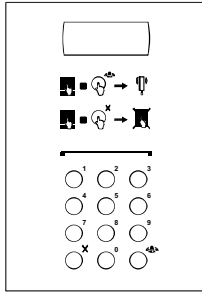


DIGITAL PUSH-BUTTON PANEL



TD6100. Push-button panel in anodised aluminium with 12-button keypad and 4-digit display. It allows to make and send up to a maximum of 255 calls with door-opening directly from the keypad with a private 4-digit code

Technical data

Power supply	15Vdc ± 1
Operat. current in stand by or busy state	0.12A
Operating current in conversation	0.3A
Door opening time	3 or 6 sec.
Operating temperature	0° ÷ +40°C
Maximum permissible humidity	90% RH
Dimensions	2 modules

Terminals

- LP** positive line
- LN** negative line
- general ground
- +** +15V power input
- 1** receiver/transmitter (to speaker unit)
- DB** serial data bus
- IV** video power supply activation
- EC** analog exchanger command (grounded contact upon call and during conversation)
- S1-S2** door opener command (normally open contacts of relay)

Terminals for electronic index connection

- CK** clock
- DT** data input
- VA** +5Vdc power output
- GN** ground

Notice. When powering up the digital system, the push-button panel checks the status of the line and gets ready for operation only if the checking is OK; otherwise the display starts flashing. This operation will take a few seconds.

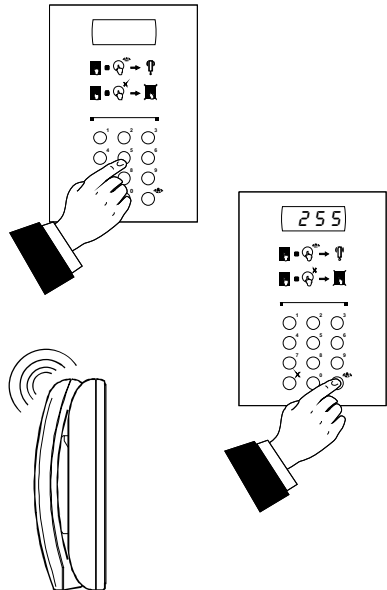
Operation

Dial the desired user number, check that the number is correct on the display and press the key to make the call. 4 dots turn ON the display to indicate that the call has been sent. In case of wrong entry press the "X" key and dial the correct number.

You can press more than 4 keys, but only the last 4 digits will be recognised and shown on the display.

The display turns OFF after 5 seconds if the number does not exist (dissuasion tone on the speaker unit).

The called intercom rings for about 5 or 25 seconds according to programming.



The called user picks up the handset to interrupt the call and enable conversation with the door station for 60 seconds.

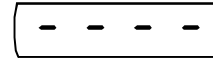
The number on the display starts flashing 10 seconds before conversation ends. To continue conversation for additional 60 seconds press again (this operation can be done 3 times maximum).

To release the door lock the user must have a conversation in progress and wait about 1 second after picking up the handset. Activation time is 3 or 6 seconds.

Hanging up the handset the conversation is end.

Numbers that are not sent or not cancelled turn OFF after 25 seconds.

In systems with 2 or more main digital push-button panels, when a call is made from one push-button panel, the other push-button panels are disabled and its display shows 4 lines (busy state). Wait until the display turns OFF to make the call.



Door opening with secret code

The door can be opened from the push-button panel by dialling a 4-digit access code chosen between 16 programmable numbers.

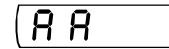
Entering the secret code

- Move the jumper located on the back of the push-button panel to connect the 2 pins of **J1**; the displays shows **AA**



Position used for push-button panel operation

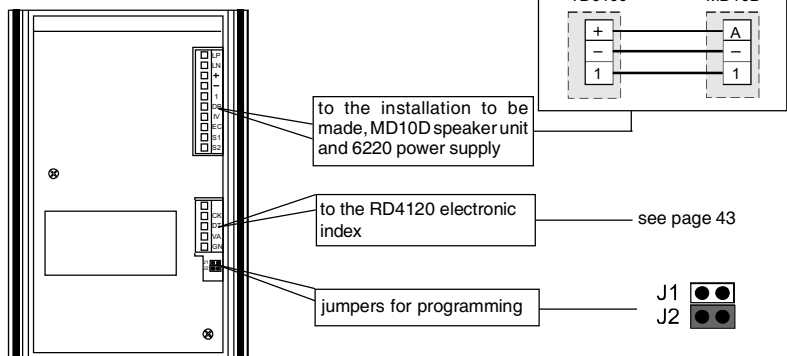
Position used for code programming



- dial **00** and press the button
- dial the first code for door lock release on the keypad (from 0 to 9999)
- press the button
- dial the second code for door lock release (from 0 to 9999)
- press the button
- repeat the operations up to the 16th code or as necessary
- press the "X" button to erase an unused code or to cancel a wrong code before sending it.
- remove the **J1** jumper to exit programming.

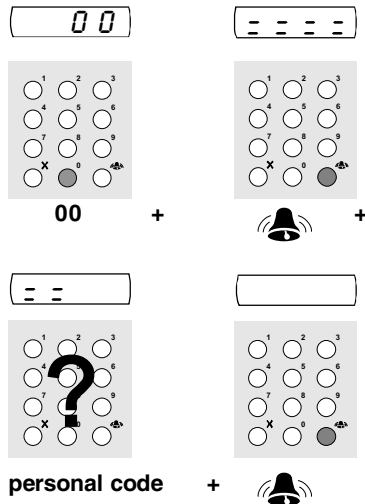
Door lock release with secret code

- dial **00**
- press ; 8 horizontal bars appear on the display
- enter the access code within 10 seconds; each entered digit cancels 2 horizontal bars; press "X" to display the 8 horizontal bars again.
- press ; the door lock is released (acknowledge tone); the push-button panel resumes the current operating mode of the system (free or busy).



Note

Door lock release with personal code can also take place when the push-button panel is busy (4 lines on the display).



Viewing and changing secret codes

To view the entered codes:
 - insert the jumper in **J1**; the display shows **AA**.
 - dial **00** and press the key; the first of the 16 code appears on the display.
 - press the key to display the second number
 - continue up to the 16th number.
 The display turns OFF to indicate missing or cancelled numbers. It is recommended to check all 16 secret codes.
 To erase a code press "X" and then ; the next number appears on the display.
 Remove the **J1** jumper at the end of the cancellation or replacement procedure.

Call personal codes

To optimise user coding (multiple entrances, floor division, etc.) a personal code other than the real one can be associated with each user. These codes replace the normal number associated with the user in the keypad composition.

Programming the call personal codes

To enter new codes:
 - move the jumper located on the back of the push-button to connect the two pins of **J1**; the display shows **AA**
 - dial **01** and press the key; the display shows **I**
 - dial the number of the user whose code must be replaced; the display turns off
 - dial the new code to be associated with the user (from 0 to 9999; do not use numbers 00,01,02,03 and the numbers coded in the intercoms)
 - press the key; the display shows **I**
 - dial the number of the second user whose code must be replaced
 - dial the new code

- press the key
 - repeat the procedure for all the numbers to be replaced
 - to cancel a wrong code press the "X" key before sending it.
 - remove the **J1** jumper to exit programming.

Viewing the call personal codes

To view the codes associated with the internal users:
 - move the jumper located on the back of the push-button to connect the two pins of **J1**; the display shows **AA**
 - dial **01** and press the key; the display shows **I**
 - dial the user code on the keypad (the number coded in the intercom)
 - press the key; the display shows the personal code to be dialled on the keypad
 - repeat the procedure for all the codes to be viewed
 - press the key; the display shows **I**
 - remove the **J1** jumper to exit programming.

Erasing a call personal code

To erase a personal code:
 - move the jumper located on the back of the push-button to connect the two pins of **J1**; the display shows **AA**
 - dial **01** and press the key; the display shows **I**
 - dial the user code to be cancelled on the keypad
 - press the **X** key (the display turns OFF) and then ;
 - repeat the procedure for all the codes to be erased
 - remove the **J1** jumper to exit programming.

Erasing all call personal codes

To erase all personal codes:
 - move the jumper located on the back of the push-button to connect the two pins of **J1**; the display shows **AA**
 - dial **99** and press the key; the display shows **AAAAI**
 - press the key again;
 - wait until the display shows **AA** (about 10 sec.)
 - remove the **J1** jumper to exit programming.

Other programming

Some of the keypad configuration parameters can be changed as illustrated below.

Changing the call or door lock release time

To change the door lock release time or the number of rings of the intercoms:
 - move the jumper located on the back of the push-button to connect the two pins of **J1**; the display shows **AA**
 - dial **02** and press the key; the display shows --
 - dial:
 00 door lock release duration 3 seconds and 5 call rings (*default programming*)
 01 door lock release duration 6 seconds and 5 call rings
 02 door lock release duration 3 seconds and 1 call ring
 03 door lock release duration 6 seconds and 1 call ring
 - press the key; the display shows **AA**
 - remove the **J1** jumper to exit programming.

Tone disabling on the door station

To disable tones on the door station remove the **J2** jumper located on the back of the push-button panel.

Restoring the default programming (erasing of all entered data)

To erase all the entered data:
 - move the jumper located on the back of the push-button to connect the two pins of **J1**; the display shows **AA**
 - dial **90** and press the key; the display shows **AAAA**
 - press the key again;
 - wait until the display shows **AA** (about 20 sec.)
 - remove the **J1** jumper to exit the erasing mode.

