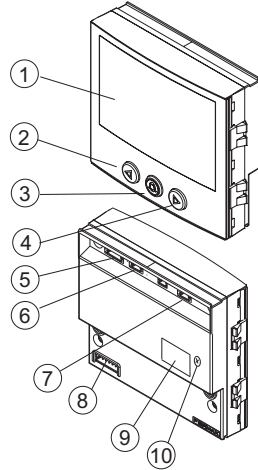


FERMAX QUICK GUIDE FOR PROGRAMMING THE SKYLINE GRAPHIC DISPLAY DUOX

COD. 978691b V09_16



- Graphic screen
- "Left arrow" key
- "Bell" key
- "Right arrow" key
- CN1 connector for the amplifier
- Connector for Proximity Reader
- Connector for temperature sensor
- Keypad connector
- RS-485/12Vdc-100mA Connector
- Sensitivity adjustment for presence detector

START-UP PROCESS

- After powering the panel, the display presents the following information for 5 seconds:

FERMAX FERMAX logo

FIRMWARE version: F_V01.00.024

Configuration of the panel within the installation: DUOX

System detected: Panel 00 Block 00
- This goes on to standby mode, alternatively displaying the basic information for the user, according to the configuration: (direct calling, calls by search or guard unit call)
- After 60" without activity, the display will turn off, restarting upon noticing a person in front of them, or from touching any key (depending on the configuration)

GENERAL CONCEPTS

ALPHANUMERIC keypad: If we configure this option, we can use the keypad to also enter letters (for example, to search for a user by his name). Upon pressing any keypad, a keyboard will also appear on-screen, which is used like a smartphone keypad. The username will appear, approximately, in the upper part of the keypad.

MAPPED call: When configured as such, it allows you to convert the residence number to a short alphanumeric code to make marking it easier. Ex. the user Alfredo Marqués, in home 120345, could be called with the code 12G. To use it with the numeric keypad, the ALPHANUMERIC keypad must be activated.

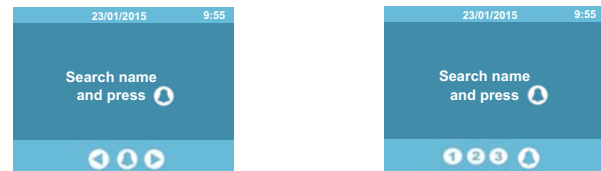
RESTRICTED call: With this option activated, you can only call residences in the agenda and that are also not marked as FILTERED. A message is displayed: "code not valid".

Proximity card reader. This panel has the possibility of connecting a proximity card reader with which the different users can be identified. Depending on the configuration, it may be necessary to also enter a PIN code with the keypad.

Keypad codes: The users can also open the door by identifying themselves by pressing the "A" followed by a personal code. This code may be 4, 5 or 6 digits, depending on the system's configuration. If a guard unit has programmed a message for this user (and/or a general message), it appears on the screen, if not seen previously. In a block or sub-block entrance, only users whose home number belongs to said block or sub-block can access. If you try and enter 5 consecutive times with an invalid code, the keypad function remains blocked for 1 minute.

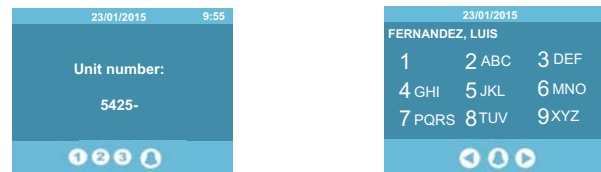
MAKING CALLS

Depending on the system's configuration, the screen will automatically turn on upon being in front of it, or upon pressing any key. The following images appear, alternating with another graphic image or text that has also been configured:



The way to make the call will depend on if the call options have been configured.

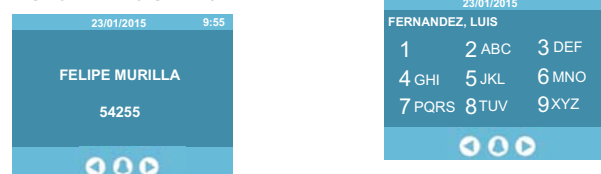
DIRECT or MAPPED call: Press any numeric keypad (from 0 to 9) of the main keypad or any letter of the secondary keypad (if installed).



Without the ALPHANUMERIC keypad, you can only enter the direct home code. Enter this code and press the bell.

With an ALPHANUMERIC keypad activated, by pressing the "B" we access the marking keypad. If a MAPPED call, this keypad appears by pressing any key.

Searching by name (agenda):



Press the arrow keypads (left or right) until you find the username you wish to call, and press the bell key.

With an ALPHANUMERIC keypad activated, by pressing the "B" key we access the keypad. Enter the username and press the bell key.

PROGRAMMING ACCESS

Press A and enter the access code: AB21AB

Enter the identification code: 19025 (by default)

If you enter an incorrect code it returns to standby

23/01/2015 9:55

Access Code

1 2 3

23/01/2015 9:55

Programming Code

1 2 3

23/01/2015 9:55

Invalid Code

CONFIGURATION MENU

- USERS
- CONFIGURATION
- DISPLAY

MAIN CONFIGURATION MENU
Use the keypad to select the desired option

1. USERS

- ADD
- ERASE
- MODIFY
- ADDITIONAL INFO
- RESET
- MEMORY

2. CONFIGURATION

- SYSTEM
- CODES
- ACCESS CONTROL
- CALL
- PANEL
- TEMPERATURE
- CLOCK

3. DISPLAY

- MESSAGE
- BACKLIGHT
- SETTINGS
- LANGUAGE
- RESET SETTINGS
- UPGRADE

The description of each function is indicated in the following pages. Some options do not appear, relative to the identification code that has been entered (installer, administrator or guard unit).

TECHNICAL SPECIFICATIONS

- Directory capacity: 10,000 users.
- Power voltage (via the CN1): 5 V (pin 1) input with a tolerance of 5 %.
- PWR input: -12 Vdc ± 5 % (DUOX)
- Total consumption: 88 mA ±10% (STANDBY); 134 mA ±10% (TFT ON)
- Operating Temperature: -20 °C, 70 °C
- Relative humidity: 5 % - 95 %
- Compatible from audio amplifier V 11.12 and video amplifier V 11.12.12 onwards

USER MENU

1. USERS

- ADD
- ERASE
- MODIFY
- ADDITIONAL INFO
- RESET
- MEMORY

USER MENU allows you to configure the different users' data

Use the arrows to move between different configuration submenus of the user data. There may be repeated names, and several names in the same home. If you present a user card, within this menu, it is saved as a card for this user. By pressing B from any submenu, save data and return to USER MENU.

1. ADD

Cancel

Delete A

Exit B

1. ADD

PIN

Delete A

Exit B

1. ADD

Access code

Delete A

Exit B

1. ADD

Filtered

X

Modify A

Exit B

Cancel the entered data and return to USER menu

PIN of 4 digits, assigned to each user to combine with proximity card

6 digit code assigned to the user to open the door

Filtered: does not appear in the directory and can not be called. Restricted call has been activated

1. ADD

Name

JOSE-----

Delete A

Exit B

1. ADD

Unit

00 1266

Delete A

Exit B

1. ADD

Call code

156F

Delete A

Exit B

1. ADD

Invisible

X

Modify A

Exit B

Use alphanumeric keypad (if activated) or secondary keypad to enter the name. **This data is required**

Indicate the home number **This data is required**

Mapped call code assigned to the user (4 digit max)

Invisible: does not appear in the agenda but can be called

2. ERASE

JOSE GARCIA

001266

Delete A

Exit B

2. ERASE

Agenda is empty

Exit B

3. MODIFY

JOSE GARCIA

001266

Modify A

Exit B

ADDITIONAL INFO allows you to enter certain information for each of the users. This information appears on the screen when a visitor performs a call to said user.

4. ADDITIONAL INFO

JOSE GARCIA

001266

Modify A

Exit B

4. ADDITIONAL INFO

- TYPE
- TEXT
- IMAGE

1. TYPE

In the call

Exit B

2. TEXT

Delete A

Exit B

Use the arrows to select the user and press A.

Indicate what information you want to use

Use the arrows to select the moment in which the information must appear

- Not used
- Upon calling
- Upon opening
- In the directory

Use the alphanumeric keypad (if activated) or the secondary keypad to enter the text message to appear after calling the home

3. IMAGE

Not used

Exit B

Use the arrows to select the image to appear, after calling the corresponding home from the available images. *These images must have been previously uploaded onto the equipment. See ADVANCED MANUAL*

5. RESET

USERS

Are you sure?

Confirm A

Exit B

6. MEMORY

156/9844

Exit B

OBSERVATIONS

THE USER MENU can present 3 modes, depending on the code with which it was accessed:

Accessing with **INSTALLER CODE** allows you complete access to all available options (those represented in these instructions).

Accessing via **ADMINISTRATOR** code, you can only access the functions to Add, Delete, Change, Additional Info, Start and Memory, along with the option of changing the codes for the **GUARD** and **POSTMAN**.

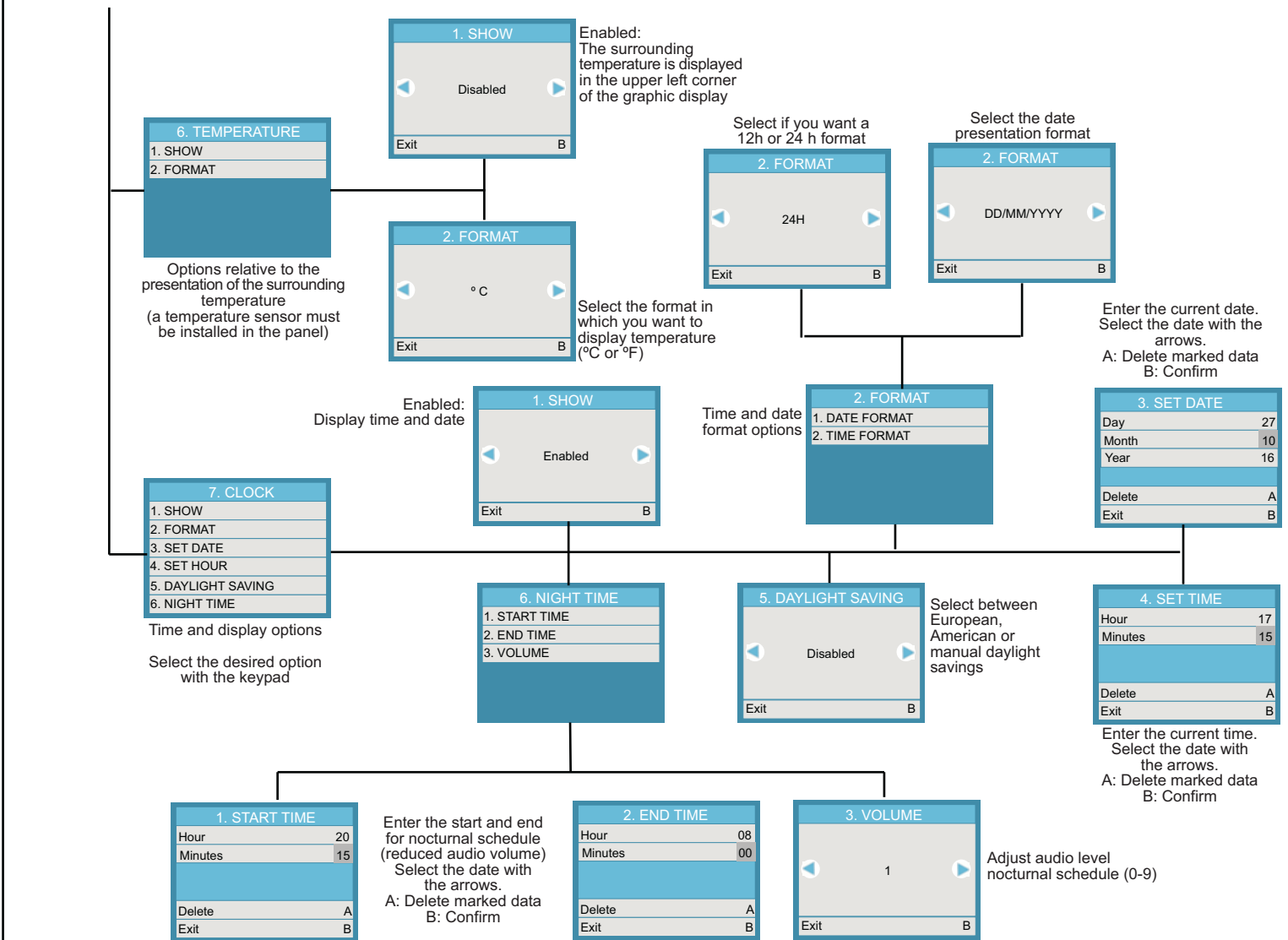
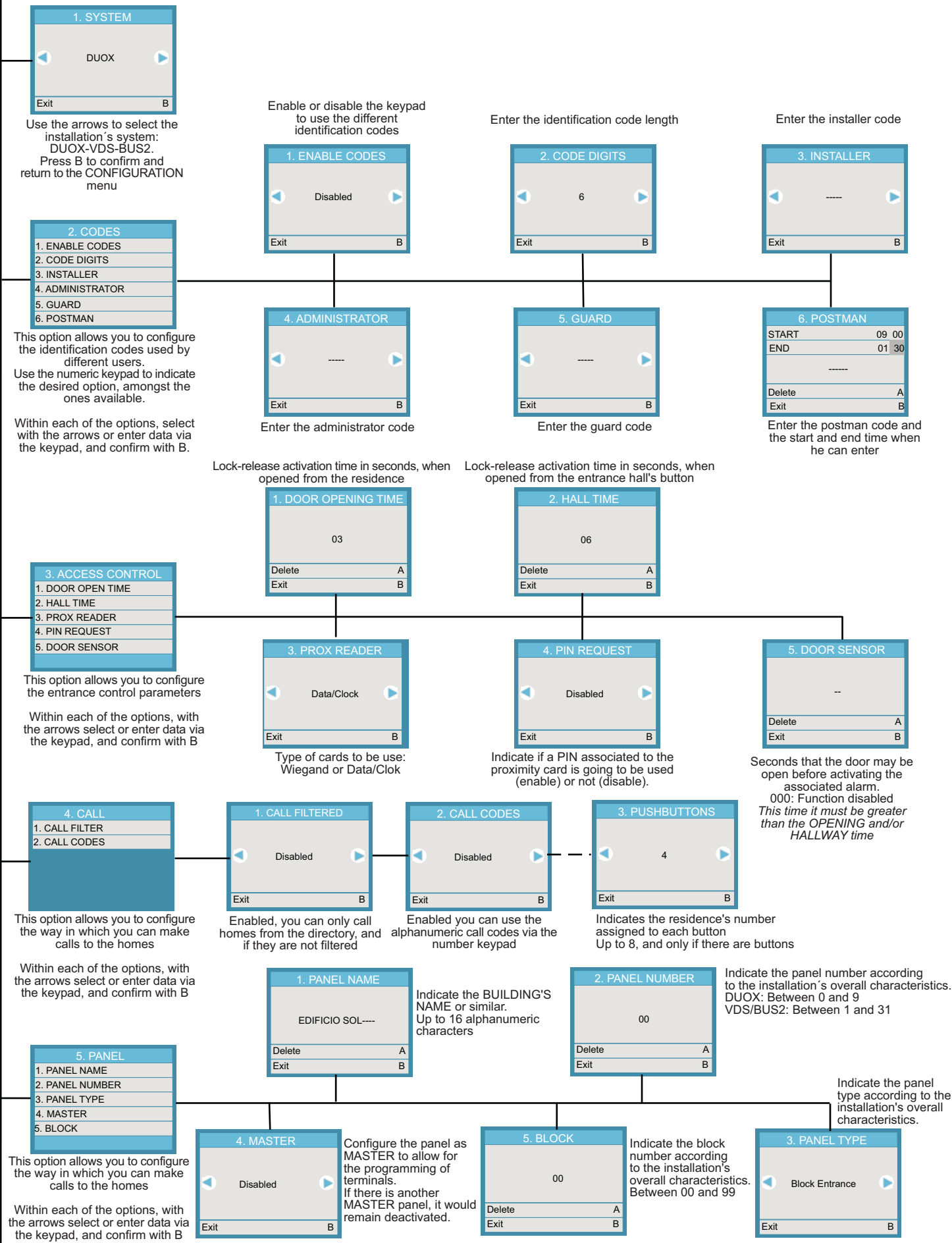
Accessing with the **GUARD CODE**, you can only access the **MESSAGE** options, in order to write the warning message to the users.

CONFIGURATION MENU

2. CONFIGURATION

- 1. SYSTEM
- 2. CODES
- 3. ACCESS CONTROL
- 4. CALL
- 5. PANEL
- 6. TEMPERATURE
- 7. CLOCK

The CONFIGURATION MENU lets you set the panel's parameters. Select, via the numeric keypad, the desired configuration.



DISPLAY MENU

