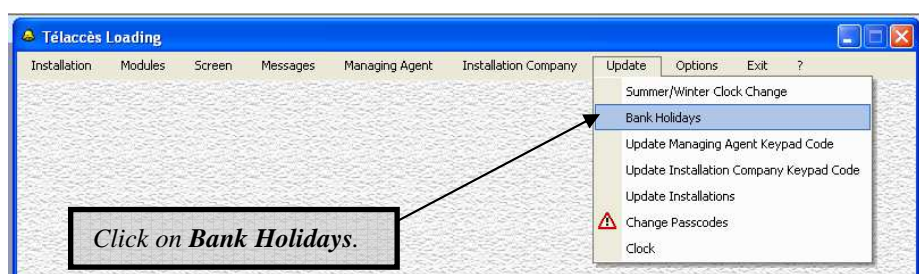
### 7.3- Update Menu ('pooling')



The Clocks Change screen opens. Enter the relevant dates.

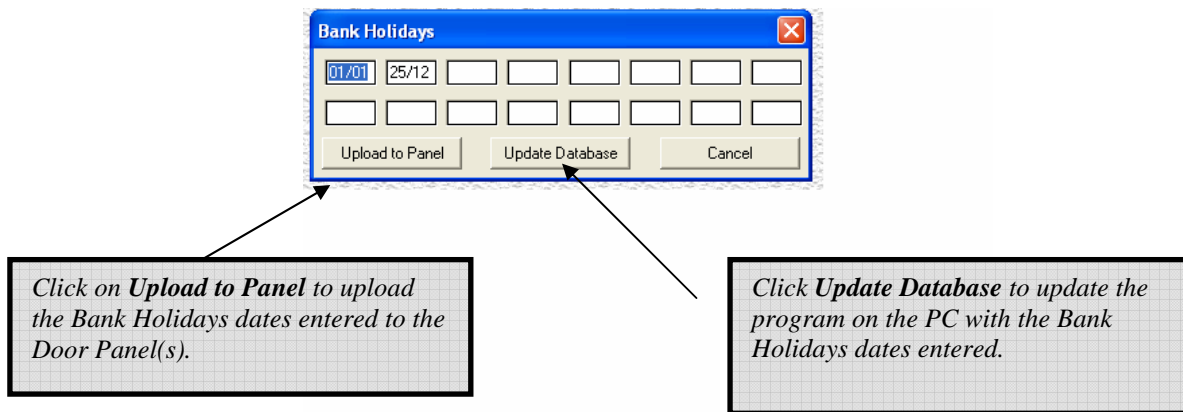


This information will be the same for all the Installations throughout the country.

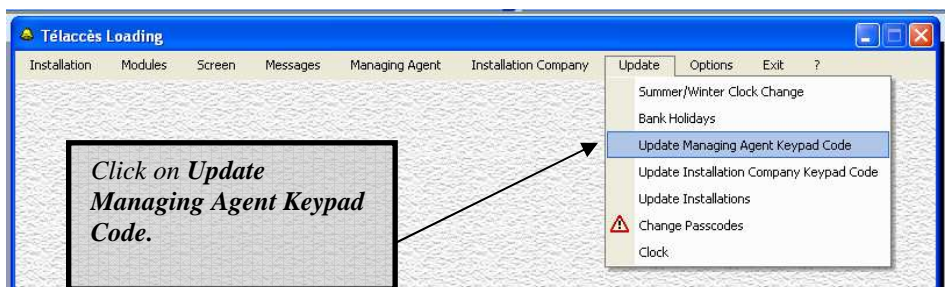




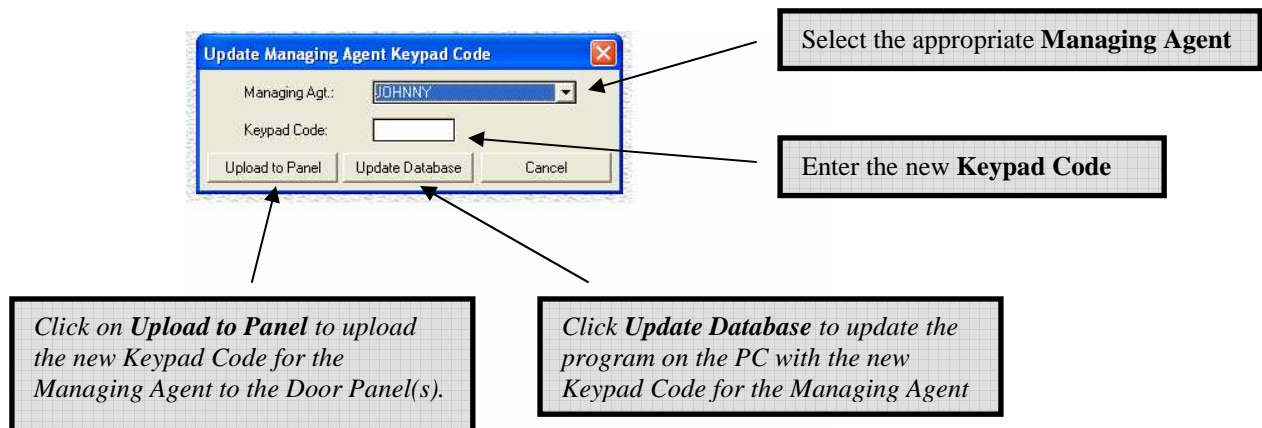
The Bank Holidays screen opens.

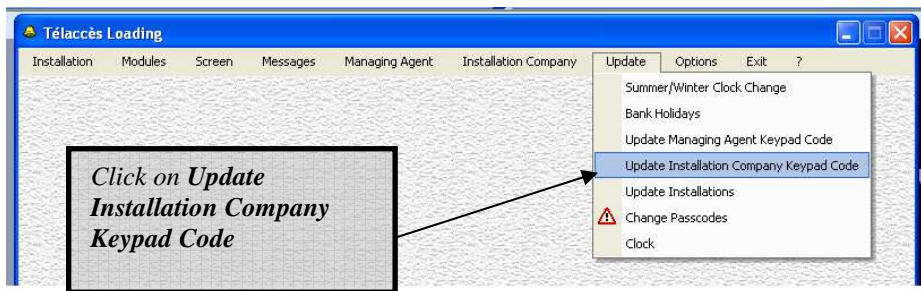


This information will be the same for all the Installations throughout the country.

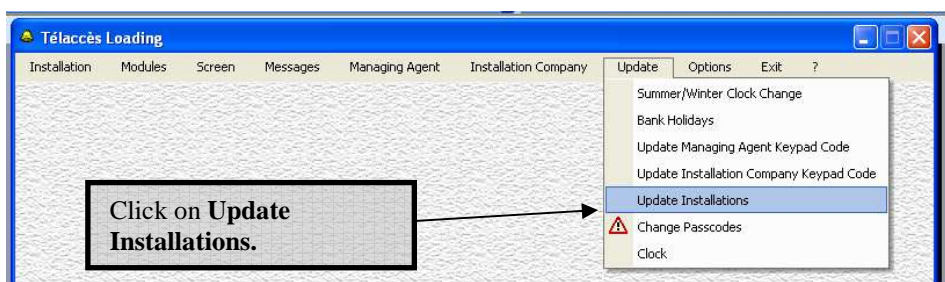
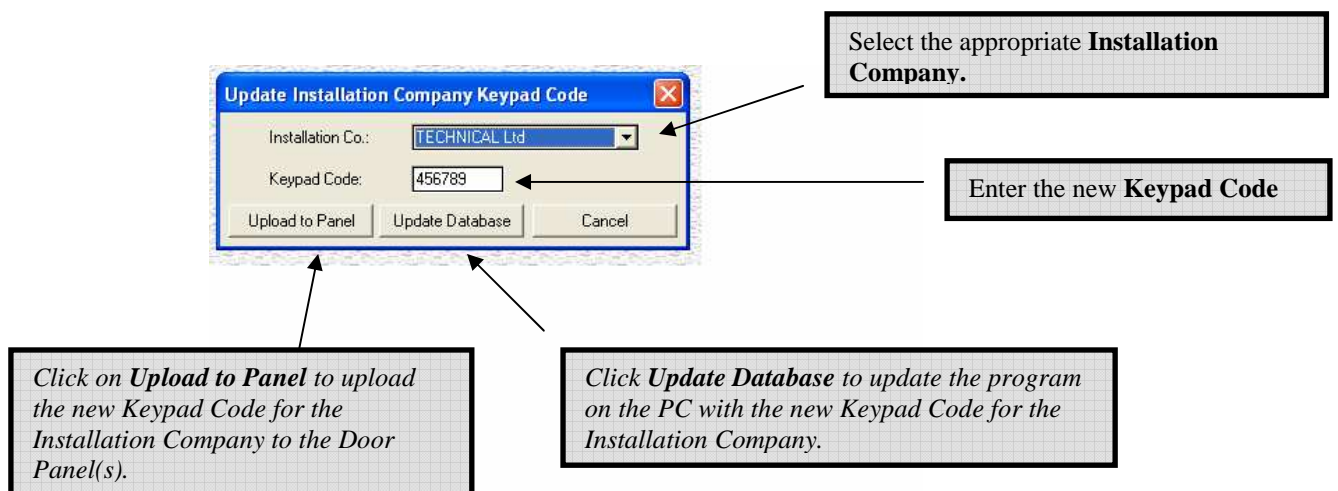


The Update Managing Agent Keypad Code opens.

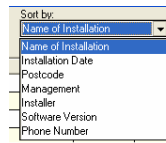




The **Update Installation Company Keypad Code** screen opens.



The **Updating Installations** screen opens.



Click on here to display all the Installations.

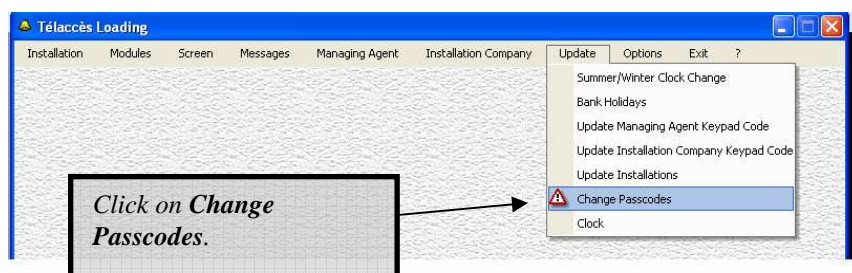
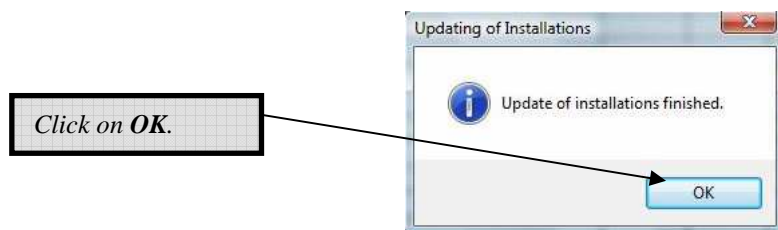
You can select date and time of the update.

Connection by modem must be selected.

In Update Type select what you want to upload to the panel by clicking to insert a ✓ in the appropriate boxes.

Select an Installation and then click on Delete. This Installation will be removing from the list.

This screen opens when updating is correctly done.



**Update of Passcode**

Type:  ☐ All Installations Sort by:  Choice:

List of Installations for Updating

Name of Installation	Address	Date	Serial N°	Passcode	New Passcode

Click in the relevant cell in the **New Passcode** column and enter the new 4 digit Passcode number.

Click on **Loading** to upload the New Passcode..

Name of Installation	Address	Date	Serial N°	Passcode	New Passcode

16/04/2008 08:13

Loading

Update Database

Copy First Passcode

Connection

☐ Local with COM1

☒ Modem with COM1

☐ ISDN

Configure

Delete

Close

OFF LINE

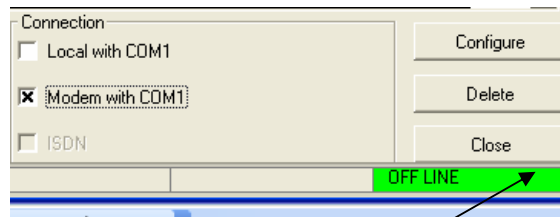
This screen opens when updating is correctly done.

Click on **OK**.

Updating of Installations

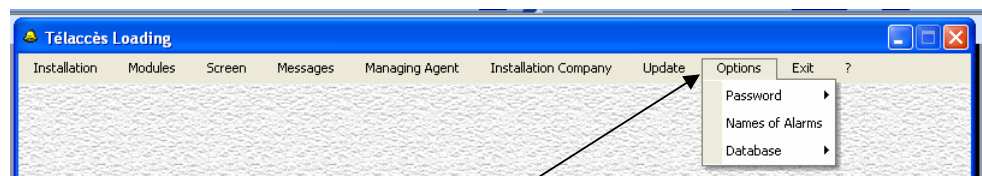
Update of installations finished.

OK



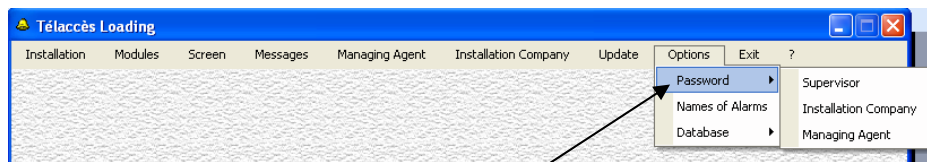
*Click on **Close** to exit Update screens..*

## 7.4- Options Menu- General Screen



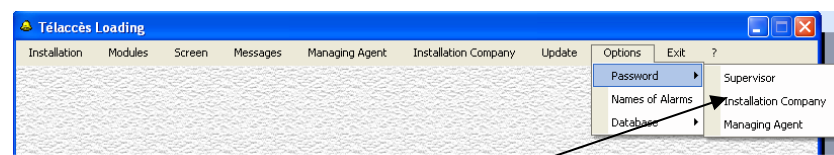
*Click on **Options**..*

### 7.4.1- Programming Installation Company and Managing Agent Passwords



*Click on **Password**..*

The following screen opens.



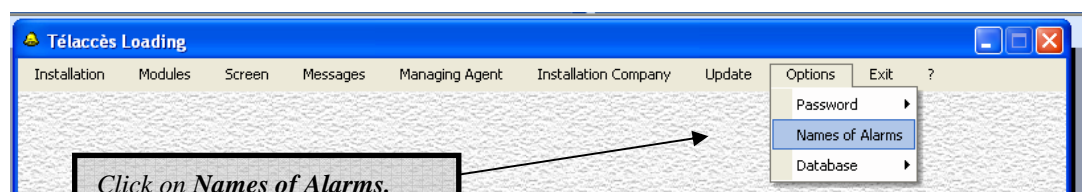
*Click on **Installation Company***



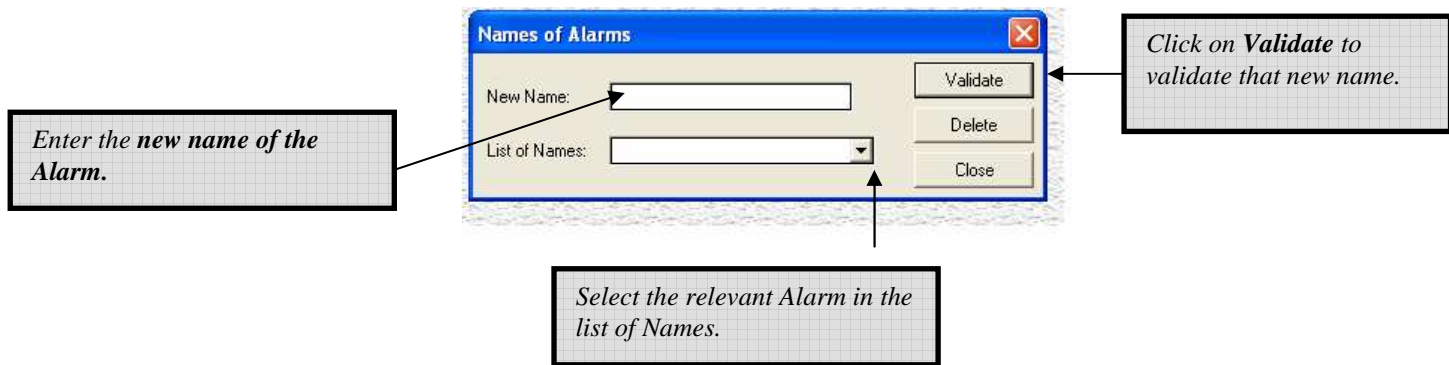
*Enter the information as requested. Click on **OK** when finished.*

Exactly same process for changing the **Managing Agent** password.

#### 7.4.2- Programming the Names of Alarms

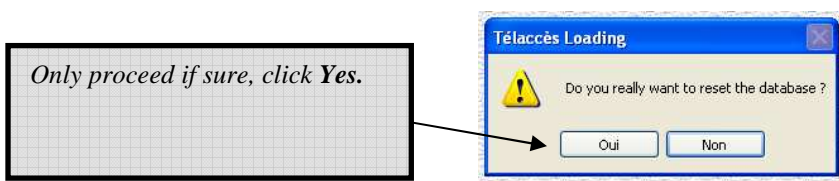
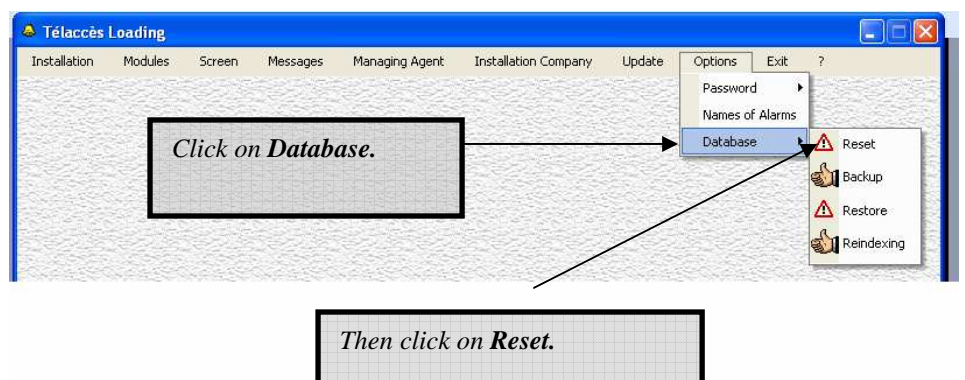


*Click on **Names of Alarms**.*



## 8- MANAGING DATABASE

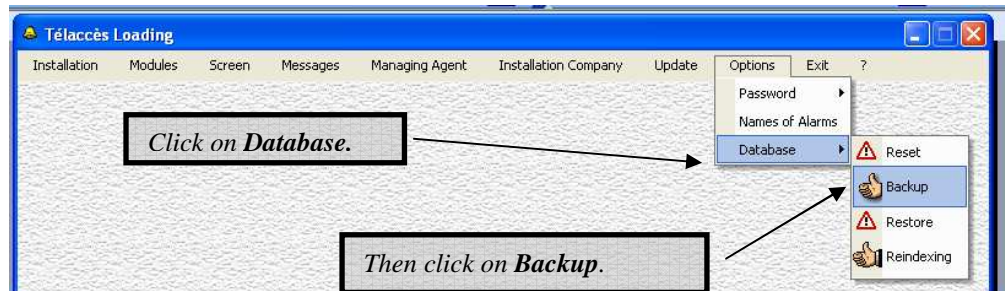
### 8.1- Reset Database



With **Reset Database** you will lose all programmed information and data. This function is really designed as a "fix" in the unlikely event that the program has become corrupted.

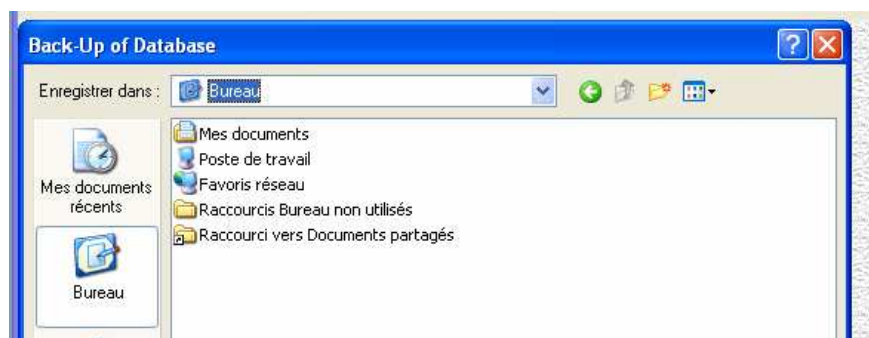


## 8.2- Backup Database

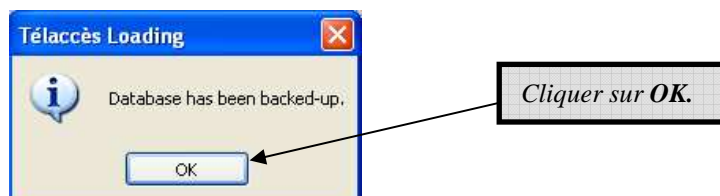


The following Backup Database screen opens.

***It is very important to regularly back-up all programmed information and data.***



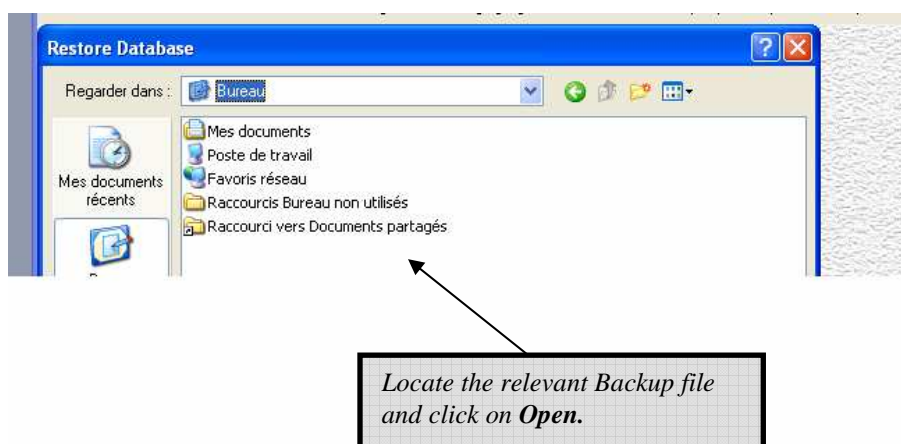
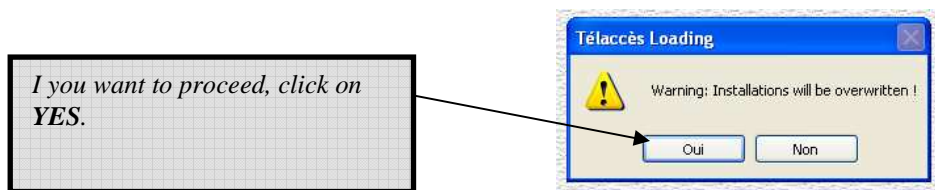
An acknowledgement message opens after back up.



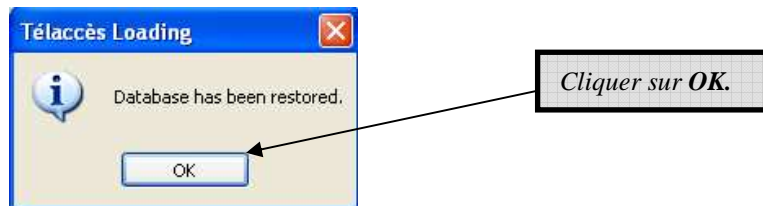
### 8.3- Restore Database



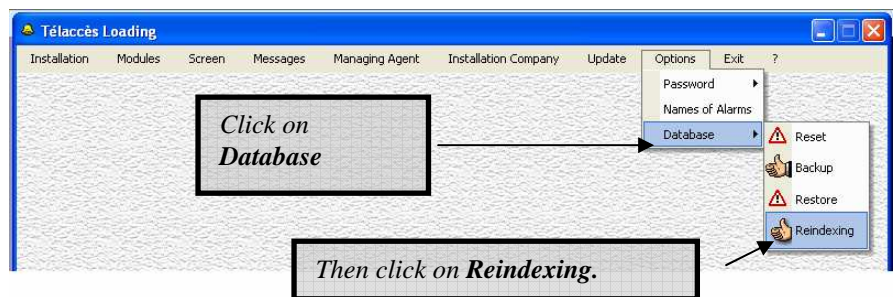
The Restore function overwrites all the programmed information and data. Proceed with caution.



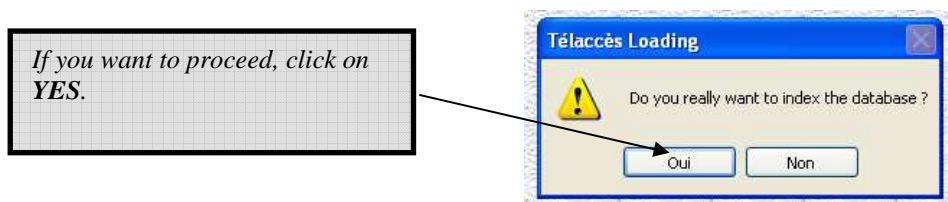
The **Database** will be automatically restored.



#### 8.4- Reindexing Database



The function **Reindexing** allows to verify the coherence of the programming files.



The Database is automatically reindexed without any acknowledgment message.

# **TELACCES 1D**

**Programming by keypad or Remote Telephone Set**

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**Only a few functions can be programmed by the keypad or a remote telephone set.**

## **1 – General Programming**

### **1.1. Programming via a TouchTone (DTMF) Telephone**

Using a standard touch-tone (DTMF) telephone, dial the telephone number of the panel which will confirm the connection by emitting the audio message “Call from Door Panel”.

**Then refer to the function to be programmed. \* must be enter within 8 seconds after receiving the audio message.**

Notes:

- 1) Correct programming inputs are acknowledged by (a) 3 short beeps or (b) audio message “The code entered is correct.”
- 2) Incorrect programming inputs are acknowledged by (a) 2 long beeps or (b) audio message “The code entered is incorrect.”
- 3) A maximum of 10 seconds are allowed for each programming input - if exceeded, the panel reverts to standby mode.
- 4) No programming entries are possible when the panel is emitting acknowledgement beeps.
- 5) If programming via the keypad on the panel, simply enter the appropriate information directly via the keypad. There is no need to call the panel.
- 6) Enter 00 (or 000 if programming speed dial numbers) to exit from programming mode.

### **1.2. Programming via the Keypad – Function 10**

This function must be activated.

*Default setting is ON.*

**\*2000 # (3 short beeps) 10 (long beep) 0 (3 short beeps) = Feature available (default)**

**\*2000 # (3 short beeps) 10 (long beep) 1 (3 short beeps) = Feature disabled**

**Important:** When you have finished programming it is strongly recommended that you change the “General Parameters” and “Call-Button” Programming Codes, see Functions 90 and 91. Make sure to keep a record of your new Programming Codes!

**To program a function refer to the selected function.**

### **1.3. Programming Passwords**

<i>Functions</i>	<i>Basic Passwords</i>	<i>New Passwords</i>
Main Parameters	2000	
1st Call-button	2001	
2 <sup>nd</sup> Call-button	2002	
3rd Call-button	2003	
4th Call-button	2004	

#### **1.4. Keypad beeps – Function 11**

*Default setting is keypad beeps.*

**\* 2000 # (3 short beeps) 11 (long beep) 0 (3 short beeps) = Keypad beeps OFF**

**\* 2000 # (3 short beeps) 11 (long beep) 1 (3 short beeps) = Keypad beeps ON**

#### **1.5. Loudspeaker Volume – Function 12**

*Default setting is 8.*

Volume range 00 - 15.

**\* 2000 # (3 short beeps) 12 (long beep) 00 (3 short beeps) = Maximum**

**\* 2000 # (3 short beeps) 12 (long beep) 08 (3 short beeps) = Medium (default)**

**\* 2000 # (3 short beeps) 12 (long beep) 15 (3 short beeps) = Minimum**

#### **1.6. Microphone Gain – Function 13**

*Default setting is 2.*

**\* 2000 # (3 short beeps) 13 (long beep) 0 (3 short beeps) = Minimum gain**

**\* 2000 # (3 short beeps) 13 (long beep) 1 (3 short beeps) = 6 decibels**

**\* 2000 # (3 short beeps) 13 (long beep) 2 (3 short beeps) = 2.5 decibels (default)**

**\* 2000 # (3 short beeps) 13 (long beep) 3 (3 short beeps) = 12 decibels**

#### **1.7. Residents Names alphanumerical quick find – Function 14**

*Default setting is function OFF.*

**\* 2000 # (3 short beeps) 14 (long beep) 0 (3 short beeps) = Function OFF**

**\* 2000 # (3 short beeps) 11 (long beep) 1 (3 short beeps) = Function ON**

Pressing key 2 will show all names beginning by A,  
Pressing key 3 will show all names beginning by D,  
Pressing key 4 will show all names beginning by G,  
Pressing key 5 will show all names beginning by J,  
Pressing key 6 will show all names beginning by M,  
Pressing key 7 will show all names beginning by P,  
Pressing key 8 will show all names beginning by T,  
Pressing key 9 will show all names beginning by W,

#### **1.8. ON Call-up, Panel to Ring for X Seconds Before Answering Call from Remote Handset – Function 15**

*Default setting is 0 seconds.*

Options are: 00 = 0 seconds (minimum), 99 = 99 seconds (maximum).

**\* 2000 # (3 short beeps) 15 (long beep) 15 (3 short beeps) = 15 seconds**

## **1.9. Programming DTMF Code + Keypad Code for Relay n° 1 – Function 25**

*0 To release the door:*

From the handset called ie to activate Relay n° 1, the person answering the call must enter a 1 or 2 digit code on the keypad of the handset.

This is the DTMF code. Default DTMF code = 0.

Via the keypad ie to activate Relay n° 1, program a keypad entry code of 1 to 6 digits. The user must press the # button on the panel followed by the keypad code to activate the relay.

Default Keypad code = 12345.

**\* 2000# (3 short beeps) 25 (long beep) 9# (long beep) 943# (3 short beeps) = DTMF 9 Keypad 943**

*If DTMF code is less than 2 digits, press # to validate*

*If Keypad code is less than 6 digits, press # to validate*

**\* 2000 # (3 short beeps) 25 (long beep) 2 6 (long beep) 2 0 2 0 8 9 (3 short beeps) = DTMF 26 Keypad 202089**

*To activate Relay N° 1 at the panel ie open the door via the keypad, the authorised person must enter : # before Keypad code. Example : #949 or #202089.*

Note:

If DTMF code is only 1 digit, enter # after number (digit) chosen. If Keypad code is less than the maximum 6 digits, enter # after number chosen.

To disable both the DTMF remote opening function and the Keypad Entry function:

**\* 2000 # (3 short beeps) 25 (long beep) # (long beep) # (3 short beeps) = Both functions OFF**

To disable the DTMF remote opening function but not the Keypad Entry function:

**\* 2000 # (3 short beeps) 25 (long beep) # (long beep) 943 # (3 short beeps) = DTMF function OFF Keypad 943**

To disable the Keypad Entry function but not the DTMF remote opening function:

**\* 2000 # (3 short beeps) 25 (long beep) 9 # (long beep) # (3 short beeps) = DTMF 9, Keypad OFF**

## **1.10. Programming DTMF Code + Keypad Code for Relay n° 2 – Function 30**

Default DTMF code = 2.

Default keypad code = 67890.

*Exactly as for Relay N o 1 except for:*

**\* 2000# (3 short beeps) 30 (long beep) 7# (long beep) 241# (3 short beeps) = DTMF 7 Keypad 241**

*If DTMF code is less than 2 digits, press # to validate*

*If Keypad code is less than 6 digits, press # to validate*

## **1.11. Programming Operating Time for Relay n° 1 – Function 31**

Default setting = 05 seconds

For how many seconds is Relay N° 1 to operate when activated. (minimum 01 second, maximum 99 seconds).

**\* 2000 # (3 short beeps) 31 (long beep) 10 (3 short beeps) = 10 seconds**



### **1.12. Programming Operating Time for Relay n° 2 – Function 32**

*Exactly as for Relay N o 1 except for:*

**\* 2000 # (3 short beeps) 32 (long beep) 08 (3 short beeps) = 08 seconds**

### **1.13. Pressing Any Button on Panel activates Relay N°2 for 5s – Function 33**

*Default setting = OFF*

**\* 2000 # (3 short beeps) 33 (long beep) 0 (3 short beeps) = Feature OFF (default)**

**\* 2000 # (3 short beeps) 33 (long beep) 1 (3 short beeps) = Feature ON**

### **1.14. Programming Managing Agent Keypad code to activate Relay N°1 – Function 34**

*To disable this Keypad Code:*

**\* 2000 # (3 short beeps) 34 (long beep) 15896# (3 short beeps) = Keypad Code 15896**

*If Keypad code is less than 6 digits, press # to validate*

**\* 2000 # (3 short beeps) 34 (long beep) # (3 short beeps) = Keypad Code OFF (Default)**

### **1.15. Permanent Activation for Realy N° 1 & N° 2 – Function 36**

*Default setting = OFF*

**\* 2000 # (3 short beeps) 36 (long beep) 0 (3 short beeps) = Function OFF.**

**\* 2000 # (3 short beeps) 36 (long beep) 1 (3 short beeps) = Function ON.**

### **1.16. Programming Communication Time – Function 26**

**Default = 1 minute**

Communication time between the panel and the handset called can be from 1 - 9 minutes or of unlimited duration.

**\* 2000 # (3 short beeps) 26 (long beep) 1 (3 short beeps)= 1 minute (default)**

**\* 2000 # (3 short beeps) 26 (long beep) 0 (3 short beeps)= Unlimited (not recommended)**

**\* 2000 # (3 short beeps) 26 (long beep) 3 (3 short beeps)= 3 minutes**

### **1.17. Communication ends after activation of Relay N° 1 – Function 35**

*Default = Yes*

**\* 2000 # (3 short beeps) 35 (long beep) 0 (3 short beeps) = NO**

**\* 2000 # (3 short beeps) 35 (long beep) 1 (3 short beeps) = YES (default)**

### **1.18. Programming Intervention Mode on Call-up of Panel – Function 27**

*Default = Full Communication mode*

TELACCES can be called from any DTMF (touch-tone) telephone provided, of course, the telephone or extension number of its telephone line is known. This security feature can be default set to either (a) Full Communication mode (b) Discrete mode.

**\* 2000 # (3 short beeps) 27 (long beep) 0 (3 short beeps) = Full Communication mode (default).**

**\* 2000 # (3 short beeps) 27 (long beep) 1 (3 short beeps) = Discrete mode.**

Full Communication mode allows the caller to immediately talk to the visitor and, if required, open the door. Discrete mode disables the loudspeaker enabling the caller to listen-in to the panel environment undetected.

Note: The caller ie caretaker/concierge/resident can switch once from Discrete mode to Full Communication mode during the call by pressing the # on their telephone without affecting the pre-programmed Intervention Mode on Call-Up.

### **1.19. Manual Answer Mode on Call-up of Panel – Function 61**

*Default setting = Auto answer mode*

The panel can be programmed to ring to signal an incoming call. The call is answered by pressing the button on the panel - simultaneously activating “handsfree” communication with the caller.

**\* 2000 # (3 short beeps) 61 (long beep) 0 (3 short beeps) = Auto answer mode (default).**

**No ring, answers automatically (emits 3 short beeps). Communication link established automatically between Caller and Panel.**

**\* 2000 # (3 short beeps) 61 (long beep) 1 (3 short beeps) = Modem answer mode.**

**No ring, integral modem answers searching for corresponding modem. This function is designed to allow remote accessing of panels from a PC for programming purposes.**

**If no modem detected within 15 seconds, voice communication facilities are established between Caller and Panel.**

**\* 2000 # (3 short beeps) 61 (long beep) 2 (3 short beeps) = Manual answer mode.**

**Panel rings. To answer the call, press the button on the panel.**

### **1.20. DTMF (Analogue) or Pulse dialling – Function 24**

*Default setting is 0 = DTMF.*

**\* 2000 # (3 short beeps) 24 (long beep) 0 (3 short beeps) = DTMF (default)**

**\* 2000 # (3 short beeps) 24 (long beep) 1 (3 short beeps) = Pulse**

### **1.21. Call Progress Audio Reassurance – Function 17**

*Default setting is Audio ON.*

Visitor can hear the progress of call to correspondent ie dial tone, dialling of telephone / extension number, ringing etc.

**\* 2000 # (3 short beeps) 17 (long beep) 1 (3 short beeps) = Call Progress Audio OFF**

**\* 2000 # (3 short beeps) 17 (long beep) 0 (3 short beeps) = Call Progress Audio ON (default)**

## **1.22. Global Prefix – Function 66**

*Prefix of Telecom Service Provider*

The TELACCES panel can be programmed to automatically add a prefix (maximum 4 digits) to all pre-programmed telephone numbers in order to route all calls through a preferred telecom service provider.

**\* 2000 # (3 short beeps) 66 (long beep) 1696 (3 short beeps) = Prefix 1696**

**\* 2000 # (3 short beeps) 66 (long beep ) 177 # (3 short beeps) = Prefix 177**

**\* 2000 # (3 short beeps) 66 (long beep) # (3 short beeps) = No Prefix (default)**

*If Global Prefix is less than 4 digits, press # to validate*

This prefix can, of course, be **9** or **9 \*** if TELACCES is connected to a PABX system.

Note: Use the integral programming features of the PABX to take advantage of, for example, least Cost Routing etc

## **1.23. Changing General Parameters Programming Code 2000 – Function 90**

*Default Programming Code = 2000*

The programming code must be 4 digits in length. To change the code:

**\* 2000 # (3 short beeps) 90 (long beep) 8402 (3 short beeps) = New programming code 8402.**

## **1.24. Changing Call-Button Programming Code – Function 91**

*Call-Button N°1 = Default 2001*

*Call-Button N°2 = Default 2002*

*Call-Button N°3 = Default 2003*

*Call-Button N°14 = Default 2014*

*The programming code must be 4 digits in length. To change the code for a particular Call-Button:*

**\* 2001 # (3 short beeps) 91 (long beep) 1200 (3 short beeps)**  
*= New programming code for Call-Button N°1 is 1200*

**\* 2002 # (3 short beeps) 91 (long beep) 1201 (3 short beeps)**  
*= New programming code for Call-Button N°2 is 1201*

**\* 2003 # (3 short beeps) 91 (long beep) 5280 (3 short beeps)**  
*= New programming code for Call-Button N°3 is 5280*

Example : In the future, to program Call-Button N°1, you will need to enter :

**\* 1200 # (3 short beeps) 20 (long beep) 02084579898 # (long beep) etc..**

If the telephone number is less than the maximum 16 digits allowed (including pauses), enter # after the telephone number.

### 1.25. « Free Access » Mode – Function 79

*Default setting = no free access.*

When « Free Access » Mode is ON, Relay # 1 is activated during selected time (see chapter 4).

**\* 2000 # (3 short beeps) 79 (long beep) 0 (3 short beeps) = no free access.**

**\* 2000 # (3 short beeps) 79 (long beep) 1 (3 short beeps) = free access activated.**

### 1.26. «Bell» Key Functions – Function 28

When pressing the “Bell” key, 3 functions are available.

**\* 2000 # (3 short beeps) 28 (long beep) X (3 short beeps)**

X = 0 : an info message appears on the screen.

X = 1: call directly the same numbers programmed for the 4<sup>th</sup> call-button.

X = 2: activate relay N°1 for the same time programmed by function 31.

### 1.27. Scroll Display Speed for the Resident's names – Function 58

This function sets the speed at which the names displayed pass through the display when using the → or ← buttons on the panel.

**\* 2000 # (3 short beeps) 58 (long beep) X (3 short beeps)**

X = 0: 1 second delay between each names displayed on the screen

X = 1: 100 milliseconds delay between each names displayed on the screen.

...

X = 9: 900 milliseconds delay between each names displayed on the screen.

### 1.28. Screen Reset – Function 59

This is the number of seconds a screen will be displayed before the display switches back to the default screen

**\* 2000 # (3 short beeps) 59 (long beep) X (3 short beeps)**

X = 0: 10 seconds delay before reset of the screen.

X = 2: 2 seconds delay before reset of the screen.

...

X = 9: 9 seconds delay before reset of the screen.

## 2 – PROGRAMMING CALL BUTTONS NUMBERS

### 2.1. Programming Call-Button 1

*Call-Button 1 can be programmed to automatically call up to 4 n° telephone numbers. For example, if no response received from telephone number 1, the panel will call telephone number 2, then 3, then 4 before hanging-up.*

*The 1<sup>st</sup> telephone number*

**\*2001 # (3 short beeps) 20 (long beep) 02084568786 # (long beep) 30 (3 short beeps)**

*If telephone number less than the maximum 16 digits, including pauses, allowed, press # to validate.*

*The 2<sup>d</sup> telephone number*

**21 (long beep) 02084560209 # (long beep) 30 (3 short beeps)**

*The 3<sup>rd</sup> telephone number*

**22 (long beep) 07802879098 # (long beep) 25 (3 short beeps)**

*The 4<sup>th</sup> telephone number*

**23 (long beep) 01442211845 # (long beep) 25 (3 short beeps).**

## **2.2. Programming Call-Button 2**

*Exactly as for Call-Button 1 except:*

**\*200 2 # (3 short beeps) 20 (long beep) 02084521904 # (long beep) 30 (3 short beeps)**

*Note: Maximum 2 No telephone numbers can be called by Call-Button 2.*

## **2.3. Programming Call-Button 3**

*Exactly as for Call-Button 1 except:*

**\*200 3 # (3 short beeps) 20 (long beep) 02084286180 # (long beep) 30 (3 short beeps)**

*Note: Maximum 2 No telephone numbers can be called by Call-Button 3.*

## **2.4. Programming Call-Button 4**

*Exactly as for Call-Button 1 except:*

**\*200 4 # (3 short beeps) 20 (long beep) 02084286180 # (long beep) 30 (3 short beeps)**

*Note: Maximum 2 No telephone numbers can be called by Call-Button 4.*

## **2.5. Cancelling a Call – Function 63**

*Default settings = Pressing button again cancels the call.*

The panel can cancel a Call in progress, for example, in the case of visitor error.

**\* 200 1 # (3 short beeps) 63 (long beep) 0 (3 short beeps)**

= Feature OFF. Calls cannot be stopped once in progress.

**\* 200 1 # (3 short beeps) 63 (long beep) 1 (3 short beeps)**

= Pressing the relevant button again, cancels the Call in progress (default).

**\* 200 1 # (3 short beeps) 63 (long beep) 2 (3 short beeps)**

= Button usage is restricted to only cancelling Calls in progress (Not Recommended).

## **2.6. Disabling Call-Button 1 - 4**

Disabling Call-Button 1 = \* 2001 # (3 short beeps) # (3 short beeps)

...Disabling Call-Button 4 = \* 2004 # (3 short beeps) # (3 short beeps)

Reactivating Call-Button 1 = \* 2001 # (3 short beeps) \* (3 short beeps)

...Reactivating Call-Button 4 = \* 2004 # (3 short beeps) \* (3 short beeps)